

BESTSELLING TABLETOP RPG SERIES

KNIGHTS & LEGENDS

ADVANCED RULEBOOK AND BESTIARY FOR DARK INK 3E



PUBLISHED BY

***K*niGHTS**
TABLETOP
RPG.COM



AN ORIGINAL TABLETOP RPG BY FELIX, J.

DECEMBER 1ST 2021

To Fans

INTRODUCTION

Welcome to the revised edition of 2019's bestselling advanced Knights & Legends. It is with great joy, this core book is now gifted to whomever wishes to download it from the game's homepage. This product is offered as is, no further revisions are planned for the future.

New Horizon, brings the excitement back to the table with a newly formatted, standalone, Tabletop RPG. If you aren't familiar with the Knights & Legends series, NH is the perfect starting point. You'll be introduced to a fresh, multi-layered rule system. Experience a bloodbath in combat with the brand new *parry and counter* combat maneuver, plus more.

The new family tree system, like never seen before, gives your character a whole new meaning. You control their destiny. If your character dies, or becomes too old to fight, their offspring could takeover their existing role. Build an entire bloodline of your favorite heroes, and live on.

That's not all. Featured within, a full bestiary of frightening beasts from dark mythology. Ghouls, goblins, chimeras, hydras, succubi, and many others await. Take advantage of the exciting unique campaign setting exclusive to New Horizon. And if you dare, craft your own adventures as you go!

The game also introduces a new level system. Alternative skills, spells, and armory. It can be used in conjunction with the bestselling *Knights & Legends: Dark Ink 3e*, or completely independently. Visit <https://knights-rpg.itch.io/knights-legends-dark-ink-3e> to acquire the latest core book.

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THE CONCEPT

A game focused in one main goal. The Game Master, or GM, narrates the tale to a party of any amount of players. They control their Custom Avatars, commonly referred to as CA. Together, they overcome challenges in order to fulfill any tasks.

Tasks, range from dungeon raids to fighting an opponent. Disarming traps, or whatever else comes to mind. Ezora, is yours!

There are no limitations to tasks and challenges which arise throughout the adventure. The game offers both sides, a sophisticated and unprecedented set of rules to tackle any rising obstacle.

The pages that follow will guide both parties with utmost detail and everything they'll need.



ETIQUETTE

In order to enjoy the game to the fullest, please practice the following.

1. Always listen to the GM.
2. Avoid arguing with the GM.
3. Silence your mobile device.
4. Avoid unnecessary distractions.
5. Most importantly, don't cheat!

It's imperial that all players follow these golden rules. GMs are responsible for keeping players informed and compliant. Also making sure those participating fully understand how the game and its rules work.

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WHAT YOU'LL NEED

The game's system is powered by polyhedral dice. Visit the official website for 3D Dice Sims, should you require one to play.

It's recommended you own a set of physical dice. If you don't have one, you can buy it online, or by visiting your local comics store.

A basic home printer is still required. You'll need to print Character Sheets, one for each player. Other printouts may come handy while playing. Such as the World Map.

Play time may take as long as all parties involved desire. So the average game session could last as long as a full day. A fifteen minute break on each hour is advised. All players should be able to rest, take a stretch, after sitting on the same spot for prolonged periods of time.



FREEDOM OF CHOICE

The book offers its own campaign setting. You're free to modify many of its aspects to keep the story relevant.

Players, could easily detract from tasks by choosing an action or choice not previously listed in the book. These forks often lead to more forks, and so on.

K&L empowers players with total freedom. It has always been one of its core values. A game that's enjoyed by many, at all times. Next, comes the character creation tutorial.

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CUSTOM AVATAR (CA)

The custom avatar is your soul. Note that if you're playing as the Game Master, you don't need it.

Creating a hero should be one of the first steps after a brief explanation of the game rules, such as the ones previously mentioned.

After building a family tree, the player must pick a name for their character. Keep it unique!

There's a wide range of traits to be picked from. Including gender, age, color, personality, beliefs, and moral codes. The objective, make the hero feel alive, and indifferent than the rest of us.

The purpose of the family tree, is to define ancestry and your roots. Players who feel confident about their drawing skill, should do so.



HEALTH & WELLNESS

Just like any living being, a CA will be prone to feel hunger, pain, thirst, and in some occasions, vulnerable to the many illnesses and diseases.

Other more serious conditions could even provoke loss of a limb, or death. There will be situations when the use of common sense will save lives.

A battle wound could become infected and evolve into a severe risk, thus debilitating some of your stats.

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CHARACTER SHEET

Player: _____

Name: _____ Title: _____

Age: _____

Race: _____

Gender: _____

Build: _____

Eyes: _____

Skin: _____

Hair: _____

Class: _____

Occupation: _____ w/ KS _____

Weapon: _____

Armor: _____

Bufs: _____

Ailments: _____

Strength: _____

Endurance: _____

Wisdom: _____

Spirit: _____

Speed: _____

Skills & Spells AP: _____

1. _____ Cost: _____

2. _____ Cost: _____

3. _____ Cost: _____

Inventory KS _____

1. _____

2. _____

3. _____

Special Item



Level: 1 2 3 4 5

HP: _____

Religion

Moral Code

Background

Journal

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CHARACTER CREATION

You just saw a blank hero sheet. Now you wonder what to do next. This is the Avatar creation tutorial. Here, you'll learn all steps of the character creation process.

In New Horizon, both genders of all races, share neutral stats. But not to worry! The neutrality will be adjusted once you pick a class.

Each class comes with different traits, and a set amount of points that you'll then allot in order to mold the hero to your liking.

We'll use Vincent, as an example. He's the person who the character belongs to. Vincent is a brand new player being introduced to the lore. He doesn't know what his hero's family tree will look like, nor does he know the rules.



CUSTOM ACTOR BASICS

Before Vincent can name his hero, he must first look at all available races. Each race will possess gender-related characteristics. That's how Ezorian Gods designed them to be.

On the next few pages, you'll find the list of existing races, followed by a brief individual description for each.

All characters begin their existence with stats locked at 5. We'll delve deeper into it once a hero is created by Vincent.

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THE HUMAN RACE

Humans originated in Ethers, just about 1,000 years ago. The faithful, believe they were molded out of clay by the Maker(s) of Ezora.

Some disagree. Others, believe it was the course of evolution, inevitably taking its course.

Today, Humans strive for perfection in their everyday lives. Their thirst for knowledge and power, makes them magnificent, yet dangerously destructive beings.

As years pass, the Human race is still multiplying faster than any of the other Ezorian races.

Humans are vulnerable to Fire. They'll take + 1/2 damage from any fire-based item or spell.

HEALTH & DIET

They'll drink lots of liquids to keep hydrated. Sailors often experience dehydration at sea, mostly because of the scarcity of potable water, and high consumption of alcoholic beverages such as ale and wine.

Humans require at least 2 liters of water daily in order to keep stats in good standing. Dehydration could result in a temporary -1 to all stats.

Food consumption is normally not as urgent as liquid ingestion. Their bodies do a good job in processing fats and vitamins, distributing the right nutrients across their body.

The average Human could survive with just one meal a day. Although, two to three are recommended to stay in optimal health.

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THE ORC RACE

Most tribal Orcs live within the boundaries of Khimesh. They're seen as lesser species, in the eyes of wealthy noble Humans.

Those found outside of their home region, are often deserters. Others, are expelled tribesmen. And some, the offspring of slaves brought to the western world of Etheros.

Their history remains mysterious, few records were made until about a hundred years ago. The Orcs, are known for utilizing brute force and a wide range of shamanic magick to settle their matters. They're vile beasts, with a thirst for violence.

Orcs are vulnerable to Lightning and Fire. Causing a + 1/2 damage from items and spells constituting from either element.

HEALTH & DIET

Unlike Humans, the Orcs don't share the same need to drink as much fluid. Their natural body defenses can withstand many bacterial infections, and parasitic diseases as well.

They'll often require a minimum of at least 3.2 Kgs of meat daily, in order to keep stats balanced. Crucial in order to avoid anemia, and loss of muscles.

Orcs whom don't keep a healthy diet could suffer from severe fatigue, which will temporarily impact Strength and Speed by -2.

An Orc, which suffers symptoms for more than two days, could be afflicted with permanent tissue damage. In some cases, three days without eating would most certainly result in death. That can be easily avoided by hunting game in the wild and consuming its raw meat.

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THE DWARF RACE

Dwarves, are considered to be part of the Sub-Human kin. Possessing similarities in appearance but with heights averaging 1.27 meters. This roughly makes them a foot shorter than the average Human.

Many are skilled craftsmen, with noble roots. Dwarves rarely share any animosity towards other races, with the exception of Humans.

They're believers of fair diplomacy. Their blacksmiths are among the most talented in Ezora.

Dwarven men, possess uncanny talents such as mining and forging. Dwarven women on the other hand, are skilled with gems and jewelry.

Dwarves have a natural resistance to Ice. Giving them 50% protection against anything derived from such.

HEALTH & DIET

Much like Humans, the Dwarves share the need to drink as many fluids. Their natural body defenses can resist some, but not all bacterial infections, unlike the Orcish race.

They require a minimum of at least two full meals a day in order to keep their bodies mostly immune to diseases, and other particular ailments.

Dwarves who dont follow a healthy diet could become severely ill and fatigued. That will temporarily impact all stats by -1, and Health Points by -10.

A constant lack of a healthy diet, could cause severe internal complications and lead a fragile weakened Dwarf into full comatose, followed by certain death.

Dwarves commonly stay healthy when they cook their meat thoroughly, much like their Human counterparts.

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THE VALKIN RACE

Homoangelis, This exotic recently discovered Human-like being can possess many anatomic likenesses to Humans. Capable of becoming airborne, but with limitations.

Valkin are incapable of becoming airborne while using the average heavy set of equipment.

They were first discovered about two years ago in the southeastern tip of Thundra. Much about this unfamiliar race remains unknown.

Valkin don't speak Ezorian, but can still communicate by means of signage and a lingua franca.

Their kin travels alone, and can be found living in high altitudes. They are weak to Fire and Ice, resulting in + 1/2 penalties by either element.

HEALTH & DIET

The Valkin benefit from a strictly vegetarian diet. Their hyper-metabolic body disperses fat at unprecedented rates.

Keeping a poor diet will result in side effects, like feather loss and the inability to fly due to the development of a strong persistent anemia.

Valkin have all natural immunity to some diseases, like the plague, and the common influenza.

Lack of a healthy diet could lead to severe complications of organic tissue, Causing loss of wing cartilage.

The Valkin are very dependent of a well balanced diet. They are required to eat every few hours. That's a must, if they have become airborne within the cycle. The death of a Valkin is a strange and curious one, their bodies turn to dust.

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THE ELF RACE

The Elves are a most peaceful race. In the west, they're also referred to as woodlings. Living off of game, and many other natural resources.

To become one with the land, the forest is their home, and they will proudly preserve it. Protecting the forest from anyone who seeks harming the balance of the ecosystem.

Elves are believed to have been the first smart inhabitants of the world. But now that Valkin came to light, this theory is being reevaluated.

They'll take double damage when stricken by Fire. When light armor is worn, it gives them a advantage, granting +1 bonus to Speed.

HEALTH & DIET

Elves, benefit from a protein-rich carnivorous diet. Their fast metabolic rhythm keeps their bodies from getting too overweight. Unlike other races, an Elf, could live long past their eightieth birthday.

They are subject to catching the common cold when not feeding properly. Poor diets will make them anemic and sluggish. This will cause a temporary -1 to all stats.

When an Elf dies, their skin turns into tree-like bark fragments. Some, will take a special concoction made of exotic herbs in order to delay rooting, as it's called.

Once an Elf has been fully rooted, there's nothing that can bring them back to life. One must act quickly when afflicted by such, or risk certain death.

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NEW HORIZON



LEGENDS 2.0

CHARACTER SHEET

Player: Vincent

Name: Kanz M. Vaden Title: _____

Age: 34

Race: Human

Gender: Male

Build: Fit/Defined

Eyes: Brown

Skin: White

Hair: Black

Class: _____

Occupation: _____ w/ KS _____

Weapon: _____

Armor: _____

Bufs: _____

Ailments: _____

Strength: 5

Endurance: 5

Wisdom: 5

Spirit: 5

Speed: 5

Skills & Spells AP: _____

1. _____ Cost: _____

2. _____ Cost: _____

3. _____ Cost: _____

Inventory KS _____

1. _____

2. _____

3. _____

Special Item



Level: ① 2 3 4 5

HP: _____

Religion

Moral Code

Background

Journal

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FIRST STEPS

Now that Vincent, our player, was able to look through all races, He chose his character to be Human. He named him, Kanz M. Vaden.

