



Alloyed RPG™ Player & DM Guide

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Alloyed RPG is your ultimate gateway to tabletop roleplaying! It's easy to learn, easy to play, and easy to run. Think of it as, *'Dungeons & Dragons* without all the math.'* Character creation takes as little as 5-minutes, and all you need is 1d20 dice and your imagination!

This project is our labor of love to the ttrpg community. Most of what we put out is free, so it really helps if you support us by liking, subscribing, and sharing the links below. For questions and comments, email the DungeonMaster@AlloyedRPG.com. Thanks, and may your dice always roll with advantage!



The BIG Rules

RULE #1: All rules can be modified! As with any game, the object is to have fun. Do whatever it takes to make that happen at your table.

RULE #2: Imagination over calculation. Numbers and mechanics in **Alloyed RPG** are there only to bring structure and balance to the adventure, nothing more.

RULE #3: All rules and outcomes are ultimately decided by the Dungeon Master (DM). Alloyed DMs can pretty much do whatever they want, even if it 'breaks' the rules. So, be nice to your DMs and bring them snacks!

*Dungeons & Dragons is a trademark of Wizards of the Coast LLC.

Chapter 1

Building your Character

Character creation in **Alloyed RPG** is as simple as it gets. You can play any kind of character you want to regardless of setting. A swashbuckling human rogue? No problem! How about a sophisticated goblin with intelligence and a moral compass? Go for it! A halfling droid with a plasma blaster? A princess-turned-thief? A dachshund samurai? All good! The simplified stats in **Alloyed RPG** are designed to let players and DMs focus more on roleplaying and less on math. Your character choice is wide-open as long as you're committed to playing the role.

Step One: Choose/Name your Character. There are no races or classes in **Alloyed RPG** as far as any stats are concerned. Be whomever (or whatever) you want to be!

Step Two: Choose your Traits. Traits are simple one or two-word descriptions of your character for easy reference. A barbarian might be '*strong*,' '*impulsive*,' and '*loud*,' whereas a thief might be '*stealthy*,' '*cunning*,' and '*agile*.' Traits can also be used for Gear. A sword, for example, might be '*sharp*,' '*long*,' and '*heavy*' or '*dull*,' '*short*,' and '*rusty*.'

Step Three: Choose your Abilities. All new characters are given five (5) points to distribute in any whole number combination among three core Abilities of Body, Mind, and Spirit. For example, you could put all five points on Body, leaving both Mind and Spirit with zero. Or, you could put three points on Mind, one point on Spirit, and one point on Body, etc. Player Abilities may never exceed +5 or fall below -5 points during the game (unless by some types of Magic, but we'll get to that later in the '*Magic and Mages*' chapter).

Body. This is your character's overall *physical* Ability. It includes everything from physical strength to dexterity to agility, etc. Physical tasks (lifting, jumping, throwing, etc.) involve Body. Your Traits will help define which aspects of Body are more or less developed in your character. To convert a traditional stat block from D&D, Pathfinder, etc., $(Strength + Dexterity)$ divided by 7 (rounded down) = Body.

Mind. This is your character's overall *mental* Ability. It includes everything from intelligence to wisdom to street smarts, etc. Mental tasks (puzzle solving, engineering, organization, etc.) involve Mind. Your Traits will help define which aspects of Mind are more or less developed in your character. To convert a traditional stat block from D&D, Pathfinder, etc., $(Intelligence + Wisdom)$ divided by 7 (rounded down) = Mind.

Spirit. This is your character's overall *unbreak*-Ability. It includes everything from constitution to charisma to tenacity, etc. Perseverance tasks (enduring pain, resisting temptation, facing fears, etc.) **and casting Magic** involve Spirit. Your Traits will help define which aspects of Spirit are more or less developed in your character. To convert a traditional stat block from D&D, Pathfinder, etc., $(Constitution + Charisma)$ divided by 7 (rounded down) = Spirit.

