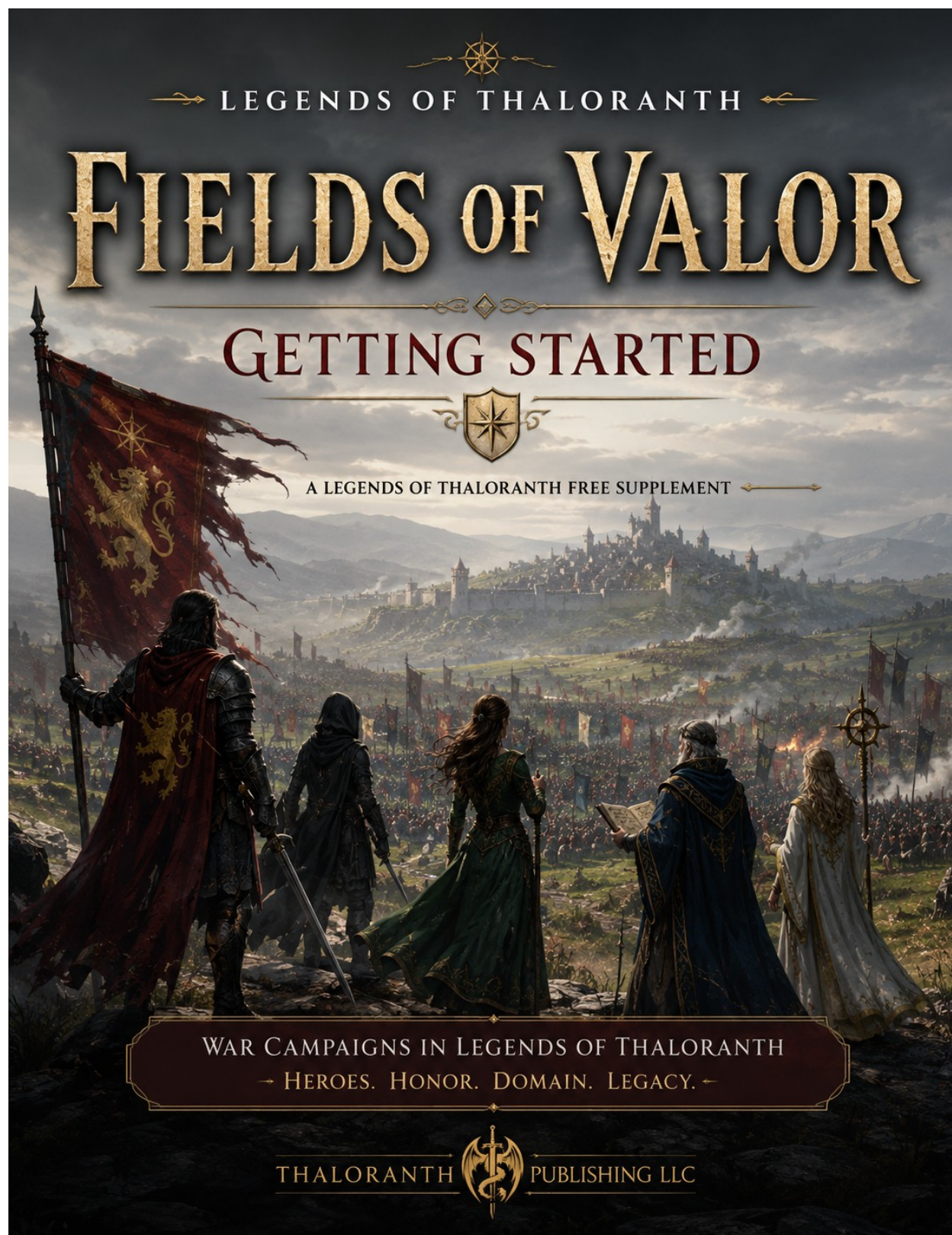




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LEGENDS OF THALORANTH — — — — —

FIELDS OF VALOR

GETTING STARTED



A LEGENDS OF THALORANTH FREE SUPPLEMENT — — — — —

WAR CAMPAIGNS IN LEGENDS OF THALORANTH
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FIELDS OF VALOR

Getting Started

A Legends of Thaloranth Free Supplement

This guide is a free introduction to the Fields of Valor system. It covers what Fields of Valor is, why it exists, how your character fits into a war campaign, and how the Valor Points system keeps individual heroism at the center of army-scale conflict. The complete system, including the full engagement framework, unit mechanics, the honors structure, and the domain-at-war chapter, lives in Legacies of Valor.

