



# EXPLORERS

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## OF NURATH

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v2.5 - Daniel Comerci / Alberto Tronchi- 2020

*Great horrors and forgotten treasures lie hidden in the depths of the earth.*

Explorers is a role playing game for 1-4 players. You will play the role of an adventurer in search of treasures in ancient, dark and cursed places. The main experience of the game will be to explore remote and forgotten dungeons, solving puzzles and overcoming dangers to conquer fame and wealth.

To play you need **two six-sided dice (2d6)**, **paper** and a **pencil**, the **map of Nurath** and the **character** and **dungeon** sheets. Explorers is a role-playing game that goes back at OSR game philosophy but with some differences, including an approach oriented to solo play and low preparation. The rules will give you all the tools needed to create situations and opponents during play.

If you have the previous version of the game, in this book you will find several substantial differences, designed to clarify procedures and improve the experience at the table.

## NURATH

When Nurath collapsed into chaos the gates opened, and an endless war began. Centuries passed and the memory went lost, but Nurath was left corrupt and perverse. From the Capital Wor to the Sorcery Towers of Laesh, from the deserts of Meen to the ice of Dum, free men, cutthroats, and rejected, travel in search of Nurath's lost treasures.

**NURATH IS:** dark, twofold, ancient, wild, fierce, instinctive, iron, desperate, rich, poor, vast, combative, passionate.

**NURATH WANTS:** to corrupt, to be reborn, fight, reconcile, wealth, power, sacrifices, stakes, to create, to destroy, change.

When you sit down to play for the first time, or start a new adventure, take the map or draw yours. When new locations come to light during play note them on the map, expand it and customize it.

## REGIONS

1. Volvosta / Grey Mountain
2. Screaming Forests / The Wall
3. Old House / Liberata
4. The Dream Market
5. Valley of Rats / Fortress Mist / Banso Fords
6. Vanair Lowlands / Empty Rooms

## PLACES

1. Draati, the city of merchants / Bolosh
2. Munn's belly / The consecrated staircase
3. Guardian island / Storm Fortress
4. Glinn pass / Vest
5. Green pasture / The way
6. Sibaacu / The arid lakes

## WOR, THE CAPITAL

Wor is marked by past wars and by its past. Pious people live in uncertainty, and where digging in the earth is considered insane by most people, here it's a profitable work for greedy and arrogant men. Wor is a den of criminals and obligatory destination for those who crave for opportunities, the starting point of many expeditions.

Wor stands in the center of what once was a great empire, now fallen. It is the border towards the dark and dangerous north, and overlooks the path to the torrid and mysterious south.

When in Wor ask yourself: who do you know? Where do you stay? Who do you trust and who do you fear?

## AREAS

1. Lower Districts / Old Door
2. House of Ashes / Dog alley
3. Red Cat / Varados port
4. Flowers Square / Long Road
5. The Old Mole / Whores road
6. One-eye lane / Library of Los

## NAMES

Ilde, Rudra, Gunle, Otte, Vald, Bikko, Tari, Galamund, Feir, Maenna, Nise, Olde, Paud, Tenn, Zanti, Quint, Aska, Tommen, Jianik, Radas, Usta, Mika.

## PERSONALITIES

Foer Mancos, The Patron, Dama Nair, The Order, Jeol White Fingers, Zanta, Mollif the Beautiful, Duke Ostir, Fangs, Short Fred, Hole

## LEGENDS

1. The Iron Tears
2. The stone men
3. Ud eaters
4. Buth the fool
5. Agramantos
6. Hearts of the strong

## ODDITIES

1. The Embalmers / Dimmo Falaghir / Purple / Seven fingers
2. The Rats / the scroll / Ash Eyes
3. Val oil / the white

- doors / Tentacle  
 4. Mother Nilla / Qarta /  
 born in the circle  
 5. The Silent Guard /  
 Nadeq / the dark  
 rooms  
 6. Ganai palace /  
 Shadow Pass / Blue  
 Union

- away all hope / A  
 warmth that burns  
 and ignites  
 3. The mist murmurs  
 of antiquity / Dense  
 smoke swallows  
 everything  
 4. Spring that smells like  
 home / Ice is a mirror  
 for oneself  
 5. Fighting Clouds /  
 Waves like skeletal  
 fingers  
 6. Moisture like sadness  
 tears / Dense fog who  
 forgets

## CLIMATE

1. A dark and dense rain  
 / A screaming and  
 sharp wind
2. A snow that takes

## PEOPLE OF NURATH

Nurath is ancient and dark, its own children have forgotten their origins and the old dynasties, dying and oppressed by centuries of corruption. What is known is the following:

- Men survive in the center of the continent, settled around the decadent Wor or hidden in the wilderness organized in clans and tribes.
- Elves have succumbed to fear and hatred, fled to distant islands or perched in the north in solitude and tyranny.
- Dwarves have almost gone mad from greed and grudge, and they dig tirelessly in the dark.
- Beasts and creatures of the depths have barely kept their domains during millennial wars with humans on the surface, or succumbed to the darkness of Nurath changing into monstrous demons.
- Creatures of Shadows arise from the bowels of the earth, like worms fed by Nurath's lust.
- Guilds, cults and guilds are taking the place of kingdoms and governments, and creating laws to their own use; ancient families bask in putrid infighting.
- Giant temples consecrated to forgotten gods are scattered throughout Nurath, hiding arcane powers and ancient creatures.

- The Little People counts spirits, goblins, fairies and gnomes with a deep and dark link with the wild lands. They protect Nurath as much as they hate it and would like to see it rot.
- The great snakes of the north sometimes awake devastating and killing those unfortunate to be on their way.
- The depths of the sea hide unspeakable creatures and, it is said, hidden glories of the past guarded by a jealous people.

## THE WORLD OF SHADOWS

*According to the legend Nurath is the body of an ancient woman Goddess. One day her soul was corrupted, and the womb that had given birth to bewitching beauties became a receptacle and portal to the darkness that today everyone knows. Nurath's soul became what is named World of Shadows, a non-place of uncontrolled magic, powers beyond humanity and abode of deceased and pure and instinctive emotions. Today the creatures spawned deep in Nurath swarm under his skin and in his bowels, peoples of the surface drag like parasites on its skin, she is dying, mad and angry.*

*There was a war, echo of infinite other wars, and once a false peace was reached among unmentionable gods the Mark was created, that today identifies those who can access the power of the World of Shadows, gift and curse at the same time.*

## THE GAME

A game of Explorers unfolds like one conversation between you and your friends, or how an exercise in imagination and creative writing if you play alone. You will play a character (PC) from story you are going to tell, an adventurer who travels and explores Nurath hunting for treasures and power, always at the mercy of dark dangers. During

the game you will describe his actions and you will decide, "by asking the **Voice**", how the world (environment, opponents, extras, obstacles) reacts in response.

The player who manages the Voice can be both one that will not have his own character (in a manner similar to a classic RPG dungeon master) or any of the players at the table in turn.

If you play alone you will always use this second method and you will manage simultaneously both your character and the role of Voice. To do this you will have a series of procedures, rules and tables to follow to help you. You will find all the rules to ask the Voice in the appropriate section.

During the game you, and the other players if present, will take turns speaking to describe the actions of the characters, collaborating and interacting, following the flow of events and with the help of the rules, to decide the outcomes and introduce new situations. There are no turns rotation or rules to decide who should have the word o define a certain element, you will have to collaborate to guarantee each other the most pleasant result. Also you will not have to prepare almost anything before playing. Everything related the adventures of your character, the places he explores and the adversities he faces will be created on the spot, using imagination, impartiality and a series of tables from which to draw inspiration.

