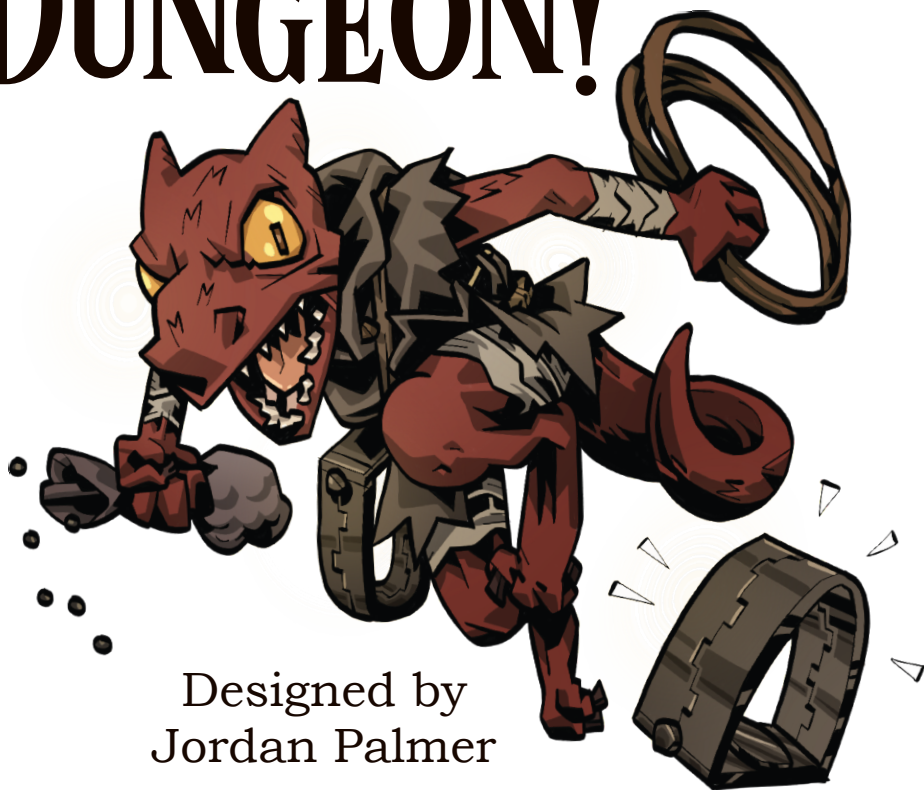


FOR THE DUNGEON!



FOR THE DUNGEON!



Designed by
Jordan Palmer

SPECIAL THANKS TO

As with any work there are more people making this game a reality than just me. I wanted to give a special thanks to my wife and editor **Lindsey**, who stuck by me during the many long hours of designing this game. She has an endless amount of patience, and still puts up with me when I leave out half the commas I'm supposed to have. My artist **Jared Teo**, who did an incredible job and was a pleasure to work with. All of the **playtesters** who were willing to give this game a shot. And finally, to all of the **backers** that believed in this idea and pledged their support. This game would not be made without their contributions. Thanks you.

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OVERVIEW

FOR THE DUNGEON!

For the Dungeon! is a comedy role-playing game where you play the life of minions protecting their dungeon. Charging into danger with reckless abandon and causing mayhem is all in a day's work.

Players take on the role of a minion in the service of some darker power. They serve without question, and seek to accomplish their leader's goals to the best of their abilities. Often this means venturing out beyond the dungeon to spread their agenda.

Players should attempt to embody what it means to be a minion. Feel free to explore wild and crazy ideas when it comes to your character. This game is designed to lean into the ridiculous.

This game has elements of exploration, and a strong emphasis on improvisation. You don't have to be great at improv to play the game. However, the mechanics are designed to help players use improv techniques that encourage natural storytelling.

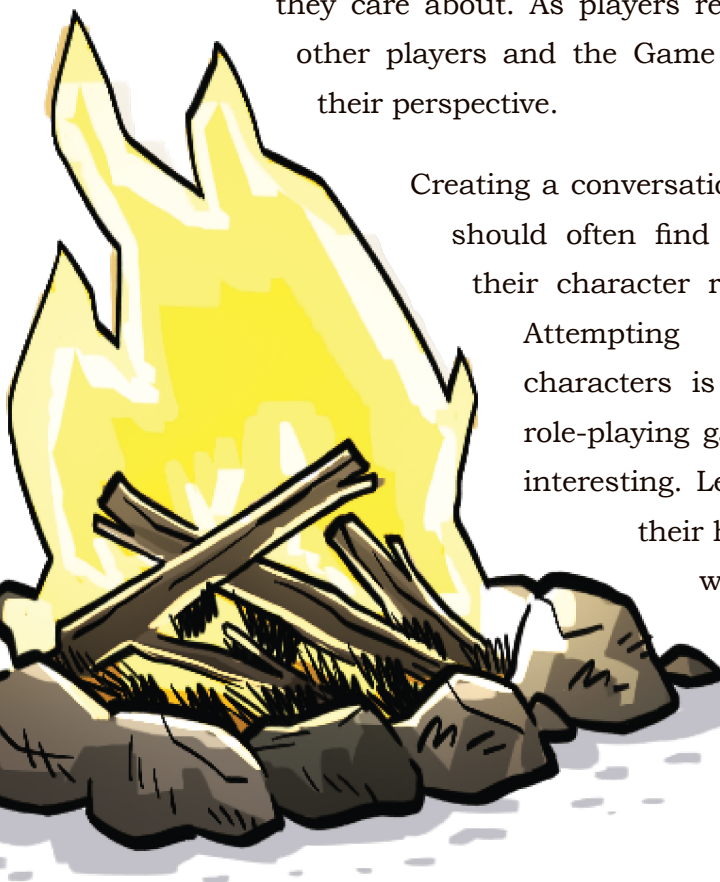


HOW TO PLAY

One person will take on the role of the Game Master – their job is to drive the story forward using the principles and tools outlined in this book. All other players will create a character, and play the game from the perspective of that character.

The game is designed to be a conversation between the players and the Game Master. The players will narrate what their characters do, how they react to things, and what it is they care about. As players reveal these things, the other players and the Game Master respond from their perspective.

Creating a conversation means that players should often find themselves acting as their character rather than narrating. Attempting to embody unique characters is part of what makes role-playing games so dynamic and interesting. Lean into this. Get into their head and try to see the world through their eyes.



The back and forth conversation between all the players and the Game Master is essential to the game. It is what enables any group to create an interesting story. In this game, both the players and the Game Master are responsible for keeping the story moving in interesting directions. So look for where the danger, the unknown, and the fun are, and rush in with reckless abandon!

At all times remember that the fiction always comes first. The rules are made to support the narrative and drive the story forward. Always try and think in terms of the story instead of the rules.



THE RULES

CHARACTER TRAITS

Traits are short phrases that describe who your character is and what they're good at. Each player has three *Traits* determined by what special thing they can do (*talent*), what objects they use to accomplish their task (*tool*), and the emotions and convictions they have (*motivation*).



In addition to these player-created character *Traits*, the Game Master will create a scene *Trait* for players to interact with. When the Game Master sets a new scene, they will call out one detail in particular as a *Trait*. Players may use this to their advantage just as they would any other *Trait*.

