Adventure

Yabec1-4

Contents

OVERVIEW

Tough folk gather, ready to set off onto a perilous journey. They make plans, secure allies, and gather supplies.

The initial phase of the game is called Warm Up, and usually takes about an hour, but could take less with proper preparation.

Play is largely done asynchronously. Therefore it is okay for players to show up late with in this time, and to make side conversation.

Solo Play

Downtime

Returning characters get 1 week of Downtime, which is detailed in its own booklet.

They also receive natural healing, see Global page 19.

Characters who owe service must preform it before pursuing other options.

Shopping

All characters can go shopping at any of the shops detailed in Gear.

Hirelings

1d4 hirelings will seek employment if there is a character of second level or greater. See Character page 32.

World Building

Rumors

The Dungeon Master might 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.

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 Global page 14.

Additionally, the Dungeon Master may give individual goals to certain players. The Dungeon Master may give additional rewards beyond XP.

Examples of goals:

► No character deaths.

► Get to the third level of the dungeon.

► Rescue a prisoner.

► Kill a particular monster.

Traveling

The Dungeon Master makes some number of dungeon locations known.

List (simple)

Each location will have a brief descriptor, and a number. Pay the number times the cost of rations. Begin Dungeon.

Map (detailed)

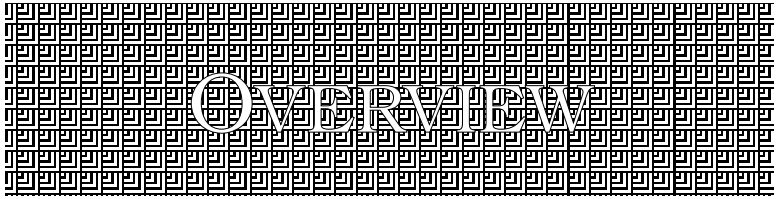Each action, the party consumes a number of rations. If they do not, they take 1 damage.

Travel cost

Creature	Rations	Fare
Person	1	1
Animal	2	2
Monster	3	10
Cart / Wagon	0	4

Actions

► **MOVE:** to an adjacent plot

► **DELVE:** into a dungeon on the current plot. Begin Dungeon.

► **SEARCH:** the current plot.

► **CROSS:** a small river or similar obstacle.

► **PAY:** a fare, such as to board a boat or pass a toll.

► **FORAGE:** Each forager has 3-in-6 chance to find 3 rations.

Hazard

After each action, there's a chance of weather events. After searching, or foraging, there's a chance of wandering monsters.

OVERVIEW

Creeping deeper into the dungeon, you can't shake the feeling of being watched.

The second and primary phase of the game is exploring the dungeon. It will alternate with the fourth phase Conflict.

Basics

Time

Time passes in turns, with most actions taking one turn. See Global page 8.

Each turn, the players take one action, such as moving, searching, or having a conflict.

Hazard

At the start of each turn, the Dungeon Master will roll for hazards such as **Fatigue** and **Burn**. See Dungeon Master page 5.

Moving

Normal

At a cautious dungeon speed, moving three steps takes one turn. See Global page 8.

Slow

By crawling, moving just one step takes a full turn. Players will automatically detect traps, and move silently.

Fast

Moving at a reckless pace allows players to move ten steps in one turn. However, there are many penalties:

► Surprised by all encounters.

► Spring all traps.

► Create loud noise.

► Cannot map.

► Candles are blown out.

► Cannot check doors.

Marching

While in narrow hallways, movement is restricted. The marching order is decided by the players.

Marching order is split into **Ranks.**

The size of the square determines how many people can fit in one rank: one person per 5'.

Characters in the front **Rank** will get to see and act first.

Searching

Searching reveals non-obvious features. A search will always reveal everything it can.

Time

HALLWAY, OR SMALL ROOM: takes two people two turns.

OUTDOOR AREA OR LARGE ROOM: takes two people four turns.

DOUBLING THE NUMBER OF PEOPLE: halves the search time, to a minimum of one turn.

HALVING THE NUMBER OF PEOPLE: doubles the search time.

This table shows the amount of time it takes to search an area, based on the number of people searching.

Area	8	4	2	1
Hallway	1	1	2	4
Small Room	1	1	2	4
Large Room	1	2	4	8
Outdoors	1	2	4	8

Other Actions

Resting

Spending one turn resting will remove **Fatigue**.

