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RULEBOOK

Long, long ago thore was a flourishing magical kingdom.



However, that civilisation was threatened by the shadow of the looming menace of a monstrous horde.







# ADVENTURERS, THE DUNGEON AWATSH

# Kohei Kato & Lin Yasuda

RULEBOOK

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# Translated by Eugene Ryan

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# Chapter One Getting Started

# ARCADIA

It was a land where dragons roamed the earth and magic was real, where people sheltered behind castle walls from the unnamed terrors without. And yet there were those who embraced the danger.

# ADVENTURERS

Leaving the high walls behind them, they faced the monstrous foes. Legend told of a lost gemstone that could bring peace back to the land. It was in search of this they went forth.

The monsters' lairs, where the adventurers dared to go, were known by the people as DUNGEONS



# What is Challenge Dungeon?

Challenge Dungeon is a tabletop role-playing game (TRPG) set in the world of swords and sorcery in which adventurers take on quests entering dungeons where they attempt to overcome monsters and traps in order to achieve their goal. This book is the rulebook which shows you how to play Welcome dungeon.

This game has been designed to be compact,

simple and easy to play. As such, you should be able to finish one game in around 2 hours. 5 such game sessions should be enough for the players to reach the highest level for their characters, just so long as they can stay alive!

Let's begin the quest!

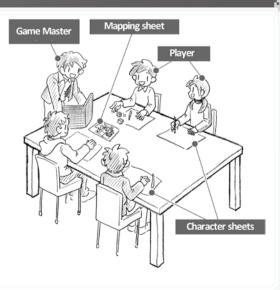
# What is a TRPG?

Unlike computer RPGs, TRPGs rely on the players ( usually about 3 to 7) to create their own adventure by communicating with each other around a table.

One Games Master (GM) creates and manages the adventure for the Player Characters (PC) to enjoy.

TRPGs are not about the winning, but the taking part.

The goal of TRPGs is for everyone to have fun together.



# The goal of Challenge Dungeon

Challenge Dungeon is not a game where the players compete to see who will be winners or losers. Rather it's all about the players interacting through their characters to enjoy taking on a quest together. As such, it has been designed so that characters can gain plenty of experience points just by enjoying the adventure.

Players, use your PCs to fulfill your quest, which has been packed with peril by your friendly GM!

# What you need to play

What you won't need is a computer or a game console. What you will need are the following 8 things:

- 1. Rulebook: You are reading it!
- 2. Pencils and erasers: One each per person
- 3. Dice: Each person will need two six-sided dice.

4. Counters: Used to represent the location of PCs and monsters on the map sheet. There is a printable version on p. 112.

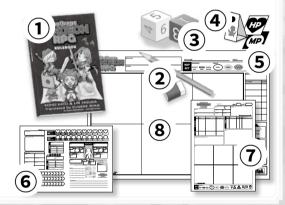
5. Chips: Used to keep track of PCs, HP and MP

6. Character sheets: These are used for each player to record their PC's skills, characteristics and current condition. Each player keeps their character sheet in front of them. Print the sheet on p.108 at115% to make an A4 size sheet.

7. Mapping sheet: This is placed on the table top to

show the PCs the layout of the dungeon. Print the sheet on p.109 at 163%

8. Dungeon sheet: This is the sheet the GM uses to run the game, and shows the layout and secret locations ofmonsters and traps. Print the sheet on p.110 at 115% to make an A4 size sheet.



# Jargon

- GM: (Game Master) The person who runs and manages the game.
- HP: (Hit Points) They measure how much life force remains.

MP: (Mind Points) They measure mental strength.

Character: Any living creature (including animals) which appears in the adventure.

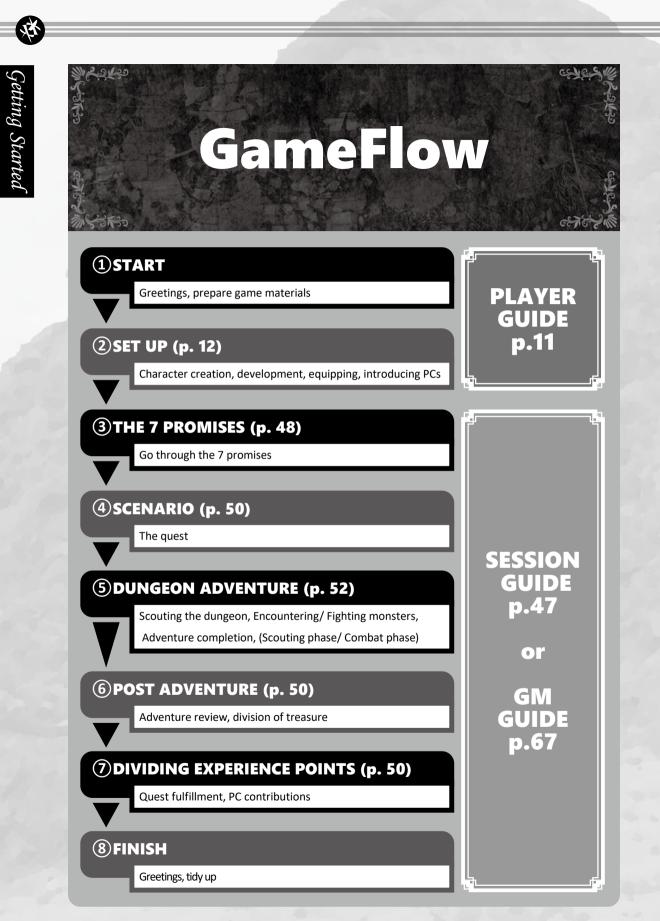
PC: (Player Character) The character created by each player. NPC: (Non-player character) A character played by the GM. Area: The area of the map. Session: A period of time spent playing the TRPG

Dice: A six-sided die

- 1D: A number generated by rolling one die
- 2D: A number generated by rolling two dice
- Tag: A word used to identify in an abbreviated form various types of data
- Turn: A round of combat. 1 turn represents about 1 minute
- Team: Group term for describing adventurers' collective actions

Player: The person who plays the PC they have created

Quest: The type of dungeon



# GameFlow

### 1. START

Greetings: Everyone greets each other at the start of the game.

Preparation: Each player prepares a pencil, eraser and 2 dice.

### 2. SET UP

Character creation: Each player creates a PC. Development: Go up in levels as you gain XP.

Equipping: Purchase or upgrade weapons, armour and equipment.

Introducing the PCs: Introduce your PC to the party.

### 3. OVERVIEW

7 promises: Review these before every session. Deciding session time: Agree at what time you will finish the game session.

4. SCENARIO

The quest: Receive a quest from a client

### 5. DUNGEON ADVENTURE

Scouting phase: Scout the dungeon/ encounter monsters

Combat phase: Fight monsters

Adventure completion: Complete the adventure.

- \* Map sheet should be centrally placed
- 6. POST ADVENTURE

Adventure review: Post-quest discussion with client. Division of treasure: Divide up treasure and found items.