*Example of conversation in solitaire game:*

Me (PC): *"Gusath runs down the slippery corridor, wet with sweat from the strong heat. There lantern lights only a few meters ahead, what does he see towards the bottom?"*

Me (Voice): *I roll the dice on the tables Darkness [Room], then Rooms [Accident], and then Accidents [Environment] and build the description on the results; "The corridor opens into a circular room towards the end. Water drips from the walls and ceiling, the floor is entirely collapsed and opens up in an almost completely submer-*

*ged chasm. Gusath must go down and see if there is a passage..."*

## THE DUNGEON

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In ancient times the term dungeon indicated an underground prison, but over time it has expanded in rpgs to include other kinds of ruins and buildings that adventurers explore looking for treasure. In Explorers we want to further expand its use and therefore when we will write "dungeons" we invite you to give vent to your imagination when you create your own. By dungeon we mean therefore any type of intricate, strange, and dangerous environment: maybe a maze, a decaying urban conglomerate, a complex of ruins, as well as a millennial forest or even a series of underwater caves, or why not, even the bowels of a gigantic creature.

Use the tables in the book and change them according to your needs and your imagination. Expand them and make them yours to give a new, dark, and chilling meaning to the word dungeon.

Future expansions of Explorer will be dedicated to these themes, but you are warmly invited to take these rules as a tool to create your own version of Nurath.

Have fun.

# CHARACTER CREATION

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Let's see the procedure to create a PC. We recommend you to read the entire book prior to create the character, to be familiar with all the elements and terminologies.

## 1. NAME AND DESCRIPTION

Describe in a few words the idea of the character you want to play. Its species, where he comes from, his past and his main profession, then give him a name.

*Some examples of professions: villain, murderer, mercenary, bodyguard, missionary, scholar, hunter, inquisitor, gladiator, merchant, shaman. You will find in the book some indications about the species in Nurath, create more about that when starting the game and during play.*

## 2. QUALITIES

Write **THREE QUALITIES**, short sentences that describe skills and peculiarities of the character: a profession, innate abilities or derived by its culture or species. Take inspiration from the description in point 1. Be vague because they will define not only what the PC is capable of, but also **who he is and where he comes from**. Always try to invent a place, guild or story element connected to that quality. You can also add an adjective to the description, which indicates an attitude or characteristic (reckless, greedy, precise, charming, etc.). If you feel inspired by these elements and places you created here write them down on the map. Each character will have during play a maximum of eight qualities.

### EXAMPLES OF QUALITIES:

*Greedy mercenary of the Nim-Laas.*

*Smart smuggler from the Capital.*

*Traani pits fighting slave.*

*Charlatan forged from life on the street.*

*Missionary Paladin of the Black Flame.*

*Outlaw of the Purple House.*

*Great Canyon explorer.*

*Golden Ancestry Blood Witch.*

*Duruthba hunter skilled with knives.*

*Silent shaman of the Vaansu tribe.*

*Orphaned survivor of Gaati lineage.*

*Sarbat amphibious fisherman.*

*Artist of the arcane Tinsei flute.*

Now distribute **3 points** on the three qualities (for example 111 or 003).

During the game the qualities will tell you **what skills the character is able to use and also what challenges he can face**. You'll also add their numerical value when rolling the dice to determine the outcome of some situations asking the Voice. Sometimes magical effects or consequences will temporarily change the value of a quality, update the value on the character sheet until the effect persists.

*A small note. Characters in Explorers should always start the game under bad luck, reason why they decided to become explorers. Their condition, a problem, or a personal vote it is what drives them. Keep this in mind when you create your qualities, nothing prevents you from creating a character of noble origins, but for some reason he NOW has not its status anymore. Why?*

## 3. VIGOR

**VIGOR** represents fatigue, injuries and shock that the character can endure before he falls. Each starting character has **6 vigor boxes**. You can **add more boxes derived from Resources** (remarking in black the light gray boxes on the character sheet). When the character suffers some kind of damage or stress you'll always subtract it from vigor. The boxes with an asterisk inside indicate when the character is **exhausted** from the damage received (see Conditions).

## 5. RESOURCE

Now choose a **RESOURCE**, something distinctive that makes the character different from others:

- ♦ An additional **QUALITY** starting at +0.
- ♦ An additional vigor **BOX**.
- ♦ An **ALLY**. Roll on the Allies table and characterize it by defining what binds him to you. See the Allies paragraph.
- ♦ A **SPECIAL OBJECT**. Describe what makes it peculiar. See Treasures & Objects.
- ♦ An **ARCANE MARK**, innate or learned as a sorcerer (see Arcane Mark). If you take this resource one of your qualities must be tied to it, and you'll always use that to activate the Mark.
- ♦ A **SPECIALTY** among the following, usable whenever you want by taking -1 Favor (minimum -3, if the favor is already such you cannot use the specialty until you restore it).
  - ♦ **Scout**, turn a 6- in a challenge into a 7+ when facing an unexpected or sudden danger. Or get a single useful information about a place.
  - ♦ **Thief**, subtract a small object unseen or hide in the crowd/in the dark.
  - ♦ **Soldier**, consider armor +1 against a single opponent or pass the bonus to a PC/ally as long as it stays close to you against that opponent.
  - ♦ **Assassin**, consider weapon +1 against a single opponent or get one useful information on him when confronting him.
  - ♦ **Arcanist**, get information on something arcane or increase/decrease by 1 Unit an arcane effect originated from you or directed to you.
  - ♦ **Storyteller**, turns a 6- to a 7+ in a challenge when you try to convince someone to do or tell you what you want. Or get one useful information about a person.

## 6. FAVOR

Define the starting **FAVOR**. This value will change in play (maximum  $\pm 3$ ) and represents the good or bad luck of the character, the influence that Nurath has on him. In case of multiple characters, each one has his own favor value.

Roll 2d6 and write the value on the card as shown below.

- ♦ 6-: -1      ♦ 7-9: 0      ♦ 10+: +1

During the session you'll add the current favor number to some dice rolls:

- ♦ when asking questions to the Voice
- ♦ by consulting the tables marked with the letter F
- ♦ in a challenge, you can take +1 to favor but remove 1 from the roll result, or take -1 to favor to add 1 to the dice result. Decide if you want to do it prior of rolling the dice. Favor can never go down below -3 or rise above +3.

During the game favor will also increase or decrease in some circumstances described below.

### INCREASES BY 1 WHEN YOU:

- ♦ roll a double 6 in a challenge
- ♦ discover something new about Nurath or get a great treasure, but at a high price

### DECREASES BY 1 WHEN YOU:

- ♦ roll a double 1 in a Challenge
- ♦ avoid Nurath's secrets or lose a treasure to preserve something or someone (including you)

## 7. EQUIPMENT

Buy now your **EQUIPMENT** using gold crowns and referring to the dedicated paragraph. To determine how many gold Crowns (Cr) you have roll 2d6 + Favor. If you get a double number on the dice one of

your items carry a BURDEN (*stolen, defective, sentimental, cursed, etc.*). Write it on the character sheet as a starting point for the future.

You also own: *simple clothes, a small knife (weapon 1), a stick, a torch, food and water for three days.*

Finally complete the description of the character defining his appearance and any other useful information.

## THE VOICE

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During the game always describe your character's actions following the flow of the story. When you want to know how the world around the PC reacts to his actions, or what is hidden in the dark, it will be the Voice that gives you the answer. It helps you give life to everything that is not the PC (environment, opponents, etc.) and determine their behavior. The voice can be always managed by one of the players at the table (in other games it is the Game Master) or using an oracle system, if you play alone or prefer everyone having his own PC. Anyone can "ask the voice" to find response to an uncertain situation or questions about the surrounding environment.

*All of the following methods to ask the voice can be used both with fixed or rotating voice. They will be useful to decrease the workload, avoid preparing much material before playing, get ideas and be surprised.*

**1. CONSULT THE TABLES:** roll 2d6 + Favor on the tables marked with an F (where the tables do not have an F roll simply 1d6 or 2d6 as required).

