



WILL OF THE WATCHERS

AN INTERACTIVE ROLEPLAYING GAME



USER GUIDE RULES HANDBOOK

INTRODUCTION

WILL OF THE WATCHERS IS AN INTERACTIVE DARK FANTASY TABLETOP ROLEPLAYING GAME BUILT FOR IMMERSIVE NARRATIVE EXPLORATION, DEEP INVESTIGATIVE DELVING, AND PRECISE, HIGH-STAKES COMBAT.

UNLIKE TRADITIONAL TABLETOP GAMES DESIGNED SOLELY FOR A TABLE OF FOUR OR FIVE PEOPLE, WILL OF THE WATCHERS BRIDGES THE GAP BETWEEN THE PLAYERS ON THE GRID AND THE AUDIENCE WATCHING LIVE. WHILE THE GAME MASTER AND PLAYERS NAVIGATE ANCIENT DUNGEONS, UNRAVEL MYSTERIES, AND SURVIVE DEADLY ENCOUNTERS, THE STREAM AUDIENCE ACTS AS AN UNSEEN COSMIC COURT—**THE WATCHERS**. THROUGH A DYNAMIC CHANNEL CREDIT ENGINE, VIEWERS DIRECTLY INFLUENCE THE BALANCE OF **LAW AND CHAOS**, SHIFTING THE TIDES OF BATTLE, GRANTING DIVINE AID, OR UNLEASHING TERRIFYING CURSES UPON THE PARTY.

WHEN THE PARTY IS EXPLORING, INVESTIGATING CLUES, OR ROLEPLAYING WITH NPCs, TIME MOVES FLUIDLY BASED ON NARRATIVE CHOICES. BUT WHEN WEAPONS ARE DRAWN AND HOSTILE FORCES CLOSE IN, TIME CONTRACTS INTO STRICT 6-SECOND ROUNDS GOVERNED BY LETHAL PRECISION, ARMOR DEGRADATION, AND TACTICAL RESOURCE MANAGEMENT. EVERY STRIKE COUNTS, EVERY SPELL POINT MATTERS, AND EVERY DECISION CARRIES REAL CONSEQUENCES.

WHY THIS GAME WAS CREATED

THIS SYSTEM WAS BORN OUT OF A PRACTICAL NEED FOR CLARITY, MOMENTUM, AND REAL AUDIENCE AGENCY DURING LIVE STREAMS.

TRADITIONAL TABLETOP SYSTEMS ARE BRILLIANT AROUND A DINING ROOM TABLE, BUT THEY OFTEN SUFFER ON STREAM. BLOATED HIGH-LEVEL MATH, LENGTHY RULE DEBATES, COMPLEX SPELL SLOT BOOKKEEPING, AND PASSIVE CHAT INTERACTION CAN SLOW DOWN THE PACE OF A LIVE BROADCAST. WE WANTED AN ENGINE WHERE:

- **COMBAT IS FAST & READABLE:** STAT MODIFIERS REMAIN LOW (+0 TO +4) SO MATH HAPPENS INSTANTLY, KEEPING THE ACTION MOVING BRISKLY FOR BOTH PLAYERS AND VIEWERS.
- **EXPLORATION HAS REAL STAKES:** MAGIC, HEALTH, AND GEAR INTEGRITY DO NOT MAGICALLY REFRESH ON A SHORT SLEEP IN A DARK CORRIDOR. EXPEDITIONS ARE TRUE GAUNTLETS OF RESOURCE MANAGEMENT UNTIL THE PARTY RETREATS TO SAFETY IN THE HUB CITY.
- **THE COMMUNITY IS PART OF THE WORLD:** INSTEAD OF CHAT JUST PASSIVELY WATCHING THE DICE ROLL, VIEWER CONTRIBUTIONS DIRECTLY DRIVE A LIVING, GLOBAL LAW VS. CHAOS SCALE THAT CAN ALTER ENTIRE DUNGEON EXPEDITIONS.

WILL OF THE WATCHERS WAS BUILT TO DELIVER A GRITTY, ATMOSPHERIC RPG EXPERIENCE THAT FEELS LIKE A SHARED NARRATIVE EVENT EVERY SINGLE TIME THE STREAM GOES LIVE.

ACKNOWLEDGMENTS & THANK YOU

A PROJECT LIKE THIS DOES NOT EXIST IN A VACUUM. IT IS FORGED THROUGH HOURS OF PLAYTESTING, STREAMING, TWEAKING MECHANICS ON THE FLY, AND ROLLING DICE UNDER THE GAZE OF A LIVE AUDIENCE.

TO THE PLAYERS: THANK YOU FOR STEPPING INTO THE DARK, TRUSTING THE ENGINE, TAKING MASSIVE RISKS, AND BRINGING THESE CHARACTERS TO LIFE THROUGH INCREDIBLE ROLEPLAY AND TACTICAL GRIT.

TO THE WATCHERS (OUR STREAM COMMUNITY): THIS GAME IS QUITE LITERALLY NAMED AFTER YOU. THANK YOU FOR TUNING IN, SPENDING YOUR CREDITS, TILTING THE SCALES, THROWING WILD CURVEBALLS AT THE PARTY, AND BEING THE DRIVING FORCE BEHIND EVERY VICTORY AND CATASTROPHIC DEFEAT. YOUR ENERGY IS WHAT TURNS A SIMPLE TABLETOP SESSION INTO AN UNFORGETTABLE INTERACTIVE CAMPAIGN.

GRAB YOUR TORCHES, CHECK YOUR ARMOR STRAPS, AND ATTUNE YOUR FOCUS. THE WATCHERS ARE GATHERING, AND THE DUNGEON AWAITS.

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PART I: FORGING YOUR DELVER

IN THE SHADOWS BENEATH THE WORLD, SURVIVAL ISN'T HANDED OUT—IT'S CARVED FROM STONE AND BOUGHT WITH BLOOD. BEFORE YOU STEP ONTO THE GRID, YOU MUST FORGE A CHARACTER CAPABLE OF ENDURING THE DARKNESS.

THE CORE ATTRIBUTES

EVERY CREATURE IN THE REALM IS DEFINED BY THREE FUNDAMENTAL ATTRIBUTES: **MIGHT**, **AGILITY**, AND **MIND**.

MIGHT — RAW MUSCLE & PHYSICAL ENDURANCE

MIGHT IS YOUR PHYSICAL FORCE, WEIGHT BEHIND A SWING, AND CAPACITY TO TAKE A BEATING.

MELEE DOMINANCE: DETERMINES YOUR ACCURACY AND BONUS DAMAGE WHEN SWINGING HEAVY MARTIAL WEAPONS LIKE WARHAMMERS, BATTLEAXES, AND GREATSWORDS.

PHYSICAL ATHLETICS: USED TO KICK OPEN IRON-STUDDED DOORS, BREAK GRAPPLES, SHOVE HOSTILES, AND RESIST BODILY POISONS OR BRUTAL KNOCKBACKS.

THE LIFELINE: EVERY POINT IN MIGHT GRANTS +2 TO YOUR MAXIMUM HP AT CHARACTER CREATION AND CARRIES FORWARD WHENEVER YOU LEVEL UP.

AGILITY — SWIFT REFLEXES & FINE PRECISION

AGILITY IS GRACE UNDER PRESSURE, SWIFT FOOTWORK, AND DEAD-EYE ACCURACY.

RANGED & FINESSE COMBAT: GOVERNS ACCURACY WITH RANGED WEAPONS (BOWS, CROSSBOWS) AND SWIFT FINESSE BLADES (DAGGERS, RAPIERS).

INITIATIVE & SPEED: SETS YOUR COMBAT INITIATIVE ORDER AND DICTATES HOW MANY GRID PACES YOU CAN MOVE ACROSS THE BATTLEFIELD ON YOUR TURN.

EVASION: SERVES AS YOUR PRIMARY SAVING THROW TO LEAP AWAY FROM SUDDEN FLOOR TRAPS, COLLAPSING CEILINGS, OR AREA-OF-EFFECT BLASTS.



MIND — ARCANES FOCUS & TACTICAL ACUITY

MIND IS YOUR MENTAL FORTITUDE, PERCEPTION, AND RAW CAPACITY TO CHANNEL VOLATILE MAGIC.

THE ARCANES ENGINE: DICTATES SPELL POTENCY, SPELL SAVING THROW DCS, AND DETERMINES YOUR TOTAL **EXPEDITION SPELL POOL**.

DUNGEON AWARENESS: USED TO SPOT HIDDEN PRESSURE PLATES, DEDUCE MECHANICAL CONTRAPTIONS, ANALYZE ANCIENT RUNES, AND RECALL FORGOTTEN MONSTER LORE.

WILLPOWER: ACTS AS YOUR SAVING THROW TO RESIST MENTAL ASSAULTS, DARK ILLUSIONS, FEAR, AND MAGICAL MIND CONTROL.

STAT MODIFIERS & RESOLUTION

WHEN YOUR CHARACTER ATTEMPTS A RISKY ACTION, ROLL A 20-SIDED DIE (\$I\TEXT{D}20\$) AND ADD YOUR ATTRIBUTE MODIFIER:

ACTION RESULT = ID20 + ATTRIBUTE MODIFIER

TO SUCCEED, YOUR TOTAL SCORE MUST MEET OR EXCEED THE **TARGET DC** SET BY THE GAME MASTER OR THE TARGET'S **DEFENSE CLASS**.

