

[.git](#)

[.gitmodules](#)

[README.html](#)

[core](#)

[export](#)

[ignore](#)

[index.html](#)

[markury-book](#)

[temp.txt](#)

yabec

yet another basic/expert clone

Yabec started as a way to codify the Old School Renaissance mix I was running at my table. It now is an open source project for others to work from.

direction

Yabec is under construction! I had been pushing the limits of what Libre Office can do. Right now, I'm working on moving towards a dynamic solution including databases, markdown, and css.

this has spawned a side project: (markuary book)[<https://github.com/AVDambeck/markury-book>]

Game data is stored either directly in markdown, or markdown is generated via python. Then that markdown is converted to html, mixed with css, and rendered into a pdf for printing.

There are three intended distribution points: 1. Raw markdown: intended for nerds. 2. Print, via pdf: to be used at game tables. 3. Hypertext: for web.

Features

what kind of system is yabec? what can you expect?

- 4 basic classes, plus lots of extras
- Apocalypse style player sheets (coming soon)
- b/x math
- hazard die
- relative distances
- mapping guides
- player roles
- object oriented hooks for bite sized rules
- dynamically linked item and spell info

Printing

Yabec is designed to exist at a physical game table in a bunch of little notebooks. Under the distribution dir, there are print files for each of these booklets.

Yabec

Yet Another Basic/eXpert Clone is a open source OSR game.

Index

[character](#)

[extended](#)

[index.html](#)

[magic](#)

[rules](#)

Overview

This booklet covers character classes and minions.

This chapter covers the process of creating a character, and attributes which apply to all characters. Basic covers the core classes. Advanced and Demihuman cover more complex classes for returning players.

For rules on spell casting, see Magic. For rules on equipment, see Items.

Index

[advanced.html](#)

[basic.html](#)

[demihuman.html](#)

[index.html](#)

[minions.html](#)

Basic Character Creation

Choose one of the premade character playbooks.

Recommeneded for first time players.

Manual Character Creation

Get a sheet of paper, or print out a character sheet, to record all of your cracter's details.

Ability Scores

Choose either one of these arrays, and assign them however you like to the six stats *strength*, *dexterity*, *constitution*, *intelligence*, *wisdom*, and *charisma*.

- 13, 13, 11, 11, 9, 9
- 16, 13, 10, 8, 6, 5

Optional: Rolling ability scores.

If you wish, you can instead roll 3d6 six times to create a new array.

Choose a Class

There are many classes to choose from. Make sure you meet the requirements for that class.

Unless you choose a Demihuman class, you are a human.

Determine Statistics

Make sure you have the page for your chosen class available.

- Your HP (health points) is equal to the maximum value of your class's Health Die.
- Your AV (attack value) is on your class's progression table.
- Your saving throws are on your class's progression table.
- Note class abilities, and choose spells.
- Note the bonuses, or penalties, from your ability scores. See page X.

Choose Alignment

Choose whether you are Lawful, Neutral, or Chaotic. See p5.

Note XP and Level

Characters start at 1st level with 0 xp.

Money

Start with 3d6x10 cp. Buy items from the basic item list. Each class also provides suggested collections of items, and their price.

Ability Scores

PLACEHOLDER

Alignment

Beneath the surface of everyday life, two primeval forces mingle. Their servants favor either the cosmic order, or the advent of a new one. Some find themselves neutrally or unaligned, choosing for their own ends, or for the end of balance.

Magic

Magic affects creatures differently depending on alignment. Divine spellcasters need to be especially aware of their alignment.

Alignment Language

Creatures automatically recognize a certain set of gestures, signs, and code words, pertaining to their alignment. This allows creatures of common alignment a measure of communication. Creatures of a different alignment are likely to recognize an alignment language being spoken, but will not understand its content.

Revealing Alignment

Players must reveal their alignment to the dungeon master, but are not required to reveal to each other.