He then filled out the basic info. Like, Build and Gender, Followed by other details, such as, Eyes, Skin, and Hair.

Levels must be set to 1, every new character begins in the same level. Then as the game progresses, his character will acquire experience. His Level slowly increases, allowing for slow growth, including the usage of potent skills and magick.

It's crucial you follow these steps. More about Levels and Stats, can be found in the following pages.

THE NEXT STEP

Next, we should elaborate where the Player's avatar will be coming from. To understand it a bit better, we'll take a look at the six main nations of Ezora, along with its territories.

On the next few pages, you'll learn all about these nations. However, for further in depth, you'll need to own **Knights & Legends: Dark Ink 3e**.

Each nation possesses a story. Some, were founded by a bloody war, while others, thrived in peaceful harmony.

Religion and politics are big factors in how these nations handle themselves. Especially for nations like the Republic of Lindfell and Kingdom of Vancroft, where greed and faith are in an everlasting struggle for power.

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NEW HORIZON



LUDENS 2.0

VANCROFT



Climate

Vancroft's climate is humid, with a few rainy days throughout the year. The temperatures range from 85 °F during daytime, to 42 °F nighttime. Wind speeds are mostly gentle, at 5 to 12 mph, with occasional gusts and thunderstorms throughout the months of Summer and Autumn. During Winter, the snowfall covers the land. But rarely exceeding a 2 inch depth.

Geography

Zones: B-1, B-2, B-3, B-4, C-1, C-2, C-3, C-4, D-1, D-2, D-3.

Length: 205 miles wide.

Population: 36,517

Landscape: Mountains, forests, grasslands, and valleys.

Bodies of water: pond, and three small lakes.

Fauna

Hawks, eagles, direwolves, deers, foxes, snakes, spiders, caterpillars.

The land is largely composed by vast grasslands, a handful of lakes among gorgeous valleys, and steep mountains. The kingdom of Vancroft is the home of Humans, and of the Xhinian church. The common practiced religion among its faithful citizens.

The church was born 500 years ago, after the people witnessed the prophet perform miracles on both the ill and bedridden.

Vancroft was once ruled by king Alexander Draconis. Little over fifty years ago it fought in a bloody war against the Dwarven call for independence. The deadliest war to date.

This period, gave birth to the nation of Lindfell, and nearly caused the extinction of the Dwarven race.

King Alexander's greed, drove him mad. One day, his fate was sealed by a poisoned arrow. Not long after the late king's death, treaties were put in place by the new king. Prohibiting Vancroft from engaging in military action, unless the fiefdom is declared in an eminent danger.

Vancroft is now ruled by Alexander's younger brother, Marcus Sextus, believed to be a bastard child and illegitimate heir to the throne.

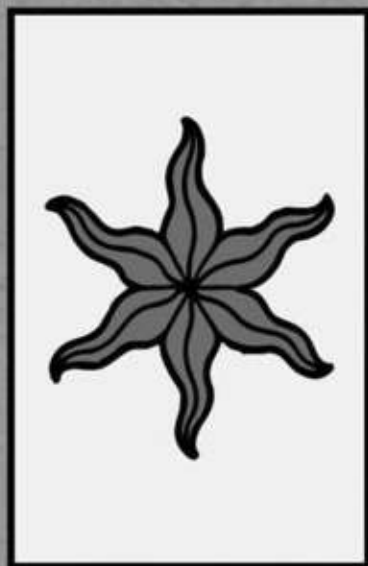
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KHIMESH



Climate

Khimesh's climate is arid, with rare drizzle throughout the year. The temperatures range from 108 °F during daytime, to 40 °F nighttime. Wind speeds blow at approximately 5 mph, with uncommon gusts, and occasional sandstorms in the desert regions, during the Autumn months.

Geography

Zones: A-5, A-6, B-4, B-5, B-6, C-5.

Length: 188 miles wide.

Population: 10,826

Landscape: Palm trees, pine trees, deserts, valleys and mountains.

Bodies of water: Two ponds, and a large lake.

Fauna

Vultures, crows, snakes, scorpions.

The Orcish nation of Khimesh, is composed of part desert and oasis-like valleys, along numerous alps.

It remains a mystery, how such arid region is able to sustain life. But for hundreds of years it has been the home of the Orc race. Abominable savage creatures ruled by one sovereign chieftain.

Over 200 Years ago, it's said the Orcs were nearly 20,000 strong. Ruling larger parts of Thundra. There's a missing gap in history as to why their kin mysteriously vanished.

The faithful followers of the church believe the prophet rid Ezora of the beasts, while scholars believe, it was none other than the natural course of evolution.

When Vancroft launched an expedition to map the world, roughly 300 years ago, the Knights of Vancroft captured two young orcs and brought them back with them.

Meant as a gift for the king, they windup serving as slaves in the court after he clearly expressed his disgust with the beasts. There they labored until they perished.

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NEW HORIZON



LUDENS 2.0

ELMORA



Climate

Elmoras's climate is tropical-wet, with some humidity often in the forecast. The temperatures range from 85 °F during daytime, to 62 °F nighttime. Wind speeds vary, from 5 mph to 12 mph, with occasional gusts and common rainfall throughout the entirety of the year.

Geography

Zones: A-7, B-6, B-7, B-8, C-5, C-6, C-7, C-8, D-6, D-7, D-8.

Length: 218 miles wide.

Population: 14,238

Landscape: Mountains, forests, grasslands, valleys.

Bodies of water: Two rivers, and a swamp.

Fauna

Eagles, exoctic birds, monkeys, panthers, wolves, deer, snakes, various fish.

Elmora is the largest nation in Ezora. It is the home of the Elf race. Elves are natural hunters, and live off of their daily hunts.

Elves will trade with one another by offering goods such as pelts, food, and gems. Elmora has all the resources an Elf could need, and for that reason, they normally won't wander far from their territory.

The region is known for its maze-like forests, and flavorful fish found in its rivers. They're isolationists by nature. Elves will rarely be seen interacting with neighboring countries.

The tribes are governed by Viessa Tranyl, a young priestess known for her charisma, kindness, and unmatched beauty.

Elmora thrives in peace, and its citizens are lovers of nature. "*Preserving balance and harmony above all else.*" that's their motto.

The region of Flora Sanctum hides ancient ruins, believed to be a thousand years old. Not even the wisest of scholars could decipher its cryptograms. Perhaps it holds clues to how the world came to be? No one knows for sure, until this day.

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LINDFELL



Climate

Lindfell's climate is arid, with rarely any rain throughout the year. The temperatures range from 70 °F during daytime, to 30 °F nighttime. Wind speeds are mostly gentle at 8 mph, with occasional gusts, and rare dirt tornadoes caused by passing storms along the coast of the Devil's Sea.

Geography

Zones: A-1, A-2, A-3. B-1, B-2, B-3.

Length: 92 miles wide.

Population: 7,295

Landscape: Mountains, boulders, and gravel plains.

Bodies of water: Small lake.

Fauna

Eagles, mountain lions, coyotes, snakes, scorpions, spiders, centipedes.

The nation of Lindfell is home to the Dwarf race. With its ore rich mountains, Lindfell accounts for 60% of the world's iron, gold, and precious gems. The land is composed of rock and gravel plains, along with boulders and mineral filled mountains.

The dwarves, declared their independence 100 years ago, in a bloody war that nearly brought the Dwarf race to its extinction.

Governed by the elder council, comprised by nine members of the richest Dwarf families. The territory is tightly controlled by them.

Laws, prohibit foreigners from scavenging and mining the land in search of resources. It is also tightly patrolled by marauders.



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NEW HORIZON



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LORIWHYN



Climate

Loriwhyn's climate is subtropical, with high humidity often in the forecast. The temperatures range from 87 °F during daytime, to 60 °F nighttime. Wind speeds vary from 5 mph to 15 mph, with occasional wind gusts, and thunderstorms throughout the months of Summer.

Geography

Zones: C-4, C-5, D-4, D-5, D-6.

Length: 163 miles wide.

Population: 39,583

Landscape: Mountains, forests, grasslands, and Valleys.

Bodies of water: Pond, and two lakes.

Fauna

Eagles, seagulls, pigeons, wolves, rats, common fish.

Loriwhyn, a great naval nation with the busy port town of Valyria. Located in the greater continent of Thundra, the population is largely mixed among few Humans, Dwarves, Orcs, and Elves. But just recently, a minority of Valkin also migrated to the region looking for opportunities.

Due to divisive tensions among its races, the port-town was also divided into small ghettos to keep hostility under control.

Governed by an Elf-Human hybrid known by, Garibal Solicius, It's the hub for merchants and traders from all over the world.

The city is also a place where few lowlifes and thugs hang in dark alleys fencing stolen goods for a living.

The warm year-round weather and the city's liberal policies make it a preferred leisure spot to those seeking a break from their mundane routines.

Its ports, taverns, whorehouses, and gambling dens, are what makes the region so popular around the world. It's said you can find anything you would want within the city, and its black market networks which are connected to all of Ezora.

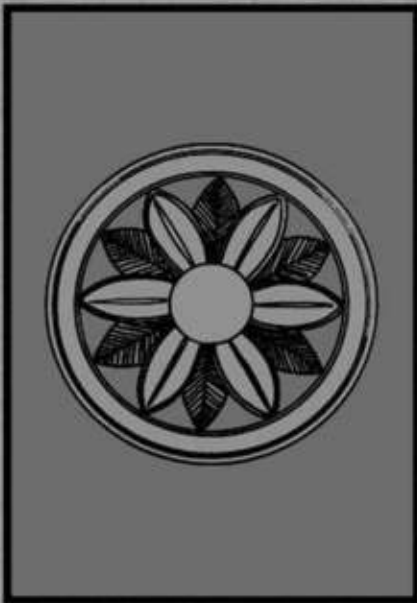
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KENJIWAH



Climate

Kenjiwah's climate is tropical, with some rain throughout the year. The temperatures range from 92 °F during daytime, to 63 °F nighttime. Wind speeds are constantly blowing at 13 mph, with common gusts and occasional tropical storms during Summer months. Few, rarely upgrade into minor hurricanes.

Geography

Zones: D-3.

Length: 18 miles wide.

Population: 1,892

Landscape: Coastal palm trees, patchy grassy terrain mixed with white sand.

Bodies of water: The surrounding Arcandian Sea.

Fauna

Seagulls, various fish, sharks, crabs, shrimps.

The greater island of Kenjiwah, is governed by the renowned blacksmith Krem O'hul. Kenjiwah's folded steel is simply unmatched in today's world. Many of its steel works are exported to other nations around the globe.

Since its roots, it is the home of the faithful worshipers, and separatist monks of the Xhinian Church.

During the war, the island which survived solely on metal exports, had its revenue drastically cut due to embargo.

Unable to directly intervene, fearing retaliation by Vancroft, Kenjiwah was forced to sit idle while the genocide unfolded.

Some speculate that Alexander's murder, was the work of a Kenji assassin. Others, dare to say it was the king's bastard brother, Marcus, who conspired against the late King Draconis.

Until this day, no one really knows what transpired. The date that the mad king perished by the arrow of a mysterious assassin.

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Van H. Vaden



STR 3

WIS 1

Leonora C. Faustin



-1 Bloodline genome mutation



Kanz M. Vaden

STR 2

WIS X

d6 Bloodline X-factor

Kanz inherited +2 STR from his father.

Kanz inherited 0 WIS from his mother.

Your offspring inherits +2 STR, and X WIS.

Male ancestors roll d6 for strength.

Female ancestors roll d6 for wisdom.

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THE BLOODLINE

After going over the nations of the world, you'll have a better understanding of each nation's past. By now, you must have a better idea of which country Kanz was born.

But how about his bloodline? We all have ancestry. Our genes carry info from many generations ago.

To the left, lies Kanz's family tree, a most important part of the rules. Kanz's father, Van Vaden, passed on an additional bonus of +2 STR. His mother, Leonora Faustin, gave him, 0 wisdom. How come? how is this possible, you must be asking?