### 7. DIVIDING EXPERIENCE POINTS

Quest fulfilment: Check how successfully the quest has been completed.

PC contributions: Consider how each adventurer contributed positively to the outcome.

#### 8. FINISH

Greetings and tidy-up: After everyone has said a parting word to the group, tidy up the game materials and conclude the session.

# **HOW SHOULD GMs INTERPRET THE RULES?**

### **DECIDING RULES**

You are free to alter, add to or adapt the rules as you wish.

When something comes up which is not covered by the rules, the GM should improvise. If uncertain what to do, the GM should err on the side of giving leeway to the players.

### **DICE THROWS**

The GM can overrule the result of a dice throw when a player rolls without permission.

The GM is free to decide an outcome without rolling dice.

### **AUTOMATIC DICE ROLLS**

The GM is free to attribute an automatic total of a 2 dice throw as 7 for monsters (excepting the boss monster) if it helps the GM to simplify play.

# MAKING MISTAKES ABOUT THE RULES

Immediately correct any mistakes, and apply the correct rule after explanation.

It is not permitted to retrospectively correct any mistakes that were originally missed.

# Understanding the world of Challenge Dungeon

Arcadia, the setting for Challenge Dungeon, is a world of swords and sorcery.Both magic and monsters are a part of this world's reality. There are also brave adventurers who seek the dungeons out.

A versatile source of unlimited power, but one

The skill to manipulate the magical power to

achieve anything, from summoning flame out of

which can be disastrous if used incorrectly.

- Monsters

Creatures whose bodies brim with magical power - Dungeon

This refers to 'monsters' lairs'.

Usually it means an underground labyrinth made of stone, but may sometimes be a more natural setting, such as the middle of a forest.

- Adventurers

Professional dungeon explorers. Their job is to complete the quests they accept, overcoming whatever traps or monsters lay in their path. Most adventurers dream of finding the legendary Lost Jewel.

# **Daily life in Arcadia**

Excepting the existence of magic, the world of Arcadia can be thought of as resembling medieval Europe. For example: - Torches are of the flaming rather than the electric variety.

- Tools are made of iron, glass and ceramic.

thin air, to healing a wound.

- Town dwellers do not stray beyond city walls.

- Water supply and drainage are limited to such as survived from the Magical Kingdom epoch.

#### History

- Magical power

- Sorcerv

The Challenge Dungeon adventures are set in a time several millenia after the Magical Kingdom epoch, the golden age of magic and a time when the land was rich with jewels.

- The jewels were used for making magic.

- The use of the jewels was regulated by the Stone Labyrinth.
- The magic king fashioned most of the labyrinths and jewels.

- At some point in the distant past the Magic Kingdom was suddenly destroyed

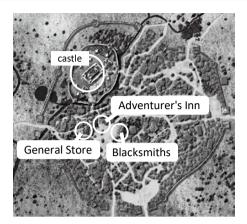
#### Society & Politics

Like our own world, the world of Challenge Dungeon consists of several continents and islands.

- It is a world of many city states, each bounded by their castle walls.
- There is no trade between the cities.
- People cooperate in fighting monsters.
- It is a monarchical society where the good of the kingdom
- is the highest aim of governance.
- The economy is based on gold.
- Adventurers must obey city laws.



# Lancelow, city of adventurers



Lancelow is a town bound by castle walls. It is ruled by King Artrius. The population is around 10,000.

Places of interest for adventurers

- Adventurer's Inn ' The White Hart'
- The inn serves 3 main purposes:
- 1. Commissioning adventures.
- 2. Source of food, drink and information
- 3. Accommodation for adventurers
- Blacksmiths 'Gustav's Forge'

Weapons and armour are on sale here. 3 kinds of trade are possible:

- 1. Purchase of weapons and armour
- 2. Improvement of weapons and armour
- 3. Sale of weapons and armour
- General Store 'Anna's Store'

Most commodities are available here. You can:

- 1. Buy equipment
- 2. Sell equipment
- 3. Sell 'Found items'

\* Within the city there are of course houses, as well as a royal palace, administrative buildings,

churches and a magical academy.

Notable figures of Lancelow:



### Artrius

(King, male, 58 years old, brave and charismatic)

In his youth, Artrius heroically defeated a monstrous horde, thus winning the hand of the Princess.

Although he is still handy with a sword, when appearing in public he is often scolded by the Princess.



### Master

(Innkeeper, male, 40 years old, polite, battle scarred)

Master was once an adventurer, until a particular quest persuaded him that it was time to retire, and he opened the White Hart.

A well known figure, he'll always know where to find another quest.



## Gustav

(Blacksmith, male, 85 years old, cheerful, macho)

Gustav is the local blacksmith, and has weapons and armour for sale. Gustav enjoys inventing new kinds

of weapons and armour, for which purpose he often gets Master to commission a quest to procure the materials he needs.



### Anna

(General store owner, female, 18 years old, has cat's ears)

Anna works as the owner of the General Store, and in her spare time pursues an interest in magic.

It seems that she sometimes commissions quests to gather the various ingredients she needs for her magical potions.

# **Further Reading**

## **Record of Lodoss War**

Author: Ryu Mizuno Publisher: Kadokawa Shoten

This is the story of Parn's party, who are caught up in the wars that are fought on the cursed island of Lodoss.

A knight, a genie master, an oracle, a sorcerer, a soldier and a thief together form a band of 6 whose adventures take place on Lodoss.

It's a light novel which was based on actual D&D (Dungeons & Dragons) sessions.

It's an excellent guide to the different character types you will meet in Challenge Dungeon!

## Moribito: Guardian of the Spirit

Author: Nahoko Uehashi Publisher Kaiseisha (Paperback by Shinchosha)

This is the first in a series of 10 novels (the Moribito Series) which gained a reputation for being equally popular with adults.

It tells the story of the 30 year old female bodyguard Balsa (The Guardian of the Spirit), whose fate becomes entwined with that of Prince Chagum. It also explores the development of Prince Chagum's character.

Although the world created by Uehashi is distinctly different from that found in Western fantasy novels, the elaborate characterisation and settings created by this mathematician and scholar provide a rich source material for players of TRPG.

An animated version of these stories was broadcast by NHK (Japan's public broadcasting service) NHK also screened a live action version in 2016.

# **Deltora Quest**

Author Emily Rodda Translated into Japanese by Yoshie Okada Publisher: Iwasaki Shoten

This is the story of the quest to restore the Kingdom of Deltora, which was defeated in a war against the evil Shadow Lord.

The main character Lief, the son of a blacksmith, is entrusted by his father with the Belt of Deltora, which is the key to the restoration of the vanquished kingdom. In his quest to recover the 7 missing gems from the Belt, he teams up with Jasmine, a young girl from the forest, and Barda, an ex-palace guard. Together they venture into perilous lands where monsters await! There is also an animated version of these stories. Why not look it up in your local library?