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WHAT IS FIELDS OF VALOR?

Thomas Carrister did not end the Trogmar-kin War by commanding an army.

He ended it by walking onto a field where two armies had fought to exhaustion and challenging the Trogmar King to single combat.

The King accepted. Both of them fell. The army that had been held together by the Yokebone's compulsion dissolved without him to break it.

One man. One decision. One moment that no tactical map could have predicted and no army could have produced.

That is what heroes do in war. Not what armies do. What heroes do.

Most roleplaying games struggle with war. The scale is wrong for individual characters. The moment armies take the field, characters stop being the protagonists and become components of something larger, soldiers following orders, following the plot, waiting for the battle to end so the actual story can resume.

Fields of Valor was built on a single design principle that refuses that outcome: the characters are always the dramatic center of the campaign. War does not change that. War intensifies it.

The battle is the backdrop, the largest, most dangerous, most consequential backdrop the campaign will ever produce. The characters are still the story.

Fields of Valor is not a wargame. It is not a tactical simulation. It is a framework for running war campaigns in Legends of Thaloranth that keeps individual character action connected to army-scale outcomes, makes every character type genuinely useful in military conflict, and turns the honors and recognition that military service produces into lasting campaign consequences.

It activates when the campaign reaches the scale of organized military conflict. It does not replace the standard campaign structure, the seven-scene arc, the social encounters, the investigation sequences, the personal character moments all continue. They happen against the backdrop of ongoing war rather than a kingdom at peace. When the war concludes, the campaign returns to its peacetime structure, carrying everything the characters earned, built, and lost during the conflict forward into whatever comes next.

The Trogmar-kin War is the historical framework within which Fields of Valor is demonstrated and tested throughout Legacies of Valor. It is not the only war a Thaloranth campaign will ever produce. It is the war that proved the system works.

WHY USE FIELDS OF VALOR?

Three reasons. Each one matters. Together they change what a war campaign can be.

Every Character Type Matters in War

The fighter is obvious. Armies need people who can fight. What most war systems fail to account for is everyone else.

Fields of Valor is built around the recognition that war needs every kind of capability it can find, and that the capabilities most military systems undervalue are often the ones that determine outcomes. The social character who holds a critical alliance together under pressure. The scholar who identifies the enemy's tactical pattern before it costs lives. The healer whose work returns soldiers to the line faster than the enemy can degrade them. The rogue operating in the spaces between the armies where formal military operations cannot reach.

None of these characters are sideline players waiting for the combat to end. They are earning Valor Points, shaping engagements, and building the kind of recognition that outlasts the war. The system was specifically designed so that the party's full range of capabilities is not just useful in war, it is necessary.

The War Feels Real Without Replacing the Campaign

A war campaign in Legends of Thalaranth does not suspend the campaign to become a different game. It transforms the campaign's context. The same characters, the same relationships, the same story threads that existed before the war continue during it, under more pressure, with higher stakes, against a backdrop that makes every decision matter more.

The characters are not generals. They are not soldiers. They occupy a position that exists in no standard military hierarchy: capable, independent agents operating in the spaces between the armies' formal structures where individual action has consequences that formal military operations cannot produce. The Trogmar-kin War was not won by the armies. It was won by people like Carrister, people whose individual decisions at specific moments changed what was possible at the scale of the entire conflict.

That is the story Fields of Valor is designed to tell.

Everything You Built Gets Tested

War does not arrive in a vacuum. It arrives in a world where the party has been doing things: building domains, developing relationships, accumulating reputation, investing in the people and institutions of Vaeloraranth. Fields of Valor connects to all of it.

The farm the party owns becomes a supply asset for the garrison forces it feeds. The inn on the King's Way becomes a command post and intelligence node. The workshop that has been producing quality equipment for years arrives at wartime with facilities and supplier relationships that military procurement would take months to develop from nothing. Every investment the party made in peacetime becomes relevant the moment the war begins, as assets, as vulnerabilities, and as the infrastructure that determines what the party is capable of contributing.

What the party built before the war shapes what they can do during it. What they do during the war shapes what they return to when it ends. The three systems in Legacies of Valor, Domains, Fields, and Items, are not separate. They are sequential phases of the same campaign arc.