It's a fact we don't just inherit our our ancestors good genes. And NH is no different. To the right, we are going to breakdown how the family tree system really works, and how to properly use this new setting.

FAMILY TREE SYSTEM

To begin, the player will roll a d6 to determine the predominant stats of each parent. They're STR for men, WIS for women.

To keep protected from an infinitely rising stat boost. First, you'll have to filter the results through a -1 stat mod. That will reduce Van's STR from 3 to 2, and the mother's WIS from 1 to 0. Kanz, will inherit those bonuses from his parents.

At some point in his journey, Kanz will meet his lover, and maybe, even have children of his own. The child would receive the +2 STR bonuses, and then a d6 would be rolled again to find out his soulmate's WIS.

This time, there's no stat mod to filter through. If his other half rolled a 4, then it would be directly applied to their child's stats.

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NEW HORIZON



LUDENS 2.0

CHARACTER SHEET

Player: Vincent

Name: Kanz M. Vaden Title: _____

Age: 34

Race: Human

Gender: Male

Build: Fit/Defined

Eyes: Brown

Skin: White

Hair: Black

Class: _____

Occupation: _____ w/ KS _____

Weapon: _____

Armor: _____

Bufs: _____

Ailments: _____

Strength: 7

Endurance: 5

Wisdom: 5

Spirit: 5

Speed: 5

Skills & Spells AP: _____

1. _____ Cost: _____

2. _____ Cost: _____

3. _____ Cost: _____

Inventory KS _____

1. _____

2. _____

3. _____

Special Item



Level: ① 2 3 4 5

HP: _____

Religion

Worshiper of the Xhinian faith

Moral Code

Idealist

Background

Born in the outskirts of Vancroft, and raised by his parents throughout his youth. He is known for his bravery. Possessing the spirit of a warrior, he will take on anything that gets in his way.

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BACKGROUND

Now that Vincent drafted Kanz's family tree, the first thing you'll notice is that the STR +2 bonus passed by his father was added to his strength, making it a 7.

With enough information about the countries of the world, Kanz's background begins to take shape.

It's up to the player to pick their character's moral code and then a choice of religion must be made between the 3 existent options.

- *Atheist - no religion*
- *Worshiper of the Xhinian faith*
- *Worshiper of the ancient God*

Some classes and jobs are belief based, which means a Templar will be required to be a devoted follower of the church to fulfill their role as a Xhinian crusader.

KEEPING IT REAL

Kanz's character sheet is approaching the point of no return. Once the class is selected, and the attribute points are distributed, there's no return. Game Masters, need to make it clear to the player, that once the class is chosen it's a done deal. Attribute points may not be rearranged after being used.

In the following pages, you'll see the available occupations, classes, and the abilities and magick pool for players to choose from.

By the time you see Kanz's sheet again, it will be nearly finished. It's important the player fully understands what comes next.

- *Classes*
- *Occupations*
- *Skills & Spells*

KNIGHTS & LEGENDS

NEW HORIZON



LEGENDS 2.0

LIMITATIONS

Classes vary by level. Each class carries their own perks. Players, could swap classes as long as a class is in the same level bracket, and the required level is reached.

Example #1

I'm a mage, and my Lv.3 class will be a shinobi. *Not allowed!*

Example #2

I'm a warrior, and my Lv.3 class will be a dark knight. *Allowed!*

When a player ascends to higher levels, stronger classes will then become available. The player, is under no obligation of swapping into higher level classes. When a class swap takes effect, the perks associated with the old class are overwritten by the new ones.

AVAILABLE CLASSES

LEVEL 1

- **Warrior** (melee)
- **Hunter** (ranged)
- **Shaman** (caster)

PERKS

- STR +1
- SPD +1
- WIS +1

LEVEL 2

- **Templar** (melee)
- **Samurai** (melee+)
- **Mage** (caster)
- **Ranger** (ranged)

- END +2
- SPI +2
- WIS +2
- SPD +2

LEVEL 3+

- **Paladin** (melee)
- **Warlock** (caster)
- **Shinobi** (melee+)
- **Dark Knight** (melee)
- **Marksman** (ranged)

- STR +3
- WIS +3
- SPD +3
- STR +3
- SPD +3

*Brackets are split into: Melee, Ranged, Caster.
Melee+ stands for throwable projectiles capability.*

KNIGHTS & LEGENDS

NEW HORIZON

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LUDENS 2.0

LIMITATIONS

Professions vary by level. Each job grants its own weekly pay and associated perks. CAs, could swap jobs once a week, as long as the minimum level required is reached.

Example #1

I'm a bartender, next week I'll be picking blacksmith. But the player never reached Lv.3. The job requires a higher level.

Example #2

I'm a watchman, and now I'm level 3! At the end of this week, my new job will be blacksmith. The minimum level required was reached. The job is now available.

When a job swap takes effect, the perks associated with the old job are overwritten by the new ones.

OCCUPATIONS

LEVEL 1

- | | | |
|-------------|--------------------------------|------------------------------|
| • Farmer | <input type="radio"/> w/ KS 45 | <input type="radio"/> END +1 |
| • Fisher | <input type="radio"/> w/ KS 30 | <input type="radio"/> WIS +1 |
| • Bartender | <input type="radio"/> w/ KS 40 | <input type="radio"/> SPD +1 |

LEVEL 2

- | | | |
|--------------|--------------------------------|------------------------------|
| • Carpenter | <input type="radio"/> w/ KS 60 | <input type="radio"/> WIS +2 |
| • Stonemason | <input type="radio"/> w/ KS 70 | <input type="radio"/> STR +2 |
| • Watchman | <input type="radio"/> w/ KS 35 | <input type="radio"/> SPD +2 |
| • Butcher | <input type="radio"/> w/ KS 50 | <input type="radio"/> SPI +2 |

LEVEL 3

- | | | |
|-----------------|--------------------------------|------------------------------|
| • Blacksmith | <input type="radio"/> w/ KS 80 | <input type="radio"/> STR +3 |
| • Weaver | <input type="radio"/> w/ KS 70 | <input type="radio"/> WIS +3 |
| • Councilman | <input type="radio"/> w/ KS 90 | <input type="radio"/> END +3 |
| • Locksmith | <input type="radio"/> w/ KS 75 | <input type="radio"/> SPI +3 |
| • Tax Collector | <input type="radio"/> w/ KS 60 | <input type="radio"/> SPD +3 |

*Weekly wages are to be paid in a seven day interval.
Players may not change careers halfway to a payout.*

KNIGHTS & LEGENDS

NEW HORIZON



LUSENS 2.0

ABOUT SKILLS & SPELLS

These are the special abilities the character benefits from. They're a must have in combat.

Action Points, or AP, are required to use these abilities. Some of them, possess variations in range. Others, are limited to certain weapons.

Here is how the AP system works
Level 1 skills & spells cost 2 AP.
Level 2 skills & spells cost 3 AP.
Level 3 skills & spells cost 4 AP.

Every CA will begin with 2 AP. Once the character reaches Lv.2, they'll gain +1 AP. For Lv.3+ they will gain +2 AP. By the time a CA reaches level 5, they'll be maxed out at 9 Action Points.

A character may possess a total of three different skills. To learn a fourth, one must be forfeit.

SKILLS & SORCERY

LEVEL 1	Cost 2	AOE
• Pierce <small>Bleed -3 HP 3 Turns</small>	<input type="radio"/> 2d20	<input type="radio"/> ONE
• Fireball	<input type="radio"/> 2d20	<input type="radio"/> ONE
• Heal	<input type="radio"/> 1/2 HP	<input type="radio"/> ALLY

LEVEL 2	Cost 3	AOE
• Iaijutsu <small>55+ Inst. Kill</small>	<input type="radio"/> 3d20* <small>Katana</small>	<input type="radio"/> ONE
• V/ Slash	<input type="radio"/> 3d20	<input type="radio"/> ONE
• Wide Volley	<input type="radio"/> 3d20* <small>Bow</small>	<input type="radio"/> ALL
• Lightning	<input type="radio"/> 3d20* <small>Staff</small>	<input type="radio"/> ALL

LEVEL 3	Cost 4	AOE
• Berserk <small>STR +1/2 2 Turns</small>	<input type="radio"/> 4d20	<input type="radio"/> ONE
• Frost <small>SPD -50% 3 Turns</small>	<input type="radio"/> 4d20* <small>Staff</small>	<input type="radio"/> ONE
• Bolide	<input type="radio"/> 4d20* <small>Staff</small>	<input type="radio"/> ALL
• Headshot	<input type="radio"/> 4d20* <small>Gun</small>	<input type="radio"/> ONE
• Revive	<input type="radio"/> 1/4 HP	<input type="radio"/> ALLY

- AOE - Area of effect.
- AP regenerates at a rate of 1 point per turn.

Hint

The use of skills and spells require action points.

** The spell or skill requires a specific weapon.*

KNIGHTS & LEGENDS

NEW HORIZON

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LUDENS 2.0

CHARACTER SHEET

Player: Vincent

Name: Kanz M. Vaden Title: _____

Age: 34

Race: Human

Gender: Male

Build: Fit/Defined

Eyes: Brown

Skin: White

Hair: Black

Class: Hunter

Occupation: Bartender w/ KS 40

Weapon: _____

Armor: _____

Bufs: _____

Ailments: _____

Strength: 7

Endurance: 5

Wisdom: 5

Spirit: 5

Speed: 7

Skills & Spells AP: 2

1. Heal 1/2 HP Cost: 2

2. _____ Cost: _____

3. _____ Cost: _____

Inventory KS _____

1. _____

2. _____

3. _____

Special Item



Level: ① 2 3 4 5

HP: _____

Religion

Worshiper of the Xhinian faith

Moral Code

Idealist

Background

Born in the outskirts of Vancroft, and raised by his parents throughout his youth. He is known for his bravery. Possessing the spirit of a warrior, he will take on anything that gets in his way.

Journal

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NEW HORIZON



LUDENS 2.0

LEARNING NEW THINGS

Aside from the basic rules that you've just seen, learning new combat techniques isn't as easy as simply leveling up.

After players reach higher levels such as 2, or 3. Heroes can learn the desired correspondent ability to that level when they visit the corresponding guild, or trainer.

All level 1 abilities are free. The player must not exceed 1 skill or spell per level. Level 2 abilities will cost K\$ 100, while level 3+ K\$ 200. Prices may change.

Visit the correspondent guild or magick school in the following locations to learn your CA's new abilities. The same process is used for the level 2 and level 3 character classes.

UNITED GUILDS OF EZORA

Vancroft's Fighters Guild

- Teaches the Templar and Paladin classes.
- Teaches the Vertical Slash and Berserk skills.
- K\$ 100 + Empire tax rate of 5% applies.

Kenjiwah's Martial Arts Guild

- Teaches the Samurai and Shinobi classes.
- Teaches Iaijutsu, and sells Shinobi tools.
- K\$ 100 - K\$ 200.

Loriwhyn's Magis Guild

- Teaches all caster classes.
- Teaches all magick spells.
- K\$ 100 - K\$ 200.

Elmora's Sharpshooters Guild

- Teaches all ranged classes.
- Teaches all ranged skills.
- K\$ 100 - K\$ 200.

Heinburg's Legionnaires Guild

- Teaches the Dark Knight class.
- Teaches other unknown things.
- K\$ 200.



KNIGHTS & LEGENDS

NEW HORIZON

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LUSENS 2.0

EQUIPPING YOUR HERO

Every hero needs proper equipment in order to withstand the hardships of combat and other debilitating factors the world might throw at them.

Wearing armor gives the hero improved defense, while protecting their body from many other perils such as insect bites, and exposure to harsh elements.

Weapons give the hero a better chance to emerge victorious in combat. Some weapons could even be embedded with precious magick runes.

Both weapons and armor can be upgraded to increase their maximum performance.

It's important to note, heavy armory is often not the best gear to use in stealth.