ATTRIBUTE MODIFIER & SCALING PROGRESSION

ATTRIBUTES RANGE FROM BASELINE MORTAL LIMITS TO HEROIC SPECIALIZATION. NOTICE HOW STATS SCALE GRACEFULLY: EARLY INVESTMENTS GRANT IMMEDIATE POWER, WHILE HIGH-TIER MASTERY REQUIRES TRUE DEDICATION.

RAW STAT 0 (MODIFIER -1) — SEVERE VULNERABILITY: A CRIPPLING RACIAL OR BODILY DEFICIT.

RAW STAT 1 (MODIFIER +0) — MORTAL AVERAGE: THE BASELINE AVERAGE HUMAN TOWNSPERSON.

RAW STAT 2 (MODIFIER +1) — TRAINED ADVENTURER: ABOVE AVERAGE PHYSICAL OR MENTAL CONDITIONING.

RAW STAT 3 (MODIFIER +2) — PEAK FOCUS: THE MAXIMUM BASELINE STARTING ATTRIBUTE.

RAW STAT 4-5 (MODIFIER +3) — SEASONED VETERAN: DEEP SPECIALIZATION REQUIRING STAT PROGRESSION.

RAW STAT 6-7+ (MODIFIER +4) — HEROIC MASTER: LEGENDARY PROWESS CAPABLE OF HIGH-TIER TECHNIQUES.

STAT SCALING RULE: POINTS 1 THROUGH 3 GRANT A DIRECT 1-FOR-1 MODIFIER BOOST (+0, +1, +2). BEYOND 3, IT REQUIRES **2 RAW STAT POINTS** TO INCREASE YOUR MODIFIER BY AN ADDITIONAL +1.

PLAYABLE RACES & BASELINE TRAITS

YOUR CHOICE OF RACE DEFINES YOUR BASELINE ATTRIBUTE ALLOCATION, RACIAL CAPABILITIES, AND STARTING SKILL FREEDOM.

HUMAN — ADAPTABLE & RESILIENT

HUMANS LACK SPECIALIZED DARK VISION OR INNATE MAGIC, BUT THEIR SHEER ADAPTABILITY ALLOWS THEM TO MASTER ANY DISCIPLINE OR HYBRID BUILD.

STARTING BASE ATTRIBUTES: MIGHT 1, AGILITY 1, MIND 1

FREE ATTRIBUTE POINTS: 3 (DISTRIBUTE FREELY)

STARTING SKILLS: 4 SKILLS

RACIAL TRAIT — VERSATILE: COMPLETE ALLOCATION FREEDOM AND A LARGER STARTING SKILL POOL, ALLOWING HUMANS TO MOLD INTO ANY CUSTOM ARCHETYPE EFFORTLESSLY.

DWARF — SUBTERRANEAN TANK

FORGED FOR FRONTLINE BRUTAL COMBAT AND UNDERGROUND SURVIVAL, DWARVES FAVOR RAW PHYSICAL FORCE OVER ACADEMIC THOUGHT.

STARTING BASE ATTRIBUTES: MIGHT 2, AGILITY 1, MIND 0

FREE ATTRIBUTE POINTS: 2 (DISTRIBUTE FREELY)

STARTING SKILLS: 4 SKILLS

RACIAL TRAIT — DARKVISION: THE INNATE ABILITY TO SEE UP TO 60 FEET IN PITCH BLACKNESS (RENDERED IN SHADES OF GREY).

DWARVES ARE COMPLETELY IMMUNE TO GLOBAL DARK-ROOM PENALTIES UNLEASHED BY CHAT EVENTS.



ELF — GRACEFUL & ARCANE ATTUNED

NATURALLY QUICK AND SHARP, ELVES ARE MASTER SKIRMISHERS AND NATURAL CHANNELS FOR MAGIC, THOUGH PHYSICALLY DELICATE COMPARED TO STURDIER KIN.

STARTING BASE ATTRIBUTES: MIGHT 0, AGILITY 2, MIND 1

FREE ATTRIBUTE POINTS: 3 (DISTRIBUTE FREELY)

STARTING SKILLS: 3 SKILLS

RACIAL TRAIT — INFRAVISION: THE ABILITY TO SEE THERMAL HEAT SIGNATURES IN LOW-LIGHT SETTINGS, EASILY SPOTTING WARM BODIES, FRESH FOOTPRINTS, OR HIDDEN STEAM MECHANISMS.

HALFLING — NIMBLE & INSTINCTIVE

SMALL, QUICK, AND REMARKABLY LUCKY, HALFLINGS RELY ON SHARP REFLEXES AND GUT INSTINCT TO SLIP PAST DANGER UNHARMED.

STARTING BASE ATTRIBUTES: MIGHT 0, AGILITY 2, MIND 1

FREE ATTRIBUTE POINTS: 2 (DISTRIBUTE FREELY)

STARTING SKILLS: 4 SKILLS

RACIAL TRAIT — TRAP SENSE: AN UNCANNY, INSTINCTUAL FEEL FOR CONCEALED HAZARDS. THE GM EXPLICITLY ALERTS THE HALFLING PLAYER WHENEVER SOMETHING FEELS "OFF" ABOUT A ROOM, CHEST, OR FLOOR PLATE BEFORE A TRAP SPRINGS.

FORGING YOUR BUILD & PROGRESSION

STEP-BY-STEP CREATION PROTOCOL

ALLOCATE ATTRIBUTES: TAKE YOUR RACE'S STARTING BASELINE STATS AND SPEND YOUR FREE POINTS.

SELECT SKILLS: PICK YOUR STARTING SKILLS FROM THE SKILL COMPENDIUM (NOTING MIND 4 REQUIREMENTS IF YOU INTEND TO CHANNEL MAGIC).

EQUIP GEAR PACKAGE: CHOOSE 1 KIT TAILORED TO YOUR PLAYSTYLE:

VANGUARD: HEAVY/MEDIUM ARMOR, MARTIAL WEAPON, SHIELD (FRONTLINE TANK).

SKIRMISHER: LIGHT ARMOR, BOW/CROSSBOW, DAGGERS, THIEVES' TOOLS (RANGED/STEALTH).

CHANNELER: LIGHT ARMOR, ARCANE FOCUS, QUARTERSTAFF, WRITING KIT (SPELLCASTER).

ADVENTURER: MEDIUM ARMOR, ONE-HANDED BLADE, TORCH BUNDLE, ROPE, HEALER'S KIT (UTILITY HYBRID).

NAME YOUR ARCHETYPE: DEFINE YOUR CHARACTER'S CUSTOM TITLE—WHETHER YOU CALL YOURSELF A PALADIN, SHADOWBLADE, BATTLEMAGE, OR DUNE STALKER.

LEVEL PROGRESSION & HUB CITY TRAINING

DUNGEON DELVES YIELD HARD-EARNED XP. REACHING AN XP THRESHOLD ALLOWS YOUR CHARACTER TO ADVANCE, BUT GROWTH DOESN'T HAPPEN AUTOMATICALLY IN A DARK TUNNEL—YOU MUST SURVIVE THE EXPEDITION, RETURN TO THE **HUB CITY TRAINING HALL**, AND PAY GOLD TO A MASTER TRAINER TO FINALIZE YOUR LEVEL-UP.

UPON PAYING TRAINING FEES, SELECT **ONE** ADVANCEMENT REWARD:

+1 RAW ATTRIBUTE POINT (ADDED TO MIGHT, AGILITY, OR MIND)

1 NEW SKILL OR ARCANE SCHOOL

TRAINING HALL ADVANCEMENT LIST

LEVEL 1 (0 XP) — NOVICE DELVER: BASE CREATION. TRAINING FEE: NONE.

LEVEL 2 (50 XP) — EARLY SPECIALIZATION: STAT FEE 20 GOLD | SKILL FEE 50 GOLD.

LEVEL 3 (150 XP) — TIER 1 MASTERY UNLOCKED: STAT FEE 30 GOLD | SKILL FEE 75 GOLD.

LEVEL 4 (350 XP) — TIER 2 SKILLS / SPELLCRAFT THRESHOLD: STAT FEE 40 GOLD | SKILL FEE 100 GOLD.

LEVEL 5 (600 XP) — VETERAN STATUS: STAT FEE 50 GOLD | SKILL FEE 125 GOLD.

LEVEL 6 (950 XP) — ADVANCED TECHNIQUE UNLOCKS: STAT FEE 60 GOLD | SKILL FEE 150 GOLD.

LEVEL 7 (1,400 XP) — MASTER TIER THRESHOLD: STAT FEE 70 GOLD | SKILL FEE 175 GOLD.

LEVEL 8 (2,000 XP) — HEROIC SPECIALIZATION: STAT FEE 80 GOLD | SKILL FEE 200 GOLD.

LEVEL 9 (2,750 XP) — LEGENDARY STATUS: STAT FEE 90 GOLD | SKILL FEE 225 GOLD.

LEVEL 10 (3,700 XP) — REALM PINNACLE: STAT FEE 100 GOLD | SKILL FEE 250 GOLD.

STAT COST FORMULA: 10GOLD X CHARACTER LEVEL

SKILL COST FORMULA: 25GOLD X CHARACTER LEVEL

PART 2: CORE GAMEPLAY & COMBAT MECHANICS

WHEN DELVING THROUGH ANCIENT RUINS OR NAVIGATING DARK CITY ALLEYS, TIME FLOWS AT THE SPEED OF THE STORY. BUT WHEN STEEL IS DRAWN AND HOSTILE FORCES STRIKE, TIME CONTRACTS INTO CRISP, TACTICAL 6-SECOND COMBAT ROUNDS.