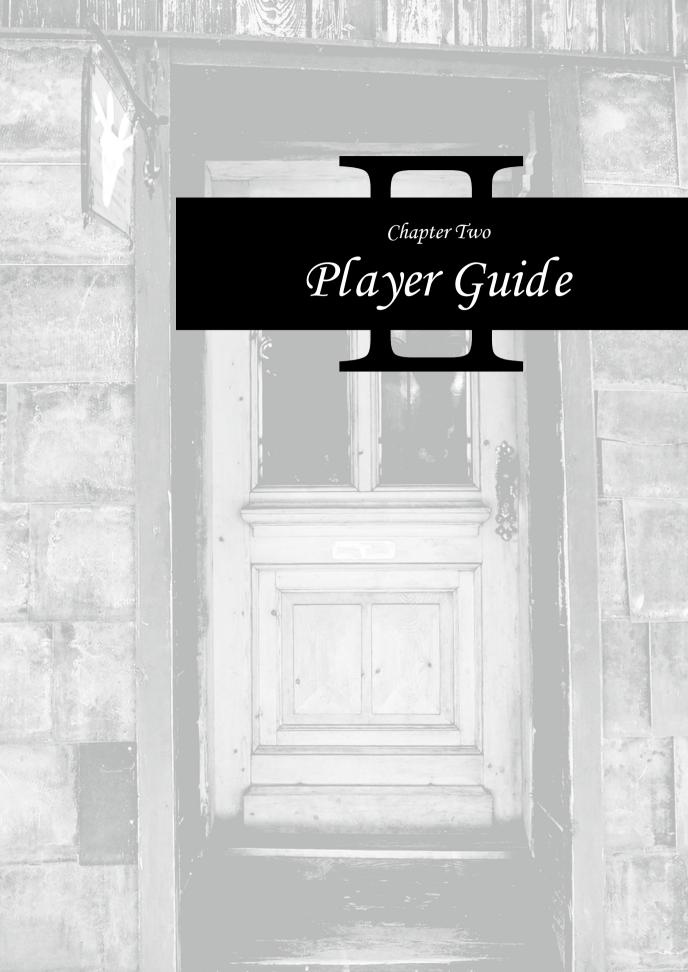
# **Circle of Magic**

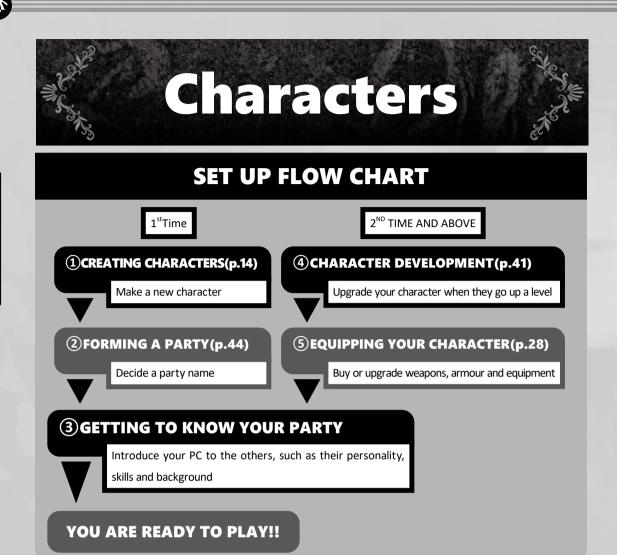
Authors: Debra Doyle & James D. Macdonald Translated into Japanese by Keiko Musha Publisher: Shogakkan

This is the story of Randal, a young squire who abandons his old life to study sorcery.

These junior novels, set against a backdrop of medieval swords and sorcery, feature characters such as Lys, a street entertainer of uncertain gender, and Walter, a knight who is also Randal's cousin.

The characters in these stories will help you bring to life the daily life of the various player characters and city dwellers of the world of Challenge Dungeon. There are 4 books in the series.





# SET UP

Pre-session checklist

1. Creating Characters:

Choose your method of character creation

2. Forming a party:

Decide your party name either by discussion or using the party name chart on p.44

### 3. Getting to know your party:

PCs introduce themselves to each other. They each share their names, what kind of a person they are and what they are good at. 4. Character development:

Upgrade your character when they go up a level.

5. Equipping your character

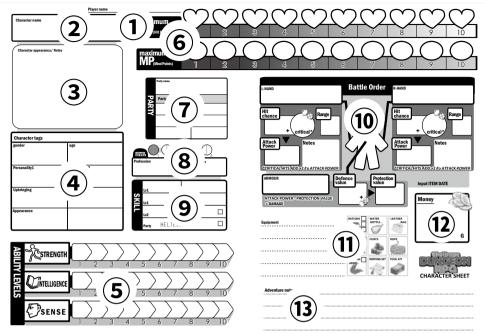
PCs can either buy new items, or sell or refine items they already possess.

PCs may refine weapons when they are on odd numbered levels (p.32) and armour when they are on even numbered levels (p.36).

When preparation is complete, first read the 7 Rules of Gaming (p.48), and then you are ready to adventure!

Player Guide

# How to use Character Sheets



An explanation of how to use Character Sheets

### 1. Player name:

This is the name of the player.

### 2. Character name:

This can be the name or nickname of the character.

3. Character appearance/ Notes:

This space is for a sketch of the character, notes about configuration etc.

4. Character tags:

Tags which outline various aspects of the character.

5. Skill levels:

Gauge which displays character skill levels.

6. HP(Hit Points)/ MP(Mind Points):

Keeps track of HP and MP between 0 and maximum. On the gauge displaying the character's maximum HP and MP, current levels are recorded by moving a chip.

### 7. Party:

Party name and list of members.

8. Level/ Profession:

Character's profession and current level.

9. Skill:

Character's current skill level.

10. Battle Order:

Character's handedness (left or right) and the body location of weapons and armour.

11. Equipment:

Items carried by the character.

12. Money:Gold pieces carried by the character.

13. Adventure notes:

Space for writing notes about adventures.

# **Creating characters**

There are 2 ways to create your character, the normal method or the quick method.

The quick method is a good way to easily create a character if you are trying out the game as a beginner. The normal method suits people who like to create their character from scratch, or for players who have gained a little experience in how the game works. It's not that hard to make characters in Challenge Dungeon, so it's fine to use the normal method for your first time.

Whichever method you choose, carefully check the characteristics of each profession, their abilities, skills and usable items.

# **The Quick Method**

### The Quick Method CHARACTER CREATION FLOW CHART

### (1) CHOOSE SAMPLE CHARACTER(p.15)

pick from the examples on pp. 15-17

### ② INPUT PLAYER NAME

Input your own name on the character sheet.

### **③ FIX CHARACTER TAGS**(p.42)

Decide your character's age, gender, personality, upbringing, motivation and distinguishing features. You can use the random generation chart.

### (4) INPUT CHARACTER NAME

DONE!

Choose a suitable name for your character.

# Normal Method<sup>(p.18)</sup>

# **The Quick Method**

Create a character for use in this game. Please follow steps  $1^{4}$ .

1)Sample characters:

Choose one of the pre-made characters on pp 15~17. \*Try to make a party with a good balance of fighters, wizards and hunters.

