Pick Your Path Adventure System™

Shadows of Brimstone
Campaign Rule Book

Version 0.21

8/17/2018

By Graham Martin

TABLE OF CONTENTS

INTRODUCTION

Thank you for playing a *Pick Your Path Adventure System* (PYP). Each one is a labor of love, and I hope you enjoy this one as much as I do!

If you, like I, enjoyed the Choose your Own Adventure (CYOA) books as a kid, you will feel right at home with the PYP Adventure System. For those of you who have never had the pleasure, I encourage you to read one or two. Long before video games, CYOA books allowed you to take control of a character during an adventure and make important decisions that would determine the outcome of the story. Those outcomes frequently veered off the rails into crazy events and horrifying deaths, much like Shadows of Brimstone!

In playing many cooperative dungeon-crawling board games recently, I realized that I wanted them to include an over-arching campaign system. When I thought about ways to add a campaign to a co-op game like Shadows of Brimstone or Gloomhaven, I remembered the CYOA books and decided to try and use that's style of storytelling to add a campaign to Shadows of Brimstone.

This is the result of that effort.

If it works well, I hope to expand PYP to other projects, including my own game system.

If you have any questions or suggestions, please contact me via private message at BoardGameGeek.com. My user name is Grahamers2002.

ADVENTURE BOOKS

Every PYP campaign consists of one or more Adventure Books. Each adventure book in a campaign has the name of the campaign printed on the cover along with the name of that individual Adventure Book. One of the Adventure Books will have the words "Starting Adventure" printed on the cover. You should – you guessed it – start your adventure by reading that book.

PLAYING PYP ADVENTURES

Playing a PYP Adventures is easy. Simply pick up the "Starting Adventure" book and start reading. The Starting Adventure will always start with a list of rules unique to that campaign or adventure followed by the Setup instructions for the start of the campaign. Typically, for a new Shadows of Brimstone Adventure, the players will create new hero characters by following the Shadows of Brimstone rules as written, then start their Adventure by reading the first Entry which will always be labeled as Entry number 1000.

An Adventure Book is made up of a series of "Entries." Entries may contain various Effects and Choices that affect the heroes or other aspect of the game. Players read them aloud, following any instructions included in the Entry and, when called upon to do so, make collective and individual choices about what to do next.

ENTRY EXAMPLE

The following diagram illustrates several features of Entries. Each feature is labeled with a red number and explained in the key, below.

1 **3515**

2 As the Bandits close in, your posse tries to take cover in the back of the cave behind the debris and crates. As you shore up your defenses, a gigantic fissure suddenly opens up in the floor beneath your feet! Without anything to hold onto, you all tumble into the darkness, falling for what seems to be an eternity but was, in reality, only about 20 feet. You hit a sloped floor and start to roll down a sharp incline, hitting large and small rocks as you roll and cartwheel down the hill. You finally come to a stop near the edge of a vast underground river.

3
➢ **Each hearo suffers two wounds.**
➢ **Each hero rolls 1D6. Any hero that rolls a 6 recovers one Grit.**
➢ **Choose:**

4
● Explore upstream.
  ⇨ 8469
● Explore downstream.
  ⇨ 8422

Key:

1) Entry Number

2) Entry Text

3) Three different Effects. The heroes resolve each effect, one by one, in the order they are listed in the Entry.

4) Choice Box (AKA, "Choice".) Each Choice has one or more options inside a single text box.

For a detailed explanation of each concept as well as the rules associated with each, see the *Glossary and Rules Section*, below.

As the players continue reading Entries, a story will develop that will give the players one or more overarching story lines and related goals for the campaign. As events unfold, the players will be instructed to run missions, visit towns, travel to ancient worlds, and battle ruthless villains. All the while, the players will make decisions that will permanently change their campaign's world and have long-reaching

consequences for the health and welfare of their characters and the NPCs they interact with.

Campaigns have a variety of outcomes, depending on the choices made by the players along with the results of any fights, battles, or missions the players have conducted. While there is no "winning" or "losing," *per se*, you may be disappointed if you do not achieve your goals. (E.g., if a campaign is all about finding and battling a race of invading space aliens, you will likely consider any outcome that does not involve preventing an alien invasion to be a "loss.")

Once you have completed a campaign, feel free to run it again while making different decisions regarding the major plot points or trying different tactics to beat a boss monster you may have lost to previously. This will let you explore the various events that you may have missed in your previous run-throughs and perhaps this time you will reach a different outcome!