THE ACTION ECONOMY

YOUR CHARACTER'S CAPABILITIES ARE GOVERNED BY THE SAME ATTRIBUTES AND SKILLS AT ALL TIMES, BUT ACTION STRUCTURES CHANGE DEPENDING ON WHETHER TIME IS MOVING SECOND-BY-SECOND OR FLUIDLY ACROSS THE EXPEDITION.

COMBAT MODE (TURN-BASED ROUNDS)

WHEN COMBAT ERUPTS, TIME CONTRACTS INTO STRICT 6-SECOND ROUNDS. EVERY PARTICIPANT RECEIVES A SPECIFIC TURN BUDGET:

MOVEMENT ALLOWANCE: 30 FEET BASE (6 GRID SQUARES). MOVEMENT CAN BE SPLIT BEFORE, DURING, OR AFTER YOUR STANDARD ACTION.

STANDARD ACTION: YOUR PRIMARY PHYSICAL OR MAGICAL EFFORT (EXECUTE ATTACK, CAST SPELL, USE SKILL, GUARDED STANCE, DASH).

REACTION: A REACTIVE MANEUVER TRIGGERED OUTSIDE YOUR TURN (ACTIVE PARRY, SHIELD INTERCEPT, ACTIVE EVADE, ATTACK OF OPPORTUNITY). CHARACTERS RECEIVE EXACTLY 1 REACTION PER FULL ROUND.

FREE ACTIONS: INSTANT, EFFORTLESS TASKS REQUIRING NO MEANINGFUL TIME (SHOUTING A BRIEF TACTICAL WARNING, DROPPING A HELD TORCH, DRAWING A READY WEAPON).



EXPLORATION & NARRATIVE MODE

OUTSIDE OF COMBAT, STRICT TURN BUDGETS VANISH AND TIME MOVES FLUIDLY BASED ON NARRATIVE ACTIONS:

INSTANT ACTIONS (SECONDS): QUICK PHYSICAL OR MENTAL CHECKS DURING MOVEMENT (SPOTTING A FLOOR TRIPWIRE, FORCING OPEN A WOODEN LATCH, LEAPING A NARROW PIT).

TASK ACTIONS (MINUTES): SUSTAINED EFFORTS REQUIRING FOCUS IN HOSTILE TERRITORY (PICKING A COMPLEX LOCK, SEARCHING A LOOTED STUDY FOR CLUES, APPLYING FIRST AID TO AN INJURED ALLY).

DOWNTIME ACTIONS (HOURS TO DAYS): LONG-TERM CAMP OR CITY ACTIVITIES (BREWING POTIONS, SCRIBING SPELL SCROLLS, OVERNIGHT RESTING, TRAINING ATTRIBUTES AT THE HUB CITY).

COMBAT RESOLUTION & ARMOR DEGRADATION

ATTACK ROLLS & DEFENSE

TO STRIKE AN ENEMY WITH A PHYSICAL ATTACK, ROLL A 20-SIDED DIE ($\text{TEXT}(D)20$) AND ADD YOUR ATTRIBUTE MODIFIER:

ATTACK ROLL = $1D20 + \text{ATTRIBUTE MODIFIER}$ (MIGHT OR AGILITY)

IF THE TOTAL ROLL MEETS OR BEATS THE TARGET'S **DEFENSE CLASS (DC)**, THE ATTACK CONNECTS.

DAMAGE & ARMOR ABSORPTION (DR)

WHEN A PHYSICAL STRIKE HITS, ROLL WEAPON DAMAGE AND APPLY THE TARGET'S **ARMOR DAMAGE REDUCTION (DR)**:

FINAL HP LOSS = (WEAPON DAMAGE ROLL) - (TARGET'S ARMOR DR)

MINIMUM HARM: SUCCESSFUL HITS THAT PENETRATE ARMOR ALWAYS DEAL AT LEAST **1 HP** OF PHYSICAL DAMAGE.

ARMOR SLOT DEGRADATION: EVERY PHYSICAL HIT THAT SUCCESSFULLY PENETRATES ARMOR DEGRADES ITS STRUCTURAL INTEGRITY, CROSSING OFF **1 ARMOR SLOT**.

ARMOR RUPTURE: ONCE ALL ARMOR SLOTS ON A SUIT OF ARMOR ARE EXHAUSTED, THE ARMOR BREAKS, GRANTING **0 DR** UNTIL REPAIRED DURING DOWNTIME AT THE HUB CITY.

SAVING THROWS

WHEN TARGETED BY AREA-OF-EFFECT BLASTS, PSYCHIC ASSAULTS, OR ENVIRONMENTAL HAZARDS, CHARACTERS ROLL AN **AVOIDANCE ROLL (SAVING THROW)**:

AVOIDANCE ROLL = $1D20 + \text{RELEVANT ATTRIBUTE MODIFIER}$

SPELL DC = $10 + \text{CASTER'S MIND MODIFIER} + \text{SPELL POINTS SPENT}$

AVOIDANCE CATEGORIES

AGILITY SAVES (REFLEXES): USED AGAINST PHYSICAL EXPLOSIONS, AREA BLASTS, AND INCOMING PROJECTILES (FIREBALL, ICE SPIKE, LIGHTNING LANCE).

AREA BLASTS: A SUCCESSFUL SAVE HALVES INCOMING DAMAGE.

DIRECT PROJECTILES: A SUCCESSFUL SAVE RESULTS IN A COMPLETE DODGE (0 DAMAGE TAKEN).

MIND SAVES (WILLPOWER): USED AGAINST DIRECT PSYCHIC ASSAULTS, ILLUSIONS, AND MENTAL CONTROL (MIND SPIKE, SLEEP, DOMINION, PHANTASM).

PSYCHIC DAMAGE: A SUCCESSFUL SAVE HALVES INCOMING DAMAGE.

STATUS EFFECTS: A SUCCESSFUL SAVE NEGATES THE MENTAL EFFECT ENTIRELY.

MIGHT SAVES (FORTITUDE): USED AGAINST PHYSICAL DISPLACEMENT, KNOCKBACKS, AND BODILY HAZARDS (GALE BLAST KNOCKBACK, FROST LOCK, PUSHING STRIKE).

SUCCESS: RESISTS BEING KNOCKED PRONE, FROZEN IN PLACE, OR FORCED TO DROP HELD WEAPONS.

HIT POINTS, DEATH & FIELD RECOVERY

ZERO HP & DOWNED STATE

WHEN REDUCED TO **0 HP**, A CHARACTER FALLS PRONE AND UNCONSCIOUS.

IF NOT STABILIZED WITHIN **3 CONSECUTIVE ROUNDS** BY AN ALLY (USING MAGIC OR FIRST AID), THE CHARACTER DIES PERMANENTLY.

FIELD CARE VS. FULL REST

UNSKILLED BANDAGING (NO SKILL): REQUIRES A HEALER'S KIT. OUT OF COMBAT ONLY (10 MINUTES). CONSUMES 1 CHARGE TO RESTORE **1 HP** (LIMIT: ONCE PER TARGET PER DAY).

SKILLED FIRST AID (FIRST AID SKILL): REQUIRES MIND 2 + HEALER'S KIT. OUT OF COMBAT ONLY (10 MINUTES). CONSUMES 1 CHARGE TO RESTORE **3 HP + MIND MODIFIER** (LIMIT: ONCE PER TARGET PER EXPEDITION).

FULL REST (OVERNIGHT CAMP): 8 HOURS OF UNINTERRUPTED SLEEP RESTORES FATIGUE AND DAILY SKILL USES, BUT RESTORES ONLY **1 HP** OF NATURAL PHYSICAL RECOVERY. REAL HEALING REQUIRES TIME, FIRST AID, OR POTENT MAGIC.

THE BOON SYSTEM (CINEMATIC HEROISM)

BOONS REPRESENT LUCK, NARRATIVE MOMENTUM, AND HEROIC FAVOR. EACH PLAYER CAN HOLD UP TO **3 BOONS** AT ANY GIVEN TIME.

HOW BOONS ARE EARNED

CINEMATIC / CREATIVE PLAY: EXECUTING TACTICAL, CLEVER MANEUVERS USING THE DUNGEON ENVIRONMENT.

FLAWLESS ROLEPLAY: LEANING INTO CHARACTER DEFICITS OR RACIAL FLAWS EVEN WHEN MECHANICALLY DISADVANTAGEOUS.

CHAT INTERVENTIONS / MILESTONES: CHAT BUYING **!GRANTBOON** OR VOTING ON HEROIC STREAM MOMENTS.

BOON SPENDING OPTIONS

FATE REROLL: INSTANTLY REROLL ANY ATTACK, CHECK, OR SAVE YOU JUST MADE (MUST TAKE THE NEW RESULT).

RULE OF COOL EXEMPTION: GUARANTEES THAT A HIGHLY CREATIVE CINEMATIC ACTION WILL NOT FAIL CATASTROPHICALLY FROM A SINGLE BAD DIE ROLL.

EMERGENCY STABILIZATION: INSTANTLY STABILIZE YOURSELF AT 1 HP WHEN BROUGHT TO 0 HP WITHOUT NEEDING AN ALLY.

