Grab a pencil and a handful of six-sided dice. *Wynding Ways* strips fantasy roleplaying down to the bone. Every roll puts real stakes on the table. Natural sixes open up tactical maneuvers in the middle of a fight, while pushing your luck with slotless magic can scorch you with unsoakable Arcane Feedback.

Inside this Limited Intro booklet, you have everything needed to run a session tonight:

- **Fast d6 Dice Pools:** Roll your trained skills and gear, count 5s and 6s as successes, and spend Boons to trip, disarm, or set up your allies.
- **Volatile Magic and Prayers:** Shape raw ether on the fly without spell slots, or call down Patron miracles when the undead close in.
- **Four Pre-Built Adventurers:** Jump straight into the action as Garrick Redgrave, Maren Finch, Sister Oakhart, or Alden Morrow.
- **The Pale King's Barrow:** Brave a replayable, rogue-like burial mound that rearranges its corridors every time your party retreats to camp. Push deeper for enchanted relics, or extract with your silver before the dark claims you.

FREE TAKE ONE!



Role-Playing Game

LIMITED INTRO BOOKLET

MTTGames.neocities.org

Designed by M. W. Dawson, **Wynding Ways** is a compact fantasy roleplaying game built around hard choices, dangerous journeys, and volatile magic. Players only need a pencil, a character sheet, and a handful of six-sided dice (d6). Every roll puts real stakes on the table: natural sixes trigger tactical openings, while pushing your luck with raw magic or risky tools can backfire in seconds.

Core Rules Summary

- **Building the Dice Pool:** For any skill check, roll one d6 for each trained skill bubble (O) you have in that skill, minus one d6 for each penalty mark (X), plus one d6 if you have a directly useful piece of gear or weapon. Attribute modifiers set your starting O bubbles and X marks during character creation, so you never add your attribute modifier to the roll a second time. If penalties reduce your pool to 0 or fewer dice, roll 2d6 and keep only the lower die. *There is no rigid skill list in this intro booklet: the GM calls for whichever Attribute best fits the task (such as WIS for noticing danger, INT for lore or traps, or CHA for parley) and you roll that Attribute's bubble rating.*
- **Successes and Target Numbers (TN):** Every die showing a 5 or 6 counts as one success. To pass a check, your total successes must meet or beat the Target Number (TN) set by the Game Master (GM): Routine (TN 1), Challenging (TN 2), Formidable (TN 3), Legendary (TN 4), or Miraculous (TN 5+).
- **Boons and Massive Missteps:** Every natural 6 generates one tactical Boon alongside its normal success. You can spend a Boon to grant +1d6 to an ally's next check, knock a foe prone, disarm a target, or create a positional advantage. Target creatures can resist harmful combat Boons with a TN 1 check. Conversely, if your check yields zero successes and every die rolled shows a 1, you suffer a Massive Misstep: the GM introduces an immediate complication, and vulnerable tools or arcane focuses break.

Enemy Reference Quick-Sheet

- **Briar Goblin: HP 5 | Def TN 1 | Soak 0 | Atk 2d6 (1d6 dmg) | *Thorn Snare* (TN 2 DEX Acrobatics vs. entangle on surprise), *Pack Skulker* (+1d6 when ally threatens target), *Coward's Morale* (roll 2d6 when 2 fall; flee on 6 or less).**
- **Skeletal Husk: HP 10 | Def TN 1 | Soak 2 | Atk 3d6 (1d6+2 dmg) | Immune to poison, bleeding, fear, and social checks; half damage from arrows/daggers; Sister Oakhart's mace ignores Soak.**
- **Moor Hound: HP 8 | Def TN 1 | Soak 1 | Atk 3d6 (1d6+1 dmg) | *Baying Terror* (TN 1 WIS Insight on charge or lose next move), *Hamstring* (attack Boons knock target prone).**
- **Mossback Ogre: HP 28 | Def TN 1 | Soak 2 | Atk 5d6 (2d6+2 dmg) | *Sweeping Blow* (hits 2 adjacent foes), *Topple* (10+ dmg in one turn forces TN 2 CON Endurance or prone), *Boulder Heave* (40-ft range, 4d6 pool, 2d6 dmg).**
- **Barrow Wight (Boss): HP 18 | Def TN 2 | Soak 2 | Atk 4d6 (1d6+2 dmg) | *Lair Boss* (2nd turn at end of round), *Grave Chill* (damage forces TN 1 CON Tolerance or -1 STR until Long Rest), *Sunlight Vulnerability* (-1d6 on checks in central dais light).**

