

DISCOVERY

Entering the next Room

+1 Flail Point

When the group finds a “way out” or is about to enter the next room, the player whose turn it is gains 1 Flail Point and must choose...

- ...to name this room.
- ...introduce a problem that can be sensed.

The player whose turn it is next answers the choice that wasn't picked this turn (turn order being clockwise around the table, the first turn given to whoever has the most experience with this game).

The Dunarch will then tell you about the rest of the room. Feel free to ask questions! (The Dunarch may sometimes ask you to answer them.)

Ah! Just like...

+1 gold

If your descriptions for your action reference the answers given to the **Introducing the World questions**, and you succeed at your task, you gain 1 gold.

HELPING OTHERS

Giving Aid

If you help someone in a task which is outside their specialty, describe to everyone how what you are doing will help them. The person receiving assistance gets a +1 to the result of their die roll. If they still fail, then you lose half as much gold as they do and are put in similar danger.

Revive-a-Friend

-2 Flail Point

If you beg your buddies to help when you have a character that recently died, and another member of the party chooses to spend 2 Flail Points and lose 8 gold, your character does not die and now has 4 gold.

DOING STUFF

It's my Specialty

When you try something that you, according to your specialty, would be best suited to do, the Dunarch will ask you to do one of the following:

- Tell us about the last time you did this successfully somewhere else.
- Tell a short tale of someone who has done this before, according to local legend.
- Describe your technique and tell us who taught you how to do this.
- Describe the worst case scenario and how failing to do this would end terribly.

Once that is done, the task you chose to undertake is completed successfully!

The Dunarch will mark each choice as it is used; once every choice has a mark, any choice may be used, but each time a hireling does something using this rule they must spend either 1 Flail Point or 2 gold (player's choice) in order to succeed.

Choosing to fail for flails

+1 Flail Point

If you opt to fail at a task that you would otherwise succeed at (a successful roll when doing something that isn't your thing at all or when using It's my specialty), choose a question and answer it:

- How did this go from bad to “Welp, this is the end”?
- At what point did time slow down and you realized this wouldn't work?
- When have you failed before? What gave you the idea it would work this time?

When you answer the question, you lose 1d6-1 gold, gain 1 Flail Point, and the Dunarch will tell you about the danger you are in.

Doing something that isn't your thing at all

(-2 Flail Point)

When you go to do something that: seems out of character for your specialty, could be described as fighting, or is a heroic act (anything that would be better suited for a hero such as a wizard, barbarian, thief, or cleric), roll a d6.

On a 5 or 6: you do the best that a hireling such as yourself can do, and succeed as much as any person can. Additionally, choose one question for the Dunarch to answer:

- What did everyone miss while watching me do something great?
- Where is the path forward? And how can I tell it is the right way?
- How does Lady Luck shine down on me today?
- Why was I really able to pull this off?

On a 4 or below, you have stumbled and failed. Every other player will state one way that this could have gone wrong, and the Dunarch will choose one of these suggestions and tell you how it all goes bad. You also lose 2d6+2 gold.

Spending 2 Flail Points before rolling causes you to automatically succeed; tell everyone how.

GOLD AND HIRELINGS

Create your first Hireling

To create a character for the first time do the following:

- Choose a character type (Trap-Poker, Torchbearer, Peasant, Chronicler, Fool, Itinerant Monk, or “Slop” Chef).
- Read through the information for the character you have chosen, make equipment choices (if any), and note down a name and your look on a piece of paper. Your look is how you appear to the other characters -- possibly a fancy hat and a crooked nose with a head of blue crazy hair?
- Choose one build question from the list for the character you have chosen; the Dunarch will let you know when to tell everyone this during the Introducing the World phase at the beginning of play.
- Mark down that your character has 15 gold.