(2) Player name: Input your own name on the character sheet

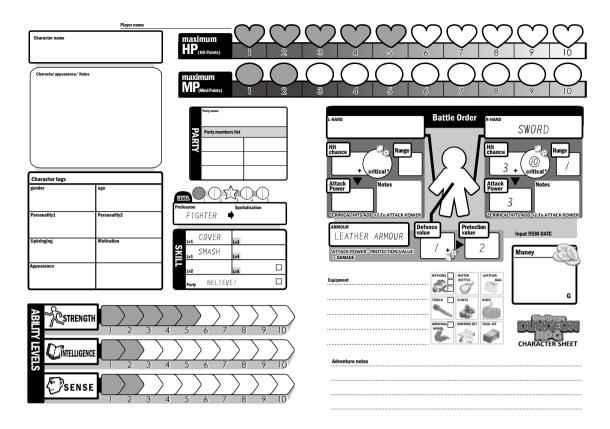
### (3)Character tags:

Decide your character's age, gender, personality, upbringing, motivation and distinguishing features. If you're not sure what to choose, you can always use the handy dice creation chart on p.45.

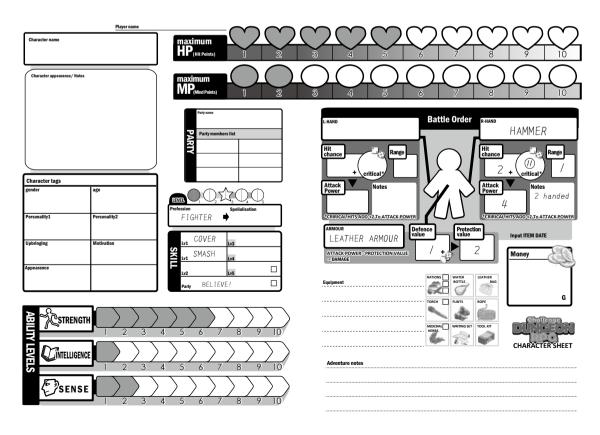
(4) Character name:

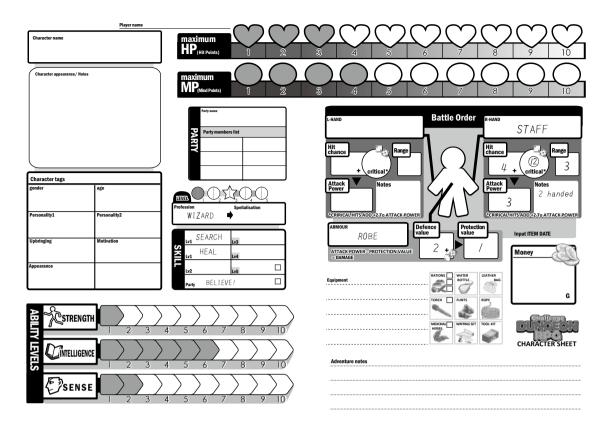
To complete your character, you need to decide a name.

If you're stuck for ideas, you can use the chart to pick a name based on your age and gender.

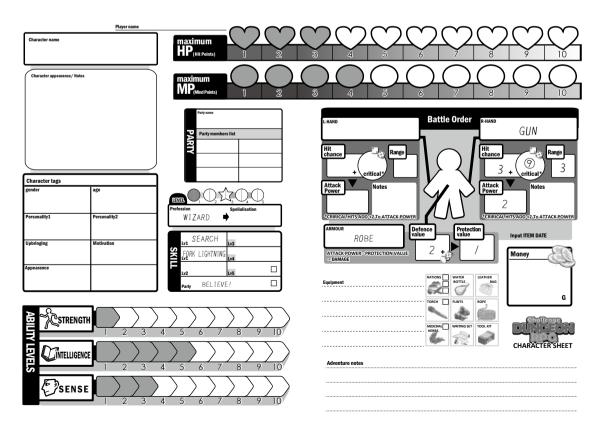


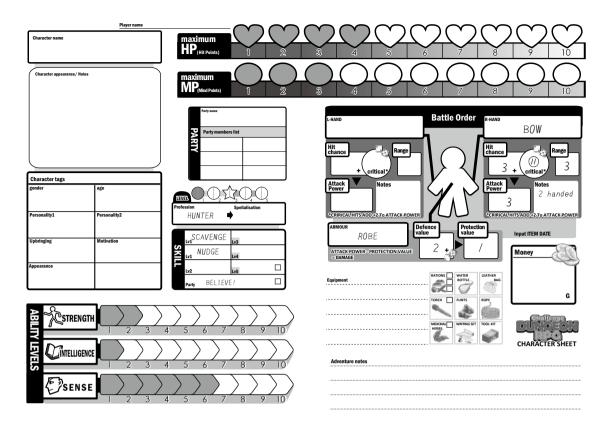
### Sample characters : FIGHTER



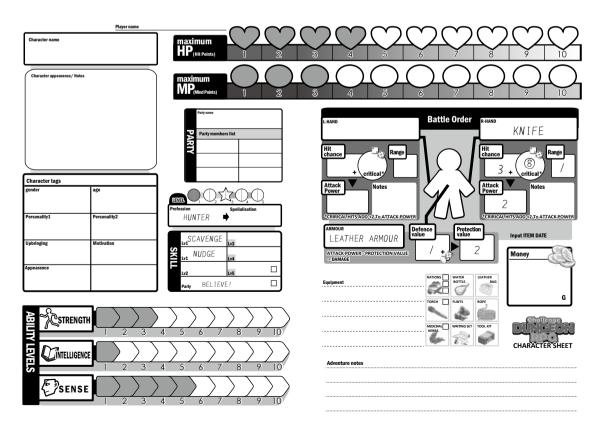


### Sample characters : WIZARD





### Sample characters : HUNTER



# NORMAL METHOD FLOWCHART

## 1 INPUT PLAYER NAME

Write your own name on the character sheet in the space for player name.

### **(2) CHOOSE PROFESSION**(p.20)



Choose from one of the three professions of fighter, wizard or hunter.

## **3INPUT LEVEL**

Start your character at level 1.

### (4) FIX MAXIMUM HP & MP(p.20)

Fix your maximum HP & MP according to your profession.

### 5 CHOOSE SKILLS(p.22/24/26)



Choose 2 skills relevant to your profession and add (BELIEVE!). Wizards can also choose one of (THUNDER) or (HEAL).

### 6 FIX ABILITY LEVELS(p.20)



Fix your ability levels according to your profession.

## **7** EQUIPMENT(p.30/36/38)



Add an adventurer's pack plus one weapon and one item of armour in accordance with your ability levels.

### 8 FIX CHARACTER TAGS(p.42)

Decide your character's age, gender, personality, upbringing, motivation and distinguishing features. You can use the random generation chart.

## **(9)INPUT CHARACTER NAME**

Choose a suitable name for your character.

DONE!

# Dexterity and sense

rod, gun, crossbow

Scout an area/ Neutralise a trap/ Cross a rope bridge/ pick locks/ Read a situation/ Eavesdrop/ etc.

