

MOSSFLOWER

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# Chapter One: Character Creation

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If you are keen on details and would prefer to learn and understand the rules of the game before starting with character creation, skip ahead to Section Two. Otherwise, feel free to proceed with character creation. Creating a character in Mossflower is a straightforward task—follow the steps as Section One progresses and make the choices where prompted.

## Character Creation Overview

Below is an outline of how you create a character in Mossflower. New players should skim through this outline to have an awareness of the process and then continue into the detailed instructions for each step; experienced players can use this outline as a reminder of each step.

**Name, Beast, and Class.** First, you will provide a name for your character, then choose your beast type and class, and write them on your sheet together (such as “Twirl, the Squirrel Scout”).

**Attributes.** Combine the attribute values (Brawn, Brains, Dexterity, and Destiny) for your beast type and class onto your sheet.

**Destiny Traits.** Select traits from the destiny trait list if you have at least 3 Destiny. For every 3 points of Destiny, you gain one trait.

**Skills.** Choose from the skill choices for your beast type, then for your class, and write those in your sheet.

**Resources.** Mark your current health, spirit, and glory. Your current and maximum values start the same. These values are calculated as follows:

**Health.** Equals 3, plus 1 for every 2 points of Brawn.

**Spirit.** Equals 3, plus 1 for every 2 points of Dexterity.

**Glory.** Equals 3, plus 1 for every 2 points of Destiny.

Remember to add any bonuses from beast, class, or destiny traits.

**Battle Statistics.** Mark your fight, counter, and speed. These values are calculated as follows:

**Fight and Counter.** These values are determined by your beast and class.

**Speed.** Your speed is 4, plus 1 for every 3 points of Dexterity.

Remember to add any bonuses from beast, class, or destiny traits.

**Abilities.** Choose abilities from the ability lists for your chosen class and beast. The number you may choose is equal to your Brains attribute. Mark these on your sheet by at least adding the ability name for reference. Beyond that, include as much detail as you wish.

**Equipment.** Each class starts with default equipment options worth around 100g. Write the pack and pouch items in their respective places on your sheet. However, your host may determine your starting equipment differently depending on the scenario.

**Favorite Food.** Choose a favorite food from the list: fish, fruit, grain, herbs, milksap, nuts, roots, sweets, or vegetables. Write this in the Favorite Food box on your sheet. If you are a hare, simply write All.

**Progression.** In some scenarios, your characters will start at higher levels. The GM will tell you what level you need to start at, allowing you to make advancements as needed. By default, you will simply start at level 1 with no additional experience.

With that, you are ready to play!

## Beasts

Your beast type defines what animal your character is. Mossflower is home to (mostly) civilized beasts. Your beast type determines your starting attributes, modifies your statistics, and grants access to skills and unique abilities.

**Creatures.** While the playable animals are referred to as “beasts”, any sentient living character, including the non-player characters, are referred to as “creatures.” This includes many rare woodlanders, vermin, monstrous reptiles, and great birds.

### *Badger*

Badgers are mighty and noble. These mercurial beasts possess long life spans and immense strength. Badgers are wise, though short-tempered, and are sometimes blessed with inexplicable powers of prophecy. They tend to live separated from other badgers, often dwelling among other beasts as a guardian or mentor.

**Attributes.** 6 Brawn, 4 Brains, 2 Dexterity, 5 Destiny

**Skills.** Learn one of: Athletics, Coercion, Lore

**Statistics.** +2 Fight

**Traits.** Badgers have exceptional Attributes.

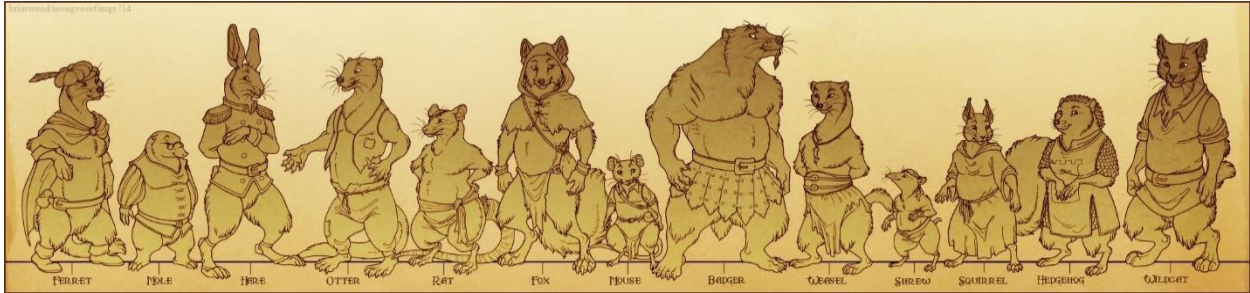
Badgers have the following ability options:

**Unstoppable Force** (Attack, 1sp): On hit, you lose one condition.

**Primeval Guardian** (Reaction, Self, 2sp): If you just took damage, halve it.

**Eulalia** (Action, Self, 0sp): If in battle, become Courageous.

**Bloodwrath** (Trait): Being bloodied adds +2 Fight instead of its usual effects.



## Hare

Hares are fearsome and festive warriors. They are known for being jovial, talkative, and obnoxious. Their appetites for both food and battle are legendary. Despite their casual and jocular façade, hares are perilous and courageous fighters. Most societies of hares value military training, making them dependable allies in wartime.

**Attributes.** 3 Brawn, 2 Brains, 4 Dexterity, 3 Destiny

**Skills.** Learn one of: Athletics, Performance, Searching

**Statistics.** +1 Fight, +1 Counter, +1 Speed, +1 Spirit

**Traits.** Hares treat all food as favorite food. Hares have a +3 bonus on any checks involving jumping height or distance.

Hares have the following ability options:

**Blood and Vinegar [T]** (Attack, 2sp): Add +2 Fight and +1 damage.

**Forward the Buffs** (Action, Self, 1sp): Become Hasted.

**Eulalia** (Action, Self, 0sp): If in battle, become Courageous.

**Perilous Beast** (Trait): While you have a boon and are not at full health, add +1 damage.

## Hedgehog

Hedgehogs are tough and self-reliant. These quiet folk come from all walks of life. They are typically easygoing and friendly, possessing good humor, and a love of nature. All hedgehogs take pride in their fearsome natural armor of spikes, which can be dangerously effective.

**Attributes.** 5 Brawn, 2 Brains, 2 Dexterity, 3 Destiny

**Skills.** Learn one of: Bargaining, Crafting, Survival

**Statistics.** +1 Counter, +1 Health

**Traits.** Hedgehogs reduce hostile Push effects by 1. They also have a minimum of 3 Armor regardless of their outfit.

Hedgehogs have the following ability options:

**Hedgehog Roll [T]** (Action, Adjacent Foes, 1sp): Cause 1 direct damage to all targets.

**Bristle** (Action, Self, 1sp): Become Mighty.

**Stand Alone** (Action, Self): In battle, restore your SP to half of max if you are adjacent to no allies.

**Spike** (Trait): Spend 1 SP to cause 1 direct damage to a foe who attacked you with a strike.

## *Mole*

Moles are tough and supportive. These sensible little beasts have a quaint dialect and a penchant for industrial work. They are at home in dark, cramped spaces, but also enjoy the solid land on the surface. Moles are often afraid of both heights and water and tend to be emotional over simple things. Don't be fooled by their rustic charm—they are crafty when they mean to be.

**Attributes.** 4 Brawn, 5 Brains, 3 Dexterity, 2 Destiny

**Skills.** Learn one of: Crafting, Lore, and Sneaking

**Statistics.** +1 Health, +1 Spirit

**Traits.** Moles ignore the Obscured and Squeezing position penalties.

Moles have the following ability options:

**Industrious** (Trait): When you target yourself with an ability, you may spend 2 SP to become Focused.

**Practical Logic** (Action, One, 2sp): Target becomes Focused.

**Sturdy Tunneller** (Reaction, Self, 2sp): If you just became Weakened, remove it immediately.

**Supportive** (Action, One, 2sp): Target becomes Courageous.

## *Mouse*

Mice are versatile and skilled adventurers. These little creatures have an industrious and cooperative nature that leads them to prosper in any peaceful community. Mice are timid creatures; however, they are easily inspired by a courageous leader. There have been some remarkable mouse heroes, most notably, the great Martin the Warrior.

**Attributes.** 1 Brawn, 3 Brains, 3 Dexterity, 5 Destiny

**Skills.** Learn two of: Agility, Bargaining, Influence, Medicine

**Statistics.** +2 Spirit

**Traits.** Mice gain a boon of their choice at the start of battle.

Mice have the following ability options:

**Selfless Heroism** (Maneuver, One, 1sp): Transfer all your boons to the target.

**Small Greatness** (Trait): Once per rest, spend 2 SP to promote a Fail on a Brawn or Fight check.

**Resourceful** (Trait): Once per battle, journey, or interaction, you may use an ability at 0 SP cost.

**Heroic Mercy** (Action, Adjacent Foe, 1sp): If target foe is damaged, both you and the target restore 1 HP and you gain a boon.

## *Otter*

Otters are aggressive fighters and great companions. These strong and sleek creatures are playful at heart—a fact which extends to most aspects of their life. Coupled with a strong sense of responsibility, they are dependable, optimistic, and willing. Otters will not hesitate for even a moment if they are needed. As such, otters are often respected for providing for their community.

**Attributes.** 5 Brawn, 3 Brains, 4 Dexterity, 3 Destiny

**Skills.** Learn one of: Athletics, Coercion, Waterwise

**Statistics.** +1 Fight, +1 Spirit

**Traits.** Otters can hold their breath up to 5 minutes, can swim at no extra move cost, and ignore the Submerged position penalty.

Otters have the following ability options:

**Challenger's Shot [T]** (Shot, 1sp): Add armor piercing. On hit, target becomes Disheartened.

**Swashbuckler's Strike [T]** (Dual Strike, 1sp): Add +1 damage.

**Protector's Strike** (Reaction, Strike, 1sp): If a foe just attacked another ally, make a basic strike against that foe.

**Fierce Avenger** (Trait): You become Mighty and Hasted when an ally is defeated in battle.

## *Shrew*

Shrews are resourceful and cautious travelers. Though a belligerent bunch, shrews are the loyal protectors of Mossflower's many waterways. They tend to live in nomadic river tribes which serve as transportation (and as guardians) for travelers on the River Moss and its tributaries. These tribes live comfortably off the bounty of woods and water, and their cooks and quartermasters are regarded as the most resourceful in Mossflower.

**Attributes.** 3 Brawn, 4 Brains, 5 Dexterity, 2 Destiny

**Skills.** Learn one of: Crafting, Survival, Waterwise

**Statistics.** +2 Counter

**Traits.** Shrews have a +1 bonus to all cooking checks and may use glory to negate an equipment damage event on any party member.

Shrews have the following ability options:

**Belligerence** (Maneuver, Any Other, 1sp): If you and the target are both at full health, you both move your speed toward each other.

**Stubborn Endurance** (Action, One, 2sp): Remove a condition from target. In battle, cost 1 SP.

**Guosim Windmill [T]** (Strike, 2sp): Add +2 Fight for each ally adjacent to you (max +4).

**Agile Fighter** (Trait): After you attack a foe, you may shift 1 hex.

## *Squirrel*

Squirrels are fast and dangerous opponents. Best described as lively, squirrels have a distinct passion for life. They possess tender feelings and fierce tempers in equal measure. Above all, squirrels want to be free to enjoy their lives. They are at home in the trees—naturally swift and incredibly nimble. For this reason, most squirrels remain in the mighty forests of Mossflower Wood, though others seek the grandeur of towers or the rigging of great sailing ships.

**Attributes.** 2 Brawn, 3 Brains, 6 Dexterity, 3 Destiny

**Skills.** Learn one of: Agility, Searching, Sneaking

**Statistics.** +2 Speed

**Traits.** Squirrels can climb at no extra move cost and ignore the Balancing and Climbing position penalties.

Squirrels have the following ability options:

**Rapid Action** (Reaction, Self, 2sp): If a foe finished an action, you may Attack, Recover, or Dash.

**Happy Go Lucky** (Trait): You ignore the effects of newly applied conditions until the end of your next turn.

**Effortless Dodge** (Trait): Once per battle, you may enter guarding stance without using a reaction.

**Surprise Attack** (Attack, 1sp): Add +2 Fight if target has no available reaction and is not in guarding stance.

## *Vole*

Voles are swift and hearty adventurers. Wilder and less common than mice, voles share a similar form and personality to their sleek cousins. Many voles live along Mossflower's rivers and reside in communities such as Redwall Abbey. They tend to be quiet and nostalgic creatures, but when they feel called to adventure, they respond with unusual eagerness.

**Attributes.** 2 Brawn, 3 Brains, 4 Dexterity, 3 Destiny

**Skills.** Learn one of: Bargaining, Medicine, and Performance

**Statistics.** +1 Health, +2 Glory, +1 Speed

**Traits.** Voles regain glory when their party is awarded bonus XP at session end for defeating high level foes in battle or hostile lands in a journey.

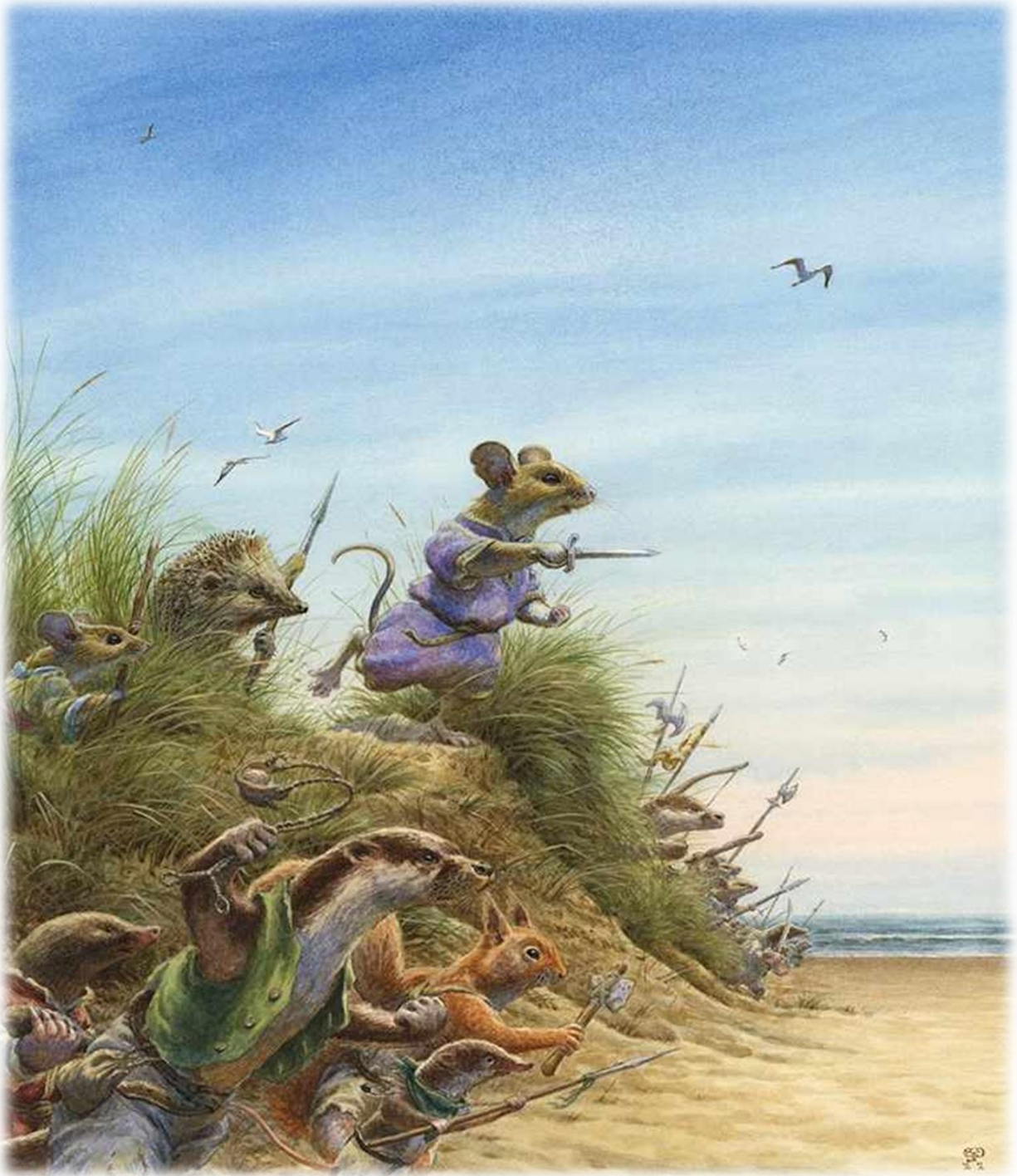
Voles have the following ability options:

**Bold Strike** (Strike, 1sp): On hit, you may move your speed.

**Stout Creature** (Trait): May spend 3 SP to regain 2 HP on the first turn of a battle or journey.

**Brave Traveler [T]** (Maneuver, Self, 1sp): Become Courageous and move your speed.

**Skittish** (Maneuver, One Adjacent, 2sp): Target is Slowed and move your speed.



## Classes

Your class is your adventurous archetype. Most beasts in the world are common folk who practice a simple profession as a way of life; these are not classes. Your characters are the heroes of your story. They are archetypes of fighters, explorers, tricksters, and more. Your class modifies your starting statistics and gives you access to a set of traits and ability options.

### Boxer

*“Rigorous exercise, flawless training—that’s the ticket. A boxer is an elite fighter, tough as oaks, and as deadly with bare paws as any warrior with a blade.”*

**Why be a boxer?** You want to be a tough, capable fighter with a simple playstyle but with some options for tactical depth. You will excel against groups of enemies and with maneuvering your foes.

**Attributes.** +1 Brawn, +1 Dexterity

**Skills.** Learn two of: Agility, Athletics, Coercion, Performance

**Statistics.** 5 Fight, 4 Counter, +2 Health, +1 Speed

**Traits.** Boxers gain the following traits at 1<sup>st</sup> level:

- ❖ **Unarmed Combat:** Your paw attacks add +1 damage, push 2 on hit, and you may wield your paws as either 1-paw or 2-paw weapons.
- ❖ **Brawler:** Add +1 Fight with Brawler weapons (paws are brawler weapons).
- ❖ **Grappler:** May use glory to Shove as a reaction after hitting a foe with a strike.

**Pack Equipment.** Outfit (50g or less), 2 Weapons (10g or less each), Rope, Water Gourd

**Pouch Equipment.** Hotroot Powder, 2 Poultices, 4 Trade Items (10g)

Boxers have the following ability options:

**Fur’n’Fury [T]** (Action, Adjacent Foes, 1sp): Make one basic strike against each target.

**Savage Punch** (Paw Strike, 1sp): Add +2 damage if you have a tactical penalty.

**Bob and Weave** (Maneuver, Self, 1sp): If adjacent to a foe, you become Hasted.

**Counter Grab** (Reaction, One Adjacent, 2sp): If the target just damaged you with a strike, it does 1 less damage and the attacker is stunned.

**Low Blow [T]** (Strike, 1sp): Add +2 Fight. Add armor piercing if target has a tactical penalty.

**Field of Valor [T]** (Action, Allies, 2sp): Targets who already have a boon become Courageous.

**Bounding Kick** (Strike, 2sp): On hit, push the target 3 hexes.

**Rally the Lads [T]** (Maneuver, Any, 2sp): Targets may shift 2 hexes toward you.

**Unassailable** (Maneuver, Self, 2sp): If your HP is below 3, your HP is restored back to 3.

**Perilous Effort** (Action, Self, 1hp): You restore 2 spirit for each HP you are missing.

**Skull Slam [T]** (Strike, 2sp): On hit, target is Dazed and stunned.

**Shattering Assault [T]** (Strike, 2sp): On hit, target loses all boons.



## Progression

The Boxer receives additional benefits at the following levels:

2	+1 Health, +1 to one Attribute, also choose: +1 Fight & Spirit                      OR                      +1 Counter & Speed
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3	+1 Brawn, also choose: <b>Peak Fitness:</b> Spend 1 SP to become Mighty or Hasted when you Amaze on a Brawn, Dexterity, or Fight check.                      OR <b>Hard Knocks:</b> Restore +1 HP from every rest and reduce the penalty on all checks from having injuries by 1.
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4	Learn an ability and a skill from the Boxer list, +1 to two Attributes, also choose: +1 Fight                      OR                      +1 Counter
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5	+1 Dexterity, also choose: <b>Punishing Blows:</b> May use glory to add armor piercing to your paw attacks until the end of a battle.                      OR <b>Thick Hide:</b> While wearing an outfit that grants less than 2 Armor, you have +1 Armor.
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6	+1 to two Attributes, also choose: +1 Fight                      OR                      +1 Counter
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7	Choose: +1 Fight, Health, & Speed                      OR                      +1 Damage & Spirit
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8	+1 Fight, Counter, and Health; +1 to two Attributes, also choose: <b>Retaliatory Dodge:</b> Retaliate costs 0sp and may be used to enter guarding stance.                      OR <b>Decisive Blows:</b> Your strike abilities are no longer telegraph [T].
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## Duelist

*"I am one with this blade; I can dance around you with the grace of an autumn breeze. Pick up your sword and let's finish this."*

**Why be a Duelist?** You want to excel in one-on-one fights, culling the weak or challenging the mighty. A duelist is ideal for those who like building a combat-focused character with stacking bonuses.

**Attributes.** +1 Dexterity, +1 Destiny

**Skills.** Learn two of: Athletics, Influence, Performance, Waterwise

**Statistics.** 4 Fight, 5 Counter, +1 Health

**Traits.** Duelists gain the following traits at 1<sup>st</sup> level:

- ❖ **Fencer:** Add +1 Fight with all strikes.
- ❖ **One on One:** You can flank a foe by yourself if your foe is adjacent to no allies.
- ❖ **Quick Draw:** You can take the Ready Equipment action as a maneuver.
- ❖ **Battle Ready:** Use glory to add +1 Fight, Counter, and Speed for one battle.

**Pack Equipment.** Outfit (50g or less), 2 Weapons (40g or less each), Lantern, Cloak, Water Gourd

**Pouch Equipment.** Dagger, 3 Lamp Oils, Trade Item (10g)

Duelists have the following ability options:

**Final Thrust** (Strike, 3sp): If target is bloodied, add +2 Fight, +1 Dmg, and armor piercing.

**Riposte** (Trait): When you strike using a reaction, add +1 Fight.

**Into the Fray** (Maneuver, Self, 2sp): Shift 2 hexes and become Courageous.

**Lunge [T]** (Maneuver, Self, 1sp): Shift 2 hexes and make a basic attack on a foe.

**Thrill of Victory** (Reaction, Self, 2sp): If a foe adjacent to you was just defeated, restore 2 HP.

**Flash of Blades** (Strike, 1sp): On hit, target is stunned.

**Persistent Threat** (Strike, 1sp): On hit, target is Slowed.

**Deadly Inspiration** (Trait): While affected by more than one boon, your attacks add +1 damage.

**Press the Attack** (Trait): Add +1 Fight to your strikes at foes with a tactical penalty.

**Expert Disarm** (Maneuver, One Adjacent, 1sp): If target is stunned, it drops its wielded weapons.

**Backswing** (Reaction, Self, 2sp): If you just missed with a strike, you may make a basic strike.

**Duel of Ages** (Strike, 1sp): On hit vs a foe with a tactical penalty, restore 2 SP or lose 1 Condition.



## Progression

The Duelist receives additional benefits at the following levels:

2	<p>+1 Speed, +1 to one Attribute, also choose:</p> <p>+1 Fight &amp; Counter                      OR                      +1 Health, Spirit, and Glory</p>
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3	<p>+1 Dexterity, also choose:</p> <p><b>Audacious Challenger:</b> Once per battle, choose a foe of equal or higher level. Target is Disheartened.                      OR                      <b>Watchful Defense:</b> You require one additional adjacent foe to be swarmed.</p>
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4	<p>Learn an ability and a skill from the Duelist list, +1 to two Attributes, also choose:</p> <p>+1 Fight    OR    +1 Counter</p>
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5	<p>+1 Destiny, also choose:</p> <p><b>Prized Possessions:</b> Equipment damage checks on your weapons only cause damage on a roll of 1.                      OR                      <b>Prized Legacy:</b> May bond to a second legacy item 1 level earlier than usual.</p>
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6	<p>+1 Fight &amp; Counter, +1 to one Attribute, also choose:</p> <p>+1 Damage    OR    +1 Health</p>
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7	<p>Choose:</p> <p>+1 Spirit &amp; Counter    OR    +1 to one Attribute</p>
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8	<p>+1 Fight, Counter, &amp; Glory; +1 to two Attributes, also choose:</p> <p><b>Expert Footwork:</b> You do not have to stop next to foes when moving and you may shift 1 after you attack a foe.                      OR                      <b>Fencing Master:</b> While fighting with a free paw, you may make off-paw attacks with your main weapon as if you were dual-wielding it.</p>
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## Healer

*"I know plants and I know my fellow beasts. I may not be a mighty warrior, but I do help pick up the pieces after the warriors' work is done."*

**Why be a Healer?** You want to be an invaluable support character who can keep your allies strong during tough adventures. Healers excel at directly removing damage, conditions, and ailments from your party.

