

6e Revised Edition



**"Six adventures in
the dark"**

**A six player dungeon crawl
experience**

By Indigo McDonald

Character Maker

Choose your character class

Roll 14D6

Record the value of each die in a blank box on your character sheet

2/Aspect - 1/Talent

Compile the available numbers for your aspects.

Name your character and determine pertinent details

Fervor

For actions you want to do

Torpor

For actions you don't want to do

Temper

For actions you are driven to do

Hunger

For actions you need to do

Aspects

Honor

For actions you must do

1 Decide which of the six of you will be The Dungeon Manager (The Dungeon) while the remaining five will be Adventures

2 Next decide as a group the following;

“What is a dungeon?”

“What is an adventure?”

“What do those things look like?”

3 “Why do adventurers go into dungeons for money?”

The Adventures then make characters

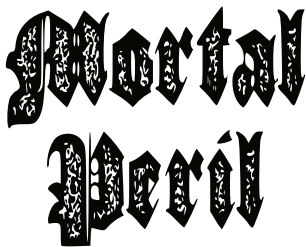
4 The Dungeon prepares the dungeon that the adventures will explore today

If none are prepared TSR's B-2 Keep on the Borderlands is a great choice

5 Each player introduces their character or the story and play begins

Talents

Each character class has a different name for talents but they will all be referred to as “talents” for the purposes of the rules



All adventures put their lives on the line every day and as such they all possess a Mortal Peril Track (on their character sheet).

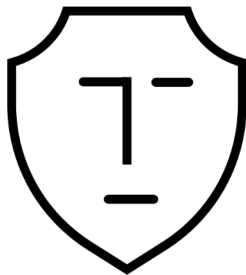
Begin by marking the zero closest to positive end with a paperclip for easy reference

Every time an adventurer succeeds on a roll they advance their peril tracker by one towards the positive end, to the maximum listed

Every time an adventurer fails on a roll they move their peril tracker one step towards the negative, to the minimum listed

If at any point you need to raise your peril track above the maximum listed, you instead add 100XP to your character sheet and reset it to the most positive zero available

If at any point you need to lower your peril track below the minimum listed, you instead add 100XP to your character sheet and reset it to the most positive zero available. In addition your character is taken out of the action and suffers a narratively appropriate fate as determined by a simple majority opinion of the players. If your character dies, tear up the sheet and begin work on a new one



Aptitude &

Any time an adventure needs to complete an action in which the outcome is uncertain the respective player makes a roll

An adventurer's Aptitude for a roll is determined by the player selecting the Aspect that is the most appropriate for their character at the moment, and adding a maximum of one of their applicable Talents

If the adventures Peril Track is currently negative, then reduce the Aptitude by the same amount

Increase Aptitude by one if you have a relevant Magic Item

Determine if there are any other factors influencing the roll, and handle them

Rolling the die

Roll 1D20, if the results are lower than or equal to the Aptitude then the roll is a Success, The dungeon and that adventurer work together to determine what that looks like

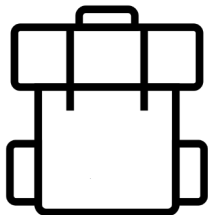
If the results are greater than the Aptitude then it is a Failure, The dungeon and that adventurer work together to determine what that looks like

Any adventure may help another by describing what they do to help and reducing their Peril Track by one. Only one player may help each roll, the player who is rolling may always refuse help.

If an adventurer is helped they roll 2D20 and only use the result they want

If at any point The Dungeon demands that Adventures make a Save they treat their Aptitude as 8 + the number of character advancements they have taken and preceding as above

Gear & Gold



It is assumed that every adventurer is armed and armored as appropriate to their class i.e. the fighter has his shield and hammer and the mage has their spell book and hat

If at any time incidental mundane gear is needed; a torch, rope, 10½' pole, beef jerky, ect., that adventurer may simply write it in one of their empty inventory slots (All characters have 10) as if they had it all along but they hold no resale value

Any time an adventure finds an item that they wish to take with them they may write it in their inventory, removing one slot of the slots if necessary

If an item is broken, lost, or otherwise rendered unusable simply cross it off rather than remove it from the slot it's in

Small items with a cumulative weight equal to that of a Lemuroid Ring-tail Possum (1KG) can be grouped into a single slot (124 gold coins)