Bandaging

See Global page 19.

Reclaiming Ammo

one half of ammo can be reclaimed in a brief search.

Sneaking

A sneak roll is used to determine if a player can preform an action without alerting a monster.

Observation Class

The higher this number is, the more likely a monster is to notice a player.

A monster can have its OC reduced by being distracted, intoxicated, in conversation, or asleep.

Checking

The default sneak die is a d8.

Players succeed if their sneak die rolls less than the OC of the monster.

When they fail a sneak check, the monster notices them, but is tapped for one round.

When moving in darkness, sneak die becomes a d10.

Some abilities also change the die.

Doors

The Dungeon Master should describe the material, age, handle, hinges, etc.

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 an adventurer 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 quietly.

Breaking Doors

Physically destroying a door takes one turn, requires appropriate tools, and makes a **Loud** noise.

Talking

Reaction Roll

When speaking with monsters, 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 status for one round. See Dungeon Master p15.

Flashback

Each session, each player may have up to one flashback. It can be used for one of the following options. In general, anything that could have been done during an Adventure Warm Up can be done as a flashback.

Purchase

Have gotten a particular item while shopping.

Spoken

Role play a brief conversation had before the adventure.
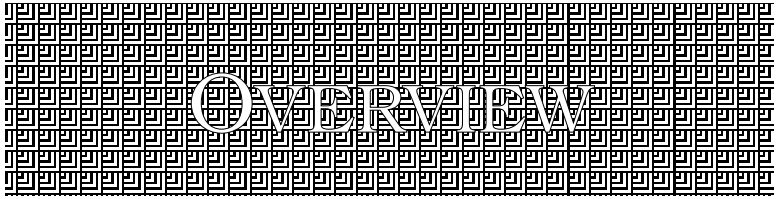
Backstory

Role play the origin of a character.

Flee

Fleeing a dungeon is reckless attempt to escape a dungeon.

Once a party beings to flee the dungeon, they can not stop until they're out.

Each round, move one **Step**, then one character must take 1d4 damage.

No **Hazards** occur while fleeing.

OVERVIEW

This chapter is about mapping. It 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.

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.

Unless the mapper has a compass, calls will not include cardinal directions.

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.
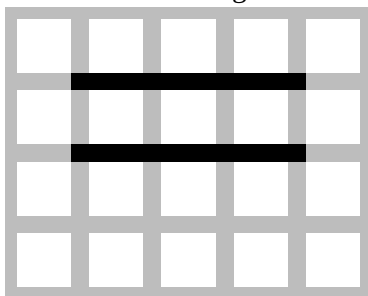
Corridor Calls

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.
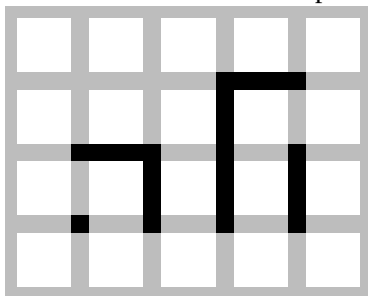
DRAW: Two straight lines.

Hallway 3 west.

Turn

TURN, DIRECTION: Indicates a square where the corridor turns in the direction
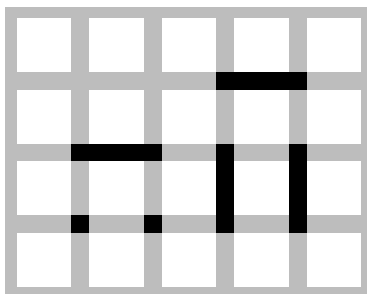
DRAW: A dot + an L shape.

Left: turn east.

Right: Hallway 1 north. AND Turn west.

Split

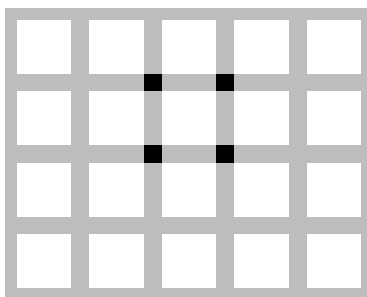**SPLIT:** indicates the corridor slits left and right.

DRAW: Line + two dots.

Left: split.

Right: hallway 1 north. AND Split.

