

Glyph Wardens

Exploration Overview

*An example exploration
encounter with
explanations*

Glyph Wardens: Exploration Overview

Quick Descriptions

No rolls are required to gain a quick description of the room. With that description, characters are given leads to investigate further. Investigation reveals more information.

Slow Actions

In exploration, you can perform a quick action, such as scanning the desk, and a slow action, such as searching it. This will take time, so the Guide moves on to the next character.

Proximity Descriptions

As you near an area of interest, you gain more information and decide what to do with it! Some objects require specific searching or manipulation to uncover them.

Trained Skill Application

Using the research activity in your downtime rewards you with valuable details based on the knowledge source -no roll required! The deeper your knowledge level, the better info you have!

Taking 10

You can Take 10 as a rest option while other characters act slowly. This ends most conditions and allows you to regain some resources while eating prepared food!

Gwin, Brass and Finnan enter a small room.

You enter a small study lit by a modest fire on one wall. Across the room from you, a large wooden desk sits. Bookcases line all the walls, and a sitting area is placed before the fire.

Finnan will go check out the desk.

A couple of scrolls litter the otherwise neat surface. You walk around the desk to find four drawers on the desk's right side and a strongbox on the floor underneath the desk.

I want to slowly search the desk for anything useful. Maybe the key is in one of these drawers.

As you carefully search the desk, Brass, what do you want to do?

I'll sit by the fire. It's been a long day, and I don't feel like reading.

As you approach the sitting area with its invitingly plush chairs, something bright orange catches your eye on one of the chairs.

I investigate.

You walk closer and realize the light emanates from a tiny creature nestled halfway in a piled blanket.

Oo, Gwin comes to check it out!

Ah yes, Gwin you know what this is from your research yesterday.

It's a baby trispark. They are kept as attack animals by the Fire Salamanders here. The baby eats coals to keep warm.

Brass sits in another chair and Takes 10 while you all play. I'll end my bleeding condition and drink Gwin's new spiced apple cider to regain 2 Focus.

Does Gwin think she can take the salamander and train it herself?

That's up to you.

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Thinking Through Problems

The Guide will give you information, and then you need to think your way through the rest! In this case, the Guide already gave Gwin all the data she needed to make an informed decision.

Area Initiative

Sure, you can take as long as you want to scour an area to reveal all its secrets, but the world moves on in the meantime! Slow actions increase area initiative, setting off area events.

Reactions

Things can happen quickly while exploring, requiring a reaction. Focus and Power are expendable resources. If you don't have the resources, you suffer the consequences!

Player Knowledge

In this instance, Gwin remembered experimenting with a moldy slime of this description, and based on its symptoms, determined what kind of poison it is!

Risk and Reward

Exploring reveals countless new skills to unlock, magic items, puzzles, leads, recipes, research sources, and more, so long as you're willing to assume the risks of finding them!

Continuation of Play

Oh right. I think that since they're trained for battle, they should be able to be trained by me...I'll have to check that book when we get back. For now, I want to gather some hot coals to give to the baby. I'll put them in my new fireproof bag!

While everyone is engaged in slow action, I will increase the area initiative by 1. You hear a loud metal *clang* in the distance. Finnan, you found a key in one of the drawers – your hunch was correct!

Of course it was. I pick up the strongbox and put it on the desk.

As you pick it up, you hear a sharp *click*, and a dart shoots out from the floor where the strongbox sat! Because the projectile is so quick and close, you need to use 3 Focus to dodge out of the way!

!\$#! I only have 2 Focus left!*

The dart strikes true, thudding into your ribcage. You feel a tightness start to spread from your chest.

I fall back and call out to Brass and Gwin!

Brass yells back to stop being a wuss.

Gwin drops what she's doing and runs over. I see the dart sticking out and carefully pull it out. Is there any residue on it?

Yes, a purple tinge with dark flecks.

Finnan, what are you feeling?

Tight.

The poison is acting fast. Finnan you start to find breathing difficult.

I think this is a paralytic! I know I have something in my bag. Gwin starts to flip through her cards quickly.

Don't mind me, just – dying – here.