ARCANE FOCUS SAFEGUARD: AUTOMATICALLY SUCCEED ON A MIND CONCENTRATION CHECK TO KEEP A CHARGING SPELL FROM FIZZLING WHEN TAKING DAMAGE.

SEIZE INITIATIVE: SPEND 1 BOON TO IMMEDIATELY TAKE YOUR TURN AT THE TOP OF THE INITIATIVE ORDER DURING COMBAT.



PART 3: SKILL COMPENDIUM

IN THE SHADOWS BENEATH THE WORLD, SURVIVAL REQUIRES MORE THAN RAW STRENGTH—IT DEMANDS SPECIALIZED MARTIAL TECHNIQUES, DUNGEON CUNNING, AND MENTAL MASTERY. SKILLS REPRESENT A DELVER'S TRAINED CAPABILITIES, CATEGORIZED INTO PHYSICAL MARTIAL MANEUVERS, NON-COMBAT EXPLORATION UTILITY, AND THE MENTAL DISCIPLINES REQUIRED TO UNLOCK THE ARCANE.

COMBAT SKILLS & TECHNIQUES

CORE COMBAT RULE: ATTACK OF OPPORTUNITY

IF A CHARACTER OR ENEMY MOVES OUT OF AN ADJACENT THREATENED SPACE (WITHIN 5 FEET) WITHOUT TAKING A GUARDED ACTION, ANY ADJACENT OPPONENT MAY IMMEDIATELY USE A REACTION TO EXECUTE A FREE PHYSICAL ATTACK AGAINST THEM.

TIER 1 SKILLS (FOUNDATIONAL TECHNIQUES — RAW STAT 2–3)

GUARDED STANCE (REQUIREMENT: MIGHT 2 OR AGILITY 2): SPEND YOUR ACTION TO FOCUS PURELY ON DEFENSE. ADDS +1 DR OR +2 TO DEFENSE ROLLS UNTIL YOUR NEXT TURN, AND ALLOWS MOVING OUT OF A THREATENED SPACE WITHOUT TRIGGERING ATTACKS OF OPPORTUNITY.

TRIP / KNOCKDOWN (REQUIREMENT: MIGHT 2): REPLACE YOUR ATTACK DAMAGE TO ATTEMPT TO KNOCK A TARGET **PRONE**, FORCING THEM TO WASTE HALF THEIR MOVEMENT STANDING UP.

DISARM (REQUIREMENT: AGILITY 2 OR MIGHT 2): TARGET AN ENEMY'S WEAPON HAND. ON A HIT, DEAL 0 DAMAGE BUT FORCE THEM TO DROP THEIR WEAPON ONTO AN ADJACENT SPACE.

PUSHING STRIKE (REQUIREMENT: MIGHT 2): DEAL REDUCED DAMAGE TO SHOVE AN ENEMY BACK 5 FEET.

SECOND WIND (REQUIREMENT: MIGHT 3): ONCE PER EXPEDITION, RECOVER **1D6 + MIGHT MODIFIER HP** DURING COMBAT.

SNEAK ATTACK (REQUIREMENT: AGILITY 3, LIGHT WEAPON EQUIPPED): WHEN ATTACKING A TARGET THAT IS DISTRACTED (FLANKED BY AN ALLY WITHIN 5 FEET, UNAWARE, OR UNDER A CROWD-CONTROL EFFECT), DEAL **DOUBLE TOTAL DAMAGE** ON A HIT.

EXPEDITIOUS RETREAT (REQUIREMENT: AGILITY 3): MASTER QUICK FOOTWORK AND EVASIVE MOVEMENT, ALLOWING YOU TO ENTER AND LEAVE AN ENEMY'S THREATENED SPACE WITHOUT PROVOKING ATTACKS OF OPPORTUNITY.

WEAPON DEFENSE / ACTIVE PARRY (REQUIREMENT: MIGHT 3 OR AGILITY 3): IF YOU HAVE NOT ATTACKED THIS ROUND, GIVE UP YOUR ATTACK ACTION TO PARRY AN INCOMING STRIKE. ROLL 1D20 + STAT MODIFIER VS. 10 + INCOMING DAMAGE. SUCCESS NULLIFIES THE HIT ENTIRELY.

TIER 2 SKILLS (INTERMEDIATE MASTERY — RAW STAT 4–5)

FINESSE / MELEE PIERCING MASTERY (REQUIREMENT: AGILITY 4, LIGHT PIERCING WEAPON - RAPIER OR DAGGER ONLY): PRECISION THRUSTS BYPASS ARMOR GAPS, IGNORING UP TO 2 POINTS OF TARGET DR.

DEADLY AIM / LIGHT RANGED MASTERY (REQUIREMENT: AGILITY 4, LIGHT RANGED WEAPON): TARGETED SHOTS AT WEAK POINTS IGNORE UP TO 2 POINTS OF TARGET DR.

DUAL WIELDING (REQUIREMENT: AGILITY 4 AND MIGHT 3 | ARMOR RESTRICTION: MEDIUM ARMOR OR LOWER): GRANTS AN EXTRA OFF-HAND ATTACK ACTION WITH A SECOND 1-HANDED WEAPON.

SHIELD INTERCEPT (REQUIREMENT: MIGHT 4, SHIELD EQUIPPED): AS A REACTION, STEP WITHIN 5 FEET OF AN ALLY TAKING A PHYSICAL ATTACK TO

ABSORB THE HIT WITH YOUR SHIELD OR ARMOR INSTEAD.

THREATENING PRESENCE / TAUNT (REQUIREMENT: MIGHT 4): COMPELS ENEMIES WITHIN 10 FEET TO TARGET YOU INSTEAD OF SQUISHIER BACKLINE ALLIES.

HEAVY CLEAVE (REQUIREMENT: MIGHT 5, MEDIUM OR HEAVY WEAPON): WHEN YOUR MELEE ATTACK DROPS AN ENEMY TO 0 HP, IMMEDIATELY ROLL A SECOND STRIKE AGAINST ANOTHER FOE WITHIN 5 FEET.

TIER 3 SKILLS (MASTER / HEROIC TECHNIQUES — RAW STAT 6–7+)

ARMOR SUNDER / SHATTER (REQUIREMENT: MIGHT 6, HEAVY WEAPON): ON A HIT, CRUSH METAL AND SPLIT MAIL, CROSSING OFF 2 ARMOR SLOTS ON THE TARGET'S ARMOR INSTEAD OF 1.

WEAPON SPECIALIZATION (REQUIREMENT: MIGHT 6 OR AGILITY 6): SELECT ONE SPECIFIC WEAPON TYPE (E.G., WARHAMMER, RAPIER, LONGSWORD). GRANTS A **SECOND ATTACK ACTION** DURING YOUR TURN WHEN WIELDING THAT EXACT WEAPON.

IRON FORTRESS (REQUIREMENT: MIGHT 7, HEAVY ARMOR EQUIPPED): GAIN TOTAL IMMUNITY TO KNOCKBACK AND PRONE EFFECTS, AND ONCE PER EXPEDITION, ABSORB A HIT WITHOUT DEDUCTING AN ARMOR SLOT.

DEVASTATING STRIKE (REQUIREMENT: MIGHT 7, HEAVY WEAPON EQUIPPED): ONCE PER COMBAT, DECLARE A FULL-POWER SWING. IF IT HITS, IT AUTOMATICALLY DEALS MAXIMUM DIE DAMAGE AND DESTROYS 1 ARMOR SLOT.

NON-COMBAT SKILLS & UTILITY

MIGHT SKILLS (ATHLETICS, PHYSICAL UTILITY & INTIMIDATION)

FORCE OPEN / BREAK (TIER 1 — MIGHT 2): USE RAW STRENGTH TO KICK OPEN LOCKED WOODEN DOORS, FORCE RUSTY LEVERS, OR SNAP SIMPLE IRON CHAINS WITHOUT NEEDING THIEVES' TOOLS.

FEATS OF ATHLETICS (TIER 1 — MIGHT 3): GAIN ADVANTAGE ON PHYSICAL MOVEMENT CHECKS SUCH AS SCALING SHEER CLIFF FACES, SWIMMING

AGAINST STRONG CURRENTS, OR CLEARING WIDE CHASMS.

INTIMIDATION (TIER 2 — MIGHT 4): LEVERAGE PHYSICAL SIZE, STRENGTH, OR AGGRESSIVE POSTURING TO FORCE NPCs TO COOPERATE, SURRENDER INFORMATION, OR BACK DOWN FROM A CONFRONTATION.

HEAVY HAULER / BEAST OF BURDEN (TIER 2 — MIGHT 4): DOUBLES YOUR INVENTORY CARRY CAPACITY AND ALLOWS YOU TO MOVE AT FULL SPEED WHILE CARRYING INCAPACITATED ALLIES OR HEAVY DUNGEON LOOT.

DEMOLITION SPECIALIST (TIER 3 — MIGHT 6): PHYSICALLY COLLAPSE WEAKENED STONE ARCHES, BREACH REINFORCED MASONRY, OR FORCE OPEN MASSIVE STEEL VAULT DOORS USING IMPROVISED TOOLS AND LEVERAGE.

AGILITY SKILLS (FINESSE, STEALTH & MOBILITY)

SHADOW STEP / STEALTH (TIER 1 — AGILITY 2): MOVE SILENTLY AND USE LIGHT COVER OR SHADOWS TO AVOID DETECTION BY GUARDS, MONSTERS, OR DUNGEON TRAPS.