TRIGGERING MOVES

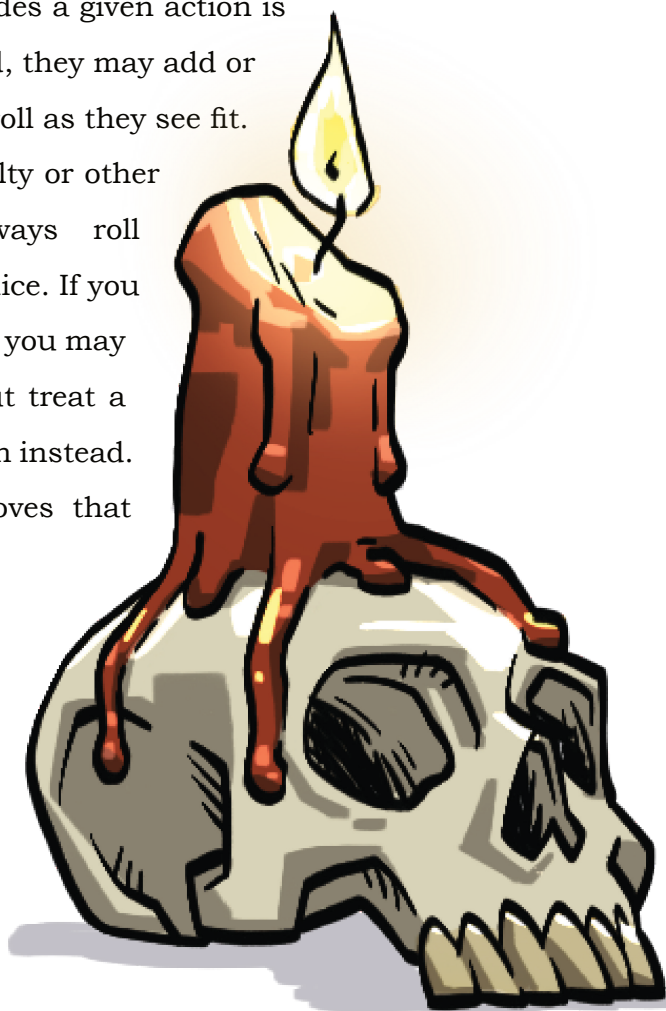
Moves are the basic ways actions are resolved in the game. Essentially, they help to keep the story moving forward. In order to use a move, players have to first describe what they are doing in the fiction. The narrative determines when moves are triggered, not the players or Game Master.

When a player describes an action fitting one of the moves, they roll one die for each *Trait* that would be beneficial in that situation. Players take the highest die as their roll. If you roll a 6, it's a success. If you roll a 4 or 5, it's a complication – you succeed, but at some cost as described in each of The Moves. If you roll a 3 or less, it's a failure – the Game Master gets to make a move against you instead.

If the Game Master decides a given action is particularly easy or hard, they may add or subtract a die from the roll as they see fit.

Regardless of the difficulty or other factors, you will always roll between one and three dice. If you have no applicable *Trait*, you may still roll a single die, but treat a roll of 6 as a complication instead. There are six basic moves that players can trigger.

- Avoid Danger
- Cunning Ploy
- Get Violent
- Look Around
- Don't Get Caught
- Talk it Over



CRITICAL FAILURES

One of the core aspects of all minions is their penchant for chaos. Critical failures represent those times when a minion tries too hard and fails spectacularly.

Whenever you roll a 3 or less, there is always a chance of a critical failure. If any of your dice have a 1 on them, you critically fail. The Game Master will ask for a single word *Prompt* to establish the details. They will then use that word as inspiration for how things get dramatically worse.

But with utter failure comes lessons to be learned. The way that characters learn and grow is directly tied to critical failures. Whenever your character rolls a critical failure, they get to write down a short phrase describing what they learned from the experience.

You may choose to use one of your experiences at any time as if it were a *Trait*. On a roll of 6, you get to keep the experience. On a 4 or 5, it can't be used for the rest of the session. On a 3 or less, you lose it permanently.

ZEAL

All characters start out with 5 points of *Zeal*. These may be spent to change any roll into an automatic success. *Zeal* never replenishes for a character, and when they're out of *Zeal*, their service may soon end horribly.

HARM & DEATH

When your character is injured, they receive one *Harm* and roll a single die. If you roll greater than the amount of *Harm* your character has, then they survive. Otherwise, they die spectacularly. If you still have *Zeal*, you may spend it to keep yourself from dying.

Harm against non-player characters works a little differently. The average person only needs to take *Harm* once to be taken out of a fight.

Those with fighting experience such as guards or mercenaries require two *Harm* to be taken out of a fight.

Adventurers have a set of stunts they can use against the players. Whenever they take a *Harm*, the player gets to choose one of their stunts to disable. When all of their stunts are gone, the adventurer is defeated permanently.



SHINY

Players have the opportunity to gain *Shiny*, which represents the various bits of gold and valuables minions pick up. *Shiny* can be spent to gain additional items. There are a few different kinds of items players may gain, usually

acting similar to a *Trait*. The GM decides if a given

item could reasonably be obtained, but

should attempt to include unique

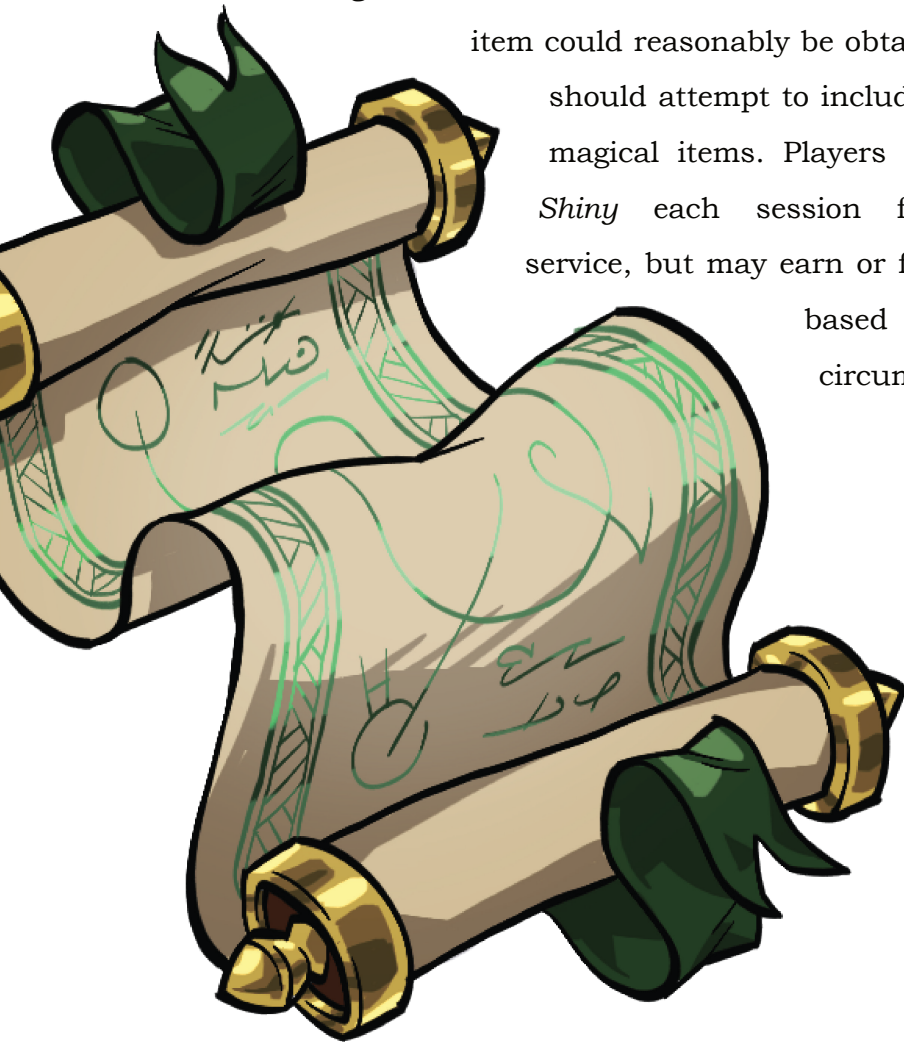
magical items. Players earn one

Shiny each session for their

service, but may earn or find more

based on the

circumstances.