**Attributes.** +1 Brains, +1 Destiny

**Skills.** Learn Medicine and three of: Crafting, Influence, Lore, Searching, Survival

**Statistics.** 3 Fight, 4 Counter, +2 Health

**Traits.** Healers gain the following traits at 1<sup>st</sup> level:

- ❖ **Wound Binding:** Poultices you use restore +1 HP. May create a poultice from one herb ingredient as an action. May use glory to use two poultices as a single action during battle.
- ❖ **Infirmity Keeper:** May apply your Medicine skill bonus to one additional creature to help recover from illness and injury when resting.
- ❖ **Quick Revive:** May spend glory to use the Revive action as a standard action with no telegraph.

**Pack Equipment.** Travel Clothes, 2 Weapons (10g or less each), Herbalist's Kit, Haversack, Water Gourd

**Pouch Equipment.** Sun Hat, Hotroot Powder, Sleeping Powder, Poison, Venom, 3 Poultices

Healers have the following ability options:

**Deceptively Peaceful [T]** (Strike, 1sp): If you have not yet attacked in this battle, this attack is an automatic Pass.

**Superior Health** (Action, One, 2sp): If target has full HP, steal 1 HP and give it to an ally.

**Ounce of Prevention** (Reaction, One, 2sp): If an ally took damage, that ally restores 1 HP.

**Versatile Cure** (Action, One Adjacent, 2sp): If target has a condition, remove it and restore 1 HP.

**Field Medic** (Action, One Adjacent, 3sp): Revive target.

**Swift Responder** (Maneuver, Self, 1sp): Move your speed twice, but you must end your move in a hex adjacent to an ally.

**Shared Venom** (Trait): When using a venom item, you can also apply it to an adjacent ally's weapon.

**Pound of Cure [T]** (Action, Adjacent Allies, 2sp): Targets lose all conditions.

**Lasting Benefit** (Action, One, 2sp): Target becomes Mighty.

**Call for Peace** (Action, One, 1sp): If target has a boon, remove it, and target restores 1 HP.



## Progression

The Healer receives additional benefits at the following levels:

2	+1 Counter, +1 to two Attributes, also choose: Learn an ability from the Healer list      OR      Learn a skill from the Healer list
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3	+1 Brains, also choose: <b>Robust Revive:</b> Your revive effects also restore the target up to half their maximum SP.      OR <b>Herbalist:</b> Whenever you make a discovery while on a journey, you receive a poultice.
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4	+1 Fight, +1 to two Attributes, also choose: +1 Fight & Counter      OR      +1 Health, Spirit, and Speed
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5	+1 Destiny, also choose: <b>Preemptive Care:</b> Once per rest, may use glory to restore 1 HP and grant a recovery check against injury or illness to each party member.      OR <b>Health Food:</b> Any meals you cook also restore 1 HP when eaten.
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6	Learn a skill from the Healer list, +1 to two Attributes, also choose: Learn an ability from the Healer list      OR      +1 Damage
---	--

7	+1 Fight & Counter, also choose: +1 Glory      OR      +1 Health
---	---

8	+1 Health, Glory, & Spirit; +1 to two Attributes, also choose: <b>Immediate Revive:</b> May spend glory to revive an ally as a reaction when an adjacent ally is defeated.      OR <b>Inspiring Caretaker:</b> When you help a character recover from an injury or illness, you both restore 1 glory.
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## Hermit

*"Me cave's safe and I'm sufficiently supplied. There's always trouble out there in the woods. I live alone with my crab for good reason."*

**Why be a Hermit?** You want to be an aggressive fighter and self-sufficient adventurer with an animal companion. A hermit is a good choice for players who want to be adaptable in all situations.

**Attributes.** +1 Brawn, +1 Brains

**Skills.** Learn Survival and 3 of: Crafting, Lore, Medicine, Searching, Sneaking, Waterwise

**Statistics.** 4 Fight, 4 Counter, +1 Health, +1 Spirit

**Traits.** Hermits gain the following traits at 1<sup>st</sup> level:

- ❖ **Roughing It:** When the party rests outdoors, you count as having one extra need met and you restore 1 glory if you have less than 2.
- ❖ **Primal Kinship:** Add +3 to social checks with creatures that do not use common language.
- ❖ **Savage Companion:** You have a savage companion as a party member: a level 1 beetle, crab, frog, or spider. It can take a single action or maneuver and a reaction each round in battle and may use your SP and Glory. You may use glory to cause your companion to automatically Pass its Fight to Survive check when defeated. If your companion dies, you acquire a new one after your next level up.



**Pack Equipment.** Travel Clothes, 2 Weapons (20g or less each), Foraging Kit, Water Gourd

**Pouch Equipment.** Dagger, Hood, Tinderbox Kit, 3 Torches, Poultice, Venom

Hermits have the following ability options:

**Crab Claws [T]** (Strike, 2sp): Make two basic strikes on the target.

**Spider Bite** (Attack, 1sp): On hit, target is Weakened.

**Frog Strength** (Action, Self, 1sp): You are Mighty.

**Beetle Tenacity** (Action, Self, 1sp): You are Focused.

**Pack Tactics** (Reaction, Self, 2sp): If you and the target just hit the same foe with a tactical penalty in the same round, you both restore 2 HP.

**Loyal Companion** (Reaction, Self, 3sp): If your companion was just defeated, revive it.

**Unpleasant Company** (Maneuver, All Adjacent, 2sp): Targets are pushed 2 hexes.

**Slippery as an Eel [T]** (Maneuver, Self, 2sp): You and your nearest ally lose a condition and shift 2 hexes.

**Wanderlust [T]** (Action, Allies, 3sp): Targets are Hasted.

**Magpie Taunt** (Action, One, 2sp): Target is stunned.

**Ensnare [T]** (Maneuver, One, 2sp): If target has a tactical penalty, target loses 1 HP and is Slowed.

## Progression

The Hermit receives additional benefits at the following levels:

2	<p>+1 Fight, +1 to one Attribute, also choose:</p> <p>+1 Fight &amp; Speed                      OR                      +1 Fight &amp; Health</p>
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3	<p>+1 Brawn, also choose:</p> <p><b>Independent Companion:</b> You may use your reaction or glory to let your companion take both an action and a maneuver during a round in battle.                      OR                      <b>Bonded Companion:</b> You and your companion share the benefits of each other's boons.</p>
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4	<p>Your companion is now level 2, +1 to two Attributes</p>
---	--

5	<p>+1 Destiny, also choose:</p> <p><b>Working Alone:</b> You have +1 on all non-group attribute checks when no other character (except your companion) is assisting you.                      OR                      <b>Battle Companion:</b> Your companion has +1 Armor, Damage, and Speed.</p>
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6	<p>Your companion is now level 3, also choose:</p> <p>+1 Fight &amp; Counter                      OR                      +1 Fight &amp; Spirit</p>
---	---

7	<p>+1 to two Attributes</p>
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8	<p>Add +1 Fight, Damage, Health, &amp; Counter, also choose:</p> <p><b>Cooperative Bond:</b> Your companion may use your abilities.                      OR                      <b>Legacy Companion:</b> Your companion shares the benefits of your legacy items.</p>
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## Performer

*"Being a successful performer is all about being the center of attention: bring merriment and chaos. Be heroic and bring ruin to the enemy's plans."*

**Why be a Performer?** You want to be a dashing leader or a loyal right-paw who foils the enemy and inspires your companions. Performers are ideal for players who want to manipulate rather than fight.

**Attributes.** +1 Brains, +1 Dexterity, +1 Destiny

**Skills.** Learn Performance and two of: Agility, Athletics, Bargaining, Influence, Lore, Sneaking

**Statistics.** 3 Fight, 4 Counter, +1 Glory, +1 Spirit

**Traits.** Performers gain the following traits at 1<sup>st</sup> level:

- ❖ **Encouraging Performer:** After resting, restore 1 glory to an ally with less than 3 glory.
- ❖ **Inspiring Performer:** May use glory to give an ally a boon of your choice and fully restore their SP.

**Pack Equipment.** Outfit (20g or less), 1 Weapon (40g or less), Lantern, Mess Kit, Tent, Water Gourd

**Pouch Equipment.** Dart Blower, 3 Lamp Oil, Musical Instrument, Tinderbox Kit, 10g Trade Item

Performers have the following ability options:

**Ballad of Tammo [T]** (Maneuver, One, 1sp): Push the target 3 hexes.

**Ballad of Matthias [T]** (Action, Adjacent Allies, 1sp): Targets are Courageous.

**Ballad of Sunflash [T]** (Action, Adjacent Allies, 1sp): Targets are Mighty.

**Ballad of Laterose [T]** (Action, Allies, 3sp): Targets gain every boon you currently have.

**Ballad of Gabool [T]** (Action, Area Foes, 2sp): Targets are Weakened or Disheartened.

**Ballad of Lunar Stellaris [T]** (Action, Area Foes, 2sp): Targets are Dazed or Slowed.

**Encouraging Refrain** (Reaction, One, 1sp): If you just used a Ballad, target is no longer Disheartened.

**Scheming Refrain** (Reaction, Allies, 2sp): If you just used a Ballad, all targets may shift 2 hexes.

**Dreadful Refrain** (Reaction, Area Foes, 3sp): If you just used a Ballad, each target in the area that has a condition loses a boon.

**Vengeful Refrain** (Reaction, Self, 2sp): If you just used a Ballad on foes, those foes lose 1 HP.





## Scholar

*"Mossflower Wood is no library. Out here, we must use our knowledge to be learned travelers, peerless diplomats, and wise leaders."*

**Why be a Scholar?** You want to have a wide array of skills for a variety of challenges. Scholars are ideal for players who enjoy solving problems creatively.

**Attributes.** +2 Brains

**Skills.** Learn Lore and four of: Bargaining, Coercion, Crafting, Influence, Medicine, Performance, Searching, Survival, Waterwise

**Statistics.** 3 Fight, 4 Counter

**Traits.** Scholars gain the following traits at 1<sup>st</sup> level:

- ❖ **Plan Ahead:** Actions on the first tick of interaction, the first watch of journey, or the first round of battle cost 0 SP.
- ❖ **Puzzle Solver:** Double your skill bonus on any riddle check you make that uses it.
- ❖ **Tutor:** When an ally does a Brains or Destiny check, you may use glory to add your skill bonus to the check.
- ❖ **Countermeasures:** Once per battle, may use glory to stun a foe at the start of your turn.



**Pack Equipment.** Travel Clothes, 2 Weapons (10g or less each), Masterwork Scholar's Kit, Protective Case, Water Gourd

**Pouch Equipment.** Hood, 2 Candles, Poultice, Poison, Tinderbox Kit, 2 10g Trade Items

Scholars have the following ability options:

**Exploit Anatomy [T]** (Attack, 0sp): Attack using a Brains check vs Counter.

**Confound** (Action, One, 2sp): Target becomes Dazed. If the target is already Dazed, it loses 1 HP.

**Precise Distraction** (Reaction, One, 2sp): If target was attacked, the attack result is demoted.

**Harmless Appearance [T]** (Attack, 1sp): Add +2 Fight. Add +1 damage if you have not caused any damage during this battle.

**Comforting Stories** (Action, Allies, 3sp): Targets may use glory to restore 2 health.

**Plan of Attack [T]** (Maneuver, One, 2sp): This turn, the target has -1 Counter per tactical penalty.

**Oldest Trick** (Reaction, One Adjacent, 1sp): If the target just moved up to you, push the target 1 hex.

**Historic Maneuver** (Maneuver, Allies, 1sp): All targets may shift 1 hex.

**Efficient Planning** (Action, One, 2sp): Target becomes Focused.

**Calculated Attack [T]** (Attack): On hit, you and one other ally restore 2 SP.

**Outwit** (Action, One, 2sp): Target loses a boon.



## Scout

*"A good scout is versatile. We are archers, adventurers, caretakers, and travelers. Tread carefully. Move swiftly. Stay out of sight."*

**Why be a Scout?** You want to be a quick and skilled ranged fighter that specializes in disrupting enemy actions. Scouts are perfect for players who like to fight but also want a character with good noncombat options.

**Attributes.** +1 Brains, +1 Dexterity

**Skills.** Learn three of: Agility, Athletics, Crafting, Lore, Medicine, Searching, Sneaking, Survival, and Waterwise

**Statistics.** 4 Fight, 4 Counter, +1 Speed

**Traits.** Scouts gain the following traits at 1<sup>st</sup> level:

- ❖ **Hearthguard:** +1 Fight with ranged attacks.
- ❖ **Observant Risk-taker:** May use glory before a risk die is rolled to reduce the result by 2.
- ❖ **Nimble:** May use glory to shift 2 hexes at any time in battle.

**Pack Equipment.** Outfit (50g or less), 3 Weapons (20g or less each), Rope, Water Gourd

**Pouch Equipment.** Dagger, Hood, Hotroot Powder, Tinderbox Kit, 2 Torches, 2 Poultices

Scouts have the following ability options:

**Deadeye Shot [T]** (Shot, 2sp): Add +2 Fight and +2 damage.

**Warning Shot** (Shot, 2sp): On hit, target and all adjacent foes are Disheartened.

**Rapid Shot** (Reaction, Self, 2sp): On hit with a shot action, make another basic shot.

**Evasive Stance** (Maneuver, Self, 2sp): Until the start of your next turn, demote incoming shot attacks.

**Swift Escape** (Reaction, Self, 3sp): If a foe hit you, the attack misses and you move your speed.

**Overwatch** (Reaction, Shot, 1sp): If a foe just used a Shot action, make a basic shot on that foe.

**Ambush** (Action, One Foe, 1sp): All allies adjacent to target become Mighty.

**Lead On** (Action, Adjacent Allies, 3sp): Targets become Hasted.

**Split Chase [T]** (Maneuver, One Ally, 1sp): You and target move per speed.

**Fellowship** (Action, One Ally, 2sp): You and the target may share one boon with each other.

**Delay Advance** (Action, Area Foes, 3sp): Targets become Slowed.

**Isolated Target** (Attack, 1sp): On hit, if target has a tactical penalty, it is stunned.

**Shock Tactics [T]** (Attack, 2sp): On hit, target loses a boon and is stunned.



## Progression

The Scout receives additional benefits at the following levels:

2	+1 Fight, +1 to one Attribute, also choose: +1 Fight & Spirit                      OR                      +1 Counter & Speed
---	--

3	+1 Dexterity, also choose: <b>Stay Ahead:</b> You can take an extra maneuver action in the first round of battle.                      OR <b>Expert Skirmisher:</b> You can take an extra action in each skirmish turn.
---	--

4	Learn an ability and a skill from the Scout list, +1 to two Attributes, also choose: +1 Fight                      OR                      +1 Counter
---	--

5	+1 Brains, also choose: <b>Careful Searcher:</b> Your discovery checks do not cause rising hostility and you ignore the rising hostility caused by other characters.                      OR <b>Travel Guide:</b> In each watch of a journey, you may let other characters spend your SP to make travel progress.
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6	Learn an ability and a skill from the Scout list, +1 to one Attribute, also choose: +1 Damage                      OR                      +1 to one Attribute
---	---

7	+1 Speed, also choose: +1 Fight & Health                      OR                      +1 Fight & Counter
---	---

8	+1 Fight, Counter, & Speed; +1 to two Attributes, also choose: <b>Deadly Precision:</b> Add armor piercing to all attacks.                      OR <b>Precise Shot:</b> Your Shot actions have no penalty for shooting at foes adjacent to your allies and you can still shoot while adjacent to a foe.
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## Seer

*"I respect your wisdom, Redwall scholar. We are both canny to the past, but I am canny to the future."*

**Why be a Seer?** You want to be a powerful guide who makes use of impactful, quasi-magical abilities. Seers are an excellent choice for players who want to rely on maximizing the effectiveness of special abilities.

**Attributes.** +1 Brains, +1 Destiny

**Skills.** Learn three of: Coercion, Influence, Lore, Medicine, Performance, and Searching

**Statistics.** 3 Fight, 4 Counter, +2 Glory, +2 Spirit

**Traits.** Seers gain the following traits at 1<sup>st</sup> level:

- ❖ **Destiny's Dreams:** You restore 1 glory each time you rest.
- ❖ **Revelations:** May use glory to see a vague – but informative – glimpse into the past or future of your current location or about a creature you are speaking to.
- ❖ **Premonitions:** May use glory to make an early risk roll during a tick of interaction or watch of journey. That result is then applied the next time a risk roll would occur.
- ❖ **Enigma:** May use glory to empower your Seer abilities. An empowered ability includes changed effects, as indicated in the { } brackets in your ability descriptions.



**Pack Equipment.** Outfit (20g or less), 2 Weapons (10g or less each), Cloak, Tent, Water Gourd

**Pouch Equipment.** Dagger, Poison, Poultice, Sleeping Powder, Tinderbox Kit, 2 Torches

Seers have the following ability options:

**Destiny's Judge** (Reaction, One, 1sp): If target is about to make an attack roll, give +/- 2 Fight {and +/- 1 damage}.

**Malefic Visions [T]** (Action, One {Area Foes}, 2sp): Target{s} lose 2 HP. You lose 1 HP.

**Accept Fate** (Reaction, Self, 2sp): If you were just damaged, become Courageous {and 1 other boon}.

**Reject Fate** (Reaction, One, 2sp): If target is about take damage, remove 1{3} damage.

**Heir to Destiny** (Reaction, One, 2sp): If the target just lost a boon, you gain it {and target regains it}.

**Fateful Guide [T]** (Action, Adjacent Allies, 1sp): Targets become Focused {and become Hasted}.

**Happenstance [T]** (Maneuver, Other {Two Other}, 1sp): Target{s} may move per their movement.

**Fateful Hindrance** (Action, One {Three}, 2sp): Target{s} are Slowed.

**Words of Valor [T]** (Action, Three, 2sp): Targets are Mighty. {Targets first lose all conditions.}

**Visions of Doom [T]** (Action, One {Area Foes}, 1sp): Target{s} are Disheartened or Weakened.

**Fear of Failure [T]** (Action, One {Area Foes}, 1sp): Target{s} are stunned.



## Warrior

*"A sword is merely a tool. The sword matters not, only who wields it. True warriors defend others and persist in virtue."*

**Why be a Warrior?** You want to be a strong defensive fighter who excels at tactics. Warriors are a good choice for a player who wants to lead from the front.

**Attributes.** +1 Brawn, +1 Destiny

**Skills.** Learn two of: Agility, Athletics, Coercion, Influence, and Searching

**Statistics.** 5 Fight, 5 Counter, +1 Health, +1 Spirit

**Traits.** Warriors gain the following traits at 1<sup>st</sup> level:

- ❖ **Warrior Training:** All attribute requirements for armor and weapons are reduced by 2.
- ❖ **Warrior's Legacy:** You may bond with a legacy item starting at level 1.
- ❖ **Amazing Glory:** When using glory to re-roll a check, regain glory if the check Amazes.

**Pack Equipment:** Outfit (100g or less), 2 Weapons (50g or less each), Cloak, Water Gourd

**Pouch Equipment:** Dagger, 2 Poultices, Torch

Warriors have the following ability options:

**Attack of Opportunity** (Reaction, One Adjacent, 1sp): If target is moving away, make a basic strike.

**Piercing Assault** (Strike, 1sp): Add armor piercing.

**Superior Parry** (Reaction, One Adjacent, 1sp): Add +2 Counter against a strike.

**Interposing Block** (Reaction, Adjacent Other Ally, 2sp): If target is damaged by an attack, halve the damage.

**War Cry** (Action, Allies, 1sp): All targets may use glory to become Courageous.

**Press On** (Maneuver, Adjacent Allies, 1sp): Remove Slowed from all targets.

**Retreat** (Reaction, Self, 1sp): If a foe entered a hex adjacent to you, move your speed.

**Warrior's Charge** (Maneuver, Self, 2sp): If you are not adjacent to a foe, move your speed and make a basic strike.

**Perseverance [T]** (Action, One, 2sp): Revive target at +1 HP.

**Sacrifice** (Reaction, One Adjacent, 1sp): If the target just acquired a condition, steal it.

**Relentless Assault [T]** (Strike, 2sp): On hit, target loses a boon and then is stunned.

**Issue Challenge** (Maneuver, Adjacent Foes, 2sp): Targets cannot use hostile actions against anyone but you until the start of your next turn.

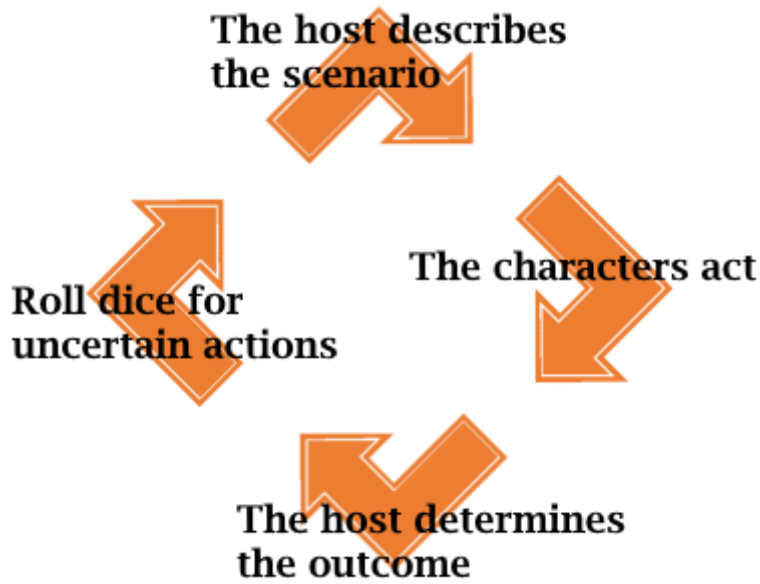




# Chapter Two: Core Rules

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Mossflower has a simple gameplay cycle. The host describes the current situation for the players. The players then decide what their characters will do. The host then determines the result of the characters' actions and may ask them to make dice rolls to resolve uncertainty in the outcome. Finally, the host describes what happens next, and then the cycle begins again.



## Checks

Dice rolls to determine the outcome of an uncertain action are called "checks." An uncertain action is defined as an action that has a chance of success, a chance of failure, and a risk or cost of failure. To make a check, roll two six-sided dice (2d6) and compare the sum to the chart below.

	<b>Result</b>	<b>Effect</b>
12+	Amaze	The action succeeds better than intended, with additional benefits.
8-11	Pass	The action succeeds.
7	Squeak	The result of the action is mixed: the player may choose failure with some benefit, or success at a cost. Most commonly with attribute checks: may use glory to promote to Pass; otherwise, gain 1 glory but demote to Fail.
3-6	Fail	The action fails.
2<	FOPP*	The action fails horribly, with additional consequences.

*\*A failure of painful proportions.*

## Promotion / Demotion

Some effects may promote or demote the result of a check. This means the result is raised or lowered, respectively, by one level. A Pass can be demoted to a Squeak, or a FOPP promoted to a Fail, as examples.

## Modifiers

Modifiers alter the result of a check by changing the sum of the dice. Any number added to or subtracted from a check is called a modifier. The most common check involves the following modifiers:

Difficulty	DC
Easy	2
Medium	4
Hard	6
Very Hard	8
Epic	10

- ❖ **Attribute.** Nearly all checks add one of your character's four main attributes: Brawn, Brains, Dexterity, or Destiny. Attack rolls instead use your Fight statistic.
- ❖ **Skill Bonus.** For a check using an attribute, you may also add a relevant skill bonus to improve your chances if the host agrees that skill applies to the situation.
- ❖ **Difficulty Class (DC).** A modifier applied by the host's assessment of the check's difficulty or by another character's opposing statistic. This value is subtracted from your roll. Remember— if a check is either impossible or effortless, resolve the action without dice.