As you espouse your dramatics, you hear another clang, closer.

Brass hauls himself up and readies for battle! Here we go again!

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Combat Overview

*An example combat
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Team Initiative

Your entire team shares an ongoing initiative that fluctuates during play, even in battle! Fight with the enemy to gain the higher initiative and reap the rewards.

Active Defense

You will have to use your actions to actively defend in battle. There are no passive armor classes anymore! Decide whether you want to defend or use those actions somewhere else!

Armor Damage Reduction

Armor grants a static damage reduction when activated. You can use your armor multiple times per round, but it'll cost an action point to activate it again!

4 Action Point Economy

You have 4 action points per round, which you regain at the beginning of your turn. These are used on your team's turn and the enemy's turn - spend them wisely so you don't run out!

Character Builds

You can train an unlimited number of skills, but you have a short amount of time before a battle to assemble 6 readied skills. Learn about your enemies to know what to prep!

Roll for initiative!!

Yea, no.

Wait, no rolling for initiative?

Nah, man. But that time you took kicking rocks around –

Yea, stop reminding me!!

– lowered your ongoing team initiative, so the bats get the drop on you! Let's play this out.

Well, sucks to be them – they'll never get past my cool plate armor!

Uh, yeah. The first bat came and scratched your face for 2 damage.

Are you going to defend?

What about my cool plate armor?!!!

You can use your instant action to raise your shoulder so it scratches your *cool* plate armor. But no, it doesn't automatically do anything. Other than being automatically, uh, *cool*.

Uh, okay, I use an instant action to do that.

Great! Now the other one flies in your face, going for the eyes for 4 damage!

Dang, I already used my reaction! I'm toast!

Yea, you still have four actions to use...you can use your armor again, or one of the six skills you have available.

Wait what?? Only six skills?? What about the hundreds of skills and no classes thing you talked about?! This is bogus!

Hold your horses.

I don't have any–

Yea I know. You have six skills and six items ready for battle. You can switch them out when the battle's over.

Uh okay, can I do anything other than use my armor? It seems like a drag, doing the same thing every time.

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Action Types

There are 6 action types: Attack, Defense, Movement, Interrupt, Activation and Counters. As you can see, there are 3 types of actions to use during the enemies turn -- exciting!

Weapon Skill Trees

Every weapon type (i.e. sword and whip) has a skill tree. This means there are over 20 ways to use each weapon! That doesn't even count the magic weapons that have their own skills!

Action Rolls

This is the *only* time you need to roll! The action d8 has the numbers [-3, -2, -1, 0, 0, 1, 2, 3]. The higher the skill level, the more d8s you roll, allowing for higher success and major misses!

Ally Turn and Enemy Turn

You might have noticed both bats went first -- it was their turn! The enemies share a turn and so do all allies. You can act all together, weaving your actions together to form a cohesive unit!

Teaching Skills

Yes, you heard that right! No classes means that you can learn about anything, given a good foundation and the right teacher! Learn on!

Continuation of Play

Let's see, you have three defense skills readied - nice prep work!

**Blank stare*. You prepped this.*

You're welcome. Now, you have a sword equipped, so go ahead and use your Parry 3 skill for one action point.

And how do I use that? Does it reduce 3 damage?

Aha - so you'd think! This is where the dice come into play!

I was wondering what these were used for...

Yep, this is it! So this is a Tier 1 skill, so you roll 1d8.

I got a -2. What the heck is wrong with these dice?!

That represents how well your training, the 3, did against active resistance - the bat trying to eat your face. So your total effect is 3-2. So -

One. I can math.

- it reduces the damage by one.

So NOW I'm toast.

Have no fear, your friendly ally is here! Allindra slams her staff into the bat's face as it tries to eat your face, shoving it off and knocking it to the ground!

Say what? It didn't even attack her.

Ah, my good friend. You may not have seen this much in your previous adventuring days. It's called teamwork. And it is glorious. She uses another action combo to smash it on the ground -- killing it!

Oh wow, that's pretty cool. All of that when it isn't her turn? I want to do that too!

Have her teach you during your next rest! Now let's continue the fight...