Equipment requiring intelligence:

SENSE

There are 3 types

of ability level.

Equipment requiring sense: knife, claw, bow, katana, gun, crossbow

# How to use the Normal Method

Create a character for use in this game. Please follow steps  $(1)^{\sim}(9)$ .

### 1 Player name:

Input your own name on the character sheet

### 2 Profession:

Choose a profession for your PC. You can choose from one of the three professions of fighter, wizard or hunter. Input your profession on the character sheet.

Fighter: An adventurer skilled at combat and tasks requiring strength. See p.22.

Wizard: An intelligent adventurer skilled in magic. See p.24.

Hunter: An adventurer skilled at scouting and acts of stealth. See p.26.

\*Try to make a party with a good balance of fighters, wizards and hunters.

(3)Check your level

All PCs start at level 1.

(4) Fix your maximum HP and MP

Fix your maximum HP and MP on your character sheet according to your profession.

HP shows how much damage you can take, MP shows your mental strength.

Fighter: Max HP 5 Max MP 2

Wizard: Max HP 3 Max MP 4 Hunter: Max HP 4 Max MP 3

(5) Choose your skills

Choose 2 skills relevant to your profession and add (BELIEVE!) Add them to your skill box on your character sheet. Fighter: (COVER), (SMASH) Wizard: (SEARCH), (THUNDER) or (HEAL) Hunter: (SCAVENGE), (FOLLOW) 6 Fix ability levels

Starting from the base ability levels relevant to your character, you can add a total of 2 points however you like.

There are 3 types of ability level.

### STRENGTH

Power, speed, toughness, and the ability to use heavy equipment

### INTELLIGENCE

Knowledge of the world and of magic, and the ability to use complex equipment

### SENSE

Perception, dexterity and the ability to use tricky equipment.

Starting ability level	Strength	Intelligence	Sense
Fighter	4	1	2
Wizard	1	4	2
Hunter	2	1	4

+ 2 points total added wherever you like

(7) Equipment (Items)

Input your items.

To start with you have the following items:

-You may choose one weapon (p.30)and one item of armour(p.36) in accordance with your ability levels.

-An adventurer's basic kit (p.38), including rations, water, medicinal herbs, torches, a sack, rope, a flint for starting fires, writing utensils and a metal toolbox.

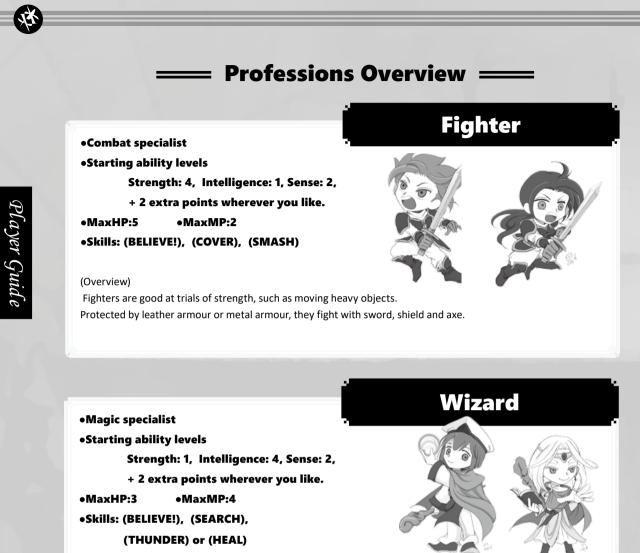
### (8) Decide character tags:

Decide your character's age, gender, personality, upbringing, motivation and distinguishing features.

If you're not sure what to choose, you can always use the handy dice creation chart on p.42.

(9) Decide your character's name:

To complete your character, you need to decide a name. If you're stuck for ideas, you can use the chart on p.45 to pick a name based on your age and gender.



### (Overview)

Wizards are good at feats of knowledge, such as understanding what something means, or what it does.

Hunter

Dressed in robes, they wield magic, and fight from the rear with a staff or gun.

### •Scouting specialist

•Starting ability levels

Strength: 2, Intelligence: 1, Sense: 4,

- + 2 extra points wherever you like.
- •MaxHP:4 •MaxMP:3
- •Skills: (BELIEVE!), (SCAVENGE), (TRACK)

### (Overview)

Hunters are good at tasks requiring Sense, such as noticing things, and moving unseen. In a fight they can wear robes and fire arrows from the rear, or step to the front and fight in leather armour with a knife.



# **How Skills work**

This section explains how Skills work.

SH

Range: wear Target: 1

Details: A

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1 Name of Skill

This lists the name of each Skill.

(2) MP requirement

This explains how many MP the Skill requires. If your MP falls below this number, you can no longer execute this Skill. Skills marked by a star ( $\bigstar$ ) do not use up MP, but can only be used once per adventure.

### (3)Skill Tags

These tags classify the various characteristics of Skills. Attack: Using an action, this is an attack with a weapon. Magic: Using an action, this involves the use of magic. Defense: This type of skill can only be used in certain conditions.

Special: This type of skill can only be used in certain conditions.

Other Action: This type of Skill uses an action.

### (4) Target

This is the character who is the target of the Skill. Enemy/Other side. Ally/ Self and Own side. Indiscriminate/ Both sides. Self: Skill user is the target

Individual: Single individual is target

Penetration: Targets the front rank first and then moves to the rear.

Single rank: Targets either the front rank or the rear. Area: Targets everyone within a certain range.

### (5)Range

This type of skill has a range.

Weapon: The same range as the weapon type. Fixed: Numerically defined range.

### 6 Notes

This explains the Skill in detail. This explains when and how you can use a Skill. Examples:

(Fail)... Automatically results in failure.

[Abnormal condition]... Automatically results in [Abnormal condition](see p.76).

[Abnormal condition][Resistance]... The target may resist the condition by testing against [strength] adjusted by any relevant modifiers. Failure means that the target has succumbed to the [Abnormal condition].

( Fire) (*flightning*) (*flightning* 

# FIGHTER

Fighters can use (BELIEVE!) plus the following attack and defense skills.

-Shield other party members without forfeiting an action -Strike one opponent with a mighty blow (SMASH!)

Higher levels for fighters

Paladin: Paladins can use both healing magic and perform all out attacks. Knight: Knight's can use range attacks, defense, and killer moves. Dragoon: Dragoons can use magic to enhance their strength in combat.



The power of believing in your comrades. Range: 3 Target: 1 ally Details: Use at any time to restore 1 MP to someone other than yourself. ☆:Can only be used once per adventure.



Protect your comrades. Range: 1 Target: 1 ally Details: Step in to receive the damage an ally is about to receive on yourself.

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Strike a mighty blow with your weapon. Range: weapon Target: 1 enemy Details: Add + 2 to hit chance and + 1 to Attack Power for one attack with the weapon you are using.





(1) 2013-01 A:

SKILL

Block with your weapon to protect yourself. **Target:** self **Details:** When damage is about to be received, use this skill to reduce it by 2 points.