Beyond the Barrow

The Pale King's Barrow is a self-contained glimpse into the wider world of Orbis. In the complete Wynding Ways ruleset, adventurers advance beyond Level 1, unlock specialized Callings, bargain with the Patrons of Cthav Dor, and wield Star Fire Forged steel against the encroaching threat of Rache, a Wyngless Wyrm of untold power!

Step 3: Room 4 — The Pale King's Vault (Boss Encounter)

At Depth 4, bronze doors open into a domed burial chamber where a narrow ceiling fissure lets a single shaft of daylight hit the center dais.

- **Enemies:** 1 Barrow Wight (HP 18, Def TN 2, Soak 2, Atk 4d6 for 1d6+2 damage) flanked by 2 Skeletal Husks (HP 10, Def TN 1, Soak 2, Atk 3d6 for 1d6+2 damage).
- **Boss Tactics:** As a Lair Boss, the Barrow Wight takes a second turn at the end of each round. Whenever the Wight damages a living target, its Grave Chill forces a TN 1 CON (Tolerance) check; on a failure, the victim loses 1 STR until a Long Rest.
- **Tactical Leverage:** Smart players can use shoves, Boons, or Sister Oakhart's Circle of Sanctuary to force the Barrow Wight into the central shaft of direct sunlight, where the Wight suffers a -1d6 penalty on its checks. Slaying the Barrow Wight breaks the curse on the mound and yields 100 sp alongside an intact Aether Shard.

- **Ideals and Inspiration:** Upholding your Primary Ideal at personal risk earns 1 Inspiration (up to a maximum of 2 held at once). Spend 1 Inspiration before a roll to add +1d6, or after a roll to reroll a single die.
- **Combat and Initiative:** Combat opens with an opposed check: one player rolls DEX (Acrobatics or Stealth) against the enemy leader's pool, with ties going to the players. Combat uses side-based initiative: the winning side acts first in any order they choose, followed by the opposing side. On your turn, move up to 30 feet and take one action (Attack, Cast/Invoke, Maneuver, or Ready). Melee attacks typically use STR (Brawn or Athletics), while ranged attacks use DEX (Acrobatics), plus +1d6 from your weapon. If your successes meet or exceed the target's fixed Defense TN, roll weapon damage and subtract the target's Armor Soak (minimum 1 damage on a hit). ***Maneuver:*** *Attempt to shove, trip, or grapple an adjacent foe with an opposed STR (Brawn) check (ties go to the defender); winning pushes the target 5 to 10 feet or knocks them prone."*
- **Dying and Wound Marks:** Dropping to 0 HP leaves you unconscious and dying. At the end of each of your turns, roll a TN 1 CON (Recovery) check. One success stabilizes you at 0 HP; failure adds 1 Wound Mark. Accumulating 3 Wound Marks, or rolling a Massive Misstep on a Recovery check, kills the character. An 8-hour Long Rest in a safe spot restores all lost HP (or heals 1 HP to stabilized characters at 0 HP), removes 1 Wound Mark, clears 1 level of exhaustion, and restores daily prayers.

