

Turns

A turn contains one test or conflict. Every fourth turn, the adventurers earn a condition. Torches, lanterns and candles are expended at the end of the second, third and fourth turns respectively.

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36

Hungry and Thirsty

Exhausted

Angry

Sick

Injured

Afraid

Dead

The Grind

Every fourth turn during the adventure phase, all characters earn a condition. If your character is not hungry and thirsty, you become hungry and thirsty. If your character is already hungry and thirsty, then you take the exhausted condition. If you're already exhausted and hungry, take the angry condition. If you're already angry, exhausted and hungry, you become sick. If you're already angry, exhausted, hungry and sick, you suffer an injury. If you're angry, exhausted, hungry, sick and injured, you're made afraid. If those six conditions are checked on the fourth turn, your character dies—you unceremoniously drop dead from exhaustion.

Note that these conditions are imposed in a different order than on the character sheet to better reflect the grind of this kind of life. And to keep you on your toes.

Camp

Camp Procedure

- Find appropriate place to rest
- Use Survivalist skill to set up camp (optional in adventure phase)
- Roll on Camp Events table
- Apply Camp Events result. If disaster, return to adventure phase
- Strategize: discuss conditions, checks, light sources and food
- To make a test in camp, spend a check: test to recover, reequip, create scrolls, gather supplies, but not adventure
- Each player spends a check. You cannot spend two in a row
- Checks may be shared (or tossed!)
- After checks are expended, start new adventure phase at turn count 1

Town

Tavern: Hear Rumor (1), Drink (1), Hire Help (1-3)
Street: Free! Roll on events table.
Stables: Recover (1), Hide out! (0)
Flophouse: Recover (1), +1 additional recovery
Inn: Recover (2), +1-2 additional recovery
Hotel: Recover (3), +1-2 additional recovery

Market: Buy (0), Sell (0)
Guild Hall: Use Facilities (1), Hire Apprentice (1), Find Work (1)
Temple: Religious Services (0), Pray at Shrine (1)
Other Activity: Haggle (1), Personal Business (1), Dig for Leads (1), Do Research (1), Other (1)

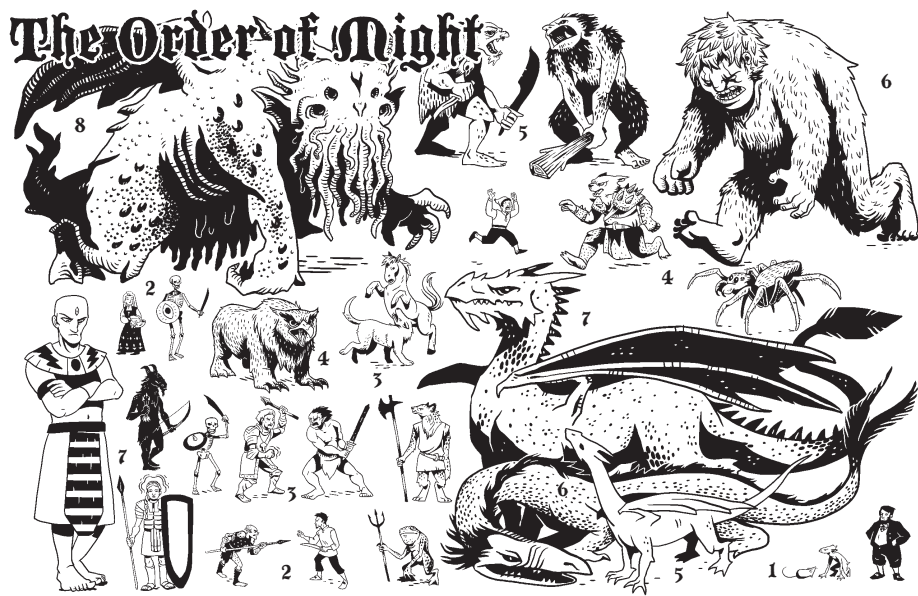
Town Procedure

- Head to town
- Spend remaining checks to recover
- Roll on Town Events table
- Apply Town Events result. If disaster, return to adventure phase.
- Level up (if rewards spent)
- Strategize: discuss conditions and divide loot.
- Decide if you're haggling individually.
- Determine accommodations
- Make recovery tests according to accommodations.
- Visit town locations: market, guild hall, tavern, temple, etc. Take turns.
- Find work: hire yourself out, dig for leads, follow up rumors.
- Leave town: tally up lifestyle and test Resources against that obstacle.

Light Sources

Type	Light	Dim	Lasts	Notes
Candle	1 person	1 person	4 turns	Candles may be snuffed or blown out at the discretion of the GM regardless of or in addition to other results.
Torch	2 people	2 people	2 turns	Torches may be used as weapons. No bonus. May be snuffed if dropped or as a twist.
Lantern	3 people	3 people	3 turns	Requires a flask of oil as fuel. Provides only dim light if set down. Doused as a twist.
Darkness (no light)	You cannot read or draw your map and thus cannot make Cartography or Scholar tests. You may only flee, riddle or argue if engaged in a conflict. And darkness is a factor in all tests except riddling.			
Dim Light	Characters near a light source but not covered by it are in dim light. Dim light counts as a factor in all tests except riddling.			