ARMORY LIST

Common Gear	Boost	Impact
Lv.1 Shield	○ +1 END	○ -1 SPD
Lv.1 Sword	○ +1 STR	○ NONE
Lv.1 Axe	○ +1 STR	○ NONE
Lv.1 Bow*	○ +1 STR	○ NONE
Lv.1 Staff	○ +1 WIS	○ NONE

Noble Gear	Boost	Impact
Lv.2 Armor Suit	○ +2 END	○ -2 SPD
Lv.2 Halberd*	○ +2 STR	○ -2 SPD
Lv.2 Katana	○ +2 STR	○ NONE
Lv.2 Kite Shield	○ +2 END	○ -1 SPD
Lv.2 Longbow*	○ +2 STR	○ NONE
Lv.2 Dagger	○ +2 STR	○ NONE

Legendary Gear	Boost	Impact
Lv.3 Scale Armor	○ +3 END	○ -2 SPD
Lv.3 Nunchaku	○ +3 STR	○ NONE
Lv.3 Broadsword*	○ +3 STR	○ -2 SPD
Lv.3 Dai Katana*	○ +3 STR	○ -1 SPD
Lv.3 Archistaff	○ +3 WIS	○ NONE
Lv.3 Damascus Sw.	○ +3 STR	○ NONE
Lv.3 Flintlock Gun	○ +3 STR	○ NONE

* Stands for two-handed weapons.

KNIGHTS & LEGENDS

NEW HORIZON



LUDENS 2.0

ARMORY CONTINUED...

Players can upgrade armour and weapons by visiting a blacksmith. Limited to +1 per item.

- Lv.1 gear K\$ 100
- Lv.2 gear K\$ 200
- Lv.3 gear K\$ 300

The prices above are to be used as reference to when a player visits a shop to purchase new gear, such as weapons and armor.

- Lv.1 gear upgrade K\$ 50
- Lv.2 gear upgrade K\$ 100
- Lv.3 gear upgrade K\$ 150

Only the Boost parameter is modifiable.

As mentioned previously, heavy armor, is not the adequate gear for when it comes to stealth.

Heavy armor can be noisy, and even the most talented hero can not avoid being detected while wearing a full set.

SECONDARY GEAR LIST

Common Gear	Boost	Impact
Lv.1 Linen Robe	○ +1 END	○ NONE
Lv.1 Chainmail	○ +1 END	○ NONE
Lv.1 Gambeson	○ +1 END	○ NONE
Lv.1 Leather Set	○ +1 END	○ NONE
Lv.1 Linen Tunic	○ +1 END	○ NONE

Every hero is able to pick a second defensive gear, and can wear it for extra protection in the field.

Lightweight gear benefit from no Stat impact, and it could also be upgraded on demand.

Players are under no obligation to wear a combo of both heavy and light armors at once. It's optional, and should be implemented at will.

Provided the player has the means to purchase the desired item, Lv.1 gear isn't free, like Lv.1 abilities.

KNIGHTS & LEGENDS

NEW HORIZON

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LUDENS 2.0

CHARACTER SHEET

Player: Vincent

Name: Kanz M. Vaden Title: _____

Age: 34

Race: Human

Gender: Male

Build: Fit/Defined

Eyes: Brown

Skin: White

Hair: Black

Class: Hunter

Occupation: Bartender w/ KS 40

Weapon: Bow

Armor: Gambeson

Bufs: _____

Ailments: _____

Strength: 8

Endurance: 7

Wisdom: 5

Spirit: 5

Speed: 6

Skills & Spells AP: 2

1. Heal 1/2 HP Cost: 2

2. _____ Cost: _____

3. _____ Cost: _____

Inventory KS _____

1. _____

2. _____

3. _____

Special Item



Level: ① 2 3 4 5

HP: _____

Religion

Worshiper of the Xhinian faith

Moral Code

Idealist

Background

Born in the outskirts of Vancroft, and raised by his parents throughout his youth. He is known for his bravery. Possessing the spirit of a warrior, he will take on anything that gets in his way.

Journal

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NEW HORIZON



LEGENDS 2.0

INVENTORY

Players will be able to purchase and acquire helpful items during their journey.

There's only so much a hero can carry. The maximum capacity of different items a hero can carry is three. Though, up to three of the same kind may be stacked.

The result is a total of nine inventory items at the hero's disposal at any given moment.

Example

- Health Tonic x3
- Elixir of Endurance x3
- Panacea Draught x3

Every hero starts their journey with K\$ 500 available to them. That's used for preparations.

ITEMS LIST

Restorative Brews

- Health Tonic
- Antidotic Brew
- Panacea Draught
- Revivification Brew

Support Brews

- Nimbleness Draught
- Elixir of Endurance
- Resistance Draught
- Warrior's Draught
- Wizard's Concoction

Mystic Brews

- Aquatic Draught
- Icarus Draught
- Aegis Draught

Effects

- Restores 30 HP
- Cures Poison
- Cures Ailments
- Revives an Ally*

- 2 Actions / 1 turn
- END x2 / 2 turns
- SPI x2 / 2 turns
- STR x2 / 2 turns
- WIS x2 / 2 turns

- Water Breathing
- Levitation | 3 feet
- 1 Attribute Point

It's important to note, once the hero is knocked out for three consecutive turns they'll be permanently dead.

Revivification Brew, revives a fallen hero with 1/2 their total HP. Other restorative items could be used to help top up the hero's health.

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NEW HORIZON

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LUDENS 2.0

PROJECTILES & MORE

Every hero will hold extra inventory space to hold a special item. These items will have one very specific use each.

Some of these special items can be used indefinitely, while others will require replenishment. Many can be acquired at shops, others only by defeating a foe, or after heroes fulfill some unique task or assigned quest.

These can involve projectiles such as throwable weapons and ammo. But they're not limited to just two.

It could be many other things, like a rune granting fire enchantment to a weapon, or even a rope with a grappling hook to ascend into hard to reach places that were otherwise unreachable until acquiring such.

SPECIAL ITEMS LIST

Projectiles

- Javelin
- Shuriken
- Firebomb
- Lead Pallets
- Steel Arrows

Functions

- 1d8 + 1d6
- 1d8 + 1d4
- 1d20
- Flintlock Ammo
- Bow & Longbow

World Tools

- Bear trap
- Grappling Hook
- Lantern
- Tent

- Protects Camp
- High Climbing
- Light Source
- Party Recovery

Items with dice rolls associated with them are meant to be used in combat. But could also serve a purpose outside of combat, if the circumstance arises.

Bear traps, have the special purpose of keeping the party safe from beasts like wolves and bears, while resting.

The items listed above have infinite usage, use them at will. Lead Pallets are required to shoot flintlock guns. Steel Arrows are required for bows.

KNIGHTS & LEGENDS

NEW HORIZON



LUSENS 2.0

THE LEVEL SYSTEM

The level system is designed to work in a simple and comprehensive way. The more a hero experiences the world around them, the more knowledge they will acquire.

There's no official threshold as to when a character should achieve higher levels. But it would be wise to keep leveling consistent with the adventures you'll play.

During your adventures, there could be hints as to when is a good time to level.

Players are free to explore other options which should be equally taken into account for leveling.

The same can be said for titles. The GM and players can, and should work things out as the game advances.

ABOUT TITLES

Common

- Adventurer
- Mercenary
- Merciful
- Daredevil
- Knight

Requirements

- Start your journey
- Complete 5 quests
- Commit good deeds
- Kill over 15 beasts
- Serve the kingdom

Uncommon

- Champion
- Crusader
- Legend
- Undying
- Hero

- Prove your valor
- Remain faithful
- Survive all battles
- Revive sevenfold
- Sacrifice yourself

To some, a title means everything. To others, it means nothing. Titles hold little to no meaning other than being an ego booster or recognition for certain achievements. In some instances, titles can influence a NPC to perform an action they normally wouldn't.

Wisdom Check: Often conducted when it comes to influencing others. Titles weight in as, +1 for common, and +2 for uncommon. That means that if the required roll amount is an 8, the player rolls 1d4 + WIS + Title.

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NEW HORIZON

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LUDEUS 2.0

CHARACTER SHEET

Player: Vincent

Name: Kanz M. Vaden Title: Adventurer

Age: 34

Race: Human

Gender: Male

Build: Fit/Defined

Eyes: Brown

Skin: White

Hair: Black

Class: Hunter

Occupation: Bartender w/ K\$ 40

Weapon: Bow

Armor: Gambeson

Bufs: _____

Ailments: _____

Strength: 8

Endurance: 7

Wisdom: 5

Spirit: 5

Speed: 6

Skills & Spells

AP: 2

1. Heal 1/2 HP Cost: 2

2. _____ Cost: _____

3. _____ Cost: _____

Inventory

K\$ 25

1. Health Tonic x3

2. Antidote Brew x2

3. Elixir of Endurance x1

Special Item

Steel Arrow Quiver



Level: ① 2 3 4 5

HP: _____

Religion

Worshiper of the Xhinian faith

Moral Code

Idealist

Background

Born in the outskirts of Vancroft, and raised by his parents throughout his youth. He is known for his bravery. Possessing the spirit of a warrior, he will take on anything that gets in his way.

Journal

After spending my savings in my equipment and items, I was left with K\$25. Each merchant have different prices, better keep an eye on that...

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NEW HORIZON



LUSENS 2.0

ROLLING HIT POINTS

Now that Kanz's character sheet is fully complete, we are ready to advance into the combat tutorial. Knights & Legends offers battles like no other tabletop roleplaying games, you're about to find how.

Before moving on, let's not forget to determine Kanz's health points. 'Tis a fundamental part of a RPG.

We begin with a base Stat of 50. Then the player, Vincent, rolls 2 d20s once. Vincent is in luck! He rolls a 28. That then gets added to the base HP Stat, giving Kanz a total of 78 Health Points.

Looks like Kanz can take a hit! Health points are the hero's life on the line. Once that number is 0, it's the end for him. But that's unless he's revived by another party member within 3 turns.

KANZ'S FIRST BATTLE

Bandit Lv.1

HP: 35
STR: 10
END: 7
WIS: 5
SPI: 5
SPD: 6

Abilities AP:2

• Pierce



○ 2d20 (Physical)

Let's picture a setting where Kanz leaves in order to meet with the rest of the party, just a few miles south from the Kingdom of Vancroft.

Kanz is intercepted by a bandit, just one mile from the rendezvous location. He must think fast. Run, or fight?

To run, roll 1d4 + SPD. If the dice roll added to SPD exceeds 9, then the hero would evade combat. However, Kanz chooses to confront his foe. Leading to the initiation of a combat phase. Next, is a in depth look of how battles work, including special moves, etc.

KNIGHTS & LEGENDS

NEW HORIZON

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LUDENS 2.0

COMBAT BASICS

In the beginning of every battle there's some basic procedures that must be performed. You'll also learn two ways of initiating combat. Preemptive strike, and standard engagement.

Step 1: Attempting Preemptive Actions

- One hero, preferably the one with the highest SPD, can only succeed with a preemptive strike if the enemies involved have equal or less SPD than the character performing the action.
- The character must roll 1d6, if the result is an odd number, the preemptive strike is successful. If the result is a even number, then your chance is lost until the next combat opportunity.
- Performing a successful preemptive strike is as simple as the character taking the first turn ignore the enemy's END Stat. This will deal full damage to the target for that first turn.
- Only one target can be selected by one hero. The attack must be of physical nature, no spell will ever benefit from preemptive hits. After the action is performed, the regular turn order will then resume to standard combat. The target no longer takes full damage, unless a stat mod is applied by some other component.

Step 2: Standard Engagement

- SPD Check: Highest to lowest determines the order in which the combatants will take turns.

KANZ'S FIRST BATTLE PART 2

Bandit Lv.1

HP: 35
STR: 10
END: 7
WIS: 5
SPI: 5
SPD: 6



Abilities AP:2

- Pierce

○ 2d20 (Physical)

- But what if both characters possess the same SPD Stat? The highest level would then go first. If both combatant levels are also the same, then the hero has the advantage.

Under these circumstances, the player would have the advantage. That means Kanz would take the 1st move in battle.

Step 3: Action Formulas

- Basic Attack: $1d8 + STR - \text{Target's END}$
- Physical Skills: $\text{Skill} + STR - \text{Target's END}$
- Magick: $\text{Spell}^* + WIS - \text{Target's SPI}$

** If the target has a weakness to the element being cast, double the spell roll results before adding it to WIS.*

On the next page, you'll experience a brief combat simulation. This will help with any doubts you could still have regarding the battle mechanics.

KNIGHTS & LEGENDS

NEW HORIZON



LUDENS 2.0

COMBAT SIMULATION



Turn 1: Kanz, starts the battle with everything he's got. He draws an arrow from his quiver, calmly loading into his bow, then he firmly pulls back the string, then he fires it.