Step Four: Choose your Gear. New characters start with a pack and up to ten (10) pieces of Gear that you can carry on your own person. The maximum amount of Gear you may carry at one time is ten (10) pieces. There are no 'bags of holding' or other such storage options in **Alloyed RPG**. If your hands are full (you have 10 pieces of Gear already) and you acquire something new along the way, another piece of Gear must be discarded. You may only carry a maximum of two (2) Weapons and two (2) pieces of Protective Gear. You can create your own Gear (DM approved) or use the Gear List for inspiration.

Step Five: Add up your Attack and Defense. Attack and Defense are modifiers added to rolls involving physical (Body) attacks. A character gains +1 Attack for each non-Magic Weapon carried (max of 2) and +1 Defense for every piece of Protective Gear carried (max of 2). Some types of Magic temporarily increase Attack and/or Defense beyond the +2 limit, but you'll get to that later in the Magic list.

Step Six: Roll for your Hit Points (HP). Hit Points represent your 'life force.' Each character starts with $9 + 1d20/4$ HP. Roll 1d20, divide by 4 (rounded up) and add 9 to it. That gives you a starting range of 10 to 14 Hit Points. There are various ways to recover and gain HP throughout the Campaign, but when your Hit Points go to zero, you're dead (see '*Death and Ghosts*' in the DM's Guide section). To convert a traditional stat block from D&D, Pathfinder, etc., (*Hit Points*) divided by 3 (rounded down) = HP.

Chapter 2 Playing the Game

Like most roleplaying games, **Alloyed RPG** is collaborative storytelling, using maps and rolling dice to drive the adventure. Some stories may be told in only one session, while others may go on for years. Before we jump into the game itself, let's go over a few key terms.

The Party: This is the group of players who embark on adventures together. Typically, it's best to have four (4) to six (6) players in a Party, but that's up to the DM.

The Dungeon Master (DM): Yes, we're old-school and still call it a DM (*vs GM 'Game Master'*). Notice we put the DM *after* the Party. The DM is here to serve the Party, but the rules are here to serve the DM. It's the DM's job to create the world in which the adventure takes place. It's a big job, so if we make it easier on the DM, everyone has more fun. In matters of dispute, the Dungeon Master always has the final say!

The Non-Player Characters (NPCs): These include everything from monsters to merchants. NPCs are typically played by the DM or by a player whose character is deceased (see '*Death and Ghosts*' in the DM's Guide section).

The Campaign: This is the adventure itself. The settings and reasons for the Campaign may be many and varied. **Alloyed RPG** is especially good for 'one-shot' Campaigns in which a whole mission or story arc is completed during a single session.

The Natural: Natural rolls are the pure numbers shown on the dice without any modifications applied. A 'Natural 20' causes extra good stuff to happen. A 'Natural 1' causes extra bad stuff to happen. Natural roll consequences apply to all characters, including the bad guys.

Turns and Rounds: A Turn is the period of time in which an individual player Moves or takes Action. A Round consists of all of the Turns for all of the players at the table. As the Campaign unfolds, you will be faced with decisions to make and actions to take. When an encounter occurs, everyone at the table (including the DM) rolls 1d20. The player with the highest number starts first, then Turns follow clockwise including the DM.

During a Turn, you may do one (1) of two things: Move, or take Action. Reasonable combinations of simultaneous movement and action are allowed at the DM's discretion (for example, moving out from behind a wall to shoot an arrow, etc.).

Move: There is no measuring in **Alloyed RPG**. Any distance beyond a few short paces and up to a 5-second jog is considered a Move. Jumping, climbing, sliding, etc. are all considered Moves. Most of us have a pretty good idea of what constitutes a Move, but when in doubt, ask your DM.

Action: There are three (3) types of Actions – Easy, Normal, and Hard.

Easy Actions are automatically successful and don't require a roll. Tying a knot, throwing a ball, or picking up a small object are examples of Easy Actions.

Normal Actions are uncertain, but the outcome (success or failure) is determined immediately by a single Target or Percentage roll. Kicking open a door, jumping between rooftops, or squeezing through a narrow passage are examples of Normal Actions.

Hard Actions are the big ones and require a Target or Percentage roll for outcome (success or failure), followed by an additional roll for Damage if successful. Attacking with a sword, deactivating a timebomb, or casting Magic are examples of Hard Actions. Whenever you roll a Natural 1 while attempting a Hard Action (including casting Magic), you must consult the '*Natural 1 List*' for consequences (spoiler alert – it's not good).