GLOSSARY AND RULES

This section defines key terms and explains the rules surrounding the key concepts used in PYP Adventures.

ENTRY

An entry is a short passage of narrative text in an Adventure Book, usually relating to a single event or Choice.

- Each entry has a unique, four-digit entry number listed in large print above the entry's text.

- An entry may contain one or more "*Effects*." Each Effect is represented by bold text preceded by a ➤ symbol.

- Some Effects only occur if specified conditions are met. Conditional statements (represented by italic text and beginning with "if") state the specific conditions required for the Effects to occur.

- An "otherwise" statement will indicate which Effect(s) occur if none of the previous conditional requirements are met.

ENTRY EXAMPLE

An Adventure book might contain the following Effects:

➤ *If at least one hero has the keyword LAW*, the pickpockets only get away with a tiny amount of gold before chickening out. The Heroes lose $100, collectively.

➤ *Otherwise*, the bandits make out like…well…bandits. The heroes lose $500 gold collectively.

In the above example, if at least one hero has the key word "Law" the players resolve only the first effect. If none of the heroes have the keyword "Law," the players resolve only the second effect.

CHOICES

Entries always end with a set of options called a "Choice." Choices are represented by a set of one or more Options collectively contained in a box. Each Option is preceded by a ● symbol. Options *always* result in reading a new Entry. The entry to read for each option is preceded by the ⇨ icon.

Importantly, some Choices contain only one Option. In such cases, the Option will read "Continue:" followed by a new Entry number to read.

CHOICE EXAMPLE

> ● Try to pry open the barrel.
>   ⇨ 9658
>
> ● Stop messin' with other people's things and return to the saloon's main room.
>   ⇨ 4362

In the above example, the players must collectively choose which of the two Options to pick. If they pick the first one (pry open the barrel), then they find Entry 9658 in the Adventure Book and read it. If they pick the second Option (return to the Saloon) they find and read Entry 4362.

CURRENT ENTRY

Between gaming session, during missions, and even when discussion your options within an Event, you risk losing track of which Entry you were on. To avoid this, we recommend that you us a bookmark or write down the last Entry you read so that you can pick up where you left off at any time.

MILESTONES

Milestones are story points that may affect events later in the Adventure. Before starting an Adventure, locate the Milestone Sheet for that Adventure. It will look something like the following:

Scourge of the Rat King
Milestone Sheet

A1	B1	C1	D1	E1	F1	G1	H1	I1	J1	K1	L1	M1	N1	O1	P1	Q1	R1	S1	T1	U1	V1	W1	X1	Y1	Z1
A2	B2	C2	D2	E2	F2	G2	H2	I2	J2	K2	L2	M2	N2	O2	P2	Q2	R2	S2	T2	U2	V2	W2	X2	Y2	Z2
A3	B3	C3	D3	E3	F3	G3	H3	I3	J3	K3	L3	M3	N3	O3	P3	Q3	R3	S3	T3	U3	V3	W3	X3	Y3	Z3
A4	B4	C4	D4	E4	F4	G4	H4	I4	J4	K4	L4	M4	N4	O4	P4	Q4	R4	S4	T4	U4	V4	W4	X4	Y4	Z4
A5	B5	C5	D5	E5	F5	G5	H5	I5	J5	K5	L5	M5	N5	O5	P5	Q5	R5	S5	T5	U5	V5	W5	X5	Y5	Z5
A6	B6	C6	D6	E6	F6	G6	H6	I6	J6	K6	L6	M6	N6	O6	P6	Q6	R6	S6	T6	U6	V6	W6	X6	Y6	Z6
A7	B7	C7	D7	E7	F7	G7	H7	I7	J7	K7	L7	M7	N7	O7	P7	Q7	R7	S7	T7	U7	V7	W7	X7	Y7	Z7
A8	B8	C8	D8	E8	F8	G8	H8	I8	J8	K8	L8	M8	N8	O8	P8	Q8	R8	S8	T8	U8	V8	W8	X8	Y8	Z8

Whenever the Adventure Book instructs the Players to "Log Milestone *" (where * is one of the labels form the Milestone Sheet such as A1 or G4, etc.) the players should make a check mark in the indicated box on the Milestone Sheet.

Whenever an Effect or Choice Option uses a Milestone in an "If" condition, check the Milestone Sheet. If the indicated Milestone box has a check mark in it, the associated Effect occurs, or the players may choose the associated Option.