LOCKPICKING & TRAP DISARM (TIER 1 — AGILITY 3, THIEVES' TOOLS REQUIRED): PICK STANDARD MECHANICAL LOCKS AND SAFELY DISARM MUNDANE PHYSICAL FLOOR PLATES, TRIPWIRES, AND CHEST TRAPS.

SLEIGHT OF HAND / PICKPOCKET (TIER 2 — AGILITY 4): LIFT SMALL ITEMS, KEYS, OR COIN POUCHES DIRECTLY FROM UNSUSPECTING TARGETS WITHOUT TRIGGERING AN ALERT.

ACROBATICS & CAT FALL (TIER 2 — AGILITY 4): NEGATE DAMAGE FROM FALL HEIGHTS UP TO 20 FEET AND GAIN ADVANTAGE WHEN BALANCING ON NARROW LEDGES OR SLIPPERY TERRAIN.

INFILTRATION SPECIALIST (TIER 3 — AGILITY 6): PICK COMPLEX MASTERWORK OR MAGICAL LOCKS AND DISARM HIGH-TIER ELEMENTAL DUNGEON TRAPS WITHOUT RISKING CATASTROPHIC FAILURE.

MIND SKILLS & ARCANE GATEKEEPERS

MAGIC GATEKEEPER RULE

TO CHANNEL MAGIC OF ANY KIND, A CHARACTER MUST POSSESS A RAW **MIND STAT OF 3 OR HIGHER** AND UNLOCK THE **SPELLCRAFT** SKILL TO ESTABLISH THEIR SPELL POOL AND FOCUS ATTUNEMENT. TO CAST SPELLS FROM A SPECIFIC DISCIPLINE, THE CHARACTER MUST ALSO UNLOCK THAT DISCIPLINE'S **ARCANE SCHOOL SKILL**.

TIER 1 SKILLS (FOUNDATIONAL — RAW STAT 2-3)

FIRST AID (REQUIREMENT: MIND 2, HEALER'S KIT REQUIRED): OUT OF COMBAT ONLY (REQUIRES 10 MINUTES OF UNINTERRUPTED WORK). EXPENDS 1 CHARGE FROM A HEALER'S KIT TO RESTORE **3 HP + MIND MODIFIER** TO AN INJURED TARGET. CAN ONLY BE PERFORMED ON A SPECIFIC TARGET ONCE PER EXPEDITION / FULL REST.

ARCANE / NATURE KNOWLEDGE (REQUIREMENT: MIND 2): IDENTIFY MAGICAL RUNES, POTION EFFECTS, MONSTER WEAKNESSES, AND FORAGE FOR EDIBLE HERBS/INGREDIENTS DURING WILDERNESS TRAVEL.

SEARCH / DETECT HIDDEN (REQUIREMENT: MIND 3): GAIN ADVANTAGE ON CHECKS TO SPOT HIDDEN DOORS, SECRET COMPARTMENTS, PRESSURE PLATES, OR CONCEALED LOOT CACHES.

CONCENTRATION (REQUIREMENT: MIND 3): MANDATORY FOCUS CHECK SKILL. WHENEVER YOU TAKE DAMAGE, SUFFER DISPLACEMENT, OR FACE A CROWD-CONTROL TRIGGER WHILE ACTIVELY CHARGING A SPELL ACROSS TURNS, ROLL A MIND CHECK (1D20 + MIND MODIFIER) AGAINST A DC EQUAL TO 10 + DAMAGE TAKEN. ON A SUCCESS, YOUR SPELL CONCENTRATION HOLDS AND CHARGING CONTINUES UNINTERRUPTED.

TIER 2 SKILLS (INTERMEDIATE ARCANA — RAW STAT 3-5)

SPELLCRAFT / MANDATORY ARCANE GATEKEEPER (REQUIREMENT: MIND 3): ESTABLISHES YOUR EXPEDITION SPELL POOL (MIND STAT X 2) AND ALLOWS YOU TO CHANNEL MAGIC THROUGH AN ARCANE FOCUS. ADDITIONALLY, ALLOWS A

CHARACTER TO IDENTIFY SPELLS BEING CAST, SAFELY ANALYZE MAGICAL ARTIFACTS/WARDS, AND CRAFT SCROLLS OR POTIONS DURING DOWNTIME.

PERSUASION & BLUFF (REQUIREMENT: MIND 4): INFLUENCE NPCs THROUGH CHARM, DIPLOMACY, OR CLEVER DECEPTION TO NEGOTIATE BETTER MERCHANT PRICES, GAIN EXTRA INFORMATION, OR LIE YOUR WAY PAST GUARDS.

DECIPHER INSCRIPTIONS & LANGUAGES (REQUIREMENT: MIND 4): READ, TRANSLATE, AND COMPREHEND ANCIENT DEAD LANGUAGES, CODED MESSAGES, AND ARCANE SCROLLS.

NOVICE ARCANE SCHOOLS (REQUIREMENT: MIND 3, SPELLCRAFT): UNLOCKS TIER 1 NOVICE CAPABILITIES FOR A CHOSEN DISCIPLINE (FIRE, WATER/ICE, EARTH, WIND/LIGHTNING, ILLUSION, PSYCHIC). ALLOWS CHARGING UP TO 2 ROUNDS, UP TO 1D6 POWER OUTPUT, 10-FT AOE, AND A MAXIMUM RANGED REACH OF 10 FEET.

PRACTITIONER ARCANE SCHOOLS (REQUIREMENT: MIND 5, SPELLCRAFT): UNLOCKS TIER 2 PRACTITIONER CAPABILITIES FOR A CHOSEN DISCIPLINE. ALLOWS CHARGING UP TO 4 ROUNDS, UP TO 3D6 POWER OUTPUT, 20-FT AOE, AND A MAXIMUM RANGED REACH OF 30 FEET.

TIER 3 SKILLS (MASTERY ARCANA — RAW STAT 6-7+)

MASTER INVESTIGATOR (REQUIREMENT: MIND 6): INSTANTLY DEDUCE HOW COMPLEX ANCIENT MECHANICAL CONTRACTIONS WORK AND AUTOMATICALLY SPOT ILLUSIONS, FAKE WALLS, AND INVISIBLE MAGICAL WARDS.

FIELD MEDITATION (REQUIREMENT: MIND 6, SPELLCRAFT SKILL): ONCE PER CAMPAIGN OR MAJOR EXPEDITION DURING AN OVERNIGHT REST IN WHICH YOU FULLY RECOVER FATIGUE, CONDUCT DEEP MENTAL CONDITIONING TO RECOVER UP TO **HALF OF YOUR MAXIMUM SPELL POINTS** WITHOUT RETURNING TO THE HUB CITY.

MASTERY ARCANE SCHOOLS (REQUIREMENT: MIND 7, SPELLCRAFT): UNLOCKS TIER 3 MASTERY CAPABILITIES FOR A CHOSEN DISCIPLINE. ALLOWS CHARGING UP TO 6 ROUNDS, UP TO 5D6 POWER OUTPUT, 30-FT AOE, AND A MAXIMUM RANGED REACH OF 60 FEET.

PART 4: THE MAGIC & SPELLCASTING SYSTEM

IN WILL OF THE WATCHERS, MAGIC IS NOT A CHEAP TRICK, AN INFINITE CANTRIP, OR A CONVENIENT DAILY SLOT THAT REFILLS AFTER A BRIEF NAP IN A DUNGEON CORRIDOR. IT IS VOLATILE, EXHAUSTING, AND DELIBERATE—A RAW TEARING OF THE ETHER THAT REQUIRES SUPREME MENTAL FORTITUDE, PHYSICAL CONDUITS, AND CALCULATED RISK.

TO DRAW UPON THE ARCANE IS TO BURN THROUGH YOUR OWN MENTAL STAMINA. EVERY INCANTATION CAST IN THE DARK BRINGS A DELVER CLOSER TO ABSOLUTE MENTAL DEPLETION.

THE THREE PILLARS OF SPELLCASTING

BEFORE A DELVER CAN MANIPULATE RAW MANA OR BEND THE ELEMENTS, THEY MUST MEET THREE ABSOLUTE, MANDATORY CONDITIONS:

THE SKILL (SPELLCRAFT): THE CASTER MUST POSSESS THE **SPELLCRAFT** SKILL, REQUIRING A RAW **MIND STAT OF 3 OR HIGHER**. THIS REPRESENTS THE MENTAL DISCIPLINE NEEDED TO CHANNEL RAW ARCANE ENERGY WITHOUT DESTROYING ONE'S OWN MIND.

THE FOCUS: THE CASTER MUST HOLD A PREPARED AND ATTUNED PHYSICAL **ARCANE FOCUS** IN HAND.

THE POOL: THE CASTER MUST HAVE AT LEAST **1 SPELL POINT** REMAINING IN THEIR EXPEDITION POOL.

THE ARCANE FOCUS

MAGIC IS FAR TOO VOLATILE TO BE SHAPED BY BARE FLESH ALONE; IT DEMANDS A PHYSICAL ANCHOR ATTUNED BY THE CASTER DURING QUIET HOURS OF MEDITATION.



CONDUITS OF POWER: COMMON FOCI INCLUDE CARVED WOODEN OR BONE WANDS, GEMSTONE RINGS, SILVER AMULETS, ETCHED IRON RODS, OR CRYSTAL-HEADED STAVES.