## Modifier Cap

The sum of all modifiers for a check (positive and negative) added together is capped between **+3** or **-3**, respectively. This remains within the bounds of what is possible. Remember that an impossible or effortless action does not require a die roll.

## Natural Critical

When the dice roll the highest or lowest possible doubles (e.g., double 6's or 1's), the result is an Amaze or a FOPP, regardless of modifiers.

## Group Checks

Sometimes, multiple characters take an uncertain action together. To resolve this, have each character roll the check. Add the Pass and Fail results—Amaze or FOPP results count as double, and Squeaks are ignored. The group succeeds or fails based on which total is greater. If the total of successes or failures is greater than the number of participants, the group receives an Amaze or a FOPP result, respectively. If the totals are equal, the group Squeaks.

## Rounding

When a number requires rounding (usually due to being halved or increased by half), round to intent. This means to round up or down in accordance with whether the cause of rounding is intended to be a bonus or a penalty. If there is no clear intent in a situation that requires rounding, round down by default.

# Chapter Three: Your Character

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As a player, your character is your contribution to the story of Mossflower. You will make choices on behalf of your character. Player characters in Mossflower are assumed to be somewhat unusual creatures. Rather than finding contentment at home, they are spurred on by strong motivations which make them willing to join other strange folk for dangerous adventures.

## Attributes

Attributes represent your core capabilities. These are the most important values on your character sheet. Most of the checks you roll are modified by one of your attributes. Each character has four attributes: **Brawn, Brains, Dexterity, and Destiny**. These attributes are initially determined by your beast and class. After that, you may choose which attributes to improve as your character develops.

<p><b>Brawn</b> Physical power. Strength, endurance, toughness...etc.</p>	<p><b>Health.</b> Your base health equals 3, +1 for every 2 points. <b>Equipment.</b> Heavy weapons and armor require higher Brawn. <b>Carry.</b> You can haul one extra item in your pack for every 2 points. <b>Two-paw Damage.</b> Add +1 to damage with 2-paw melee weapons for every 3 points.</p>
<p><b>Brains</b> Mental power. Cleverness, memory, awareness...etc.</p>	<p><b>Abilities.</b> For each point, you choose a new class or beast ability. <b>Equipment.</b> Special weapon traits require higher Brains. <b>Skill Bonus.</b> Your skill bonus is 1, +1 for every 3 points.</p>
<p><b>Dexterity</b> Physical precision. Speed, finesse, agility, readiness...etc.</p>	<p><b>Spirit.</b> Your base spirit equals 3, +1 for every 2 points. <b>Speed.</b> Your base speed is 4, +1 for every 3 points. <b>Damage.</b> Your base attack damage is 1, +1 for every 3 points. <b>Fencing Bonus.</b> When attacking with a 1-paw melee weapon while your other paw is free, add a Fight bonus of +1 for every 3 points.</p>
<p><b>Destiny</b> Personal importance. Charisma, fortune, leadership, desirability...etc.</p>	<p><b>Glory.</b> Your base glory equals 3, +1 for every 2 points. <b>Traits.</b> For every 3 points, you earn a preternatural Destiny Trait. <b>Staying Alive.</b> Most actions rely on Destiny when you are dying.</p>

## Skills

Your skills represent specializations which apply a bonus to your character's checks under the right conditions. When your character makes an attribute check, you may ask the host to apply a skill bonus relevant to the context of the check. For example, a Dexterity check to sneak down a path would likely benefit from the Stealth skill. If the host approves, apply a +1 modifier to the check, plus an extra +1 for every 3 Brains your character has.

As with attributes, your skills are initially determined by your combined choice of beast and class, but you have opportunities to improve. All skills are listed below. The table lists the skill and a description of the checks in which its bonus is relevant.

<b>Skill</b>	<b>Context</b>
Agility	Balance, climbing, and flexibility.
Athletics	Jumping, pushing, lifting, sprinting, and swimming.
Bargaining	Negotiation, rational arguments, and dealmaking.
Coercion	Intimidation, boasting, and threatening.
Crafting	Scavenging, building, and repairing objects.
Influence	Deception, emotional arguments, and reading others.
Lore	Culture, geography, history, languages, and legends.
Medicine	Herblore, injury, disease, and poisons.
Performance	Socializing, speaking, music, and entertaining.
Searching	Pathfinding, tracking, and investigation.
Sneaking	Hiding, moving quietly, stealing, and covering tracks.
Survival	Foraging, environments, natural hazards, and weather.
Waterwise	Knowledge of waterways and using watercraft.

## Destiny Traits

Destiny traits are passive effects acquired by characters with high Destiny. These special features mark something unique about your character and the importance of their role in the story. Traits are often quasi-supernatural.

For every 3 points of Destiny, you gain one trait. Once chosen, the trait is permanent. A trait can only be chosen once unless it specifies otherwise.

<b>Trait</b>	<b>Benefit</b>
Armorer	You are familiar with arms and armor. Attribute requirements and armor penalty scores on equipment are reduced by 1.
Brainy	Add +1 Brains.
Brawny	Add +1 Brawn.
Chef	You are talented at culinary arts. Add +2 to cooking checks.
Deadly	Add +1 Fight.
Destined	Add +1 Destiny.
Determined	You are not easily stopped. You may use glory once per day to remove a condition.
Dexterous	Add +1 Dexterity.
Efficient	You know how to get tasks done quickly. Add +2 to progress checks for downtime projects.
Evasive	Add +1 Counter.

Expertise	Add +2 to your skill bonus with a chosen skill. (This trait can be chosen multiple times with different skills.)
Glorious	Add +1 Glory.
Golden Blessing	Your luck leads you to just the right places. Add +2 to journey discovery checks.
Guarded Soul	Ignore the first time your character would die. The second time you would die, you may choose an extra Last Chance effect before dying.
Healthy	Add +1 Health.
Patronage	You have the attention of a powerful spirit with unknown motives. Add +2 to riddle checks. Be wary.
Skilled	Learn one new skill.
Sleep Lightly	You awaken from sleep suddenly when danger approaches.
Spirited	Add +2 Spirit.
Spotting Tells	You can sense when a creature is deceiving you.
Swift	Add +1 Speed.
Talented	Learn two new abilities.
Unwavering	Ignore one stun effect in each battle.
Vendetta	Choose a character as your mortal foe. You have +2 Fight and Counter against that character and you always have a good guess of what they are planning.



## Character Resources

Each character has three resources at their disposal: health, spirit, and glory. These resources can be spent to take actions and can be lost by adversity. Careful management of these resources helps to ensure your plans succeed, and your character survives the adventure.

### *Health*

A character's health is a measure of how much endurance, competence, and caution they have left before being seriously injured. Often, health—as a resource—is lost rather than spent, as enemy attacks and the perils of adventuring take their toll. However, some actions do cost health to perform.

**Health Total.** Your maximum health equals  $3 + \text{half your Brawn attribute}$ , plus any bonuses.

**Losing Health.** Damage from attacks, arduous travel, and environmental hazards are common ways to lose health. Your health cannot go to a negative value, but stops at 0, at which point you are defeated.

**Regaining Health.** Some health is regained from resting. Some actions and items also restore health.

### *Spirit*

A character's spirit is a measure of how much they can accomplish before tiring or missing their opportunity to act. Spirit is usually spent taking physically or mentally taxing actions, particularly for using special abilities in battle. Even outside of battle, the host may assign a spirit cost to a task your character wishes to perform if it is arduous or stressful.

**Spirit Total.** Your maximum spirit equals  $3 + \text{half your Dexterity attribute}$ , plus any bonuses.

**Regaining Spirit.** Some spirit is regained from resting and from victory in battle. You can spend a point of glory to regain all spirit points. Some special abilities also restore spirit.

### *Glory*

This resource originates from a character's dedication to success, both by their own will and by fate itself. This rare resource is only available to PCs, who may use it to push themselves to the limit. When an effect or an action says to "use glory", that means you may spend 1 point of glory to do it. Many special features for character classes require glory to activate. Additionally, you may use glory in two common circumstances:

**Glory Total.** Your maximum glory equals  $3 + \text{half your Destiny attribute}$ , plus any bonuses.

**Restore Spirit.** Use glory to regain all your spirit points.

**Reroll the Dice.** After rolling any 2d6 check, you may use glory to re-roll that check.

**Regaining Glory.** All glory is regained when your character levels up. Some traits and items may restore glory under certain circumstances.

## Experience

This resource tracks a character's progress and training as adventurers in their chosen class. Experience points (XP) can be earned from all game modes. Details on earning XP in each game mode are summarized here.

**Interaction.** The party earns 1 XP each time the host determines the players' interactions with the world overcame a major challenge, revealed meaningful information, or progressed the story, +1 XP bonus if the achievement was done as a group.

**Journey.** The party earns 1 XP each time they complete progress in a new land, +1 XP bonus for exploring it, and +1 XP bonus if the land's base hostility, including season modifiers, plus its counts of hard variants and minus its count of easy variants, is higher than any party member's level.

**Food.** Once per day, the party earns 1 XP when the party Amazes at cooking a recipe with a DC greater than any party member's level, with a +1 XP bonus for cooking while camping on a journey.

**Downtime.** The host can mark important downtime projects as eligible for XP. The party earns 1 XP when completing such a project, +1 XP bonus if another character assisted with it.

**Riddles.** The party earns 1 XP per riddle ring for completing a riddle, +1 XP bonus for solving hidden prompts.

**Battle.** The party earns 1 XP for victory in battle, +1 XP bonus if there were more foes than allies, and +1 XP bonus if the highest-level foe was higher level than any allied characters.

## Receiving XP

The party earns XP collectively and then each character receives the total – undivided – at the end of a play session. Whenever the players accomplish something that grants XP, the host should keep track of the earned XP in a clearly visible location (stacking poker chips, drawing tally marks, or making a note in the chatlog) so that the players have direct feedback with their XP earnings. When the play session ends, give the total of all earned XP to each character in the party.

Level	XP
1	0
2	15
3	40
4	80
5	120
6	170
7	230
8	300

## Leveling Up

When a character earns enough XP to reach a new level (as shown on the table), that character receives the benefits of the new level as noted in their class progression table. As XP is gained at the end of a play session, it is convenient to apply these benefits between play sessions for ease of bookkeeping.

## Resting

Resting is a lengthy break for the characters to recover their resources, particularly spirit and health, and to recover from injuries and illness. To rest, a character must spend part of a day (8 or more

consecutive hours) sleeping and engaged in minimal activity in a safe location. Some examples of the minimal activity allowed for resting include setting up a camp, foraging, cooking, and maintaining equipment. The value of resting depends on how many needs are met for food, water, and shelter.

**Restful activity:**

Sleeping, napping, setting up a camp, foraging, chatting, standing watch, cooking, maintaining equipment.

**Not restful activity:**

Battle, active exploration, raucous feasting, construction, traveling.

**Food.** Food is an essential element of *Mossflower*; it has earned its own section of rules. This need is met when a character consumes one food item while resting. Food can be carried from civilized places and can sometimes be foraged from the wilderness.

**Water.** A character may meet this need while resting by drinking from a nearby water source or consuming the contents of a day's worth of stored water, such as a full water gourd. Be wary of illness from bad water.

**Shelter.** Your characters need somewhere safe and warm to sleep. A character may meet this need in their environment, such as in a cave, or by creating shelter, such as crafting a lean-to from branches. Some items provide shelter, such as tents. Cold or wet weather may also require shelter for resting to even be possible.

Typically, resting in a civilized place will naturally provide all needs.

Needs Met	Result
0	Lose 1 health. Regain half your spent spirit.
1	Regain half your spent spirit.
2	Regain 1 health and half your spent spirit.
3	Regain 2 health and all spirit.

When a character finishes resting, they will have the opportunity to recover from an injury or illness. Recovering from injury or illness is discussed in the sections for those topics.

## Defeat

As a character loses health, they are suffering minor wounds or ailments: nothing that would impair them. However, once a character reaches 0 health, they have been seriously harmed and become defeated.

### Revive

Once defeated, effects that restore health can no longer help the character. The character must be revived first. When a character is revived, their current health is returned to half of maximum (or more,

with special revive abilities) and they may act normally. Some abilities can revive a character, as can the results of Last Chance.

### *Last Chance*

Once your character is defeated, you must choose from one of the following Last Chance options:

- ❖ **Fond Farewell.** The entire party has their health, spirit, and glory fully restored. Your character dies.
- ❖ **Parting Wisdom.** The party receives XP equal to the character's level. Your character dies.
- ❖ **Fight to Survive.** Roll a Destiny check vs a DC equal to your level and consult the results below:

<b>Amaze</b>	Your character survives, suffers no injury, and will revive after resting - or you may use glory to revive immediately.
<b>Pass</b>	Your character survives, suffers an injury, and will revive after resting.
<b>Squeak</b>	Your character may survive by using glory, suffers an injury, and will revive after resting, or the character dies but may still choose the Parting Wisdom, Fond Farewell, or Defiance option.
<b>Fail</b>	Your character dies unless glory can be used to re-roll.
<b>FOPP</b>	Your character dies. This result cannot be re-rolled, even by using glory.

Injuries that can result from defeat are explained later in this part of the manual.

If your character is defeated during battle, Last Chance includes additional options:

- ❖ **Rally.** If a foe is defeated before the start of your next turn, you may use glory to revive with half your health restored. If no foe is defeated, your character dies.
- ❖ **Linger.** Use 1 spirit point to avoid death for one round. Repeat Last Chance at the start of your next turn.
- ❖ **Defiance.** Revive with full health, spirit, and glory. At the end of this battle or upon being defeated again, your character dies.

**Last Words.** As the Last Chance actions imply, player characters who die are often fatally wounded beyond any hope rather than dying instantly, providing time for a parting scene.

### *Defeated NPCs*

NPCs are not guaranteed Last Chance actions. Usually, they die immediately when defeated. However, NPCs with greater importance to the story can be granted Last Chance based on a d20 roll made when they are defeated. Otherwise, that NPC follows the same rules as a PC, with glory points and Destiny equal to their level for these purposes.

**Last Words.** As with player characters, rather than dying outright, the host may grant an NPC to be fatally wounded beyond any hope, surviving just long enough to deliver dramatic last words.



## *Abilities*

Your character's abilities vary in activation, effects, and who they target. Many abilities also have a resource cost (usually in spirit points) that must be paid to activate them. This section describes how to read your character's abilities.

### *Activation*

Each ability is categorized with an activation type which describes when and how the ability is used.

**Action.** This ability can be used as a standard action during any mode of gameplay that uses standard actions: battle, interaction, or journey.

**Attack.** This ability can be used as a standard action to attack during battle. This type can be limited to specific types of attacks: Strike (melee attacks), Shot (ranged attacks), or Dual Strike (paired melee attacks with two weapons).

**Maneuver.** This ability can be used as a maneuver action during battle.

**Reaction.** This ability can be used as a reaction during battle.

**Full.** This ability can be used as a full action during battle.

**Trait.** This ability functions as a bonus trait, and its effects are always active.

**Telegraph [T].** This special ability type has a long buildup. At the end of your turn, you may announce that you are using this ability. You then have the option to use this ability during your next turn, though you may choose not to. You cannot announce any telegraph ability at the end of the same turn you had the option to use one. You also cannot use or announce telegraph abilities while stunned (see Tactical Penalties). Telegraph actions are marked with a [T].

### *Targeting*

Actions vary on which characters they affect. The targeting definitions are listed below. Some targeting types may be combined to form more specific targeting requirements (such as “Any Adjacent”).

**One/Two/Three, etc.** Affects up to the number of chosen targets listed.

**Any.** Affects any targets you choose. By itself, this means any character in the sequence.

**All.** Affects all targets. By itself, this means all characters in the sequence.

**Adjacent.** Targets must be in a space next to yours or your own space.

**Area.** Affects targets in a chosen space and all spaces next to it.

**Self.** Affects only you.

**Allies.** Only affects friendly characters.

**Foes.** Only affects hostile characters.

**Other.** You may not be chosen as a target.

These targeting parameters may include such combinations as:

- ❖ Self & One: Affects you and one target you choose.
- ❖ One Other Adjacent: Affects one adjacent target, but it cannot target you.
- ❖ Any Area: Affects targets you choose in the chosen space and its adjacent spaces.
- ❖ All Foes Area: Affects all hostile targets in the chosen space and its adjacent spaces.

### *Cost*

Many abilities are listed with a cost which must be spent before the ability is used. These are marked with a few points of spirit (sp) or health (hp). If you do not have enough points to use the action, you may not take that action.

### *Effect*

The effects of an ability take place exactly as stated in its description, with the effects occurring in order as worded.

## Boons and Conditions

Mossflower has standardized effects represent various physical, mental, and emotional states which modify the effectiveness of your character. These effects are each bound to one of the four attributes. They are divided into two opposing groups: **conditions (bad)** and **boons (good)**. These can be applied by actions, the environment, special items, or certain events.

### Duration

The duration of boons and conditions is relative to the game mode in which they are applied. Boons and conditions are translated down into other modes which have shorter durations. For example, any boons you have while in Journey mode will still be active if you are attacked and enter Battle mode. However, the change of mode will cause those boons to end when Battle ends.

Mode	Effect Duration
Battle	Until the end of battle.
Interaction	Until the end of the hour.
Journey	Until the end of the day.

Boons and conditions can also be removed by other means. Some actions can remove them, some may end due with a certain trigger, and each can be removed by its opposite. Each boon corresponds to an opposing condition. Applying a boon or condition to a character who already has its opposite effect removes both effects.

#### Mighty (Brawn Boon)

- ❖ Roll 2d8 on Brawn checks.
- ❖ Add +1 damage and +1 armor.
- ❖ Hostile Push effects reduced by 1.

#### Weakened (Brawn Condition)

- ❖ Roll 1d8 on Brawn checks.
- ❖ Attack damage is halved.
- ❖ You cannot regain health by any means.

#### Focused (Brains Boon)

- ❖ Roll 2d8 on Brains checks.
- ❖ All ability costs are reduced by 1.
- ❖ You are immune to tactical penalties.
- ❖ Your skill bonus is increased by 1.

#### Dazed (Brains Condition)

- ❖ Roll 1d8 on Brains checks.
- ❖ Foes do not have to stop when moving next to you.
- ❖ You cannot use abilities.

#### Hasted (Dexterity Boon)

- ❖ Roll 2d8 on Dexterity checks.
- ❖ Add +1 to Speed and Push/Shift effects.
- ❖ You gain an extra reaction each round.
- ❖ Double-progress journey travel costs 2 instead of 3.

#### Slowed (Dexterity Condition)

- ❖ Roll 1d8 on Dexterity checks.
- ❖ Your Speed, Push effects, and Shift effects are halved.
- ❖ You cannot take reactions.
- ❖ All journey travel costs +1.

#### Courageous (Destiny Boon)

- ❖ Roll 2d8 on Destiny checks.
- ❖ When you use glory to reroll a check, the new result is promoted.

#### Disheartened (Destiny Condition)

- ❖ Roll 1d8 on Destiny checks.
- ❖ You cannot use glory.
- ❖ Your benefits from boons are ignored.

## Position Penalty

A position penalty is a compromise of your character's ability to act due to their position in the environment. While penalized in this way, your speed is halved (assuming you are still able to move under the circumstances) and you have a -2 penalty to Fight and Counter. Additionally, the host may add +2 to the DC of any check that would be impeded by this. This penalty is not cumulative – multiple position penalties do not stack. A character in any of the following circumstances has a position penalty:

**Airborne.** Flying, falling, or hanging suspended in open space.

**Balancing.** In danger of falling from narrow footing such as a branch, ledge, or wall.

**Climbing.** Paws engaged in climbing a rope, cliff, ladder, tree, or similar.

**Obscured.** Unable to see beyond a few feet or less, due to darkness, dense smoke, or surrounding objects and creatures.

**Squeezing.** Pressed in a tight space, such as a tunnel, a narrow stairwell, or a dense crowd.

**Submerged.** Fully immersed in a substantial body of water.

Certain creatures are unaffected by specific position penalties, such as an otter's immunity to the Submerged penalty. These creatures, like the otter, are still Submerged for any effects that may still apply, but they cannot be penalized by the position itself.

## Movement

Outside of battle, precise distance measurement for movement is rarely necessary. "I run over to the window," is a suitable narration to describe a few seconds of movement during Interaction. "I walk over to the homestead," is fine for a few minutes.

However, when measurement is necessary, a character can run 4 x their Speed in yards/meters in several seconds. Every yard/meter of distance moved is counted double when moving across difficult terrain, such as wading shallow water or running through loose debris. Alternate movement also penalizes your speed in the same way, such as climbing, balancing, or swimming. These effects can overlap, like when climbing up difficult terrain, such as a ridge of loose stones.

## Light and Dark

Darkness is a more significant problem in a world of candles and flame. However, the beasts of Mossflower are creatures with keen senses. The light from the moon and stars is sufficient to give them guidance at night.

Deep darkness is another matter. Apply the Obscured position penalty to any creature in a lightless indoor environment or a deeply shrouded outdoor environment, such as a stormy night or a dense forest at night.

Characters may use light sources to push back the darkness, but remember that the light from candles, torches, and lanterns is quite dim. Let the host determine what is visible and what can be seen, albeit dimly. Apply the Obscured penalty for any check to notice something in the dark or for targeting a creature in darkness during battle.

## Illness

From the dreaded dryditch fever to the oft-speculated flurgy twinge, diseases are a danger to all beasts alike. Heroes must take care of themselves and be wary of pushing themselves to their uttermost limits.

**For each illness you have, you lose 1 SP or HP at the start of each day**, in addition to the detrimental effects of the illnesses themselves.

**Exposure.** Illnesses often occur while on a journey or when staying at a settlement for a long time. When your character is exposed to an illness, you must roll a check using your current Health against the DC of the illness. The result of this check determines the severity of the illness:

<b>Amaze</b>	You ignore the symptoms and recover remarkably fast. Gain 1 Glory.
<b>Pass</b>	You feel unwell for a time but recover soon. Lose 1 SP.
<b>Squeak</b>	You are afflicted, but not too badly. The illness takes effect but its DC is halved. Lose 2 SP.
<b>Fail</b>	The illness takes full effect. Lose 3 SP.
<b>FOPP</b>	The illness strikes severely, taking effect with +2 to its DC, and you lose 1 Health. Lose 4 SP.

### *Recovering from Illness*

Each time your character finishes resting, you may choose one illness or injury to attempt to recover from. Like with exposure to illness, roll a check using your current Health against the DC of the illness. For each Need that was not met while resting, your roll has a -1 penalty. A character with the Medicine skill can add their skill bonus to their own or to another character's recovery check once per rest.

<b>Amaze</b>	You awaken totally recovered and inspired to carry on. Gain 1 Glory.
<b>Pass</b>	You recover from the illness.
<b>Squeak</b>	You will recover from the illness but not until after your next rest.
<b>Fail</b>	The illness lingers.
<b>FOPP</b>	The illness worsens. You lose 1 HP.

## Immunity

A character who recovers from an illness (including initially resisting it) cannot be affected by that same illness for the rest of the current scenario in a campaign.

## Illnesses

A standard table of illnesses for the host to use in scenarios is provided below. The chart includes fanciful causes for potentially suffering the illnesses listed. Contagious illnesses cause exposure to another character at the start of each day. The host may certainly create additional illnesses as desired.

	<b>DC</b>	<b>Cause</b>	<b>Effects</b>
Mushpaw	2	Sustained marching in wet weather.	-1 Speed. You must spend +1 SP or HP when contributing to journey travel.
Plumsnout	2	Stale air in homes. Contagious.	You have no benefit from skill bonuses.
The Retches	4	Bad digestion or foul water.	You have no benefit from food bonuses.
Flurgy Twinge	4	Fetid air in pits and tunnels. Contagious.	Lose another 1 SP or HP at the start of each day.
Grumblegut	4	Bad digestion or foul water. Contagious.	Your maximum SP and HP are reduced by 2.
The Mange	6	Unkempt grass. Contagious.	You continually have the Disheartened condition.
Midge Fever	6	Bites from flying insects.	You recover half as much SP and HP from resting.
Dryditch Fever	8	Foul mud in dry streams. Contagious.	You continually have the Weakened condition. Lose 1 HP at the start of each day.