**2. ASK QUESTIONS:** ask one or more questions formulating them so that the answer can only be "Yes", "No" or "Yes, but...", and that yes is the most favorable answer to you. Then roll 2d6 + Favor.

♦ 6-: No   ♦ 7-9: Yes, but...   ♦ 10+: Yes

**3. TWO POSSIBILITIES:** think two possible outcomes for the situation you want to analyze, then assign each one a dice and roll. Discover which option occurs based on the higher die.

**4. CHALLENGE:** if the action you describe is risky for the character and the potential failure interesting for its future, then choose a Challenge instead of using one of the previous methods and let the dice help you to find out what happens. The **qualities** of the character indicate whether he has the ability and means to attempt, and therefore if it's ok to face a challenge. You will find here below the rules to do it.

## CHALLENGE

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As a general rule, remember that you should face a challenge only if the character really has a chance to succeed or there is a risk that he will fail, and only if it's important to "zoom in" on the action. Set a challenge even when the PC tries to resist an unexpected danger. Otherwise use the other faster ways to ask the Voice.

To face a Challenge, define what you want to achieve, the potential failure and the most relevant quality of the Character for this situation. Then roll 2d6, add the value Quality (only one) and compare with the results below to determine the outcome.

**CHALLENGE = 2D6+QUALITY**

The Qualities are very generic, therefore in game you will be able to apply one in many contexts. To avoid using always the same Quality mark a dot on the Character sheet when you use one. After the third use you will get -1 to favor for each subsequent use until you take time to rest and delete the marks. If no Quality seems useful for the

challenge consider whether it is possible for the Character to take the challenge or not, or in other words if he has a minimal chance of accomplishing that action.

## RESULTS

After rolling the dice and adding all the values, compare the result with those presented below:

- ◆ **6-:** Failure
- ◆ **7-9:** Partial Success
- ◆ **10+:** Full Success

**FAILURE:** you don't get what you wanted. You could still get closer to what you wanted, but the price to pay will always exceed the profit.

**PARTIAL SUCCESS:** you get what you want only in part and with a cost. The Voice will choose a **complication** but will guarantee you what you wanted to achieve.

**FULL SUCCESS:** get what you wanted.

*Note that only the player of the character roll the dice, so the result of the challenge tells you both how that character acts and the reaction of the facing danger or opponent. For example in combat a failure tells you that you have not damaged the enemy, but also your opponent damaging or hindering you in return.*

## EXAMPLES OF COMPLICATIONS

*It costs you more or too much, you have to promise something in return, it takes longer time, you reveal something about you, you only get it partially, you hurt yourself, you concede something, the opponent gets something from you or an ally, you lose something, yourself or a chance, leave someone, put yourself in danger, you create a new danger, you weaken, etc.*

## CONDITIONS

Some situations may pose the character in particular advantage or disadvantage compared to the challenge he faces,

putting it in a particular condition. When this happens, consider all the variables on stage and then decide a single condition (**c. of advantage or disadvantage**) that is worth applying.

The player will add or subtract 1 from the roll depending on whether it is in advantage or disadvantage. All challenges related to this condition will be carried out with this system, as long as the condition persists.

You can formulate conditions like this:

*In the dark you are Blind (-1) until you find a source of light.*

*The creature Fears fire (+1), you are in advantage as long as the torch burns.*

*Use conditions only in really relevant situations: a warrior will not be in advantage every time he fights, but he could if he finds out a weak point or fights in overwhelming numerical superiority. A condition lasts as long as it makes sense in the story, and is removed in the same way. Apply conditions also as complications of challenges, if it may result Interesting.*

## DAMAGE

**DAMAGE** represent everything that affects the physical and mental endurance of the character and opponents. When damage is inflicted subtract it from the target's **ARMOR**, if applicable, and then subtract the rest from the current Vigor of the target, by marking the appropriate number of boxes starting from the last in descending order (from X to 0). When you check a box with an asterisk the PC is exhausted, and suffers a **c. of disadvantage** in all the challenges until he regains his vigor.

Damage always affects Vigor whatever its nature, therefore to have more interesting fights make sure that opponents also cause special damage and **evaluate if armor**



**is applicable.** Inflict or take damage when you win/lose a challenge, but also when it makes sense in the situation outside of a challenge. The damage is equal to the weapon or effect minus the armor of the target (if applicable).

*If for example you are chained and tortured you don't need to face a challenge since you don't have any chance to avoid the damage, you will suffer it directly. If you are fighting instead use the challenges, since there is a chance of failure but also of dealing and avoiding damage.*

**A further note on weapon and armor:** as already mentioned after an attack subtract armor of the target from damage dealt, and because of this you should ALWAYS evaluate whether the armor is applicable. There will be situations in which, mathematics in hand, a weapon of value 2 will do nothing against an armor 3; however if an adventurer or a creature is clever enough, it will soon learn which points are not protected by the armor, or which attacks ignore it completely (an arrow in one eye, an ampolue of acid, an ethereal attack, etc.).

## SCAR

When vigor is zero the character dies, however if you want you can take one **SCAR** to avoid it. **You can only do this once in the life of the character.** Describe the **Black Gates of the World of Shadows**, ignore all the damage just suffered and take -2 to one of your qualities (it cannot go down over -3). Also rewrite it by adding a dark trait that it acquires and that will take you to play that quality in a more bleak way.

## EXAMPLES OF SCARS

*"Missionary Paladin of the Black Flame" becomes "Unyielding missionary champion of the Black flame".*

*"Expert explorer of the Great Canyons" becomes "Solitary explorer of the Great Canyons".*

## HEALING

You can recover vigor in the following ways:

- ♦ Restore **1 vigor** if you rest for a few hours and spend 1 Supplies or Components; it also cancels the uses of one of your qualities.
- ♦ Restore **all vigor** every time you rest for a few days in a safe place and spend 1Cr to refresh you and have medication; clears also all uses of all qualities.
- ♦ Heal **1 vigor** for 1 point of spell, herbs, or medicaments you use to heal yourself.

## EQUIPMENT

Spend your gold Crowns (Cr) to buy equipment at game start or when you return to civilization, a Crown is worth roughly two weeks of food and accommodation. At the beginning of the game you have the minimum equipment granted by your qualities for free, and it is divided on the character sheet into three sections:



**BELONGINGS**, are the accumulated wealth or possessions that you leave in the city, in a refuge or to a trusted friend. Who and where?

**WORN**, you can recover them easily and it will be difficult to lose them. You have 5 spaces, plus 3 overloaded.

**BACKPACK**, you can take them out and use them by spending some time to do it, it could be risky. You have 5 spaces, plus 3 overloaded.

*Overload is a disadvantage applied in all the challenges that require you to move nimbly, quickly or accurately.*

Small objects can be grouped together to use 1 space, large items may require two or more spaces, or need to be carried in the arms (tiring and risky, a disadvantage). Fill 1 space on the character sheet for every 50Cr you carry too.

Below is a list of example equipment, feel free to expand or customize it.

- ♦ **Weapon 1, 2 or 3** (1, 2, 3Cr).
- ♦ **Armor 1, 2 or 3** (1, 2, 3Cr).
- ♦ **Shield 1** (1Cr).
- ♦ **12 Bullets** (arrows, darts, etc.) (1Cr).
- ♦ **6 Travel supplies** (1Cr).
- ♦ **Medical herbs/Medicament** (½GC).
- ♦ **Potion** (use it as a spell) (2Cr).
- ♦ **Exploration set** (30m rope, 3 torches, flint and steel and 3 candles, shoulder bag, 7 travel supplies, chalks, pen, inkwell and paper, 3 ampoules) (2Cr).
- ♦ **Set of tools** (one of: burglary, climbing, writing, measure, crafts, etc.) (2Cr).
- ♦ **Component** (materials, powders, and essences required for sorcery) (½Cr).
- ♦ **Simple object** (hammer, rope, saw, ladder, grappling hook, torches [6], etc.) (½Cr each).
- ♦ **Special object** (vial, bed, lens, mirror, book, lantern, etc.) (1Cr each).