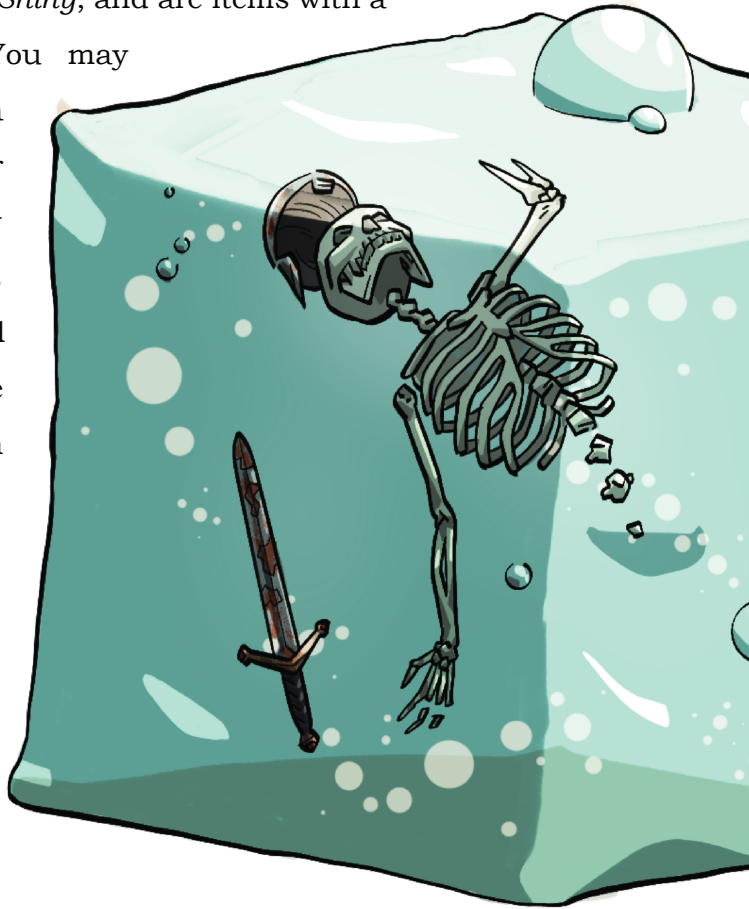


ITEMS

Mundane items cost 1 *Shiny*. These are simple tools and pieces of equipment that don't grant *Traits*, but can be used to increase your options within the narrative.

Minor items cost 2 *Shiny*, and are items with a single, quick effect. You may use this item as a *Trait* for a single move, after which it is expended.

Major items cost 4 *Shiny*, and are items with a sustained effect. You may use this item as a *Trait* for any number of actions, but only until using it results in a failure or until the end of the session, after which it is expended.



THE MOVES

MAKING MOVES

The important thing to remember is that doing what the move describes is how you trigger it. Don't ask if you can *Get Violent*, just do it. Tackle someone to the ground or take a swing at them. The game works best when you describe what your character is doing first. Start with the action, and use the rules to determine the result.

When you're playing the game, you may narrate what your character would do next and the Game Master will tell you what move to make. At other times, you may know what move you want to make, and you'll describe your character's actions in a way that would trigger the move.

It's also important to note that the moves are not intended to be repeated over and over unless the situation has changed. If you attempt to *Look Around* and fail, then you can't just look harder unless you do something to alter the situation. The moves are designed to create the story. Trust them to do that.

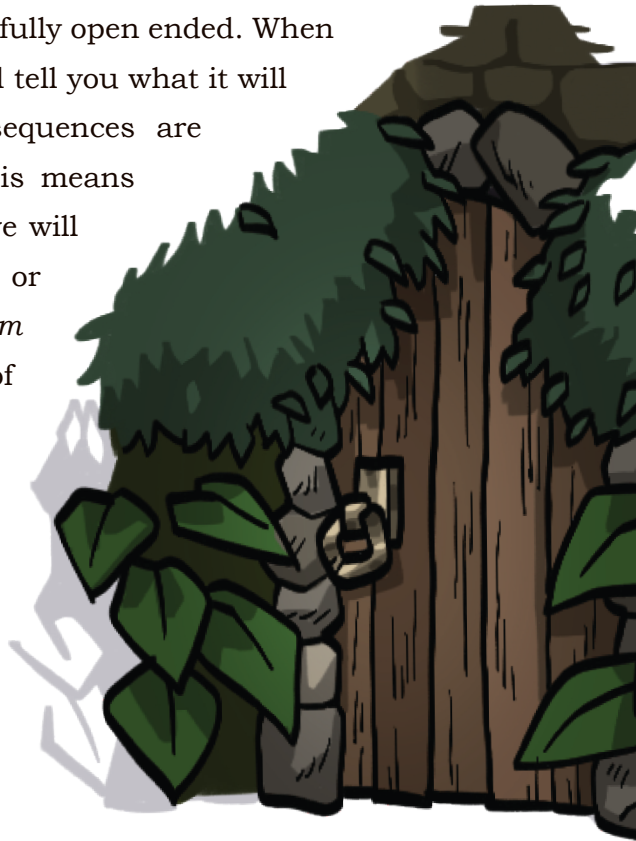


AVOID DANGER

When you attempt something without regard for the consequences, make a roll. On a roll of 6, you pull it off. On 4 or 5, the Game Master will tell you what it will cost to succeed.

Avoid Danger is for when your character is trying something risky. You could be trying to climb up a tall wall, run past a set of enemies, or duck for cover to avoid getting hurt. It's a great move to use when the group isn't sure which move best applies.

The consequence is purposefully open ended. When it says the Game Master will tell you what it will cost to succeed, the consequences are entirely in their hands. This means they might tell you the move will put you in a bad position, or that you could take *Harm* doing it, or any number of things. It's up to the player if the cost is worth pressing forward.



CUNNING PLOY

When you make preparations or attempt to create an advantage, make a roll. On a roll of 6, you temporarily create a new scene *Trait*. On a 4 or 5, the *Trait* can only be used once and must be used immediately.

Cunning Ploy is the move for helping the group as a whole. This could be creating a trap, directly trying to help another character, or adding something beneficial to the scene. Essentially, you are trying to change the situation to your advantage.

