

TALES OF

EXTENDED
RULESET

Version 1.0

TABLE OF CONTENT

General information on the Extended Ruleset	2
Combat	3
Weapons & Damage.....	3
Health Points & Armor Points.....	3
Life & Mostly-Death.....	3
Specializations.....	4
Generalities	4
Marbles & Bag.....	4
Testing success and pulling marbles	4
Collector	5
Alchemist.....	5
Artisan.....	5
Healer	6
Arcanist.....	6
Adding and removing red marbles.....	6
Quest Map	7
Generalities	7
Allies	7
Ally types	7
Quests	7
Best / Worst Ally Type	7
Quest result	7

General information on the Extended Ruleset

This ruleset is an extension of [Realms of Mythodea's ConQuest Rulebook](#) found on the official website.

While the “You-Can-Do-What-You-Can-Represent” rule fosters immersive roleplay, it has limits and unintended side effects. In our experience, a point-based combat system can help ensure smoother, more balanced encounters.

Likewise, a structured health and repair system prevents certain players from being sidelined while others shrug off mortal wounds. Our specialization system is here to foster teamwork and roleplay.

These extended rules do **not** replace the core rules of the ConQuest Rulebook and you’re expected to know and follow those, especially the combat rules.

COMBAT

Weapons & Damage

When it strikes body or armour, a weapon deals a certain number of damages.

Type	Damage
One-handed weapons <i>Swords, maces, daggers...</i>	1
Two-handed weapons <i>Greatswords, mauls, really big axes...</i>	2
Polearms <i>Halberds, spears, naginatas...</i>	1
Ranged weapons <i>Thrown weapons, arrows, magic missiles...</i>	1

Health Points & Armor Points

Player characters have **3 Health Points** (abbreviated **HP**). You character may be the immortal half-dragon, half-vampire, half-werewolf king, chosen heir of the prophecy, you still have 3 HPs.

You have **7 armour location** on your body: head, chest, back, left arm, right arm, left leg and right leg.

For each location covered in **leather** armour, add 1 Armor Point

For each location covered in **metal** armour, add 2 Armor Points

A **gambeson** gives you an extra 2 Armor Points.

A **full chainmail** gives you an extra 4 Armor Points.

For example, a knight in full metal armour, wearing a gambeson and a chainmail, would have a total of 20 Armor Points.

Life & Mostly-Death

In combat, if your armour is hit, you subtract the damage of the weapons from your Armor Points (abbreviated **AP**). Whenever you are hit on an unarmoured body part, or if your AP reach 0, you subtract the damage from your HP directly.

When you reach 0 HP, you are **incapacitated** and cannot fight effectively until you have been healed. For security reason, we advise you do not fall to the ground if combat is ongoing around you but piteously limp to a safe place before dramatically being overcome by your wounds.

The “victim rule” of ConQuest dictates that you, and only you, decides the ultimate fate of your character, whatever happens. However, we encourage you to consider consequences for dangerous situations to promote interesting play.

SPECIALIZATIONS

Generalities

“Specializations” represents your character’s trade or field of expertise. There are five different specializations

Collector: gather raw materials that are used by the other specializations. Hunter, gatherer, miners, etc. Collectors are the foundation of the system.

Alchemist: Alchemists transform raw materials into various potions and poisons that can be used by anybody. They can also make improved supplies for healers.

Artisan: Smiths, leatherworker, woodworkers, jewellers etc. are Artisans. Artisans can repair armor themselves, make repair kits, make improved tools for Alchemists and create magical foci for Arcanists.

Healer: Essential in dangerous situations, healers can save allies from the brink of death... or determine what killed them if they arrive too late.

Arcanist: Deeply attuned to magic, arcanists perform rituals, detect runes, enchant tools or allies and devastate their enemies.

Specializations are optional, but they encourage collaboration and add depth to group play.

Marbles & Bag

The system uses marbles. Each specialization uses them slightly differently, but they have a few common traits

Red: represents a **failure** or an absence of result

Yellow: represents **raw materials** or a **partial success**.

Green: represents a **finished product** or a **total success**

Blue: represents a **magical focus** or a **potent magical effect**

Each player receives two bags, one white, one black at the beginning of the game and a set of starting marbles depending on the specialization.

Testing success and pulling marbles

Some specializations occasionally need to **test the success** of their actions. To do so, the player draws a marble at random from their **white bag**, the color of the marble determines the outcome.

Once drawn, the marble used for the result is placed into the **black bag**.

When the **white bag is empty**, all marbles from the black bag are returned to the white one, and the cycle begins again.

Players can pull with “Advantage” (pull two, keep the best) if they are assisted by another player of the same specialty working / roleplaying with them.

Collector

Collecting raw materials: The primary role of Collectors is to gather raw materials, represented by yellow marbles found in the field. Several themed tasks and mini-games will be available to obtain them.

Collectors are free to give their marbles to other players, either as gifts or in exchange for goods, services, or favors, the terms are entirely up to them.

Collectors do not have starting marbles in their white bag. They can use either bag to store the marbles they collect.

Alchemist

Making potions / supplies: Alchemists can refine raw materials / yellow marbles, into either single-use potions usable by anyone, or reusable medical supplies designed for healers. To create a potion or supply item, the Alchemist must follow a specific recipe. Once the process is completed, they test its success by drawing a marble from their white bag.

Most potions succeed with a yellow marble, representing a moderate success. However, particularly complex recipes may require a green marble to succeed.

Medical supplies add a green marble to a healer's white bag.

