



DIES ILLA

ACT I PAUL RIDDLE

CREDITS

A descent into Hell, by Paul Riddle. Based on Breakers by John Harper, which is based on John's previous works inspired by Dungeon World by Sage La Torra and Adam Koebel and Apocalypse World by Vincent and Meguey Baker. The work's title and the title of each level is inspired by Mozart's Requiem.

PLAY TESTERS

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IMAGE CREDITS

Cover: *"The Last Judgment"* by Fra Angelico

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RULES

Dies Illa is a GM-less game. All of you will create characters and play the game. The book will tell you what to do; no prep is needed. The game is paced using a wheel. Whenever there's a delay, you fill in a wheel wedge, which advances the enemy's agenda. Tarry too long, and they will overwhelm you.

THE SAGE

Designate someone as the Sage. The Sage will read from this text. The Sage is charged with organizing play, arbitrating enemy action, and asking clarifying questions. Not everything is covered in the rules. If there's any question of what you can or can't do, put it to a vote.

THE DICE

Whenever there's a question of success or failure, roll 2d6 (two six-sided dice). Add a stat whenever it reasonably applies. A 12+ is a crit, you achieve wondrous success. A 10 or 11 is a success. A 7 to 9 is a success with complications. A 6 or less is a failure. You say what happens to your character.

THE STATS

HP (hit points): Health. When you have at least 0 HP, you're fine. When you have fewer than 0 HP, roll 2d6 + Resolve: on a success, you live; on a failure you die. When you die, you lose half your gold and appear in town wearing white vestments; all of your other carried possessions remain with your corpse. Hardcore characters are dead forever.

MP (mana points): Magical Energy. When you have at least 1 MP you're capable of performing magic. If you can't spend the required mana, you lose the spell.

Insight: Awareness, understanding, smarts; magic.

Prowess: Fighting, athletics, might.

Resolve: Willpower, fortitude, toughness.

ENCUMBRANCE AND SPEED

Your speed category determines how quickly you respond to danger and determines your initiative order. Your speed category determined by whichever speed category is worse: your encumbrance, weapon, shield, or armor (see play aids).

INITIATIVE

On the first round of combat, you will determine the initiative for players and enemies. The fastest speed goes first. If more than one combatant has the same speed, roll 1d6: act in descending order. If the enemy is faster than a player, the enemy makes one free damage roll against that player or the enemy pursues their agenda (if other than causing harm). Additional damage may be dealt on low player attack rolls.

ATTACKS AND OTHER ACTIONS

On their turn, each player may make an attack or other action on their initiative. Note: enemies do not make attack rolls, only damage rolls. Roll 2d6 + Prowess. 7+ (success) deals damage. 12+ (crit) deals +1d6 damage. 9 or less, enemy trades damage, pursues their agenda, or gains other advantage. Subtract armor from damage, when applicable. If you attack multiple enemies and get a 9 or less, all of them get to make a damage roll. When dual wielding (hand and light weapon) make two separate attack rolls at -1 each.

Instead of attacking, you may cast a spell or take some other action. In addition to attacking, you may move or access something from your pack. At any time, you may use a potion from your potion belt or cast innate magic.

HP, MP, TRAVEL, AND RESTING

Open a portal to travel to and from town. Anyone may use a portal, but it closes when the caster returns through it. Traveling back advances the wheel 1 step. Resting advances the wheel 1 step and allows you to recover all HP and MP.

DIES IRÆ
DIES ILLA

SΘLVE+ SÆCLUM IN FAVILLA

"Day of judgment, day of wrath. The world will be dissolved in ashes." These are the words that have been handed down to us through the ages, unheeded, carved above the crumbling altar in the forgotten monastery at the lonely pass above the sleepy hamlet. Today is that day.

The firmament upon which this world stands, wrought by Heaven's hands, that which separates the world of the material from the world of the spirit, was rent by the claws of the damned and, at this very moment, the minions of hell are unleashed upon the world. Among the meek townsfolk of the sleepy hamlet, who have for generations since time immemorial dwelt at the precipice of ruin, bloodlines of those whose bones are cast from starforged steel and in whose veins courses the will of God, stand at the ready to don the mantle of Heaven and draw His mighty sword to vanquish this evil, or die trying.

They gather this day, together, overlooking the glowing red fissure erupting sulfur and flame where once the well stood. The day is dark as night. The monastery, high upon the mountain pass, long abandoned, glows with flickering orange and beckons with wailing horrors.



REQUIEM Æ+ERNAM

A passing traveler, a solitary and sickly man drawn in muddy robes, aged beyond his years by some terrible burden that he alone bears, left at dawn, disappearing into the morning sunrise. By nightfall, the legions of hell befell our town and the old monastery, which lies in the direction that the traveler was last seen.

Like a swarm of locusts, the army of the undead burst forth, killing many. Men, women, and children were taken by the horde, back into the pit. They are our families, friends, and neighbors. We must save them!

Those of us who are able to fight, gather our strength and sup with our brethren for what may be our last meal on this earth.

CHARACTER CREATION

Obtain a character sheet. You start at the Chosen tier. Decide whether your character is normal or hardcore. Normal characters start with 12 HP and 6 MP. Hardcore characters start with 6 HP instead and, if they die, they're gone forever. Insight, prowess, and resolve start at 0. Choose 2 advances on the skill tree.

You also start with a light, hand, or two-handed weapon of your choice and either a shield or a potion of your choice. You get to describe your weapons and armor, choosing them from the loot table.

Move on to the next level and subsequent levels when everyone says they're ready to or when the game tells you to.

DON'T READ AHEAD, SPOILERS!!!