**Weapon 3:** they are *Brutal* (axes, maces, crossbows, hammers and two-handed weapons). Damage 3 and double the damage if you get double 6 with dice, but they are heavy and bulky.

**Weapon 2:** they are *Accurate* (spears, swords, sabers, bows, short swords). They deal 2 damage and you can take -1 on the roll to add it to damage (choose before rolling the dice).

**Weapon 1:** they are *Fast* (knives, clubs, brass knuckles and bare hands). Damage 1, you can take them out quickly and make other simple actions but you cannot use them to parry.

**Armor 3:** subtracts the value from damage suffered, but it is heavy and noisy. You can't run, make complex movements, climb or pass in tight spaces.

**Armor 2:** subtracts the value from damage suffered, you can make complex movements, pass in tight spaces or climb but it will be risky (c. of disadvantage).

**Armor 1:** subtracts the value from damage suffered, if you receive 3 or more damage in a single blow ask the Voice if it resists or breaks.

**Shield 1:** provides Armor 1 and can be sacrificed (breaks) to remove up to 3 damage instead of 1 from a single hit (choose before rolling the dice).

*Weapons, armors and shields with values above those listed are unique objects of extraordinary strength, that cannot be bought easily.*

## EXPERIENCE

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The time you spend exploring ruins makes you stronger, richer, and more skilled. If you survive. Experience is the measure of this character advancement over time.

You gain 1 experience when:

- ♦ fail a challenge (6-);

- ♦ complete an adventure;
- ♦ gain wealth worth 50Cr;
- ♦ Discover something truly significant about Nurath (1 per max adventure).

Mark the experience on the character sheet, every 12 points choose one of the following and reset it:

- ♦ +1 vigor box (max 12);
- ♦ +1 to one quality (max +3);
- ♦ add a new quality at +0;
- ♦ add a new resource;
- ♦ increase your innate ability by 1 unit;
- ♦ add 2d6 + Favor Cr of wealth, and tell how you earned it by drawing further profit from your recent explorations.

## ADVENTURE

Adventure is an abstract measure of time spent exploring a dungeon or solving a specific problem. During an adventure there will be usually an outward journey, a series of dangers to face and places to explore, and finally a return and a reward. If you come back safely, the adventure is **finished**, and if you solved the problem, or you have accumulated a lot of loot, you can consider it **completed**.

## GAME CAMPAIGN

A series of adventures linked together in some way by a single common thread, being it a particular place, event,

recurring opponent or by an unresolved big backstory. When you complete a campaign, solving the main problem or changing the situation, take into consideration the following ideas:

- ♦ important people notice you;
- ♦ something about Nurath changes profoundly toward you;
- ♦ you get something special like a title, object or group of followers.

## ALLIES AND ADVERSARIES

In EXPLORERS allies, opponents, and the environment, are briefly represented through their qualities.

**WHAT MAKES THEM SPECIAL?** If they have a particular gift, skill or weakness treat them as conditions on characters rolls.

**HOW DANGEROUS ARE THEY?** Establish weapon 1-6 (usually 1-3).

**HOW TOUGH ARE THEY?** Set Vigor 1-24 and an armor value. At zero, the opponent is defeated.

Use these as standard opponents indications about vigor:

- |               |                   |
|---------------|-------------------|
| ♦ 1-4: common | ♦ 11-15: fearsome |
| ♦ 5-10: able  | ♦ 16+: legendary  |



A couple examples: Snowstorm, visibility reduced (condition), bitter cold (weapon 2). Ice golem, body of ice (armor 2, vigor 10, weapon 3). Vulnerable to fire (+1), construct without vital organs (-1).

## ALLIES

*Bodyguard, animal companion, familiar, bag holder, servant, protector, doctor, lover, spy, wise, politician, construct, spirit or ethereal, mount, comrade in arms, etc.*

When creating allies, you describe how they act or ask the voice. Also always ask the voice if they succeed or fail in their actions. To simplify, you can also consider qualities and peculiarities of the ally as conditions that help or hinder you in challenges, and incorporate their actions into yours (for example in attacks, in this case ignore their weapon value and treat their help as a favorable condition).

*Morbas the torchbearer is silent and stealthy (+1) but also profiteer and coward if cornered (-1). Vigor 2, weapon 1.*

You can also decide to promote an ally at some point, using your experience points 1:1 to increase his values or give him new qualities. You can even use an ally as a base for creating a new PC. In this case fill a new character sheet and use it in alternative or to replace your old PC.

## HORDES

For small or large groups of opponents, like swarms, bands or flocks/packs, you can treat them as a single opponent, eliminating a certain number from the group for each vigor box that it suffers. However, it will perform multiple actions or attacks at the same time.

## MONSTROUS ARCHETYPES

Below you'll find some creatures archetypes from which to draw inspiration. Feel free to change them, and also keep in mind:

- ♦ Every creature has motivations, fears and weak points, use them to make her alive.
- ♦ The peculiarities of the creature are what makes it interesting. Make her spit, fly, hide or crawl. Some creatures are different from humanoid ones, like a huge or tiny size, or bizarre abilities/behaviour. Create conditions to represent that. Think in creative ways and don't be afraid to create dangers beyond the character's reach, but rather have fun finding ingenious ways of face them.
- ♦ If you ignore a creature, she will act first, remember that YOU are the intruder.
- ♦ If your armor absorbs her damage wily enemies will try to thwart or hurt you in other ways instead of attacking directly.
- ♦ If the creature's weapon is magical it could ignore your armor, in which case don't apply it.
- ♦ If the creature use magic it creates effects of value (in units) at most equal to her vigor.

**OROGRAUTHAR:** great snake of the north. Claws, fangs and flames (Weapon 4, 4, 8), Armor 4, Vigor 16. You can take advantage of his crazy craving for gold and stones (+1), he is fearsome in flight and in open spaces (-1), standard attacks are ineffective against his scales (-1).

**HUMANOID:** poorly trained profiteer (Weapon 1), Vigor 1. Acts in group and is skilled at sneaking when supported by teammates (-1). Coward if cornered (+1).

**ABERRATION:** horrible and mysterious creature. She acts alone and has weaknesses to discover in order to defeat her (-1).

until the weak point is discovered). Vigor 4 and Weapon 2.

**BEAST:** fierce, mighty and lethal (Weapon 4 and Armor 1). Vigor 6. If it protects puppies or some treasure it is determined but vulnerable (+1 / -1).

**UNDEAD:** filthy arcane creature. Fears fire and sacred objects (+1) but it is hard to break down (Armor 2, Vigor 4). Weapon 2.

**SPIRIT:** ethereal entity and therefore difficult to defeat (Vigor 8). Damage it it's even more complicated if you don't make it previously vulnerable to physical attacks (-1, Armor 3).

**DEMON:** mighty and frightening hell creature. Many falter before his flattery when he is a lewd demon or to his anger when he's a furious one (-1). Weapon 4, Armor 2, Vigor 10.

## TREASURES & OBJECTS

When you travel into darkness looking for treasures ask the voice. If you are in the den of a creature, she has or is near wealth at least equal to half her vigor in Crowns. Be creative and invent bizarre and dangerous relics whose purpose or value is not to be taken for granted. If what you find is precious or arcane, create it following these principles:

- ♦ If it gives an advantage it also has a defect.
- ♦ If it's arcane it can attract unwanted attention or it can be unpredictable, like sorcery. Create it using the rules for Innate Ability (see Arcane Mark).
- ♦ If it causes/deflects damage, roll 1d6 or establish it, from 1 to 6 maximum, usually 1-3.
- ♦ If it's valuable, someone will try to steal it from you and maybe it has a dark history.