In town an adventurer may pay 10gp/slot to empty their inventory, allowing for future incidental items

Track gold you are bringing from the dungeon separately from other gold

Gold left in the bank at town does not count for inventory slots

Carts and pack animals have between 1-6 inventory slots than cannot be used for incidental items, and cannot be brought into a dungeon

Henchmen can be brought into a dungeon and have 5 inventory slots that can be used for incidental items

Henchmen and Such

Each have 5 inventory slots that can be used for incidental items

Each have an Aptitude that is used for all of their Rolls or Saves

They may have a special power that increases their Aptitude

Any time they fail a roll, tick one segment of their clock

They each have a 4/6/8/12 segment clock, when this clock is filled, the henchman is lost

Henchmen remove all ticks on their clock when they return to Town

Carts cost 5-50gp/item slot (Max 6) and require an animal or henchman or adventurer to pull

Pack animals have 2 item slots and cost 150-500gp

Riding animals cost 100-1000gp

Pets are mechanically useless and cost 50-700gp

Henchmen prices are listed by type

Torch Bearer



Aptitude: 8
100gp / trip

Guide



Aptitude: 10
+1 to avoid
danger
350gp / trip

Body Guard



Aptitude: 8
+4 to protect
the party
500gp / trip

Undead Minion



Aptitude: 6
+1 to eat
500gp in rare
gems + a fresh
corpse





**The Town exists purely
for clerical work, all
role-playing and fun will
happen going to, while in
the dungeon and on
your return trip**

In town any player may

- Deposit money in the bank - Purchase character advancements with XP -
- Buy Carts, pack animals, henchmen, or magic items - Empty inventory slots -
- Gain spiritual absolution, as appropriate to the character, and reset their Peril Track to the most positive zero -
- Retire their character and/or make a new one - Take on the roll of The Dungeon -
 - By unanimous table vote -

CHECK OUT THE
COMPANION PIECE
TO THIS GAME,
WHERE YOU PLAY
AS RACCOONS
COMPETING FOR
WHO IS THE BEST
THIEF. IN A SIX
PLAYER
COMPETITIVE
STORY GAME



[https://
4b0082.itch.io/
garbage-kings](https://4b0082.itch.io/garbage-kings)

Running the Game

This game runs best with dungeon module style play, it is recommended that The Dungeon either write their own or use any published dungeon crawl style module and ignore any and all rules text.

Focus the story on the journey to the dungeon and the dungeon crawl itself and simply monologue about the return to town.

Monsters, locked doors, or obstacles of any kind are considered Problems

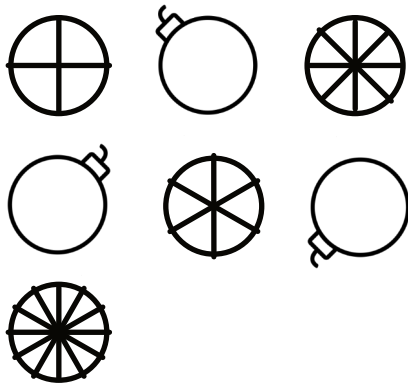
Make sure to clearly inform all players if there's a Problem that might affect the adventurers as they arise, and if the problem will harm them if not dealt with

If the Problem will harm them and it's not addressed in 1D4 actions by the adventures any affected adventures reduce their Peril Track by one

Simple Problems can be resolved with a single successful roll from an adventurer

More complex Problems, such as monsters that cannot be slain by a single strike, may need to be resolved in either 4,6,8,or 12 part clocks at your discretion.

When an adventurer Successfully rolls, secretly roll 1D6 and mark one tick on the clock if it was a 1/2/3, on a 4/5 mark two ticks, on a 6 mark three.



Monster Attacks and Saves

Anytime something puts the adventures in danger you may ask them to make a Save to completely avoid the effect, failing to do so reduces their Peirl Track by one as well as change their fictional position if appropriate.

Attacks against adventures do not result in a Save, instead simply narrate the attack as appropriate to drive them to respond. If that adventurer, or another in their stead, does not respond to the attack by the end of their turn, have them reduce their Peirl Track by one.