MILESTONE EXAMPLE

Early in the Campaign, an Entry may read:

> *As you search the bodies of the fallen bandits, you notice a piece of parchment written in a strange script you don't understand. You tuck it into your side bag to examine later.*
>
> ➢ *Mark Milestone J7*

At that point, a player should draw a check mark or an X in the box labeled J7 on the Milestone Sheet for the current Adventure.

Later in the adventure, you might read an Entry like the following:

As you discuss your problems with the old Shaman in his cave, you notice hundreds of pictures and words drawn all over the walls.

- *If Milestone J7 is checked:*
  ➡ 4783
- *Otherwise:*
  ➡ 3102

At this point, the players must look at the Milestone Sheet for the current Adventure and see if box J7 is checked. If it is, they follow the first Option and go to Entry 4783. Perhaps it will result in the players recognizing that the language on the parchment they found is the same written on the Shaman's walls and allow them to ask the Shaman to decipher the parchment! If, instead, J7 is not checked, the players will follow the second Option and read Entry 3102 to continue their interaction with the Shaman without thinking of the parchment.

MISSION EFFECTS

Effects will frequently instruct the players to start a mission. The are "Mission Effects."

Some of the missions used in the campaign are the same Missions that are available in the various Shadows of Brimstone core sets and expansions. Some of the Missions will be original Missions described in the PYP Mission Book for the Campaign you are playing.

When and Effect instructs the players to start a Mission, the Effect will describe the name of the Mission and where the Mission description and rules can be found.

Many Effects that trigger Missions will be followed by a numbered list of rule changes for the Mission. These rule changes only apply to the Mission being started and they end as soon as the Mission is completed.

Finally, Mission Effects are followed by Choices. These Choices can contain specific Options that may be triggered during the Mission, itself. They can also contain Options related to what happens at the end of the Mission.

MISSION EFFECT EXAMPLE

2947

"Ok," you think. "If it's a fight they want, it's a fight they'll get! If we are ever to find Gabby, we have to get through this. You grit your teeth and prepare to start shooting back.

➤ **Each hero recovers 1 Grit.**

➤ **Run Mission 1 ("Shootout in the Streets") from the Frontier Town Adventure Book.**

SPECIAL MISSION RULES

1) *If Milestone K3 is checked,* **enemies get +5 initiative during the first round of the Mission.**

2) **Ignore all game effects that add enemies to the fight EXECPT the mechanism described in the Mission description.**

- *If all heroes are KO'd at the same time before the Hero Posse marker reaches the "12" space on the Depth Track:*
  ⇨ 3565
- *Otherwise,* when the Hero Posse marker reaches the "12" space on the Depth Track:
  ⇨ 8179

In the above example, the second Effect ("Run Mission 1...") is a Mission Effect. When resolving this Effect, players should set up Mission 1 from the Frontier Town Adventure Book per the normal Shadows of Brimstone rules for starting an Adventure. Then, they should read both SPECIAL MISSION RULES section as well as the Choice Options in the Choice Box.

Here, the first Special Mission Rule informs the player that if Milestone K3 is checked, all enemies get +5 Initiative during the first round of the Mission. The second Special Mission Rule instructs the players to ignore any game effects that would cause new enemies to be added to the fight except those included in the Mission description. (E.g., Effects on Darkness or Growing Dread cards that would normally cause new enemies to be added are ignored. All other effects on such cards are still resolved.)

Next the Mission Choices are listed in the Choice Box. The first Option will be triggered as soon as all heroes are KO'd at the same time before

the Hero Posse reaches the "12" space on the Depth Track. This means that if this condition is ever satisfied, the players immediately pause their Mission, and resolve this Option by reading Entry 3565 and resolving any associated Effects. The new Entry will instruct the players to either end or continue the mission. Importantly, if the Mission continues, the new Entry will have new and most likely different Choices listed that replace the Choices listed in the above Entry.

The second Choice in the above example means that if the Hero Posse reaches the "12" position on the Depth Track and the first option is not triggered (i.e., at least one hero is not KO'd) the players read Entry 8179.

After the players have implemented any special rules and are familiar with the Choices that may trigger during the mission, the players play out the mission. Only when a Choice is triggered do they need to refer to the PYP Adventure Book to resolve the triggered Choice.

FOCUS

Occasionally, the PYP Adventure Book will instruct the players that a specific character has been singled out to make a short series of decisions on their own. When this happens, that player is said to have *Focus*. (I.e., the story is focusing on them for a bit.)