- **Magic and Prayers:** Magic-Users shape raw Aether through the Weaver's Way, improvising effects on the fly without spell slots. The GM sets the spell's difficulty from TN 1 (minor tricks) to TN 2 (tactical spells like 2d6 damage or a +2 Armor ward) or TN 3 (major alterations like a 3d6 blast or 10-foot stone barrier). Rolling zero successes on a Weaver spell inflicts unsoakable Arcane Feedback damage equal to the spell's TN. Devoted-Ones instead roll their WIS-based Devotion pool to invoke set Patron prayers a number of times per day equal to their WIS modifier (minimum 1).
- **Ready Action:** Spend your action to declare a specific trigger and a single action (such as shooting the first foe that steps out of cover or shoving the Barrow Wight if it nears the dais). When that trigger occurs before the start of your next turn, you immediately interrupt to resolve your readied action. If the trigger never happens, the action is lost. (If you ready a Weaver spell and take damage before releasing it, pass a TN 1 CON Tolerance check or the spell fizzles harmlessly.)
- **Exhaustion:** Going a full day without rations, skipping sleep for 24 hours, or failing a grueling overland travel check inflicts 1 level of Exhaustion. Each level of Exhaustion applies a -1d6 penalty to all skill and attack checks (counted alongside X penalty marks). At 2 or more levels, your movement speed drops from 30 feet to 15 feet. Reaching 4 levels of Exhaustion drops you to 0 HP, unconscious and dying. An 8-hour Long

Encounter Threat: 2 Skeletal Husks and 2 Briar Goblins. The goblins hang back, firing from behind the undead front line.

5. Cursed Shrine of the Whisper (45 x 50 ft): Cold drafts threaten to snuff torches, imposing Blinded (-2d6 to sight checks and attacks) if unshielded. Heavy footfalls and the stench of wet moss telegraph the brute's presence before the party enters, giving alert adventurers a chance to slip past or retreat.

Encounter Threat: 1 Mossback Ogre (HP 28, Def TN 1, Soak 2, Atk 5d6 for 2d6+2 dmg). *Sweeping Blow:* One attack can target two adjacent foes. *Topple:* Taking 10+ damage in one turn requires TN 2 CON (Endurance) or falling prone. *Boulder Heave:* 40-ft range, 4d6 pool, 2d6 dmg.

6. Quiet Reliquary (20 x 20 ft): An undisturbed alcove lined with bronze offerings.

Encounter Threat: No Monsters. A rusted chest (TN 2 DEX Thievery to unlock; +1d6 with Thieves' Picks) holds 20 sp and roll on Relic Cache Reward List.

ROOMS TABLE (Roll 1d6)

1. Choked Root-Gallery (30 x 40 ft): Knotted briars fill the floor. Ranged attacks against prone targets suffer -1d6.

Encounter Threat: 4 Briar Goblins (HP 5, Def TN 1, Soak 0, Atk 2d6 for 1d6 dmg). *Thorn Snare:* Surprised targets must pass TN 2 DEX (Acrobatics) or be entangled for 1 round. *Pack Skulker:* +1d6 attack when an ally threatens the same target. *Coward's Morale:* When 2 fall, roll 2d6; on 6 or less, survivors flee.

2. Echoing Ossuary (30 x 30 ft): Brittle bones coat the flagstones. Moving silently requires a Challenging TN 2 DEX (Stealth) check.

Encounter Threat: 3 Skeletal Husks (HP 10, Def TN 1, Soak 2, Atk 3d6 for 1d6+2 dmg). Immune to poison, bleeding, fear, and social checks. Arrows and daggers deal half damage, but Sister Oakhart's mace ignores their Soak.

3. Flooded Sluice-Crypt (35 x 45 ft): Waist-deep black water. Characters in medium armor need +1 success on swimming checks.

Encounter Threat: 3 Moor Hounds (HP 8, Def TN 1, Soak 1, Atk 3d6 for 1d6+1 dmg). *Baying Terror:* When charging, targets must pass TN 1 WIS (Insight) or lose their move next turn. *Hamstring:* Attack Boons knock the target prone.

4. Collapsed Pillar Hall (25 x 40 ft): Heavy stone blocks bar the exit. Opening the way mid-fight takes a TN 2 STR (Brawn) check (+1d6 with a crowbar).

Rest in a safe spot with food and water clears 1 level of Exhaustion.

