

THE TALE OF HAMLAGE

A Level 1 Tale for the Tales of Legend Roleplaying Game

FROM LEGENDARY TALES



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INTRODUCTION

Deep in a dense forest lies the tiny settlement of Hamlage. It is so new that the eldest among them can still remember the founding. Established to harvest the resources of the forest, Hamlage is a colony of the much larger town of Villagetton, over a day's travel to the Northeast. Hamlage ships raw materials to Villagetton once per week, and Villagetton ships back currency and goods that Hamlage cannot make itself. This has been the reality for the quiet folk of Hamlage for as long as anyone can remember. Then things started to change.

A pack of wolves appeared in the forest, more aggressive to the hunters and villagers on the road than any of the wildlife was before. It started to slow the transport of goods and made providing food to the villagers more difficult.

Then, goblin sightings began. These goblins pushed the farmers off the fields on the outskirts of Hamlage, raiding the crop and not allowing the farmers to grow more food.

As a last straw, when the latest shipment left for Villagetton, it never returned. Hamlage has been cut off from Villagetton for two weeks, and the aggression for the woods is only growing.

Whether your heroes are a long-time villager, a recent transplant, or a temporary guest from a previous shipment, they find themselves in the midst of this crisis.

HAMLAGE

Hamlage is an incredibly small settlement of less than 200 people. The main buildings are part of a clearing deep in the forest, maybe a half mile in diameter. Most of the buildings are large family homes, or communal longhouses for those who move to the village, prior to building their own home. There are four guard towers at each corner of the village proper, with about 100 feet to the treeline. The abandoned fields are to the east of the village square.

TERRAIN

Hamlage is deep within a dense forest, with a stream just to the North as a water supply. A single, muddy road winds off to the South, leading to the edge of the forest. Beyond that, over a day's journey, lies the much larger town of Villagetton. The large forest surrounding Hamlage on all sides is little-known. The hunters don't travel more than a few miles away from the village, and don't take time to map what they do know. The forest quickly turns to hills, then and then mountainous to the West.

POINTS OF INTEREST

Being a tiny settlement that is less than 100 years old, Hamlage doesn't have much to offer visitors compared to the more bustling town of Villagetton. Low level heroes will be able to find the basics for what they need, but little more.

ABANDONED FIELDS

The abandoned fields have been lost to Hamlage for about a month now. Every time the volunteer militia attempts to reclaim the land, they are pushed back by wolves or goblins. Nature has already begun to reclaim the once-tilled earth. It will take seasons to re-establish normal farming routines to sustain the people.

BOSEN'S SMITHY

Bosen is a burly humanoid in his late 40s. Once an apprentice blacksmith in Villagetton, he packed up his tools and moved himself, and his 16 year old daughter May, to Hamlage to provide much needed metalworking services. Though the majority of his time is spent on horse shoes and farming tools for the past decade, he still has knowledge of the art of warcraft, and has been slowly providing the volunteer militia fine weapons and armor. His stock of steel is low at this point, but could be convinced to part with some weapons and armor for a fair price.

Wares

- Small Melee/Thrown Weapon **\$100**
- Light Melee/Thrown Weapon **\$200**
- Flexible Weapon **\$400**
- Powerful Weapon **\$600**
- Shield **\$250**
- Armor **\$750**

THE DAILY DRAFT

The Daily Draft is the only established tavern and mealhouse in Hamlage. It is owned and operated by the lovely and cheerful Abigail, a woman in her late 30s, and aided by her son, Eddie, a roudy 15 year old who serves as the cook. As the only establishment where one could spend their money for drink and food they did not prepare themselves, The Daily Draft has done very well for itself. Recently, however, with the food crisis, Abigail and Eddie have been working around the clock to organize every family's local garden and livestock, in order to ration the food they have appropriately for everyone. Heroes will find small, but well cooked free meals with Abigail twice per day, as well as beds to sleep in if they aren't residents.

THE HERB HOUSE

One wouldn't know it, but Old Maggie was once a young adventurer. In her old age, she began to turn from the life of adventuring to using her skills with magic and herbalism to be the local healer and soothsayer for Hamlage. Now in her late 60s, the quirky old lady is the only source of otherwise common elixirs in larger cities. Her supplies are low, but she may be willing to part with an elixir or two for currency, favors, or herbs you find along your way.