Attacks against henchmen do need to be announced in the same manner as before, but only result in one tick on their clock if not addressed by an adventurer or the henchman taking a turn

Combat

When something attacks the adventures or when the adventures attack something begins

Each adventurer and monster may move somewhere else and do one thing each turn

The player to decide their adventurer's action goes first, the next player is to the first players left,——

——continuing in this order until every player has had a turn (This is one round of combat or about 10sec)

On The Dungeons turn any and all monsters take their turn, any and all monsters take their turn

At any time The Dungeon may call for a player to make a Save

Combat continues if fictionally appropriate, the player who begins the round moves one player to the right in successive rounds.

At any time a player may take the turn for one of the party's henchmen, but each henchman can only be used once per round.

Exploring the Dungeon

The first adventurer(s) to enter a new room in a dungeon reduce their Peril Track by one

Henchmen cannot be the first to enter a room

The party can explore 1 room per hour

Every 12 hours the party must rest

If an adventurer does not eat and drink during this rest they decrease their Peril Track by one

If an adventurer sleeps in a dungeon they decrease their Peril Track by one

If the party sleeps in a dangerous place, publicly roll 3D6, if all three numbers match they are attacked in the night, on a result of (6)(6)(6) they are attacked by something particularly impressive



Each time a player retires an adventurer, they earn a number of points equal to 100x the number of advancements that character took

Each time a player successfully leads a party through a dungeon they earn 10 points per room in the dungeon

The first player to earn 2500 points wins the game, if more than one player wins at a time, the player who played the fewest number of characters wins, followed by rock-paper-scissors if there is still a tie