Role Playing Alignment

If the character acts too far out of their alignment, the referee may require them to change their alignment and suffer a penalty.

Monstrous

Monstrous characters face additional challenges: - They are not welcome in urban areas unless accompanied by a human, elf, or dwarf. - They can not employ human hirelings. - They do not automatically know the common language. - They have a -2 to reaction rolls with non-monsters. - When in sunlight, they have a +1 to AC, and AV.

Overview

Index

[character.html](#)

[conflict.html](#)

[dungeon.html](#)

[environment.html](#)

[experience.html](#)

[index.html](#)

[life.html](#)

[mapping.html](#)

[town.html](#)

The Conversation

You may be familiar with this concept from other ttrpgs. The game is essentially a back and forth between the players and the Dungeon Master.

Hooks

Yabec is designed around a series of *hooks*. *Hooks* are keywords shown in italics. They're designed to link naturally into eachother. For example, on a *turn*, you get one *action*, which you use to *attack*. This results in either a *hit* or a *miss*. A *hit* can cause damage or a spell effect. Then the *turn* ends, and causes a *hazard*, such as *fatigue*, which might end a spell effect.

Scheme

There are four *schemes*. Each has its own chapter.

Town

Players navigate an urban setting, often splitting up to do *downtime*, or go shopping. The *scheme* ends when the players *depart* on an *adventure*.

Delve

Players explore a dangerous dungeon. This *scheme* ends when the players leave the dungeon. Then *clean up*.

Conflict

Players fight or flee from monsters. This *scheme* occurs within a *delve*, or rarely, in a *town*.

Clean Up

Handle experience, splitting treasure, and other loose ends. Either end the session here, or begin *town* again.

Player Roles

There are several roles that players are encouraged to take on. Use a notecard or token to keep track of roles. Taking on a role grants a small XP bonus.

Chair

Once per session, either the Dungeon Master or a player can call "Open the adventure's council". That person is the *chair*. They will go some or all of the roles, asking for volunteers, or resolving conflicts. +50 XP.

Score Keeper

Keep track of *scores*, such as looted treasure, and defeated monsters. See experience. +50 XP.

Quater Master

Chart the path to the dungeon while in *town*, and keep track of torches, bandages, and other equipment. +50 XP

Scribe

Keep track of the different monsters and traps, their behaviors, mechanics, and even their combat statistics (depending on the Dungeon Master's approach to metagaming). +50 XP. If you write a session report, +100 more XP.

Mapper

Keep track of the layout of the dungeon. You might ask the Dungeon Master for exact *map calls*. See mapping. +100 XP.

Caller

Get consensus on what the party would like to do, and communicate to the Dungeon Master. +100 XP.

Booklets

Yabec is split into four major sections:

Rules

Covers exploration, fighting, health and damage, experience, etc.

Character

Covers classes and character creation, as well as basic items.

Magic

Covers magic and spellcasting.

Extended

Covers downtime, and advanced item lists.

Miscellaneous

Rounding

When not otherwise specified, round down.

Weak and Strong Monsters

Monster with 4 HD or more are *powerful*. Monsters with 3HD or less are *ordinary*.

Environment

This chapter covers how to track light, distance, and similar elements.

Time

Time is measured in three units.

Turn

Most adventuring activities, such as having a fight or searching a room take one *turn*.

Round

A *round* is a short unit of time used during conflict. There are 10 *rounds* in one *turn*.

Week

Each session, players get one *week's* worth of downtime.

Zones

The dungeon environment is split into *zones*. As a rule of thumb, each room and hallway is a *zone*. Large rooms or hallways may be multiple *zone*.

Ranges

Ranges and relative location are divided into four *ranges*.

Touch

Striking distance.

Close

Throwing distance. Speaking distance. Within the same *zone*.

Distant

Shouting distance. Farthest distance to make out details (in *bright* light). In dark environments, the player's torch will often be the limit of their sight. This means that anything within torch light is *distant*.