- **Torchlight:** One torch burns for 3 Rooms (or 30 minutes of exploration) and sheds bright light out to 20 feet. Fighting in total darkness imposes Blinded (-2d6 to sight checks and attacks).
- **Searching a Room:** After clearing a Room, players can spend a turn searching for hidden stonework or loose flagstones. One character rolls INT (Investigation) against TN 3; success reveals a safe shortcut to the next Depth Room 1 or 1d6 extra silver pieces.
- **Camp Recovery:** Back at the surface camp, Sister Oakhart can spend leftover daily prayers before resting, or the party can spend 10 sp to hire a local herbalist to tend wounds between runs.
- **OPTIONAL RULE:** If an adventurer dies in the barrow, a fresh recruit joins at the surface camp for the next run with standard starting gear.

Four Pre-Built Level 1 Characters

These four adventurers use the standard attribute array (15, 14, 13, 12, 10, 8) and starting equipment packages.

1. Garrick Redgrave (Fighting-Man)

- **Attributes:** STR 15 (+2), CON 14 (+2), DEX 13 (+1), WIS 12 (+1), CHA 10 (0), INT 8 (-1).
- **Vitals:** 12 HP, Defense TN 2 (Light Armor + Shield), Armor Soak 1.
- **Skills:** 2 O bubbles in all STR and CON skills; 1 O bubble in all DEX and WIS skills; 0 bubbles in CHA skills; 1 X penalty in all INT skills.
- **Attacks & Gear (Soldier Package):** Longsword (3d6 attack pool: 2 O Brawn + 1d6 weapon; 1d6+2 damage), Light Armor, Shield (+1 Defense TN from the front/shield side, already included in Defense TN 2 above), 5 days rations, 2 sp, *bedroll, flint & steel, 3 torches, waterskin.*
- **Ideal & Flaw:** Order & Authority (Duty). Flaw: Refuses to yield ground even when surrounded.

Step 1: Procedural Room Generator (Roll 1d6 for Rooms 1 to 3 each depth level. See next page.)

Step 2: Relic Cache Table (Roll 1d6 after clearing a Room)

1. **Thorn-Biter (Broadhead Spear):** Medium weapon (1d6+2 damage). On a natural 6 in the attack pool, briars pin the target until it spends an action and passes a TN 1 STR (Brawn) check.
2. **Lantern of Pale Tallow:** Invisible spirits, illusions, and hidden arcane wards within 20 feet glow visibly.
3. **Cloak of Autumn Smoke:** Once per battle when an attack hits you, ignore that attack's damage and teleport up to 15 feet to a visible space.
4. **Ring of the Iron Oath:** Shatter the ring to turn a failed Tolerance or Endurance check into a success with 2 successes (destroying the ring).
5. **Aether Shard:** Consume while casting a Weaver spell to gain +1d6 to the Spellcasting check or reduce the spell's TN by 1 (minimum 1).
6. **Sacred Poultice & Silver:** 15 sp and a Healer's Poultice Kit (+1d6 to Medicine checks to stabilize or treat wounds). **OR** you may opt for 1 **Restful Draught**. Quaffing this potion will bestow the results of a long rest on the person who drank it.

Rogue-Like Adventure: The Pale King's Barrow

Beneath a windswept moor lies a shifting burial complex ruled by a Barrow Wight. Designed for The Strategic Redoubt as a replayable Rogue-like gauntlet, the burial mound rearranges its choked corridors every time the party retreats to the surface.

The Rogue-Like Run Loop

1. **Depth Progression:** A full run consists of 3 Procedural Depth Rooms followed by Room 4: The Pale King's Vault.
2. **Push or Extract:** The party cannot take a Long Rest inside the barrow. After clearing any Room, the players must choose: Push Deeper into the next Room with their current HP and spent prayers, or Extract to the surface camp.
3. **Extraction Cost & Reset:** Extracting allows an 8-hour Long Rest (restoring all lost HP, or healing 1 HP to stabilized characters at 0 HP, recovering 1 Wound Mark, clearing 1 level of exhaustion, and refreshing daily prayers) at the cost of 1 day of rations per character. However, the barrow seals behind them: the party must restart at Depth Room 1, generating fresh rooms. Characters keep any Enchanted Relics and silver found on previous runs.
4. **Relic Cache Reward:** Every time the party clears a Room and chooses to Push Deeper without extracting, they uncover a burial cache containing one random Enchanted Relic (roll 1d6 on the Relic Cache Table below).