This is a great move for when you want to increase your chances of success. The trait created is temporary however, and exactly how long it sticks around is entirely up to the Game Master. Something like creating a fire might stick around for a very long time, while something like setting up a trap might only be usable once. If your roll results in a complication and the conditions aren't right to use it immediately, you lose the opportunity.



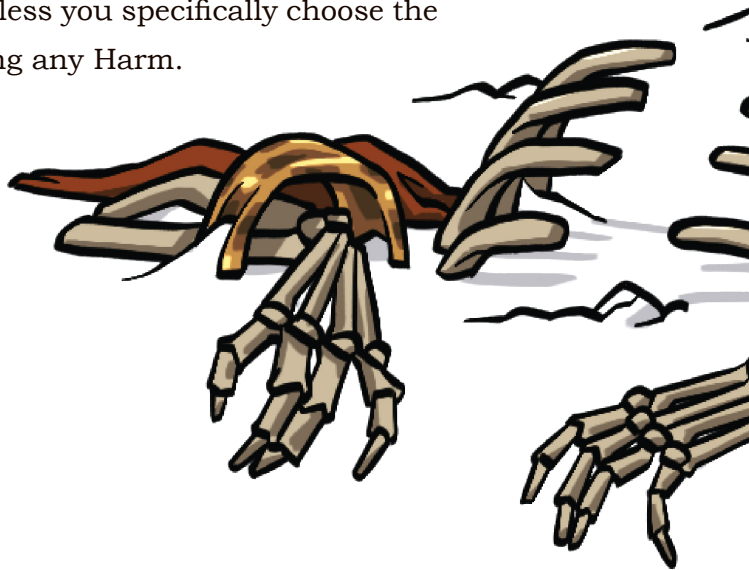
GET VIOLENT

When you use force against someone, make a roll. On a roll of 6, choose two. On a roll of 4 or 5 choose one:

- You don't take *Harm*
- You deal *Harm* to them
- You get them out of the way
- You take something from them

Get Violent is for when you are using force to get what you want. This isn't threats, but physically acting against someone by any means necessary. This could involve attacking someone with a weapon, grabbing or pushing them where you want, or ripping something out of their hands.

If the person or situation in which you are getting violent is inherently dangerous then you are inviting the GM to give you Harm unless you specifically choose the option to avoid taking any Harm.



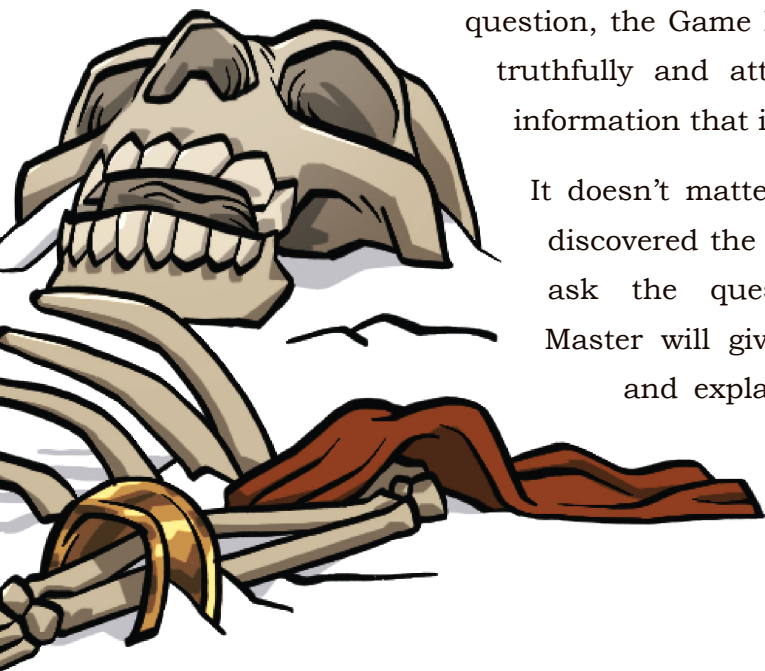
LOOK AROUND

When you attempt to gather information or search an area, make a roll. On a roll of 6, you may ask one question from the following list. On a 4 or 5, the Game Master chooses the question and answers it:

- What is dangerous here
- What is valuable here
- What has recently happened here
- What is hidden here

Look Around is the move for when you want to know more about what's around you. When you ask a question, the Game Master will answer truthfully and attempt to give you information that is helpful to you.

It doesn't matter exactly how you discovered the information. If you ask the question, the Game Master will give you the answer and explain how you found the information.



DON'T GET CAUGHT

When you try to deceive someone or do something without them noticing, make a roll. On a roll of 6, nobody notices. On a 4 or 5, choose one:

- The deception will not last long
- You are exposed to danger somehow

Don't Get Caught is for whenever you're trying to trick another person. Whether you're trying to keep them from noticing you hiding, taking something from them, using a clever disguise, or lying to them, this is the move.

If you choose for the deception to not last long, then they will attempt to find you after they find out what you did. This means the Game Master will bring them back as a problem you will have to deal with. Being exposed to danger means that you either suffer a repercussion now, or that the Game Master will soon cause the situation to get dangerous.



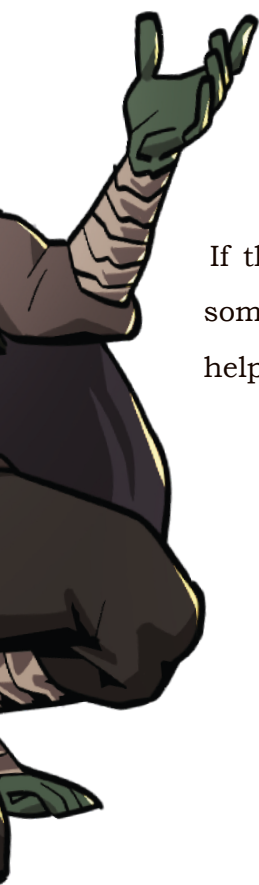
TALK IT OVER

When you ask something from someone willing to listen, make a roll. On a roll of 6, you convince them to help you. On a 4 or 5, they demand something more in return.

Talk It Over is for situations when you have someone who is already willing to listen to you. This is not for dissuading hostile or violent enemies. You must have a good reason why they should listen to you in order to use this move.

You could attempt to bribe someone with *Shiny* or explain how helping you is also in their best interest, but some reason that makes the person willing to listen to a minion is necessary.

If they demand something in return, they might ask for something physical they want or a favor, but they refuse to help until you've completed your end of the bargain first.



CHARACTERS

MAKING A CHARACTER

The first step to creating a character is deciding who they are and how they fit into the world. The game assumes you are playing a minion of some evil overlord or monster. Players are encouraged to choose something monstrous for their character: a goblin, an orc, etc. Players are free to play anything they want, so don't be afraid to play as something weird.

Once you have a general idea of who they are, you need to choose three *Traits* to represent them. These *Traits* should be short phrases that describe your character's *Talent*, *Tool*, and *Motivation*. When you choose a *Trait*, think carefully about how it can help you with the moves. If you can't immediately think of a way to use it for more than one move, try and come up with a different *Trait*.

Talents are what your character is good at. It could be their incredible strength, how sneaky they are, or maybe it's their ability to breathe fire.