Sight

Anything that can be seen. Up to 3 miles in ideal conditions.

Noises

There are two kinds of noise:

Silent

Produces effectively no sound; no effect.

Loud

Heard by *distant* listeners. Increases the chance of wandering monsters. Etc. Most sounds are *loud* by default. A *loud* sound can be made *silent* with *stealth*.

Light

Levels

There are three kinds of light:

Dark

The *darkness* is pitch black, and prevents sight. Imposes blindness.

Dim

Allows some detail to be seen.

Bright

Allows full vision, including details and reading. Disables *infravision*.

Distant

A light source casts *bright* light within *touch*, and *dim* within *distant*.

Infravision

A special type of vision had by many monsters: seeing heat energy that radiates from living things. When a creature with *infravision* stands in *bright*, they are blinded for one round, and their

infravision is disabled until they spend a full *turn* in the *dark*. It is not possible to read in the *dim* or *dark* with *infravision*.

Blindness

Creatures who are unable to perceive their surroundings are *bad*.

Town

Spend a brief period in civilization, making plans, securing allies, and gathering supplies.

Activities

Shopping

Every town will have the *basic* items available. Some towns may have additional shops. See page X.

Downtime

The first time in town per session, returning characters get one *week* of *downtime*. See page X. They also receive natural healing. See page X. Characters who owe *service* must perform it before pursuing other options.

Minions

1d4 human hirelings will seek employment if there is a character of 2nd level or greater. See page X. 2d6 2nd level hirelings will seek employment if the total level of the party is 15 or greater.

Travel

The Dungeon Master will present an overworld map with one or more dungeons, and possibly other towns.

Deciding a destination

Any player can contribute to the discussion of what dungeon to go to. However, only one player needs to *chart* the journey. Unopinionated players can simply follow the party to whichever dungeon they go to.

Charting

One player *charts* the journey to a dungeon or another town. It suggests that this player be the *quarter master*. See Rules. 1. Count the number of *hexes* between the party's current location, and the destination. 2. Count the number of *hexes* to a town. 3. (optional) If crossing an *obstacle*, such as a river, add each to the count. 4. For each player and minion, acquire a ration for each *hex*. 5. (optional) If crossing a body of water, also acquire the fare for passage on a boat. Best practice is to have each participating player compensate the *quarter master* for their rations.

Departing

One player, ideally the Caller will announce "Adventurers to depart!". Once all players have confirmed they are ready to *depart*, the players travel to their destination. If it is a dungeon, change the *scheme* to *dungeon*. If it is a different town, simply continue *town* in the new location.

Goals

Each session, the players may agree to set one goal for the party. If the goal has already been completed in the past, or is not difficult enough, the Dungeon Master may reject it. Completing a goal scores experience. See Experience. Additionally, the Dungeon Master may give individual goals to certain players, especially divine magic users.

Examples

- Kill a the bear with the scarred eye.
- No deaths.
- Get to the third level of the dungeon.
- Rescue a particular prisoner.
- Recover a particular treasure.

World Building

Rumors

The Dungeon Master might give players rumors, especially if there is a new character, or a new dungeon.

Character

The players each share one detail about their character, past, community, or deity.

Adventurers Guild

The players are all part of an adventurers guild. They should put forward at least one detail about it to the Dungeon Master. Examples include: • The guild is named the Craven Folk. • The guild began when an injured party began sending new adventures on quests. • The camp was found by a towns guard when they followed the orcs. • The court has tasked the guild with the safe recovery of a kidnapped official.

Other Prompts

The Dungeon Master may include additional prompts, such as creating NPCs, or naming towns.

Dungeon

Exploring a dangerous dungeon.

Basics

Time

Each *action* will cause a *turn* to pass, possibly resulting in *hazards*

Movement

Moving within a *zone* can be done freely. To change *zones* is an *action*.