Targets, Percentages, and Hit Points: As the Campaign unfolds, the DM creates various encounters and challenges along the way. These may include creatures to fight, obstacles to overcome, or puzzles to solve. Think of challenges like this: How hard is something to hit or connect with? That's the *Target*. How hard is something to kill or complete? That's the *Hit Points*. Challenges (or parts of challenges) are given a base Target by the DM. The Target is the number that you must match or beat in order to be successful. The base Target may never exceed 20. Abilities (Body, Mind, Spirit) and/or Attack and/or Defense may be added to or subtracted from the Target depending on the challenge, object, or creature associated with the Target.

When a Target doesn't adequately apply to a challenge, the DM can assign a percentage to beat instead. Percentages are particularly helpful when players come up with unusual Actions on the fly. If you've never used percentages, they may work a little differently than what you might expect. Meeting or beating the percentage counts as a success. If something is given a 25% chance of success, that means you'd have to roll a 25% or LESS to succeed (otherwise, you'd have a 75% chance of success). The percentage roll is done with 1d20 multiplied by 5 (For example, a roll of 8 would be 40%).

NPCs and Magic always roll against a base Target of 10 or against a percentage. To convert a traditional stat block from D&D, Pathfinder, etc., (*Armor Class*) minus 5 = Target.

Damage: In **Alloyed RPG**, Damage is the amount of work, energy, or effort that goes into a successful attempt at something. That something can be anything from striking an enemy with a sword to cracking a code. All Damage rolls are done with 1d20. The amount of Damage is subtracted from that something's Hit Points. When HP goes to zero, that something is finished (the enemy dies, the code is cracked, etc.). Some actions will not be effective even if the Target is met (Example: slashing with a sword against a creature made of water, etc.). Players are

encouraged to use their common sense and creativity, and as always, the DM has the final say. There are four (4) levels of Damage: Light, Medium, Heavy, and Supreme.

Light Damage is dealt when only using your natural brawn or brains without the help of any Gear. Roll 1d20/10 (rounded up) for Light Damage.

Medium Damage is dealt when using basic Gear (in trained hands, anything can be used as a weapon). This includes an empty or depleted Staff/Wand. Roll 1d20/5 (rounded up) for Medium Damage.

Heavy Damage is dealt when using non-Magic Weapons. Roll 1d20/2 (rounded up) for Heavy Damage.

Supreme Damage is dealt whenever a Natural 20 is rolled on any non-Magic Hard Action Target roll. Roll 2d20/2 (each separately rounded up) for Supreme Damage.

Putting it All Together – An Example Encounter: The Party is in a cave and discovers a secret passage that ends at a locked iron door. The door has a Target of 5. The thief (*with Mind 1*) attempts to *pick the lock* (*Normal Action, Mind*). She rolls 1d20, resulting in a 3 + 1 Mind (*unsuccessful*). The barbarian (*with Body 3*) attempts to *kick down the door* (*Normal Action, Body*). He rolls 1d20, resulting in a 2 + 3 Body (*successful - barely*). The door is kicked open and the Party enters the room. Three startled goblins (Target 7, HP 3 (*harder to hit, easier to kill*)) and a bugbear (Target 5, HP 11 (*easier to hit, harder to kill*)) are playing cards. Everyone rolls 1d20 for Turn order. The wizard (*with Spirit 4*) has the highest roll and goes first with an attempt at casting 'Taze' at one of the goblins (*with Spirit 0*). He rolls 1d20, resulting in a 9 + 4 Spirit (*successful - Magic always rolls against a base Target of 10 + the target's Spirit*). The wizard then rolls Heavy Damage (*according to 'Taze' description*), resulting in a 5. The goblin only has 3 HP and therefore dies. Next up (*clockwise at the table*) is the DM, playing for the NPCs. One of the remaining goblins flees down the hall (*Move*). The other goblin grabs a knife and lunges (*Hard Action, Body*) at the thief (*with protective vest, and Body 0*). The goblin rolls 1d20, resulting in a 9 + 1 Attack (*for using the knife*). This would normally be successful (*NPCs always roll against a base Target of 10 + the target's Ability, in this case, Body*), but the thief has a + 1 Defense (*for wearing the protective vest*), thus raising the thief's Target from 10 to 11 (*unsuccessful*). The goblin misses and stumbles past the thief. The bugbear jumps up from the chair and runs across the room to grab a battleax from the wall (*Move*). Next up is the cleric who, for some strange reason, decides to do a backflip into the room to try to grab the battleax off the wall before the bugbear gets to it. The DM gives that Move a 20% chance of success. The cleric rolls a 7 (*35%, unsuccessful*) and crashes into the table, pulling a muscle on the way down...