YOUR ROLE ON THE BATTLEFIELD

War does not make everyone the same. It makes everyone's differences matter more.

Fields of Valor organizes character capabilities into five battlefield roles. These are not classes or rigid assignments, they are the primary lens through which a character's existing skills, paths, and capabilities translate into military contribution. A character may shift between roles as a scene demands, and the party's greatest strength comes from combining roles that no single character can occupy simultaneously.

The Vanguard

Paths: Knights, Warriors, Guardians, Berserkers, Bounty Hunters, and combat-focused Paths.

VP through: Direct battlefield action, holding positions, leading charges, personal combat, inspiring units.

The Vanguard's contribution is immediate and visible. They hold the line that cannot be allowed to break. They lead the charge that changes the engagement's momentum. They fight with the specific quality of personal example that changes what the soldiers around them are capable of, not simply by adding their sword to the count, but by demonstrating that the position can be held, the advance can succeed, the enemy can be beaten. Vanguard characters are the face of the war. They are not its spine.

The Shadow

Paths: Scouts, Assassins, Thieves, and stealth or subtlety-focused Paths.

VP through: Mission completion, intelligence gathering, target neutralization, movement through contested ground.

The Shadow operates in the spaces between the armies where formal military operations cannot reach and where individual capability produces consequences entirely disproportionate to the scale of the action. A single piece of intelligence delivered at the right moment is worth more than a company of soldiers. A supply line disrupted at the right junction degrades the enemy's operational capacity for weeks. Shadow characters rarely receive public recognition. Their contribution is documented in outcomes that other roles made possible because of information and disruption that the Shadow produced.

The Voice

Paths: Diplomats, Merchants, social-focused Paths, and characters with high Social investment.

VP through: Social and political action, maintaining alliances under pressure, morale intervention, tactical negotiation.

War is fought with armies and also with agreements, and the agreements are harder to maintain. The alliance that holds under pressure when holding it is inconvenient determines the shape of the conflict as surely as any battle. The morale intervention that prevents a unit's surrender saves not just those soldiers but the line they were holding. The Voice is doing work that purely military thinking consistently underestimates and then desperately needs. Their Valor Points reflect contributions that military after-action reports rarely capture and that historians understand only in retrospect.

The Learned

Paths: Scholars, Arcane Practitioners, Physicians, and knowledge or magic-focused Paths.

VP through: Analytical and arcane contribution, tactical analysis, supernatural threat identification, knowledge contribution.

The Scholar who identifies the enemy's tactical pattern before it costs lives has changed the outcome of every engagement that pattern would otherwise have determined. The Arcane Practitioner who understands what the Yokebone's scattered fragments are doing to the Trogmar-kin army provides the campaign with intelligence that no conventional intelligence operation could produce. Learned characters operate at the intersection of knowledge and consequence, where understanding something first is the most valuable military capability available.

The Healer

Paths: Physicians, support-focused Paths, and characters with Medicine investment.

VP through: Battlefield medicine and sustained operational capability, returning combatants to the line, morale support, triage decisions.

Armies that can return wounded soldiers to operational status faster than their opponents degrade more slowly. The mathematics of attrition favor the side that can sustain its forces through an extended campaign, and that sustainability is the Healer's contribution. It is also more than mathematics. The decision to treat this soldier first, or to stabilize that one and move on, or to tell a unit's commander honestly what her forces can and cannot do after a hard engagement, these are moral decisions made under pressure, and they matter to the people who survive them.

Combining Roles

The party's combined battlefield roles create operational capabilities that no single role can produce alone. The Shadow gathers intelligence. The Learned analyzes it. The Voice negotiates the alliance that the intelligence makes possible. The Vanguard leads the assault that the alliance enables. The Healer sustains the element through a harder engagement than anticipated. No single role produces that outcome. The party that understands its combined role profile and deploys it deliberately is more than the sum of its individual capabilities.

The Valor Points each role earns reflect their specific contributions. The honors those VP produce reflect the party's collective performance. Both matter, and they compound.

VALOR POINTS: THE CURRENCY OF HEROISM

Valor Points are the mechanism that connects individual character action to army-scale outcomes. They exist only in war. They are earned only through dramatic action in military conflict. They do not carry over when the war campaign concludes.