Marching

While moving in narrow hallways, movement is restricted. The marching order is decided by the players. In general, only the *front* and the *back* are significant.

Actions

This is a non-exhaustive list of the *actions* players might take in a dungeon.

Move

Move to an adjacent *zone*.

Run

Moving at a fast pace, players can move through 6 *zones* in one *turn*. However, there are many penalties: - Surprised by all encounters. - Spring all traps. - Create *loud* noise. - Cannot map. - Cannot check doors.

Search

Searching reveals non-obvious features. A search will always reveal everything it can. Searching will also reclaim one half of ammo. Searching a single *zone* takes four people one *turn*. The amount of time will increase and decrease corresponding to the number of people searching and the size of the area.

Rest

Spending one *turn* resting will remove *fatigue*. Additionally, ignore the *fatigue hazard* while resting.

Bandage

See page X

Talk

Begin a new *turn* at the end of the conversation.

Reaction Roll

The Dungeon Master might ask for a *reaction modifier*. See Character p4. The Dungeon Master might make the roll at advantage or disadvantage, depending on the player's actions. A high roll will make the monsters more friendly. A low roll will make them more hostile. A very high or very low roll will also make them *bad* for one *round*. See Dungeon Master p15.

Flee

Recklessly try to escape the dungeon. Once a party begins to flee the dungeon, they can not stop until they're out. Each *round*, move to an adjacent *zone*, then one character must take 1d4 damage.

Hazards

At the start of each *turn*, the Dungeon master will roll for *hazards*.

Unless the players loose their clock, the Dungeon Master should knock on the table to indicate the *turn*.

Burn

Torches burn out, and lanterns need fresh oil.

Fatigue

Become *fatigued*. Anyone already *fatigued* takes 1 damage.

Shift

Traps reset, doors swing close, and other aspects of the dungeon are triggered.

Other

Other *hazards* may include wandering monsters.

Doors

Doors not held open will swing silently shut during a *shift*. Magical doors need special conditions to be opened, and can't be picked, or broken.

Checking Doors

Once per *turn*, a player can check a door. Each door can only be checked once. The Dungeon Master rolls a d6. - **Peephole:** If there is a peep hole, or cracks, +2. - **Class:** If a player has a bonus from their class, add only the strongest bonus. - **Results:** A roll of 5 or more will reveal information. Revealing "nothing" or "darkness" is indicative of either a failure, or accurately assessing a dark quiet room

Failing to open

Attempting to open a stuck, bared, or locked door fails *loudly*.

Breaking Doors

Physically destroying a door is an *action*, requires appropriate tools, and makes *loud* noise.

Stealth

PLACEHOLDER

Flashback

Each session, each player may have up to one flashback. The following are provided as suggestions. In general, anything that could have been done in town can be done as a flashback.

Purchase

Have gotten a particular item while shopping.

Conversation

Role play a brief conversation had before the adventure.

Backstory

Role play the origin of a character.

Character

Item Slots (Inventory)

In order to carry an item, the character must have a free item *slot* to carry it. - **Most Items:** One *slot*. - **Heavy Items:** Two *slots*. - **Stack Items:** Five per *slot*. - **Person or body:** Three *slots*.

Number

A character has a base of five *slots*, plus a bonus from their *stength*. Backpacks grant additional *slots*. Chests and carts can be used to carry even more. Minions also have item *slots*, typically five.

Encumbrance

Becoming *encumbered* doubles a creature's *slots*. *Encumbered* creatures are *bad*, but can *attack* with disadvantage, and move at half speed.

Horses

A horse can carry a person and their items, OR twenty *slots* plus pulling a cart or wagon. A passnger and their items occupy ten *slots* in a cart or wagon.

Abilities

There are six abilities: *strength*, *dexterity*, *constitution*, *intelligence*, *wisdom*, and *charisma*. They're rated from 3, the worst, to 18, the best.