Cross

CROSS: indicates a square with four openings.
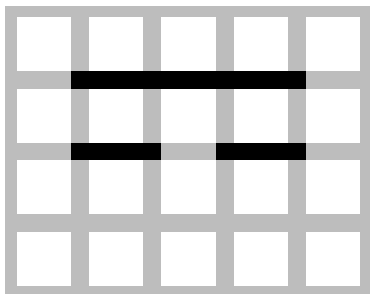
DRAWING: Four dots

Cross.

Branch

BRANCH, DIRECTION: Indicates the corridor has an opening on the side or direction indicated.
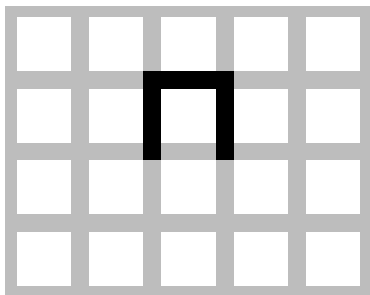
DRAW: Line + two dots.

Hallway 1 east. AND Branch south. AND Hallway 1 east.

Terminate

TERMINATE: Indicates the end of a corridor.
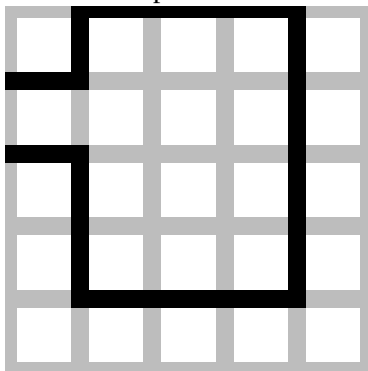
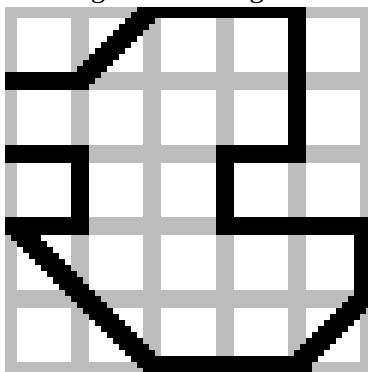**DRAW:** Three sided U.

Terminate.

Rooms

Rectangular

Designate a door as the entrance. Call how far the wall extends to each side. Then describe the depth of the room.

Room: 1 north, 2 south, 3 deep.

Wall Trace

From the entrance, going clockwise, call the direction and length of wall segment.

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

Doors are hinged panels. Exits are open passageways.

Call them after calling a rooms or corridors.

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 ceneter, or last square.

DRAW: Pictogram
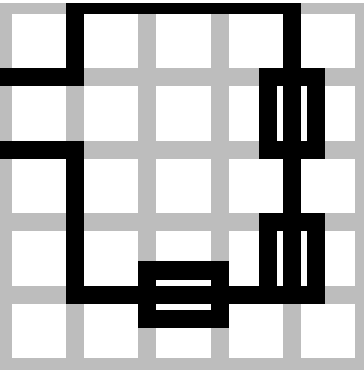
Doors: East wall 2nd & 4th squares. South wall center.

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.

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.

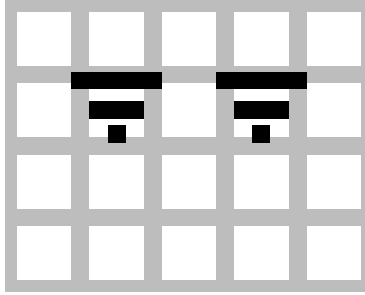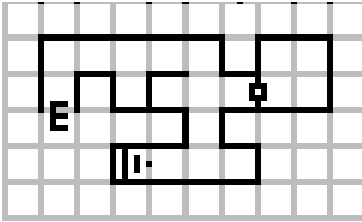
4 Hallway 1 north.

5 Turn West.

6 Hallway 1 west.

7 Branch South.

   1 To the south:

      1 Terminate.

---

8 To the east:

   1 Hallway 1 west.

   2 Turn South.

   3 Cross.

      1 To the west:

         1 Terminate.

---

9 To the east:

   1 Terminate.

   2 Door, east wall.

   3 Room: 1 north, 0 south, 2 deep.

---

10 To the south:

   1 hallway 1 south

   2 Split.

      1 To the east:

         1 Terminate.

      2 To the west:

         1 hallway 1 west.

