

In-Game Mechanics

Critical Hit Mechanics

In normal rules, a longsword (1d8 + Damage Bonus) on a critical hit currently does: $2d8 + \text{Damage Bonus}$ (rolling two d8s).

While this works, it can sometimes feel disappointing when both dice roll low, leading to underwhelming crits.

New Critical Hit Mechanics: "Max + Roll" Rule

Instead of rolling your damage dice twice, the first "roll" is treated as max damage, and you only roll once for the additional crit damage.

New Example:

A longsword (1d8) on a critical hit would now deal:
 8 (max damage) + $1d8 + \text{Damage Bonus}$

So the minimum damage from a crit with a longsword is always **9** instead of **2**, making it more impactful and rewarding.

Blight Mechanics

Saving Throw

When bitten, the victim makes a **Constitution save (DC 14)**. **This roll is made at the end of combat.**

Modifiers (only one may apply per save):

- **Liquor/Strong Spirits:** DC - 2 (DC 12).
- **Liquor + Silver Filings:** DC - 4 (DC 10).
- **Cauterize (if no liquor or silver):** Advantage on save; suffer 1d4 fire damage.
- **Healer's Kit** (Medicine proficiency, 1 use): Advantage on save.
 - May combine with liquor (Advantage + DC 12).

Limits:

- Minimum DC 10 after modifiers.
- Only **one infection save per creature**.

Stages of Infection

If the save fails, the player becomes Tainted. Untreated infection worsens by **one stage per in-game week**.

Stage	Effects
Tainted	-1 to ability checks
Incubation	-1d4 to ability checks (roll each time)
Infection	-1d4 to ability checks and attack rolls (roll each time)
Doomed	Disadvantage on ability checks, attack rolls, and concentration checks
Undeath	At 0 HP, you die (no death saves) and rise as Undead in 1d4 minutes unless burned to ash or pierced by silver to the heart

Silver Mechanics

In game, silvered weapons will deal an additional 1d8 damage against any creature infected with the Rotmire Blight. This effect can stack with Relic weapons such as +1 weapons, etc.

In this game, the denomination for silver coins is now known as Iron Bits or "Clinkers." Any actual silver coins found will be counted as Electrum on DnD Beyond.

Silvered Weapon Costs in *The Festering Lands*

Key Notes:

- **Tiny Ingot** = **0.5 lbs** silver (25 silver coins)
- **Small Ingot** = **1 lb** silver (50 silver coins)
- **Standard Ingot** = **5 lbs** silver (250 silver coins)
- **1 Silver Coin (sp)** = **5 Gold Coins (gp)**
- **Silvered weapons deal +1d8 damage against Blighted creatures**

Weapon Type	Silver Needed (lbs)	Silver Coin Value (sp)	Equivalent in Ingots	Gold Equivalent (gp)
Club	0.5	25	1 Tiny Ingot	125

Weapon Type	Silver Needed (lbs)	Silver Coin Value (sp)	Equivalent in Ingots	Gold Equivalent (gp)
Dagger	0.5	25	1 Tiny Ingot	125
Greatclub	2	100	2 Small Ingots	500
Handaxe	1.5	75	1 Small Ingot	375
Javelin	1	50	1 Small Ingot	250
Light Hammer	1	50	1 Small Ingot	250
Mace	2	100	2 Small Ingots	500
Quarterstaff	1	50	1 Small Ingot	250
Sickle	1	50	1 Small Ingot	250
Spear	1.5	75	1 Small + 1 Tiny	375
Battleaxe	3	150	3 Small Ingots	750
Flail	2.5	125	2 Small + 1 Tiny	625
Glaive	5	250	1 Standard Ingot	1,250
Greataxe	5	250	1 Standard Ingot	1,250
Greatsword	5	250	1 Standard Ingot	1,250
Halberd	5	250	1 Standard Ingot	1,250
Lance	3	150	3 Small Ingots	750
Longsword	2	100	2 Small Ingots	500
Maul	5	250	1 Standard Ingot	1,250
Morningstar	3	150	3 Small Ingots	750
Pike	5	250	1 Standard Ingot	1,250
Rapier	1.5	75	1 Small + 1 Tiny	375
Scimitar	1.5	75	1 Small + 1 Tiny	375
Shortsword	1	50	1 Small Ingot	250
Trident	1.5	75	1 Small + 1 Tiny	375
War Pick	2	100	2 Small Ingots	500
Warhammer	3	150	3 Small Ingots	750
Whip	1	50	1 Small Ingot	250
Arrows (10x)	1	50	1 Small Ingot	250
Bolts (10x)	1	50	1 Small Ingot	250

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