If that all made sense to you, Congrats! Grab your dice - you're ready to play **Alloyed RPG!**

Chapter 3 Mastery, Natural 1, and Advantage

Mastery: Practice makes perfect (unless you really stink at it)! The more you play the game, the more you learn and gain proficiency. To reflect this growth, your character has a Mastery track. Whenever you roll a Natural 20 on a Hard Action (including Magic), one (1) point is added to your Mastery track.

When your Mastery track reaches plus three (+3), you may do one (1) of the following: Add +1 to any Ability (not to exceed 5), add +5 to your base HP, *or* convert any Magic you currently carry into a natural Ability. As a natural Ability, that Magic no longer takes up a Gear slot and no longer requires a Staff/Wand for it to be used. You may only have a maximum of three (3) natural Magic Abilities. Your Mastery track is then reset to zero.

But...whenever you roll a Natural 1 on a Hard Action (including Magic), you must roll 1d20/5 (rounded up) and consult the *Natural 1 List* (below) for the consequence corresponding to the number rolled. This applies to Creatures and NPCs as well - no one is immune to the Natural 1!

Natural 1 List

1. **Give me a break!** The Weapon or Gear you used is broken until repaired. If a Staff/Wand was used, you must discard that Magic from it.
2. **Butter fingers!** The Weapon or Gear you used is dropped and cannot be picked up by you until your next Turn (but it can be picked up by anyone else, including an enemy).
3. **That's gonna leave a mark!** Half of the Damage you would have done with your Attack is now done to you (rounded up).
4. **Take a seat!** You skip a Turn.

Advantage: From time to time, an encounter may become slightly imbalanced to where the scales might tip a little one way or another. Maybe smoke or fog drifts in, obscuring vision; or maybe you've been hanging onto a rope for a really long time and begin to fatigue, etc. In such cases, the DM can call for a roll with Advantage or Disadvantage. When rolling with Advantage, you roll 2d20s and keep the best one. When rolling with Disadvantage, you keep the worst one. A tie requires a reroll.

Chapter 4 Magic and Mages

Magic in **Alloyed RPG** is simple, fun, and balanced. You can do lots of cool stuff with Magic that you can't do with traditional Weapons or Gear. That said, a newbie Mage shouldn't be any more powerful than a newbie fighter or thief. Let's start with some key concepts.

Magic: Generally, refers to anything supernatural.

Mage: Generally, refers to any Magic user. Your Mage can be as generic or as specific as you want (wizard, shaman, druid, etc.), and you don't have to be a pure Mage, either. Because ***Magic is treated as Gear***, this allows for almost any combination of Magic user. You could be a knight with a bunch of Gear and only one Magic to your name, or you could be a full-blown sorcerer wielding nothing but Magic and a smile!

Staff or Wand: All Magic starts within a Staff or Wand. Think of the Staff/Wand as a gun that you load with a variety of supernatural bullets (Magic) that do lots of cool stuff. Staves and Wands are counted as Weapons, but they don't add to your Attack and they don't inflict Damage other than what the actual Magic dictates (unless you use your Staff/Wand as a non-Magical whacking stick to inflict Medium Damage, but that's a pretty desperate thing to do).