Tools are what your character owns. It should be something that defines who they are or a favored piece of equipment. It could be a rusty old sword they always carry with them, their set of climbing gear, or even an animal companion.

Motivations are what drives your character, what emotion defines them, or how they see the world. They could be defined by their thirst for vengeance, their fear of getting hurt, or their belief that humans are evil.

GM's always have the final say on whether a player's *Trait* is allowed in their game or not, but they should take care to accommodate a player's chosen concept. Players can

choose to swap these *Traits* out at a later time as their idea of their character becomes more solidified or they gain new items and experiences. However, this should be done infrequently, and requires permission from the GM to do so.

Finally, players choose a single *Perk* for their character from the following list. Players also get 3 *Shiny* worth of starting gear for their character.



CHARACTER PERKS

Perks are things that make a character special. They tend to define the way a character interacts with the world. Perks may offer characters special abilities, new ways to interact with basic moves, or entirely new moves that only they can use. Players can choose from any of the following:

Mayhem - You may use *Prompts* from critical failures as if they were scene *Traits*. Additionally, once per session you may narrate how a critical failure was actually an incredible success.

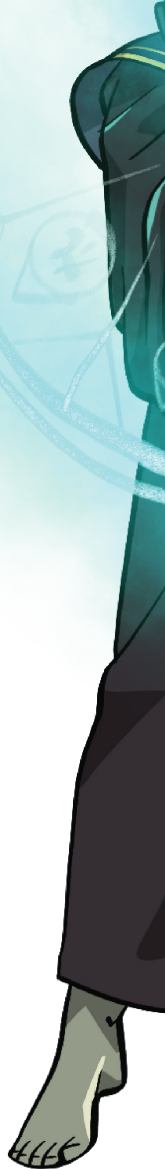
Breaker - When you attempt to destroy an object or structure, make a roll. On a 6, it's broken beyond repair. On a 4 or 5, the GM chooses one effect.

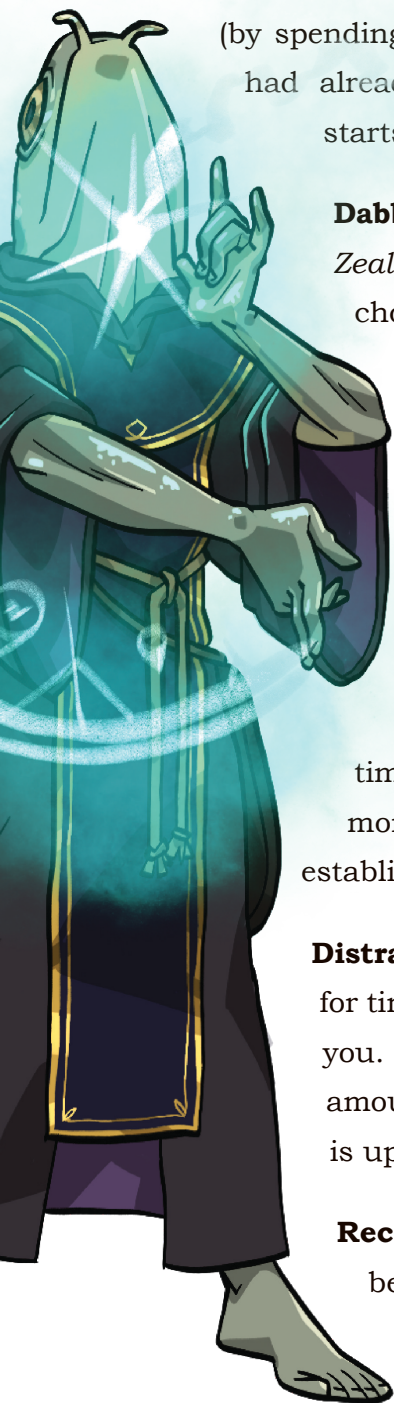
- You draw unwanted attention
- You destroy something else that was important
- You accidentally *Harm* someone in the process

Slippery - When you attempt to escape a bad situation, make a roll. On a roll of 6, choose two options. On a roll of 4 or 5, choose one option.

- You escape without being noticed
- You escape without taking *Harm*
- You escape with someone or something

Curious - When you *Look Around* you may ask any question of the Game Master.





Hoarder - You may reveal that you have an item with you (by spending an appropriate amount of *Shiny*) as if you had already bought it. Additionally, your character starts with three extra *Shiny*.

Dabbler - You are able to use magic by spending *Zeal*. When you want to unleash magical forces, choose a target and *Prompt* the GM. They will narrate the effects of the magic in a way that is far beyond a normal success.

Leader - When you tell everyone what the plan is, others may roll an extra die once when following that plan.

Mastermind - Twice each session, you may reveal you had done something at an earlier time. Make one move as if flashing back to that moment, even if you hadn't previously established you'd been there.

Distraction - When you attempt to distract or stall for time, make a roll. On a roll of 6, all eyes turn to you. On a 4 or 5, you distract them for a short amount of time, but they retaliate when your time is up.

Reckless - When you react to something new before anyone else, and without making a plan, roll an extra die.

Skilled - Choose a *Trait* and a move. Whenever you use these together, you may treat any roll as a 4 or 5 regardless of what you actually rolled.

Protective - When an ally would take *Harm*, describe how you protect them and make a roll. On a roll of 6, you protect them and they don't take *Harm*. On a 4 or 5, you take the *Harm* instead of them.

Tough - When rolling for *Harm*, you survive if you roll equal to your level of *Harm*. Additionally, when you spend *Zeal* to avoid death, you roll an extra die on your next move.

Grovel - You can try and *Talk it Over* with those that are hostile or unwilling, but on a successful roll you treat it as a complication instead. The Game Master cannot choose to *Harm* you as a consequence when using this move.



CUSTOM PERKS

Sometimes you will want to create a custom perk that fits your character specifically. This could be because none of the provided perks fit your character, or because something you wanted didn't easily fit as a *Trait*. In either case, creating custom perks is encouraged.

Choose one of the provided perks and work with your GM to modify the wording to match your idea. New perks should always be something you can use frequently and that defines the way that your character plays.



SESSIONS

THE FIRST SESSION

Before you start the first session, there are a few things you need to cover as a group. First, work with your Game Master to figure out who owns the dungeon. Answer the following questions to learn more about them.

- Who are they?
- What is their goal?
- What is their motivation?

These questions help establish who you're working for. The difference between their goal and their motivation is important. A goal is what they ultimately want, their motivation is why they want it. Each player should tell a quick story of how they came into the dungeon owner's service, or a defining experience they have had.

Next, each player should describe how something went horribly wrong for their character in the past. They may add this as an *Experience* to their character sheet. It is assumed the characters have been working together for some time, and this helps facilitate that shared bond.



Last, it's important to fill in the details of the world a bit more. Perform each Dungeon Action from the following section once to fill in some details about the world. After you have a few details you may choose to pursue something created by a dungeon action, or turn to the GM to tell you what your overlord requires of you.

BETWEEN SESSIONS



Whenever there is a significant amount of time to rest and recover, all players remove all *Harm* from their character and may collectively choose what the other minions in the dungeon have been up to by choosing a Dungeon Action.