Wares

- Elixir of Vitality (1 per day) **\$500**
- Elixir of Restoration (2 total) **\$500**
- Elixir of Mana (1 total) **\$500**

LAMAR'S LEATHER

Lamar is a busy man. The strapping, sure-footed man in his mid-late 20s is the local hero of Hamlage. He serves as the primary hunter, cartographer, defender, bowyer, and leatherworker of Hamlage. Serious and energetic, people wonder if he even sleeps at night. Lamar is eager to leave the village to hunt for boar and to feed the people, as well as to kill as many wolves and goblins as he safely can. He also can provide heroes with bows, arrows, and leather items, for a price.

Wares

- Sling **\$50**
- Light Bow **\$300**
- Light Crossbow **\$500**
- Heavy Bow **\$500**
- Heavy Crossbow **\$700**
- Arrows (20) **\$100**
- Crossbow Bolts (20) **\$100**

THE LAW HOUSE

Hamlage does not have a proper town guard. It is only recently that the settlement became large enough to even warrant a law officer. The quiet and perpetually tired Marshal Regina Wingate arrived in Hamlage about 4 years ago. The weathered woman in her mid 50s served as a soldier in her youth, and then as an officer in the Villagetton town guard. Hamlage was supposed to be a quiet retirement job where she could rest her battered body from years of service and deal with petty issues of theft and public intoxication. Now facing an aggressive goblin threat, Regina has been forced to mobilize the young and able bodies of Hamlage into a volunteer militia. The militia consists of about 24 people, and primarily serve as guards. The deterrent has so far been enough to keep the goblins from attacking the village outright, but Regina doesn't know how long that status quo will last.

PLOT POINTS

AGGRESSIVE WOLVES

Due to the increase in savage wolf activity, Lamar is unable to organize hunting parties into the forst. To complicate matters, Regina is only interested in playing defensively. All able-bodied villagers are held in reserve as part of the volunteer militia. Disagreeing with this tactic, Lamar is looking for anyone who will aid him in hunting wild boar and deer to feed the villagers, as well as kill some wolves in the process. Heroes that take up his call will either find themselves with a powerful ally, or access to bows, arrows, and leather goods.

Lamar will pay **\$100** for the body of each dead boar, deer, or wolf the heroes kill and bring to him.

THE MISSING SHIPMENTS

Eddie and May are the teenage children of Abigail and Bosen, respectively. The two families have been closer and closer as of late, maybe with romantic intentions for either the young, the old, or both. Spending a lot of time together caring for the villagers, the four have determined that the best way to take pressure off the growing threat of starvation would be to find the missing shipments. If they were waylaid somewhere along the road, perhaps the supplies could be recoverable. If someone doesn't take their idea seriously soon, the younger pair might attempt to take the search into their own hands, leading to further trouble.

The successful recovery of the missing supplies would be worth **\$1000**.

The successful rescue of Eddie, May, or both would see heroes given free weapons and armor from Bosen, up to **\$3000** in value.

THE GOBLIN INCURSION

There were never any known goblin issues before the founding of Hamlage, nor was there any trace of them until recently. Marshal Regina Wingate did not sign up for this when she took this post. With limited supplies and people, the best she could do is train the young and able to hold a spear, and construct watch towers to deter goblins from attacking. These people are not soldiers, and her body isn't what it once was. She doesn't have the resources to blindly charge into the forest to deal with these goblins at its source.

However, if someone else wants to go out on a suicide mission, she won't stop them. And if they happen to actually kill any gobins, she will offer **\$200** per kill. How do you prove a kill? By providing her with the left ear of each slain goblin.

Regina will reward the heroes with an additional **\$500** if they inform her of the death of Krelog the Howler.

SCENARIOUS

THE FIELDS

Outside of the village square lies large fields of abandoned crops and farm houses. The tilled soil is ravaged by evidence of goblin packs raiding the area, destroying the crops and looting the houses. Patches of vegetation and destruction make this field *Hampering Terrain*.