## Injury

Adventuring heroes must overcome great suffering to achieve their goals. When a hero is defeated—reduced to 0 HP—they often suffer a lingering injury. The type of injury is chosen by the host as befitting the cause of your defeat. **For each injury you have, you have a -1 penalty on all checks,** including the checks made to recover from injuries.

### *Recovering from Injury*

Each time your character finishes resting, you may choose one injury or illness to attempt to recover from. To recover from injury, roll a check using your current Health vs a DC equal to your base maximum Health (do not count temporary max Health modifiers or effects for this). For each Need that was not met while resting, your roll has a -1 penalty. A character with the Medicine skill can add their skill bonus to their own or to another character's recovery check once per rest.

<b>Amaze</b>	You awaken totally recovered and inspired to carry on. Gain 1 Glory.
<b>Pass</b>	You recover from the injury.
<b>Squeak</b>	You will recover from the injury but not until after your next rest.
<b>Fail</b>	The injury lingers.
<b>FOPP</b>	The injury worsens. You lose 1 HP.

### *Injuries*

A standard table of injuries for the host to use in scenarios is provided below. The host may certainly create additional injuries as desired.

<b>Effects</b>	
Cracked Ribs	Available pack slots are halved.
Grievous Wound	HP regained from any source is reduced by 1.
Limping Footpaw	You continually have the Slowed condition.
Malnourished	When you are missing a need while resting, it counts as missing two.
Rattled Skull	You continually have the Dazed condition.
Scorched	Suffer -2 Spirit and -1 Armor.
Sickly	You continually have the Disheartened condition.
Wrenched Paw	Suffer -2 to Fight and to checks that involve paw strength or precision.

# Chapter Four: Equipment

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Equipment ranges from food, tools, armor, weapons, trade goods, and much more. These items can be used in any way which is reasonable to the imagination, though most items have specific purposes. If you are unsure of what an item can do, check its description. Even weapons, which are most simply used to attack, have special properties and varying statistics you should know. Your equipment is tracked on the inventory section of your character sheet. Tracking your equipment and how much you can carry is an important part of the challenge of adventuring in Mossflower.

## Carrying Items

A character's carrying capacity is determined by the inventory slots on their character sheet. The inventory has at least 6 pack slots and 8 pouch slots.

### *Pack*

The pack slots are your main inventory. Any item may fit into a pack slot. Characters have 6 pack slots and gain an additional slot for every 2 points of the Brawn attribute.

### *Pouches*

Pouch slots help you carry small items. All characters have 8 pouch slots. As aided by the host's judgment, any items which could reasonably fit into a small purse or large pocket and are not remarkably heavy may take a pouch slot. Larger or heavier items must go in a pack slot.

### *Readying Items*

Readied items are those which are worn, opened, carried, or otherwise readily available at paw. These are the items from your pack and pouches you may use immediately. A character may have up to 4 ready items at any time, plus one ready (worn) outfit. These may be changed freely if you are not in battle or an equally time-sensitive crisis. To change readied items (not an outfit) during battle, you must use your entire turn as a full action to do so. To mark a readied item on your character sheet, put a check mark on the R next to the item's inventory slot.

It is particularly important to have the right equipment at the ready. Readying items is for more than weapons, as a character may have a need to quickly use their rope, lantern, or some other utility.

### *Encumbered*

You can expand your carry capacity by placing pack-size items in your pouch slots or your Brawn-locked pack slots. You can also opt to use armor or weapons for which you do not meet the Brawn requirement. However, when you are doing any of this, you are encumbered.

While encumbered, you suffer -1 to Speed and Fight, and have a -1 penalty on any checks which may be affected by carrying too much restrictive weight.

## Equipment Damage

Over time, your equipment will suffer wear and tear from your adventures. You must check for equipment damage in the following circumstances:

- ❖ To **weapons** when you get a **Squeak** on an attack roll
- ❖ To **armor** when you suffer an **Amaze** on an attack roll
- ❖ To **tools** when you get a **Squeak** on a challenge while using them
- ❖ The host can also require an equipment damage check at their discretion

To check for equipment damage, roll a d20. On a result of 1-5, the item is damaged. On your character sheet, mark a damaged item with a slash / on the D in its inventory slot. Damaged items are usable, but the initial damage warns of an impending break.

If a damaged item becomes damaged again, it becomes broken. Cross the slash to form an X to mark a broken item. A broken item cannot be used until it is repaired.

The breaking of items is not always literal. Damaging and breaking an item such as a cartographer's kit is more representative of gradually running out of key components in your kit as you use its materials and put wear on its tools.

### *Buying Repairs*

To fix a damaged item, you must pay a skilled crafter suitable for the item in need of repair. This typically costs 10% of the item's value and takes one day to complete. To fix a broken item, you must typically pay half the item's value and wait five days.

### *Self-Repair*

Some characters may repair damaged (not broken) items themselves using certain tool kits with the Crafting skill. The most common example is using a Maintenance Kit to repair damaged armor and weapons. To make a self-repair attempt, make a Brains check against a DC of 2 + 1/10<sup>th</sup> the item's value (max 10) and consult the below results. After, make an equipment damage check on the tool kit you used.

<b>Amaze</b>	As Pass, but you also do not make an equipment damage check on your tool kit.
<b>Pass</b>	You repair a damaged item.
<b>Squeak</b>	As both Pass and Fail.
<b>Fail</b>	Make an extra equipment damage check on your tool kit.
<b>FOPP</b>	The item you tried to repair is broken.

## Trade

While Mossflower Country does not use currency, Mossflower conveniently abstracts the barter system to function more like trading in currency. Every item has a typical value measured in “goods” and abbreviated as “g” (such as 10g). The players can exchange goods to acquire new items or favors from NPCs. Depending on the relationship the players have with the NPC, the NPC will usually want the exchange to be in their favor, particularly if trade is their livelihood. The party’s extra outfits, weapons, and tools can typically be traded away for half their value.

### *Trade Items*

Trade items, however, can be traded away for their full value. These items have little or no practical use but are valuable as a means of exchange. These are a common reward, worth either 1, 10, or 100 goods in value, and fitting into either a pack or pouch slot. These are separate items with distinct values. You cannot mix a 1g item and a 10g item into an 11g item in a single inventory slot, for example. If the players find a substantial haul of loot, they will have to decide how much they are willing to carry. Depending on circumstances, some trade items may be of even more value to some NPCs than others.

<b>Example Trade Item</b>	<b>Value</b>
Junk	1g
Bundle of Flax	1g
Pretty Pebbles	1g
Bolt of Linen	10g
Metal Ingot	10g
Dinnerware	10g
Gold Ornaments	100g
Gemstones	100g
Silver Tea Set	100g
Ancient Texts	100g

## Outfits

An outfit is any full set of clothing or armor which is worn across most of the body. As beasts, the beasts of Mossflower have little need for clothing during warm days—except for social reasons—but it is still useful to ward off the cold of night and winter. Armor, on the other hand, is a valuable piece of equipment for any adventurer in peril—second only to your weapon. But not every adventurer can easily don the heaviest suit of armor.

All outfits fit in a pack slot. Outfits take time to put on; they cannot be changed during battle. The host can sort out the details for donning an outfit when time is essential. Creatures come in many shapes and sizes - a typical outfit needs to be tailored or shaped to fit the character who will be wearing it.

### *Reading the Table*

The Outfits table has the following properties:

**Armor.** The base armor value provided by the outfit. This increases the amount of guard points (GP) received at the start of battle. Heavier armor tends to be better here.

**Counter.** The bonus to your Counter stat provided by the outfit, reducing your chance of being hit. Lighter armor tends to be better here.

**Penalty.** Heavier armor imposes a penalty to Speed and Fight. The host can also impose this penalty on checks that might be impeded by it, such as attempting to swim, sneak, or climb. Effects that reduce this penalty cannot cause it to go negative and grant a bonus.

**Req.** The Brawn requirement to wear this outfit without becoming Encumbered.

**Sleep.** Whether the outfit can be worn while resting.

**Warm.** Whether the outfit counts as warm clothing while journeying.

**Value.** The typical value of this outfit, measured in goods. Heavier metal armor is particularly expensive to make and maintain in the society of Mossflower.

	<b>Armor</b>	<b>Counter</b>	<b>Penalty</b>	<b>Req</b>	<b>Sleep</b>	<b>Warm</b>	<b>Value</b>
Clothes	1	0	0	0	Y	N	10g
Travel Clothes	1	0	0	0	Y	Y	20g
Jerkin	1	1	0	1	Y	N	20g
Gambeson	1	2	1	2	Y	Y	50g
Brigandine	2	1	1	4	N	N	100g
Mail Armor	3	1	1	5	N	N	150g
Plate Armor	4	0	2	6	N	N	200g
Full Plate Armor	5	0	2	7	N	N	400g

## Weapons

*Mossflower* includes a variety of weapons befitting its heroic fantasy setting. From the humble club to the majestic sword, from the simple sling to the powerful longbow – the choice of weapons allows you to customize your fighting style. Most weapons have a broad definition so you can tailor your description. A cutlass, for example, could be described as a scimitar. The club could be a heavy length of knotted rope. Let categorization and statistics serve the tactics of the game while the descriptions serve your creativity.

Weapons must be readied before you can use them. All weapons fit in a pack slot unless stated otherwise.

### *Weapon Categories*

Weapons are divided into four categories, each associated with certain styles of combat: brawl, skirmish, archery, and dueling. Some classes receive bonuses with different categories of weapon.

**Brawler.** These are small and simple weapons. Many brawl weapons are direct evolutions of ordinary tools readily available to a defender or volunteer.

**Ruffian.** These versatile weapons, often used by militia and raiders alike, are suited for many situations. This category includes many throwing weapons also suitable for melee.

**Soldier.** This category includes professional weapons made by skilled artisans, such as elegant blades and polearms. These are effective weapons, but they often require high Brawn to wield.

### *Reading the Tables*

The Weapons table has the following properties:

**Damage (Dmg).** This weapon's damage bonus, if any.

**Counter (CT).** This shield's defensive counter bonus.

**Armor Piercing (AP).** "Y" indicates that this weapon's attacks always have armor piercing. Armor piercing attacks cause +2 damage if the target has an Armor stat of 3 or more.

**Shot.** A weapon marked "Far" or "Near" is used for Shot attacks in close combat, or up to Far or Near range in a skirmish, respectively. A weapon marked "Throw" can be used for Strikes or Shots but only during close combat. Of course, a thrown weapon must be retrieved to use it again. **A note on ammo:** the arrows and stones available for weapons such as bows and slings are usually of no concern, but if the host decides circumstances require restricting ammo due to recent lack of supply or heavy use, roll 1d12 to determine how much ammo is left and count it down with each shot until it can be replenished. Assume that half of used ammo can be retrieved intact if time is taken to do so.

**Paws.** The number of paws required to wield the weapon. Weapons that require two paws benefit from greater damage from Brawn. Naturally, you have only two paws. Since it is possible to have more weapons readied in your inventory than you have paws to wield them, your number of paws limits how many of them you may use in a single turn.

**Attribute Requirement (Req).** The Brawn requirement to effectively wield this weapon without being Encumbered and the Brains requirement to use its Trick. Weapons with high requirements are stronger than those with less.

**Trick.** The special bonus gained from this weapon if your Brains is equal or greater than Req.

**Size.** "L" indicates a large item that must fit in a pack slot. "S" indicates a small item that can fit in a pouch or pack slot.

**Value.** The typical value of this weapon in Mossflower, measured in abstracted value of goods.

### Brawler Weapons

	Dmg	CT	AP	Shot	Paw	Req	Trick	Size	Value
Paws	-1	-	-	-	2	-	On hit, push 1.	-	-
Buckler	-1	+1	-	-	1	1	Add +1 Counter vs strikes while guarding.	L	10g
Dagger	-	-	-	Throw	1	1	Add armor piercing vs foes with a tactical penalty.	S	10g
Dart Blower	-	-	-	Near	1	1	Target loses 1 HP if attack causes a condition.	S	10g
Staff	-	-	-	-	2	1	On Amaze, target is Dazed.	L	5g
Club	-	-	-	-	1	3	On hit, remove a boon.	L	5g
Hatchet	+1	-	-	Throw	1	3	On hit, shift 1.	L	10g

### Ruffian Weapons

	Dmg	CT	AP	Shot	Paw	Req	Trick	Size	Value
Sling	-	-	-	Near	1	1	May be used as a melee weapon.	L	5g
Bolas	-	-	-	Throw	1	2	On Amaze, target is Slowed.	L	10g
Cutlass	+1	-	-	-	1	3	Promote Squeak attack results to Pass.	L	20g
Javelin	-	-	-	Throw	1	3	Add +1 Dmg if you moved this turn.	L	10g
Shortbow	-	-	-	Near	2	3	May shoot while adjacent to foes.	L	20g
Spear	-	-	-	Throw	2	3	May Retaliate on foes that move adjacent to you.	L	10g
Round Shield	-1	+1	-	-	1	4	Add +1 Counter while you have a tactical penalty.	L	10g
Axe	+1	-	-	-	1	5	On hit, break guarding stance.	L	20g
Hammer	+1	-	Y	-	1	6	On hit, push 1.	L	20g

## Soldier Weapons

	Dmg	CT	AP	Shot	Paw	Req	Trick	Size	Value
Rapier	-	-	-	-	1	2	Add +2 Fight to strikes caused by reactions.	L	20g
Sword	-	-	-	-	1	2	Add +1 Counter vs strikes when adjacent to one foe.	L	20g
Lance	-	-	Y	-	2	4	Add +1 Dmg if you did not start the turn adjacent to target.	L	20g
Longsword	+1	-	-	-	2	4	On Amaze, gain armor piercing.	L	40g
Recurve Bow	-	-	-	Far	2	4	No penalty for shooting foes adjacent to allies.	L	20g
Mace	-	-	Y	-	1	5	On Amaze, target is Dazed and loses a boon.	L	20g
Claymore	+1	-	-	-	2	6	On hit, another adjacent foe takes 2 direct dmg.	L	50g
Kite Shield	-1	+1	-	-	1	6	Add +1 Armor.	L	20g
Poleaxe	+1	-	Y	-	2	6	On Amaze, target takes 1 direct dmg.	L	40g
War Bow	+1	-	-	Far	2	6	Add armor piercing and halve cover bonus in close combat.	L	40g

## Tools

An adventurer's tools can be as essential as their weapons and armor. Few things are as useful as a length of rope. Falling in battle is an honorable end, but having your life claimed by a cold night or a perilous climb is a miserable death.

The table below is a general list of tools you might find. Tools come in four categories: apparel, consumables, kits, and utilities.

**Apparel.** This is a worn item that accessorizes an outfit.

**Consumable.** This is an item that is single use; it is lost once it is used.

**Kit.** This item is a collection of tools and materials used together for specific purposes.

**Utility.** This is a useful object which is singular and self-contained.

### Reading the Tables

**Size.** "L" indicates a large item that must fit in a pack slot. "S" indicates a small item that can fit in a pouch or pack slot.

**Value.** The typical value of this item in Mossflower, measured in abstracted value of goods.

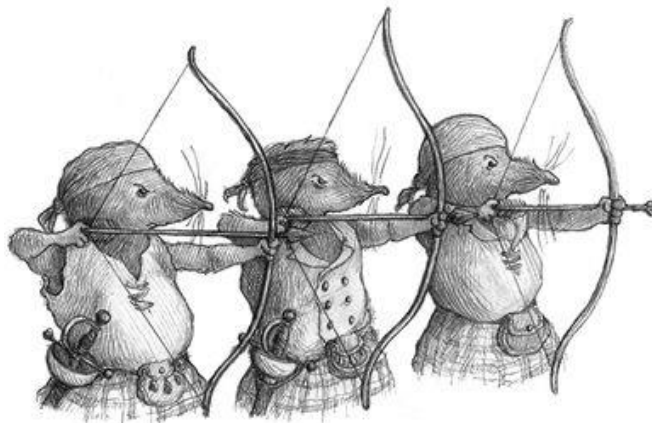
**Effects.** This describes what the item does for you, either in broad or specific terms. Some items have a specific activated effect on use, others may have a specific passive effect, and some have a general use. Many tools are only as useful as what you can imagine to accomplish with them.

### *Apparel*

	<b>Size</b>	<b>Value</b>	<b>Effects</b>
Cloak	L	10g	50% chance of no SP/HP loss from wet or cold weather.
Haversack	L	10g	Carried meals store 1 day longer before spoiling.
Hood	S	5g	50% chance of no SP/HP loss from windy weather.
Sun Hat	S	5g	50% chance of no SP/HP loss from hot weather.

### *Consumables*

	<b>Size</b>	<b>Value</b>	<b>Effects</b>
Candle	S	1g	Illuminates a 10-foot area. Check equipment damage each hour / Exploration round.
Firewood	L	1g	A portable bundle of dry firewood, kindling, and tinder.
Hotroot Powder	S	10g	Action: An adjacent foe is stunned.
Lamp Oil	S	1g	Fuels a lantern for 1 hour / Exploration round.
Poison	S	10g	If ingested, the creature loses 1d12 HP in one minute.
Poultice	S	5g	Action: You or an adjacent ally restores 1 HP, or 2 HP if you have the Medicine skill.
Sleeping Powder	S	10g	Action: An adjacent foe is Dazed. If ingested, this causes unconsciousness for 1d12 hours.
Torch	S	1g	Illuminates a 20-foot area for 1 hour / Exploration round.
Venom	S	10g	Action: Apply to a weapon. Until the end of your next battle, the weapon's attacks cause 1 HP loss on damage.



## Kits

	Size	Value	Effects
Cartographer's Kit	L	20g	Requires Lore skill. Contributes 1 point toward party's group progress during a journey, double for previously explored lands. (Does not stack.)
Climber's Kit	L	10g	A kit of hooks, spikes, and fasteners to be used with rope.
Foraging Kit	L	10g	Requires Survival skill. A kit of tools and containers for collecting and saving wild produce. Add 1 extra ingredient when foraging fruit, nuts, roots, or vegetables.
Fishing Kit	L	10g	Requires Waterwise skill. A kit of hooks, line, and netting. Add 1 extra ingredient when catching fish.
Herbalist's Kit	L	10g	Requires Medicine skill. A kit of tools to sort, store, and dry herbs and tinctures. Add 1 extra ingredient when gathering herbs, milksap, or sweets.
Maintenance Kit	L	10g	Requires Crafting skill. While camping, a character can make a Brains check on a damaged weapon or armor to repair it.
Mess Kit	L	20g	Cookware and utensils. Allows you to craft meals while camping.
Scholar's Kit	L	10g	Requires Lore skill. Loose paper, writing implements, and ink. Add +1 to Brains checks involving puzzles or memory.
Tinderbox Kit	S	5g	A kit of flint, steel, and tinder for starting fires.

## Utilities

	Size	Value	Effects
Lantern	L	5g	Illuminates a 30-foot area but requires lamp oil.
Musical Instrument	S	10g	Requires Perform skill. A convenient instrument for travel, such a flute or a fiddle. After resting, restore 1 SP to an ally.
Protective Case	L	10g	A waterproof case for a single Large item or four Small items to be protected from damage while traveling.
Rope	L	5g	20 feet of sturdy rope made from plant fiber.
Tent	L	20g	Provides shelter for 2 characters.
Water Gourd	L	2g	Can store a day's supply of water for one character.

## Masterwork Items

Some items are made of the finest materials and craftsmanship. These are called masterwork items. Masterwork items have double the value of a standard item of its type. The benefits of masterwork status varies by the item type.

## Masterwork Outfits and Weapons

Masterwork outfits and weapons add additional bonuses to the base statistics of the item depending on the description of their properties. These descriptions are appended to the start of the item name. A masterwork outfit or weapon can have two such properties. A masterwork outfit or weapon with two properties has 4x the value of a standard item of its type rather than double. An item with two properties cannot have the same property bonus twice.

Outfit Bonus	Property Name	Weapon Bonus	Property Name
<b>+1 Armor</b>	Layered	<b>+1 Damage</b>	Deadly
<b>+1 Counter</b>	Nimble	<b>+1 Fight</b>	Keen
<b>-1 Penalty</b>	Flexible	<b>+1 Counter</b>	Nimble
<b>-2 Req</b>	Balanced	<b>Armor Piercing</b>	Piercing
<b>Can Sleep</b>	Comfy	<b>-2 Req</b>	Balanced
<b>Warm</b>	Warm	<b>May use 1 paw</b>	Versatile

## Masterwork Tools

A masterwork tool is indicated by the word “Masterwork” ahead of the item name, such as “Masterwork Mess Kit”. Masterwork tools of all kinds—consumables, utilities, and kits—must be damaged three times before breaking. Mark only half a slash when a masterwork tool is first damaged, then complete the slash when damaged a second time. A masterwork tool costs double the usual price.

## Legendary Items

While there might not be typical magical items in the world of *Mossflower*, some items are truly unique. The revered Sword of Martin the Warrior is but one example. At just the right time—or so it seems—a great hero or villain’s actions may imprint a special essence on an item in a way that somehow feels tangible. Some of these rare items are preserved throughout the world of *Mossflower* and can be discovered, gifted, taken, or purchased. These items usually have a special (and often high) value. The host and the scenario may introduce legendary items to the players through the course of play, particularly as they achieve higher levels.

A legendary item can have a variety of effects. These can range from simple statistical bonuses to unique abilities. Legendary items can also take many forms; while weapons and outfits are most common, tools and apparel are also options. The statistics and features of a legendary item should be written on a card for reference in tandem with the character sheet—not only as an aid to memory, but also as a sign of its uniqueness.

## Stacking and Sharing

A character can benefit from as many legendary items as they can reasonably use. (Two pairs of special boots are out of the question, for example). Furthermore, they can only be of benefit while being worn

or wielded in the manner befitting their honor. Legendary items can be given to other characters, but a legendary item can only benefit one character at a time.

## Legacy Items

The player characters can produce legendary items of their own. By establishing a special bond to a particular item, a player can shape the development of its legend as their character gains levels.

### *Legacy Points*

Characters receive a legacy point at each level starting at level 2. Under rare circumstances, it is possible to gain them through special class features or unique story rewards. These points can be saved for later and spent at any time to establish bonds with items and upgrade their features.

### *Establishing a Bond*

On reaching level 2, characters may use a legacy point to bond with an item and establish it as a legacy item. The chosen item cannot be a legendary item (unless that item allows for it). This bond persists even if an item is lost or broken, allowing you to recover or repair it. You may intentionally break your bond with a legacy item by using glory, but this permanently removes all its accumulated features.

Initially, a character can only bond to one item at a time. However, you may bond to an additional item on reaching level 6. The same guidelines of reason and honor apply to the use of legacy items as with legendary items.

When you establish a bond with an item, you choose which class of legacy item it will be. This choice determines the starting bonus provided by its initial feature, as well as its feature upgrade path through future levels. Examples of legacy item classes are provided at the end of this section.

### *Bonded Features*

Legacy items accumulate features as your character gains experience levels. Each class of legacy item has a feature upgrade path, starting with its initial feature, then three tiers of options. By spending a legacy point, you can add a new feature to all your bonded legacy items.

You may choose a higher-tier feature when your item already has at least two more features from the lower tier than from the desired tier. (For example, you must have 2 tier-I features before you can select a tier-II feature, and you must have 3 tier-I features before you can select a second tier-II feature.)

### *Sharing*

Unlike legendary items, a personal legacy item provides no special benefits to other characters—only to the character bonded to the item. The item can be shared and used by other characters, but other characters gain nothing from its features.

**Bequeath.** There is one exception to sharing a legacy item. A character may use glory to bequeath a legacy item to another character when giving that item to the new owner. The new owner must have an available bond and use a legacy point to bond with the item. The accumulated features are retained,

and the new owner may benefit from them, but the bond between the item and the original character is permanently broken. Bequeathing a legacy item can be done while your character is dying or dead.