SEVERED FOCUS: IF A CASTER'S FOCUS IS LOST, STOLEN, DISARMED, OR SHATTERED IN THE HEAT OF BATTLE, **THEY CANNOT CHARGE OR CAST**

SPELLS OF ANY KIND. THEY ARE RENDERED ENTIRELY MUTE TO THE ARCANES UNTIL THEIR ORIGINAL FOCUS IS RECOVERED OR A NEW ONE IS PREPARED AND ATTUNED DURING DOWNTIME AT BASE.

THE EXPEDITION SPELL POOL & ATTRITION

UNLIKE MORTAL HEALTH, WHICH CAN BE BANDAGED OR STITCHED IN THE FIELD, ARCANES ENERGY IS A FINITE RESOURCE FOR AN ENTIRE OUTING.

MAX SPELL POOL

A CASTER'S TOTAL RESERVE OF MAGICAL STAMINA FOR AN ENTIRE DUNGEON EXPEDITION IS CALCULATED DIRECTLY FROM THEIR MENTAL ACUITY:

MAX EXPEDITION SPELL POOL = MIND STAT X 2

(FOR EXAMPLE, A BATTLEMAGE ENTERING A TOMB WITH **MIND 3** POSSESSES AN EXPEDITION POOL OF **6 SPELL POINTS** TOTAL; AT **MIND 5**, THEY POSSESS **10 SPELL POINTS**).

THE LAW OF EXHAUSTION

NO FIELD RECOVERY: SPENT SPELL POINTS **DO NOT RECOVER** DURING SHORT FIELD RESTS OR OVERNIGHT WILDERNESS SLEEPING. EVERY POINT SPENT IN THE DARK PERMANENTLY SHRINKS YOUR MAGICAL ARSENAL UNTIL THE PARTY RETREATS.

HUB BASE ATTUNEMENT: SPELL POINTS ARE **ONLY RESTORED WHEN THE CASTER RETURNS TO THEIR HOME BASE IN THE HUB CITY** TO PERFORM A FULL PERIOD OF UNINTERRUPTED MEDITATION AND ATTUNEMENT.

THE MASTER'S EXCEPTION: AN ARCHMAGE WHO HAS MASTERED **FIELD MEDITATION** (REQUIRES MIND 6 & SPELLCRAFT) CAN CONDUCT DEEP MENTAL CONDITIONING DURING AN OVERNIGHT REST TO RECOVER UP TO HALF OF THEIR MAXIMUM SPELL POINTS ONCE PER CAMPAIGN OR MAJOR EXPEDITION WITHOUT RETREATING TO CIVILIZATION.

POINT-CHARGING, CONCENTRATION & RANGE

CASTERS DO NOT SIMPLY FLIP A SWITCH TO CAST HIGH-TIER MAGIC. INSTEAD, THEY BUILD SPELL EFFECTS DYNAMICALLY BY IMBUING 1 SPELL POINT PER ROUND INTO THEIR FOCUS, GATHERING RAW POWER ACROSS TURNS WHILE DEFENDING THEMSELVES FROM HARM.

ARCANES PROGRESSION SUMMARY

NOVICE TIER (MIND 3): MAX CHARGE: 2 ROUNDS | POWER CAP: 1D6 MAX | AOE LIMIT: 10 SQ FEET | MAX RANGED REACH: 10 FEET

PRACTITIONER TIER (MIND 5): MAX CHARGE: 4 ROUNDS | POWER CAP: 3D6 MAX | AOE LIMIT: 20 SQ FEET | MAX RANGED REACH: 30 FEET

MASTERY TIER (MIND 7): MAX CHARGE: 6 ROUNDS | POWER CAP: 5D6 MAX | AOE LIMIT: 30 SQ FEET | MAX RANGED REACH: 60 FEET

MAINTAINING CONCENTRATION UNDER FIRE

GATHERING VOLATILE MANA LEAVES A CASTER EXPOSED. IF YOU SUFFER PHYSICAL DAMAGE, ARE SHOVED, OR TAKE A HIT WHILE ACTIVELY HOLDING AND CHARGING ENERGY ACROSS TURNS, YOU MUST ROLL A **CONCENTRATION CHECK** USING YOUR **CONCENTRATION SKILL** (MIND 3):

10+ TOTAL DAMAGE TAKEN FROM THE HIT

SUCCESS: YOU GRIT YOUR TEETH, MAINTAIN CONTROL OVER THE SWIRLING ENERGY, AND CONTINUE CHARGING NORMALLY.

FAILURE: THE SPELL FIZZLES OUT CATASTROPHICALLY, THE CHARGED SPELL POINTS ARE LOST TO THE VOID, AND YOUR TURN IS WASTED.

ARCANES FOCUS SAFEGUARD: A PLAYER CAN SPEND 1 **BOON** TO AUTOMATICALLY SUCCEED ON A CONCENTRATION CHECK, PRESERVING THEIR SPELL ENERGY EVEN AFTER A PUNISHING HIT.

SPELL RESOLUTION & SAVING THROWS

WHEN A CASTER DIRECTS OFFENSIVE MAGIC AT A TARGET, THE VICTIM RELIES ON THEIR NATURAL INSTINCTS AND BODILY FORTITUDE TO MAKE AN **AVOIDANCE ROLL (SAVING THROW)** AGAINST THE CASTER'S **SPELL DC**:

AVOIDANCE ROLL = 1D20 + RELEVANT STAT MODIFIER

SPELL DC = 10 + CASTER'S MIND MODIFIER + SPELL POINTS SPENT

AGILITY SAVES (EVASION & REFLEXES): ROLLED AGAINST EXPLOSIVE BLASTS, PHYSICAL PROJECTILES, AND SWEEPING ELEMENTAL FORCES (FIREBALL, ICE SPIKE, EARTH SPIKE, LIGHTNING LANCE, CATAclysm). AREA BLASTS DEAL HALF DAMAGE ON A SUCCESSFUL SAVE; DIRECT PIERCING PROJECTILES ARE DODGED COMPLETELY (0 DAMAGE).

MIND SAVES (WILLPOWER & FOCUS): ROLLED AGAINST DIRECT PSYCHIC ASSAULTS, MENTAL CONTROL, AND SENSORY ILLUSIONS (MIND SPIKE, PSIONIC CRUSH, SLEEP, DOMINION, PHANTASM). PSYCHIC DAMAGE IS HALVED ON A SUCCESSFUL SAVE; MENTAL CONTROL AND STATUS CONDITIONS ARE NEGATED ENTIRELY.

MIGHT SAVES (FORTITUDE & PHYSICAL RESISTANCE): ROLLED AGAINST ENVIRONMENTAL DISPLACEMENT AND BODY-ALTERING MAGIC (GALE BLAST KNOCKBACK, FROST LOCK FREEZING

LEGS, THERMAL MELT DISARMS). SUCCESS PREVENTS BEING KNOCKED PRONE, FROZEN IN PLACE, OR FORCED TO DROP HELD EQUIPMENT.

THE THREE ARCANES TIERS & SCHOOL PROGRESSION

WHEN A CASTER UNLOCKS AN ARCANES DISCIPLINE VIA SPELLCRAFT, THEIR POWER OUTPUT, RANGE, AND CONCENTRATION CAPS ARE GOVERNED BY THEIR CURRENT **MIND TIER**:

TIER 1: NOVICE ARCANES (REQUIRES MIND 3 & SPELLCRAFT)

MAX CHARGE: UP TO 2 ROUNDS (2 SPELL POINTS SPENT).

POWER CEILING: 1D6 MAX DAMAGE (SINGLE TARGET) / 1D4 AOE / 1D6 MAX HEALING.

AREA OF EFFECT: UP TO 10 SQUARE FEET (2 ADJACENT 5-FT GRID SQUARES).

MAX RANGED REACH: 10 FEET (2 GRID SQUARES).

MIND MANIPULATION (PSYCHIC / ILLUSION): AFFECTS 1 LOW-TIER TARGET (MINIONS/COMMONERS) FOR UP TO 1 ROUND (DAZE, MINOR VISUAL GLITCH, 5-FT TELEKINETIC SHOVE).



**TIER 2: PRACTITIONER ARCANA
(REQUIRES MIND 5, NOVICE, &
SPELLCRAFT)**

MAX CHARGE: UP TO 4 ROUNDS (4 SPELL POINTS SPENT).

POWER CEILING: 3D6 MAX DAMAGE (SINGLE TARGET) / 2D6 AOE / 3D6 MAX HEALING (SINGLE TARGET OR SPLIT BETWEEN 2 ADJACENT ALLIES).

AREA OF EFFECT: UP TO 20 SQUARE FEET (4 GRID SQUARES).

MAX RANGED REACH: 30 FEET (6 GRID SQUARES).

MIND MANIPULATION (PSYCHIC / ILLUSION):
AFFECTS UP TO 2 TARGETS (OR 1 ELITE) FOR UP TO 2 ROUNDS (MAGICAL SLEEP, INVISIBILITY, TOTAL CONFUSION, 10-FT TELEKINETIC TOSS).

**TIER 3: MASTERY ARCANA (REQUIRES
MIND 7, NOVICE, PRACTITIONER, &
SPELLCRAFT)**

MAX CHARGE: UP TO 6 ROUNDS (6 SPELL POINTS SPENT).

POWER CEILING: 5D6 MAX DAMAGE (SINGLE TARGET) / 4D6 AOE / 5D6 MAX HEALING (FULL AOE BURST SPLIT FREELY AMONG ALLIES IN RANGE).