- Kanz rolls 1d8, resulting in a 6!
- Kanz adds the result (6) + his STR (8).
- Kanz calculates 14 - the Bandit's END (7).
- The Bandit takes 7 damage, HP 28/35!



Turn 2: The bandit is furious! He's about to teach Kanz he's not someone to be messed with. He pulls out his daggers, positioning them in a cross-like stance, then unleashes Pierce! (2AP)

- Bandit rolls 2d20, resulting in a 15!
- Bandit adds the result (15) + his STR (10).
- Bandit calculates 25 - Kanz's END (7).
- Kanz takes 18 damage, HP 60/78!

Turn 3: Kanz, uses his turn to cast Heal on himself. The spell regenerates up to 1/2 of the total HP level. That means when Kanz casts Heal, he will recover 39 HP, bringing it back to its maximum count of 78 by consuming 2AP.

- The Bandit's AP is restored by 1 point. He can not use Pierce again until another AP is recovered. The same applies to Kanz, as he currently has 0 AP after casting Heal.

What transpired after the first three turns? It's up to you, the player, to find out. Can you defeat this foe? Try it for yourself!

KANZ'S FIRST BATTLE PART 3

Bandit Lv.1

HP: 35
STR: 10
END: 7
WIS: 5
SPI: 5
SPD: 6

Abilities AP:2

- Pierce



○ 2d20 (Physical)

It's important to note, casters still use 1d8+STR for base attacks. But when it comes to spells they must roll spell + WIS. Target then utilizes SPI as the defense Stat for magick attacks, like END is to STR.

Keeping Track

Write down your character's Health Points somewhere near your hero's image for future reference.

HP levels should be increased by +5 for each new level acquired. Lv.2 +10, Lv.3 +15, etc... Kanz's HP would reach a total of 103 by the time he's Level 3.

Hint: Some Game Masters, could make combat more challenging by allowing certain enemies to revive their fallen comrades. Requiring players to be more tactical about who to target first.

KNIGHTS & LEGENDS

NEW HORIZON

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LUDENS 2.0

ADVANCED COMBAT

Selective targeting is an advanced form of combat that can be performed during a character's active turn. Let's focus in these rolls...

- **Head:** Staggers the enemy.

Staggered targets, are unable to act in combat. Player rolls 1d12, if the result is 10 or greater, then the player succeeds in stunning the target. Roll 1d4 to calculate the amount of turns which the target will remain staggered for. Legendary foes excluded!

- **Torso:** Inflicts -1 END for the remainder of battle.

Targets with fractures suffer a loss of endurance. Whether the player targets the shoulder, or the ribs, fractures have a direct effect on a target's END. Player rolls 1d8, if the result is 6 or greater, then the player succeeds. However, targets that wear heavy armor are immune to this move.

- **Hands:** Temporarily disarms the enemy.

When a target is disarmed they will suffer a small drop in STR, equivalent to the weapon's stat value. Disarmed opponents will recover their weapon after a full set of turns. Player rolls 1d4, if the result is 3 or greater, then the player succeeds.

- **Legs:** Inflicts -2 SPD.

Targets with leg fractures suffer a loss in speed. Whether the player targets the knees, or the feet, fractures have a direct effect on a target's SPD. Player rolls 1d10, if the result is 8 or greater, then the player succeeds.

PARRY & COUNTER + DODGE

Countering enemy strikes is an advanced defensive maneuver, it requires a shield to be equipped at all times.

- **Dodge:** Evade an enemy's physical attack.

Everyone can dodge. When the enemy is about to strike with a physical attack, the blow can be evaded by rolling 1d6, while nailing a result that added to the character's SPD, will equal to 11 or greater. Spells can't be evaded!

- **Parry & Counter:** Counterstrike a parried attack.

When the enemy is about to land a physical blow, throw them off balance by using their own momentum and your shield. That can only be achieved if your SPD is equal or greater than the target's speed. Roll 1d6, scoring a result that added to your own SPD is equal or greater than 10. After successfully parrying, roll 1d8 to deal a counter-strike. This maneuver isn't added to STR!

All abilities in this page can be used simultaneously in a player, or enemy's turn. Game Masters, should learn both combat systems before running their first adventure. It's vital to remember, spells can not be blocked by shields, or dodged like physical attacks and other non-magick techniques.

This completes the combat tutorial.

KNIGHTS & LEGENDS

NEW HORIZON



LUSENS 2.0

DESTROYING OBJECTS

Throughout the adventure, players could encounter certain obstacles that will get in their way. To overcome these obstacles, players are able to use brute force as well as weapons to destroy them.

- Clay RP: 1

Clay-made objects, can easily be destroyed with a minimum amount of strength. No dice is needed to determine success ratio when attempting to destroy these objects.

- Wood RP: 10

To destroy wooden objects, the player must roll 1d10. If the player fails once, then they're free to keep on trying. Keeping in mind, that any weapon made of iron is subject to breaking after the third try. Wooden objects can be ignited by fire based spells.

- Iron RP: 30

To destroy cast iron objects, the player must roll 1d10 + 1d20. Be warned, that any weapon made of iron, is subject to breaking after the third try. Wooden objects can not break iron! Iron, can be molten by using fire spells.

- Steel RP: 50

To destroy steel, the player must roll 3d20s. If the player fails, their weapon will break! Keep it in mind that any weapon not made out of damascus, is no use against steel works. Average steel can be molten by using Lv.2 or higher fire spells.

RESISTANCE POINTS

RP is used as a meter to calculate an object's resistance. Much like HP can be used for all living things. The resistance points are used to realistically simulate an object's resistance against strikes made by another object.

Instead of making a complicated formula where a player's STR would be calculated against the object's RP, it's much simpler to solve it with a roll of the dice, or in some cases, like fragile objects, no dice is needed to calculate the possibility of a player tearing the object apart.

When the player takes the gamble of trying to destroy an object one more time, they could be putting their own weapon at risk. Once a weapon is broken it must be bought anew. There's no known process that would make a broken weapon whole again.

KNIGHTS & LEGENDS

NEW HORIZON

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LUDENS 2.0

ABOUT THE WORLD

By now, both the player and the Game Master are familiar with the rules of the game. It's time to start moving towards your tale. But before that, let's talk about the many locales of the world.

As previously mentioned in the nations of the world. Every place has a story, citizens, and economy. Players will visit several locales while exploring Ezora.

It's recommended you use the Metric and Imperial systems to navigate the world. Including a universal compass.

Ezora, is a dark fantasy world. As your hero adventures through its landscapes it should feel just like Earth. When it comes to the middle-ages, the more the GM knows, the better.

TRAVELING & MORE

Ezora shares many similarities with our own planet. Here are some of the most common traits, to aid in calculating travel distances and time.

Land Area: 124.3 million km²

Distance From Sun: 155.2 million km

Moon: Xanadu, 1/4 the size of Ezora

Mass: 5.497×10^{22} kg

Radius: 5,868 km

Bear in mind, the average human can travel up to 20 miles, or 32 kilometers in one day. That would be similar to 8 or 12 hour courses, while expecting to have at least another 8 hours of rest.

Taking in consideration the force of gravity is a bit lighter in Ezora. Allowing races like the Valkin to stay aloft longer, and others to move a bit easier. Besides walking, when the player utilizes a horse they will be moving nearly three times faster than on foot.

KNIGHTS & LEGENDS

NEW HORIZON



UDENS 2.0

WORLD MAP | SEE THE HD VERSION ON DARK INK 3E



The map above represents the world of Ezora, a land full of mysteries and places to explore. This vast world wasn't meant to be explored in a single day.

Ezora is divided into two continents. Ethers and Thundra. Ethers is located on the western side of the world. It's home to the nations of Lindfell, Vancroft, and Kenjiwah. Each has its own culture, beliefs, and political views.

Thundra is located on the eastern side of the world, and it's home to the nations of Lorigwhyn, Khimesh, and Elmora.

Thundra was blessed with the richest landscapes, its inhabitants are skilled traders who sell a variety of rare goods and resources.

Get *Knights & Legends: Dark Ink 3e* today, to delve deeper and have a better understanding of Ezorian lore. It's available only on [Itch.io](https://knights-rpg.itch.io/knights-legends-dark-ink-3e) and costs just \$4.99. <https://knights-rpg.itch.io/knights-legends-dark-ink-3e>



KNIGHTS & LEGENDS DAWN OF A NEW AGE

An Original Creation
By Felix, J.



OFFICIAL INFO SHEET

Knights & Legends: Dawn of a New Age, is the world's first Tabletop/3D hybrid. For most of its development, the general public has been kept in the dark regarding what exactly that meant.

With the game's release date set to Nov. 18th, 2021. This info sheet is being released four months prior to the game's debut with the goal of clarifying what to expect from this visionary new project being developed by the best selling, American indie writer and programmer, Felix J.

**KNIGHTS
TABLETOP
RPG.COM**



THE GREAT ADVENTURE

You'll be introduced to yet another chapter of a vibrant and continuously growing dark fantasy world. This time around, you assume the role of Maximilian, a devoted Xhinian Templar. Your adventure will take place in the western hemisphere of Ezora, within the boundaries of the great Kingdom of Vancroft and its nature-rich surroundings. Nothing will prepare you for what's to come. Face powerful enemies, and as day turns to night, brake the barrier between the worlds of the living and the dead. Find the place where light and darkness become one the same. A great action packed, dark and spiritually romantic adventure is about to take place! Featuring a professionally recorded score, and detail-oriented ambient sound, Knights & Legends, is bound to set new standards within the indie industry. Featured in the Ultimate Edition of the game are many unique extras, like the special Prequel Animation Video, OST, Collector's Booklet, and Blood Oath Mod. And that isn't all. In order to make it a truly unforgettable experience, it will also include all previous best selling Knights & Legends Tabletop Role-Playing Games at no additional cost. Made possible today thanks to the loyal fans and supporters of the game, since 2018. See you in Ezora!

KNIGHTS & LEGENDS

NEW HORIZON



LEGENDS 2.0



FIRESKIN ORIGIN

Cayman Swamp (B-7). It's believed this disease is being spread by mosquitoes coming from the swampy waters of the Cayman. The mosquitoes are migrating into Loriwhyn's warm weather during winter time, and are rapidly procreating. Citizens of Valyria have been complaining of a increased number of these insects during dawn and dusk hours. Citronella candles, have proven to be a useful repellent while indoors. No solution for the outdoors have been found yet. It's recommended to keep your body covered to avoid this bothersome, itchy skin bacteria that spreads during the mosquito's bite into the skin while the insect feeds.

FIRESKIN SYMPTOMS AND SIDE EFFECTS

Discomfort in the bitten area, itchiness, flaky dry skin.

SPI -1

TREATMENT

Treatable with aloe, healing times vary according to the severity of the affected skin tissue.



EZORIAN PLAGUE ORIGIN

Loriwhyn (D-4). Its port harbors thousands of merchants yearly. Lately, hundreds of seamen have been reported terminally ill after spending time sailing the Devil's Sea. Researchers believe what's spreading the disease, could be no more than the many rodents that roam through the port and its cargo. Urine seems to be the source of the deadly disease, as it contaminates the body causing fever, and bruised lumps on the skin. These skin growths are painful and non-treatable. The average life expectancy is no more than one week.

EZORIAN PLAGUE SYMPTOMS AND SIDE EFFECTS

High fever followed by large boils or lumps on the skin, accompanied by shortness of breath, and dry cough.

-1/2 Max HP, -3 All Stats

TREATMENT

This disease is non-treatable.

HEPATITIS V ORIGIN

Unknown (?), more information about the disease remains largely unknown. Researchers report mutations in the body of extreme discomfort, canine teeth growth, and an appetite for blood seems to be associated with the disease. Extended exposure to the sun can be fatal. Effects on one's health vary. Believed to be contracted when contaminated foreign blood touches the eyes or mouth. Vampires are believed to be the primary source of the disease.

HEPATITIS V SYMPTOMS AND SIDE EFFECTS

Discomfort, abnormal canine teeth growth, drop in body temperature.

STR +3 WIS +2 (Nighttime)

STR -3 WIS -2 -1/2 Max HP (Daytime)

TREATMENT

There's no known cure for this disease.



INFLUENZA ORIGIN

Outskirts of Vancroft (C-3), the first few cases of Influenza were found in the farmlands just outside of the kingdom. At first, the symptoms resemble a common cold. Rapidly evolving into a potentially lethal disease, if left untreated.

