

A detailed illustration of a fantastical landscape. In the foreground, a rocky outcrop with moss and small plants sits on the left. A dense forest of green trees frames the left and right sides. In the middle ground, a wide valley with rolling green hills leads to a calm lake. In the background, a majestic mountain range features a prominent castle with several spires and towers, perched on a high, rocky peak. The sky is filled with soft, ethereal light and wispy clouds, creating a magical atmosphere.

# THROES OF THROKAM GAME MASTER'S GUIDE

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## A Guide To This Guide:

Hello aspiring Game Master! The purpose of this guide is to help you get a hold of the core gameplay mechanics so that you can lead parties on exciting adventures through the world of Throkam! The way we decided to do this was by having you lead your party through a pre-built adventure campaign that gets you used to the game, and lets you start thinking about building your own adventures!

## Sample Quest:

### The Bandits and the Bears

**Players:** 2-4

**Age:** 14+

**Play Time:** 1+ hour

*\*Italicized words are to be read to the party\**

*\*Non-italicized words are instructions, they may be read to the party to inform them of how to play, although some will be instructions for you.\**

*Thirsty for adventure, your party walks into the local tavern. Everything that you do is to your code, whether that be money, morals, or both. That's why it's interesting when you're approached by two different men about potential work. You cannot do both jobs, so you must think long and hard to weigh the potential benefits and costs to your party.*

*As you sit at the old wooden bar, talking of work, a nobleman from the merchant's guild approaches you with a proposition.*

He has had issues with bandits stealing from him and he needs the party's help to stop this group. Talk to the party as the nobleman to convince them to take the job.

A sample line could be: *"The three thieves of the orepath have masterminded massive heists which have taken a fair amount of my guild's resources, and I plan to catch them. Certain... people have given me information that the bandits will try to hit a specific convoy moving resources towards the capital. This is a problem. We require your services to help us, how shall I put it ... deal with this problem. I can assure you that you shall be compensated richly for your troubles. And keep in mind, favor with the merchant's guild can open doors if you ever find yourself in need of magical items of a, shall we say, discrete nature."*

*But only a few moments later a chieftain of a local Ichui clan comes to you. She is upset with the bears in the northern region of the country.*

They have been raiding the houses of her miners along with his mines and need them killed. However this assignment is at the same time as taking out the thieves. Talk from the chief's perspective and force the party to choose who to side with.

A sample line is: *"I'll be frank. I need your services for some wildlife. These ravenous bears are scavengers and look for anything leftover from the day in the cover of darkness. This wouldn't be too much of a problem, but recently they have escalated to violence. They've attacked us one too many times and I'm prepared to offer a lot for their killin'. I've no other choice than to take action."*

### **Choice 1: Bandits**

*You decide to help the nobleman for a chance at some of his riches as payment for a job well done. You know this will damage your reputation with the Ichui, but they are irrelevant in the northern reaches of the land. The nobleman has information that the attack will take place as the convoy of goods travels through the town of Brockton. This is in a densely wooded area in which the town consists of a small clearing with a handful of homes and a shop, but more importantly it has a massive road through it that connects the northwestern reaches of the continent to Throkam.*

*You scout out the exact convoy that is targeted as it leaves from the manufacturing plant, and you can see men looking at it very intently from inconspicuous locations as if they are pretending to be doing something else. Once you have an image of the suspects in your head you retreat to Brockton so that you can await their arrival. A spot hidden in the back of the tavern gives a direct sight of the road while being concealed from others. While waiting there you can see the convoy slowly approach with limited security while three men slowly emerge from the treeline on the opposite side of the road.*

*You decide that now is the perfect opportunity to strike. You move from the booth in the bar towards the front doors walking calmly so as to not scare the bandits off from their plan. Just as they begin to make their move towards the cart in the convoy carrying the valuables, you sprint out the door and move as fast as you can towards them. They immediately notice you running at them and begin to retreat. As the townspeople see this unfold they are terrified and begin trying to run away, this group of people blocks your view of the bandits as they try to escape, but you know that the only logical place would have been to enter the woods.*

*You break into a full sprint moving towards the treeline. They could have gone any direction, so you must remain quiet once you enter the shadow of the canopy so that you can hear rustling and determine their path. Immediately, you hear a twig snap and you bolt in that direction. As you run you get closer to the bandits until you can eventually see them. You catch up then the brawl ensues.*

Turns during combat in Throes of Throkam do not go clockwise / counterclockwise around a table. Instead, turn order is decided by *Initiative Rolls*. You can think of this as rolling dice to see who goes first, but for the entire order of combat. How it works is that everyone, including enemies, rolls a d20 and adds their *Perception Modifier* to it. Order every character by this initiative roll, and you will have the order of turns in combat. (If a player and enemy tie, the player gets the higher initiative). (View the **Rounds** section of the instruction book for more details)

For an example :