A thorough Detect or Search roll (*D10*) will lead the heroes to determine where the footprints enter and exit the area from, leading to the treeline going deeper into the forest.

GOBLIN RAID

If the heroes approach the treeline, a pack of goblins will be hiding there (*D12 Conceal*). They will attempt to surprise the heroes. The number of goblins should at least equal the number of heroes. If the fight seems too easy, allow another group of 2-4 goblins to enter the battle from the treeline after the first or second round of combat.

If the heroes continue to follow the goblin tracks into the forest, they will go to **The Forest**.

THE ROAD

The Southern road is where the last shipment to Villagetton left from, weeks ago. The tracks can still be seen and followed in the mud. After 4 hours of traveling along the road, the heroes would discover the wreckage of the carts, along with the corpses of some of the guards and merchants who were with the shipment. All of the supplies, currency, jewelry, and weapons have been taken, with only a couple of shields left that can be salvaged.

A successful Detect, Search, or Wilderness roll (*D10*) will show goblin tracks exiting the road, deeper into the woods. If the heroes follow this path, within an hour, they will hear the sounds of cackling laughter.

GOBLIN PARTY

If the majority of heroes succeed a Conceal roll (*D10*), they are able to sneak up on a group of 4-8 goblins around a fire, laughing, eating, and drinking. An open supply crate can be seen open and partially empty, as the source of the goblins food and drink.

If the heroes negotiate, defeat, or scare off the goblins, they will discover 2d6+3 supplies, an *Elixir of Restoration*, 50 feet of rope, and 20 hours of fuel for lanterns.

If the heroes continue to follow the original path of goblin tracks, they will go to **The Forest**.

THE FOREST

There are four ways that the heroes can enter the forest.

- From the Fields, following goblin tracks
- From the Road, following goblin tracks
- Being guided by Lamar
- With no direction

As long as the heroes follow the tracks from either the **Fields** or the **Road**, they will come across the **Wolf Den** within 2-4 hours of travel.

While hunting with Lamar, any Wilderness roll of 12 or higher will have the heroes discover goblin tracks, leading to the **Wolf Den**.

If the heroes are wandering with no direction, they must make a Wilderness roll of 15 or higher to find the goblin tracks, or 10 or higher to not get lost, able to return to Hamlage.

The following are three scenarios that can occur as the heroes are in the Forest:

WILD BOARS

Whether hunting for deer, or simply wandering the woods, the heroes will hear a rumbling in the distance. With only seconds to prepare, a number of boars that double the number of heroes charges out of the foliage. They are scared and/or enraged, and attack the heroes as they flee. After one round of combat, the boars will attempt to escape from the heroes, using two action points for movement.

If Lamar is with the heroes, he will stay behind to transport dead boars back to the village to aid in the starvation. The heroes can either assist him, or continue without him.

WOLF AMBUSH

Whether as the driving force behind the stampede of boars, or on their own, 2 wolves are hiding just out of sight in the trees (*D13 Conceal*), preparing to attack the heroes. They fight aggressively, and never attempt to flee, which is odd for wolves.

If the heroes are small in number and/or weakened, there should only be 1 wolf. If the heroes are strong and/or over 4 in total, there should be 3 wolves.

MAMA BEAR

There is a rustling in the foliage off to the side. The heroes would discover a baby black bear, rolling around and playing with a goblin skull. The heroes have less than a minute to decide what to do before the baby's mother charges out of the trees and attack the heroes. The mother bear will only choose to escape if her baby is at least 100 feet from the heroes when she is at low resolve.

THE WOLF DEN

Eventually, through following the goblin tracks, the heroes will come to a clearing. A large cave can be found here, with 4 goblins and 2 wolves standing guard, peacefully co-existing. If the heroes wait long enough, they will also notice two patrols circling around the perimeter of the clearing, one patrolling clockwise, and the other patrolling counter-clockwise. Each of these patrols consists of 2 goblins and a wolf. Every two minutes, one of the patrols passes by the front of the cave, acknowledging the guards.

OUTSIDE THE DEN

While the wolves will fight to the death, the goblins will attempt to flee the heroes, into the cave. The patrols will notice if the guards are dead or missing, and charge into the cave.