\*\* It's a good idea to copy this page and have it handy during adventures

 $\mathbf{R}$ 

\*\* Tick the box for whichever specialisation you choose from









Creates a magical wall of fire. Range: 3 Target: 1 rank of enemies Details: Inflicts 2 ~3 points of damage per opponent (fire type)

 $\Box l \otimes 4$ 



Temporarily strengthens the warrior with the power of a dragon. **Target:** Self **Details:** Adds a point each to hit chance, defence value and Attack Power for the duration of a combat due to an infusion of magical power.



Wizards can use (BELIEVE!) plus the following magical skills.

- -A one time scan of monsters (SEARCH)
- -Area attack (THUNDER) or heal wounds (HEAL)
- Higher levels for wizards

White mage: Specialist in healing magic, can also make area attacks. Guardian: An all rounder, skilled in both magic and weapons. Black mage: Specialist in offensive magic, can also use support magic.

### \*Choose 1 of either Heal or Fork Lightning



The power of believing in your comrades. Range: 3 Target: 1 ally Details: Use at any time to restore 1 MP to someone other than yourself. ☆:Can only be used once per adventure.



A magical lightning strike on multiple targets. Range: 3 Target: All enemies Details: Inflicts 1 ~2 points of damage per opponent (lightning type).

575



Reveals the nature of enchantments. Range: 3 Target: Anything within range Details: Allows the user to test against intelligence to discover the nature of magical traps and monsters.

√ 1 √751



Directs a healing aura to assist a friend. Range: 3 Target: 1 ally Details: Restores 2~3 HP. Creates an enchanted weapon. Range: 3 Target: 1 ally Details: Enchants the weapon of an ally such that for the duration of the combat it gains a bonus of + 1hit chance, and -1 to the score required for a critical hit.

ENCHANT

Action

AC.N

SKILL

- \*\* It's a good idea to copy this page and have it handy during adventures
- \*\* Tick the box for whichever specialisation you choose from







Creates a magical wall of

Target: 1 rank of enemies Details: Inflicts 2 ~3 points of damage per opponent HASTE Magio Action

A sudden counter attacking move. Range: 3 Target: All allies **Details:** Magically speed up the movement of your friends for the duration of combat so that they gain a +1 bonus on hit chance and defence value.  $\Box h a$ 



A fierce magical ice storm. Range: 3 Target: 1 enemy Details: Hit one opponent with an icy blast for3~4 pointsof damage. Also gives them a -1 protection value adjustment for the duration of the combat.

# HUNTER

Hunters can use (BELIEVE!) plus the following specialised skills. -Obtain any dropped item without expending an action (SCAVENGE) -Increase ability to hit a target or dodge a blow without expending an action (FOLLOW)

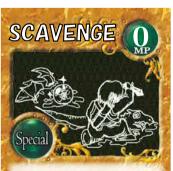
• Higher levels for hunters

Ranger: Skilled at healing magic and protecting allies. Sniper: A deadly shot with missile weapons. Assassin: Skilled as a front rank fighter.





The power of believing in your comrades. Range: 3 Target: 1 ally Details: Use at any time to restore 1 MP to someone other than yourself. ☆:Can only be used once per adventure.



Spotting what may be of value. **Target:** Monster that is [unable to fight] **Details:** A roll of 10 or better checking against <sense> indicates that anyFound Item is gained.

Aid your friends in dodging a blow or landing one. Range: 3 Target: 1 ally Details: Use this skill when you or an opponent is rolling the dice to make an attack. With this skill you can increase the ability of a friend to hit a target or dodge a blow by a bonus of +2.

M 575

NUDGE



Hit your target with a great shot. Range: weapon Target: 1 enemy Details: Gain a bonus of +2 to hit chance and -2 to the score required for a critical hit.

\*\* It's a good idea to copy this page and have it handy during adventures

 $\nabla 2$ 

\*\* Tick the box for whichever specialisation you choose from









Unleash a whirlwind of flashing blades. Range: 2 Target: 1 rank of enemies Details: Using the weapon at hand, the attacker receives a bonus of +2 to hit chance, -2 to the score required for a critical hit, and +1 Attack Power.



# Weapons overview

### Item tag

Specifies the type of weapon. There are 13 categories, including sword, spear, shield, hammer, mace, short sword, claw, bow, katana, gun, crossbow and others.

### (2)Required level

The level necessary to use a particular weapon.

### ③Required skill The skill necessary to use a

particular weapon. You must satisfy all requirements.

### (4)Weapon name The name of each weapon.

5 Hit chance

The chance of making a successful attack.

Increases the chance of a successful hit.

### 6 Critical hit chance

Chance of making a killing blow. Add 2 to attack power if you roll higher than this value for an attack.

⑦Attack PowerThe power of a weapon or attack.

### 8 Range

The range of a weapon.

The distance up to which a weapon can effectively be used.

### 9Notes

The characteristics of a weapon. (2-handed) ... Requires both hands to use. (Defence + 1) ... Increases defence value by +1. (♠ fire) (↓ Thunder) ( Ice)

... Type of damage inflicted.(fire) (Thunder) (Ice) etc., are types of damage.

### (●●Killer)

...Adds + 1 to attack power when the opponent is a  $\bullet \bullet$ . (Recoil)

...Inflicts 1 point of damage on the user when used for attack.

### 10 Description

Explains the basic form of the weapon.

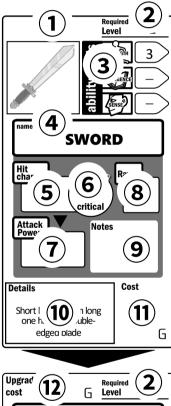
### (11)Cost

The cost of buying the weapon. Weapons can be resold for half the purchase cost.

### 12 Upgrade cost

The cost of upgrading the weapon. When selling the weapon, half the upgrade cost can be added to the price.

\*When the weapon is upgraded, you must update the name and the values for hit chance and damage. Upgrading can only be done one rank at a time.





# **Overview of armour**

### 1 Item tag

Specifies the type of armour. There are 4 categories, including robe, leather armour, metal armour and other.

②Required level The level necessary to use a particular type of armour.

③Required skill The skill necessary to use a particular type of armour. You must satisfy all requirements.

(4) Armour name The name of each type of armour.

(5) Defence value The chance of avoiding a hit. Increases your chance of avoiding a hit.

### 6 Protection

The level of protection against injury offered by each type of armour. Reduces the damage received from a hit. ⑦Description

Explains the basic form of the armour.

### 8 Cost

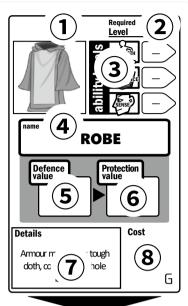
The cost of buying the armour. Armour can be resold for half the purchase cost.

### 9 Upgrade cost

The cost of upgrading the armour.

When selling the armour, half the upgrade cost can be added to the price.

\*When the armour is upgraded, you must update the name and the values for Protection. Upgrading can only be done one rank at a time.