## Legacy Item Classes

### *Merciful*

Items: Armor, Weapons

<b>Initial</b>	Once per rest, when you are bloodied, restore 1 HP.
<b>Tier I</b>	<b>Accept Surrender.</b> Your party receives a non-cumulative +1 XP from victory in battle when all enemy teams are routed.
	<b>Careful Deflection.</b> You have +1 Armor in the first two rounds of close combat.
	<b>Enduring Legacy.</b> When checking for equipment damage on your legacy items and legendary items, roll an extra time and take the better result.
	<b>Gentle Repute.</b> You have +1 on Medicine and Performance checks.
<b>Tier II</b>	<b>Swift End.</b> Your attacks cause 1 direct damage to bloodied foes on hit.
	<b>Second Chances.</b> You may use your glory to let party members re-roll the dice.
	<b>Forgiving Cooperation.</b> When party members FOPP during a group check that you participate in, promote their result to Fail.
<b>Tier III</b>	<b>Merciful Rescuer.</b> When you revive an ally, they revive at +3 HP and restore 3 SP.
	<b>Merciful Guardian.</b> All other adjacent allies have a non-cumulative +2 Counter bonus.

### *Secretive*

Items: Apparel, Armor

<b>Initial</b>	You have +1 on Influence and Sneaking checks.
<b>Tier I</b>	<b>Grand Thievery.</b> When you use glory to re-roll a Sneaking check, you regain the glory point if the result is an Amaze.
	<b>Extra Pockets.</b> You have 2 extra pouch slots.
	<b>Riddle Master.</b> You have +2 on all checks made to solve riddles.
	<b>Keeper of Wisdom.</b> You have +1 on Bargaining and Lore checks.
<b>Tier II</b>	<b>Escape Notice.</b> You cannot be targeted by foe's actions during skirmishes and during the first round of close combat if there are other valid targets.
	<b>Pass Through.</b> You can move through foes in battle.
	<b>Distant Strikes.</b> You have +1 Fight on shots. This bonus is doubled during skirmishes.
<b>Tier III</b>	<b>Secretive Assailant.</b> You do not have to stop when moving adjacent to foes in battle.
	<b>Secretive Mastermind.</b> You may treat Squeaks as Pass without using glory.

## Valorous

Item types: Weapons

<b>Initial</b>	You have +1 Fight while you have 2 or more boons.
<b>Tier I</b>	<b>Glory and Valor.</b> You have +1 Glory.
	<b>Fighting Fit.</b> All attribute requirements for weapons are reduced by 1.
	<b>Eager for Battle.</b> On your first two turns in close combat, you gain +2 Speed.
	<b>Feats of Strength.</b> You have +1 on Athletics and Agility checks.
<b>Tier II</b>	<b>Death or Glory.</b> On hit with this weapon, you may choose to add +1 damage per boon but lose one boon after causing damage.
	<b>Bravely On.</b> Upon victory in battle, you may choose one boon you have and reapply it as the next game mode begins.
	<b>Fearsome Weapon.</b> Add +1 Fight and Damage to this weapon.
<b>Tier III</b>	<b>Valorous Charge.</b> Your party advances at double speed in skirmishes and you can take two actions and maneuvers on your first turn in close combat.
	<b>Valorous Presence.</b> At the start of your turns in battle, you may grant one adjacent ally a boon you already have.

# Chapter Five: Interaction

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For the players, interaction is the activity of engaging with the world of *Mossflower* through their characters. Depending on the host's needs for delivering a satisfying experience, the players may switch between basic Interaction mode or formal Interaction mode. These two modes provide for role-playing a wide variety of circumstances outside the more specific structures of other modes such as Battle or Journey.

## Basic Interaction

The informal mode of role-play is best introduced with a reference back to the gameplay cycle of *Mossflower* as defined in the core rules: the host describes a situation and invites the players to act, the players act, the host adjudicates the results of their actions, then describes the situation. While every mode of play involves this cycle, Interaction mode relies upon it. Any freeform section of gameplay that uses this cycle without the need for any supporting rules frameworks or careful tracking of in-game time is called Basic Interaction.

Basic Interaction is suitable for the bulk of standard role-playing actions. The host can call for checks as needed to help resolve uncertain outcomes. Continue playing the gameplay cycle until the host determines that the circumstances would benefit from formal adjudication.

### *Switching to Formal*

The more structured form of Interaction is best suited if you have the following needs:

**Timekeeping.** Keeping track of the passage of minutes and hours.

**Action Tracking.** Being precisely aware of what each character is doing, where, and when.

If you need only the former, then let the host track time as Interaction continues and openly describe advancements in time – *“Another hour has passed and the sun has begun to set,”* for example. If you need only the latter, then let the host keep a list of characters and actions, or else act in a consistent order around the table. But if you need both, switch from Basic to Formal until one need is no longer necessary.

## Formal Interaction

To prepare to track time in Formal Interaction mode, the host must begin by creating a 0-6 timer. They can do this many ways, but here are examples:

- ❖ Acquire six small objects and a clearly visible place to place them as time passes, such as dice or tokens you can add one at a time into a glass jar as time passes.
- ❖ Use tally marks on paper, adding a tally as time passes.
- ❖ Draw a six-segmented pie chart onto paper and fill in the segments as time passes.

- ❖ For a digital tabletop, enter “0” into the chat, and continue incrementing “1”, “2”, “3”, etc., as time passes.

### *Interaction Ticks*

While in Formal Interaction mode, each hour of in-game time is tracked as six variable segments of ~10 minutes. Each hour is one “round”; each turn of 10-ish minutes of time is one “tick.” The first hour starts when time tracking begins.

The host shall begin the first tick – tick 0 – by asking each player to describe how they want their character(s) to act during this tick. Do not resolve these actions yet, just collect them so that the characters are acting simultaneously. Each action should be something that would take at least a few minutes, such as “I search the glade for tracks,” or “I help tie the ropes together.” Players can conclude a few quick actions – like taking the ropes from their backpack and explaining what to do with them – before they propose an activity for the tick, but the host should not allow players to string too many small actions together.

**Character Abilities.** Characters may use special abilities as their chosen action for a tick if that ability has an activation type of Action. The rules for telegraphed actions still apply.

After the actions have been noted, the host resolves them in the order they deem best. Further activity ceases until the simultaneous actions of the characters have been resolved – as such the host should choose to resolve the actions which have the most disruptive outcomes last. When these actions have been resolved, time advances one tick and the next tick starts. Continue playing out each tick until the host ends Formal Interaction or time advances to 6.

### *Interaction Rounds*

When the timer advances to 6, the round ends. One hour has passed and the following are reset:

- ❖ **Boons and Conditions.** Any status effect ends unless its duration is specified to outlast the round.
- ❖ **Lights.** Most light sources, such as torches, burn out, or need to be checked for equipment damage, such as candles.
- ❖ **The Timer.** The timer itself is reset to 0.

Finally, the host makes a risk roll, resolves the outcome, and a new round begins at tick 0.

### *Risk Rolls*

A risk roll is a special die roll to facilitate random events during Formal Interaction. Their primary purpose is to force the players to contend with the passage of time by giving the host anticipated opportunities to impose setbacks. To make a risk roll, the host must pick a die based on the perceived risk that something may go wrong in the situation. A standard level of risk is d6. Use a smaller die for situations with less risk and a larger die for greater risk.

Once the die is picked, have someone roll it. A result of 4+ causes a bad event, a result of 1 causes a good event, and nothing happens on a 2 or 3. Good and bad events can be improvised by the host, or the host can use a list of pre-written events for the current location in the scenario. The table below shows the relative chances of events for each risk die, so the host can evaluate the odds at a glance.

<b>Die</b>	<b>Bad (4+) %</b>	<b>None (2-3) %</b>	<b>Good (1) %</b>
D4	25%	50%	25%
D6	50%	33%	17%
D8	62%	25%	13%
D12	75%	17%	8%

Events must be resolved before the next tick begins. However, the effects do not have to be immediately apparent. An event like contracting a disease from foul water may only cause a noticeable effect later, for example.

## Ending Interaction

When either timekeeping or action tracking are no longer helpful to the host, the host may end formal interaction mode and return to basic interaction mode. The host may also end formal interaction mode when a new mode is necessary to support the gameplay experience, such as entering a battle.

Basic interaction mode is woven in between the other game modes and never truly ends; the freeform nature of role-playing ensures this. However, it takes a subservient position to more structured game modes while one of those are active.

## Chapter Six: Journey

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Mossflower Country is a wild and spacious place, with many locations scattered about its ancient hills and trees. The land seems peaceful, but it works against you. Travelers in this land can become lost in a maze of trees. The weather can turn for the worse. Food is only plentiful in fair seasons. Preparation is the most important factor in a successful journey.

### Lands

Your journeys in Mossflower are divided into travels through defined regions called lands. You must pass through these varied lands to reach the destination of any journey. Consider lands as a series of natural opponents which the party must defeat to reach their destination. It may seem that Nature is not acting mindlessly; she often spites unprepared travelers.

Each land has these statistics:

**Travel** is a total which represents the size and the complexity of journeying through the land. The party makes progress against this total while traveling.

**Risk** is a die rating which represents the likelihood of bad events in the area. Exposed, dangerous, or unpredictable lands tend to be riskier. This rating is used for rolling risk rolls while journeying.

**Hostility** is a statistic which represents the difficulty of surviving in the land—such as the availability of food, water, and shelter. This statistic is used as an opposing rating for the land.

When the players must journey to a distant location, the host creates a route for them by selecting a series of lands to successively journey into. Appendix B shows a list of lands and suggested statistics. The host can use these or create their own; the goal is to provide a suitable challenge for the journey.

### Seasons

The passing of seasons is of practical significance for the creatures of Mossflower. The current season modifies the Risk and Hostility statistics of any land the party journeys into, as well as providing additional hazard options.

Appendix B shows a list of seasons and their suggested statistics. Of the common seasons, summer is the gentlest season, with spring, autumn, and winter growing harsher in that order. Thus, the difficulty of journeys can be altered by the season in which the scenario occurs.

### World Maps

The selection of lands can be done in various ways to suit the type of scenario the host is presenting.

If you are playing a scenario that has no world map, or an imprecise world map, let the host's narration be the guide on what lands and directions are available for travel. For example, if the party sees a forest to the west, they may debate taking the direct route west through the forest or traveling the long way around via the southwestern plains. If your scenario has a hex world map, each hex can represent one

land. Ideally, the hex scale should be between 6-12 miles per hex for the scale of travel involved in a *Mossflower* journey. Anything less is probably better handled by Interaction mode.

Regardless of the level of detail on the map, the host should not give the players certainty of their party's exact location in the world. Some scenarios may call for the host to be the only one who can look at the scenario map. Familiar landmarks, terrain features, and settlements may instead give the players the context they need to keep track of their travels.

## Tracking a Journey

Journeys track time and player actions the same way formal interaction does this, with a six-phase timer, risk rolls at the end of each timer, and the use of character action abilities. The foundational rules are borrowed, with the following changes:

- ❖ A step on the timer is called a "watch", each approximately 4 hours long.
- ❖ Each round is one 24-hour day composed of six watches.
- ❖ The journey time tracker does not always begin at 0, but rather begins at the watch for the current time of day.

### *Day and Night*

The course of the six watches on the day's timer are as follows:

Watch 0: Early Morning: from dawn until mid-morning.

Watch 1: Late Morning: from mid-morning until noon.

Watch 2: Early Afternoon: from noon until mid-afternoon.

Watch 3: Late Afternoon: from mid-afternoon until sunset.

Watch 4: Early Evening: from sunset until midnight.

Watch 5: Late Evening: from midnight until dawn.

As with formal interaction, the timer resets to 0 after reaching 6, ending the day in late evening and starting a new day in early morning.

### *Order of a Journey*

For context as the rules are explained, here is a roadmap of how journeys are adjudicated:

1. A new journey or a new day begins.
  - a. If it had changed, the land's hostility returns to default.
  - b. The host makes risk rolls for the day and chooses events.
2. A watch begins.
  - a. The host may cause a chosen event to occur.
  - b. The party chooses whether to camp or travel.
    - i. Characters may ask for a discovery check.
    - ii. If travel, the party can make progress against the land.
    - iii. If camp, the party stops for a time to rest or wait for conditions to improve.

## Events

Dangers and discoveries await your party in the wilderness. At the start of a new day (or a new journey), the host rolls the current land's risk die twice. As with Interaction mode, a result of 4+ causes a bad event, a result of 1 causes a good event, and nothing happens on a 2 or 3. Each land and season has a table for good and bad events. For each event, the host rolls a d20, and then secretly chooses an event corresponding to the result from the event table for the land or the season. On a result of 1, the host rolls twice and chooses two events. The host may activate these events at the beginning of any watches of the day, one event per watch. An event always happens at the start of a watch, before the party has chosen a course of action. When relevant to an event, the party is assumed to be traveling closely together.

## Discoveries

While on a journey, the party may happen upon useful or interesting things in the wilderness, such as a row of berry bushes, a clean spring, a good campsite, a hidden location, an opportune time for conversation, pawprints, or a good fishing spot. These are called discoveries.

Each party member may ask to check for a discovery check once per watch. To make a discovery check, the character must spend 1 SP or HP, then roll Destiny vs the land's Hostility. A specific skill bonus can be applied to try finding a specific type of discovery. Each time a discovery check is attempted, the land's Hostility rises by 1 until the next day.

The host and players may find that some situations can reasonably call for alternative skills, such as using Waterwise to find a Shortcut discovery in a marsh.



<b>Amaze</b>	You find the type of discovery you were looking for.
<b>Pass</b>	You make one random discovery.
<b>Squeak</b>	You spend 1 SP or HP and make a random discovery.
<b>Fail</b>	You find nothing.
<b>FOPP</b>	Your meandering causes your party to lose 1 progress if traveling or suffer interrupted rest if camping.

When you make a random discovery, roll twice on the chart, and choose one of the options rolled:

<b>D20</b>	<b>Discovery</b>	<b>Skill</b>	<b>Description</b>
<b>Bounty Discoveries</b>			
1-4	Water	Waterwise	A natural source of water. 50% to contain one item of fish.
4-6	Foraging	Survival	One item of [d4] fruit [1], nuts [2], roots [3], or vegetables [4] as befitting the season and land.
7-8	Gathering	Medicine	One item of [d6] herbs [1-2], milksap [3-4], or sweets [5-6] as befitting the season and land.
<b>Scouting Discoveries</b>			
9	Evidence	Searching	Tracks, clues, or signs of a creature's presence. Grants a Shortcut discovery if no special information remains to be revealed.
10	Hideout	Sneaking	A place to conceal your whole party while camping or evading pursuers, or an encounter with hidden creatures.
11-12	Shelter	Crafting	If camping, shelter needs are met. If traveling, negate weather effects for this watch.
13	Shortcut	Athletics	A more direct path that adds +1 progress this watch (once per watch).
14	Site	Lore	A noteworthy landmark or piece of civilization. Reveal a special site for this land or a random generic site.
15-16	Vista	Agility	A high point for reconnaissance. Reveal any special sites in the land. Reset the land's Hostility to default or roll a random discovery if already default.
<b>Fellowship Discoveries</b>			
17	Introspection	Bargaining	You and another party member may spend glory to grant the party 1 XP.
18	Coaxing	Coercion	Another party member can make travel progress at no cost for this watch.
19	Encouragement	Influence	Grant any boon to another party member.
20	Carousing	Performance	Restore 1 SP to a number of party members equal to your Destiny.

## Travel

While on a journey, the party must defeat the lands they encounter by making travel progress to reduce the land's travel total to 0. A journey begins with the first destination after the party's starting location. As an example, if the party starts in a settlement in a grassland area and first sets out to travel into the neighboring woods, begin the journey at the woods.

During each watch of the day, the party can make 1 point of progress if each party member spends 1 spirit or health to keep up the pace. The party can choose to pick up the pace: if each party member spends 3 combined points of SP/HP, the party makes 2 points of progress. At the end of the watch, subtract the party's progress from the land's remaining travel total. When the land's travel total is reduced to 0, the party may choose to explore the land or continue.

### *Travel at Night*

Traveling at night is more dangerous. Important details go unnoticed, and the land is harder to navigate. During most of the year, night lasts through the evening watches: 4 and 5, though this changes during summer and winter. While traveling at night, the land's hostility is increased by +2 and the host rolls a risk die at the beginning of each watch. Yet, despite the dangers, traveling at night may be necessary at the right time.

### *Exploring*

If the party chooses to explore the land, this restores half of the land's travel total, requiring the party to use additional progress to continue on. However, choosing this option has some benefits:

- ❖ Any landmarks or locations in this land are found.
- ❖ The party gains one discovery of their choice.
- ❖ The party gains extra XP.
- ❖ If the party travels through this land again in the future, they receive 1 free progress upon re-entering this land.

### *Continuing On*

When the party completes a land and chooses to continue, the host presents them with the next land in their current route and the journey continues until its end.

## Camping

A true journey is long enough to require the party to stop and rest along the way. At each watch of the day, the party may choose to stop making travel progress and instead spend time camping. While camping, the party may rest if they spend two consecutive watches (about 8 hours) of restful activity as presented in the rules for Resting (see the chapter *Your Character*). If a restful watch is interrupted by non-restful activity, another consecutive watch is required for a character to receive the benefit of resting.

While the party will often choose to camp merely to rest, it may sometimes be wise to stop traveling even in the middle of the day to mitigate unpleasant weather.

## Ending a Journey

A typical journey will begin at one location and end at another location, perhaps with a few small diversions in between. When the party is no longer spending most of the day traveling or camping, the journey is over. Likewise, a change of role-playing needs may necessitate switching to another mode, such as interaction or battle.

When switching from journey to another mode for a substantial amount of play time, the host may decide whether to discard the current progress in the land and end the effects of any hazards. If retaining this information is too burdensome, a resumed journey can instead begin fresh. As with transitions between any other game modes, retain what is practical to retain for your platform. When the party attempts overland travel again, the host may begin a new journey.

As a player, take note of your supplies and resources. Consider addressing any deficiencies before you start another journey.

# Chapter Seven: Food

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Food is a prominent feature of *Mossflower*. All creatures appreciate this simple pleasure of life. Not only is food necessary for a character to rest well and recover their health, but it also provides hearty benefits for adventurers.

## Ingredients

A food item not yet cooked into a combined meal is called an ingredient. This is a serving of a certain type of food. An ingredient can be eaten on its own, allowing you to benefit from resting and gain a small bonus, but combining ingredients into meals makes them more potent – and more easily shared with companions!

Ingredients can be acquired through trade, looting, or harvesting them yourself. Most tend to last for weeks without spoiling, though circumstances can change that. Food which has begun to spoil must be marked as damaged. Spoiled food is marked as broken. Obviously, spoiled food cannot be repaired.

Each ingredient fits into a pouch slot in your inventory.

Fish	2g	Add +1 to Speed.
Fruit	1g	Add +1 to all Destiny checks.
Grain	1g	Add +1 to all Brains checks.
Herbs	3g	Add +1 maximum HP.
Milksap	2g	Add +2 maximum SP.
Nuts	2g	Add +1 to Fight checks.
Roots	1g	Add +1 to all Brawn checks.
Sweets	3g	Add +1 to Counter.
Vegetables	1g	Add +1 to all Dexterity checks.

## Meals

A meal is a combination of ingredients formed into a single food item. Meals are more powerful than eating raw ingredients because meals can provide extra benefits while also feeding multiple characters. Because meals are larger, they require a pack slot in your inventory.

## Cooking

To cook a meal, a character must have the ingredients listed in the recipe and the means to prepare them. In most cases this requires tools like a mess kit, but a character may have access to a kitchen or similar amenities. Many recipes also require a suitable heat source, such as an oven or campfire. This process usually requires an hour and can be done while resting.

At the end of that time, have the character make the check listed on the recipe. This is always a Brains check, connected to a specific skill, with a listed difficulty. Consult the result below:

<b>Amaze</b>	The meal is magnificent. If the DC is higher than any party member's level, the party earns XP.
<b>Pass</b>	The meal is correctly crafted.
<b>Squeak</b>	You made some mistakes. Half of the ingredients must be re-added to craft the meal. If not, it is marked as damaged.
<b>Fail</b>	The meal is poorly done, but filling. It is marked as damaged.
<b>FOPP</b>	The meal is a disaster and the ingredients are wasted.

### *Storage*

Meals are kept in a pack slot in your inventory. They are subject to equipment damage. "Damaged" meals can be eaten and still grant an ingredient bonus, though the special benefit is not gained. "Broken" meals are inedible. Be sure to eat before then. Naturally, meals cannot be repaired.

**Spoiling.** Meals are marked "damaged" after one day of storage and are marked "broken" after one more day. Some meals "keep well" - these do not spoil, but are often harder to make, or else less stimulating and less beneficial than fresh fare.

### *Eating*

A meal is greater than the sum of its parts. When characters eat a meal while resting, it feeds one character for each ingredient used to make it. Also, the characters who eat the meal may choose which benefit they wish to receive from the ingredients used in the meal, but only one. Multiple characters may choose the same ingredient benefit. Lastly, the meal provides a second special bonus depending on the recipe. All benefits from food last until your next meal, or 24 hours—whichever comes first.

**Favorite Food.** Each character has a favorite food—an ingredient which makes a meal extra special for them. When you eat a meal made with your favorite food, you gain the benefits of that ingredient and may also choose another ingredient in the meal as an additional bonus.

## Recipes

A recipe is a set of requirements for creating a certain meal and a list of its benefits and properties. A recipe includes the following features:

**Check.** This is the skill check for cooking this recipe, listed with a difficulty modifier such as a very easy "Survival (DC 0)" or a very hard "Lore (DC 8)". Recipes with more ingredients and better benefits are harder to make.

**Properties.** A recipe may have one or more properties. "Combine over heat" means the recipe requires a heat source to cook. "Keeps well" means the recipe does not spoil in your inventory.

**Ingredients.** Recipes require between 2 to 6 ingredients. As the number of ingredients goes up, so typically does the difficulty of the food item.

**Benefit.** This special benefit is gained by any character who eats this meal, if the meal is not ruined by spoilage or bad cooking.

## Recipe List

### Afternoon Tea Scones

Lore (DC 2) Add +1 to all checks during the afternoon.	Combine Fruit, Grain, Herbs, and Sweets over heat. Keeps well.
---	---

### Deeper'n'ever Pie

Lore (DC 4) Expend to add +3 to a Brawn check.	Combine Milksap, Roots, and Vegetables over heat.
---	---

### Autumn Favorites

Crafting (DC 4) Expend to remove a condition.	Combine Milksap, Roots, and Vegetables over heat.
--	---

### Dressed Roots

Survival (DC 2) Add +2 to Athletics and Agility skill bonus.	Combine Roots and Herbs over heat.
---	------------------------------------

### Candied Nuts

Crafting (DC 2) Expend to regain a boon that was just lost.	Combine Nuts and Sweets over heat. Keeps well.
--	---

### Fish a la Redwall

Waterwise (DC 2) Expend to add +3 Counter against an incoming attack.	Combine Fish and Roots over heat.
--	-----------------------------------

### Cheerful Fruit Crisp

Crafting (DC 6) Regain 1 glory after eating.	Combine Fruit, Grain, Nuts, and Sweets over heat.
---	---

### Fruity Fool

Lore (DC 4) Add +1 to Dmg & Fight, but -1 to Counter.	Combine Fruit, Milksap, and Sweets over heat.
--	---

### Crispy Highbake

Crafting (DC 4) Add +1 to Armor in your next battle.	Combine Milksap, Roots, and Vegetables over heat.
---	---

### Garrison Grilled Vegetables

Lore (DC 2) Add +2 to Search and Survival skill bonus.	Combine Milksap and Vegetables over heat.
---	---

### Guosim Shrew Shortbread

Crafting (DC 2) Add +1 maximum SP.	Combine Grain and Sweets over heat. Keeps well.
--	---

### Hare's Pawspring Vegetable Soup

Survival (DC 2) Add +1 to Speed.	Combine Roots and Vegetables over heat.
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### Haversack Crumble

Survival (DC 8) Add +1 maximum HP.	Combine Fruit, Grain, Herbs, Nuts, and Sweets over heat. Keeps well.
--	---

### Hearty Tea

Medicine (DC 2) Add +1 to all checks vs injury and illness.	Combine Herbs and Sweets over heat. Keeps well.
---	---

### Jelly Rock Cakes

Survival (DC 6) Add +1 Counter.	Combine Fruit, Grain, and Sweets over heat.
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### Loamhedge Nutbread

Lore (DC 6) Add +2 to Crafting, Lore, and Medicine skill bonus.	Combine Grain, Herbs, Nuts, and Sweets over heat. Keeps well.
--	--

### Mulled Cider

Crafting (DC 4) Expend to add +3 to a Dexterity check.	Combine Fruit, Herbs, and Sweets over heat. Keeps well.
--	--

### Nunnymolers

Lore (DC 4) Add armor piercing to your first attack in each battle.	Combine Fruit, Grain, and Sweets over heat.
--	---

### Otter Hotroot Soup

Waterwise (DC 6) Add +2 to Athletics, Coercion, and Waterwise skill bonus.	Combine Fish, Herbs, Milksap, Roots, and Vegetables over heat.
--	---

### Preserved Fruit

Survival (DC 2) Add +2 Move in the first round of battle.	Combine Fruit and Sweets. Keeps well.
---	--

### Rubbadeedubb Pudding

Crafting (DC 4) You have a 50% chance to regain spent glory.	Combine Grain, Sweets, and Vegetables over heat.
---	--

### Savory Cakes

Survival (DC 6) Expend to add +3 to a Brains check.	Combine Grain, Herbs, Milksap, Roots, and Vegetables over heat.
---	--

### Savory Squirrelbakes

Lore (DC 2) Restore 1 HP after eating this meal.	Combine Milksap and Roots over heat.
--	---

### Skilly'n'Duff

Waterwise (DC 8) Expend to become Mighty.	Combine Fish, Fruit, Grain, Herbs, Nuts, Roots, and Vegetables over heat.
---	---

### Special Abbey Trifle

Crafting (DC 6)  
Add +2 to  
Bargaining, Influence,  
and Performance skill  
bonus.