Starting characters are allowed one (1) Staff/Wand with up to three (3) Magic per Staff/Wand, increasing up to a maximum of ten (10) Magic per Staff/Wand as your character advances. But Magic assumes devotion from its users, and such devotion has its cost. Each Magic takes up one Gear slot the same as any other piece of Gear. For example, a shaman carrying a Wand with two (2) Magic can carry eight (8) additional pieces of Gear, but a wizard carrying a Staff with ten (10) Magic can't carry anything more and must rely on others in the Party for their Gear. Since the actual Staff/Wand already takes up one Gear slot, the first Magic on your Staff/Wand is included. You're welcome :). As already mentioned, you can whack someone with a Staff or poke someone with a Wand and it will inflict the same Medium Damage as using any other non-Magic piece of Gear, but remember, as with any other piece of Gear, Staves and Wands can be damaged, lost, stolen and/or used against you.

All Magic is cast by rolling 1d20 + Spirit against a Target of 10 + the target's Spirit. A failed cast still counts as a cast. When all of a Magic's casts have been used up, that particular Magic remains on the Staff or Wand in a 'discharged' state and cannot be used again unless/until it's recharged. Discharged Magic continues to take up a Gear slot unless/until you choose to discard it from the Staff/Wand, which you may do at any time. Once discarded, that Magic is permanently gone from your Staff/Wand and no longer takes up a Gear slot. One (1) time per session, you may trade two (2) un-cast Magic for (1) new un-cast Magic of your choice. 'Two-for-one trading' frees up one (1) Gear slot, can be done at any time, and does not count as an Action. All Magic remaining on the Staff/Wand is recharged at the end of each session (when you return home). At the beginning of each session, you may load up to three (3) additional new Magic to your Staff/Wand if you have open Gear slots for it.

Chapter 5

DM's Guide to Mechanics and Modifications

Roleplaying games are very different from other games because the possibilities are endless. There's simply no way to account for every scenario that might occur at your table. This chapter addresses some of the things we've run into during our own games and how we handle them. You'll most certainly run into several of your own, and when you do, please tell us about them - they might just make it into the next edition!

Session Zero: Before you start any Campaign, it's a good practice to meet with your players to make sure everyone understands expectations for the game. Everyone should have read at least Chapters 1 & 2 of these Core Rules. **Alloyed RPG** is streamlined enough that you'll have plenty of time to address expectations, answer questions, create characters, and actually start playing at Session Zero.

Campaign Creation: If you're not that great at coming up with your own scenarios, you can easily adapt any Campaign from any other system to **Alloyed RPG**. All you have to do is convert the stat blocks. You can keep all of the plot, all of the encounters, all of the NPCs and all of the narrative. We've mentioned these earlier, but to convert traditional stat blocks from D&D, Pathfinder, etc. to **Alloyed RPG**: (*Strength + Dexterity*) divided by 7 = Body; (*Intelligence + Wisdom*) divided by 7 = Mind; (*Constitution + Charisma*) divided by 7 = Spirit; *Hit Points* divided by 3 = HP, all rounded down. (*Armor Class*) minus 5 = Target. There are decades of great Campaigns out there, so don't hesitate to use them!

If you're set on creating your own Campaign, here's a classic recipe for keeping it focused and fun. You can incorporate these five key elements into every session to help drive the adventure:

1. **The Gatekeeper.** Give a reason why this task hasn't been accomplished before. The town never had to face a dragon; the mine caved in and buried the entrance, etc.
2. **The Mental Challenge.** Once the Party is underway, give them something for the mind. A riddle to decipher; a solution to engineer, etc.
3. **The Upset.** Don't let the Party assume success is guaranteed. The exit gets blocked; an important map is burned; a character gets injured and must be carried, etc.
4. **The Epic Finale.** This is the big finish requiring the Party to use everyone's resources and wit. The enemy is stronger than anticipated; the castle is rigged to explode, etc.
5. **The Reveal.** Show the players why they've fought so hard. This may not be what they expect. A reward is given; the people you saved are harboring a terrible secret; the whole session was just a test for an even bigger challenge that lies ahead, etc.