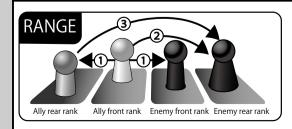


Discarding Fractions When items are sold, discard any fractions in the price.

### Equivalent items

If two items are similar, it is ok to change the name and description. For example spear to lance, axe to billhook or scythe, hammer to maul or flail etc.

NB: For found items, the price will be different.



### Illustration of Range

Range refers to the distance at which an attack or skill can effectively be carried out. This diagram shows how range works in terms of ranks of friends and enemies. The actual distance is considered to be as follows: Range 1= 2m Range 2= 5m Range 3= 20m (accompanying illustration: range capability)

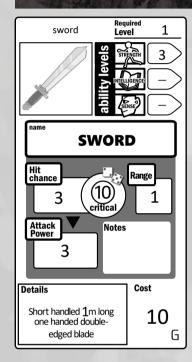


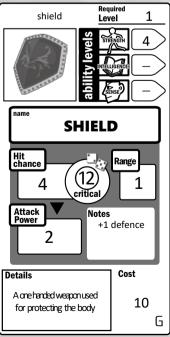
This refers to the main item used to make attacks during combat. -Basically adventurers leave the city walls armed.

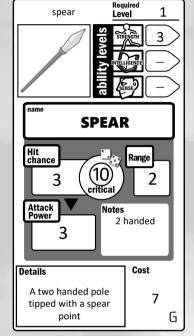
-If they are not carrying a weapon, they are assumed to fight bare handed. -It is possible to fight with a weapon in each hand.

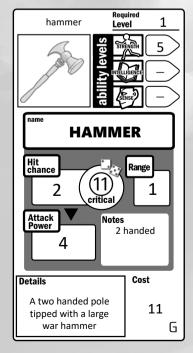
-When fighting with a two-handed weapon, the adventurer is considered not to have a free hand.

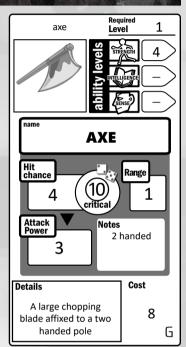
-For bows and guns, it is assumed that adventurers have unlimited arrows or ammunition.

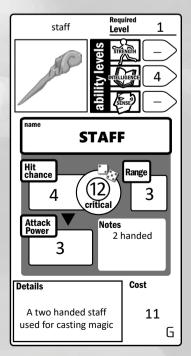








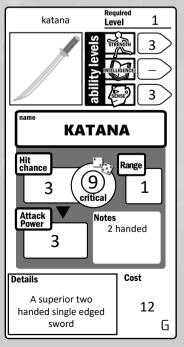


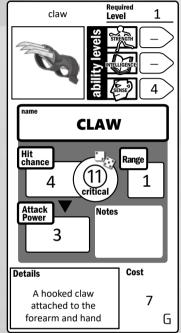


Player Guide

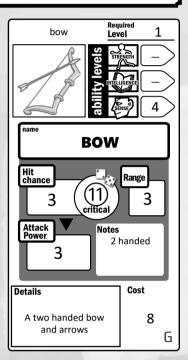
Examples of objects which can be used as weapons									
Weapon equivalent	Required capabilities	Hit chance	Critical score	Attack Power	Range	Notes	Details		
Fist	none	3	12	1	1		Punch, kick etc.		
Rock	none	2	12	1	1		Stones of about 5 cm size		
Boulder	Strength 6	1	12	5	1	2 handed	Boulders about 1 m across		
Pole	none	3	12	2	1		Torch, chair leg etc.		
Fire Torch	none	3	12	2	1	Fire	Lit torch.		

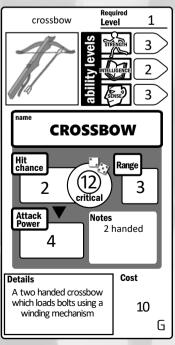






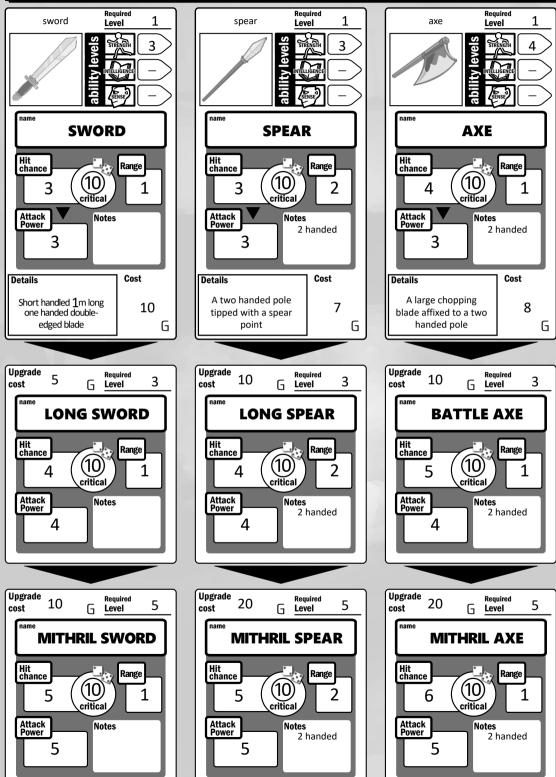


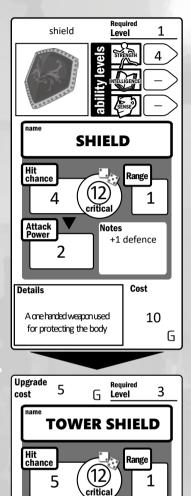






Weapon upgrade refers to the strengthening or improvement of a weapon. -Providing the adventurer can pay the cost, and is of a requisite level, they can improve their weapon type by one rank. -In this case, change the weapon name accordingly, and adjust the values for hit chance and attack power.