2. Maren Finch (Rogue)

- **Attributes:** DEX 15 (+2), INT 14 (+2), CON 13 (+1), WIS 12 (+1), CHA 10 (0), STR 8 (-1).
- **Vitals:** 9 HP, Defense TN 1 (Light Armor), Armor Soak 1.
- **Skills:** 2 O bubbles in all DEX and INT skills; 1 O bubble in all CON and WIS skills; 0 bubbles in CHA skills; 1 X penalty in all STR skills.
- **Attacks & Gear (Roadwise Package, adjusted):** Shortbow and Dagger (3d6 ranged pool with DEX Acrobatics; 1d6 damage), Light Armor, Thieves' Picks (+1d6 to Thievery checks, traded from starting kit/coin), Grappling Rope (+1d6 to Athletics checks), 5 days rations, 2 sp, bedroll, flint & steel, 3 torches, waterskin.
- **Calling Feature:** Deals +1d6 bonus damage once per turn when hitting an unaware target or an enemy threatened by an ally.
- **Ideal & Flaw:** Survival & Kinship (The Pack). Flaw: Pockets glittering salvage before checking for traps.

3. Sister Oakhart (Devoted-One of the Golden Chalice)

- **Attributes:** WIS 15 (+2), STR 14 (+2), CON 13 (+1), CHA 12 (+1), DEX 10 (0), INT 8 (-1).
- **Vitals:** 11 HP, Defense TN 2 (Light Armor + Shield), Armor Soak 1.
- **Skills:** 2 O bubbles in all WIS and STR skills; 1 O bubble in all CON and CHA skills; 0 bubbles in DEX skills; 1 X penalty in all INT skills.
- **Attacks & Gear (Soldier Package):** Heavy Mace (3d6 attack pool: 2 O Brawn + 1d6 weapon; 1d6+2 bludgeoning damage), Light Armor, Shield (+1 Defense TN from the front/shield side, already included in Defense TN 2 above), 5 days rations, 2 sp, bedroll, flint & steel, 3 torches, waterskin.
- **Prayers (2/day, 2d6 Devotion Pool):** Lay on Hands (TN 1: touch restores 2d6 HP to a living creature and ends ordinary bleeding or poison) and Circle of Sanctuary (TN 2: creates a 15-foot-radius ring for 3 rounds that undead cannot cross willingly, and outside attacks into the ring require +1 success).
- **Ideal & Flaw:** Compassion & Stewardship (Mercy). Flaw: Burns her own supplies to protect strangers.

4. Alden Morrow (Magic-User)

- **Attributes:** INT 15 (+2), DEX 14 (+2), CON 13 (+1), WIS 12 (+1), CHA 10 (0), STR 8 (-1).
- **Vitals:** 7 HP, Defense TN 1 (Light Armor), Armor Soak 1.
- **Skills:** 2 O bubbles in all INT and DEX skills; 1 O bubble in all CON and WIS skills; 0 bubbles in CHA skills; 1 X penalty in all STR skills.
- **Attacks & Gear (Aether-Seeker Package):** Sling and Dagger (3d6 ranged pool with DEX Acrobatics; 1d6 damage), Light Armor, Aether Focus (+1d6 to Spellcasting checks; damaged on a Massive Misstep), 5 days rations, 5 sp, bedroll, flint & steel, 3 torches, waterskin.
- **Weaver Magic (3d6 Spellcasting Pool: 2 O Spellcasting + 1d6 Aether Focus):** Improvises spells from TN 1 to TN 3 within a 30-foot range. Extra successes beyond the TN can add +1d6 damage (max +2d6), double range, or add a nearby target. Rolling zero successes deals unsoakable Arcane Feedback equal to the spell's TN.
- **Ideal & Flaw:** Truth & Enlightenment (Discovery). Flaw: Cannot resist poking unstable arcane wards.