

Five Torches Deep – Dungeon Master Screen

Equipment

Load

Max Load: STR score

Armor: light is 2, heavy is 5, shield is 1

Weapons: one handed is 1, two handed is 2

Coins: 500 (any kind) per 1 load

Weight: 5lbs or 1 human head size per 1 load

Gear: most gear is 1-3 load (GM discretion)

SUP Load: rounded nearest 5 SUP per 1 load

Encumbered: over max load; -5' speed per 1 load over; disadv all checks; 0' can't move

Weapons & Armor

Light armor: AC 12 + DEX mod; 2 load

Heavy armor: AC 15; 5 load

Shield: AC +2; 1 load. Break for +HP = DUR

Melee: attack and damage with STR mod

Ranged: attack and damage with DEX mod

Simple: 1 hand is 1d6 + mod; 2 hand is 1d8 + mod; dual wield is (best of 2d6) + mod

Martial: 1 hand is 1d10 + mod; 2 hand is 1d12 + mod; dual wield is (best of 2d10) + mod

Descriptors: grant permission or change the way a weapon functions (e.g. silver, magic)

Gear & Supply

Gear: any non-combat equipment, tracked

Supply (SUP): abstract amount of resupply for consumable items (torches, arrows, etc)

- 1 fight of **ammo:** 1 SUP to resupply
- 1 hour of **torches:** 1 SUP to resupply
- 1 day of **rations:** 1 SUP to resupply
- 100' of **rope:** 1 SUP to resupply
- Special (**potions**): 2-10 SUP to resupply
- 1 use of most kits: 2 SUP to resupply

Combat

Initiative: high DEX score acts first

Rounds: every combatant gets 1 turn

Turn: every combatant gets 3 actions

Actions: three default types of actions

- **Active:** attack, cast, or make a check
- **Movement:** move your speed (30')
- **Quick:** activate feature, draw weapon

Attack: roll 1d20 + ability mod + proficiency bonus if applicable.

Meet or beat AC to hit. Deal damage of weapon or spell with hit.

Hit Points (HP): 0 HP means incapacitated; 1 min or end of encounter at 0 means death. If PC is stabilized roll on Injury Table. Heal 1 HP per night of unsafe rest; heal level HP per night of safe rest (impossible in a dungeon).

Morale check: DC 11; WIS mod, proficiency, or monster HD mods may apply. PCs rarely check morale. Failure means flee/surrender.

Retainers

Max retainers: CHA score

Hench: elite retainers loyal to a PC. Limited to ((CHA mod + level) - 5) hench.

Orders: active action to order retainers to:

- **Charge:** move forward and attack
- **Form Up:** get +2AC until next turn
- **Kite:** move away and attack
- **Focus Fire:** attack single target
- **Reposition:** move twice their speed
- **Retrieve:** move to, grab, and retreat

Ordered retainers act as a single unit. A DC 11 CHA check is common for giving orders.

Travel

Travel Turn: every hour in a dungeon, every day in the wilderness. GM rolls 1d20 on the table and interprets the results:

Travel Turn Reference Table

Result	Encounter
1	An immediate, terrible encounter
2 to 10	A negative encounter occurs soon
11 to 19	Things get worse, enemies draw near
20	Nothing bad, maybe even favourable

Overland Travel: 10 + STR mod miles / day. Rough terrain halves, harsh quarters this.

Overwater Travel: boats 3 miles / hour, ships 5 miles / hour. Conditions alter this.

Roll to Return: each PC rolls best modifier and proficiency vs DC 10 + Travel Turns. Failure means losing loot or taking damage.

Retreat: full round action, make a check, success retreats from danger but can't act. Failure means stuck in a bad position.

Chases: STR check on flat terrain, DEX check on rough terrain. DC based on enemy speed.

Light

Torches and lanterns cast 30' of dim light. Torches last 1 hour, lanterns last 3 per SUP.

- **Darkness:** adv to stealth, disadv to nearly all other checks. Harsh terrain.
- **Dim Light:** adv to stealth and hearing, disadv to ranged combat and seeing.
- **Well Lit:** normal daylight conditions
- **Brilliant:** adv to tracking trails, visible movement. Disadv to stealth, ranged.

Magic

Spellcasting Check: DC 10 + Spell's Level; failure causes a **magical mishap**. Results are used to determine success vs NPC target

Known spells: spells selected from Arcane or Divine spells; can only cast known spells

Cantrips: 3 spells PC casters know that are cast without a check, prep, or components

Spell Levels: the level of a spell, denoting its power and rarity (in FTD levels 1 through 5)

Concentration: quick action per turn to hold, only one spell can be concentrated on. Damage or serious distractions break it.

Components: SUP is spent = 2 per spell level cast. A focus obviates component needs. GM can track specific components for flavor.

Magic Items: wield up to CHA mod magic items (min 1). Scrolls, wands, potions, and other consumable items don't count.

Magical Mishap Table

Result	Outcome
1	Caster takes 1d6/spell level damage
2 to 3	All nearby non-magical metal melts
4 to 5	Orb of darkness surrounds the party
6 to 7	Bizarre gravity, heavy or light
8 to 9	Caster emits blinding bright light to all
10 to 11	The spell affects the wrong target
12 to 13	Significant collateral damage
14 to 16	Caster is stunned, CON check to resist
17 to 19	Caster is weak, STR check to resist
20	A different, random spell is cast

Monsters & NPCs

Converting monsters from other editions can be run as written (consider halving HP). Creating monsters requires a concept, threat, Hit Dice (HD), and category. Add techniques if you desire. Calculate stats as:

Monster Math Reference Table

Avg. HP	(4 per HD) + 1
Modifiers	Weak: 1/2 HD - 2 (max +8) Normal: 1/2 HD + 2 (max +10) Strong: HD + 2 (max +12)
AC/DEX	Best suited mod + 10
Avg. Dmg	Per round, roughly = HD + 4

Sundries

PCs roll per their class at creation. GMs can roll for random useful tools in a dungeon.

Sundries Table

Result	Sundries
1	100' rope
2	10' iron chain
3	Iron manacles
4	Hooded lantern
5	Sack of marbles
6	10' Oilskin tarp
7	Small barrel
8	Iron crowbar
9	Hammer, chisel
10	50' of bandages
11	30' copper wire
12	Noisemaker, auto
13	Thread, needle
14	Folding shovel
15	Glass lens
16	Steel mirror
17	Fishing net
18	Treated sinew
19	Roll of raw wool
20	Coarse rasp

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