Focus is represented in Adventure Books by the ❶ symbol. Whenever the story Focuses on one player, the Adventure Book will include an Effect that instructs the players to choose a player from a set of eligible players to gain Focus.

When a character gains Focus, move the Focus Token to that character's play area. (The Focus Token can be any token or object the players agree to uses as a Focus Token. E.g., a poker chip, a rock, a soda can, a funny hat, etc.)

While the Focus Token is in a Character's play area, that character makes **ALL** decisions in the Adventure Book and, unless otherwise specified, all Effects encountered in the Adventure Book affect only the character with Focus.

Example:

The Adventure Book may contain the following Effect:

> ➤ **Every hero makes a cunning 5+ check.**

> ● *If at least one hero passed the check:* Pick a hero who pased the check to gain ❶.
>   ⇨ 8115
> ● Otherwise...
>   ⇨ 4362

Whenever an Effect indicates that a character gains ❶, the players do the following:

1) **Determine which characters may gain focus.**
   Taking into account any conditions spelled out in the Effect, the players note which characters are eligible to gain focus. In the above example, if one or more characters passed the Cunning check, the players may pick any one of those characters to gain ❶ in Step 2, below. If only one character passed, that character *must* gain ❶ in Step 2, below.

2) **Assign Focus**
   The players choose one of the eligible characters identified in Step 1, above, to gain ❶.

3) **Move Focus Token**
   Transfer the Focus token to the player controlling the character with ❶.

UNFOCUS

Unfocus is represented by the ∞ symbol. Whenever the Adventure Book includes the ∞ in an Effect or Choice, the character with Focus loses Focus. Return the Focus Token to the middle of the table. All Choices and Effects following that effect are once again made by, and affect, all characters.

YOU/YOUR

Entries are written in the first person, using "you" and "your," for narrative effects. Unless a hero has focus, all "you" and "your" apply to

all heroes. While a hero has Focus, "you" and "your" apply only to the hero that has Focus.

ADVENTURE

There are two types of Adventures:

1) Missions

2) Jobs

An Adventure is defined as the period of time from when the Adventure Book indicates the players must "Run Mission X" or "Run Job Y" until the time the Adventure Book indicates that the Mission or Job is completed, whether or not the Adventure is successful.

JOB

A type of Adventure that can take place in Towns, on the Overland map, in Mines, in Other Worlds, while on Missions, or in any combination of those places. Some Jobs may lead into Missions, in which case the Posse is on both a Job and a Mission. Jobs are only picked up through the Jobs Board, located in each Town.

MISSION

A type of Adventure that usually requires the Posse to enter into a Mine or other World to begin, though some Missions may happen as a result of failing other Missions or may be forced onto the Posse as a result of a Job or Encounter.

ONCE PER ADVENTURE

Items/Abilities whose effects list a limitation such as "Once Per Adventure" or "One Adventure" are effective from the moment they are triggered until one of the following occur:

1) The Adventure Book instructs the players to start a new Adventure

2) The Adventure Book instructs the players to complete an existing Adventure

3) The Posse Leaves a Town

4) An Effect in the Adventure Book explicitly states "Reset all one per Adventure" items and skills."

TOWN VISIT/ TOWN STAY

Both terms are interchangeable. Only counts as a Town Visit if the Heroes enter the Town, just Searching a Town hex does not count as entering a Town. After the Posse ends their Town Visit, they must wait one full day before entering the Town again.

ONCE PER TOWN VISIT

Items that are limited to "Once Per Town Visit" or "Per Town Stay" may only be used while in a Town. Their effect ends when the Adventure Book indicates that the posse has left the town.

HEALING

As usual, the Posse gets one *Catch Your Breath* roll at the end of each fight, including the last fight of a Mission. However, unlike the basic game, heroes do NOT recover all health and sanity at the end of a mission.

At the end of a Mission, instead of recovering all health and sanity and resetting to 1 Grit, the Heroes read the applicable Entry as instructed by the Mission Choices currently in effect at the time the mission ended. These post-Mission Effects will frequently allow the heroes *some* healing, but rarely will heroes recover all health and sanity.

As a Campaign with a persistent world, Health and Sanity are also persistent and somewhat hard to recover!

Note: Heroes may use side bag tokens and items at any time, even outside of Missions, to recover health and sanity, subject to the "Once Per Adventure" and "Once Per Town Stay" rules, above.