

Runaway Hirelings

You followed the heroes through the dungeon, watched them slay monsters and collect treasures. Then they finally met their match, they killed the biggest baddie, but they died too. So now it's just you, the guys who carry stuff; and you have to make it out of a deadly dungeon full of weird creatures, traps, and fungi. But hey, you get to keep all the treasure... yay..?

CHARACTERS

EACH PLAYER CHOOSES A CHARACTER (EACH CHARACTER HAS A SPECIALTY):

- † Trap-Poker: long metal stick and a rope
- † Torchbearer: bundle of torches
- † Peasant: pile of rags and bags
- † Chronicler: scrolls and pens

A CHARACTER DOESN'T HAVE TO ROLL A DIE TO DO SOMETHING THAT IS BLATANTLY THEIR SPECIALTY. But if you are trying to apply your specialty to an unrelated action, the Game-Master will ask you a question: when did this work for you before? Tell a tale of someone who has done this before? When you answer the question, you do what you set out to do.

IF YOU OPT TO FAIL AT A TASK THAT IS UNDER YOUR SPECIALTY, answer a question: how did this go bad really fast? At what point did you stop thinking it would work? If you answer it, grab a point. When you go to do something outside your specialty, you can spend a point to succeed.

CHARACTERS CAN ALWAYS TRY TO DO SOMETHING THAT IS WITHIN THEIR CHARACTER'S ABILITY, BUT IS OUTSIDE THEIR SPECIALTY BY ROLLING A SIX SIDED DIE. If you roll a 5 or 6 then you succeed. Anything else and you are unable to do it, when you succeed or fail it carries over. You don't have to roll to sneak four times if the situation hasn't changed in a significant way.

GOLD IS HEALTH

EACH CHARACTER HAS 20 POUNDS OF GOLD, WHEN A CHARACTER IS ATTACKED they lose a six sided die worth of gold. When you run out of gold you can only take 4 more points of damage; then you die. When you die from the perils and dangers found in the dungeon, describe how it benefits everyone else.

LOSING A CHARACTER

AFTER A PLAYER LOSES A CHARACTER, MAKE A NEW ONE (COME UP WITH A TITLE, inventory and start at ½ the number of pounds of gold as your previous Character started with). In the next room introduce him/her and tell everyone why you were left behind (once answered you can play as normal).

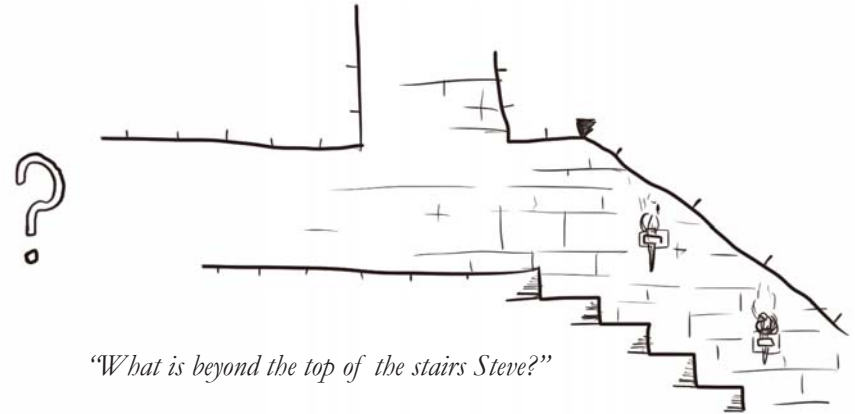
BEING A GAME-MASTER

IF YOU ARE THE GAME-MASTER, YOU HAVE THE USUAL GM TASKS TO DO. THAT means describe the surroundings, the monsters, and act as the world. You are the Players' eyes.

And those eyes are going to see a dungeon. Start by drawing one room with a single door, label it "Treasure Room". When you leave the room you are in, draw the next room and however many doors there are and label it using one of the dungeon room names listed below (in no particular order).

A TABLE OF DUNGEON ROOMS IN NO SPECIFIC ORDER

1	BLUE SLIME ROOM	11	GNARLED THRONE
2	SHRIEKING STAGE	12	SWELTERING GLOW ROCK
3	THORNED STAIRCASES	13	CAPTURED TROLL LORD
4	SNEAKY BOULDER CLIFF	14	SUFFOCATING ROOM
5	SHIFTING GRAVEYARD	15	ALWAYS WATCHING DINING Hall
6	THUNDER WATER RAPIDS	16	INVISIBLE TRAP STORAGE
7	POISON ECHO LABYRINTH	17	POSSIBLY HALLUCINATORY Mushroom Spore Cavern
8	SACRIFICIAL FIRE PIT	18	"THIS ROOM WILL EAT You"
9	ZOMBIE JAIL	19	SMELLY RATMEN DEN
10	SINK SAND BEACH	20	ACID FANG SNAKE HABITAT



"What is beyond the top of the stairs Steve?"

YOU DON'T DO ALL THE WORK

BUT DON'T BE AFRAID TO ASK THE PLAYERS SOME QUESTIONS ABOUT THE dungeon. Their Characters have already been through it before, haven't they? Feel free to ask things like: what does the "Green Slimes Room" look like? What happened at the "Zombie Cages" on the way in? What did the "Horribly Ugly Troll" do to your master (or you)?

CREDITS

Runaway Hirelings is a nanogame by Thomas Novosel
Layout, Artwork, and Text by Thomas Novosel

This game can be downloaded for free from Orbit Above Games at: <http://wp.me/p4B78P-lr>

CONTACT

If you have any questions about this game, feel free to message me on Google+ or Twitter. Also, go ahead and check out the other places I am at!

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