

Dungeon Master

Yabec1-4

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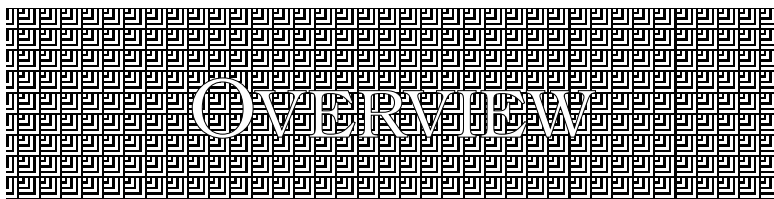
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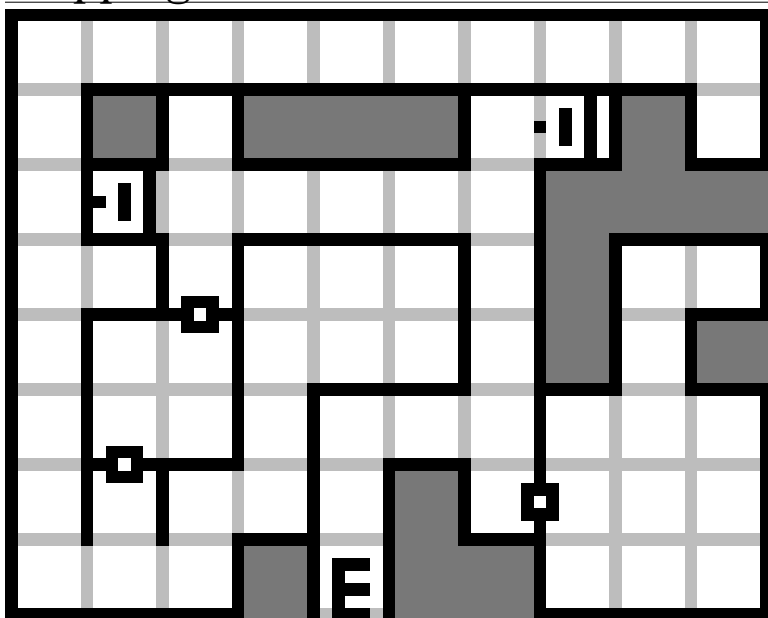
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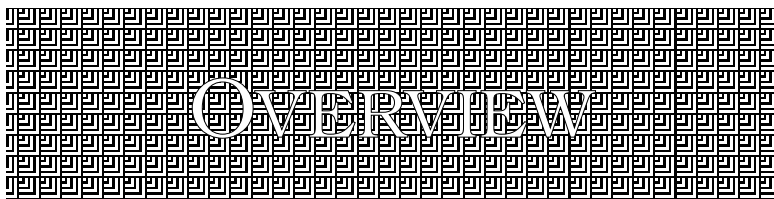


This section was by far the most difficult to put together. This booklet is a collection of the mechanics unique to Yabec1-4, and pointers as to where to look for more

Mapping Exercise Solution



This is the solution to the exercise in Adventure on page 21.



Procedures related to running dungeons

Hazard

Rather than track exact time for every torch, rest, spell, and encounter, roll a d12 at the end of every turn and let probability space them out.

1-3. Nothing

4-5. Shift

Doors swing shut. If the dungeon has features such as sliding walls, they shift now.

Stalking monsters make a sign.

6. Burn

Torches and lanterns burn out. See Global page 10.

7. Fatigue

Players become fatigued. If they are already fatigued, they take 1 damage.

Ends certain spells.

Ignore this result while resting.

8. Burn And Fatigue

9-11. Sign

Signs of monsters appear. See page 6.

Depending on how dangerous the environment is this can be replaced with a monster.

12. Monster

Wandering monster appear at 2d6 squares away.

1-in-6 chance to also burn.

Sign

A sign table will usually be a d6. Monsters and dungeon levels will have sign tables.

The current dungeon level, nearby monsters, and monsters on the wandering monster tables are all added to the sign pool.

You can either, pick a table from the pool, or decided randomly.

The result will show a detail, which can be placed inconspicuously in front of the party for dramatic affect.

A sign often leads to an encounter.

At your preference, replaces signs with random encounters in more dangerous areas.

Creating Sign Tables

Sign tables prompt sensory descriptions, as well as creating an opportunity for players to learn the signs of repeated enemies.