Dungeon Actions are how new events in the world are generated. Specific actions reveal different things about the world and help the players know what opportunities they can pursue. Each action has a potential upside and a potential downside depending on how the players roll. You may not choose the same dungeon action twice in a row. There are three actions the group may choose from.

Raid a Village - All players gain one *Shiny*, and your *Notoriety* increases by one. Each time you choose this action, roll a die. If you roll less than or equal to your *Notoriety*, the Game Master will create an adventurer to pursue you and your *Notoriety* is reset.

Meddle With Magic - Tell the GM what you're trying to accomplish with magic and roll a die. If you roll a 6, you create the desired effect. On a 4 or 5, you discover the need of some odd component. For each component you've gathered you may roll an additional die. On a 3 or less, the magic backfires. The GM always determines the exact effect of the magic.

Send a Scouting Party - Choose a single word as a *Prompt* for new information and roll a die. On a 6, you add an undiscovered location to the world that has some beneficial item or resource. On a 1, the *Prompt* backfires and you've drawn the attention of something nearby. On any other roll, the Game Master will reveal a new opportunity nearby.



GAME MASTER

RESPONSIBILITIES

There are three things a Game Master is responsible for. Gaming Principles are all about what happens within the game. Narration Principles are all about how you describe the world and action. Lastly, Consequences are the things you should do when a player fails a roll.

Sticking to these principles and enforcing consequences is essential to your role as the Game Master.

GAMING PRINCIPLES

Play to Find Out - Never create a specific plot or think about what should happen next; your attention should always be focused on the characters' actions. Actively listen to what the characters are doing, and react with the first thing that comes into your head.

It may be hard to let go and not actively think about a plan, but the game's mechanics are designed to help answer this question. If you ever feel like you don't know what to do, *Prompt* the players and use that to inspire what happens next.

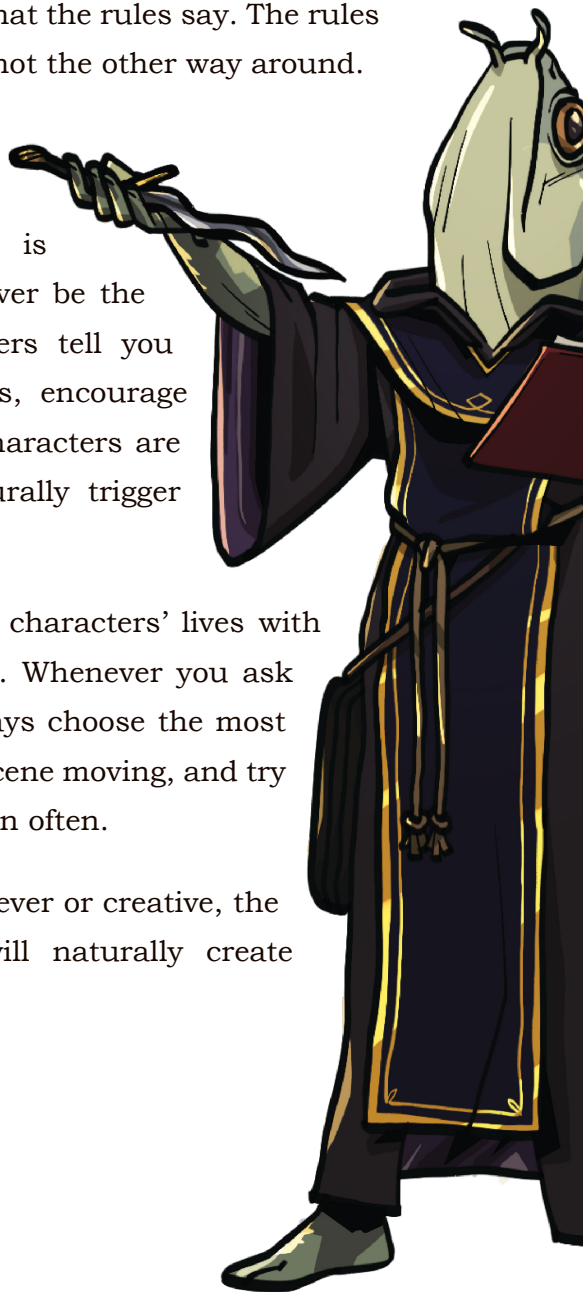


Focus on the Fiction - Always worry more about what's happening in the fiction than what the rules say. The rules are made to support the story, not the other way around.

The rules are important to making the game flow correctly, and following them is important, but they should never be the focus. Instead of having players tell you when they want to use moves, encourage them to focus on what their characters are doing and let the moves naturally trigger from their choices.

Embrace the Chaos - Fill the characters' lives with ways they can get into trouble. Whenever you ask yourself what comes next, always choose the most interesting option. Keep every scene moving, and try to change the situation they're in often.

Don't feel like you have to be clever or creative, the way that the game works will naturally create random and fun moments.



NARRATION PRINCIPLES

Focus on their Character - Always address the characters, not the players. Ask questions about what their character would do, or how they feel in a given situation.

The characters play a central role in the game, focusing on the character, rather than the player will help your players get into their roles more.

Fill the World with Wonder - The world is big, and the characters are only a small part of it. Get prompts from the players often to establish details about places they've never been to. Make the game bigger than the dungeon.

When you Prompt the players for new details just go with the first thing that pops into your head. Don't be afraid to create wild and crazy places or people.

Make Characters Memorable - Every person the characters meet should have a name and a unique detail. Reuse people the characters know instead of creating new ones. Consider writing down a list of names and details you can use at a moment's notice.

Using the same guidelines for creating *Traits* is a great way to add more details to characters. Give them a distinctive talent, tool, or motivation and call out this detail to the players. It doesn't give them a bonus, and you shouldn't call it a *Trait*. It's just a detail that helps the players latch on to who this character is.



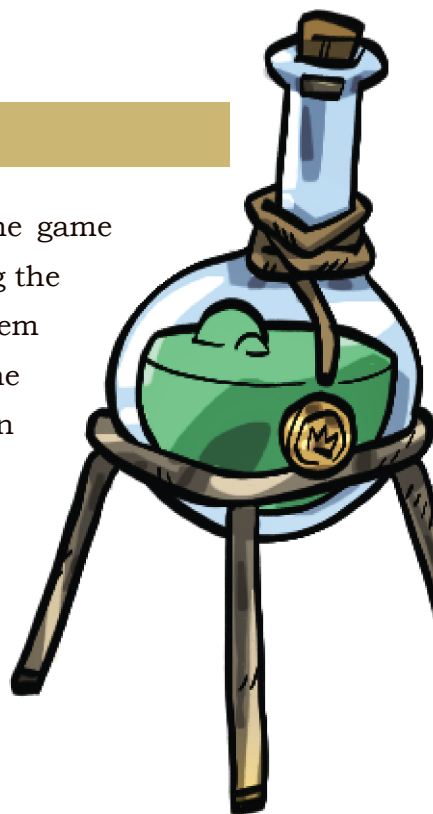
SETTING THE SCENE

The game is best managed when it is broken down into scenes. New scenes are created whenever the characters enter a new location. Moving from scene to scene is a natural way to progress the game. It's perfectly okay to skip forward in time and move to another scene. You don't have to play out every time the characters travel or rest. Fill in the details quickly, and skip to the fun parts.

Don't forget to call out one detail as a scene *Trait*. These are important to the game's balance, and help the characters succeed in situations their characters normally wouldn't be skilled in.