Combine Fruit,  
Grain, Herbs, Nuts,  
and Sweets over  
heat.

### Spiced Preserve

Survival (DC 4)  
Add +2 to Sneaking  
and Survival skill  
bonus.

Combine Fruit,  
Herbs, and Sweets.  
Keeps well.

### Spiced Tea Bread

Crafting (DC 4)  
Expend to add +3 to  
a Destiny check.

Combine Fruit, Grain,  
Herbs, and Sweets  
over heat. Keeps  
well.

### Squirrelmum Cake

Crafting (DC 4)  
Add +1 to discovery  
checks.

Combine Fruit,  
Grain, and Sweets  
over heat. Keeps  
well.



### Stones Inna Swamp

Crafting (DC 4)  
Add +1 to any  
check with no skill  
bonus.

Combine Grain,  
Milksap, and  
Vegetables over heat.

### Stuffed Springtide Vegetables

Survival (DC 4)  
Reduce the Req of  
your armor and  
weapons by 2, or by  
3 in Spring.

Combine Grain,  
Milksap, Nuts, and  
Vegetables over  
heat.

### Sunsalad

Crafting (DC 4)  
Expend to ignore  
the effects of a  
weather event.

Combine Roots,  
Herbs, and  
Vegetables over heat.

### Sweet Tea

Crafting (DC 6)  
Expend to grant  
yourself a boon.

Combine Fruit,  
Herbs, and Sweets  
over heat. Keeps  
well.

### Vegetable Casserole a la Foremole

Lore (DC 6)  
When you FOPP on  
a check, regain 1  
glory.

Combine Grain,  
Milksap, Roots, and  
Vegetables over  
heat.

### Veggie Molebake

Crafting (DC 4)  
Roll twice when  
checking equipment  
damage and take  
the better result.

Combine Milksap,  
Nuts, Roots, and  
Vegetables over  
heat.

# Chapter Eight: Downtime

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Heroes cannot sustain endless perilous journeys and battles; even the mightiest must take time to heal, resupply, and prepare for the next crisis. Time spent in a peaceful place may also be used for creative and social endeavors, such as crafting, feasting, and solving riddles. The host can use downtime mode to help manage big-picture, abstracted activities.

## Passage of Time

Downtime mode can be entered when the party stops adventuring and settles temporarily in a safe location, settlement, or region for at least a day. The location must be able to provide all resting needs with certainty due to stored supplies, hospitality, a negotiated agreement, etc.

While in downtime mode, time passes variably and abstractly. This can be influenced by the players' plans, interrupting events from the host, and other circumstances. In downtime mode, the host determines how many downtime points the party can spend in the current span of hours, days, weeks, or months of downtime mode. These points represent the time and effort necessary to complete long-term projects. The characters may each spend these points of time as a currency to contribute to various projects.

## Units of Time

Downtime points do not refer to precise measures of time, such as an hour or three-quarters of a day. However, for reference, downtime points can be approximated by the following estimation:

10pts	=	1 day
70pts	=	1 week
300pts	=	1 month

## Downtime Projects

A downtime project consists of three parts: a goal, a difficulty, and a timeline.

**Goal.** The intended outcome of the project. Examples include: "prepare food for the feast", "barricade the gates", "repair my father's sword", or "court Dahlia the Fair". The character may approach this goal by whatever means is reasonable to the host. The approach to accomplish the goal determines what attribute check will be required in completing it.

**Difficulty.** Once the goal is stated, the host determines the difficulty of completing it in a timely manner. The host should consider how complex, strenuous, or risky the goal would be to accomplish. The difficulty is to be judged entirely on the goal and its circumstances, not to the character or the approach. The project difficulty is the DC for the project's attribute check; as such, it should typically use the standard difficulty range from 2 to 10.

**Timeline.** Each project is assigned a timeline by the host. This is essentially the cost of the project in units of time. A typical project's timeline should be an even number valued between 2 and 10.

**Other Requirements.** The most common example of an extra requirement is to be at a certain location (as with “barricade the gates”) or to have certain facilities available (as with “repair my father’s sword”). Projects may require other resources before the project can begin, such as items needed for crafting or trading.

### *Project Progress*

As mentioned, you make progress on a project by “spending” your downtime on it. Once the progress is complete, the goal is reached, and the host allows the intended outcome to occur within the scenario.

However, once progress on the project is halfway done, you must make a downtime project check against the difficulty of the project. For this, your character rolls an attribute check determined by the host, perhaps with an applicable skill bonus. This check determines whether the project will be done early or if it will take longer than expected.

<b>Amaze</b>	Astounding progress! Your project is completed immediately.
<b>Pass</b>	The project will be completed as normal when the timeline is completed, or you may use glory to complete it immediately.
<b>Squeak</b>	Close one! The project will be completed as normal, but you lose one glory.
<b>Fail</b>	The project timeline will require +50% more progress to complete.
<b>FOPP</b>	You bungled it! The timeline will require double progress to complete.

### *Assisting with a Project*

Other characters may spend time on your projects if the host determines it to be possible with that project. Secondary characters helping with a project grant 1 unit of progress for every 2 points of time spent. The result of the project timeline is still determined by the downtime project check of the character leading the effort.

### *Incomplete Projects*

Sometimes a project may be abandoned, delayed, or rendered impossible while it is in progress. The host judges what happens to an incomplete project. Some projects can be continued later, whereas others may not. Time spent on a project can never be refunded, though perhaps some other resources can. The host may also determine if a partially complete project may provide a partial benefit from the intended goal.

### *Example Projects*

“Prepare food for the feast” (DC 2, 30pts): must be at Redwall Abbey.

Likely checks for this may be Dexterity (Athletics), Brains (Crafting), or Brains (Lore) depending on whether the character is helping by going out to harvest, helping in the kitchen, or by planning the festivities.

“Barricade the gates” (DC 4, 6pts): must be at the fort’s south gate.

Likely checks for this may be Brawn (Athletics) or Brains (Crafting).

“Repair my father’s sword” (DC 4, 70pts): requires 1 iron ingot and a blacksmith’s workshop.

Likely checks for this may be Dexterity (Crafting) or Brains (Crafting).

“Court Dahlia the Fair” (DC 6, 300pts): requires 100g of gifts; must be at Castle Floret.

Likely checks for this may be Destiny (Performance) or Brains/Destiny (Influence). Perhaps a player might attempt to impress Dahlia with their boasting and bravado through Brawn (Coercion) – depending on her personality, that may end poorly or succeed as intended.



# Chapter Nine: Riddles

Nearly all tales in *Mossflower* involve a riddle, which often takes the form of a puzzle, mystery, or prophecy to solve. This section provides guidance for integrating these challenges into the game.

## Targeting the Riddle

When the host intends to use a riddle in a scenario, the most important question is whether the riddle is primarily intended to challenge the players or the characters. A riddle intended to challenge the players requires them to use their own intellect and comprehension of what has been narrated to them. A riddle intended to challenge the characters requires the players to complete the challenge by using their characters' statistics and knowledge wisely.

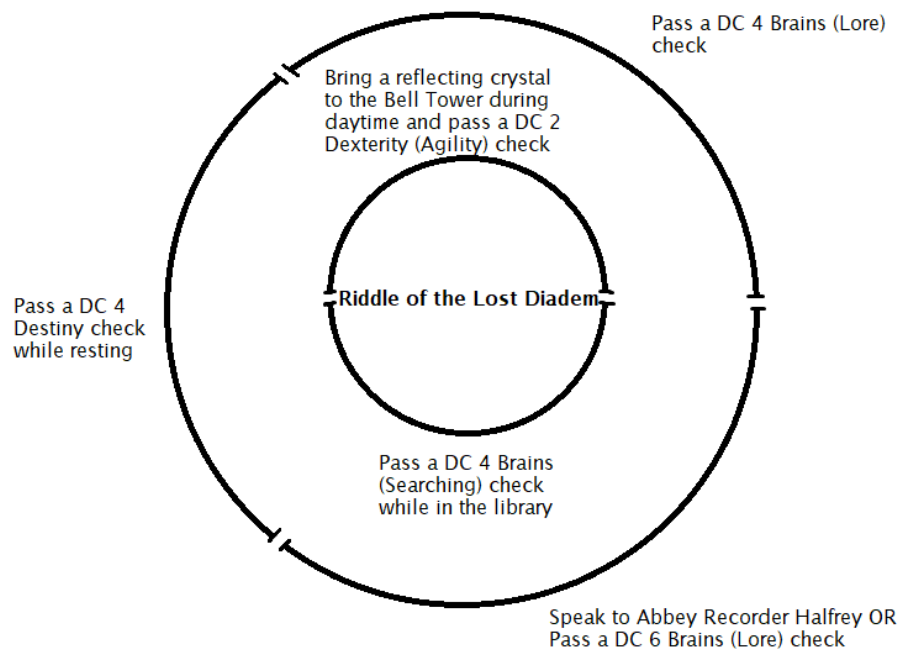
**Players.** A riddle intended for the players should be simple enough to solve during a single session or else be complex enough to obviously require more than one session of play and additional investigation to solve. This prevents the players – especially the ones who may be less interested in riddles – from being sidetracked without making progress for too long.

**Characters.** A riddle intended for the characters can be as simple as a single Brains check or discovering a certain secret during the scenario. However, *Mossflower* provides a framework for more complicated riddles, which is detailed below.

## Riddle Rings

In *Mossflower*, a riddle is structured as concentric rings concealing the answer at their center. The characters must solve each layer of the riddle as they work their way to the center. First, the host reveals the tasks on the outermost layer. To solve a layer and reveal the next layer, the characters must achieve all its task requirements. Once all the layers are solved, the riddle is solved and the characters can receive the riddle's reward. An example riddle is given below:

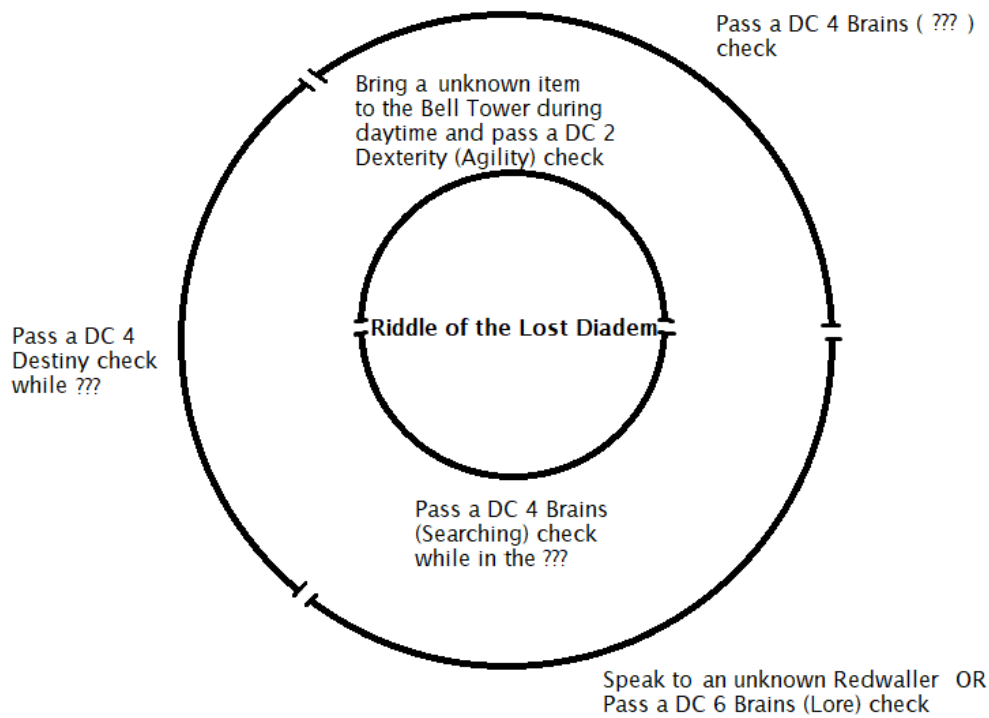
The host can use attribute checks on a riddle in various ways, such as making them a downtime project in a scenario where time allows for it. (Riddles can be an excellent source of downtime projects.) The size of riddles can range from a single ring surrounding the answer to many layers deep.



## Hidden Prompts

A riddle's layers may also contain partially hidden prompts known only to the host that the players must figure out by elimination. Hidden prompts appear on the layers as missing information. An example of the Lost Diadem riddle with hidden prompts is given below. The players must have their characters complete an activity to find out if it is or is not the correct activity. If it is not correct, the host merely says "no." As the host sees fit, the players might be able to reveal the full prompt by other means of gathering information.

For example, with the players trying to figure out which Redwall NPC to speak to, if a character asks the infirmary keeper about the riddle instead of Abbey Recorder Halfrey, the host need only tell the players that the infirmary keeper is the wrong Redwaller to speak to about this. However, perhaps the infirmary keeper might suggest that the players speak to the recorder, revealing that full prompt.



# Chapter Ten: Battle

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As a work of heroic fantasy, the clash of wood and steel features prominently in *Mossflower*. When the players engage their foes in a fight, the host may use the battle rules to facilitate the encounter.

## Turn Order

Battle occurs within a series of structured rounds. A round represents several seconds of time in the game world. Each team gets one turn during each round. During a team's turn, all characters on that team may act, in any order. Each character does not have to take all their actions in sequence—the characters can move and act simultaneously—but you must fully resolve an action before moving onto another. Once all parties have finished the turn, a new round begins again.

The host determines which team goes first based on the circumstances. Typically, the aggressor team goes first and the responding team goes second.

### *The Initiating Action*

When a battle is started by a hostile action from a single character, such as attacking or using an ability, that first action is conducted and resolved at the start of battle before any rounds occur. Battle then proceeds normally. The initiating character is still able to act during their team's first turn.

If two or more characters from any side simultaneously attempt an action that would initiate battle, simply progress directly to ordinary battle rounds.

## Setting up a Battle

When a battle begins, continue the action of the story into the new mode as quickly as possible.

First, arrange all characters involved in a battle into teams. Typically, the players and their allies are one team and their opponents are the other. Environmental objects or effects may be included on a team, such as a hazard that is "acting" against the players each round. Characters of the same team are called *Allies*, while characters of an enemy team are called *Foes*.

### *Guard Pool*

At the start of battle, each character receives a pool of Guard Points (GP) equal to their current Health plus Armor. These points represent the armor, toughness, and valor of the character in the midst of battle; the guard pool serves as a shield over the character's health during battle. A character's maximum guard pool remains fixed from the start of battle. Therefore, if HP or Armor are reduced during battle, the character's maximum guard does not change.

As a character takes damage, guard is reduced first before HP can be lost. When guard is reduced to 0 from a single source of damage, any remaining damage from that effect does not carry over to HP unless the carryover total equals remaining HP, and thus is also able to reduce HP to 0.

Characters can restore their guard pool through various actions, abilities, and effects. The most common means is by entering Guarding Stance.

### *Skirmish Sequence*

Once the participants and teams are established, the host determines if the battle begins with a skirmish sequence. A skirmish sequence occurs when hostile parties are distant from each other and cannot immediately clash with melee weapons. The skirmish sequence is discussed later in this chapter.

### *Close Combat Sequence*

After skirmishing is resolved, arrange the characters on a battlefield. A battle is played on a hex grid map called the battlefield, with the characters represented by miniatures or tokens. Only one character may occupy a single hex at a time. Each hex represents approximately 2 yards/meters. The host is responsible for placing the characters on the field, but the host should often allow the players to arrange their characters within a designated starting area. The rest of the battle plays out on this grid.

## *Actions in Battle*

The strict timeframe and careful tracking in battle mode makes your actions more limited than the comparably freeform actions in most other game modes. Battle has objective rules for handling action and movement.

### *Standard Actions*

In battle, a standard action is a specific task which can be completed in several seconds' time. Examples of actions include attacking an enemy, grabbing things from a container, opening a gate, throwing something, or speaking at length to another character. Many character abilities are categorized as standard actions.

During a turn, each character may take one action. However, some actions are quick enough to not count as your action for the turn (such as opening an unlocked door) or can be performed concurrently with your action (such as shouting a warning or making a sly remark).

### *Maneuvers*

Each character may also make one *maneuver* during their turn. This type of action represents moving through the environment or performing a special action that can be done concurrently with your standard action. The most common maneuver is simply to move your speed, which is discussed in the Movement section.

### *Reactions*

Each character can make one *reaction* per round. This is a special type of action which you may only use when the trigger it requires is met. A reaction can be used during another team's turn and does not count as your action for the following turn. Reactions are typically not as effective as your standard actions but allow you opportunities to catch up and interfere with your opponents during their turn.

Reactions are acquired from special abilities or circumstantial opportunities prompted by the host – you cannot attempt a reaction without a specified reason to do so.

### *Full Actions*

Sometimes an action involves being stuck in place doing something for several seconds that takes your whole attention and effort. A full action consumes your entire turn and prevents you from doing anything else: it requires your standard action, maneuver, and reaction for the round.

## Default Abilities

All characters have access to these abilities in battle.

### *Actions*

**Attack** (Attack): Make a basic attack.

**Recover** (Action, Self, 1sp): Remove 1 condition.

**Dash** (Action, Self): Move half your speed.

### *Maneuvers*

**Move** (Maneuver, Self): Move your speed.

**Shove** (Maneuver, One Adjacent): Push 1 on the target, or 2 if you have a free paw, the target has a tactical penalty, or the target is an ally.

### *Reactions*

**Guard** (Reaction, Self): If you are being attacked, enter guarding stance.

**Retaliate** (Reaction, Self, 1sp): If a strike at you failed, make a basic strike at the attacker.

**Off-paw Strike** (Reaction, Strike, 1sp): If you just hit a foe with a one-paw melee weapon, make a basic strike with another melee weapon you are wielding in your other paw.

**Take Cover** (Reaction, Self): If you are being attacked, use an adjacent obstacle to grant a +2 cover bonus to Counter until your next turn. This stacks with environmental cover against shots.

### *Other*

**Ready Equipment** (Full, Self): Change your readied items from your own inventory and/or that of an adjacent willing or defeated character.

**Revive [T]** (Full, One Adjacent): Revive the target if there are no foes adjacent to you or the target.

**Improvise** (???): This is a role-playing game. Tell the host what you want to try.

## Movement

Moving a character across the battlefield hexes is called movement. Some actions and special actions can allow (or force) a character to move. Naturally, movement must be done in a consecutive path from one adjacent hex to another, with each hex being valid for movement as judged by the host. There are two types of voluntary movement in battle—moving your speed and shifting. A third type, pushing, is involuntary movement.

### Move Your Speed

This term appears frequently in action descriptions. What this means is that you may move your character up to a number of hexes equal to your Speed stat. When moving your speed, you must immediately stop moving if you enter a hex adjacent to a foe. You also must conclude moving before taking another action; you cannot break up your movement with an action in between.

**Difficult Terrain.** Every hex moved counts as one extra when moving across *difficult terrain*, such as wading shallow water or running through loose debris.

**Moving Through Allies.** You can move through, but not end your move, in hexes occupied by allies. Each hex moved counts as one extra.

### Shifting

Some actions and effects may allow you to shift. When you may shift, you instead may move up to a specific number of hexes regardless of your speed or difficult terrain, and you do not have to stop if you move next to a foe. Alternate movement types, such as swimming, are not possible while shifting.

### Pushing

Pushing is forced movement, usually caused by a hostile action. Being pushed acts just like shifting, except the character who caused the push effect makes the movement decision for you.

## Attack and Defense

To use your action to make an attack against another character you may use a readied weapon or your paws. Whether the attack is a basic attack (such as using your standard action to attack) or a special attack (using an ability that is an attack action), the resolution is the same. An attack roll is a Fight check against the target's Counter, along with any relevant modifiers. The attacker rolls 2d6, as with any other check, attempting to cause damage. The outcome depends on the result of the check:

Amaze	Cause 1 direct damage. Target is stunned. On-hit effects occur.
Pass	Full damage. On-hit effects occur.
Squeak	Half damage. No on-hit effects.
Fail	Target loses 1 GP (if any). No on-hit effects.
FOPP	No damage. No on-hit effects.

### Damage

As described in the Health section of Character Resources, damage causes the loss of health points. It represents a character being pushed closer to the point of being severely injured. An attack does damage based on the attacker's Dexterity, the weapon, and the result of the attack roll.

**Bloodied.** The first time a character loses HP in battle due to damage (not a health loss effect), regardless of current EP, that character becomes bloodied. This indicates they have been visibly injured.

The bloodied state modifies certain effects and abilities. A bloodied character gains +2 Counter but has -2 Fight as their wounds instinctively prompt them to fight cautiously.

**Armor Piercing.** A character's Armor stat greatly enhances their guard pool. However, some weapons and special abilities grant *armor piercing* to an attack. Armor piercing attacks cause +2 damage if the target has an Armor stat of 3 or more.

**Direct Damage.** This rare type of damage bypasses the guard pool completely and always causes direct damage to health. This can often cause a creature to become bloodied while still having GP remaining.

### *Melee Attacks*

A melee attack action is called a *strike*. Strikes may be used against any adjacent foe. Striking a target that has partial cover (such as a tree or furniture) between you imposes a -2 Fight penalty.

### *Ranged Attacks*

A ranged attack action is called a *shot*. Shots may be used against any foe on the battlefield if you have sufficient line of sight to the target and the host determines you are in reasonable range for the weapon you are using. Shots have the following limitations:

- ❖ Shot actions cannot be used while adjacent to a foe.
- ❖ A target that has cover (such as foliage or battlements) has +2 Counter against shots.
- ❖ A target that is adjacent to one of your allies has +2 Counter against shots.
- ❖ Shots do not benefit from attacking foes with tactical penalties.

## Guarding Stance

When a character enters a temporary defensive focus in battle, this is called guarding. This is most often done by the Guard reaction, but other abilities or effects can also. Guarding causes the character's upcoming action—but not maneuver—on their next turn to be lost. However, while it lasts, it confers the following benefits: +1 Counter and an extra Reaction.

### *Entering Guarding*

When a character begins guarding, they immediately regenerate some of their guard pool, gaining GP equal to 1 + their Armor plus any modifiers (minimum 1).

### *Exiting Guarding*

A character automatically exits guarding—ending the benefits of it—at the end of their next turn. However, some effects—most commonly being stunned—cause you to exit guarding early. Exiting early does not recover your lost action on your next turn.

## Tactical Penalties

A tactical penalty is a circumstance that temporarily leaves a character vulnerable. A character with any of the following effects is considered to have a tactical penalty. In addition to the effects of the tactical penalties themselves, some abilities interact with tactical penalties.