When you buy an item as a resource at PC creation write it in agreement with the in-

dications in this chapter. It can be anything you can easily take with you, and try to not limit your imagination to uninteresting objects.

*E.g. Torodra, the purple ring. It shines in presence of sorcery (Locate / Energy), but whispers blasphemous ideas and never goes unnoticed.*

## COMPONENTS

When you raid herbs, minerals, and parts of creatures ask the voice if they are useful, and if so roll 2d6 to define quantity.

The lowest result is the number of components obtained, but if you get a tie on the dice something negative happens in the process (see complications).

Use components for your rituals and spells, as exchange goods, or to manufacture objects (explosives, camouflages, tools, etc.). If you play in a group only one of you can roll, decide randomly and share the loot.

## UNITS

If you need to quantify a situation, refer to the abstract units of measurement here, on a scale from 1 to 6.

- ♦ Adjacent, Close, Near, Distant, Far, Remote
- ♦ One, Few, Some, Many, Really many, Countless
- ♦ Small, Medium, Large, Very Large, Huge, Titanic
- ♦ Mild, Moderate, Relevant, Important, Incredible, extreme
- ♦ Seconds, Minutes, Hours, Days, Months, Years
- ♦ 1, 2, 3, 4, 5, 6

# ARCANE MARK

You wear the seal of the **WORLD OF SHADOWS**, in the form of an innate or acquired connection to sorcery. Describe what the mark looks like on you, what others see and what it entails (*altered traits, inhuman voice, strange tattoos, etc.*), write it on the character sheet. Remember that in many isolated places and communities the mark is a source of distrust and hatred (treat it as a potential condition).

## 1. INNATE ABILITY

You have an arcane innate ability. You can use it whenever you want as a challenge, but if you fail tell



how your power turns against you. Your ability is worth 1d6+Quality units (combine them at your choice when you use it) and represents something like seeing in the dark, flying, breathing underwater, perceive sorcery, breathe fire, etc. Describe it on the character sheet.

*"Demonic lineage (4 units): your body has bestial and inhuman traits, for a few minutes (2) you can shape your fingers into razor-sharp claws (Weapon 2)."*

## 2. SORCERY

You were born with the gift of accessing the *World of Shadows* (or you trained to do it) to take advantage of its power in the form of rites, runes, spells or potions. To create a magical effect describe what you want to obtain and translate that in units needed. You will have to pay this cost and roll 2d6+Quality to get what you ask for.

*E.g. Acid jet (Weapon 2) that hits three enemies in front of me (few 2, close 2). Cost 6.*

You get 2 units for free as a base to create your effect, and you can pay the rest by consuming vigor or components (or a mix of the two). You can also decrease the cost by satisfying one or more of these requirements (2 points each):

- ♦ Cast the spell through a **ritual**, which lasts from a few hours to some days. Describe the ritual.
- ♦ **Destroy** something of great **value** in casting the spell (precious or important, dangerous, unique, etc.). Describe it
- ♦ Get **help** from a creature of the World of Shadows in exchange for something.
- ♦ **Sacrifice** the vital energy (vigor) of someone, with or without permission.

*"Blade of Tears: a sliver of vital energy hitting a target (1 base unit) distant (4) causing damage (weapon 4) and fear (condition +1, 1 base unit) Cost 8 points."*

If you fail (6-) when casting a spell you don't pay the cost, but an **Accident** occurs (see Accidents and Failures below).

## GRIMOIRE

You can define spells on the spot with the procedure described above, but to speed up the game you can also use the following method:

During an adventure the sorcerer memorizes only a limited number of spells (1d6+Quality), you should create them at character creation or adventure start. He will be able to use just those spells until he has the time and peace of mind to create or memorize new ones. **For spells stored in the grimoire you get 3 units as a base instead of 2.**

## ARCANE ACCIDENTS

*The stronger the magic, the more cruel it is, the World of Shadows wants to act on Nurath. What comes taken it must be returned.*

To define what problems you can run into be creative, refer to the tables or take a cue from the problem you are facing.

### FAILURES

1. Take damage
2. An ally takes damage
3. It turns against you
4. It acts in reverse
5. Consume more resources
6. You provoked the anger of something

### THE ENTITY...

- 1....turns against you
2. ...takes you something
3. ...asks you something
4. ...asks your ally
5. ...doesn't act as you wish
6. ...attracts attention

## THE SPELL...

- |               |               |               |
|---------------|---------------|---------------|
| 1. Transforms | 1. Consumes   | 1. Dissolves  |
| 2. Burns      | 2. Erodes     | 2. Expands    |
| 3. Blocks     | 3. Breaks     | 3. Transports |
| 4. Exposes    | 4. Binds      | 4. Merges     |
| 5. Deflects   | 5. Drags      | 5. Replies    |
| 6. Fortifies  | 6. Calls back | 6. Aligns     |

# THE DARKNESS

An EXPLORERS game does not have a fixed duration, the goal is to explore lost lands and forgotten ruins experiencing dark adventures. In most cases you'll create dungeons and places to explore directly while playing, so when you visit a location or go deep down into Nurath no one can say if you will ever come out alive or what dangers you will encounter. If you are having fun go ahead and expand the dungeon to your taste, otherwise close the scene and describe how you come back home or maybe how you get lost forever in the dark...

## INTRODUCTION

You can start a new adventure using an idea from you or another player, or you can follow this method. Look at the map and the tables at the end of the book and declare:

*"And after a long journey I'm/we're here to explore (PLACE) in (AREA) protected/infested by (CREATURE) to (ADVENTURE)"*

Detail the situation and start exploring. If you play in a group only one rolls the dice, but collaborate to define why you are together e scope of this adventure.

- ♦ How did you hear about this place?
- ♦ What do you hope to achieve and fear to find?

## CREATE THE DUNGEON

The goal of the game is exploring interesting and dangerous places, pushing the character to the limit and discovering "what comes after". The tables in the book are tools to help you create and design your dungeons as you progress, however remember that they are a base that you should have fun expanding. Usually do this during play:

- ♦ Roll darkness, an opening, corridor or room, and define the starting area,

drawing everything you think it's interesting on the map (you'll find a squared sheet in this book, but any paper sheet will work).

- ♦ Describe the place you are exploring and/or ask to the voice. Add interesting descriptions, sounds, smells, colors.
- ♦ Overcome any obstacles or dangers and decide to move on or stop to inspect the area. Use unexpected events, treasures or secrets at will.
- ♦ Ask yourself what's next, what openings are there in the room and how to continue, then start again rolling on the tables and describing the next location.

Rolling dice for anything can slow down the session, so if you prefer a faster method roll the dice only for some rooms, secrets, creatures or particular elements, and decide the rest following your instinct. When you design a place, also think vertically. If the area already explored seems wide enough or in some way "complete" go down one level, as on Nurath there's always a way to go deeper. Stranger places, tougher dangers, thicker darkness and bigger treasures wait you there.

Also ask yourself who over the years or centuries lived in that place. Think about the geography and structure of the area, the locations that compose it and the creatures that inhabit it. Take inspiration from reality, from historical places, photos or natural oddities to imagine something unique and vivid. Draw and take notes.

## ENCOUNTERS

The dungeons you explore may be inhabited by creatures or forces that, just like the character, discovered or infested them in the past, transforming them into their dens. When your journey seems too quiet or you stop to rest in an unknown place follow these directions and ask the voice:

- ♦ Is my path safe or do I cross the path with

a previous inhabitant?