Checking

The DM may use ability scores to determine success. You succeed if $d20 \leq$ the ability score. (low roll good)

Low Ability Score

If a character has an ability score reduced to less than three, they die.

Saving Throws

All characters and monsters can make *saves* to avoid the full effects of certain traps, spells, and attacks.

Catagories:

There are five saving throw catagories: - **Death (D)**: When targeted by a death ray, or exposed to poison. - **Weird (W)**: When exposed to radiation or other worlds. - **Paralysis or Petrification (P)**: When targeted by an effect that paralyzes or turns to stone. - **Blast (B)**: When target by dragon breath or explosions. - **Spells or magic (S)** When targeted by a baneful spell or effect from a magic item. Each class has its own table denoting the *save* values based on the level. Monsters have their own table, see page X. [LINK](#)

Checking

You succeed if $d20 \geq$ *save* value. (high roll good) Success against an effect that causes damage means that the damage is halved. Otherwise, the effect has been entirely avoided or negated.

Abandonment

A character of 2nd level or higher can be abandoned. They permanently leave the game. Abandoned characters can leave 50% of their wealth and 80% of their XP to a new adventurer.

Experience

This chapter covers experience points (XP) and how it is awarded. XP is a measure of a PC's power and wealth, and creates progression.

Score Card

At the start of the session, the Score Keeper will begin a score card: a simple piece of paper to write down *scores* as they happen. At the end of the session, the Score Keeper will confer with the DM to confirm each *score*, and establish the total amount of XP. XP is divided evenly between all surviving characters. The Score Keeper will announce the individual amount gained.

Prime Requisite

Each class has one or two prime requisites, which grants bonus XP for having a high *ability score*. Characters with at least a 9 in one prime requisite gain 5% extra XP. Characters with at least a 9 in both gain 15% extra XP. Characters with at least a 16 in one prime requisite gain 15% extra XP.

Minions

If players are 2nd level or higher, their minions gain the same amount of XP.

Scores

A *score* is anything that awards XP.

Treasure.

Recovering treasure from a dungeon scores 1 XP per 1 cp value of the treasure. Recovering a magic item scores 1000 XP. Recovering a particular quest item scores 1000 XP.

Goal

Achieving a *goal* scores 100 XP per character involved. LINK Failing to achieve a goal reduces the XP from this score card by 100 XP.

Defeated Monster

Defeating monsters scores XP based on their HD, plus a bonus for each special ability. e.g. a 2+2 HD monster with an ability is worth 35 XP.

HD	Base	Bonus
<1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
-----	-----	-----
5, 5+	200	150
6, 6+, 7	300	250
7+, 8, 8+	650	550
≥9	1000	700

Mapping

Correctly mapping a complete dungeon level scores XP equal to 1000 times the depth of the level.

Extra Sources of XP

Session Report

Writing a session report awards 100 XP to the writer.

Roles

Having a role grants XP. See Roles.

Punch Card

On a player's tenth session, they get 1000 XP.

Specials

From time to time, the Dungeon Master might offer additional bonuses. For example, for writing lore about NPCs.

Leveling Up

When a character gains enough XP to reach the next experience level, the player: - Looks at the character's class and notes any improvements in saving throws, AV, spells, etc. - Roll your HD and add it to your HP. - Gain an additional *week* of *downtime*. - Increase two different *ability scores* by 1.

One Session Maximum

Characters cannot advance more than one level in one session. Leave the character 1 XP below the threshold for the next level. The remaining XP can be distributed among the other characters, as the player wishes. If all characters are 1 XP below the threshold, extra XP is wasted.

Abandoning

Life & Death

This section covers health, damage, and dying.

Health Points

Health points (HP) represent the ability to withstand injury and exhaustion.

Health Die (HD)

Health dice are used to determine HP. Each class has a different HD. Monsters have a d8 HD. At 1st level, a character's HP is equal to the highest value on their HD.

Healing

Healing removes damage.