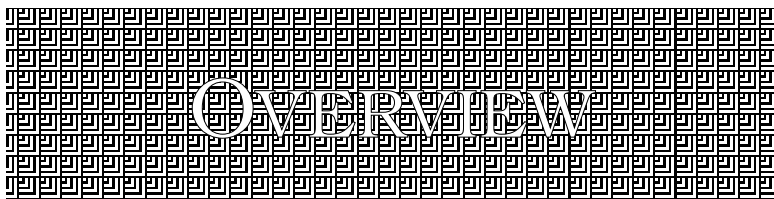
As a starting point, try to include two smells, two sounds, and two other details.

Example: Goblin Signs

- 1 Audible bickering.
- 2 Small footprints.
- 3 Crude drawing of a dwarf.
- 4 Broken spear.
- 5 Feces: dark and watery.
- 6 Cooking smells.

Example: Sewer Signs

- 1 Splashing in adjacent room.
- 2 Echoing wail.
- 3 Muddy footprints.
- 4 Rat nest.
- 5 Bones
- 6 Musky smell.



Procedures related to running the world and environment

Weather

The intensity is measured from 1 to 4. 1 is mild, 2 is poor, 3 is bad, and 4 is horrid.

The intensity starts at zero, and changes slowly over the course of play.

Intensity	
D6	Intensity
1-2	-1
3-5	+0
6	+1

Mild	
D6	Weather
1	Overcast
2	Cold
3	Cloudy
4	Hot

Poor	
D6	Weather
1	Overcast
2	Fog
3	Drizzle
4	Rain

Bad	
D6	Weather
1	Rain
2	Wind
3	Storm
4	Thunder

Horrid	
D6	Weather
1	Storm
2	Thunder
3	Snow
4	Hail

Effects

Overcast, cloudy: No effect

Hot/Cold: If in a hot/cold climate, deal 1 damage. Otherwise no effect.

Fog: Reduces visibility and disorients.

Drizzle: Extinguishes candles. Soaks unprotected equipment.

Rain: Fog and drizzle. Drowns out most noise.

Wind: Extinguishes candles and torches. Non-magical ranged attacks impossible. Sailing is twice as fast.

Storm: Wind and rain. Unlowered sails have a 2-in-6 chance to tear.

Thunder: Storm; Drowns out all noise. Divine magic-users with deity disfavor are struck by lightning (3d6 damage).

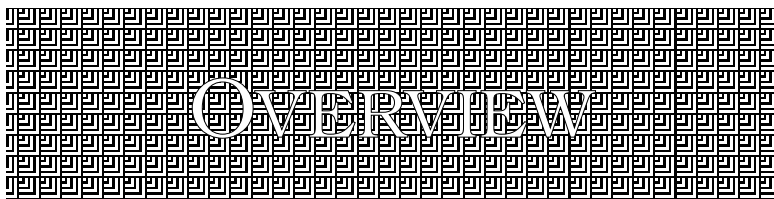
Snow: Rain. Deals 1 damage to all creatures without protection. In cold environments, rain becomes snow, 4-in-6 times.

Hail: Storm; Drowns out all noise. Humans take 1 damage. In cold environments, storm becomes hail, 4-in-6 times.

Hot And Cold Climates

In cold climates, there is a 4-in-6 chance for rain to become snow, and storms to become hail.

In hot climates, there is a 4-in-6 chance of the opposite.



A **Monster** is an agent in the dungeon, that moves of its own accord, having its own motivations and capabilities.

They are also a piece of game object that is highly specific to the adventure. Yabec uses B/X math, making it compatible with many games from the past 40 years. The monsters included here are to provide an example, and to provide game objects for especially common monsters.

Yabec does have a slightly higher level of expectation of what is included in a monster. A **Combat Monster** is what is included in most B/X games, which only contains information pertaining to the monster in combat, and some information about frequency and treasure.

The **Extended Monster**, is the full information of the monster, including ratings for hostility and observation, dungeon signs, and other information.

Statistics

Block

This is the combat statistics provided by many games that use B/X math.

Signs

Stress

Morale

Morale is a monster's ability to withstand outside influence and intimidation.

Morale Score

MS will vary from 2 to 12, with a typical score being 7.

Creatures with a score of 2 will always flee. With score of 12, they will never flee.

Groups with a leader start with the moral score of the leader.