- ♦ Am I careful enough or do I walk by mistake on something dangerous?
- ♦ Have I tracked the path or the road I thought easy has deceived me and I am now lost?
- ♦ Is everything quiet or arcane forces tend me a trap?
- ♦ Is my rest safe or have I exposed myself to dangers?

## ISSUES

When you explore a place in Nurath the dangers are not just the creatures that inhabit it. Here you'll find some ideas on elements to consider in your adventures:

- ♦ being confused;
- ♦ staying in the dark or being stuck;
- ♦ being poisoned;
- ♦ drowning, falling, being crushed;
- ♦ fasting (starving or thirsty);
- ♦ being terrified;
- ♦ being crippled;
- ♦ being enchanted or cursed.

Introduce these elements when using tables, when you ask the Voice or as consequences of a situation.

## RIDDLES

The dungeons you face have often been protected by someone or something through traps and puzzles, to block any access or keep something inside them.

Here are some examples:

- ♦ texts to decipher;
- ♦ doors to open;
- ♦ objects to find or put back in place;
- ♦ obstacles to overcome or circumvent;
- ♦ paths to do in a short time or risking your life;



- ♦ streets blocked, collapsed or inaccessible.

When you create a puzzle in your dungeon follow these guidelines:

- ♦ Take advantage of the details you described in previous rooms (*Do the painting in the corridor exactly depicted the two demons imprinted here on this door?*) or invent them on the spot;
- ♦ roll the puzzle table, help yourself with the other tables if needed, and ask the voice;
- ♦ use riddles, puzzles or games found on other sources (web, books, etc.) as a basis of the riddle, and solve them to continue. Or take one or more challenges, representing how the character deals with the problem. A failure can indicate that the solution is another, it took too long, there was a trap lurking, etc;
- ♦ evaluate if there is a time limit to succeed, a shortcut, or a possible trap hidden, and if a riddle or mechanism repeats in the dungeon, maybe with major or different difficulties.

## PUBLISHED ADVENTURES

Sometimes you will want to try playing a published adventure for another game. To do this, follow these instructions.

First you can manage the adventure in two ways:

- ♦ **Read the whole text**, take notes and mix things up leaving open crossroads or by transforming certain information in possibility by introducing an alternative to choose by asking the Voice at the appropriate time. Delete part of the map, reserving the right to draw those areas while you play.
- ♦ **Read the adventure text while you play**, and when there is information reserved for the GM decide how to inter-

pret them: information that the pg has from the beginning, false information, ideas but not certainties (you will invent the truth at the right time).

In both cases the centerpiece of the system is to transform all fixed points of information you find in the adventure (normally reserved for GM) in ideas to ask questions to give reply to. Things could be different from how they look, or simply much more complex. You can also delete some ideas and replace them with elements invented by you based on what you previously played. You can maybe connect it to past adventures?

## MYSTERIES AND ENIGMAS

Alter and randomize rooms and maps, draw and invents new elements that alter or differentiate what is present



in the text. Some information provided are incorrect, incomplete, or false indications. Use the information for GM as a starting point, and when there are important elements or doubts, ask the voice, and ask yourself if the character should be aware of that information or not. If you use the map provided by the module, you can mix the rooms together, connect them differently or add/delete some of them.

*Example: you find this written "to pass you have to insert the emblem on the altar", transform it like this: "to pass have I to insert the emblem on the altar, defeat the captain of the skeletons or neither (I invent another puzzle)?*

## PREBUILT ELEMENTS

Key scenes or enemies can be used as they are (they reveal themselves to players as soon as they come into contact with them) or they can be used as a base and altered by using tables and asking the voice.

*You find written "the main enemy wears a mask that must be removed to neutralize it". What if removing that mask has a different effect? What if he isn't the real enemy?*

## ADAPTING THE STATISTICS

Transform hit dice and level into Vigor (roughly 2-4 vigor per hit dice, less if it is a horde). Weapon and armor must be established according to the type.

Arcane objects and powers must be set as conditions, weapons/armor, or effects taking place in the game at the right time or by interrogating the voice.

Consider if and when to decrease the intensity or the number of opponents in case your character is without allies, because generally the adventures are written for a group of 3-5 characters. Remember that escape is always an option.

## EXPERIENCE POINTS

Ignore reward points and experience offered in the module/adventure and use the rules in this book.

## MANAGE THE GAME

- ♦ If you play in a group find an object and call it "Light". Whoever keeps it has the last word on the Voice, the tables or the decisions regarding the game world. Pass it to another player every hour or so of play.
- ♦ Don't cheat, find solutions.
- ♦ Ask questions to the voice and take challenges only when failure is interesting.
- ♦ Don't ask stupid questions or questions that can "break" the atmosphere (do I find 1000Cr on the floor?).
- ♦ Be imaginative in creating places, sketch maps and ideas for future use.
- ♦ When you explore unknown territory, the deeper you go, the harder the dangers become. The value of opponents, treasures and obstacles increases, and even Sorcery becomes more risky. Nurath wants to test.
- ♦ When you go down deep favor goes up, when you go up favor goes down. If you come to an important point in a ruin, consider whether to reveal something obscure about Nurath, and increase or decrease favor to represent this milestone.
- ♦ The deeper you go, the easier it is to get lost, when resources are scarce, betrayal is a chance. Hunger, thirst and darkness are as dangerous as creatures and traps.
- ♦ Maybe you aren't the only one to explore a place and maybe that a place isn't inhabited by what you expect.
- ♦ Find clues of the danger of a place or situation and keep up the pace.
- ♦ Create interesting places and clever dan-

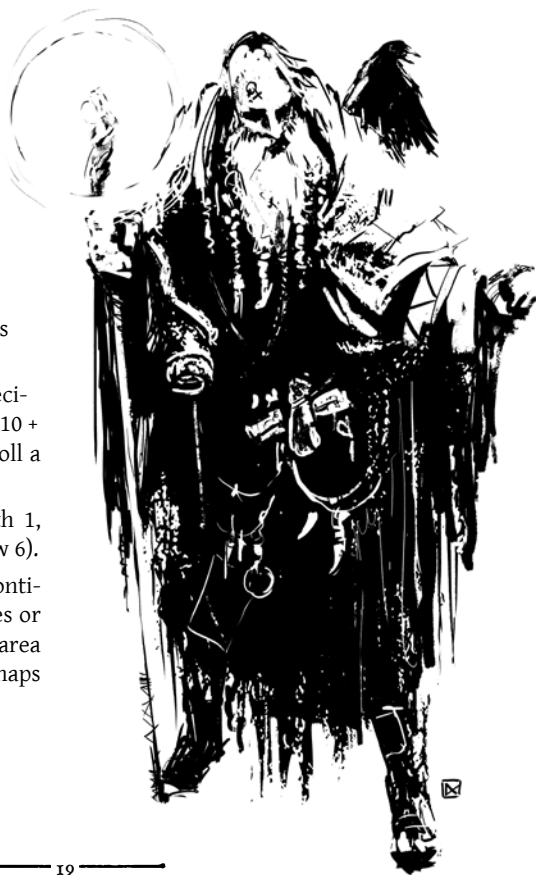
gers, give a purpose to everything and everyone.