INFLUENZA SYMPTOMS AND SIDE EFFECTS

High fever, cold like symptoms, shortness of breath, and fatigue.

STR -2 DEF -3 WIS -1 SPI -2 SPD -2

TREATMENT

Treatable with wild herbs and medicine.



KNIGHTS & LEGENDS

NEW HORIZON

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LEGENDS 2.0

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KNIGHTS & LEGENDS

NEW HORIZON



LUDENS 2.0

RATTLESNAKE

Occurrence: Uncommon, often found by itself.

Locations: Lindfell, Khimesh, Elmora.

Class: Reptile.

STATS (Lv.1)

HP: 15

AP: 3

STR: 6

END: 5

WIS: 6

SPI: 5

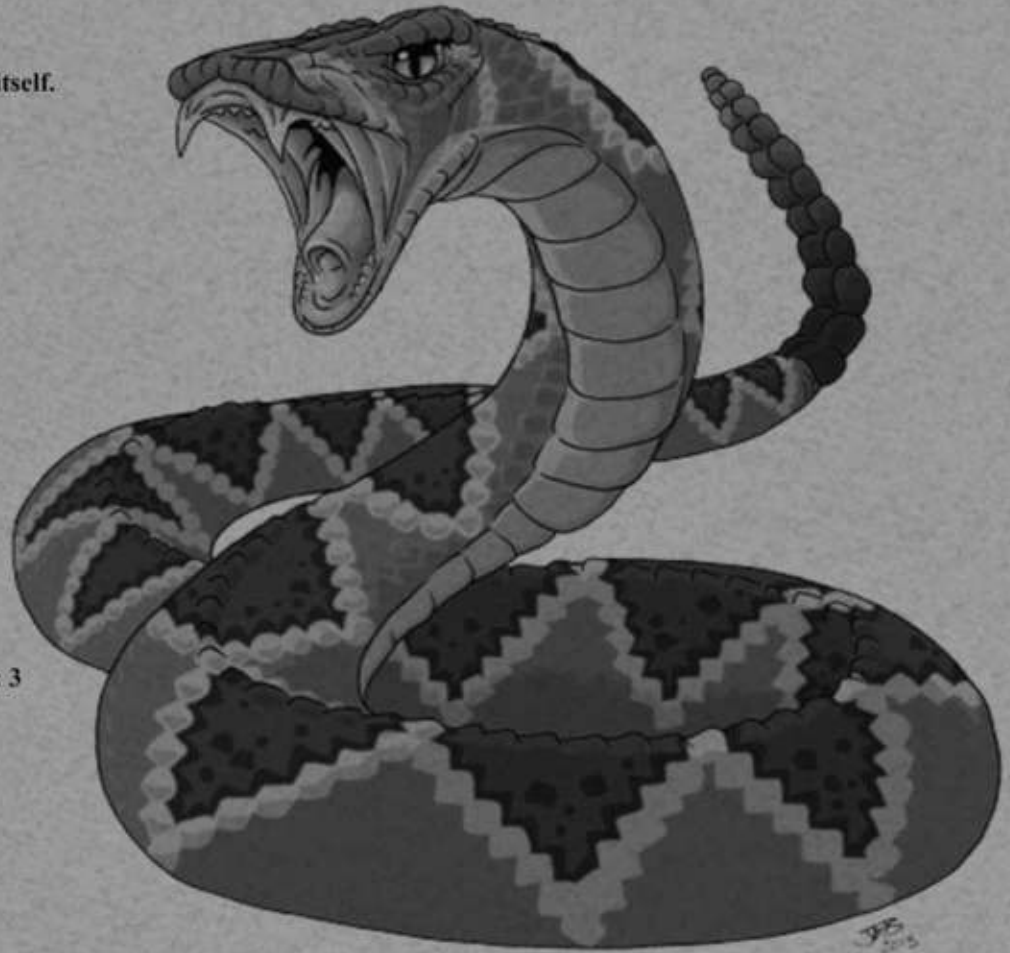
SPD: 7

Weaknesses: Lightning, Fire.

Abilities: Venomous Strike 2d8 + 1d6 Cost: 3

Spits venomous saliva, poisoning the target during and after battle. -8 HP per turn.

Deadly if left untreated for a few hours.



POISONOUS

KNIGHTS & LEGENDS

NEW HORIZON

55

LUDENS 2.0

SKELETON KNIGHT

Occurrence: Common, often found in groups of three.

Locations: Tombs, Dungeons, Vancroft (nighttime).

Class: Undead.

STATS (Lv.1)

HP: 23

AP: 2

STR: 8

END: 7

WIS: 6

SPI: 5

SPD: 6

Weaknesses: Paladin deals x2 physical damage.

Abilities: Pierce 2d20 Cost: 2

Stabs the target with its sword and dagger.



UNDEAD

KNIGHTS & LEGENDS

NEW HORIZON



LUSENS 2.0

GOBLIN SHAMAN

Occurrence: Common, often found in duos.

Locations: Vancroft, Elmora, Caves, Woodlands.

Class: Beast.

STATS (Lv.2)

HP: 29

AP: 3

STR: 7

END: 6

WIS: 10

SPI: 7

SPD: 6

Weaknesses: Fire.

Abilities

Lightning 3d20 Cost: 3

Heal +1/2 HP Cost: 2

Fireball 2d20 Cost: 2



BEAST

KNIGHTS & LEGENDS

NEW HORIZON

57

LUDENS 2.0

SKELETON WARRIOR

Occurrence: Common, often found in groups of three.

Locations: Tombs, Dungeons, Vancroft (nighttime).

Class: Undead.

STATS (Lv.2)

HP: 23

AP: 3

STR: 12

END: 9

WIS: 5

SPI: 6

SPD: 5

Weaknesses: Paladin deals x2 physical damage.

Abilities: Pierce 2d20 Cost: 2

Stabs the target with its sword.

Knows Parry & Counter.



UNDEAD

KNIGHTS & LEGENDS

NEW HORIZON



LUDEUS 2.0

ROTTWEILER

Occurrence: Common, often used as guard dog.

Locations: Vancroft, Loriwhyn.

Class: Animal.

STATS (Lv.2)

HP: 20

AP: 3

STR: 12

END: 8

WIS: 11

SPI: 7

SPD: 9

Weaknesses: Fire.

Abilities: Bite 3d20 Cost: 3

The Rottweiler's bite is potentially deadly.

It normally barks before attacking.



ANIMAL

KNIGHTS & LEGENDS

NEW HORIZON

59

LUDEUS 2.0

GHOUL

Occurrence: Common, often found in groups of five.

Locations: Fields, Dungeons, Cemeteries, Vancroft (nighttime).

Class: Demon.

STATS (Lv.2)

HP: 18

AP: 3

STR: 10

END: 7

WIS: 6

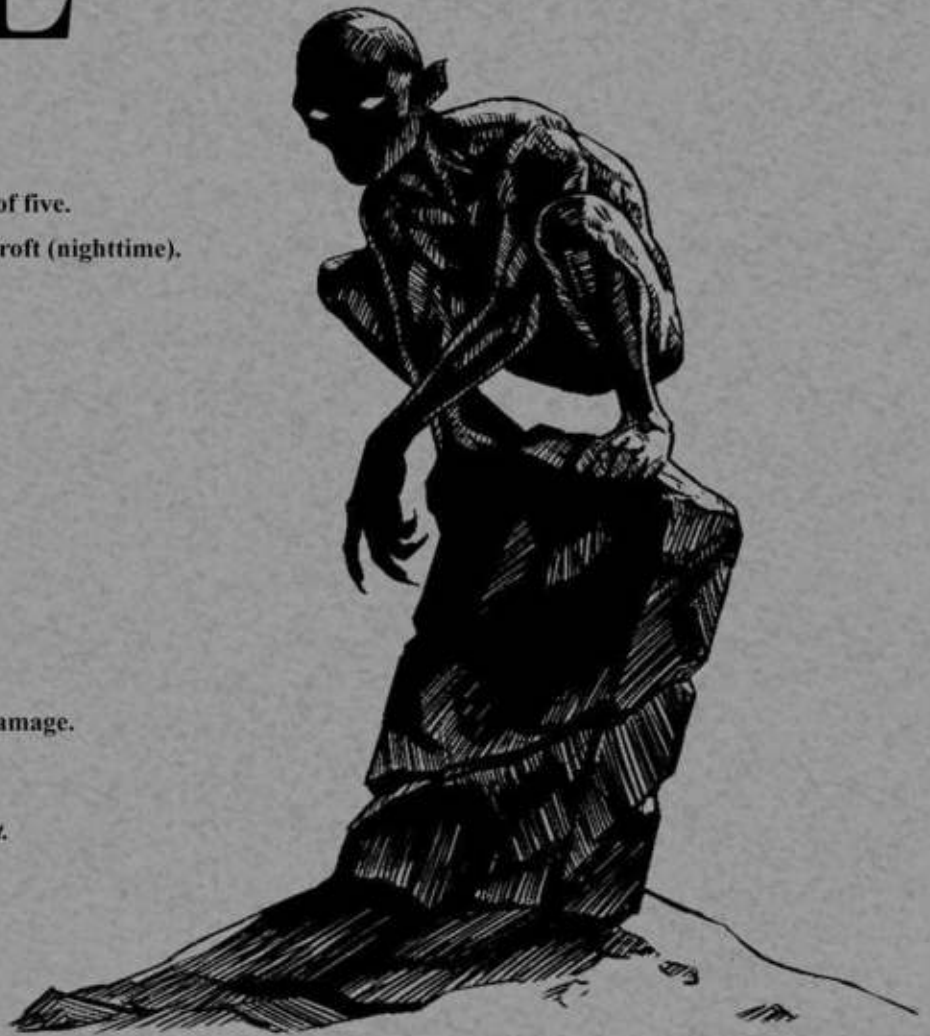
SPI: 5

SPD: 7

Weaknesses: Fire, Paladin deals x2 physical damage.

Abilities: Claw 2d20 Cost: 2

The Ghoul claws their target with a relentless assault.



DEMON

KNIGHTS & LEGENDS

NEW HORIZON



LUSENS 2.0

HARPY

Occurrence: Common, often found in trios.

Locations: Loriwhyn, Valleys, Alps.

Class: Beast.

STATS (Lv.2)

HP: 23

AP: 3

STR: 11

END: 8

WIS: 12

SPI: 6

SPD: 8

Weaknesses: Fire, Lightning.

Abilities: Hum 1d6 Cost: 0

Roll 6 to hum all enemies to sleep.

Effects wear off in 2 turns, or after getting hit.



BEAST

KNIGHTS & LEGENDS

NEW HORIZON

61

LUDENS 2.0

DIREWOLF

Occurrence: Common, wolves hunt in packs.

Locations: Woodlands, Vancroft, Elmora.

Class: Beast.

STATS (Lv.2)

HP: 34

AP: 3

STR: 12

END: 10

WIS: 12

SPI: 8

SPD: 8

Weaknesses: Fire.

Abilities: Bite 2d20 Cost: 2

The Direwolf sinks its teeth into the target's limb, dealing a great amount of pain and possibly causing bleeding, if a 20 is rolled. Bleeding inflicts -3 HP per turn, until the wound is mended.



BEAST



KNIGHTS & LEGENDS

NEW HORIZON



LUDEUS 2.0

BANDIT

Occurrence: Common, often found in duos or trios.

Locations: Caves, Hills, Loriwhyn, Vancroft.

Class: Human.

STATS (Lv.2)

HP: 34

AP: 3

STR: 12

END: 10

WIS: 9

SPI: 9

SPD: 6

Weaknesses: Fire, Frost, Lightning.

Abilities: Vertical Slash 3d20 Cost: 3

The bandit high-jumps towards the target with daggers in hand, performing a downward slash.



HUMAN

KNIGHTS & LEGENDS

NEW HORIZON

63

LUDENS 2.0

SAURIAN

Occurrence: Common, often found in groups of four.

Locations: Lakes, Rivers, Elmora, Cayman Swamp.

Class: Beast.

STATS (Lv.2)

HP: 49

AP: 3

STR: 14

END: 12

WIS: 10

SPI: 8

SPD: 6

Weaknesses: Lightning, Frost.

Abilities: Smash 2d20 Cost: 2

Bludgeons the target using its heavy mace.



BEAST

KNIGHTS & LEGENDS

NEW HORIZON



LEGENDS 2.0

GRIZZLY BEAR

Occurrence: Rare, normally found by itself.