Let's say these are your players and enemies initiative rolls and perception modifiers

| Name                | Player 1 | Player 2 | Player 3 | Bear 1 | Bear 2 | Bear 3 |
|---------------------|----------|----------|----------|--------|--------|--------|
| d20 Roll            | 19       | 2        | 14       | 5      | 14     | 9      |
| Perception Modifier | +3       | +1       | +2       | +2     | +2     | +2     |

Then they would have the initiative rolls of

| Name            | Player 1 | Player 2 | Player 3 | Bear 1 | Bear 2 | Bear 3 |
|-----------------|----------|----------|----------|--------|--------|--------|
| Initiative Roll | 22       | 3        | 16       | 7      | 16     | 11     |

Meaning the final order of turns would be

1. Player 1 : 22
2. Player 3 : 16
3. Bandit 2 : 16
4. Bandit 3 : 11
5. Bandit 1 : 7
6. Player 2 : 3

Now that combat has begun, each character will take a turn consisting of three action points. They can use these action points to move, interact, and / or attack essentially anything. Sample

actions can be viewed in the **Reference Manual**. These actions cost a certain amount of action points, and thus players will have to choose how they use them. For a few examples :

1. Player 1
    - a. Moves 15 ft (3 tiles) toward the bears (1/3 action points)
    - b. Attacks Bandit 1 with his axe (2/3 action points)
    - c. Moves 15 feet back to behind cover (3/3 action points)
  2. Player 3
    - a. Move 15ft into a doorway (1/3 action points)
    - b. Cast Sonic Boom on Bandit 2 (2/3 action points)
    - c. Close door for cover (3/3 action points)
  3. Bandit 2
    - a. Moves 40 ft (8 tiles) toward Player 2 (2/3 action points)
    - b. Attacks Player 2 (3/3 action points)
- Etc...

These actions have some rules however. Some actions will require skill checks and will have them listed in the **Reference Manual**. *(For more information on skill checks, read the **Skill Checks** section of the Instruction Manual)*

To make an attack, simply roll a d20, add your *Weapon/Spell Modifier*, if it is greater than or equal to the opponent's Armor Class, you hit them. To deal damage, simply roll the dice indicated on the weapon / spell and total the damage. If your attack roll is 10 or higher over the Armor Class of your opponent, deal double damage. If the d20 rolls a 20 and you succeed, you always critically succeed.

If you cast a spell, you'll have to subtract its mana cost from your mana pool, which recovers to full when you sleep.

For example :

1. Player 1 attacks Bandit 1 with his axe
  - a. Player 1 rolls a d20 and gets 12 with a +6 Weapon Modifier
  - b. Player 1 thus has an attack roll of 18 compared to the Bandit Armor Class of 15, and hits
  - c. Player 1 rolls 2 d6 dice and gets 2 and 5 (total 7)
  - d. Bear 1 takes 7 damage
2. Player 3 attacks Bandit 2 with a Sonic Boom
  - a. Player 3 loses 2 mana

- b. Player 3 rolls a d20 and gets 19 with a +8 Spell Modifier
  - c. Player 3 thus has an attack roll of 27 compared to the bears Armor Class of 15, and critically hits
  - d. Player 3 rolls 2 d4 and get 3 and 4 (total 7)
  - e. Bandit 2 takes 14 damage
3. Bandit 2 attacks Player 2 with Bite
- a. Bandit 2 rolls a d20 and gets 8 with a +4 Weapon Modifier
  - b. Bandit 2 thus has an attack roll of 12 compared to Player 2's Armor Class of 16 and misses

Allow each Player to act on their turn, and take the turns of each Bear, trying to keep in line with how you think a bear would act. If a player tries to do something not in the reference manual, feel free to make it up yourself with whatever makes sense. Most importantly, have fun!

*When the fight comes to a close if you are victorious you must take their heads back to the nobleman. You pack up the items that they stole, along with their bodies from the neck up, and you move towards the castle of the man. After an arduous journey, you arrive at the steps of the castle, the beautiful masonry and large moat are awe inspiring. Moving into the home you are greeted by the nobleman, and he gives you the reward for your work. He offers to sponsor you in any endeavor which you desire, he will always be capable of helping you financially and giving you discounts on goods. This is a very generous offer, but because you didn't help the Ichui they will no longer provide you with their best spells and materials.*

### **Choice 2: Bears**

*You decide to help the Ichui, not only are they wealthy from their mines, but their fierce loyalty is unrivaled in Throkam, if you help them then they will never hurt you. This is in contrast to the nobleman who couldn't care less about you, and saw you as a contractor to do his bidding. Although the Ichui are in the far northern stretches, their influence reaches deep into the capital city. You meet with the Chief again and he knows that the bears will be out scavenging tonight and hurting his men, he wants you to come with him so that you can stay through the night and see for yourself and put a stop to this.*

*Later that same day you arrive at the Ichui miner's camp for your initial inspection. The air has a thick fog, you can't even see the mountaintops that should be in front of you. Moving through the village, you observe the damage which the bears have already done. There are shattered windows, ripped curtains, destroyed pickaxes strewn around the paths, along with small droplets of blood littering the area. This kind of gruesome act represents no regard for life, and you decide that you must take this job.*