CONSEQUENCES

Consequences are essential to making the game work properly. Don't shy away from hitting the players hard, but never seek to punish them for their choices. Consequences give the game stakes and help drive the action forward by creating new problems.



When a player rolls a 3 or less, this is a failure and you may choose one of the following consequences. Always choose the consequence that best fits the narrative when a player rolls a failure. You don't have to stick to this list, but it's strongly encouraged to choose something with meaningful consequences.

- Remove a scene *Trait*
- Use their actions against them
- Take an opportunity away from them
- *Harm* them or something they care about
- Warn them of impending danger
- Hit them with danger
- Increase their *Notoriety* (and force a roll at session end)

Remove a Scene Trait - Removing a scene trait is a great way to make a situation harder on the players. This is especially good if they have used *Cunning Ploy* to create one first. It is also appropriate to use the scene trait against them in some minor way when you remove it. Create a new problem they have to deal with, because the scenario has now changed.

Use Their Actions Against Them - Sometimes the players cause their own trouble. When they give you the perfect conditions to cause their own trouble, give them exactly what they deserve.

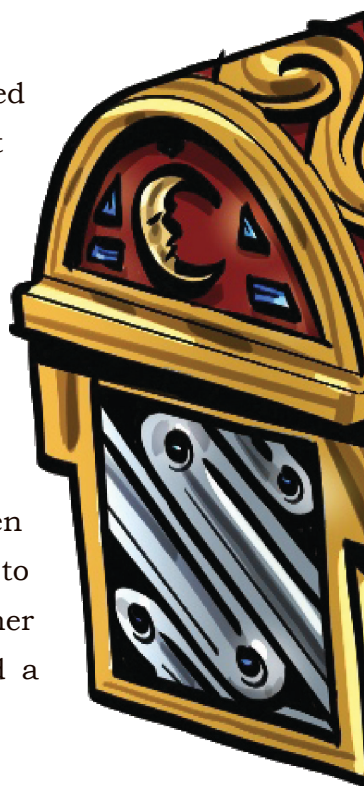
Take an Opportunity Away From Them - Using this consequence is all about closing doors and burning bridges. Be careful that when you use this consequence they still have routes in front of them that they can take.

Harm Them or Something They Care About - Directly *Harm* their character and make them roll to see if they die or not. You can also hurt another character, wreck a location they frequent, or break a Mundane Item they like.

Warn Them of Impending Danger - Create some threat that is going to be really bad when it comes, but give them a chance to prepare for it. This could be the knowledge that enemy reinforcements are coming, or that a particular situation looks like it could turn deadly fast.

Hit Them With Danger - After you've warned them it's important to follow through and hit them with the danger they were warned about. In some cases, the situation they are in is inherently dangerous and you can hit them without warning.

Increase Their Notoriety - When word gets back to the wrong people, the chances of an adventurer coming for them gets bigger. When this move is used in a session, they need to roll to see if an adventurer comes after them whether they raided a village or not. If they also raid a village, make them roll twice.



ADVENTURERS

Adventurers are a great way to hinder the players and to make the game more interesting. Essentially, adventurers are a collection of three stunts that can be used against the players. Whenever the player *Harms* a adventurer they get to choose a stunt to remove. Once all stunts have been removed, the adventurer is defeated.

Once each session, you may make an adventurer arrive regardless of where the players are or what they are doing.

Adventurers never run unless they have taken at least one *Harm*. The list of adventurer stunts are as follows:

Armored - Players must remove this stunt before any other stunt.

Surprise! - When this adventurer shows up, they make a flashy entrance and instantly *Harm* a character.

Thief - When this adventurer shows up, roll a dice and take that much *Shiny* from the characters. If they don't have enough *Shiny*, take an item instead.



Vengeance - When this adventurer is killed, the next adventurer was a friend of this adventurer and gains an extra stunt.

Disguise - When this adventurer shows up, the players are not tipped off that this is an adventurer unless they attempt to *Harm* them.

Annoying - This adventurer may show up more than once per session.

Mobile - This adventurer can squeeze, climb, or cross any distance.

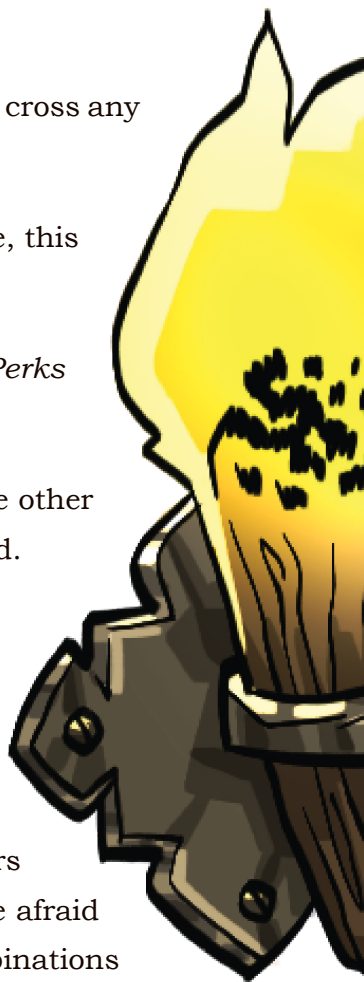
Hidden - Whenever the characters roll a failure, this adventurer may instantly hide.

Counter - Characters may not use their *Perks* against this adventurer.

Dangerous - Characters who attempt any move other than *Get Violent* take *Harm* unless they succeed.

Observant - Characters may not use *Cunning Ploy* or *Don't Get Caught* if this adventurer is watching them.

Game Masters are encouraged to create their own custom stunts to better fit the adventurers they want to send against the players. Don't be afraid to reuse stunts, but always try different combinations so that every adventurer feels different.



JUDGMENT CALLS

Often you are going to have to make calls on when a specific move should be triggered, or what *Traits* apply to a given situation. Always try and be a fan of your players in these situations. This doesn't mean you are always going to side with what the character wants, but you should try and choose what will make the scene most fun for everyone involved.

HELPING CREATE CHARACTERS

Your players may need help creating a character, and creating good *Traits* is really important to making sure that a character is able to do what that player envisions them doing. It's your job to give approval on all the *Traits* a player chooses.

When a player comes to you with their concept, take a look at their *Traits*. Are any of them so specific that you don't imagine it coming up during the game? Are any of them so general that the player will be able to justify using it every time? If you answer yes to either of these questions, then it is not a good *Trait*.