Locations: Caves, River Banks, Forests.

Class: Animal.

STATS (Lv.3)

HP: 54

AP: 5

STR: 18

END: 20

WIS: 7

SPI: 12

SPD: 5

Weaknesses: Fire.

Abilities: Maul 4d20 Cost: 5

The grizzly relentlessly mauls its target.

Few are those who survive such an attack.



WILD ANIMAL

KNIGHTS & LEGENDS

NEW HORIZON

65

LUDEUS 2.0

MARAUDER

Occurrence: Common, often found in groups of three.

Locations: Lindfell.

Class: Dwarf.

STATS (Lv.3)

HP: 55

AP: 5

STR: 17

END: 24

WIS: 10

SPI: 9

SPD: 5

Weaknesses: None.

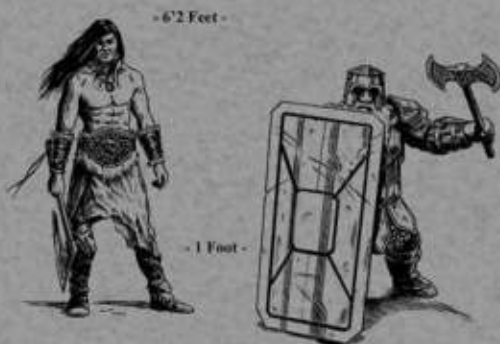
Abilities: Shield Bash 3d20 Cost: 4

Smashes the target using their oversized shield.

Knows Parry & Counter.



GUARDIAN



KNIGHTS & LEGENDS

NEW HORIZON



LEGENDS 2.0

VAMPIRE

Occurrence: Uncommon, often found by itself.

Locations: Tombs, Dungeons, Vancroft (nighttime).

Class: Undead.

STATS (Lv.3)

HP: 75

AP: 5

STR: 25

END: 20

WIS: 18

SPI: 14

SPD: 9

Weaknesses: Light.

Abilities: Dark Wave 4d20 Cost: 5

Unleashes a swarm of bloodsucking bats, capable of inflicting vampirism, but only if a 20 is rolled.



UNDEAD

KNIGHTS & LEGENDS

NEW HORIZON

67

LUDENS 2.0

ROGUE

Occurrence: Common, often found alone.

Locations: Loriwhyn.

Class: Assassin.

STATS (Lv.3)

HP: 49

AP: 5

STR: 15

END: 12

WIS: 12

SPI: 10

SPD: 11

Weaknesses: All Elements.

Abilities: Throatcutter 4d20 Cost: 5

Mercilessly slits the throat of the target.

Instant kill could occur if a 20 is rolled.



ASSASSIN

KNIGHTS & LEGENDS

NEW HORIZON



LEGENDS 2.0

UNDEAD RAIDER

Occurrence: Rare, often found by itself.

Locations: Fields, Plains, Vancroft (nighttime).

Class: Undead.

STATS (Lv.3)

HP: 75 (Raider) HP: 40 (Horse)

AP: 5

STR: 21

END: 19

WIS: 14

SPI: 12

SPD: 7 (15 while mounted)

Weaknesses: Paladin deals x2 physical damage.

Abilities: Charge 4d20 Cost: 5

Charges with sword and shield in hand, striking its target with a critical blow to the upper body. Roll 2 20s to decapitate the target. (Mount Skill)



- 12 Feet -

- 6'2 Feet -

- 1 Foot -



CURSED

KNIGHTS & LEGENDS

NEW HORIZON

69

LUDENS 2.0

SORCERER

Occurrence: Common, often found alone.

Locations: Dungeons, Vancroft (nighttime).

Class: Demon.

STATS (Lv.3)

HP: 55

AP: 5

STR: 9

END: 10

WIS: 17

SPI: 10

SPD: 7

Weaknesses: Lightning.

Abilities

Heal 1/2 HP Cost: 2

Bolide 4d20 Cost: 4

Frost 3d20 Cost: 3



DEMON



KNIGHTS & LEGENDS

NEW HORIZON



LUDEUS 2.0

GOBLIN CAVALIER

Occurrence: Uncommon, often found in small groups.

Locations: Fields, Plains, Vancroft, Lindfell, Elmora.

Class: Beast.

STATS (Lv.3)

HP: 48 (Goblin) HP: 35 (Horse)

AP: 5

STR: 14

END: 12

WIS: 10

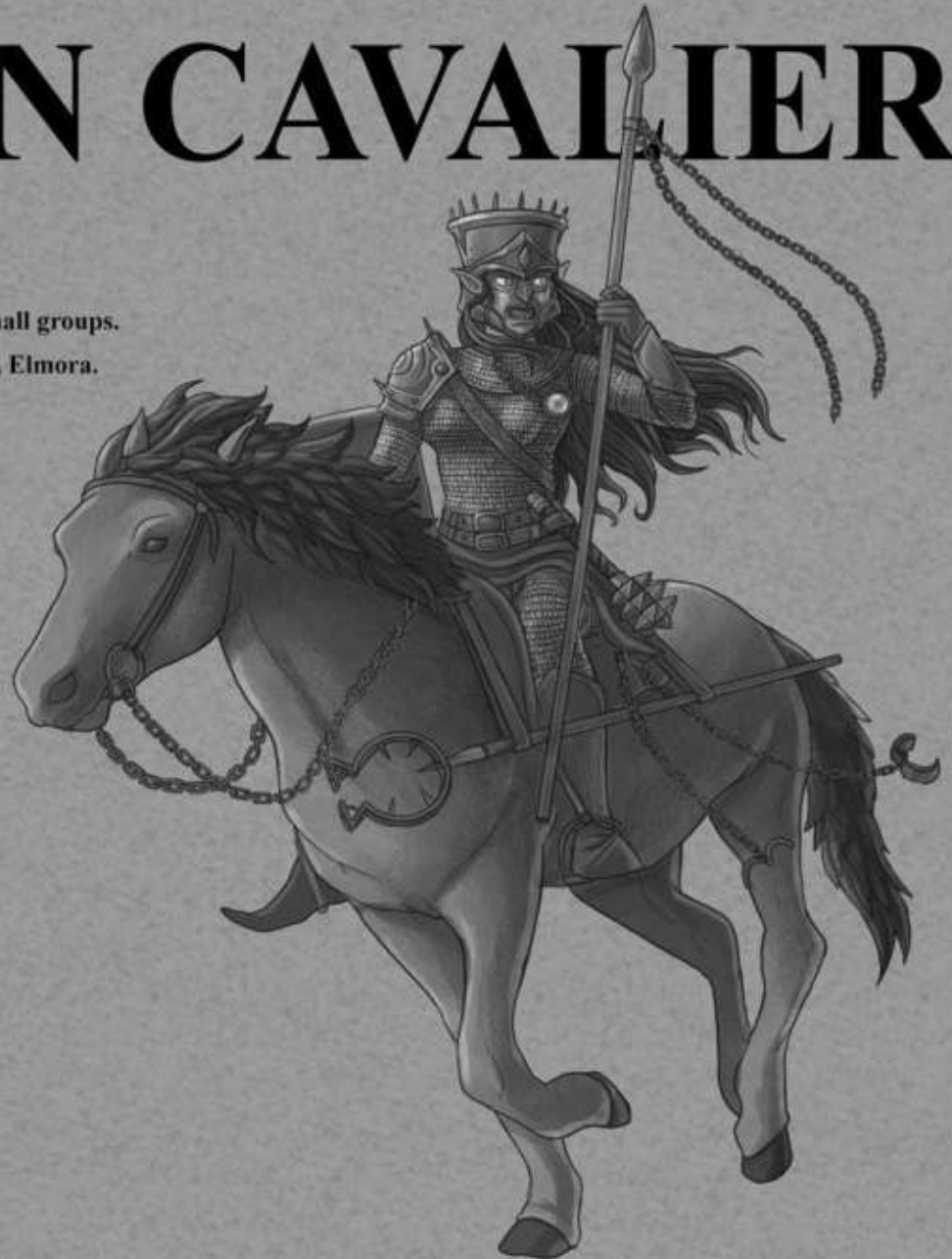
SPI: 12

SPD: 7 (15 while mounted)

Weaknesses: Fire.

Abilities: Charge 4d20 Cost: 5

Charges with the spear in hand, striking its target with a critical blow to the upper body. Roll 2 20s to decapitate the target. (Mount Skill)



BEAST



KNIGHTS & LEGENDS

NEW HORIZON

71

LUDEUS 2.0

DOPPELGANGER

Occurrence: Rare, always found by itself.

Locations: Loriwhyn, Dungeons, Vancroft.

Class: Shapeshifter, Demon.

STATS (Lv.4)

HP: 185

AP: 5

STR: 5

END: 5

WIS: 5

SPI: 5

SPD: 5

Weaknesses: None.

Abilities: Morph, Cost: 5

Transforms into an identical clone of the selected target for 3 turns. AP isn't regenerated while the morph is still active. Can use target's abilities.



DEMON

KNIGHTS & LEGENDS

NEW HORIZON



LUSENS 2.0

EVIL EYE

Occurrence: Rare, always found by itself.

Locations: Dungeons, Tombs.

Class: Demon.

STATS (Lv.4)

HP: 134

AP: 5

STR: 22

END: 20

WIS: 25

SPI: 20

SPD: 8

Weaknesses: None.

Abilities: Devour 4d20 Cost: 5

The beast devours the soul of its target, inflicting fear.

The target is unable to move until the beast is killed.



DEMON

KNIGHTS & LEGENDS

NEW HORIZON

73

LUDEUS 2.0

WRAITH

Occurrence: Rare, normally by itself.

Locations: Tombs, Fields, Cemeteries, Vancroft (nighttime).

Class: Specter.

STATS (Lv.4)

HP: 145

AP: 5

STR: 18

END: 99 (Immune to physical attacks)

WIS: 16

SPI: 14

SPD: 8

Weaknesses: None.

Abilities: Absorb 3d20 Cost: 5

Feeds off of the target's soul, replenishing its own health. Roll 3d20 - Target's SPI, then add the results to its deteriorated HP.



SPECTER

KNIGHTS & LEGENDS

NEW HORIZON



LUSENS 2.0

SUCCUBUS

Occurrence: Rare, always found by itself.

Locations: Dungeons, Caves, Elmore.

Class: Demon.

STATS (Lv.4)

HP: 172

AP: 5

STR: 22

END: 20

WIS: 19

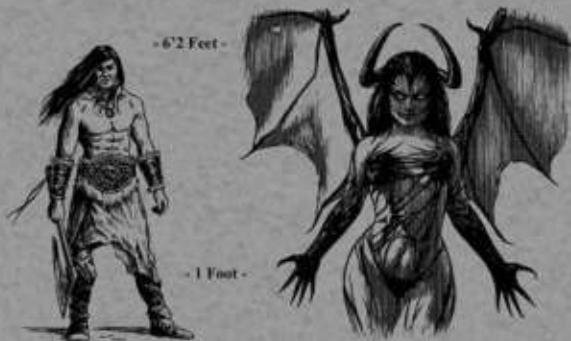
SPI: 17

SPD: 8

Weaknesses: Bolide.

Abilities: Charm Cost: 5

Charms the target, taking full control of their body. This powerful spell will last for 3 turns. The target will be used by the Succubus to attack their own comrades during battle, or even commit suicide.



DEMON

KNIGHTS & LEGENDS

NEW HORIZON

75

LUDEUS 2.0

ZEALOT

Occurrence: Common, often found in duos.

Locations: All over the world.

Class: Cultist, Summoner.

STATS (Lv.4)

HP: 99

AP: 5

STR: 18

END: 16

WIS: 19

SPI: 14

SPD: 7

Weaknesses: All Elements.

Abilities: Summon Cost: 5

This powerful spell bridges Ezora to the abyss. It will summon either a Skeleton Knight, or Skeleton Warrior to fight by the summoner's side.



SUMMONER

KNIGHTS & LEGENDS

NEW HORIZON



LUSENS 2.0

WIZARD SAURIAN

Occurrence: Rare, always found by itself.

Locations: Dungeons, Caves, Elmore.

Class: Demon.

STATS (Lv.4)

HP: 115

AP: 5

STR: 16 (Attacks inflict poison)

END: 17

WIS: 28

SPI: 25

SPD: 8

Weaknesses: None.