         2 Stairs down.

Exercise

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

1 Mark the entrance in the bottom center of the page.

2 Hallway 2 north.

3 Turn to the east.

4 Hallway 1.

**5** Tee (North-South).

6 To the south:
  - **1** Terminate.
  - **2** There is a door on the east wall.

7 Room: 1 north, 1 south, 3 deep.
  - **1** Exit: north wall 2.
    - **1** Hall 1 north.
    - **2** Turn East.
    - **3** Terminate.

8 Return to the tee.

9 Hallway 2 north.

10 Branch west.

11 Turn east.

12 Stairs up.

13 Return to branch.

14 3 East.

15 Cross.
  - **1** To the North:
    - **1** Terminate.
  - **2** To the West:
    - **1** Stairs down.
  - **3** To the South:
    - **1** Terminate.
    - **2** Door on the south wall.

16 Room: 1 west, 0 east. 2 deep.
  - **1** Door: south wall, 1.
    - **1** Hallway 1 S.
    - **2** Tee.
      - **1** To the East:
        - **1** Turn North.
        - **2** Turn East.
        - **3** Turn North.
        - **4** 1.
        - **5** Room: 0 west, 2 east, 2 deep.
      - **2** To the West:
        - **1** Turn N.
        - **2** 3.
        - **3** Branch E.
          - **1** Terminate.
        - **4** 2 N.
        - **5** Turn E.
        - **6** 8.
        - **7** Turn S.
        - **8** Terminate.

The solution is in Dungeon Master, on page 2

OVERVIEW
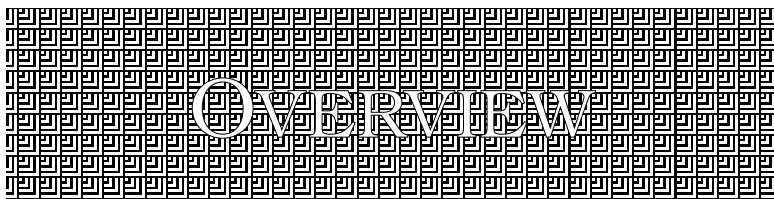
The monsters are here. Fight them or flee!

The fourth phase is Conflict. After conflict is over, return to exploring the Dungeon.

Basics

Time

The whole conflict will take one dungeon turn.

Time within the conflict is measured in rounds.

A single conflict should not take more than ten rounds.

Mapping

During conflict, its possible to reference a map. But Mapping is impossible, and the Dungeon Master will not make map calls. See page 14.

Fighting

Initiative

Each round, each side rolls a d6. The high roll goes first that round. In a tie, both go at the same time.

Resolution Order

When there are many combatants, the suggested order is:

1 Melee Attacks
2 Ranged Attacks
3 Stunts & Other
4 Magic
5 Flee

Melee

A **Melee** is a cluster of combatants locked in a brawl. A new **Melee** is formed when enemies come within **Touch** of each other.

Flanking

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

Action

Each round, each combatant gets one **Action**. See page 24.

Many actions will let a combatant move one **Step** during it.

En Passant

The first time a combatant moves, they may move two **Steps** instead of one.

Actions

Melee Attack

If in a **Melee**, make an attack against another combatant in that **Melee.**

If not in a **Melee**, move one **Step** to an enemy, and then make an attack against them.

See page 25.

Ranged Attack

Make a ranged attack. You may move one **Step** before or after. See page 25.

Stunts

Stunts are maneuvers such as tripping, sundering armor, and pinning under chandeliers.

How they are resolved is up to the Dungeon Master. One method is to make a melee attack, success causing an x-in-6 chance, or a saving throw, or an ability check.

Stunts may not cause damage directly.

You may move one **Step** before, during, or after. See page 25.

Suggestions

FORCED MOVE: successful attack has a 1-in-6 chance of moving one step per ally in melee.

INTIMIDATION: a charisma check, its success forcing a moral check.

DISARMING: successful attack grants a **Dexterity** check to disarm.

SUNDERING: successful attack deals one damage to the weapon or armor.

Sprint

Move three **Steps**. No movement next round.

Magic (Spell Casting)

For complete instructions on casting spells, see Magic.

NO DISRUPTION: Caster who are successfully attacked or failed a save before their action have their spell wasted.

Flee

Leave a **Melee** if in one, and move two **Steps**. If you are out of reach of the enemies, begin retreat.

Attacking

The combat values determines the required roll in order to hit.

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

Attack Value (AV, aka THAC0) is how likely an attack is to miss

Lower AV and AC scores are better.