HACKING YOUR GAME

While *For the Dungeon!* was designed with the idea of playing as minions in a dungeon, there are a lot of other great settings that fit similar tropes. If you want to run a game about being the henchmen of a super villain or

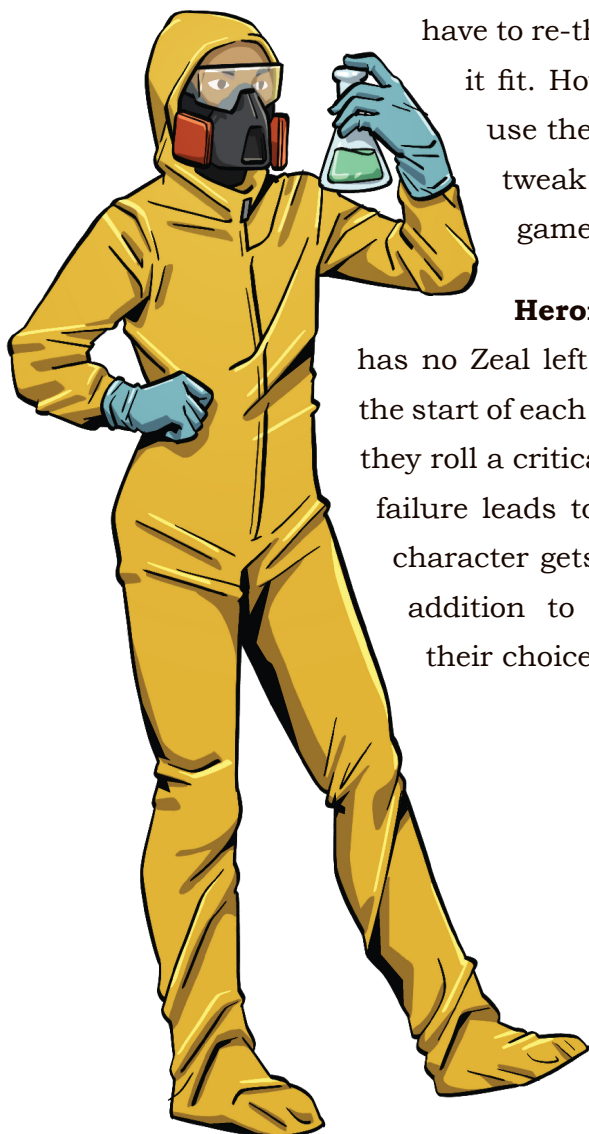
ordinary soldiers during a war, you only

have to re-theme things to make

it fit. However, you can also

use these alternate rules to

tweak the tone of the game.



Heroic - If a character has no Zeal left, they regain one at the start of each session or whenever they roll a critical failure (unless the failure leads to their death). Each character gets the Skilled perk in addition to any other perk of their choice.

Gritty - If there is not currently an adventurer pursuing the characters, they roll against their Notoriety every time a critical failure is rolled. Spending Zeal only allows a player to re-roll their dice instead of giving them an automatic success.

Dramatic - Choose three things your character values above all else. It could be a relationship, a lifestyle, a belief, or an aspect of their personality. Whenever you spend Zeal you must narrate how you sacrifice one thing your character values to succeed. You may choose new things they value as your character changes with each sacrifice they make.

PLAY EXAMPLE

GM: The Dark Druid has sent you to plant her magical seeds in the royal gardens, you're at the castle wall now, what do you do?

Goblin: I'd like to send my rat scurrying up the wall and scout what's on the other side.

GM: Sounds like you're *Looking Around*. Go ahead and roll two dice for your traits Rat Companion and Curiosity.

Goblin: My highest die is a 6. I'm going to choose to ask, "What is hidden here?"

GM: Your rat scurries up the wall and notices a secret entrance into the gardens. They also notice a few guards patrolling on the other side.

Orc: I'll distract the guards while you two rush into the garden and plant the seeds. I'm going to use some rope to climb over the wall and try and ambush the guards.

GM: As you cross over the top of the wall the guards turn in surprise to see a giant orc lumbering over the wall. How are you trying to keep them busy while the others plant the seeds?

Orc: I'll use my Incredible Strength and my Desire to Protect to try and pin them against the wall and let my friends get by.

GM: Go ahead and roll for Get Violent.

Orc: That's a complication, my highest die is only a 4.

GM: That means you only get to choose one option from the list, what's your choice?

Orc: I'm going to choose to "Get them out of the way."

GM: You manage to pin them against the outer wall, but not before one of them stabs you with his spear, I'm going to need you to roll against your *Harm*.

Orc: I rolled a 3, and this is only *Harm* I have right now so I'm still good.

Goblin: Hearing the distraction, I'm going to use the rope to rush over the wall, following my rat to the secret entrance into the gardens.

Kobold: I'm right behind her!

GM: Perfect, you all dash into a cleverly disguised bush finding the royal gardens on the other end. There are a lot of tall bushes that wind all over the garden. I'm going to add Hedge Maze as a Scene Trait you can use.

Kobold: We're going to plant the seeds in the center of the garden. If there's a watering can nearby, we'll use that.

GM: You plant the seeds and water them. Immediately thorny vines grow out from the ground and start spreading out, rapidly covering everything. A few guards notice the commotion and come rushing over to stop you.

Kobold: I'm going to try and rush past them and lose them in the Hedge Maze.

GM: Go ahead and also add your Fear trait and roll to *Don't Get Caught*.

Kobold: I didn't roll high enough, and one of the dice came up as a 1.

GM: That's a critical failure, go ahead and give me a *Prompt*.

Kobold: I'm going to choose the word "Fish" as my prompt.

GM: You rush past the guards in a panic, too worried about them catching you that you don't notice the enormous pond in front of you. You fall in with a splash and an enormous koi fish tries to take a bite out of you. You take one *Harm*, go ahead and make a roll.

Kobold: Another 1, I don't want to disappoint my master by dying like this! I'm going to spend a point of Zeal to change my roll to a success.

GM: Because you had a critical failure, you also get to add an *Experience*, what did you learn from your mistakes?

Kobold: To always watch where I'm going.

GM: Sounds good, don't forget you can use that if you ever need to pay close attention to anything in the future.

Orc: Hearing they're in trouble I'm going to stop holding the guards at bay and rush over to help them.



GM: You see your friend trapped in a giant pond with guards closing in behind them quickly.

Goblin: I'm going to have my rat run around the guards as a distraction so I can get him out of the water. I also have a smoke bomb that I bought and now seems like a good time to use it.

GM: This sounds like you're trying to *Avoid Danger*. Go ahead and roll your extra die for using a Minor Item.

Goblin: That's a 5. What's it going to take for me to get past these guards?

GM: There distracted enough that you can probably get past them, but it's likely they're going to attack you as you run past.

Orc: Not if I can help it. I'm going to use my Protector Perk to rush in and defend her. I have my Strength, Shield, and Desire to Protect so I feel pretty confident I'll be okay.

GM: That sounds fair, go ahead and roll all three of your dice.



Orc: That's a 6! I see the guards take a stab at my friend and lunge forward, covering her with my shield and throwing the guards off of her.

GM: With all of you out of danger you could probably have escaped. Unfortunately for you an *Adventurer* just showed up. Sir Goldenblade, the famous knight has appeared to stop you. He gets to use his special move *Surprise!* With a flash of his cape and a twirl of his mustache he draws his sword and attacks you, roll against your *Harm*.

Orc: I rolled a three this time, which is still more than the two *Harm* I have so I'm okay.

Goblin: I'm going to sneak up and attack from behind!

GM: Go ahead and use your *Stealthy* trait to Get Violent.

Goblin: That's a 6, take that Goldenblade!

GM: You get to wound them, which move do you want to take away from them?

Goblin: He needs to be knocked down a peg, I'm going to hurt his ability to use *Surprise!* on us in the future.

GM: With the guards distracted by the thorny vines and the adventurer wounded you are able to run away in the confusion. The Dark Druid will be pleased with what you've done here today, well done.

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