Natural Healing

One week of downtime heals 2d6.

Bandaging

Bandages can be used to gain some healing. Make an *intelligence* check. If you succeed, heal the target 1d6. You may bandage yourself. Bandaging takes one *turn*, and consumes a bandage. Once you are bandaged, you can not be bandaged again until you are *fatigued*.

Magical Healing

Magic potions or spells can provide instantaneous healing. When magically healing a *slain* character, they *dismember* with advantage.

Damage

Damage represents injury, exhaustion, and wear.

Slain

When a creature takes damage equal to or greater than its HP, it is *slain*, *Slain* minions and *ordinary* monsters instantly die. *Slain* PCs and *powerful* monsters are *near death*. See Near Death.

Destruction

If *slain* by fire, explosion, or magic items are destroyed, and PCs and *powerful* monsters instantly die. Magic items and monsters have a chance of miraculously surviving.

Item Damage

Some items can become damaged. Items with four or more damage break completely. Magic items are immune to damage. Each point of damage incurs a penalty: - **Weapons:** -1 to damage. - **Armor:** +1 to AC. - **Other:** -1 to any rolls made with it. Dwarves are able to repair items. See page X. [LINK](#)

Near Death

Between life and death, there is a terrible void.

Death

After a full turn *near death*, creatures die. If a creature takes any damage while *near death*, they *dismember*.

Healing

When healed while *near death*, a creature instead rolls for *dismemberment*. If healed by magic, they roll with *advantage*.

Dismemberment

Roll a d12, and add *constitution* score. Reference the table. If they survive, they heal 1.

Result Dismemberment

<= 11	Dead!
12	Broken leg: +2 AC
13	Lost arm
14-15	Lost eye
16-17	Concussion: -1d4 <i>wisdom</i> and <i>intelligence</i>
18-20	Torn muscle: -1d4 <i>dexterity</i>
21-23	Bone fracture: -1d4 <i>strength</i>
24-26	Broken rib: -1d4 <i>constitution</i>
>=27	Unharmed

After Death

Burial

Simple burial prevents the body from being reanimated. Temples will bury and bless the dead for free. Cremation prevents reanimation and is impossible to undo.

Rites

If a cleric uses one turn to perform a blessing, the soul will pass peacefully. When funerary rites are performed, the character sheet must be ripped up. Players are encouraged to give eulogy, play music, and create intricate rituals.

Inheritance

When a character dies, their companions can loot their body. Money and items stored in town will be subject to a 15% estate tax to local government or temple, and then inherited by the next of kin or listed heir.

Resurrection

Returning from death is an ordeal. Until the subject gets two weeks of bed rest, they have 1 HP, move at half the normal rate, can not carry *heavy* items, cannot attack, cast spells, or use class skills. Each time a character is resurrected, their *constitution* is reduced by 1.

Mapping

Dungeons are complex environments where it is easy to get lost. Keeping a map is essential.

This chapter covers simple and detailed methods of mapping. It is a simple system not able to cover every possible map, so you may have to get creative. Additionally, you may wish to modify the system to better suit your needs. Any agreed upon system will work.

Its recommended that one player take on the role of Mapper. See Roles.

Simple Method

Rather than track the exact dimensions of every room, the mapper might opt to keep a general shape of the dungeon. The mapper draws a loose flow chart, labeling rooms and their connections.

Calls

To keep an exact map, the mapper should ask the Dungeon Master for a call. Each call should have an unambiguous meaning. The mapper and Dungeon Master should work together to establish calls that work for them. The Dungeon Master should avoid looking at the players map, and avoid perfecting the players map.

Restrictions

The Dungeon Master will only provide calls when the players ask, and only after they enter a room and are able to spend time observing it. If the players loose their compass, calls will not include cardinal directions.

Corridor Calls

Except for hallway, each of these calls indicate exactly one square.