Mapping: Where would an RPG be without maps? Maps can be anything from a simple pencil sketch of a farm to a full-blown digital display of a catacomb. A map can cover something as large as a universe to as small as a room. Since distances aren't precisely measured in **Alloyed RPG**, scale is not really an issue. Maps can be as general or as detailed as you need them to be to convey the physical location, terrain, and relative position of characters and NPCs. Maps don't have to be formal or great works of art – an eraser might represent a hill, or a roll of tape might depict a well, etc. Use your imagination with the goal of making gameplay easy.

Magic Creation and Gear: It's great when players come up with their own ideas for Magic and Gear. Just make sure that nothing's so powerful that it's invincible. Weapons and Magic should never be completely devastating or unailing. Magic should almost always have a limited duration and number of casts.

Magic (especially homebrew) can get out of hand to the point where the Mage can become too powerful for the session, rendering it unfun. In such cases the DM can invoke 'Inflition' upon a specific Magic or Mage. This requires the Mage to roll at Disadvantage whenever that Magic is cast. Inflition is a temporary fix to get through the session until the DM and players have time to reevaluate the specific Magic and/or change its parameters for the future.

In **Alloyed RPG**, we always keep track of Gear. If you cut 10ft off your 50ft rope, you should note that you only have 40ft left. If you shoot 7 arrows out of 10, you only have 3 arrows left. Which brings us to...

Ammunition Recovery. Some ammo (arrows, bolts, throwing stars, etc.) can be recovered after a skirmish. To recover ammo, roll 1d20/5 (rounded up). Whatever you roll is how many you recover, even if it's more than what you had to start with. And that brings us to...

Spoils of War. You can always loot fallen enemies for Gear. Spoils of war are treated as any other Gear, taking up Gear slots and having the same limits.

Rewards: At certain milestones (the end of a Campaign, the achievement of some great task, etc.) the DM can award various things to the characters. These may include HP, Magic, Gear, and/or Ability or Mastery points depending on the situation. When awarding Gear or Magic, slot limits apply. When Awarding HP, keep it to a max of 1d20/2 (rounded up). When awarding Ability or Mastery points, only give out one (1) or at most two (2), and limits still apply. When awarding Magic, you can have the Mage pick one from the Magic list if slots are available. If no slots are available, consider increasing the number of casts allowed for a specific Magic already owned. An aging character (see "*Aging*" below) is no longer awarded HP, Ability, or Mastery. Sorry, dude – that's life.

Hit Point Max: HP is limited to a maximum of 100 for everything. More HP only leads to longer slogs. If you want to make a 100 HP creature bigger and badder, just increase the creature's Target or decrease the Target it needs to hit.

Aging: No one stays young forever! Characters start to age and decline once they've reached 100 HP. At the end of each session thereafter, the character rolls 1d20/2 (rounded up) to decrease by that many Hit Points. When you reach zero HP, you're dead. It happens to the best of us!

DM's Avatar: Create your own character to use as a guide and hero to aide the Party if needed. Think '*Gandalf*' from the Hobbit/LOTR – he shows up when all seems lost. Your avatar can be loaded with whatever Magic, skills, and HP you like with or without the Party's knowledge. Be careful not to overuse it, but the DM's Avatar has averted many a TPK (Total Party Kill).

Death and Ghosts: When a character dies (zero HP), what do you do with the player, especially if it's early in the session? Here are some creative ideas that can be used to keep that player in the game...

1. **It's a Miracle!** Allow each player at the table to roll 1d20. If any Natural 20s are rolled, the dead character is restored to full Hit Points. You may also have one (1) other character use an Action to 'perform CPR.' If successful on a 10% roll, add +2HP to the fallen character. If either of these fails, move on to one of the other solutions.
2. **Backup.** Always have a backup character on hand that a player can bring into the next scene within the Campaign.
3. **NPCs.** Allow the player to play one or more NPCs. Decide if you want them to play only neutral NPCs, monsters, or both.
4. **Ghostly Influence.** Give the player 'X' number of points they can spend as they wish to add to the other players' rolls. Once those points are spent, that character is dead for good. Points should only be spent positively unless the character was betrayed (in which case, they could be used to help the enemy).

Whenever a character dies for good, be sure to give them a *Hero's Send Off*. When a character reaches zero Hit Points, we like to ask the player, '*How do you want to go out?*' Cue up the music, proclaim the speech, and run headlong into the blaze of glory!