AREA OF EFFECT: UP TO 30 SQUARE FEET (6 GRID SQUARES / ENTIRE ROOM ZONES).

MAX RANGED REACH: 60 FEET (12 GRID SQUARES).

MIND MANIPULATION (PSYCHIC / ILLUSION):
AFFECTS AN ENTIRE ROOM / BOSS TARGETS FOR UP TO 3 ROUNDS (TOTAL PUPPETEER DOMINION, TEAM INVISIBILITY, MASS HALLUCINATIONS).

THE SIX ARCANE DISCIPLINES

SCHOOL OF ARCANE FIRE: RAW EXPLOSIVE HEAT, THERMAL DEMOLITION, CAUTERIZATION, AND ROOM-CLEARING BLASTS.

SCHOOL OF ARCANE WATER & ICE: FREEZING COLD, STRUCTURAL ICE BARRIERS, LOCK-SHATTERING FROST, AND RESTORATIVE AQUATIC HEALING WAVES.

SCHOOL OF ARCANE EARTH: STONE SPIKES, WALL-WALKING, STRUCTURAL BARRICADES, PASSWALL TUNNELING, AND CATAclysmic EARTHQUAKES.

SCHOOL OF ARCANE AIR: AIR GUSTS, GALE DEFLECTION, ARMOR-BYPASSING, LEVITATION, HASTE, AND ZONES OF TOTAL SILENCE.

SCHOOL OF ARCANE ILLUSION: AUDIO/VISUAL DISTRACTIONS, OPTICAL DISGUISES, INDIVIDUAL/TEAM INVISIBILITY, AND FALSE TERRAIN

SCHOOL OF ARCANE PSYCHIC: ARMOR-BYPASSING MIND SPIKES, TELEKINESIS, SLEEP INCANTATIONS, TELEPATHIC PROBING, AND TOTAL ENEMY MIND CONTROL.

PART 5: EQUIPMENT, ARMOR & ADVENTURING GEAR

IN THE DARK, A DELVER IS ONLY AS GOOD AS THEIR STEEL, IRON, AND TIMBER. EQUIPMENT IN WILL OF THE WATCHERS IS BUILT FOR ATTRITION, MEANING WEAPONS HAVE DISTINCT TACTICAL ROLES AND ARMOR PHYSICALLY DEGRADES AS IT ABSORBS PUNISHMENT.

MASTER WEAPON LIST

WEAPONS ARE CATEGORIZED BY SIZE AND TYPE, DETERMINING WHICH ATTRIBUTES GOVERN THEIR ACCURACY AND DAMAGE.

LIGHT WEAPONS (AGILITY-BASED)

DRIVEN BY SPEED, PRECISION, AND STEALTH. LIGHT WEAPONS ALLOW RAPID ATTACKS AND WORK SEAMLESSLY WITH FINESSE MANEUVERS.

DAGGER / STILETTO: DAMAGE: 1D4 PIERCING | HANDING: 1-HANDED | TRAITS: FINESSE, CONCEALABLE, THROWN (20 FT).

RAPIER / SHORTSWORD: DAMAGE: 1D6 PIERCING OR SLASHING | HANDING: 1-HANDED | TRAITS: FINESSE, PARRY-CAPABLE.

HAND CROSSBOW: DAMAGE: 1D6 PIERCING | HANDING: 1-HANDED | TRAITS: RANGED (30 FT), COMPACT, REQUIRES BOLTS.

HUNTING BOW: DAMAGE: 1D6 PIERCING | HANDING: 2-HANDED | TRAITS: RANGED (60 FT), REQUIRES ARROWS.

MEDIUM WEAPONS (MIGHT OR AGILITY-BASED)

VERSATILE SIDEARMS USED BY FRONTLINE SKIRMISHERS, BODYGUARDS, AND HYBRID ADVENTURERS.

LONGSWORD / ARMING SWORD: DAMAGE: 1D8 SLASHING | HANDING: 1-HANDED (VERSATILE: 1D10

2-HANDED) | TRAITS: BALANCED, GUARDED STANCE.

BATTLEAXE: DAMAGE: 1D8 SLASHING | HANDING: 1-HANDED | TRAITS: HOOKING (GAINS +1 TO TRIP CHECKS).

WARHAMMER / MACE: DAMAGE: 1D8 BLUDGEONING | HANDING: 1-HANDED | TRAITS: ARMOR CRUSHING (+1 DAMAGE AGAINST HEAVY ARMOR).

SPEAR / TRIDENT: DAMAGE: 1D8 PIERCING | HANDING: 1-HANDED (VERSATILE: 1D10 2-HANDED) | TRAITS: REACH (10 FT), THROWN (30 FT).

HEAVY CROSSBOW: DAMAGE: 1D8 PIERCING | HANDING: 2-HANDED | TRAITS: RANGED (80 FT), HEAVY LOADING (REQUIRES STANDARD ACTION TO RELOAD).

HEAVY WEAPONS (MIGHT-BASED ONLY)

MASSIVE TWO-HANDED IMPLEMENTS CAPABLE OF CRUSHING ARMOR AND CLEAVING THROUGH GROUPS OF FOES.

GREATSWORD / FLAMBERGE: DAMAGE: 2D6 SLASHING | HANDING: 2-HANDED | TRAITS: MIGHT 4 REQUIREMENT, HEAVY CLEAVE CAPABLE.

GREATAXE: DAMAGE: 1D12 SLASHING | HANDING: 2-HANDED | TRAITS: MIGHT 4 REQUIREMENT, BRUTAL CRITICALS.

WAR MAUL / GREAT HAMMER: DAMAGE: 2D6 BLUDGEONING | HANDING: 2-HANDED | TRAITS: MIGHT 4 REQUIREMENT, ARMOR SUNDER CAPABLE.

HALBERD / POLEAXE: DAMAGE: 1D10 PIERCING OR SLASHING | HANDING: 2-HANDED | TRAITS: REACH (10 FT), TRIP CAPABLE.

ARMOR CATEGORIES, SHIELDS & DURABILITY SLOTS

ARMOR DOES NOT PREVENT YOU FROM BEING HIT; IT ABSORBS DAMAGE TO KEEP YOU ALIVE. EVERY PIECE OF ARMOR PROVIDES **DAMAGE REDUCTION (DR)** AND A SET NUMBER OF **ARMOR SLOTS**.

STRUCTURAL INTEGRITY & RUPTURE

EACH TIME A PHYSICAL ATTACK HITS YOU AND PENETRATES YOUR DR, CROSS OFF **1 ARMOR SLOT** ON YOUR SHEET.

ONCE ALL ARMOR SLOTS ARE CROSSED OFF, THE ARMOR IS **RUPTURED**, GRANTING **0 DR** UNTIL FULLY REPAIRED BY A BLACKSMITH AT THE HUB CITY.

ARMOR INDEX

PADDED LEATHER (LIGHT ARMOR): DR: 1 | ARMOR SLOTS: 3 | PENALTY: NONE. IDEAL FOR ROGUES AND SPELLCASTERS REQUIRING HIGH MOBILITY.

REINFORCED STUDDED LEATHER (LIGHT ARMOR): DR: 2 | ARMOR SLOTS: 4 | PENALTY: NONE. PREMIUM LIGHT PROTECTION FOR SWIFT SKIRMISHERS.

CHAIN SHIRT & HAUBERK (MEDIUM ARMOR): DR: 3 | ARMOR SLOTS: 5 | PENALTY: SLIGHT NOISE (DISADVANTAGE ON QUIET STEALTH CHECKS). STANDARD FRONTLINE ARMOR.

FULL PLATE MAIL (HEAVY ARMOR): DR: 4 | ARMOR SLOTS: 6 | PENALTY: MIGHT 4 REQUIREMENT, SPEED REDUCED BY 5 FT, DISADVANTAGE ON STEALTH CHECKS. MASSIVE STRUCTURAL PROTECTION.

SHIELDS

BUCKLER / LIGHT SHIELD: ADDS **+1 TO DEFENSE CLASS**

TOWER SHIELD / HEAVY SHIELD: ADDS **+2 TO DEFENSE CLASS** | REACTION: SHIELD INTERCEPT CAPABLE. REQUIRES MIGHT 3.

ADVENTURING GEAR & TOOLKITS

A DELVER WITHOUT TOOLS IS JUST A VICTIM WAITING TO HAPPEN. CARRYING THE RIGHT GEAR CAN TURN A FATAL TRAP INTO A SIMPLE MINOR DELAY.

SPECIALIZED KITS

THIEVES' TOOLS: REQUIRED FOR PICKING MECHANICAL LOCKS AND DISARMING PHYSICAL TRAPS. CONSISTS OF LOCKPICKS, TENSION WRENCHES, SMALL MIRRORS, AND WIRE CUTTERS.

HEALER'S KIT (5 CHARGES): REQUIRED TO PERFORM FIRST AID OR FIELD BANDAGING. CONTAINS STERILE BANDAGES, SALVES, CAUTERIZING IRONS, AND TOURNIQUETS.

ARCANE WRITING KIT: REQUIRED DURING DOWNTIME TO SCRIBE SPELL SCROLLS OR TRANSCRIBE ANCIENT RUNES INTO SPELLBOOKS. CONTAINS ENCHANTED INKS, VELLUM, AND QUILLS.