Hallway

Hallway, number, direction: Indicates the corridor goes straight for a number of squares in that direction. **Draw:** Two straight lines. PICTURE Hallway 3 west.

Turn

turn, direction: Indicates a square where the corridor turns in the direction **Draw:** A dot + an L shape. PICTURE Left: turn east. Right: Hallway 1 north. AND Turn west.

Split

Split, (directions): indicates the corridor slits left and right. **Draw:** Line + two dots. PICTURE Left: split. Right: hallway 1 north. AND Split.

Cross

Cross: indicates a square with four openings. **Draw:** Four dots PICTURE

Branch

Branch, direction: Indicates the corridor has an opening on the side or direction indicated. **Draw:** Line + two dots. PICTURE Hallway 1 east. AND Branch south. AND Hallway 1 east.

Terminate

Terminate: Indicates the end of a corridor. **Draw:** Three sided U. PICTURE Terminate.

Large Corridors

Large corridors can be called in the same manner, but scaled to be twice as big, thrice as big, etc.

Room Calls

Rectangular

Designate a door as the entrance. Call how far the wall extends to each side. Then describe the depth of the room. PICTURE Room: 1 north, 2 south, 3 deep.

Wall trace

From the entrance, going clockwise, call the direction and length of wall segment. PICTURE Room, wall trace: north east 1, east 2, south 2, west 1, south 1, east 2, south 1, south west 1, west 2, north east 2, east 1, north 1

Large rooms

Large rooms, such as caverns, can be called by an extension of the wall trace method. A wall on each side can be traced, bit by bit.

Irregular Caverns

Irregular caverns can be called by describing the general path of the cavern and width of the cavern, similar to wall trace.

Doors / Exits

Definition

Doors are hinged panels. Exits are open passageways. Call them after calling a room or corridors.

Calling

On each wall, count squares from east to west, north to south (reading direction), naming the number of the squares, and whether there is a door or an exit. You can also call the center, or last square. **Draw:** Pictogram PICTURE Doors: East wall 2nd & 4th squares. South wall center. Exit, west wall 2nd square.

Stairs

Stairs, and a direction (up or down), indicate a square filled with stairs. The stairs extend away from the previous call. **Draw:** Pictogram. PICTURE Left: Stairs going up. Right: Stairs going down.

Example

This is a small example of a map and calls, starting from the entrance marked E. PICTURE

First Hallway

1. Hallway 1 North.
2. Turn West.
3. Hallway 1 West.
4. Branch South: To the South: Terminate.
5. Hallway 1 West.

Cross Roads

1. Turn South.
2. Cross. To the West: Terminate. To the East: Terminate; Door on the East wall. To the South: Hallway 1 South.
3. Spit. To the East: Terminate. To the West: Hallway 1 west. Stairs down.

Beyond the Door

1. 1 North, 0 South, 2 deep.

Exercise

Follow these map calls. The calls get harder as it goes on.

First Hallway

1. Mark the entrance in the bottom center of the page.
2. Hallway 2 north.
3. Turn to the east.
4. Hallway 1.
5. Split (North-South).

The southern chamber.

1. Terminate. There is a door on the east wall.
2. Room: 1 north, 1 south, 3 deep. There is one exit: north wall, center.
3. Hall 1 north.
4. Turn East.
5. Terminate.

To the north of the split.

1. Hallway 2 north.
2. Branch west.
3. Turn east.
4. Stairs up.

From the branch,

1. Hallway 3 East.
2. Cross. To the North: Terminate. To the West: Stairs down. To the South: Terminate; There is a door on the South wall.

Going Deeper

1. Room: 1 West, 0 East. 2 deep. One other door: South wall, 1.
2. Hallway 1 South.
3. Split.

To the East:

1. Turn North.
2. Turn East.
3. Turn North.
4. Hallway 1.
5. Room: 0 West, 2 East, 2 deep.

To the West:

1. Turn North.
2. Hallway 3.
3. Branch East: Terminate.
4. Hallway 2.
5. Turn East.
6. Hallway 3.
7. Hallway 5.
8. Turn South.
9. Terminate.