The central economic decision of Fields of Valor is this: spend VP now for tactical effects that change what is happening in this scene, or bank VP toward honors that produce lasting recognition with consequences that outlast the war. Neither choice is obviously correct. The right answer depends on what the scene needs and what the campaign is building toward.

Earning Valor Points

VP is earned at three tiers, each reflecting a different scale of contribution.

Minor VP, Scene Level

Minor VP reflects contributions that matter within a single scene. It is player-declared and GM-confirmed, the player identifies what their character did that warrants recognition, and the GM confirms. This is the most common form of VP earning and the foundation of the system. Every role has specific triggers: the Vanguard who holds a position under pressure, the Shadow who completes a movement through contested ground, the Voice who prevents a morale collapse, the Learned who identifies a tactical threat, the Healer who returns a critical NPC to operational status. Domain contributions, supply delivered, intelligence provided, production completed, also earn Minor VP.

Significant VP, Engagement Level

Significant VP reflects contributions that change the trajectory of an entire engagement. It is earned through combination: the player identifies the contribution, the GM confirms with brief table discussion. Triggers include mission completion, leadership moments that shifted what the party was capable of, domain strategic contributions that affected the engagement's outcome, alliance maintenance under genuine pressure, and supernatural containment that removed a threat the engagement could not otherwise have absorbed.

Decisive VP, Campaign Level

Decisive VP reflects the Carrister moments, single actions or decisions whose impact extends beyond an engagement to change the campaign's strategic situation. GM awarded. The table will know when one has happened. It does not need to be explained. It needs to be recognized.

Spending Valor Points

VP spent tactically produces immediate effects within a scene. These are the options available during engagements:

Option	Cost	Effect
Rally	2 VP	Restore a broken unit to effectiveness for the scene.
Press	2 VP	Generate an additional follow-up action opportunity.
Inspire	3 VP	Grant one allied NPC or unit a one-scene effectiveness bonus.
Cover	2 VP	Extract a party member or critical NPC from danger.
Assess	1 VP	Ask the GM one direct tactical question, answered honestly.
Sustain	2 VP	Maintain a domain contribution through a disrupting scene.

The Assess option deserves particular note. One VP for a direct, honest answer to one tactical question is often the highest-value expenditure available, particularly early in an engagement when the party does not yet understand what they are facing. The information purchased with a single VP can make every subsequent VP expenditure more effective.

Banking Toward Honors

VP not spent on tactical effects accumulates toward honors, formal recognition by institutions of sufficient authority that a specific standard of military conduct has been met. Honors are permanent. They produce institutional standing, campaign legacy, and in several cases directly satisfy prerequisites for elite domain acquisition that would otherwise require years of peacetime relationship-building to achieve.

Honor	Type	VP Cost	Effect
Campaign Ribbon	Individual	8 VP	Permanent recognition; contributes to Favorable standing prerequisites.
Commendation	Individual	12 VP	Satisfies Favorable standing prerequisites reliably.
Distinguished Service Citation	Individual	20 VP	Satisfies Allied standing prerequisites for elite domain acquisition.
Unit Citation	Collective	15 VP	Permanent recognition for all unit members.
Battle Honor	Collective	25 VP	Significant institutional standing for the party.
Theater Honor	Collective	40 VP	Permanent Allied standing across the campaign's entire institutional network.

Individual honors are purchased by a single character from their accumulated VP. Collective honors require the party to pool VP toward a shared recognition that accrues to everyone who contributed. The Theater Honor, the highest collective honor within a single campaign theater, produces permanent Allied standing across the campaign's entire institutional network. It is not easily earned. It is not easily forgotten.

Heroic Recognition

Beyond the honors framework sits a recognition tier that cannot be purchased. Heroic Recognition is the formal acknowledgment of Decisive VP moments whose scale exceeds what the Honor framework captures. It produces a named legacy in the campaign world, a domain legacy opportunity, and the story the campaign tells about these characters for as long as the world remembers. It is not earned by spending. It is earned by doing something the campaign will not forget.

A DAY IN THE WAR: WORKED EXAMPLE

The following scene demonstrates Fields of Valor in play: VP earning, tactical spending, and the spend-versus-bank decision in a single engagement. It uses Kael and Mira as they appear in the Player's Guide, operating during the second season of the Trogmar-kin War.