DUNGEONEERING TOOLKIT: CONTAINS A CROWBAR, PITONS, SMALL HAMMER, 50 FEET OF HEMPEN ROPE, CHALK, AND IRON SPIKES. GRANTS ADVANTAGE ON PHYSICAL OBSTACLE CHECKS.

UTILITY CONSUMABLES

TORCH BUNDLE (5 TORCHES): PROVIDES BRIGHT LIGHT IN A 30-FOOT RADIUS FOR 1 HOUR PER TORCH. CAN BE USED AS AN IMPROVISED WEAPON DEALING 1D4 FIRE DAMAGE.

RATION PACK (3 DAYS): SUSTAINS A DELVER DURING WILDERNESS TRAVEL OR DEEP MULTI-DAY DUNGEON EXPEDITIONS.

ANTIDOTE VIAL: CONSUMED AS A STANDARD ACTION TO CURE ACTIVE POISONS AND GRANT TEMPORARY IMMUNITY TO POISON FOR 1 HOUR.

GRAPPLING HOOK & SILK ROPE: ALLOWS SCALING VERTICAL SHAFTS, WALLS, OR WIDE CHASMS SAFELY.

PART 6: STREAM INTEGRATION (WILL OF THE WATCHERS)

IN *WILL OF THE WATCHERS*, THE BOUNDARY BETWEEN THE TABLETOP GRID AND THE LIVE AUDIENCE DISSOLVES. WHILE THE GAME MASTER RUNS THE CAMPAIGN AND THE PLAYERS GUIDE THEIR DELVERS THROUGH THE DARK, THE STREAM AUDIENCE ACTS AS AN UNSEEN COSMIC COURT—**THE WATCHERS**.

THROUGH LIVE CHAT COMMANDS, RUMBLE RANTS, AND CHANNEL CREDIT REDEMPTIONS, VIEWERS CONTINUOUSLY SHIFT THE COSMIC BALANCE, DROPPING VITAL SUPPLIES TO DYING HEROES OR INVOKING HORRIFYING CURSES THAT PLUNGE THE DUNGEON INTO CHAOS.

THE CHAT TURN INITIATIVE RULE

STREAM INTERACTION IN *WILL OF THE WATCHERS* IS DESIGNED TO BE CHAOTIC, BUT NEVER DISRUPTIVE TO TACTICAL ROUND STRUCTURE. CHAT COMMANDS DO NOT TRIGGER RANDOMLY MID-SWING OR INTERRUPT PLAYER ACTIONS.

[PLAYER TURNS] —> [MONSTER TURNS] —> [THE WATCHERS' TURN]

(TACTICAL GRID) (HOSTILE ACTIONS)
(RESOLVES CHAT QUEUE)

THE PROTOCOL

CHAT AS AN ENTITY: CHAT ACTS AS ITS OWN DISTINCT ENTITY PLACED DIRECTLY INTO THE INITIATIVE ORDER AT THE END OF EACH FULL COMBAT ROUND.

THE EXECUTION PHASE: WHEN INITIATIVE REACHES **THE WATCHERS' TURN**, THE GAME MASTER RESOLVES ALL QUEUED SUPPORT SUPPLIES,

DIVINE INTERVENTIONS, MONSTER SPAWNS, CURSES, AND ROOM HAZARDS IN THE EXACT ORDER THEY WERE PURCHASED BY VIEWERS.

THE SCALE SHIFT: EVERY CREDIT SPENT BY CHAT DIRECTLY MOVES THE GLOBAL **LAW VS. CHAOS SCALE (-1000 TO +1000)** BY ITS EXACT CREDIT VALUE TOWARD LAW (+) OR CHAOS (-).

CHAT COMMAND & REDEEM CATALOG

VIEWERS EARN **CREDITS** BY WATCHING THE STREAM OR SENDING RUMBLE RANTS, SPENDING THEM THROUGHOUT THE ROUND TO QUEUE UP SUPPORT OR CHAOS.

TACTICAL SUPPORT & DIVINE INTERVENTIONS (LAWFUL / TOWARD +1000)

INTERVENTIONS THAT AID THE PARTY, RESTORE VITAL RESOURCES, AND PUSH THE WORLD TOWARD ORDER.

!HEALING (50 CREDITS / +50 LAW) — DIVINE HEALING POTION: RESTORES 2D6 HP INSTANTLY TO A DESIGNATED TARGET HERO.

!HEROIC (50 CREDITS / +50 LAW) — HEROIC SURGE: GRANTS 1 EXTRA STANDARD ACTION TO A HERO ON THEIR UPCOMING TURN.

!MANAFILL (75 CREDITS / +75 LAW) — MANA RECHARGE: RESTORES 3 SPELL POINTS DIRECTLY TO A SPELLCASTER'S EXPEDITION POOL.

!SUPPLIES (100 CREDITS / +100 LAW) — SUPPLY DROP: SPAWNS A PHYSICAL SUPPLY CRATE ON AN OPEN GRID SQUARE CONTAINING 1 HEALER'S KIT AND 2 HEALING POTIONS.

!GRANTBOON (100 CREDITS / +100 LAW) — GRANT BOON: GRANTS 1 BOON DIRECTLY TO A PLAYER'S PERSONAL POOL TO SAVE FOR A CRITICAL REROLL OR CINEMATIC PLAY.

!BLESS (100 CREDITS / +100 LAW) — HOLY WEAPON IMBUE: IMBUES A WEAPON WITH HOLY POWER, DEALING AN EXTRA +1D6 RADIANT DAMAGE ON ALL PHYSICAL HITS FOR THE REST OF THE FIGHT.

!SANCTUARY (100 CREDITS / +100 LAW) — SANCTUARY WARD: ERECTS A GLOWING WARD IN THE ROOM. ALL HEROES GAIN +2 DR AND TOTAL IMMUNITY TO FEAR AND INSANITY UNTIL THE ROOM IS CLEARED.

!RAISEDEAD (200 CREDITS / +200 LAW) — RAISE DEAD: RESURRECTS A FALLEN HERO AT FULL HP RIGHT WHERE THEY FELL, RETURNING THEM PERMANENTLY TO THE FIGHT.

CHAOS SPELLS & CONTROL (CHAOTIC / TOWARD -1000)

DARK CURSES, ENVIRONMENTAL HAZARDS, AND SUMMONED ABOMINATIONS THAT PUSH THE WORLD TOWARD RUIN.

!WANDERING (50 CREDITS / -50 CHAOS) — WANDERING MONSTER: SPAWNS A ROAMING MINION ON THE BOARD ADJACENT TO A PLAYER.

!MANADRAIN (75 CREDITS / -75 CHAOS) — MANA DRAIN: DRAINS 2 SPELL POINTS FROM A CASTER OR IMMEDIATELY BREAKS A SPELL CURRENTLY BEING CHARGED.

!FEAR (75 CREDITS / -75 CHAOS) — CAST FEAR: STRIKES A HERO WITH TERROR; THEY SUFFER -3 TO HIT AND CANNOT MOVE CLOSER TO MONSTERS FOR THE REST OF THE FIGHT.

!MUTATE (100 CREDITS / -100 CHAOS) — MUTATION: TARGETS A MONSTER ON THE GRID. IT SWELLS IN SIZE, RECOVERS FULL HP, AND GAINS +2 DR AND +1D6 EXTRA DAMAGE ON ALL STRIKES FOR THE REST OF ITS LIFE.

!VENGEANCE (100 CREDITS / -100 CHAOS) — HATEFUL VENGEANCE: DESIGNATES 1 HERO AS THE "ARCH ENEMY." ALL MONSTERS PRIORITIZE SPRINTING AND ATTACKING THAT SPECIFIC HERO FOR THE REST OF THE ENCOUNTER.

!TRAPS (100 CREDITS / -100 CHAOS) — VICIOUS TRAPS: ALL HIDDEN TRAPS ON THE ENTIRE DUNGEON LEVEL BECOME LETHAL, TRIGGERING AUTOMATICALLY WHENEVER A HERO STEPS INTO AN UN-SEARCHED DOORWAY.

!DARKNESS (200 CREDITS / -200 CHAOS) — TOTAL DARKNESS: PLUNGES THE ENTIRE DUNGEON INTO MAGICAL PITCH DARKNESS FOR 30 MINUTES OF REAL-TIME STREAM DURATION. NON-DWARVES SUFFER SEVERE COMBAT PENALTIES AND LINE-OF-SIGHT MAGIC IS BLOCKED.

!LAUGHTER (200 CREDITS / -200 CHAOS) — HIDEOUS LAUGHTER: ECHOING, HIDEOUS LAUGHTER ERUPTS THROUGHOUT THE DUNGEON. ALL HEROES SUFFER A -3 PENALTY TO ALL MIND CHECKS FOR THE DURATION OF THE ENCOUNTER.

!TOTEM (200 CREDITS / -200 CHAOS) — TOTEM OF DESPAIR: SPAWNS A PHYSICAL DARK TOTEM TOKEN ON THE ROOM GRID THAT DRAINS 1 HP FROM EVERY HERO AT THE START OF THEIR TURN UNTIL PHYSICALLY SMASHED.

!PORTAL (200 CREDITS / -200 CHAOS) — PORTAL OF CHAOS: SPAWNS AN ETHEREAL PORTAL TOKEN ON THE GRID THAT CONTINUOUSLY SUMMONS 1 NEW MONSTER EVERY CHAT TURN UNTIL HEROES PHYSICALLY ATTACK AND DESTROY IT.