Solution

Ask your Dungeon Master.

Conflic

Basic

Time

One *conflict* takes one dungeon *turn*. Time within *conflict* measured in rounds.

Exhaustin

At the end of the 6th round, and each round after, all creatures still involved in the combat take 1 damage.

Mapping

During conflict, it's possible to reference a map, but adding to a map is impossible. The dungeon master will not make *map calls*. See page X

Movement

While not *bad*, each combatant can move freely within a *zone*. Changing *zones* takes an *action*.

Initiative

The Dungeon Master can employ either of these two methods for initiative.

Dramatic

Each round, each combatant can take one *action*. Then they must wait for the next round to act again.

Players can go in any order they choose. After each player's action, an enemy take an action. However, if the player is *bad*, the enemy will go before the player instead.

Ranked

at the start of *conflict*, each player rolls a d10 and adds their *dexterity* score. this is their *count*. *Ordinary* monsters have *count* 13. *Powerful* monsters have *count* 18.

At the start of each *round*, the creature with the highest *count* takes one *action*. then proceed in decending order.

Ties between the players can be resolved in either order they please. players win ties against monsters, unless they are *bad*.

bad

bad is a generalized status conditions.

attacks and *stealth* against *bad* targets always succeed.

bad creatures can: - hear. - speak. - *Save*. - Desperate actions allowed by *badness*. For example, move randomly in the dark, or move inches while bound.

Bad cretures can not: - Move. - *Attack*. - Cast spells. - Use magic items. - Use class skills.

Depending on the exact condition, *Bad* creatures might be able to take some limited action. For example, a blind creature may beable to move randomly, or a bound character might work to break out of their restraints.

Actions

Attack

Make an *attack* with a weapon. See page X.

Magic

Cast a spell or use a magic item. See Magic.

Move

Move to an adjacent *zone*. See page X.

Sprint

Move twice. During the next round, you are *bad*.

Retreat

Move. You are now in-retreat: - -2 AC bonus. - *Attack* with *disadvantage*. - Can not cast spells. - If you do not *move* for a *round*, your retreat ends, and you are *bad* for one *round*.

Flee

If three or more *attacks* have *missed* you since last you took an *action* other than *move*, you escape the *conflict*.

Stunts

Other maneuvers are stunts. How they are resolved is up to the Dungeon Master.

Stunts may not cause damage directly.

Suggestions

Forced move: a *hit* has a 3-in-6 chance of moving an enemy to an adjacent zone. **Intimidation:** with a successful charisma check, its force enemies to make a moral check. **Disarming:** a *hit* grants a dexterity check to disarm an enemy. **Sundering:** a *hit* deals one damage to the weapon or armor.

Attacking

Statistics

The Armor Class (AC) is how likely a target is to be hit.

The Attack Value (AV), also called THAC0, is how likely an attack is to miss.

Lower AC and AV are better.

The Dungeon Master might either announce the result of the *attack*, or tell you the AC/AV so you can announce it yourself.

Making an Attack

To make an *attack*, subtract a d20 from you AV. If it is greater than or equal to the AC, you *hit*. Otherwise, you *miss*.

Dodging an Attack

To dodge an attack, roll a d20 and add your AC. if it is less than or equal to the AV, the attack is a *miss*. Otherwise, it is a *hit*

Appendix

Flanking

In melee, if one side surrounds the other, the surrounded side has a +4 penalty to AC.

Friendly Fire

A missed ranged attack has a 3-in-6 chance to hit an ally engaged in melee.

En Passant

The first time each *turn* that a combatant takes a *move* action, they may also make an *attack*

Subdual

If a creature is *slain* with a blunt weapon, they can be left non-lethally incapacitated, and *bad* until a *shift*.

Magic

[index.html](#)

Extended

[index.html](#)