The Situation

The Azure Star garrison at Wheaton's Reach has been holding for nine days. The supply wagons from the party's farm stopped three days ago, the road is contested. The garrison commander, Captain Sera Lindvane, has sent word: if the eastern granary's stores cannot be moved before the Trogmar-kin flanking force closes the remaining route, the garrison will need to withdraw from a position that anchors the entire eastern defensive line.

The party has been tasked with a supply escort and route-clearing operation. The engagement covers two scenes: a confrontation with the flanking element blocking the road, and a negotiation with a Trogmar-kin unit commander who controls the route junction and may be persuadable.

Kael is operating as Vanguard. Mira is operating as Vanguard. A third party member, a Voice character named Dara, is handling the negotiation scene. The GM has seeded the engagement with one Significant VP opportunity, the party does not yet know what it is.

Scene One: The Road

The flanking element, a skirmish unit, holds the road at a ruined waystation. The party needs to clear them or force them back to open the route. This is a combat scene structured around standard zones: the Road Approach, the Waystation Ruins, and the Ridge above it where two archers have position.

Kael moves to the Waystation Ruins and engages the unit's forward element directly. He holds the position against two opponents simultaneously rather than pressing the advance, keeping the unit's attention on him while Mira moves to flank the Ridge. The GM confirms: holding that position under those conditions is a Minor VP trigger for the Vanguard role. Kael declares it. The GM confirms. Kael earns 1 Minor VP.

Mira reaches the Ridge and forces the archers back from their elevated position, degrading the unit's ranged effectiveness for the remainder of the scene. Another Minor

VP trigger: movement through contested ground producing a tactical outcome. Mira declares. GM confirms. Mira earns 1 Minor VP.

The flanking element breaks. The road is open. Dara, who spent the scene managing the party's domain supply wagon and ensuring the grain reached the garrison escort rather than being abandoned when the fighting started, earns 1 Minor VP for the domain contribution: supply delivered under fire.

The party discusses the spend-versus-bank question before the negotiation scene begins. Kael has 1 VP. Mira has 1 VP. Dara has 1 VP. The Campaign Ribbon, the entry-level individual honor, costs 8 VP. They are nowhere near it. All three hold their VP for tactical use in the negotiation scene if needed.

Scene Two: The Junction

The route junction is held by a Trogmar-kin unit commander named Vaskhar who is not part of the flanking element the party just cleared. He controls the junction independently and has not yet committed to the flanking force's operation. The GM has established that Vaskhar has his own concerns about the Yokebone's hold on his forces, he has seen what it does and he is not certain it is something he wants to survive.

Dara opens the negotiation. Her Social investment and the Voice role make this her scene. She establishes the party's position, the garrison needs the route, Vaskhar controls it, and what she is offering is not surrender but a specific arrangement: the junction stays open for the supply escort, Vaskhar's unit withdraws to the eastern ridge, and in exchange the party will carry a message through Azure Star channels that Vaskhar wants delivered.

The GM calls for a Social check at a Challenging DC. Dara's total falls two short. The negotiation has not failed, but it has stalled. Vaskhar is listening. He is not yet moving.

Kael spends 1 VP on Assess: he asks the GM one direct tactical question, answered honestly. The question: what does Vaskhar actually need from this conversation that Dara has not yet offered? The GM answers: Vaskhar needs to believe the party has the institutional standing to deliver what they are promising. A promise from adventurers means nothing. A promise from people with recognized standing in the Azure Star's network means something he can act on.

Dara uses the information. She does not change her offer. She changes how she presents it, specifically invoking the party's domain holdings, their relationship with Captain

Lindvane, and the name of the Order member who would receive Vaskhar's message. The GM calls for a second Social check. This time Dara's total clears the DC.

Vaskhar withdraws. The route opens. The grain reaches Wheaton's Reach.

The GM awards Significant VP for the scene: the negotiation succeeded, changed the engagement's outcome, and did so by using domain standing as institutional leverage in a military context. This is the Significant VP opportunity the GM seeded. Dara earns 3 Significant VP. Kael's Assess, the tactical question that made the second approach possible, earns him 1 Minor VP as an analytical contribution supporting a Voice action. Mira, who held the perimeter during the negotiation and kept Vaskhar's unit from having a reason to re-engage, earns 1 Minor VP for position-holding under sustained pressure.