Every hour, a goblin raiding party will enter or exit the cave. Each raiding party roughly equals the size of the heroes group. If the heroes enter the cave after a goblin party exits, there will be less goblins in the cave, but within that hour, a group of goblins will come in behind them. If the heroes enter the cave after a goblin party arrives, there will be more goblins in the cave, but the heroes will have two hours before a goblin party arrives.

INSIDE THE DEN

Once entering the cave, the heroes will quickly be in pitch darkness. Without a light source, or some sort of special vision, the heroes will not be able to see or target. However, with a light source, the heroes will not be able to sneak. There is a dirt path that leads down into a larger, dark chamber. Within this chamber, if the heroes entered after a goblin party exists, there are a number of goblins that equal the hero's group, as well as a number of wolves equal to half the hero's group. If the heroes entered after a goblin party arrives, the number of goblins double the heroes. The goblins will be aware of the heroes and prepared to surprise them if any of their allies escaped into the cave.

The wolves will charge the heroes directly, but the goblins will attempt to Conceal themselves and attack from the shadows. As soon as the enemies are defeated, Krelog the Howler will enter from deeper in the cave.

Krelog the Howler

Krelog the Howler is the leader of this goblin band that invaded the forest where Hamlage resides. He is a large, burly, armorless orc wielding a large, two-handed powerful weapon of your choice. He speaks intelligently, has a short temper, and wants to make this forest his territory, where he can organize more monsters to his banner. His most prized possession is an **Amulet of Animal Speaking** that he took from a hero he had slain in battle. He used it to convince the wolves of the forest to fight alongside him and his goblins to slowly starve Hamlage out.

The Legend Master will decide if Krelog will have a dialog with the heroes, or will simply attack. If the heroes attempt to negotiate with Krelog, or flee, Krelog will attack Hamlage the following night with a small army of wolves and goblins, in an attempt to rid himself of the humanoid once and for all. In this scenario, Marshal Regina Wingate, Lamar the Hunter, Bosen the Iron, Old Maggie, and 6 Town Malitia will join the fight. Krelog will have at least 6 wolves and 12 goblins with him to fight this force, plus an additional goblin per hero, or wolf per two heroes.

After the battle, the heroes will find a Masterwork Powerful weapon, and the magical **Amulet of Animal Speaking** on Krelog's body. The hero that wears the amulet will be able to speak with and understand any animal. If they explore the chamber, they will discover that the goblins have attacked and raided two shipments, one that came from Hamlage, and one that came from Villageton. The amount of food, alcohol, medical supplies, raw material, and currency is valued at roughly **\$8000**. There are also 1d4 *Potion of Vitality*, as well as appropriate herbs for Old Maggie to craft elixirs and medicine for both the heroes and village.

ENDING

The tale concludes with the death of Krelog the Howler, and the recovery of the lost shipment.

With the goblins routed, and the wolves no longer under the command of Krelog, the road to Villageton is now safe. The supplies looted from the Wolf Den will allow Hamlage to sustain itself until aid can come from Villageton.

The heroes of Hamlage will be honored with a large feast, prepared by Abigail. The next morning, the heroes will be level 2.

CONTINUING THE STORY

Marshal Regina will ask the heroes to travel to the town of Villageton and report to Captain Maria Dawnbolt, the Captain of the Guard in the Hall of Justice. Regina will give the heroes a recommendation letter, as well as a report of everything that has happened in Hamlage.

Meanwhile, Lamar is not convinced that the goblin tribe that attacked Hamlage was an isolated group, but part of a larger invasion. He vows to explore the forest deeper, and uncover any clues.

CREATURES

F TIER

BEAR CUB (F TIER ANIMAL)

| **Physicality:** 1 | **Grace:** 0 | **Focus:** 1 | **Skill:** 0 |

- **Resolve:** 10
- **Physical Defense:** 13 / **Mental Defense:** 11
- **Speed:** 25
- **Senses:** None | **Detect:** 10
- **Aptitude:** None
- **Action Points:** 2

Creature Bonuses

- *Feral Instincts:* Can Detect as a free action.
- *Seize:* After hitting with a melee attack, attempt to wrestle as a free action.