NAME _____

Mortal

Peril

Aspects

Strengths

Inventory

Fervor

--	--

Temper

--	--

Honor

--	--

Torpor

--	--

Hunger

--	--

☐ For crushing your enemies

☐ For letting loose the cries of battle

☐ For defending what's yours

☐ For taking from others

☐ For seducing the strong

☐ For bending bars or lifting gates

☐ For jaunty overland treks











The
Warrior

Gold & Treasure

3
2
1
0
+ 1
+ 2
+ 3
+ 4
+ 5
+ 6
+ 7
+ 8
+ 9
+ 10

XP

10XP each
time you
slay a foe

Roll 1D6 and add/
replace one box

1K

Roll 1D6 and write a
Custom Strength

2K☐

☐

☐

☐



Roll 2D6 and
replace one of your
"Fervor" boxes

3K**Notes**

NAME _____

Mortal _____

Peril _____

Aspects

Incantations

Inventory

Fervor

--	--

Temper

--	--

Honor

--	--

Torpor

--	--

Hunger

--	--

☐ For a spouting
sorcerers fire

☐ For warding off
vengeful spirits

☐ For treating curses
of all kinds

☐ For standing
resolute

☐ For recalling the
stories

☐ For gathering allies
of any sort

☐ For demonstrating
your power











The
Wizard

Gold & Treasure

3
2
1
1
0
+ 1
+ 2
+ 3
+ 4
+ 5
+ 6
+ 7
+ 8
+ 9

XP

10XP each
time you
cast a
magic spell

Roll 1D6 and add/
replace one box

1K

Roll 1D6 and write a
Custom Incantation

2K

Roll 2D6 and
replace one of your
"Custom
Incantation" boxes

3K

Notes

NAME _____

Mortal _____

5

Peril _____

4

Aspects _____

Knacks _____

Inventory _____

3

Fervor

--	--

Temper

--	--

Honor

--	--

Torpor

--	--

Hunger

--	--

☐ For being out of the way

☐ For catching them off guard

☐ For bypassing security measures

☐ For moving freely despite obstacles

☐ For talking your way through

☐ For knowing if its worth it

☐ For secreting away small things



2

1



0



+ 1



+ 2



+ 3

+ 4

+ 5

+ 6

+ 7

+ 8

The
Thief

Gold & Treasure _____

XP

10XP each
time you
pilfer
something

Roll 1D6 and add/
replace one box

1K

Roll 1D6 and write a
Custom Knack

2K☐

☐

☐

☐



Roll 2D6 and
replace one of your
"Knack" boxes

3K**Notes**

NAME _____

Mortal

2

Peril

1

0

0

+ 1

+ 2

+ 3

+ 4

+ 5

+ 6

+ 7

+ 8

+ 9

+ 10

Aspects — Prayers

Fervor

--	--

Temper

--	--

Honor

--	--

Torpor

--	--

Hunger

--	--

☐ To punish the
unholy

☐ To heal those who
remain faithful

☐ To spread the
doctrine

☐ To call forth minor
miracles

☐ To drive away
servants of evil

☐ To know the
righteous path

☐ To dogmatically
pursue your goal

Inventory











The
Ecclesiastic

Gold & Treasure

XP

10XP each
time you
preach to
the eager

Roll 1D6 and add/
replace one box

1K

Roll 1D6 and write a
Custom Prayer

2K

Roll 2D6 and
replace one of your
"Temper" boxes

3K

Notes

NAME _____

Mortal

Peril

1
0
0
+ 1
+ 2
+ 3
+ 4
+ 5
+ 6
+ 7
+ 8
+ 9
+ 10
+ 11

Aspects

Vows

Fervor

--	--

Temper

--	--

Honor

--	--

Torpor

--	--

Hunger

--	--

☐ To protect the innocent

☐ To serve thy liege lord

☐ To destroy the wicked

☐ To lift up the hopeless

☐ To endure for the sake of others

☐ To speak with a pure heart

☐ To give credence to your reputation

Inventory











The
Knight

Gold & Treasure

XP

Roll 1D6 and add/
replace one box

○	○	○	○	○	○
○	○	○	○	○	○

Roll 1D6 and write a
Custom Vow

☐

☐

☐

☐

☐

Roll 2D6 and
replace one of your
“Honor” boxes

1K**2K****3K**

100XP each
time you
rescue a
stranger
in need

Notes

NAME _____

Mortal _____

Peril _____

Aspects _____

Mandates _____

Inventory _____

Fervor

--	--

Temper

--	--

Honor

--	--

Torpor

--	--

Hunger

--	--

☐ To return to whence
you came

☐ To safeguard the
vital

☐ To cut out the
corrupt

☐ To enforce the
unwritten laws

☐ To speak truth to
power

☐ To leave indelible
records

☐ To know the way it
should be











The
Scribner

Gold & Treasure _____

4
3
2
1
0
+ 1
+ 2
+ 3
+ 4
+ 5
+ 6
+ 7
+ 8
+ 9

XP

10XP each
time you
record
something

Roll 1D6 and add/
replace one box

1K

new

Notes

Roll 1d6 and write a
Custom Mandate

2K

Roll 2D6 and
replace one of your
"Torpor" boxes

3K

NAME _____

Mortal _____

Peril _____

Aspects _____

Tales _____

Inventory _____

Fervor

--	--

Temper

--	--

Honor

--	--

Torpor

--	--

Hunger

--	--

☐ For how to get
where you are going

☐ For keeping your
friends safe

☐ For finding just
what you need

☐ For soothing broken
hearts

☐ For attracting
newcomers

☐ For inspiring the
desperate

☐ For weaponizing
hearsay and
supposition











The Itinerant

Gold & Treasure _____

5
4
3
2
1
0
+ 1
+ 2
+ 3
+ 4
+ 5
+ 6
+ 7
+ 8

XP

10XP each
time you
make
someone
smile

Roll 1D6 and add/
replace one box

1K

Roll 1D6 and write a
Custom Tale

2K

Roll 2D6 and
replace one of your
"Tales" boxes

3K

Notes

NAME _____

Mortal

Peril

Aspects

Afflictions

Inventory

Fervor

--	--

Temper

--	--

Honor

--	--

Torpor

--	--

Hunger

--	--

☐ For sharing your
pain

☐ For driving away the
faint of heart

☐ For ruining what
you can not have

☐ For profiting off the
guilty

☐ For following in your
brethren's path

☐ For speaking on
matters of the end

☐ For finding secrets
left to tarnish



The
Festering

Gold & Treasure

7

6

5

4

3

2

1

0

+ 1

+ 2

+ 3

+ 4

+ 5

+ 6

XP

10XP each
time you
defile
something

Roll 1D6 and add/
replace one box

1K

☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐

Roll 1D6 and write a
Custom Affliction

2K

☐

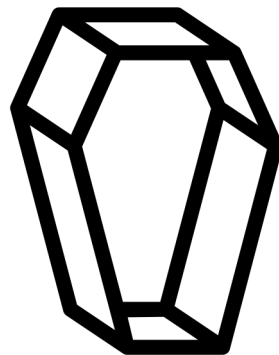
☐

☐

☐

☐ Roll 2D6 and
replace one of your
"Hunger" boxes

3K**Notes**



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