AV minus AC is the required d20 roll to hit. This equation is used to roll both hitting and dodging.

Hitting An Attack

You hit successfully if AV - d20 < AC.

Example: AV of 19, minus a roll of 13: "I hit AC 6 (or greater)".

Resisting An Attack

You fail to resist an attack if AC + d20 > AV.

Example: AC of 6, plus a roll of 13: "I'm hit by AV 19 (or less)".

Successful Attacks

Weapons have a damage die, indicating the damage done with a successful hit.

Spells that require a touch need a successful hit against an unwilling target.

Stunts (see page 24) may use an attack roll, giving an alternate effect on a success.

Types

Melee attacks can only be made against **Touch** targets.

Thrown weapons can be made against a **Close** target, but not a **Touch** one.

Fired weapons can reach a **Close** or **Distant** target, but not a **Touch** one.

Ranged attacks can not be made while in a **Melee**. See page 23.

If the target is in a melee, a missed ranged attack has a 4-in-6 chance of hitting a random ally in that melee.

Retreat

Retreat lasts two rounds, starting after the first combatant flees. During that time, more creatures can join the retreat: when a creature flees, it leaves fighting.

At the end of two rounds, the standing side can either capture all creatures that did not flee, or begin chasing the ones that did. A numerous force may be able to do both.

Chasing

There are two rules for chases, pursuing , where players hunt monsters, and escaping , where players flee from monsters.

Ending

There are several ways to end a chase.

Points

Accumulates enough points first. The goal is equal to half the number of participants.

Dead Ends

If the fleeing side run into a dead end, they automatically loose.

Surrounding

If the fleeing side is surrounded, they automatically loose.

Superiority

If one side has superior movement, such as flight, or horseback, that side wins automatically after two rounds.

Pursuing

Monsters

At the start of each round, the monster moves.

Tracking

Each round, up to two players can make a **Wisdom** check.

SUCCESS: Learn monster location, and score one point.

FAILURE: monsters score a point.

If tracking by sent, check with advantage. If tracking by magic, automatically succeed.

Movement

All players move one **Step**.

Score

At the end of the round, if the players can see the evaders, they gain one point. Otherwise the monsters gain one point.

Victory

The monsters are cornered and exhausted. They loose one moral, take one damage, and either surrender or begin fighting. They can no longer flee.

Defeat

The monsters get away. The players become **Fatigued.**

Escaping

Movement

Each player moves one **Step** and gets one action.

Actions

Hide

Each round, up to two players can try to hide. Make a sneak check. See page 9.

SUCCESS: score one point.

Invisible creatures automatically succeed.

Drop

Each round, one player can try to drop items, such as food, treasure, or caltrops.

If the monsters are susceptible to the item, the players score two points.
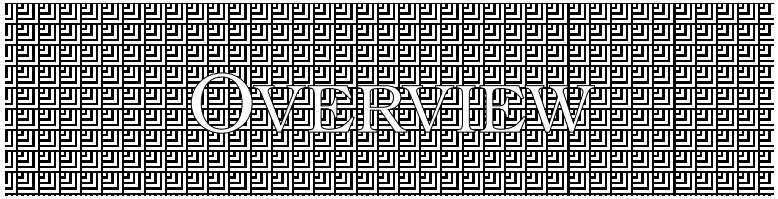
Monsters

At the end of each round, the monster moves. They score one point: for seeing the players, for smelling the players, and for magically locating the players.

Victory

Players escape the monsters, who loose one moral.

Defeat

Players take one damage, and must either surrender or begin fighting.They can no longer flee.

OVERVIEW

The final phase of the game.

Basics

Traveling

If using detailed travel, pay the same costs to get back, or travel to another town.

Award Experience

See Global page 13.

Divide Treasure

Players split up the treasure between them (and their minions if agreed).

Money is typically split evenly, while magic items have conflicting calls diced for.

Funerary Rites

See Global page 20.

Evaluate Loyalty

At the end of each session the hirelings evaluate their loyalty.

► If their boss chooses to pay their wages again, they gain one point.

► If an animal or monster got to eat its favorite prey, they gain one point.

► If a hireling died that session, non-monster hirelings loose one point.

► If a hireling or monster completed a goal, they gain one point.

► They may gain or loose more points at the referee's discretion.

See Character page 33.

Adventure