Combat Options

- **Light Attack:** +1 accuracy (Physical). 2 (1d4) damage. Crush, Slice, or Stab.

BOAR (F TIER ANIMAL)

| **Physicality:** 1 | **Grace:** 1 | **Focus:** 0 | **Skill:** 0 |

- **Resolve:** 5
- **Physical Defense:** 13 / **Mental Defense:** 10
- **Speed:** 30
- **Senses:** None | **Detect:** 10
- **Aptitude:** None
- **Action Points:** 2

Creature Bonuses

- *Feral Instincts:* Can Detect as a free action.
- *Swarm:* Additional +1 accuracy if ally also threatening foe.

Combat Options

- **Light Attack:** +1 (or +2) accuracy (Physical). 2 (1d4) damage. Crush, Slice, or Stab.

DRUNKARD (F TIER MORTAL)

| **Physicality:** 1 | **Grace:** 0 | **Focus:** 0 | **Skill:** 0 |

- **Resolve:** 5
- **Physical Defense:** 10 / **Mental Defense:** 10
- **Speed:** 20
- **Senses:** None | **Detect:** 10
- **Aptitude:** None
- **Action Points:** 2
- **Loot:** §10 (2d4+2)

Creature Bonuses

- *Potent:* Can attempt Afflicted once without expending an action point.
- *Provoker:* First melee attack inflicts Provoked.

Combat Options

- **Light Attack:** +1 accuracy (Physical). 3 (1d4+1) damage. Crush, Slice, or Stab.

GOBLIN (F TIER MORTAL)

| **Physicality:** 0 | **Grace:** 1 | **Focus:** 0 | **Skill:** 1 |

- **Resolve:** 5
- **Physical Defense:** 13 / **Mental Defense:** 10
- **Speed:** 25 / 10 climb
- **Senses:** Darksight (100 feet) | **Detect:** 11
- **Aptitude:** None
- **Action Points:** 2
- **Loot:** §10 (2d4+2)

Creature Bonuses

- *Elusive:* Can take the Maneuver action as a free action.
- *Little:* Occupy other creature's spaces. Add 1d4 to Grace rolls (or 2).
- *Sneaky:* Can take the Conceal action as a free action. (Conceal: 12)

Combat Options

- **Light Attack:** +1 accuracy (Physical). 4 (1d6+1) damage. Slice or Stab.
- **Sling:** 100 feet. +1 accuracy (Physical). 2 (1d4) damage. Crush.

D TIER

TOWN MALITIA (D TIER MORTAL)

| **Physicality:** 2 | **Grace:** 1 | **Focus:** 0 | **Skill:** 1 |

- **Resolve:** 30
- **Physical Defense:** 16 / **Mental Defense:** 10
- **Speed:** 30
- **Senses:** None | **Detect:** 11
- **Aptitude:** (+2) Physicality
- **Action Points:** 3
- **Loot:** §50 (2d4x10) | Weapon, Armor, Shield (§400)

Creature Bonuses

- *Armored:* Armor and Shield (+6).
- *Provoker:* First melee attack inflicts Provoked.

Combat Options

- **Powerful Attack:** +4 accuracy (Physical). 7 (2d4+2) damage. Crush, Slice, or Stab.
- **Thrown Attack:** 25 feet. +4 accuracy (Physical). 5 (1d6+2) damage.
- **Reprisal:** Trigger to attack a foe that damaged it.

WOLF (D- TIER ANIMAL)

Wolves are powerful canine wild animals that hunt in packs. They are neither intelligent, nor good or evil. They only seek to survive.

| **Physicality:** 2 | **Grace:** 1 | **Focus:** 0 | **Skill:** 1 |

- **Resolve:** 30
- **Physical Defense:** 10 / **Mental Defense:** 10
- **Speed:** 40
- **Senses:** Mindsight (25 feet) | **Detect:** 13
- **Aptitude:** (+2) Physicality
- **Action Points:** 3

Creature Bonuses

- *Bloodthirsty:* +2 damage when attacking Wounded foe.
- *Feral Instincts:* Can Detect as a free action.
- *Seize:* After hitting with a melee attack, attempt to wrestle as a free action.
- *Swarm:* Additional +2 accuracy if ally also threatening foe.