Objection: From time to time, a player may challenge a Target or Percentage you've come up with. That's ok. Let them state their case, come up with their own, then split the difference if the argument seems reasonable.

Timers: Keep it moving! Consider using literal timers during the game to mitigate '*Paralysis of Analysis*' at the table. If a player can't decide on an Action within a minute or two, that's too long. In addition to traditional timers, dice can be used to set time limits on Turns and Rounds. Roll 1d20/5 (rounded up). '*In so many turns or rounds, such and such will happen...*'

Perception: Nothing bogs down an RPG like ‘*perception checks.*’ Unless the DM specifically calls for a perception check (because there’s actually something cool to be discovered), there’s no need to have the Party constantly asking for one. This goes as well for detecting traps or Magic, etc. Perception can be handled with a simple percentage roll for the whole Party or for each individual.

Hordes: Many Campaigns will feature encounters with hordes or swarms of enemies. Some DMs treat the entire horde as one giant entity, while other DMs take on each individual one-by-one. We suggest a different approach, but it requires lots of dice...

When the Party is engulfed by a horde of enemies, the normal Turn sequence changes from clockwise to *simultaneous*. Every character and NPC are assigned a different color or number. Each character secretly writes down their Moves or Actions (the DM writes for all NPCs). When all has been written, the Moves and Actions are revealed simultaneously. The various colored or numbered d20s for each corresponding character are all put together for one MASSIVE simultaneous roll. Successes and failures are then determined by the corresponding dice. Any successful dice are all put together again for another MASSIVE simultaneous roll to determine Damages.

If that sounds brutal, it absolutely is! But this mechanism captures the chaos of melee battle. Some characters will miss completely while another deals a death blow, only to be gashed in the arm by a glancing sword as the enemy falls in a final gasp. Players should think twice before getting too deep into fighting hordes – running may be the better option.

Good News/Bad News (or both, or neither): To spice things up, have several random events or encounters on hand to add to your campaign. These should be a variety of good and bad scenarios, each with its own probability of occurring. Pick one good and one bad. A Party member rolls 2d20s simultaneously (a green one for good, a red one for bad, etc.) to determine which (if any) of the two occur.

Faustian Bargain: At any time, a player may strike a deal with the DM to guarantee a successful roll. In exchange, the DM can ‘call’ the deal at any time by guaranteeing a failed roll.

Portals: To save time traveling between adventures, **Alloyed RPG** campaigns usually employ portals. These rifts in the time/space continuum are handy, but they’re also unpredictable. To spice things up, you can use the following random portal events (Roll 1d20/4 rounded up for outcome):

1. Each player rolls against Target 10 (Body). Players who succeed gain one (1) piece of basic Gear of their choice (no weapons, no protective, no Magic) without taking up a Gear slot. Players who fail must discard one (1) piece of basic Gear of their choice.

2. Each player rolls against Target 10 (Mind). Players who succeed add +2 Mastery. Players who fail subtract -2 Mastery.
3. Each player rolls against Target 10 (Spirit). Players who succeed gain one (1) Magic of their choice on their Staff/Wand without taking up a Gear slot. Players who fail must discard one (1) Magic of their choice from their Staff/Wand.
4. Each player rolls against Target 10 (player's choice Body, Mind, or Spirit). Players who succeed roll with Advantage until they enter another (different) portal. Players who fail roll with Disadvantage until they enter a another (different) portal.
5. Each player rolls against Target 10 (player's choice Body, Mind, or Spirit). Players who succeed add +1 to that Ability. Players who fail subtract -1 from that Ability.

Inspiration: Give each player physical tokens they may spend at any time during the campaign either to reroll or to gain +3HP. We like to have each player roll separately for their own tokens. The number of tokens given to each player depends on the difficulty of the campaign and the number of players at the table, but here's a good place to start (rounded up): 1d20/10 (1-2 players), 1d20/4 (3-5 players), 1d20/5 (6+ players). These tokens may be traded between players. Any tokens left at the end of the campaign may be cashed in for +1 HP each added to the base HP.