No Gold left

When a character has no gold left, that character dies immediately due to the perils and dangers of this place. When a character dies, the player describes how this death is beneficial to everyone else. Maybe your sacrifice satiates the monster for a moment, allowing your allies to sneak through to the next room? Perhaps, you triggered a trap and now no one else has to worry about falling on that landmine?

Now go make your next character.

Your next Character

Once your first character has perished, make a second in the following manner:

- Choose a new character type, read through its information, and make equipment choices (if any). Have a name and a look (as before).
- Mark down that this character starts with 10 gold.
- Instead of choosing a build question, answer this one: “Why were you left behind or forgotten on the way in?”

Once your second character has perished, pull out the sheet you used for your first -- this is your last chance! -- you start with 5 gold (instead of 15) and one of your equipment items has been altered from your brush with death; describe its appearance however you wish, although it will still function exactly as it did in its original form. *Once this hireling is dead and out of gold you are done and out of play.*

Introduce your new or returning character in the next room your allies enter after the one in which your previous character died.

The Adventure Gear list

This is a list of all of the adventure gear items. Each hireling gets 1 item of their choice from this list. Whether it is useful or not is up to how they play the game:

- A very small buckler **shield** (about the size of a plate and made of wood but painted silver).
- A **butter knife**, great for buttering breads and terrible at stabberly. In fact, only good at cutting the warmest of butters.
- A **shuriken**, made by a child out of paper mache and thumbtacks, a reminder of the family a hero left behind.
- A **worn net**, used for catching fish in a stream. It has no weights and requires multiple people to hold it to capture anything at all.
- An **abacus**, for math. It has the name “Melrose Plumberbottom” chiseled into it.
- A vial with 2 drops of the most acidic substance around, **Fire Belly Deathshroom Hot Sauce**. It won't melt metal but does cause upset stomachs.
- A **barrel**, pretty empty and without a lid. Be sure to always describe how you carry this around and do the things you do to avoid danger.
- A ornate **glass bottle**, *probably* an antique.
- A **leaking hourglass**. Time flies when you're staring at the sand drop! It tends to fly faster on each consecutive use.
- A **cat whistle**; it might just be a regular whistle. (Actually it is, but you did buy it from a traveling fish oil salesman (and yes, it's fish oil, not snake oil --that's how you could tell he was legit).
- A **mirror fragment**; if someone weren't so vain, maybe you'd have a complete mirror instead of a piece of broken glass from a nice mirror.
- A bar of **soap**. Yes, that is correct, a normal bar of soap, unscented even (much to chagrin of your cohorts).
- A short piece of **candle wick**, because you were going to get into candle making. Someday.
- A **bottle of oil**, not the burning kind but the massage kind.
- A small tin of **canned tuna**, long expired and that was most likely going to be used as fish bait at some point on the journey back home.
- A **grappling hook** with no rope but it's pretty cool right? It's also is well weighted and fairly heavy.

THE TRAP-POKER

Name: _____

Look: _____

Quirks (optional): _____

Specialty:

You are the one that probes and prongs for traps; with your metal stick you can discover or disarm the dangerous devices of this dungeon. What a tinkerer you are!

Equipment:

You have...

- A **long metal stick**, perfect for poking traps in the hope of disarming or sensing their location.
- A **30 ft. rope**.
- 1 item of your choice from the general gear list*

Build Questions:

Choose one and answer it at the beginning of the game.

- You once got caught in an ogre trap; how did you get out?
- How did you disarm the most intricate trap that you have seen so far in this dungeon?
- What about this dungeon made you take this job?

GOLD

Your first hireling starts with *15 gold*.

FLAIL POINTS

Flail Points stay with the Player when their hireling dies.

Character

First
 Second
 Third (the return!)

THE TORCHBEARER

Name: _____

Look: _____

Quirks (optional): _____

Specialty:

You are the one with the light, the one who can look through the shadows using your torch and see what dangers lie ahead, and the one who can start small fires. What a maniac you are!

Equipment:

You have...