- ♦ If you play alone use the tables, but always improvise to try to amaze you.
- ♦ To quantify something (e.g. the size of a room) decide, use units, or roll 1-2 d6.
- ♦ Use the first tables for the introduction, the others to create unexpected elements. Use them to build your dungeon as you explore it. Describe a situation, ask yourself "what's next?" And use the most appropriate table to find the answer. There is no pre-established order.
- ♦ When you encounter lurking creatures (unexpected, secrets), roll + quality. If you are successful, take them by surprise, otherwise the opposite.
- ♦ Increase the number, skills and strength of adversities of each encounter as you go deeper.
- ♦ Expand and modify the tables to your taste, and above all improvise.
- ♦ When the result of a roll on the tables seems out of place, reroll or find an idea on why it is so.
- ♦ If you are searching for (traps, hidden, or suspicious things) ask the voice and use the tables. If it seems right to insert something, do it!
- ♦ For openings in a room/corridor, decide or roll 2d6: 3- = 0, 4-6 = 1, 7-9 = 2, 10 + = 3. To find out if a door is closed, roll a dice: even open, odd closed.
- ♦ To orient something use 1d6 (north 1, south 2, west 3, east 4, above 5, below 6).
- ♦ If you are stuck but would like to continue, use your imagination, the tables or ask the voice. Create a passage or area that you had not thought of, perhaps with a Secret or Enigma.

v2.5 - Daniel Comerci/Alberto Tronchi 2020 - [www.blackbox-games.com](http://www.blackbox-games.com)

## CREDITS

Many thanks to the following sources that inspired this game: *Eye of Chaos*, *Fate*, *World of Dungeons*, *Maze Rats*, *Four against Darkness*, *Into the Odd*, *Apocalypse World*, *The Black Hack*, *DnD 5e*, *Barbarians of Lemuria*, *Lone Wolf Roleplaying G+*, *John Yorio's blog*, *Peter Schweighofer* and *John Lewis*. Thanks to *Alberto* and *Nataschia* for their help, and thanks to you all for reading and playing the game.



## TABLES

### PLACE

1. A forgotten temple
2. A cursed mausoleum
3. A hidden fortress
4. A decaying cathedral
5. A dark hiding place
6. An ancient prison

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1. An unnatural cave
2. An alienating labyrinth
3. An arcane tower
4. A city in ruins
5. A place of shadow
6. A secret necropolis

### AREA

1. Ancient ruins
2. A hidden valley
3. A dense forest
4. A sacred mountain
5. A complex of tunnels
6. A submerged city

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1. A fetid swamp
2. A hidden island
3. An infamous city
4. An isolated village
5. A steaming desert
6. An icy land

### ADVENTURE

1. Explore
2. Claim
3. Save
4. Protect
5. Run away
6. Capture

---

1. Defend
2. Recover
3. Transport
4. Negotiate
5. Destroy
6. Steal

### ALLIES

1. Companion / Mercenary
2. Boy / Squire / Incidental encounter
3. Prisoner / Escort
4. Patron / Animal
5. Animated object / Familiar / Lover
6. Master / Ethereal / Magical

### DRIVE

1. Pride / Sacrifice
2. Fear / Boldness
3. Wrath / Balance
4. Greed / Generosity
5. Desire / Purity
6. Envy / Admiration

### RIDDLES

1. Open / Close
2. Choose / Delete
3. Move / Unbalance
4. Change / Create
5. Remove / Put on
6. Find / Use

### TRAPS .F

- 3-. Magical / Dark
- 4-6. Wide / Impalpable
- 7-9. Pointed / Sharpened
- 10+. Heavy / Deep

---

1. Suffocate / Drown
2. Bleed / Impale
3. Crush / Break
4. Consume / Burn
5. Dismember / Block
6. Change / Insane

### DARKNESS .F

- 3-. Impervious passage
  - 4-6. Aisle
  - 7-9. Room
  - 10+. Bridge / Stair
- If double there is at least one door, describe it.

### OPENINGS .F

- 3-. Trapdoor / Hole
  - 4-6. Grate / Gate
  - 7-9. Door / Palisade
  - 10+ Particular / Special
- If odd it is closed.

### ROOMS .F

- 3-. Empty (opt. Secrets)
  - 4-6. Unexpected
  - 7-9. Meeting / Creature
  - 10+. Treasure (opt.Secrets)
- If double 1 or 6 rolls Secrets.

### CORRIDORS .F

- 3-. Intersection 4 (+)
  - 4-6. Intersection 3 (T)
  - 7-9. Curve, even = left
  - 10+. Straight ahead
- If double 1 or 6 rolls Secrets.

### SECRETS .F

- 3-. Trap
- 4-6. Unexpected / Creature
- 7-9. Hidden opening
- 10+. Treasure

### TREASURES .F

- 3-. Potion / Tome
- 4-6. Jewelry / Gems
- 7-9. Crowns / Objects common
- 10+. Weapon / Armor

### UNEXPECTED.F

- 3-. Loss / Trap
- 4-6. Environment
- 7-9. Adversity / Creature
- 10+. Gain / Arcane

### OBSTACLES

1. Jump / Climb
2. Crawl / Swim
3. Fight / Run
4. Resist / Decipher
5. Break through / Fold
6. Orientation / None or Choose

### CREATURE

1. Beast / Insect
2. Abomination / Demon
3. Elemental
4. Spectrum
5. Undead
6. Human / Humanoid

### PECULIARITIES

1. Dark / Pestilential
2. Fast / Fly / Strip
3. Escape / Scale / Hide
4. Grab / Trample / Throw
5. Poison / Regenerate / Tearing apart
6. Horrible / Amorphous

### REACTIONS

1. Disinterest / Study
2. Move / Move back
3. Call allies / flee
4. Hostile / Calls allies
5. Attack / Activate Danger
6. Diverse / Frenzy

### ROOMS DETAILS

1. Altar / Fountain
2. Tomb / Bas-relief
3. Old paintings / Tomes
4. Statue / Mechanism
5. Holes / Projections
6. Mushrooms and mold / Liquids

---

1. Minerals / Powders
2. Ancient runes / gems
3. Furniture / Debris
4. Barrels and cases / Clothes
5. Chains / Ropes / Irons
6. Brazier / Grill

### LIGHT&FOOD .F

- Roll if you think it's gone too smoothly...
- 3-. It catches attention.
  - 4-6. Turns off/ spoiled.
  - 7-9. It works properly.
  - 10+. It lasts longer.

## APPEARANCE

1. Left / Comfortable
2. Smoky / Hot
3. Dilapidated / Decorated
4. Fetid / Scented
5. Illuminated / Dark
6. Wet / Frosty

---

1. Poor / Rich
2. Weak / Mighty
3. Benevolent / Aggressive
4. / Regardless
5. Disturbing / Reassuring
6. / Unfathomable
7. Athletic / Gracile
8. Educated / Ignorant

---

1. Exotic / Craft
2. Scruffy / Curated
3. Practical / Opulent
4. Showy / Modest
5. Vulgar / Chaste
6. Old / Unusual

## ANATOMY

1. Carapace / Armor
2. Scales / flakes
3. Slimy / Wet skin
4. Dry / Leathery skin
5. Dark / sparse hair
6. Fur / Spines

---

1. Papillae / Spines
2. Suction cups /  
pustules
3. Caustic / Gas / Burr
4. Hot / Cold
5. Tentacles / Mem-  
branes
6. Secretions / Gas

---

1. Predator
2. Symbiont
3. Collector
4. Street sweeper
5. Stranger
1. Parasite

## BUILDINGS

1. A stone tavern / A  
putrid hovel
2. An ancient building /  
An old ruin
3. A wooden shack / A  
new warehouse
4. A leather tent / A  
mud hut
5. An enclosed garden /  
An empty courtyard
6. A modest home / A  
rich house

---

1. Temple / Beehive
2. Kitchen / Den
3. Watchtower / Waste
4. Dormitory / Pantry
5. Lounge / Escape route
6. Armory / Canal

## ROADS

1. A dark alley
2. A busy alley
3. A crowded street
4. A dilapidated alley
5. A shady bottleneck
6. A dangerous runner

---

1. Well lit alley
2. Jetty on a canal
3. Noisy square
4. Bare porch
5. Fetid tunnel
6. Muddy corridor

## STAIRS / RAMPS

1. Made of polished stone
2. In eroded stone
3. In rotten wood
4. On earth and straw
5. In carved rock
6. Patchwork

---

1. Slippery / Steep
2. Dusty and ancient
3. Partially collapsed
4. Invaded by ...
5. Wide and practicable
6. Gigantic / Lowercase