After the Engagement

Kael: 3 VP total (1 from Scene One, 1 from Assess, 1 from perimeter, wait, Mira held the perimeter). Corrected: Kael has 2 VP. Mira has 2 VP. Dara has 4 VP.

The Campaign Ribbon costs 8 VP. None of them are close individually. The Unit Citation, the entry-level collective honor, requiring 15 VP pooled, is on the horizon if the war continues and the pace of earning holds. The party decides to bank everything. They are not in a scene where tactical spending is the priority. They are in a campaign where institutional standing is the long game, and the honors framework is how they build it.

Captain Lindvane tells them, afterward, that Wheaton's Reach held. She does not elaborate. She does not need to.

What This Shows

The Assess expenditure was the tactical decision that changed the scene. One VP, spent at the right moment, provided information that made the difference between a failed negotiation and a successful one. The party's domain standing was not a mechanical bonus, it was the argument that Dara needed and did not yet know she needed. The system connected the party's peacetime investment to their wartime capability in a way that neither system could have produced independently.

Every character contributed in their role. Kael and Mira cleared the road and held the perimeter. Dara handled the negotiation. The supply reached the garrison because all three roles performed their function. No single role produced the outcome. The party's combined capability did.

The spend-versus-bank decision was made deliberately, with an eye on where the campaign is going. That decision, made at the table, informed by what the party has built and what they want to become, is the heart of Fields of Valor.

THE DOMAIN CONNECTION

Fields of Valor does not exist in isolation. It is the second phase of a campaign arc that begins with Domains of Valor and concludes with Items of Valor, and all three systems are designed to feed each other.

The party's domains are not background details during a war campaign. They are assets, vulnerabilities, and infrastructure. The farm that generates 2 WP monthly in peacetime becomes a supply source that feeds garrison forces during the war. The inn that earns 5 WP monthly becomes an intelligence node whose years of accumulated regular clientele, travelers, merchants, couriers, minor officials, provides information that no formal military intelligence operation can replicate from scratch. The workshop becomes a production facility whose existing supplier relationships and skilled staff arrive at wartime ready to produce equipment that military procurement would take months to develop.

The worked example above demonstrated this directly: Dara's negotiation succeeded because the party's domain standing gave her an argument. That standing did not appear during the war. It was built before the war began, through the party's investment in their holdings, their relationships with institutions, and their reputation in the communities their domains serve.

The party that enters a war campaign with established domains begins with advantages that cannot be acquired through battlefield performance alone. The party that exits a war campaign with Field of Valor honors has satisfied standing prerequisites that accelerate elite domain acquisition in the peace that follows. The systems compound. Every investment, in WP, in VP, in XP for Items of Valor, builds on what came before.

The Fields of Valor Getting Started companion document, Domains of Valor: Getting Started, introduces the domain system and is the recommended starting point for tables considering Legacies of Valor. Fields of Valor is most fully realized when it has domains to work with. It functions without them. It transforms with them.

WHERE TO GO NEXT

Legacies of Valor

The sourcebook that contains the complete Fields of Valor system alongside Domains of Valor and Items of Valor. The Fields of Valor chapters document the full engagement framework, the unit mechanics and unit types, the complete honor structure and its institutional consequences, the domain-at-war chapter covering how every domain type functions during military conflict, and the cross-system connections that make all three systems reinforce each other. If this guide has introduced a system you want to run, Legacies of Valor is where it lives in its complete form.

The Player's Guide

The complete character creation, advancement, combat, and social encounter systems for Legends of Thaloranth. Fields of Valor operates within the standard campaign structure that the Player's Guide establishes. Understanding the core system is the foundation for understanding what Fields of Valor is doing when it transforms that structure during a war campaign.

The Game Master's Guide

Chapter Seven of the Game Master's Guide covers domains from the GM's perspective. The GMG's broader framework, the seven-scene arc, the encounter design principles, the Reputation and Renown system, is the campaign structure that Fields of Valor transforms when war arrives. Both core books are the foundation.

Domains of Valor: Getting Started

The companion free supplement introducing the Domains of Valor system. The recommended starting point for tables who want to understand how the peacetime investment that makes Fields of Valor richer is built. Available at thaloranthpublishingllc.com.

Fields of Valor is part of Legacies of Valor, available as part of the Legends of Thaloranth product line at thaloranthpublishingllc.com. The Player's Guide and Game Master's Guide are available as part of the Legends of Thaloranth Core Line.

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