Combat Options

- **Powerful Attack:** +4 (or +6) accuracy (Physical). 5 (or 7) (2d4) damage. Stab.
- **Reprisal:** Trigger to attack a foe that damaged it.

NPCs

MAMA BEAR (D+ TIER ANIMAL)

| **Physicality:** 3 | **Grace:** 0 | **Focus:** 0 | **Skill:** 1 |

- **Resolve:** 60
- **Physical Defense:** 13 / **Mental Defense:** 11
- **Speed:** 25
- **Senses:** Mindsight (25 feet) | **Detect:** 14
- **Aptitude:** (+2) Physicality
- **Action Points:** 4

Creature Bonuses

- *Bloodlust:* Additional action point at 50% resolve.
- *Feral Instincts:* Can Detect as a free action.
- *Seize:* After hitting with a melee attack, attempt to wrestle as a free action.

Combat Options

- **Powerful Attack:** +5 accuracy (Physical). 10 or 11 (2d6+3) damage. Crush, Slice, or Stab.

KRELOG THE HOWLER (D+ TIER MONSTER)

| **Physicality:** 3 | **Grace:** 1 | **Focus:** 0 | **Skill:** 0 |

- **Resolve:** 50
- **Physical Defense:** 16 / **Mental Defense:** 10
- **Speed:** 30
- **Senses:** None | **Detect:** 10
- **Aptitude:** (+2) Physicality
- **Action Points:** 3
- **Loot:** §100 (2d6x10+30) | Mastercraft Powerful Weapon (§600) | Amulet of Animal Speaking (§200)

Creature Bonuses

- *Bloodlust:* Additional action point at 50% resolve.
- *Mastercraft Weapon:* +1 to attack and damage rolls.
- *Seize:* After hitting with a melee attack, attempt to wrestle as a free action.
- *Thick Hide:* Physical defense equals 10 + double Physicality.

Combat Options

- **Powerful Attack:** +8 accuracy (Physical). 11 (2d6+4) damage. Crush, Slice, or Stab.
- **Thrown Attack:** 25 feet. +7 accuracy (Physical). 6 (1d6+3) damage.
- **Throw Person:** Trigger to throw a held creature at another creature within 10 feet. Physicality or Grace roll (*D 10*) or both become Fallen.

ABAGAIL, EDDIE, MAY (F TIER MORTAL)

| **Physicality:** 0 | **Grace:** 1 | **Focus:** 0 | **Skill:** 0 |

- **Resolve:** 5
- **Physical Defense:** 14 / **Mental Defense:** 10
- **Speed:** 30
- **Senses:** None | **Detect:** 10
- **Aptitude:** None
- **Action Points:** 2
- **Loot:** §10 (2d4+2)

Creature Bonuses

- *Armored:* Armor (+4).
- *Elusive:* Can take the Maneuver action as a free action.

Combat Options

- **Light Attack:** +1 accuracy (Physical). 3 (1d4+1) damage. Crush, Slice, or Stab.

BOSEN THE IRON (D TIER MORTAL)

| **Physicality:** 3 | **Grace:** 0 | **Focus:** 0 | **Skill:** 1 |

- **Resolve:** 40
- **Physical Defense:** 15 / **Mental Defense:** 10
- **Speed:** 25
- **Senses:** None | **Detect:** 11
- **Aptitude:** (+2) Physicality
- **Action Points:** 3
- **Loot:** §50 (2d4x10) | Mastercraft Weapon and Armor (§1000)

Creature Bonuses

- *Armored:* Mastercraft Armor (+5).
- *Mastercraft Weapon:* +1 to attack and damage rolls.

Combat Options

- **Powerful Attack:** +6 accuracy (Physical). 11 (2d6+3) damage. Crush, Slice, or Stab.
- **Thrown Attack:** 25 feet. +5 accuracy (Physical). 6 (1d6+3) damage.