Alchemists start with two yellow and one red marbles in their white bag.

Artisan

Repairing Armor: Artisans can repair damaged armor through a few minutes of appropriate roleplay. After completing the repair process, they draw a marble from their white bag to determine success.

- A red marble means the repair fails; the armor may be too damaged, or necessary materials may be missing.
- A yellow marble restores half of the character's Armor Points (AP).
- A green marble restores the armor to full AP.

Making Repair Kits: Artisans can craft single-use repair kits using raw materials (yellow marbles). These kits allow any player to repair their own armor.

After following the required crafting steps, the Artisan tests for success:

- A yellow marble produces a kit that restores half of a character's AP.
- A green marble produces a kit that restores full AP.

Making Arcanist Foci: Artisans can transform raw materials into foci used by Arcanists. After completing the crafting steps, they draw to test success:

- A yellow marble produces one standard focus, represented by a blue marble.
- Some special foci may require a green marble to succeed.

Making Alchemist Tools: Artisans may also craft enhanced tools for Alchemists. Mechanically, these tools allow the Alchemist to add a green marble to their white bag, improving their chances of success.

The process consumes raw materials (yellow marbles) and, once the crafting steps are followed, the pull of a yellow marble from the white bag is enough to succeed.

Artisans start with two yellow and one red marbles in their white bag.

Healer

Healing Wounded Characters: Healers can treat injured allies through a few minutes of appropriate roleplay. After completing the treatment, they draw a marble from their white bag to determine the outcome:

- A **red marble** means the treatment fails; the wound or ailment remains, perhaps due to unseen complications or lack of tools.
- A **yellow marble** restores **one HP**.
- A **green marble** restores the character to **full health**.

Green marbles are obtained by having an Alchemist craft medical supplies for the Healer.

Establishing a Diagnosis: Should a Healer want to learn more about an ailment, poison, disease or a cause of death, they can test for it, the quality of the information varying on the degree of success.

Healers start with two yellow and one red marbles in their white bag.

Arcanist

Conducting rituals: Arcanist may want to conduct a ritual of varying degree of power. To do so, they gather an appropriate number of people to help them and form a circle. The Arcanist hand in secret one of his marble directly from his white bag to each participants, including themselves. Once the ritual chant is done, each participant reveal in turn their marble. To succeed the ritual need to achieve a determined Ritual Score.

- A red marble is -1 on the Ritual Score
- A yellow marble is +1 on the Ritual Score
- A blue marble is +2 on the Ritual Score

For example, a ritual containing four participants where two yellow, one red and one blue marbles were revealed has a ritual score of $(+1+1-1+2=) 3$

Several Ritualists can participate in the same ritual and share their power / stock of marbles.

Enchanting an ally: An arcanist can enchant an ally by handing this person an appropriate number of blue marbles. As long as the ally keeps the marbles, the spell is active on them.

Creating enchanted tools: Arcanist can create enchanted tools for artisan. After following the crafting process, they can test for success. Pulling a blue marble is necessary to turn raw materials (yellow marble) into finished enchanted tools (green marble), The green marble is added to the Artisan's white bag and the Arcanist's blue marble is consumed.

Arcanists start with two yellow and one red marbles in their white bag.

Adding and removing red marbles

Red marbles can be gained through traumatic events, wounds, poisons, fell magic and others that deeply affects the character or damage his trade tools. Removing red marbles from one's bag can be done through hard work and, usually, the sacrifice of valuable marbles. The more red marbles you have, the easier it is to get rid of them.

QUEST MAP

Generalities

The **Quest Map system** represents actions taking place just outside the main play area, off-stage operations that can influence the larger narrative of the event.

Allies

Each player has one **ally** in the field. This can be a friend, mercenary, servant, subordinate, or any other trusted figure. Players may choose to **group their allies** under the control of another player for easier coordination, but this delegation is entirely optional and can be revoked at any time.

Ally types

There are 3 different ally types: **Warriors**, **Rogues** and **Sages**.

Warriors

Raging berserkers, zealous crusaders or disciplined soldiers, Warriors excel in combat and care little for anything else.

Rogues

Street-smart cutthroats or long-striding rangers, they have steel nerves and light steps requiring for stealthy and decisive actions.

Sages

When brains matter more than brawn, Sages take the lead. These include silver-tongued diplomats, wizened scholars, and enlightened occultists, experts in matters of the mind, spirit, or word.

Quests

Quests represent various missions to which players may assign their allies, hoping to achieve beneficial outcomes.

Best / Worst Ally Type

Some quests clearly favor a particular type of ally. Sending a frail scholar to clear a troll's den may end badly, just as sending a barbarian to negotiate a hostage release could lead to disaster. The **first ally assigned** becomes the **quest leader**, and their type will influence the outcome.

Quest result

Quest results are decided by the roll of a die

1 or less: the mission is a failure and the ally is wounded

2-3: the mission is a failure

4+: the mission is a success

Quest result modifier

Three things can modify the result of a quest

Quest difficulty: Some quests are especially difficult and impose a numerical penalty to the die's result.

Allies number: each ally beyond the first adds +1 to the result.

Quest leader:

- If the leader is the **best-suited type**, roll **twice** and take the **better** result.
- If the leader is the **worst-suited type**, roll **twice** and take the **worst** result.

Wounded allies

Wounded allies cannot take significant part in further quests until they are healed.

They can recover through various means, such as being sent to an infirmary, or by receiving a healing potion delivered through player action or quest outcome.