Incurring Morale Checks

Monsters can make morale checks after:

- ▶ The first injury on their side.
- ▶ The first death on their side.
- ▶ The group is reduced to half its initial number
- ▶ A large monster reduced to half health.
- ▶ A leader is killed.

Monsters can not make more than one moral check per round.

Making A Morale Check

Make a separate roll for each 8DH of monsters.

If $2d6 \geq \text{morale} - \text{Stress}$, then monsters become broken.

Making a moral check incurs one Stress

Broken

broken monsters will leave the area, if possible, and will not harm or make contact with the party.

Monsters become unbroken during a 4-5. Shift.

Hostility

Hostility is the general policy the monsters follow regarding a typical party. Note that monsters may be more or less hostile towards certain types of players.

Prey

Flee from party

Wary

Avoid contact, but don't attack until provoked.

Curious

Approach party and investigate.

Stalk

Avoid sight, and direct confrontation. Silently approaches and follows the party.

Predator

Stalk the party, and attack when opportune.

Guard

Attack the party on sight.

The higher a monster's hostility, the more quickly they will attack the players.

Depends on faction play, monsters may be more or less hostile to the players. Most monsters have a hostility of 7

Hostility	Significance
4	Friendly
6	Neutral
8	Aggro

Reaction Roll

See Adventure, page 10.

- Roll 2d6.
- +/- reaction modifier.
- - Hostility.

Results

- ≤-5: Monsters are hostile, enraged, status, and bear a grudge against the players. +2 hostility
- -5-0: Monsters are hostile, but keep their wits. +1 hostility.
- 1-4: Monsters are neutral, but firm.
- 5-7: Monsters are neutral, status, and likely to let something slide.
- ≥8: The monsters are friendly and tapped. -1 hostility.

status end when another reaction roll is made, or after 1 round.

Observation

Higher observation is harder to sneak past.

See Adventure page 9.

Normal sneaking is a d8, but can get as high as a d12 at first level, or 2d8 for a max level thief.

A normal human at attention has an observation of 7.

OC can be reduced by being distracted (-2), intoxicated (-2), in conversation (-4), or asleep (-6).

Statistics

Monsters are described by the following statistics. Each section is separated with a horizontal line.

Descriptive

NAME: Stat blocks begin with the name of the monster.

DESCRIPTION: One or two sentence description of the monster in natural language.

Qualities

Alignment (AL): See Character page 5.

Observation Class (OC): The monster's ability to notice. See Dungeon Master page 16.

HOSTILITY (HT): The base hostility of the monster. See Dungeon Master page 15.

Morale Rating (ML): The monster's likelihood to persist in battle. See Dungeon Master: morale page 14.

Movement Rate (MV): The number of **Steps** the monster can move in one round. Characters have a MV of 1. This also lists alternate speeds for flying, moving on webs, etc.

Saves: The monster's saving throw values:

- ▶ **D:** Death/poison.
- ▶ **W:** Weird.
- ▶ **P:** Paralysis/petrification.
- ▶ **B:** Blast, breath, etc.
- ▶ **S:** Spells/wands/magic.

Combat

Armour Class (AC): The monster's ability to avoid damage in combat. See Adventure page 25.

Hit Dice (HD): The number of d8s rolled to determine an individual's hit points. Modifiers are applied after rolling. Some monsters are listed as having less than one HD, either as $\frac{1}{2}$ (roll 1d4) or as a fixed number of hp.

Average hit points: The average hit point value is listed in parentheses.

Attacks: The attacks that the monster can use each round. Each option will list the AV for that attack, then the damage die, then the average damage.

Recharge: X-in-6 chance of recharging each round.

Dungeon

Number Appearing (NA): the number of monsters encountered roaming in a dungeon level equal to their HD. If the monster is encountered on a level greater than its HD, the number appearing maybe increased; if encountered on a level less than its HD, the number appearing should be reduced.

Treasure Type (TT): The letter code used to determine the amount and type of treasure possessed by the monster(s) (see Treasure

Types, p230). The letters listed are used as follows:

A to O: Indicate a hoard: the sum wealth of a large monster or a community of smaller monsters, usually hidden in the lair.

P to V: If listed for an intelligent monster, indicate treasure carried by individuals (P to T) or a group (U, V). If listed for an unintelligent monster, indicate treasure from the bodies of its victims.

Other

Other abilities are indicated in a bulleted list.

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