OLD MAGGIE (D TIER MORTAL)

| **Physicality:** 0 | **Grace:** 1 | **Focus:** 3 | **Skill:** 0 |

- **Resolve:** 30
- **Physical Defense:** 13 / **Mental Defense:** 14
- **Speed:** 30
- **Senses:** Magic Sight (50 feet) | **Detect:** 10
- **Aptitude:** (+2) Focus
- **Action Points:** 3

Creature Bonuses

- *Magical Tap:* Tap 3 times per recovery period.
- *Brewer:* Creates 1 *Elixir of Vitality* after every sleep.

Combat Options

- **Magic Attack:** 50 feet. +5 accuracy (Physical or Mental). 6 (1d6+3) damage. Blessed.
- **Restore:** Spell Option. Up to rank 3.

LAMAR THE HUNTER (D TIER MORTAL)

| **Physicality:** 0 | **Grace:** 3 | **Focus:** 0 | **Skill:** 1 |

- **Resolve:** 40
- **Physical Defense:** 14 / **Mental Defense:** 10
- **Speed:** 45
- **Senses:** None | **Detect:** 14
- **Aptitude:** (+2) Grace
- **Action Points:** 4
- **Loot:** \$50 (2d4x10) | Weapon (\$200)

Creature Bonuses

- *Critical Attack:* Critically hit on an 18-20.
- *Skilled Shot:* Ignores cover and distracted shot. Can attack melee range foes with ranged attacks.

Combat Options

- **Heavy Bow:** 300 feet. +5 accuracy. 8 (2d4+3) damage.

REGINA WINGATE (D TIER MORTAL)

| **Physicality:** 2 | **Grace:** 1 | **Focus:** 0 | **Skill:** 1 |

- **Resolve:** 50
- **Physical Defense:** 18 / **Mental Defense:** 10
- **Speed:** 30
- **Senses:** None | **Detect:** 13
- **Aptitude:** (+2) Physicality
- **Action Points:** 3
- **Loot:** \$100 (2d6x10+30) | Weapon, Armor, Shield (\$400)

Creature Bonuses

- *Armored:* Armor and Shield (+8).
- *Provoker:* First melee attack inflicts Provoked.
- *Slam:* Once per turn, double Physicality bonus on melee hit (+3).

Combat Options

- **Powerful Attack:** +4 accuracy (Physical). 11 or 14 (2d6+3) damage. Crush, Slice.
- **Thrown Attack:** 25 feet. +4 accuracy (Physical). 6 (1d6+3) damage.
- **Rally:** Trigger to give all allies within 25 feet a 1d4 bonus to their next accuracy roll within one round.

TALES of LEGEND

I have been obsessed with high fantasy and roleplaying games my whole life. As a game master, I always preferred making my own settings, lore, and monsters. It was easier for me to memorize my own ideas than to read someone else's. As a player, I was more interested in the mechanics of the game, and how that could support my character concept. I was often frustrated when I was forced into someone else's archetype. I came to value game systems that were easier to digest and got to the meat of the mechanics quickly. I didn't have time to sift through flavor text. And I developed an appreciation for lighter rule systems, making memorization easier, and making it even easier to find information in smaller books.

Tales of Legend comes to the dragon-slaying TTRPG genre from this lens. You will not find full-spread pages of detailed artwork. I know what a goblin looks like to me. You will not find detailed explanations of a specific high fantasy setting. I enjoy many flavors of fantasy, and would like to experience any and all of them with one system. You will not find complicated rules for swinging on a rope or negotiating. I prefer to keep skill checks simple to encourage roleplaying. What I wanted was a reliable and fun foundation from which I could build anything I wanted.

Here, you will discover a balanced mechanical framework for character creation, skill rolls, combat, and creature and magic item design that allows you the freedom to use in virtually any fantasy setting. You will find a unique system for magic that will allow your spellcasters to use a degree of creativity to craft specific magical effects depending on their circumstances. You will be able to delve deeply into robust character creation which asks you what you want your hero to be able to do, rather than starting from a prescribed archetype. And while the mechanics for combat are deeply engaging, it is balanced with a rules system that is designed to be concise and memorable, so that you spend less time looking things up and more time killing orcs.

My hope is that *Tales of Legend* serves as the unique, intuitive, comprehensive, flexible, and fun foundational engine that you and your friends can use for every legendary battle and epic story you want to experience for years to come.