Abilities: Drakeskin Cost: 5

Boosts its END and SPI to 35, for 3 turns.

AP is not regenerated while the skill is active.



DEMON



KNIGHTS & LEGENDS

NEW HORIZON

77

LUDEUS 2.0

SKELETON MAGE

Occurrence: Uncommon, occasionally found with other undead.

Locations: Dungeons, Caves, Fields, Tombs, Vancroft (nighttime).

Class: Undead.

STATS (Lv.4)

HP: 169

AP: 5

STR: 9

END: 23

WIS: 28

SPI: 20

SPD: 5

Weaknesses: Fire.

Abilities

Bolide 4d20 Cost: 4

Seism 3d20 Cost: 3



UNDEAD



KNIGHTS & LEGENDS

NEW HORIZON



LUSENS 2.0

KING TOAD

Occurrence: Rare, always by itself.

Locations: Lake Solomo.

Class: Reptile, Demon.

STATS (Legendary)

HP: 513

AP: 10

STR: 32 (Attacks inflict poison)

END: 30

WIS: 29

SPI: 28

SPD: 7

Weaknesses: Lightning.

Abilities: Sulfuric Spit Cost: 8

It's sulfuric saliva will destroy any armor that's made of leather, iron, or linen. Target loses armor buff after their armor is destroyed. Subsequent hits cause death.



DEMON

KNIGHTS & LEGENDS

NEW HORIZON

79

LUSENS 2.0

GRIFFIN

Occurrence: Rare, always by itself.

Locations: Ximarah Plains.

Class: Beast.

STATS (Legendary)

HP: 449

AP: 10

STR: 32

END: 27

WIS: 18

SPI: 26

SPD: 8

Weaknesses: Fire, Bolide.

Abilities: Whirlwind Cost: 6

Fanning its wings close to the ground, it then blows dirt into all enemies eyes. Temporarily blinding them for 2 turns. (No physical hits for 2 turns)



- 6'2 Feet -

- 1 Foot -

BEAST

KNIGHTS & LEGENDS

NEW HORIZON



LEGENDS 2.0

- 55 Feet -

GIGANT

Occurrence: Rare, always by itself.

Locations: Titan's Landing.

Class: Giant, Abomination.

STATS (Legendary)

HP: 999

AP: 10

STR: 42

END: 41

WIS: 27

SPI: 26

SPD: 5

Weaknesses: None.

Abilities: Seism II 5d20 Cost: 9

The ground beneath you shakes relentlessly.

Falling debris hit all targets in the area.

Roll 3 20s to split the ground into two.

A critical roll will cause TPK.



ABOMINATION

KNIGHTS & LEGENDS

NEW HORIZON

81

LUDENS 2.0

HYDRA

Occurrence: Rare, always by itself.

Locations: Forked River.

Class: Beast.

STATS (Legendary)

HP: 500 (100 HP for each head)

AP: 10

STR: 37

END: 27

WIS: 28

SPI: 24

SPD: 7

Weaknesses: Lightning.

Abilities: Swallow 4d20 Cost: 4

The Hydra swallows an enemy whole, then spits them out, causing momentary staggering that leads to the loss of a turn.



- 1 Foot -

KNIGHTS & LEGENDS

NEW HORIZON



LUDENS 2.0

CHIMERA

Occurrence: Rare, always by itself.

Locations: Flora Sanctum.

Class: Beast.

STATS (Legendary)

HP: 600 (200 HP for each head)

AP: 10

STR: 34 (Tail attacks inflict poison)

END: 32

WIS: 25 (The goat's head casts spells)

SPI: 23

SPD: 9

Weaknesses: Fire.

Abilities

Fireball 2d20 Cost: 2

Frost 3d20 Cost: 3

Seism 4d20 Cost: 4



FIRE DRAKE

Occurrence: Rare, always by itself.

Locations: Pyro Peak.

Class: Beast.

STATS (Legendary)

HP: 649

AP: 10

STR: 45

END: 38

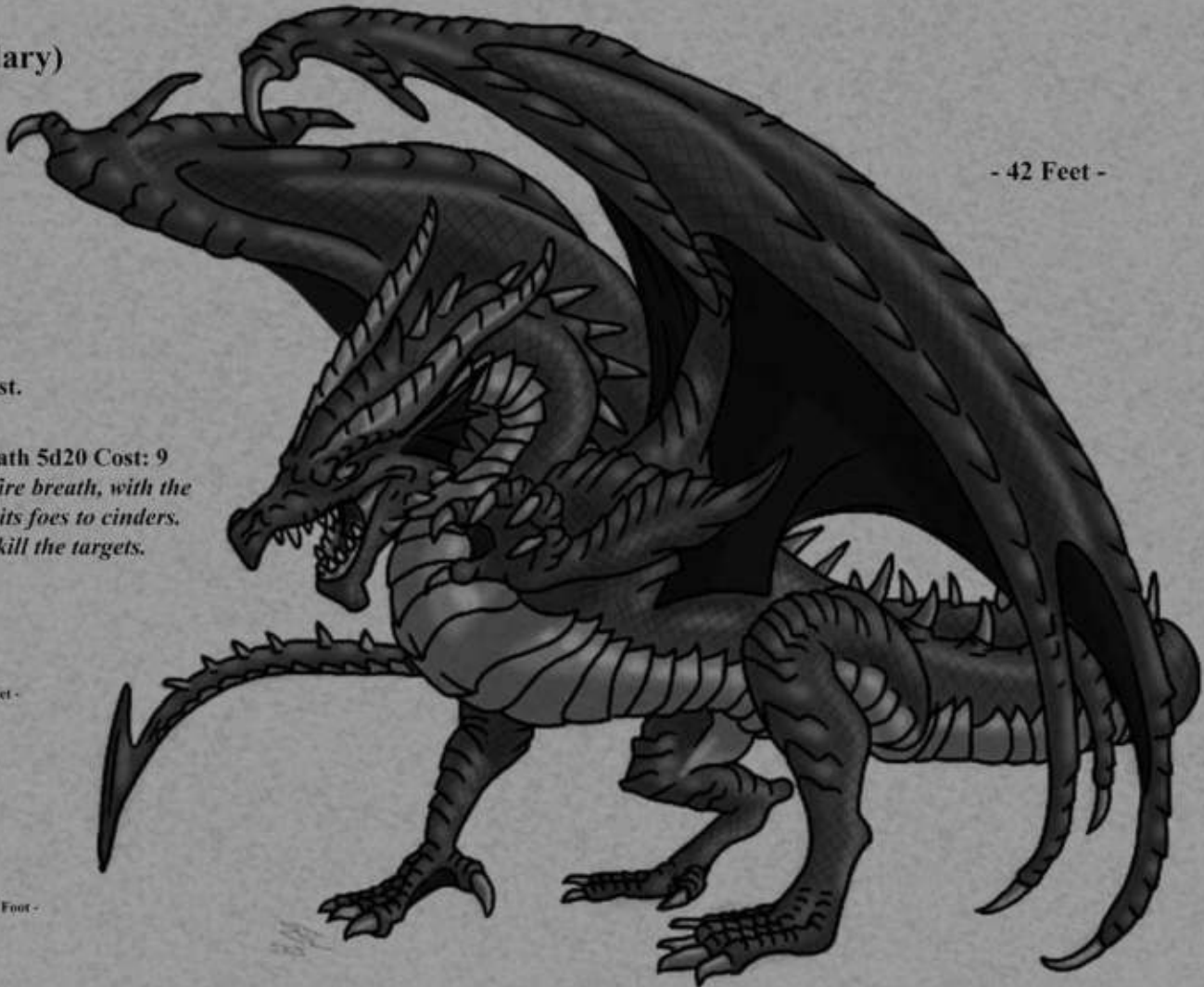
WIS: 47

SPI: 34

SPD: 6

Weaknesses: Frost.

Abilities: Fire Breath 5d20 Cost: 9
Unleashes a scalding fire breath, with the possibility of reducing its foes to cinders. Roll 2 20s to instantly kill the targets.



KNIGHTS & LEGENDS

NEW HORIZON



LUDENS 2.0

RANDOM ENCOUNTERS

The enemies featured in the bestiary range from common to rare. Other adventure exclusive enemies can be featured during the story.

Basically, any enemy that you've seen in the 30-page bestiary can be fought at any time. The Game Master could even mix and match certain types of foes at will.

Although, it's recommended they follow basic common sense and use some of the indications below for a more enjoyable experience.

Recommended Appearance Ratio

Common: 2 in 3 battles

Uncommon: 1 in 5 battles.

Rare: 1 in 10 battles.

Legendary: 1 in 20 battles.

Just because an enemy has a location like Vancroft listed, it doesn't mean the battle should take place within city walls. But rather in its surround areas and landscape.

GAME MASTER GUIDE

Different GMs will have different playstyles. Some, could be more merciful, and others, a bit, or a lot more tough.

As long as the Game Master follows the core rules, they're free to exercise whatever playstyle they see fit. With that in mind, as a Game Master, you are also responsible for aiding players with the rules of the game, and should answer common questions likely to be asked along the way.

RECOMMENDED AP SETTINGS

Heroes and enemies should begin the battle with their AP halfway full. If Kanz's total Action Points are 2, he would then begin combat with 1 AP.

From that point on the basic rule of 1 Action Point per turn is then initiated. Players should keep track of their own action points. Although, to avoid common mistakes, the GM can keep an eye out, with notes on the side.

KNIGHTS & LEGENDS

REIMAGINED CORE RULES AND DARK TALES OF EZORA

DARK INK OSR INSPIRED HOME BREW 3RD EDITION



AN ORIGINAL TRPG
BY FELIX, J.

KNIGHTS & LEGENDS

NEW HORIZON

86

LUDEUS 2.0

KREDITS

WORLD / GAME DESIGN / LAYOUT

Felix J. <https://knightstabletoprpg.com>

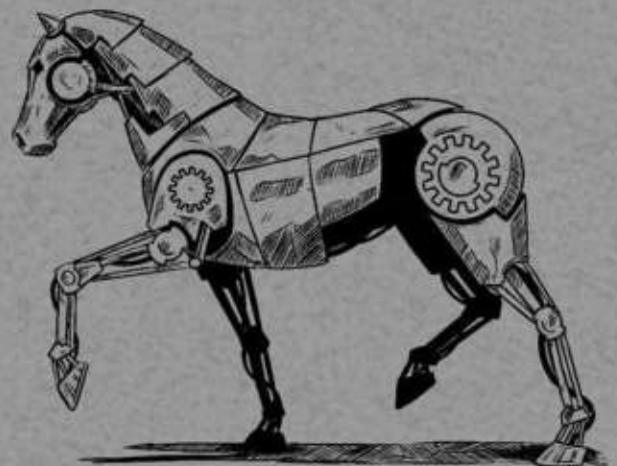
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PLAYTESTERS

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A SPECIAL THANKS TO ALL!



GOING ON HIATUS

When classic Knights & Legends first debuted at DriveThruRpg, the message in the back was one which ringed rather apologetic. I sincerely thanked buyers expressing how important they were, and that I gave it my best on the original core book.

Today, nearly 4 years later, the message is one of fulfillment. Knights & Legends currently has a very unique fanbase that slowly developed throughout the years. It's thanks to fans support this book is provided free to you today. Without fans, Knights & Legends would never have continued.

Not everything went so smooth throughout this journey. Dealing with people from all walks of life takes patience, something I'm not known for. I just want to make games. In the last few years I was targeted by radicals in the TRPG Community. People who sought to destroy my work, relentlessly harassed and attempted to sabotage me for unknown reasons. But this is not what I'll remember the community for in the coming future. It's the priceless interactions with fans, real supporters, that made all the difference along the way.

While real good people seem like a minority in this industry, I am glad I was able to get a whole lot of them into Knights & Legends. Today, the game's fanbase is all over the world, and in many, many different countries. Odds are you won't hear much from them, they're a most silent bunch. But in the end I think it goes hand in hand with dark fantasy. We belong in the shadows, not mainstream.

While I'll be taking a little break from developing my own games I'll still be open to other things, such as third party game development and co-writing opportunities. This hiatus may, or may not take longer than 2020's. But rest assured, I'll return with some great new ideas for future projects. Maybe I'll even return to dtrpg. But right now, the best way to continue supporting me is on Itch, where I get 100% of your contribution. This way K&L can continue doing bigger and better.

Sincerely,
Felix, J.