- A bundle of **torches** (3 torches total).
- A small purse of Strikem' Anyplace **matches**.
- 1 item of your choice from the general gear list.*

Build Questions:

Choose one and answer it at the beginning of the game.

- You love to set something on fire, but one thing more than others; what must you always light?
- How do you light your torches and handle the flames? Are intricate legwork and flips involved?
- What about the heroes made you want to take this job?

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THE PEASANT

Name: _____

Look: _____

Quirks (optional): _____

Specialty:

You are the one who crawls along the ground, keeping out of sight as your potato sack pants show that you are of no harm to anyone. What a worm you are!

Equipment:

You have...

- Some **potato sacks** of sturdy make (5 sacks).
- A **live chicken**.
- 1 item of your choice from the general gear list.

Build Questions:

Choose one and answer it at the beginning of the game.

- You are always scraping by; what is one thing you've always wanted but could never have?
 - How did you get a live chicken? What does it mean to you?
 - What about the treasure promised in this adventure piqued your interest?
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THE CHRONICLER

Name: _____

Look: _____

Quirks (optional): _____

Specialty:

You are the one who knows the traditions and language of those who live here and the legends of those who have come before. What a strange knowledge hoarder you are!

Equipment:

You have...

- A **pen and journal**.
- A copy of **Gortox the Destructor's "Tales of the End"**.
- 1 item of your choice from the general gear list.

Build Questions:

Choose one and answer it at the beginning of the game.

- What is the weirdest fact you know that defines you as a person? How did this come about?
 - How did your knowledge of local lore prompt a valuable discovery earlier today?
 - What myth do you know from this corner of the world? How'd it get you to come along?
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THE FOOL

Name: _____

Look: _____

Quirks (optional): _____

Specialty:

You are the one who makes people laugh, and the one who can jump and spin and twirl! What a spry one you are!

Equipment:

You have...

- A **belt covered in small silver bells**.
- A scary **goblin clown mask** that was trying to be funny but really isn't.
- *1 item of your choice from the general gear list.*

Build Questions:

Choose one and answer it at the beginning of the game.

- When was the last time someone thinking you were being sarcastic put them into harm's way? How?
- How do you keep your jokes "up to date" and cool? What is your secret to staying relevant?
- What is something you will need to do, that you haven't yet, to escape the dungeon? How do you know this?

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THE ITINERANT MONK

Name: _____

Look: _____

Quirks (optional): _____

Specialty:

You are the one who can feel out the room and find what the problems are, then put them at peace with sage words. What long and metaphor-encrusted tales you tell!

Equipment:

You have...

- A **white hooded robe** covered in various ornate symbols that must have some arcane meaning.
- A bronze ceremonial **peace chalice**.
- *1 item of your choice from the general gear list.*

Build Questions:

Choose one and answer it at the beginning of the game.

- You are always raging with thoughts, a constant stream. What will your mind always stray towards? And how do you keep in check this recurring tangent?
- Where is the academy you attended and what makes it hard for others to understand why people would go there?
- What troubled the souls of your heroes? What troubles were even *you* unable to assist in quelling?

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THE "SLOP" CHEF

Name: _____

Look: _____

Quirks (optional): _____

Specialty:

You are the one who can taste poisons then spit them out, and the individual who can please a monster's belly with a piece of slightly seasoned garbage. You turn slop into stellar grub!

Equipment:

You have...

- A **rusted kettle** with last night's leftovers within.
- An **apron** that says "Best at Cooking"; it has large pockets.
- *1 item of your choice from the general gear list.*

Build Questions:

Choose one and answer it at the beginning of the game.

- What recipe have you been unable to learn or master or get "just right"? How does it haunt your cooking dreams?
- What popular magical chef do you take influences from? Make a person up and tell everyone their catch phrase.
- Why did your "Hero" think you'd be useful on this expedition? What was their favorite food that you took extra care in preparing?

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