The Order of Night



- Critters, Kobolds
- People, Goblins, Frog People, Tomb Guardians
- Adventurers, Orcs, Gnolls, Horses, Dire Wolves
- Bugbears, Giant Spiders, Owlbears

- Ogres, Trolls, Young Dragons
- Dragons, Hill Giants
- Ancient Dragons, Storm Giants, Immortals
- Elder Gods

Master Gear List

Item	Cost	Inventory Slots
Armor		
Chainmail armor	Ob 3	torso/worn 1
Helmet	Ob 2	head/worn 1
Leather armor	Ob 2	torso/worn 1
Plate armor	Ob 4	torso/worn 2
Clothing		
Cloak	Ob 2	torso/worn 1, hand/carried 1 or pack 2
Finery	Ob 4	torso/worn 3 or pack 4
Shoes	Ob 1	feet/worn 1
Containers		
Backpack	Ob 1	torso/worn 2
Bottle	Ob 1	pack 2
Jug	Ob 1	pack 3
Pouch, belt	Ob 1	worn/default slot
Quiver	Ob 2	torso/worn 1 or belt/weapon
Sack, large	Ob 1	hands/carried 2 or pack 1
Sack, small (2)	Ob 1	hands/carried 1 or pack 1
Satchel	Ob 1	torso/worn 1
Waterskin/wineskin	Ob 1	belt/default slot
Equipment		
Flask of oil (2)	Ob 2	hand/carried 1 or pack 1
Garlic	Ob 1	hand/carried 1, neck/worn 1 or pack 1
Grappling hook	Ob 3	hand/carried 1 or pack 2
Hammer	Ob 2	hand/carried 1 or pack 1
Iron spikes (6)	Ob 1	pack 1
Mirror	Ob 4	hand/carried 1 or pack 1
Pole, 10'	Ob 1	hand/carried 2
Rope	Ob 2	torso/worn 1 or pack 2
Stakes and mallet (3)	Ob 2	pack 1
Thieves' tools	Ob 4	pack 1
Tinderbox	Ob 1	pack 1
Wolfsbane	Ob 2	pack 1
Food		
Rations, fresh (2)	Ob 1	pack 1
Rations, preserved (3)	Ob 2	pack 1
Water	free	skin/bottle/jug 1
Wine	Ob 1	skin/bottle/jug 1
Light Source		
Candles (4)	Ob 1	hand/carried 1 or pack 1
Lantern	Ob 4	hand/carried 1 or pack 2
Torches (4)	Ob 1	hand/carried 1 or pack 1
Magical and Religious Equipment		
Scroll (see description)	Ob 3	pack 1
Spell supplies	Ob 1+	hand/worn, neck/worn or pack 1 per spell
Traveling spell book	Ob 4	pack 2
Holy symbol	Ob 3	neck/worn 1

Master Gear List

Item	Cost	Inventory Slots
Holy water flasks (2)	Ob 3	hand/carried 1 or pack 1
Prayer supplies	Ob 1+	hand/worn, neck/worn or pack 1 per spell
Weapons		
Battle axe	Ob 3	hand/carried 2
Bow	Ob 3	in quiver or hand/carried 2
Crossbow	Ob 4	hand/carried 2 and belt/weapon
Dagger	Ob 1	belt/weapon or hand/carried 1
Flail	Ob 2	hand/carried 2
Halberd	Ob 3	hand/carried 2
Hand axe	Ob 1	belt/weapon or hand/carried 1
Mace	Ob 2	belt/weapon or hand/carried 1
Polearm	Ob 3	hand/carried 2
Shield	Ob 1	hand/carried 1 or torso/worn 1
Sling	Ob 1	hand/carried 1, belt/weapon or pouch
Spear	Ob 1	hand/carried 1
Sword	Ob 3	belt/weapon or hand/carried 1
Two-handed sword	Ob 3	hand/carried 2
Warhammer	Ob 3	hand/carried 2

Loot

Use Loot Table 1 for planned encounters. Use Loot Table 2 for unplanned encounters like twists.

2d6	Loot Table 1
2-3	Knowledge
4-8	Gear
9-11	Valuables
12	Magic

2d6	Loot Table 2
2	Knowledge
3-6	Gear
7-10	Stuff
11	Valuables
12	Magic

Loot Subtables

Roll on the appropriate subtable and then fill in the details.

3d6	Stuff Subtable	3d6	Stuff Subtable
3	Vile cult symbols	11	Indecipherable notes
4	Bag of rocks	12	Rusty keys
5	Bones	13	An idol for an unknown religion
6	String	14	A child's dolly or puppet
7	Dried leaves	15	A tool of unknown use
8	Some teeth	16	Dice
9	Lint	17	A rusty nail
10	Worthless coins of unknown provenance	18	A chipped bowl or cup

2d6	Gear Subtable
2	Dwarven or elven weapon [†]
3	Standard weapon
4	Helmet
5	Container (choose specific kind)
6	Food (choose specific kind and amount)
7	Equipment

2d6	Treasure and Valuables
2	Titles and Deeds
3	Gems
4	Objets d'art (statues, urns, etc.)
5	Silverware and plate

[‡]d6: 1-4 copper, 5 silver, 6 gold.

[†]Leads to a new adventure, perhaps one with a unique or more powerful item than they'd be able to find elsewhere. Takes up one space.

d6	Knowledge Subtable
1-4	Lore that presents a lead for a further adventure
5	Lore that describes how to bypass some otherwise impenetrable obstacle (the secret to getting through a room filled with deadly gas)
6	Lore about a monster that provides advantage against it (for example, fire can kill a troll)

2d6	Magic Subtable
2	Level 3 magical item
3	Magical item that acts as a weapon for non-fighting types of conflict. GM decides!
4	Spell book (roll three times on the starting spell table)
5	Potion level 2
6	Potion level 1
7	Spell or prayer supplies [†]
8	Spell scroll (D6: 1st Circle 1-4; 2nd Circle 5-6)
9	Prayer scroll (D6: 1st Circle 1-4; 2nd Circle 5-6)
10	Level 1 magical item
11	Level 2 magical item
12	Level 4 magical item