### *Flanked*

When a character has foes positioned on opposite sides of their hex, that character is flanked. Foes in flanking positions gain a +1 Fight bonus on strikes against that character.

### *Swarmed*

When a character is adjacent to more foes than allies (including itself), that character is swarmed. Foes have a +1 Fight bonus on strikes against swarmed characters.

### *Stunned*

When a character is momentarily disoriented or knocked down in battle, that character is stunned. A stunned character suffer the following penalties:

- ❖ Cannot use or announce telegraphed abilities.
- ❖ Can only choose between an action or maneuver during their turn, not both.
- ❖ Stunned characters are forced to exit guarding stance.
- ❖ As with other tactical penalties, foes have +1 Fight on strikes against stunned characters.

The stun effect expires at the end of the next turn of the source of the effect, typically this means the end of the attacker's next turn. A stunned character may end the effect by sacrificing a boon.

## Position Penalty

Remember that your character still interacts with the environment and terrain in battle. As a reminder, be aware of the position penalties listed in the Adventuring chapter: Airborne, Balancing, Climbing, Obscured, Squeezing, and Submerged.

While affected by at least one of these, your speed is halved and you have -2 to Fight and Counter.

## Spirit and NPCs

Whereas player characters track their individual pools of spirit and glory resources, standard NPCs do not. Instead, each team that contains NPCs (usually the opposing team) has its own collective pool of spirit points, called their spirit pool. The NPCs on that team may use these shared spirit points for their actions and abilities. Each team of NPCs begins battle with a spirit pool cap equal to the highest NPC level on that team, plus 1 point for each NPC on the team. The host may also add or remove a few points as befitting the circumstances. At the start of each round of battle, each team's pool is refreshed, regaining all spent spirit points.

## *Broken Spirit*

The maximum cap of an NPC team's spirit pool does not remain constant. It degrades during battle and leads to the team's defeat through morale failure. This pressure forces the NPCs into a race to victory and allows the players to resist their foes by outlasting them. A team's NPC spirit pool cap is changed by the following:

**New Round.** At the start of each new round of close combat (after the first), the spirit pool cap for each NPC team is reduced by 1.

**Defeated Characters.** Each time an NPC on a team is bloodied, that team's spirit pool cap is reduced by 1. However, when a player character is bloodied, all opposing NPC teams add 1 to their spirit pool cap.

**Defeated Leader.** When the highest level NPC on a team is defeated, their initial contribution to the spirit pool cap is removed and replaced by that of the next highest level NPC. This is in addition to the regular loss from the character being defeated.

**Squeaks & Glory.** Because NPCs do not use glory, when a squeak result on a check or an ability could cause glory to be used, instead decrease the spirit pool cap for that team by 1. When glory would be gained, instead refresh the current (not maximum) value of the team's spirit pool.

## *Morale Failure*

When a team's spirit pool cap drops to 0, the team's NPCs give up the fight, attempting to flee, negotiate, or surrender. If there are no remaining enemies, the players are victorious in battle.

## Skirmish Sequence

If a battle begins with enough distance between the hostile teams, the teams have more time to prepare for the coming close combat and to use ranged weapons.

### *Distance*

The host determines the distance of a skirmish sequence:

**Distant:** The foes are beyond the accurate range of any ranged weapons, over 100 yards/meters away.

**Far:** The foes are at distance where far-ranged weapons are effective. This is usually within 40-100 yards/meters.

**Near:** At a distance where near-ranged weapons are effective, but still too far to accurately use throwing weapons. This is usually around 20-40 yards/meters.

If the teams get (or start) any closer together than this, end the skirmish sequence and go into the battle's close combat sequence.

## *Terrain*

The host then determines the general terrain between the skirmishing teams. The terrain can be difficult to advance through and/or it can provide cover.

**Difficult Terrain.** If the terrain has many obstacles (undergrowth, dense trees, fences, fortifications, etc.) or unsteady ground (muddy earth, ice, steep elevation, etc.), it takes twice as long for teams to advance through it.

**Cover.** If the terrain has many obstacles (such as the aforementioned) or is concealed (smoke, harsh weather, nighttime, etc.), all characters have cover against ranged attacks (+2 Counter vs shots).

## *Skirmish Actions*

Each round of a skirmish sequence operates like a normal round of battle, except for the following:

- ❖ There is no battlefield grid and movement is abstracted as a group rather than individually.
- ❖ Shot actions within range of current distance are the only valid actions against foes.
- ❖ Actions that affect area or adjacent instead target three targets (possibly including yourself).

At the end of each team's turn, they decide whether to advance, or to hold. When a team advances, the skirmish distance is reduced by one level (e.g., Long to Short). Remember that difficult terrain slows the progress of advancing distance. As previously noted, once the skirmish closes to less than Short distance, start the battle's close combat sequence.

The skirmish sequence includes a few unique default actions:

**Charge** (Full, Self): If your party advances this round, add a stacking +1 bonus to Fight and Speed on the first round of close combat.

**Evade** (Maneuver, Self): Add +2 Counter against shots until the start of your next turn.

**Take Aim** (Maneuver, Self): Add +1 Fight on shots until the start of your next turn.

**Draw Fire** (Maneuver, Self): Until your next turn, the next time an ally is targeted with a shot, redirect the attack to yourself.

## *Post-Skirmish Positioning*

The positioning of each character at the start of an on-grid battle sequence is always up to the judgment of the host, based on the players' decisions and input. However, the host should tend to choose the starting positions of characters in battle with prejudice to the following:

- ❖ When a team holds position at the end of a skirmish, place their characters close together, with defensive / melee characters receiving priority in the front.
- ❖ When a team advances at the end of a skirmish, place their characters strung out in a line, with aggressive / melee characters receiving priority in the front.

## Ending a Battle

Battle ends when the circumstances that require moment-by-moment tracking also end. Whether the foes have been defeated or not, the crisis is over when the host is ready to change the pace of the game. There is no need to drag a battle to completion if the outcome becomes a foregone conclusion – let the foebeasts throw down their equipment and flee.

### *Thrill of Victory*

When the players win a battle without any of their characters being killed, their characters restore half of their missing spirit points.

# Appendix A: Friends & Foes

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This section contains a list of NPC templates to use for friends and foes during battle. The stats and abilities shown here are entirely designed for this mode. The host may determine any other needed stats or features beyond this. Each template is ready for battle, including variants for higher levels.

NPCs are listed with the following stats: Health, Armor, Speed, Fight, Counter, Damage, and Armor Piercing. Changes to these stats due to level scaling are listed below this. The next section lists any special features of the NPC, including at what level scaling they unlock them. After that, there is a list of the NPC's abilities, also with the level scaling at which they unlock them. Many NPCs use character class abilities that the players will recognize. As characters, NPCs also have access to every standard battle action.

These templates can be customized further by adding beast abilities, equipment features, modified stats, and extra abilities. If you want to grant an NPC the specific benefits of a shield, or armor, or a weapon, do so. Always feel free to improvise. That's the purpose of templates. NPCs are not assumed to have specific equipment. These are general templates for quick use. If an NPC is disarmed, simply apply a -1 penalty to fight, counter, and damage, and remove any armor piercing; remove their ranged attack or other special features if it makes sense.

## Archers

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Archer	2	5	1	4	4	4	2	-
Marksman	4	6	2	4	6	5	3	-
Sharpshooter	5	8	2	5	7	5	3	-
Bowmaster	7	10	3	5	9	6	4	-

### Features

*Archers are trained fighters, skilled with the bow. They are a deadly adversary on the battlefield, often trying to pick off the weakest targets from a distance to shift the battle in their favor.*

May shoot (far range). Add +1 Fight and +1 damage to all shots.

Lvl 4 - No penalty for shooting into melee.

Lvl 5 - Add armor piercing to all shots.

**Lvl 4 - Deadeye Shot [T]** (Shot, 2sp): Add +2 Fight and +2 damage.

**Lvl 5 - Shock Tactics [T]** (Attack, 2sp): On hit, target loses a boon and is stunned.

**Lvl 7 - Rapid Shot** (Reaction, Self, 2sp): On hit with a shot action, make another basic shot.

## Assassins

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Assassin	4	6	2	4	7	5	4	-
Slayer	6	7	2	5	9	7	4	Y
Deathbringer	8	11	3	5	11	8	5	Y

### Features

*Of all trained killers, assassins are the most dangerous. Honorless, cold, and pragmatic, they will strike without mercy when their target is most vulnerable.*

Amaze attacks do +1 direct damage.  
Lvl 6 - May shoot (near range).  
Lvl 8 - May Retaliate as an extra reaction once per round.

**Shadow Dancer** (Maneuver, Self, 2sp): Do a basic attack and shift 3 on hit.

**Unsuspecting Strike [T]** (Strike, 1sp): Add +1 dmg, plus an extra +2 dmg if the target has full HP.

**Lvl 6 - Blinding Terror** (Attack, 2sp): On hit, target is Dazed and loses a boon.

**Lvl 8 - Death's Charge** (Action, Self, 3sp): Move your speed and do a basic strike with +2 Fight.

## Beetles

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Big Beetle	1	4	2	4	3	3	2	-
Huge Beetle	2	5	2	4	3	4	3	-
Giant Beetle	3	6	3	5	5	5	3	-

### Features

*Beetles are common insects, found in regular size throughout Mossflower Wood. However, some beetles grow to an unusual size. These beetles, though dim-witted, can be dangerous if provoked.*

Cannot be Stunned.  
Unaffected by Obscured and Squeezing.

**Lvl 2 – Endure Pain** (Reaction, Self, 2sp): Reduce incoming damage to 1.

**Lvl 3 – Forceful Strike** (Strike, 2sp): This strike result is promoted.

## Birds of Prey

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Falcon	3	5	1	4	5	5	3	-
Hawk	4	8	1	4	7	6	3	-
Kite	7	10	2	6	9	7	4	-
Eagle	9	14	2	7	10	9	5	-

### Features

*Birds of Prey are ferocious predators, feared by all. Their overwhelming size and strength together with the power of flight let them pick apart their foes with terrifying precision.*

Can fly. Unaffected by Airborne.  
 No Fight penalty from bloodied.  
 Lvl 4 – Become Mighty at the start of battle.  
 Lvl 7 – Add +1 to Push effects.  
 Lvl 9 – Strikes cause stun on hit.

**Dive Attack** (Strike, 2sp): While flying, move your speed and make a basic strike with +2 Fight.

**Rending Assault** (Strike, 1sp): Add armor piercing.

**Lvl 4 – Terror Screech [T]** (Action, Foes, 3sp): Targets are Disheartened and Weakened.

**Lvl 7 – Destructive Strike [T]** (Strike, 2sp): On hit, target loses all boons and is Slowed.

## Crabs

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Big Crab	1	4	2	5	3	4	2	-
Huge Crab	2	5	2	6	3	5	2	-
Giant Crab	3	6	3	6	5	5	3	-
King Crab	6	10	5	7	7	7	4	-

### Features

*Large crabs scuttle across the Western shores. These creatures are remarkably dimwitted, but they are powerful and heavily armored. Crabs are hostile and territorial, using their mighty claws and fearsome speed to eliminate unwelcome travelers.*

The Shove action has +1 push effect.  
 May shift 1 after an attack roll.  
 Lvl 3 – Strikes cause 1 push on hit.

**Crab Claws [T]** (Strike, 2sp): Make two basic strikes on the target.

**Lvl 2 – Unrelenting Recovery** (Action, Self, 3sp): Remove all conditions.

**Lvl 3 – Relentless Assault [T]** (Strike, 2sp): On hit, target loses a boon and then is stunned.

## Fighters

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Fighter	2	5	2	4	6	5	2	-
Veteran	4	6	3	4	7	6	3	-
Warrior	6	8	3	4	9	9	4	-
Champion	8	11	4	4	10	10	5	-

### Features

*Fighters are archetypical melee combatants.*

*These beasts are experienced in battle and seek to engage the foe directly. They are both dangerous and difficult to defeat.*

Lvl 4 – Add +1 Armor when you have no tactical penalty.

Lvl 8 - May re-roll an attack roll as a reaction.

**Attack of Opportunity** (Reaction, One Adjacent, 1sp): If target is moving away, make a basic strike.

**Lvl 4 – Warrior’s Charge** (Maneuver, Self, 2sp): If you are not adjacent to a foe, move your speed and make a basic strike.

**Lvl 6 – Battle Cry** (Action, One, 2sp): You and target become Mighty.

**Lvl 6 – Relentless Assault [T]** (Strike, 2sp): On hit, target loses a boon and then is stunned.

## Flitchaye

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Runt	2	3	1	4	4	4	2	-
Tormentor	3	5	2	4	5	5	2	-
Chief	4	6	2	4	5	7	2	-

### Features

*The Flitchaye are tribes of small weasels who live deep in Mossflower Wood. They delight in every cruelty. They attack suddenly from their warrens through trapdoors in the earth, disguised by leafy bark armor. They use surprise, numbers, and intoxicating smoke to bring down prey.*

Immune to Smoldering effects.

May take an extra maneuver action on the first round of close combat.

Lvl 4 - Allies benefit from Mighty while adjacent to you. If you are defeated, all adjacent allies become Weakened.

**Smoldering Torch** (Action, Adjacent, 1sp): Targets become Slowed. Slowed targets are stunned. Stunned targets lose 1 HP. Smoldering abilities can only affect a target once per round.

**Lvl 3 – Smoldering Pot** (Action, Area, 2sp): Targets become Slowed. Slowed targets are stunned. Stunned targets lose 1 HP. Smoldering abilities can only affect a target once per round.

## Frogs

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Big Frog	1	6	0	5	4	3	2	0
Huge Frog	2	7	1	5	5	4	2	0
Giant Frog	3	9	1	6	5	5	3	0

### Features

*Frogs are bulky amphibians, often found near small bodies of water. Unlike toads, frogs seem hardly sapient. They are quirky and loyal, but they can barely communicate. When threatened, they prefer to scare off enemies, but they have the strength to back up their threats.*

While under no position penalties, you do not have to stop when moving adjacent to a foe and can freely move through allies.

**Threatening Croak** (Action, Adjacent Foes, 2sp): Targets are Disheartened.

**Lvl 2 – Tongue Lash** (Strike, 2sp): On hit, do a basic strike on another foe adjacent to the target.

## Leaders

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Leader	3	6	2	3	5	5	2	Y
Captain	5	8	3	3	6	6	3	Y
Lord	8	10	3	4	9	9	3	Y

### Features

*Nearly all communities have leaders to guide them. By necessity or preference, many groups in Mossflower are led by beasts of might and war. In battle, a leader's strength lies in his followers. They will protect him and defeat his foes.*

Add +1 Armor while adjacent to an ally.  
Lvl 8 – Allies may use your abilities while adjacent to you.

**Call to Courage [T]** (Action, Allies, 3sp): Targets become Courageous.

**Plan of Attack [T]** (Maneuver, One, 2sp): This turn, the target has -1 Counter per tactical penalty.

**Redoubled Effort** (Reaction, Other Ally, 2sp): Grant an Attack, Recover, or Dash action to target who just acted.

**Lvl 5 – Tactical Ruse [T]** (Action, One, 2sp): Steal all boons from target.

**Lvl 8 – Share of Honor** (Reaction, Self, 1sp): Gain a boon that was just gained by an ally.

## Long Patrol Soldiers

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Lancer	3	5	1	6	5	5	3	Y
Corporal	4	5	1	6	6	6	3	Y
Sergeant	5	7	2	6	6	6	3	Y
Officer	6	8	2	6	7	7	3	Y
Brigadier	7	9	2	6	8	8	4	Y

### Features

*The Long Patrol is an elite army of hares who guard the western coast against invaders. They are highly organized and well-trained. Their zealous soldiers are friends to good beasts and death to vermin. They use lances and blades to rush the enemy and defeat them in detail.*

Add +1 Dmg on strikes if you did not start the round adjacent to your target.

Lvl 4 - While you have a boon and are not at full health, add +1 damage.

Lvl 7 - In each battle, the first time you suffer damage, ignore all the damage.

**Eulalia** (Action, Self, 0sp): If in battle, become Courageous.

**Forward the Buffs** (Action, Self, 1sp): Become Hasted.

**Lvl 5 – Battle Cry** (Action, One, 2sp): You and target become Mighty.

**Lvl 6 – Plan of Attack [T]** (Maneuver, One, 2sp): This turn, the target has -1 Counter per tactical penalty.

**Lvl 7 – Blood and Vinegar [T]** (Attack, 2sp): Add +2 Fight and +1 damage.

## Lookouts

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Lookout	1	4	1	4	4	4	2	-
Scout	2	5	1	5	5	5	2	-
Tracker	4	6	2	6	6	6	3	-

### Features

*Lookouts are assigned by any group to be wary of unwelcome creatures. As their skill grows, they are sent farther out to gather intelligence. In battle, a lookout's purpose is to warn and rally their allies while warding off the foe.*

May take two maneuver actions on the first round of battle.

Lvl 2 - May shoot (far range).

**Lvl 2 – Lead On** (Action, Adjacent Allies, 3sp): Targets become Hasted.

**Lvl 2 – Delay Advance** (Action, Area Foes, 3sp): Targets become Slowed.

**Lvl 4 – Isolated Target** (Attack, 1sp): On hit, if target has a tactical penalty, it is stunned.

## Pirates

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Pirate	1	4	1	4	4	4	3	-
Corsair	2	5	1	4	6	4	3	-
Shipmate	4	6	2	4	7	6	4	-
Captain	5	8	3	4	8	8	4	-

### Features

*Many crews of adventurers and plunderers roam the Western and Eastern seas. Some are honorable, most are not. These plucky seafarers survive only through grit and respect for strong command. In a fight, as in everyday life, they work together to even the odds.*

Add +1 Fight against foes with a tactical penalty.

Lvl 2 – Add +1 to Push effects.

**Shove Off** (Maneuver, One Adjacent, 1sp): Push target 2 hexes.

**Lvl 4 – Back to Back** (Maneuver, Other Adjacent Ally, 2sp): You and the target become Focused.

**Lvl 5 – Inspire Savagery** (Action, Other Ally, 2sp): You and the target become Mighty.

## Redwallers

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Redwaller	1	4	1	4	2	4	2	-
Defender	3	6	1	4	4	4	2	-
Crewbeast	4	6	2	4	5	5	3	-
Redwall Champion	8	11	4	4	9	10	5	-

### Features

*Redwallers are creatures of peace, accustomed to a life of virtue. However, the good beasts of Redwall are shrewd and courageous when threatened, inspired by the guiding spirit of Martin the Warrior.*

Gain one boon at the start of battle.

Lvl 3 – May shoot (near range).

**Fellowship** (Action, One Ally, 2sp): You and the target may share one boon with each other.

**Lvl 4 – Sacrifice** (Reaction, Adjacent Ally, 1sp): If the target just acquired a condition, you may steal it.

**Lvl 8 – Martin's Justice** (Action, Foe, 2sp): Steal a boon from the target and give it to another ally.

**Lvl 8 – Final Thrust** (Strike, 3sp): If target is bloodied, add +2 Fight, +1 Dmg, and armor piercing.

**Lvl 8 – Perseverance [T]** (Action, One, 2sp): Revive target at +1 HP.

## Shamans

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Shaman	2	6	1	3	3	3	2	-
Mystic	4	7	2	4	5	5	2	-
Magician	6	9	3	4	6	6	2	Y

### Features

*Shamans are commonly found with wilder tribes in Mossflower, especially the barbarian bands of vermin on the outskirts of Mossflower. These wise beasts support their fellows with a variety of ancient arts both mundane and mystical.*

Lvl 4 - Hits apply the Dazed condition.

Lvl 6 - May shoot (near range).

**Ounce of Prevention** (Reaction, One, 2sp): If an ally took damage, that ally restores 1 HP.

**Versatile Cure** (Action, One Adjacent, 2sp): If target has a condition, remove it and restore 1 HP.

**Lvl 4 – Malefic Visions [T]** (Action, Foe, 2sp): If not bloodied, target loses 2 HP.

**Lvl 4 – Destiny’s Judge** (Reaction, One, 2sp): If target is attacking, give +/- 2 Fight and 1 Dmg.

**Lvl 6 – Visions of Doom [T]** (Action, Area, 2sp): Targets are Disheartened or Weakened.

## Skirmishers

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Skirmisher	1	3	1	4	4	4	2	-
Guerilla	3	4	2	5	5	6	2	Y
Elite Skirmisher	6	6	2	6	8	8	3	Y

### Features

*The skirmisher is a swift ranged attacker who disrupts enemies. They are common in any militia in Mossflower. In battle, they prefer to remain behind while stronger allies attack the foebeast, providing support by suppressing the enemy and manipulating movement.*

May shoot (near range).

Lvl 3 - Add +1 Dmg to all shots.

**Warning Shot** (Shot, 2sp): On hit, target and all adjacent foes are Disheartened.

**Lvl 3 - Split Chase [T]** (Maneuver, One Ally, 1sp): You and target move per speed.

**Lvl 6 - Narrow Escape** (Reaction, One, 3sp): If a foe just damaged you with an attack, ignore the damage and shift 3 hexes.

**Lvl 6 – Rapid Shot** (Reaction, Self, 2sp): On hit with a shot action, make another basic shot.

## Snakes

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Serpent	2	6	2	3	7	3	2	Y
Viper	5	8	3	4	9	5	2	Y
Adder	8	11	4	5	10	7	3	Y
Mythic Adder	12	15	6	6	12	9	4	Y

### Features

*Venomous snakes lurk in the dark caverns and deep undergrowth of Mossflower Wood. Their deadly bite and hypnotic gaze are feared by all beasts. Rarely encountered, and often solitary, these creatures strike by surprise and try to isolate a single foe at a time.*

Applying a condition causes 1 damage to the target.

Lvl 8 – Once per round, regain 2 HP when you apply a condition.

Lvl 12 – Any creature targeted by one of your actions loses 1 glory.

**Snake Bite** (Strike, 2sp): On hit, target loses a boon and is Slowed.

**Lvl 5 - Hypnotic Gaze [T]** (Action, Area, 3sp): Targets are Dazed and then stunned.

**Lvl 8 – Snake Coils [T]** (Manuever, Any Adjacent, 1sp): Targets are stunned and pushed 2 hexes.

**Lvl 12 – Mouth of Hellgates** (Strike, 2sp): For each Condition you have, add +1 Fight & Dmg to this attack. On hit, transfer all your Conditions to target.

**Lvl 12 – Bringer of Doom [T]** (Maneuver, Foes, 3sp): Targets are Disheartened.

**Lvl 12 – Deathly Terror** (Action, Area, 3sp): Targets lose 2 HP.

## Spiders

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Big Spider	1	3	2	5	4	5	2	-
Huge Spider	2	4	2	5	6	6	2	-
Giant Spider	3	4	3	6	7	7	2	-
Spider Queen	6	6	4	6	9	8	3	Y

### Features

*Spiders are resourceful and predatory creatures, often found in entirely normal size. But sometimes, they grow extraordinarily large. These larger spiders become clever with age, making them even more dangerous.*

May move up walls and ceilings. Unaffected by climbing or balancing position penalties.

Lvl 2 – +1 Fight and Counter vs foes with a Condition.

Lvl 6 – Attacks cause Disheartened on hit.

**Spider Bite** (Strike, 1sp): On hit, target is Weakened.

**Lvl 2 - Sticky Webs [T]** (Maneuver, Adjacent Foe, 1sp): Target is Slowed.

**Lvl 3 – Woven Webs [T]** (Maneuver, Adjacent Foes, 2sp): Targets are Slowed.

**Lvl 6 – Mother's Might** (Reaction, Other Ally, 3sp): If the target was just damaged, you and the target become Mighty, and you may shift 2.

## Swordsbeasts

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Swordsbeast	2	5	1	4	6	6	2	Y
Duelist	4	6	1	5	7	7	3	Y
Blademaster	7	8	2	5	9	9	4	Y

### Features

*Swordsbeasts are perilous fighters who wield a long blade. They prefer to fight one-on-one, often lightly armored, relying on defeating their enemies swiftly through ruthless retaliation.*

Strikes with reactions add +1 Fight & Dmg.  
Lvl 4 - Add +1 Fight to strikes at foes with a tactical penalty.  
Lvl 7 – When you stun a foe, it cannot use attack actions while stunned.