## NAMES

1. Bali / Tanso / Rudi
2. Korra / Talvo / Bor
3. Magoia / Mot / Gu
4. Ranta / Salmanto
5. Igis / Gaiut / Gusat
6. Polta / Mika / Vile

---

1. Knife / Pulse / Splinter
2. Thumb / Nail / Pin
3. Dog / Bruma / Cut
4. Aria / Blackarm
5. Oak / Wolf
6. Bigmouth / Toady

## DETAILS

1. Eyes / Hair
2. Teeth / Voice
3. Arms / Legs
4. Ears / Fingers
5. Smell / Breath
6. Genitals / Skull

---

1. Scar
2. Mutation
3. Shriveled limb
4. Scaly skin
5. Pigmentation
6. Bumps

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1. Tattoos / Earrings
2. Scarifications
3. Mutilations
4. Posture
5. Hair
6. Colored skin

## TRAPS

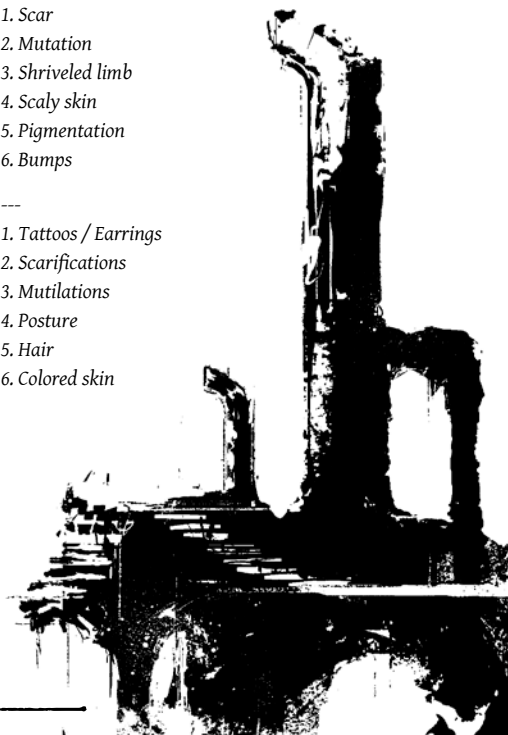
1. Dart / Blade / Tip
2. Explosion / Asphyxia-  
tion
3. Electricity / Acid / Gas
4. Guillotine / Ax
5. Fall / Collapse
6. Magic / Curse

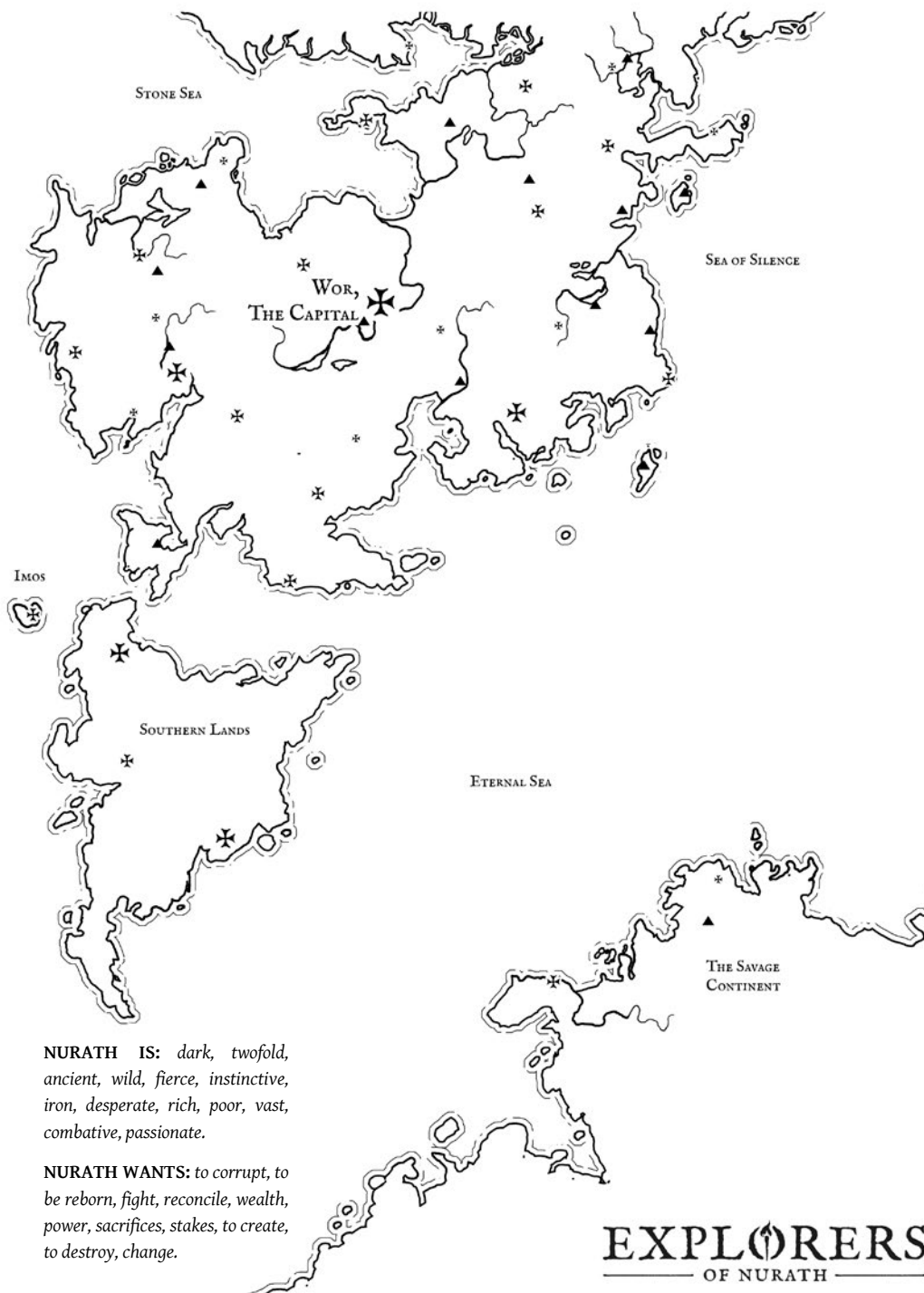
## HIDINGS

1. In sight / Movement
2. Compartment / Niche
3. Worn / Incorporated
4. Camouflaged / Fake
5. Magic / Creature
6. Lost / Dismembered

---

1. In the air
2. In the water
3. Underground
4. Fire
5. World of Shadows
6. Elsewhere





**NURATH IS:** dark, twofold,  
ancient, wild, fierce, instinctive,  
iron, desperate, rich, poor, vast,  
combative, passionate.

**NURATH WANTS:** to corrupt, to  
be reborn, fight, reconcile, wealth,  
power, sacrifices, stakes, to create,  
to destroy, change.

EXPLORERS

OF NURATH

EXPERIENCE:

DESCRIPTION:

QUALITIES:

[ ]

[ ]

[ ]

[ ]

[ ]

[ ]

[ ]

FAVOR:

VIGOR:

[\*]

[2]

[3]

[4]

[5]

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[12]

ARMOR  
& SHIELD:

RESOURCES:

1.
2.
3.
4.

EQUIPMENT

WORN:

1.
2.
3.
4.
5.
6.
7.
8.

BACKPACK:

1.
2.
3.
4.
5.
6.
7.
8.

OVERLOAD:

BELONGINGS:

ALLIES:

ARCANE MARK/NOTES:

# EXPLORERS

— OF NURATH —

CAMPAIGN:

ADVENTURE:

[www.blackbox-games.com](http://www.blackbox-games.com)