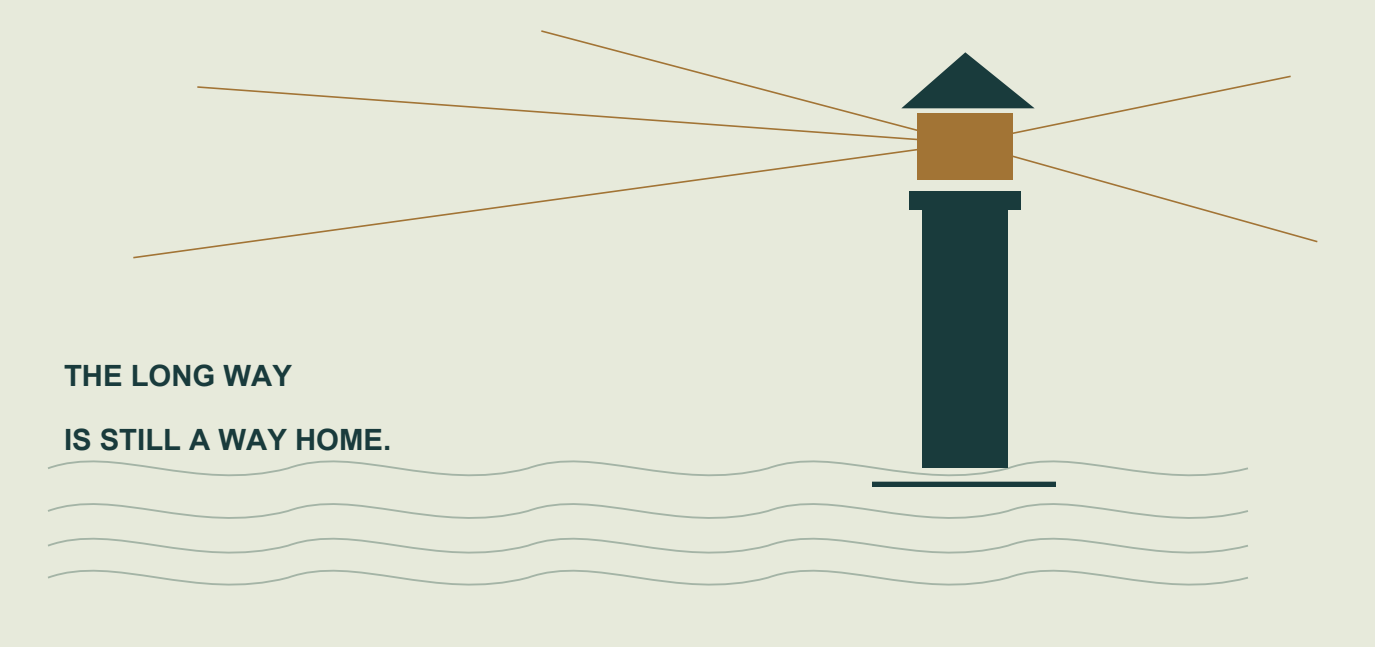
A coast of lanterns. A table of possibilities.

Tools and rulings for journeys beyond the harbour.



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Arms of the coast

Reliable tools for uncertain roads.

01 / POLEAXE

Poleaxe

A poleaxe deals 1d10 slashing damage.

Two hands. Its long haft keeps a threat at a distance.
A familiar sight beside the watchfires of the northern road.

A traveller's armoury

WEAPON	DAMAGE	HANDLING
Harbour sabre	1d6 slashing	One hand
Lantern staff	1d6 bludgeoning	Two hands
Sling	1d4 bludgeoning	One hand

AT YOUR TABLE

Keep damage and handling beside each weapon on your character sheet.
Use the damage die when an attack succeeds.

Keep the story moving

Three rulings for this fictional demonstration.

01 Resolve the risk

When an uncertain action has a cost, roll a twenty-sided die.

Add the character's relevant training. A total of 12 succeeds.

02 Apply the damage

After a successful weapon strike, roll the weapon's damage die.

Reduce the target's vitality by that amount.

03 Take a breath

A quiet rest beside a safe fire restores four vitality.

Share one detail your character noticed along the road.

A NOTE FOR THE DM

This short guide is an original example document, created for Narra.