*After a day spent with the Ichui, the darkness begins to consume the camp, and it is your time to remain vigilant. The miners are all in their homes preparing to go to sleep after a day of labor underground while you must stay on watch in an old tower overlooking the surroundings. It's deep into the night as you're dozing off and you begin to hear rustling beneath you. The air is dead calm, so it cannot be the wind, and all the miners have gone to bed so you conclude that the bears must be here to do their attack.*

*You slowly descend from the tower and see the bears approaching a small wooden house. They begin by claiming any of the items left outside of the houses before coming up to the main window of the house. You watch them from a distance as they peer into the home, and you advance up to the house next to them for optimal response time. As they break the window and begin to climb into the house you approach the house. Their massive physical frame is challenging, and this poses a massive issue for you, because they will kill you given the chance. As you get closer the bears notice you and then combat is initiated.*

Turns during combat in Throes of Throkam do not go clockwise / counterclockwise around a table. Instead, turn order is decided by *Initiative Rolls*. You can think of this as rolling dice to see who goes first, but for the entire order of combat. How it works is that everyone, including enemies, rolls a d20 and adds their *Perception Modifier* to it. Order every character by this initiative roll, and you will have the order of turns in combat. (If a player and enemy tie, the player gets the higher initiative). (View the **Rounds** section of the instruction book for more details)

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| Initiative Roll | 22       | 3        | 16       | 7      | 16     | 11     |

Meaning the final order of turns would be

1. Player 1 : 22
2. Player 3 : 16
3. Bear 2 : 16
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Now that combat has begun, each character will take a turn consisting of three action points. They can use these action points to move, interact, and / or attack essentially anything. Sample actions can be viewed in the *Reference Manual*. These actions cost a certain amount of action points, and thus players will have to choose how they use them. For a few examples :

4. Player 1
  - a. Moves 15 ft (3 tiles) toward the bears (1/3 action points)
  - b. Attacks Bear 1 with his axe (2/3 action points)
  - c. Moves 15 feet back to behind cover (3/3 action points)
5. Player 3
  - a. Move 15ft into a doorway (1/3 action points)
  - b. Cast Sonic Boom on bear 2 (2/3 action points)
  - c. Close door for cover (3/3 action points)
6. Bear 2
  - a. Moves 40 ft (8 tiles) toward Player 2 (2/3 action points)
  - b. Bites Player 2 (3/3 action points)

Etc...

These actions have some rules however. Some actions will require skill checks and will have them listed in the *Reference Manual*. (For more information on skill checks, read the **Skill Checks** section of the Instruction Manual)

To make an attack, simply roll a d20, add your *Weapon/Spell Modifier*, if it is greater than or equal to the opponent's Armor Class, you hit them. To deal damage, simply roll the dice indicated on the weapon / spell and total the damage. If your attack roll is 10 or higher over the Armor Class of your opponent, deal double damage. If a d20 rolls a 20 and succeeds, you always critically succeed.

If you cast a spell, you'll have to subtract its mana cost from your mana pool, which recovers to full when you sleep.



For example :

4. Player 1 attacks Bear 1 with his axe
  - a. Player 1 rolls a d20 and gets 12 with a +6 Weapon Modifier
  - b. Player 1 thus has an attack roll of 18 compared to the bears Armor Class of 17, and hits
  - c. Player 1 rolls 2 d6 dice and gets 2 and 5 (total 7)
  - d. Bear 1 takes 7 damage
  
5. Player 3 attacks Bear 2 with a Sonic Boom
  - a. Player 3 loses 2 mana
  - b. Player 3 rolls a d20 and gets 19 with a +8 Spell Modifier
  - c. Player 3 thus has an attack roll of 27 compared to the bears Armor Class of 17 and critically hits
  - d. Player 3 rolls 2 d4 and get 3 and 4 (total 7)
  - e. Bear 2 takes 14 damage
  
6. Bear 2 attacks Player 2 with Bite
  - a. Bear 2 rolls a d20 and gets 8 with a +4 Weapon Modifier
  - b. Bear 2 thus has an attack roll of 12 compared to Player 2's Armor Class of 16 and misses

Allow each Player to act on their turn, and take the turns of each Bear, trying to keep in line with how you think a bear would act. If a player tries to do something not in the reference manual, feel free to make it up yourself with whatever makes sense. Most importantly, have fun!

*Through a hard fought battle, you are able to defeat the bears, and the Ichui leader sees what you have done for him, he offers you a deal. For your bravery and help to protect his people he offers you a 5% stake in mining profits which will greatly finance your endeavors and he also offers to provide men in any skirmish you get in. Their loyalty will greatly help you in the future, but by choosing this quest you have angered the nobleman, which might make you need to use that army sooner than expected. And that sweet 20% discount on premium spells your party had? Yeah you can kiss it goodbye.*