

# Runaway Hirelings

Extra Sauce | Number #1 | 05/14/18

Text by Thomas Novosel

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[www.thomas-novosel.com](http://www.thomas-novosel.com)

This document is a bit of extra Runaway Hirelings content that should be considered not a part of the main game but extra material that can be used by a group to meddle with the games rules.

*None of this stuff has probably been play tested, but it sounds good on paper.*

## **RULES: DUNGEON TEMPLATES**

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Dungeon Templates act as a framework to play with as the Dunarch, think of it as a form for prep. Leading questions that can generate ideas through their answers during play, as well as imagery (plus people and places) which the Dunarch can use to throw some creative gas onto the fire.

Each also introduces some bonus mechanics that can increase the likelihood of survival or give the Dunarch a way to throw more bear traps into the next room if they've so far been rolling only 2s for Danger Scores.

*Plus if a Dunarch isn't comfortable riffing solely based on what's tossed forward by the players in play, this is a potential solution beyond what's provided in the book.*

### **The Needlelands**

The entirety of the dungeon takes place in an unscalable trench, large stone spikes pointing up and down each wall. Getting snagged then skewered is a huge

possibility, so the hirelings must go through the winding corridors to get out.

### **Inspirational Imagery**

- All of the walls are made of sand colored massive needles. Some of which have holes in them, making them good places for the people here to live.
- Dotting the floor are elongated and twisted thorns, some as thick as an arm, others the size of a boulder.
- Nearby, on the surface is a village. The people there occasionally travel to the large cracks in the ground outside their town to throw garbage, junk, and stolen property down the cervices. Treasure can be found! But it also means items can fly down from above crushing people. Or breaking thorns and crashing down.

### **Spines and Spikes**

The Dunarch at any time can choose to replace a question in a rule with one of the following questions. These can be used for "It's my specialty", "choosing to fail for flails", "doing something that isn't your thing at all". Once three have been used, the GM can no longer use these questions.

- Which race used to live in the Needlelands and is now extinct?
- What did the monsters here eat? What makes it valuable?
- Where do the needlings keep their captives?
- Why has no one explored the Needlelands before now?
- How does someone enter the Needlelands? What makes it so difficult?
- When did the creator of the Needlelands disappear? Why?

*These questions do not count towards marking the "It's my specialty" prompts. Instead each use increases the danger score of the next room by +1 and incorporates their answer into one of the challenges in the next room.*

- The Remains of Expeditionary Camp "32"
- Court of the Sandflowers
- Fourteen Chiseled Tales of Thirst

## **Peoples and Creatures**

Listed below are the names of a variety of people, creatures and things that call the Needlelands their home. If you need a name quick for an important group or NPC, choose from here:

- Minlock the Infallible Squire
- Needling Hordes (Razz, Churts, and Lordles)
- The Fallen Ones (Billy, Samantha, and Charles)
- Spine Snakes
- The Four Horned Sand Beetle
- Colossal Stone Heads (K'Haras, K'Dule)

*If a character gets on the good side of any of these creatures the Dunarch can give 1 flail point to each player that made an action towards this, once the room is left.*

## **Dungeon Rooms**

If someone can't think of a name for a room when they really need one, the Dunarch can suggest any of these cool and creative names. Alternatively, write them down on a piece of paper so that anyone at the table can reference them for inspiration.

- Bottomless Howling Chasm
- Hall of Conehuts
- The Prisoner's Wall
- Leaking Sands Tunnel
- Shattered and Scattered Spines  
Great Room
- Rotten and Forgotten Feasting Hall
- A Massive Briar Bridge