**Lunge [T]** (Maneuver, Self, 1sp): Shift 2 hexes and make a basic attack on a foe.

**Lvl 4 - Flash of Blades** (Strike, 1sp): On hit, target is stunned.

## Thieves

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Thief	2	4	1	5	5	5	2	Y
Master Thief	6	6	2	6	8	8	3	Y

### Features

*Thieves are infamous pilferers of other's possessions. When confronted, they tend to prefer flight to fight. When cornered, they prove to be tricky opponents.*

Add +2 Counter against the first attack each round.

**Crippling Attack** (Attack, 1sp): On hit, target is Slowed.

**Narrow Escape** (Reaction, One, 3sp): If target just damaged you with an attack, ignore the damage and shift 3 hexes.

**Plot Revenge** (Reaction, One, 2sp): If target just attacked you, steal 1 HP from that foe.

**Lvl 6 – Backfire** (Reaction, One, 2sp): If target is starting to use an ability, the action is canceled. The ability cost is spent and the target must take a different action.

## Thugs

	Level	HP	Armor	Speed	FT	CT	Dmg	AP
Thug	1	5	1	4	4	4	2	-
Ringleader	3	6	2	4	5	5	2	-

### Features

*Thugs are common members of any gang, particularly roving vermin gangs. They are simple toughs who enjoy unfair fights, but have neither the wit nor skill for a matched battle.*

Add +1 Dmg vs foes with a tactical penalty.  
Lvl 3 – Allies benefit from Mighty while adjacent to you. If you are defeated, all adjacent allies become Weakened.

**Lvl 3 – Unrelenting Recovery** (Action, Self, 3sp): Remove all Conditions.

## Villagers

	Level	HP	Armor	Move	Fight	Cntr	Dmg	AP
Villager	1	4	1	4	2	2	2	0
Militia	2	5	1	4	4	4	3	0

### Features

*Peaceful creatures gather together in tribes and villages for safety and provision. Though hardy folk, they are often unprepared for truly ruthless threats, and have no experience with fighting. Those stronger ones with some experience or exceptional bravery form volunteer militias to protect the weakest of their number.*

Double Fight bonus from swarming.  
Lvl 2 - Add +1 Dmg to attacks when adjacent to a bloodied ally.

**Lvl 2 – Sacrifice** (Reaction, One Adjacent, 1sp): If the target just acquired a condition, you may steal it.

## Appendix B: Lands & Seasons

Grassland		Travel	Risk	Hostility
Lush grasses and scattered stands of trees on gentle rises.		4	D4	0
<b>Open Sky.</b> Each watch of travel in bad weather drains 1 SP.				
<b>Bad Events</b>				
2-4	<b>Tangled Growth.</b> The party loses 1 progress.			
5-8	<b>Stagnant Water.</b> Using water discoveries causes exposure to illness.			
9-14	<b>Lost in the Weeds.</b> One character loses their pouch item in a random slot (roll d8).			
15-20	<b>Blustery Wind.</b> (Weather) Characters lose 1 SP per watch of travel. Characters with no spirit are Disheartened.			
<b>Good Events</b>				
2-4	<b>Shortcut.</b> The party makes 1 progress.			
5-10	<b>Clear Sight.</b> The party makes a random discovery.			
11-20	<b>Pleasant Scenery.</b> Each character gains 1 SP.			

Plains		Travel	Risk	Hostility
Tall grass on a flat expanse with little vegetation.		4	D6	2
<b>Open Sky.</b> Each watch of travel in bad weather drains 1 SP.				
<b>Bad Events</b>				
2-4	<b>Trackless Expanse.</b> The party must make 2 progress this watch or lose 1 glory.			
5-8	<b>Biting Insects.</b> The party must make 2 progress this watch or each character loses 1 HP and is exposed to illness.			
9-14	<b>Dry Land.</b> The party cannot discover water today.			
15-20	<b>Blustery Wind.</b> (Weather) Characters lose 1 SP per watch of travel. Characters with no spirit are Disheartened.			
<b>Good Events</b>				
2-6	<b>Shortcut.</b> The party makes 1 progress.			
7-12	<b>Clear Sight.</b> The party makes a random discovery.			
13-20	<b>Pleasant Scenery.</b> Each character gains 1 SP.			

<b>Woods</b>		<b>Travel</b>	<b>Risk</b>	<b>Hostility</b>
Scattered trees with vegetation in between.		5	D4	2
<b>Nature's Bounty.</b> Add +2 to checks to find food discoveries.				
<b>Bad Events</b>				
2-4	<b>Winding Trails.</b> The party must make a Searching skill discovery during this day or lose 1d4 progress.			
5-8	<b>Lost in the Weeds.</b> One character loses their pouch item in a random slot (roll d8).			
9-14	<b>Stagnant Water.</b> Using water discoveries causes exposure to illness.			
15-20	<b>Unstable Footing.</b> For each progress this watch, one character must Pass Dexterity vs Hostility or be Slowed. Lose 1 HP on Fail and 2 HP on FOPP.			
<b>Good Events</b>				
2-4	<b>Shortcut.</b> The party makes 1 progress.			
5-12	<b>Canopy.</b> The party is protected from weather while traveling during this watch or while camping here.			
13-20	<b>Pleasant Scenery.</b> Each character gains 1 SP.			

<b>Forest</b>		<b>Travel</b>	<b>Risk</b>	<b>Hostility</b>
Old trees with dense undergrowth.		7	D6	2
<b>Protective Canopy.</b> Hot or rainy weather effects are ignored during spring and summer.				
<b>Bad Events</b>				
2-4	<b>Winding Trails.</b> The party must make a Searching skill discovery during this day or lose 1d4 progress.			
5-10	<b>Tangled Growth.</b> The party loses 1 progress.			
11-14	<b>Lost in the Weeds.</b> One character loses their pouch item in a random slot (roll d8).			
15-20	<b>Unstable Footing.</b> For each progress this watch, one character must Pass Dexterity vs Hostility or be Slowed. Lose 1 HP on Fail and 2 HP on FOPP.			
<b>Good Events</b>				
2-4	<b>Shortcut.</b> The party makes 1 progress.			
5-10	<b>Canopy.</b> The party is protected from weather while traveling during this watch or while camping here.			
11-20	<b>Pleasant Scenery.</b> Each character gains 1 SP.			

<b>Hills</b>		<b>Travel</b>	<b>Risk</b>	<b>Hostility</b>
Steep, undulating terrain with cliffs and slopes.		7	D6	4
<b>High Ground.</b> Add +1 to all discovery checks.				
<b>Bad Events</b>				
2-3	<b>Winding Trails.</b> The party must make a Searching skill discovery during this day or lose 1d4 progress.			
4-8	<b>Strenuous Trek.</b> For each progress this watch, one character must Pass Brawn vs Hostility or be Weakened. Lose 1 HP on Fail and 2 HP on FOPP.			
9-12	<b>Unstable Footing.</b> For each progress this watch, one character must Pass Dexterity vs Hostility or be Slowed. Lose 1 HP on Fail and 2 HP on FOPP.			
13-20	<b>Uphill Climb.</b> The party's next attempt at progress today has +1 cost.			
<b>Good Events</b>				
1-4	<b>Fresh Streams.</b> The party discovers water.			
5-12	<b>Shortcut.</b> The party makes 1 progress.			
13-20	<b>Pleasant Scenery.</b> Each character gains 1 SP.			

<b>Mountains</b>		<b>Travel</b>	<b>Risk</b>	<b>Hostility</b>
Imposing peaks with narrow paths, towering cliffs, and hostile altitude.		10	D8	6
<b>Chill Nights.</b> At night, lacking shelter counts as two missing needs.				
<b>Bad Events</b>				
2-3	<b>Blocked Path.</b> The party loses 1d6 progress.			
4-8	<b>Treacherous Trek.</b> For each progress this watch, one character must Pass a Dexterity check vs Hostility or be Slowed and Weakened. Lose 1 HP on Fail and 2 HP on FOPP.			
9-14	<b>Blustery Wind.</b> (Weather) Characters lose 1 SP per watch of travel. Characters with no spirit are Disheartened.			
15-20	<b>Uphill Climb.</b> The party's next attempt at progress today has +1 cost.			
<b>Good Events</b>				
2-4	<b>Majestic Scenery.</b> Each character gains 1 glory.			
5-12	<b>Fresh Streams.</b> The party discovers water.			
13-20	<b>Pleasant Scenery.</b> Each character gains 1 SP.			

<b>Marsh</b>		<b>Travel</b>	<b>Risk</b>	<b>Hostility</b>
Perpetually flooded grasslands with sunken land and scattered islands.		9	D8	4
<b>Muck &amp; Mire.</b> Each watch spent camping exposes a random character to illness.				
<b>Bad Events</b>				
<b>2-3</b>	<b>Blocked Path.</b> The party loses 1d6 progress.			
<b>4-6</b>	<b>Biting Insects.</b> The party is exposed to illness. The party must make 2 progress this watch or each character loses 1 HP.			
<b>7-10</b>	<b>Rust &amp; Rot.</b> 1d4 characters have their first or last pack item damaged.			
<b>11-14</b>	<b>Stagnant Water.</b> Using water discoveries causes exposure to illness.			
<b>15-20</b>	<b>Sinking Soil.</b> The party cannot camp until progress is made.			
<b>Good Events</b>				
<b>2-4</b>	<b>Fresh Streams.</b> The party discovers water.			
<b>5-10</b>	<b>Shortcut.</b> The party makes 1 progress.			
<b>11-20</b>	<b>Pleasant Scenery.</b> Each character gains 1 SP.			

<b>Desert</b>		<b>Travel</b>	<b>Risk</b>	<b>Hostility</b>
Arid, exposed terrain with little vegetation or water.		8	D6	8
<b>Open Sky.</b> Each watch of travel in bad weather drains 1 SP.				
<b>Chill Nights.</b> At night, lacking shelter counts as two missing needs.				
<b>Bad Events</b>				
<b>2-3</b>	<b>Winding Trails.</b> The party must make a Searching skill discovery during this day or lose 1d4 progress.			
<b>4-6</b>	<b>Parched.</b> The party cannot discover water today. All characters lose a boon.			
<b>7-10</b>	<b>Strenuous Trek.</b> For each progress this watch, a character must Pass Brawn vs Hostility or be Weakened. Lose 1 HP on Fail and 2 HP on FOOP.			
<b>11-20</b>	<b>Dry Land.</b> The party cannot discover water today.			
<b>Good Events</b>				
<b>2-6</b>	<b>Shortcut.</b> The party makes 1 progress.			
<b>7-12</b>	<b>Clear Sight.</b> The party makes a random discovery.			
<b>13-20</b>	<b>Pleasant Scenery.</b> Each character gains 1 SP.			

## Land Variants

These modifiers can be applied to specific lands for difficulty adjustment without requiring an adventure-wide difficulty adjustment through the seasons. This allows the host to use the same terrain in multiple parts of the world but with a different level of challenge. Multiple variants can be stacked onto a single land. Variants affect the likelihood of receiving bonus XP for completing a journey in that land.

### *Easier*

<b>Favorable</b>	Roll one less risk die each day.
<b>Gentle</b>	-2 Hostility
<b>Traversable</b>	-1 Travel for every 3 Travel

### *Harder*

<b>Barren</b>	Food discoveries have a 50% chance to be negated.
<b>Exposed</b>	Shelter discoveries have a 50% chance to be negated.
<b>Festering</b>	Illness exposure (DC = base hostility) to 1d4 characters on rest.
<b>Hostile</b>	Rising hostility from discoveries is doubled.
<b>Impassable</b>	Travel progress costs double.
<b>Risky</b>	Roll an extra event die each day.
<b>Thirsty</b>	Water discoveries have a 50% chance to be negated.

### *Tradeoffs*

<b>Lush</b>	+2 Travel, +1 ingredient per food discovery
<b>Sparse</b>	No rising hostility, but only one discovery check allowed per character per day.

## Seasons

<b>Common Spring</b>		<b>Risk</b>	<b>Hostility</b>
A typical spring with wet weather and gentle temperatures.		-	-
<b>Bad Events</b>			
<b>2</b>	<b>Rainstorm.</b> (Weather) Each character loses 1 HP and a boon per watch of travel. Shelter is required to rest, but shelter need counts as unmet.		
<b>3-4</b>	<b>Rolling Fog.</b> (Weather) Characters attempting a discovery are first Dazed.		
<b>5-6</b>	<b>Rust &amp; Rot.</b> 1d4 characters have their first or last pack item damaged.		
<b>7-8</b>	<b>Cold Snap.</b> (Weather) One character is exposed to illness per point of progress made while traveling. Shelter requires heat.		
<b>9-10</b>	<b>Downpour.</b> (Weather) Characters lose 1 HP and a boon per watch of travel. Shelter is required to rest.		
<b>11-14</b>	<b>Gentle Rain.</b> (Weather) Characters lose 1 SP and a boon per watch of travel. Shelter is required to rest.		
<b>15-20</b>	<b>Blustery Wind.</b> (Weather) Characters lose 1 SP per watch of travel. Characters with no spirit are Disheartened.		
<b>Good Events</b>			
<b>2-3</b>	<b>Lovely Weather.</b> All bad weather events end, and none can occur until after the end of the next day. Each character gains 2 SP.		
<b>4-6</b>	<b>Bountiful Growth.</b> The party makes a Foraging or Gathering discovery.		
<b>7-12</b>	<b>Fresh Streams.</b> The party discovers water.		
<b>13-20</b>	<b>Pleasant Weather.</b> Bad weather effects end.		

<b>Common Summer</b>		<b>Risk</b>	<b>Hostility</b>
A normal summer with long days, warm weather, storms, and lush plant growth.		-	-1
<p><b>Long Days.</b> The early evening (watch 4) is considered daytime rather than night.  <b>Balmy Air.</b> Shelter needs are always met unless required by another effect.</p>			
<b>Bad Events</b>			
<b>2</b>	<b>Thunderstorm.</b> (Weather) Each character loses 1 HP and a boon per watch of travel. Shelter is required to rest, but shelter need counts as unmet. 10% chance per watch of travel for a random character to lose 1d8 HP.		
<b>3-4</b>	<b>Rainstorm.</b> (Weather) Each character loses 1 HP and a boon per watch of travel. Shelter is required to rest, but shelter need counts as unmet.		
<b>5-6</b>	<b>Gentle Rain.</b> (Weather) Characters lose 1 SP and a boon per watch of travel. Shelter is required to rest.		
<b>7-14</b>	<b>Intense Heat.</b> (Weather) For each point of travel progress during daytime watches, a random character suffers a condition.		
<b>15-20</b>	<b>Dry Land.</b> The party cannot discover water today.		
<b>Good Events</b>			
<b>2-4</b>	<b>Lovely Weather.</b> All bad weather events end, and none can occur until after the end of the next day. Each character gains 2 SP.		
<b>5-8</b>	<b>Pleasant Travels.</b> The party makes 1 progress.		
<b>9-12</b>	<b>Bountiful Growth.</b> The party makes a Foraging or Gathering discovery.		
<b>13-20</b>	<b>Pleasant Weather.</b> Bad weather effects end.		

<b>Common Autumn</b>		<b>Risk</b>	<b>Hostility</b>
A normal autumn with cool weather and frequent fog.		-	+1
<b>Harvest Season.</b> Discovery checks to find food items have a +2 bonus.			
<b>Bad Events</b>			
<b>2</b>	<b>Snow Flurry.</b> (Weather) Shelter requires heat. In each watch of travel, characters without warm clothing have a 50% chance to suffer a condition.		
<b>3-4</b>	<b>Dense Fog.</b> (Weather) Characters attempting a discovery are first Dazed and each point of progress the party makes has a 50% chance to become negative progress.		
<b>5-6</b>	<b>Rust &amp; Rot.</b> 1d4 characters have their first or last pack item damaged.		
<b>7-10</b>	<b>Rolling Fog.</b> (Weather) Characters attempting a discovery are first Dazed.		
<b>11-14</b>	<b>Cold Snap.</b> (Weather) One character is exposed to illness per point of progress made while traveling. Shelter requires heat.		
<b>15-16</b>	<b>Gentle Rain.</b> (Weather) Characters lose 1 SP and a boon per watch of travel. Shelter is required to rest.		
<b>17-20</b>	<b>Blustery Wind.</b> (Weather) Characters lose 1 SP per watch of travel. Characters with no spirit are Disheartened.		
<b>Good Events</b>			
<b>2-6</b>	<b>Clear Sight.</b> The party makes a random discovery.		
<b>7-12</b>	<b>Crisp Air.</b> (Weather) The party's progress costs are reduced by 1.		
<b>13-20</b>	<b>Pleasant Weather.</b> Bad weather effects end.		

<b>Common Winter</b>		<b>Risk</b>	<b>Hostility</b>
A normal winter with long nights, cold weather, and occasional snow.		+d^	+2
<b>Long Nights.</b> The dawn (watch 0) is considered nighttime rather than daytime. <b>Chill Air.</b> Shelter is required to rest.			
<b>Bad Events</b>			
<b>2</b>	<b>Deep Freeze.</b> All characters lose 1 HP and are exposed to illness. Characters without warm clothing or heat lose another 1 HP.		
<b>3-4</b>	<b>Snow Storm.</b> (Weather) Shelter requires heat. In each watch of travel, characters with warm clothing have a 50% chance to suffer a condition (100% without). The first point of progress the party makes during each watch is lost.		
<b>5-6</b>	<b>Dense Fog.</b> (Weather) Characters attempting a discovery are first Dazed and each point of progress the party makes has a 50% chance to become negative progress.		
<b>7-8</b>	<b>Rust &amp; Rot.</b> 1d4 characters have their first or last pack item damaged.		
<b>9-14</b>	<b>Snow Flurry.</b> (Weather) Shelter requires heat. In each watch of travel, characters without warm clothing have a 50% chance to suffer a condition.		
<b>15-20</b>	<b>Blustery Wind.</b> (Weather) Characters lose 1 SP per watch of travel. Characters with no spirit are Disheartened.		
<b>Good Events</b>			
<b>2-6</b>	<b>Clear Sight.</b> The party makes a random discovery.		
<b>7-12</b>	<b>Crisp Air.</b> (Weather) The party's progress costs are reduced by 1.		
<b>13-20</b>	<b>Pleasant Weather.</b> Bad weather effects end.		

# Changelog v1.1

## *Core Rules*

Regardless of modifiers, rolling highest doubles (12 on 2d6 or 16 on 2d8) always results in an Amaze. Rolling lowest doubles (two 1's) always results in a FOPP.

New Mechanic: Promotion and Demotion. Some effects may promote or demote the result of a check. This means the result is raised or lowered, respectively, by one level. A Pass can be demoted to a Squeak, or a FOPP promoted to a Fail, as examples.

The Mighty boon now reduces incoming hostile Push effects by 1.

The Courageous boon now causes a check rerolled with glory to be promoted. The secondary effect to Fight and Counter has been removed.

Increased XP required per level by around 50%.

The Destiny traits table has been revamped and now has a better proportion of generally good traits versus situational traits.

## *Beasts*

Badger's Bloodwrath ability has been altered.

Hare's Blood and Vinegar ability has been altered.

Hedgehog abilities have been altered: Hedgehog Roll, Stand Alone.

Moles receive +1 Brains and +1 Dexterity.

Mole abilities have been altered: Practical Logic, Supportive.

Mouse abilities have been altered: Selfless Heroism, Small Greatness, Heroic Mercy.

Otters receive +1 Brains and +1 Destiny.

Otter abilities have been altered: Challenger's Shot, Swashbuckler's Strike, Fierce Avenger.

Shrews receive +2 Brains. Special trait can now negate equipment damage on any party member.

Shrew abilities have been altered: Stubborn Endurance, Guosim Windmill.

Squirrels receive +1 Brawn and +1 Destiny.

Squirrel abilities have been altered: Rapid Action, Surprise Attack.

Voles now gain glory when their party earns certain bonus XP rewards.

Vole abilities have been altered: Stout Creature, Skittish.

## *Classes*

Each class now receives a class-specific attribute boost at levels 3 and 5.

Class default weapon and outfit options have been opened up to choosing based on value.

Boxer traits and abilities have been altered: Fur'n'Fury, Low Blow, Field of Valor, Peak Fitness.

Duelist traits and abilities have been altered: Battle Ready, Final Thrust, Expert Disarm, Backswing, Duel of Ages, Audacious Challenger, Prized Possessions, Prized Legacy.

Healer traits and abilities have been altered: Deceptively Peaceful, Superior Health, Versatile Cure, Field Medic, Pound of Cure, Call for Peace, Robust Revive, Herbalist.

Hermit traits and abilities have been altered: Pack Tactics, Loyal Companion, Slippery as an Eel, Ensnare, Battle Companion.

Performer traits and abilities have been altered: Encouraging Performer, Ballad of Tammo, Ballad of Matthias, Ballad of Sunflash, Ballad of Laterose, Ballad of Gabool, Vengeful Refrain, Tales of Hope, Bold Leader.

Scholar traits and abilities have been altered: Confound, Harmless Appearance, Plan of Attack, Historic Maneuver, Efficient Planning, Calculated Attack, Outwit, Know Thy Enemy.

Scout traits and abilities have been altered: Hearthguard, Observant Risk-taker, Deadeye Shot, Rapid Shot, Evasive Stance, Ambush, Lead On, Fellowship, Travel Guide.

Seer traits and abilities have been altered: Malefic Visions, Fateful Guide, Fateful Hindrance, Words of Valor.

Warrior traits and abilities have been altered: Interposing Block, War Cry, Issue Challenge, Soldier's Focus, Heroic Feats.

## *Equipment Rules*

All Outfits have +1 Armor value. (This broad change also applies to NPCs.)

Gambeson req reduced to 2.

Full Plate Armor req reduced to 7.

Weapons are now sorted into three categories, effectively sorted by social class: Brawler, Ruffian, and Soldier.

Weapons no longer have inherent Fight and Counter bonuses. Some other stats adjusted accordingly.

Weapon Reqs and Tricks have been rebalanced across numerous weapons.

Longbow renamed to War Bow (just for Joe).

Shields now have -1 Damage.

### *Food Rules*

DCs for recipes have been largely moved toward the center. Most DC 0 are now DC 2 and some DC 8 are now DC 6, etc.

Amaze result on a recipe now grants XP if the DC is higher than your party level.

### *Journey Rules*

Land Variants: these modifiers can be applied to any land, modifying its base stats and changing its difficulty. These variants can be stacked with each other and change the likelihood of acquiring bonus XP from completing difficult lands.

D20 event check results of 1 cause two more events to occur.

Discovery table changes:

Three categories now exist: Bounty (water, foraging, gathering), Scouting (evidence, hideout, shelter, shortcut, site, vista), and Fellowship (new social discovery category).

Scouting discoveries (except shelter and vista) are less common.

Evidence discovery now grants a Shortcut if there is no undiscovered information to reveal.

Shelter discovery now protects from weather for one watch if traveling instead of camping.

Vista discovery now reveals special sites and rolls a random discovery if hostility is already default.

Foraging discovery now occurs 50% more often than Gathering discovery.

Hideout discoveries can now lead to random encounters and counter ambushes.

NEW: Introspection discovery (Bargaining): You and another party member may spend glory to grant the party 1 XP.

NEW: Coaxing discovery (Coercion): Another party member can make travel progress at no cost for this watch.

NEW: Encouragement discovery (Influence): Grant any boon to another party member.

NEW: Carousing discovery (Performance): Restore 1 SP to a number of party members equal to your Destiny.

### *Downtime Rules*

Downtime progress has been abstracted from specific units of time (hours, days, etc.) to generalized downtime progress points to prevent confusion on the direct passage of time during a downtime project.

## *Battle Rules*

Attack results are now as follows:

Amaze – causes 1 direct damage and stuns

Pass – causes full damage

Squeak – causes half damage

Fail – causes 1 damage to guard only.

FOPP – causes no damage.

Ranged weapons no longer require reloading – this mechanic has been removed.

New default actions have been added to skirmish sequences: Charge, Evade, Take Aim, and Draw Fire.

When the players win a battle without any of their characters being killed, their characters now restore half of their missing spirit points.

## Change Notes

Check on cartographer kit wording.

Add abilities that interact with guard.

Encumbered needs to affect Journey more directly.

Make Vole Brave Traveler usable in Journey

Use an action to cook

Brawn or Dexterity obstacle impositions from journeys

Change Weakened to Feeble, Courageous to Bold, and Disheartened to Shaken