Notes +1 defence

Attack Power

3



Required

Level

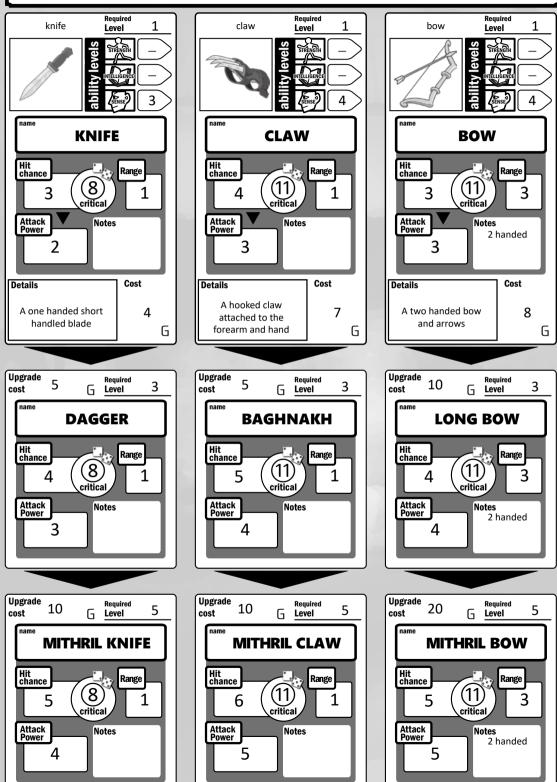
1

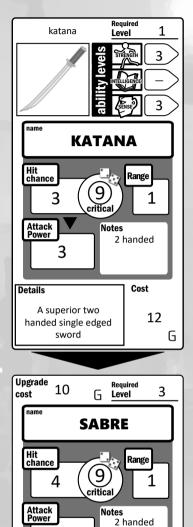
hammer

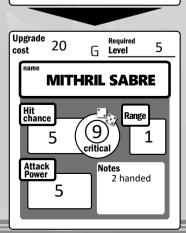




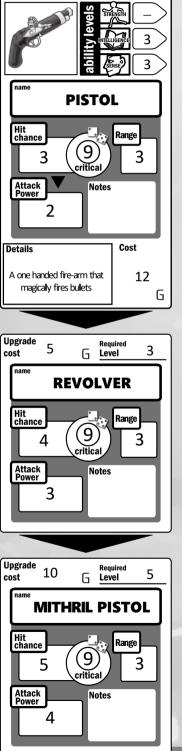
Weapon upgrade refers to the strengthening or improvement of a weapon. -Providing the adventurer can pay the cost, and is of a requisite level, they can improve their weapon type by one rank. -In this case, change the weapon name accordingly, and adjust the values for hit chance and attack power.







4

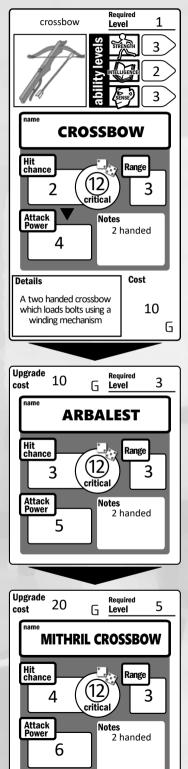


Required

Level

1

gun

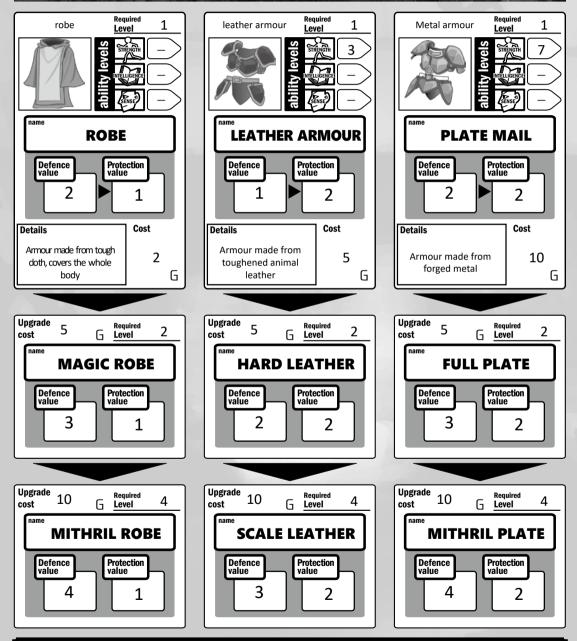




-Basically, adventurers are assumed to have their armour on whenever they leave the city walls. This is to protect them from monsters and other threats. -Armour mainly protects the trunk of the body. You cannot wear more than one type of armour together.

-Providing the adventurer can pay the cost, and is of a requisite level, they can improve their armour type by one rank.

-In this case, change the armour name accordingly, and adjust the value for defence.



Armour Requirements Defence Protection Descrip	
substitute Requirements value value Description	otion
naked none 1 0 Wear	ing nothing. Put something on before they arrest you!
clothing none 0 1 Regul	lar clothing.

Items

Ī

nour

### **Items overview**

#### 1 Item tag

Specifies the type of equipment. There are four categories: food, containers, consumables and adventure gear.

Food: for sustenance.

Containers: These are various types of container. Used for storing things.

Consumables: Items other than food and drink which reduce as they are used up.

Adventure gear: Re-usable gear useful for adventures.

2 Quantity of supplies

This is the amount of equipment you start off with in your adventurer's pack.

#### 3Cost

The cost of buying the equipment. Equipment can be resold for half the purchase cost.

(4)Equipment name

The name of the the equipment type.

(5) Description Description

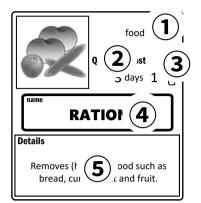
Explains the basic form of the equipment. It also explains how it can be used.



The 9 equipment icons towards the bottom right of the character sheet show the components of what is considered essential kit for adventurers. Where there are boxes, you check these to indicate that something has been used up. Erase the check mark to show when supplies are replenished. If an item is not carried, indicate this with a single x.

#### Torches

Lit torches do not burn out suddenly. They must be held in one hand to be used. They do not immediately extinguish if placed on the floor.





#### Found items/ treasure

These are items which can only be acquired through adventures. They cannot be purchased in town. Refer to the chart on pp 93  $^{\sim}$  96.

#### **Holy water**

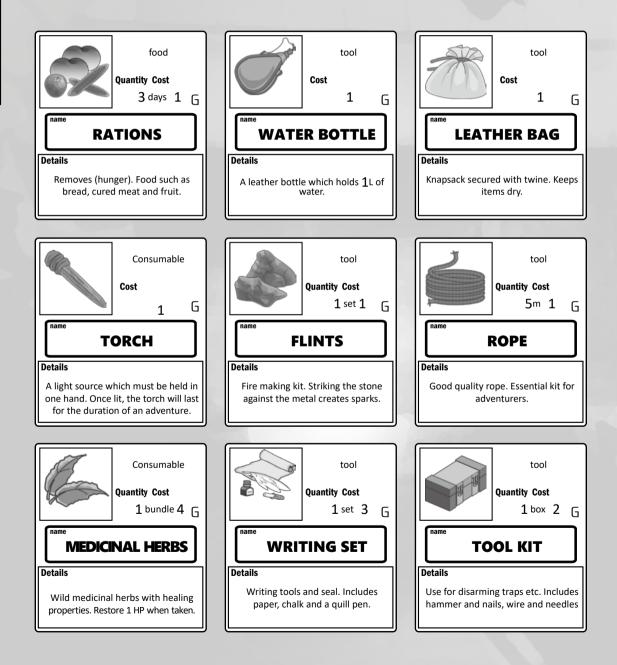
Holy water can be used to anoint weapons, which then receive the <holy water> tag for the duration of the combat. It can also be thrown directly onto opponents. If it is poured on the floor, any undead who step in it receive 1 point of damage.



This refers to equipment which can be used for some purpose. Equipment is generally assumed to be kept in the backpack or pockets. The adventurer's pack is provided to all starting adventurers. After that the adventurer must pay by themself to replace items. Any adventurer worth their salt would never set off on an adventure

To check something by torchlight obviously requires that the torch be lit.

without the full adventurer's pack.



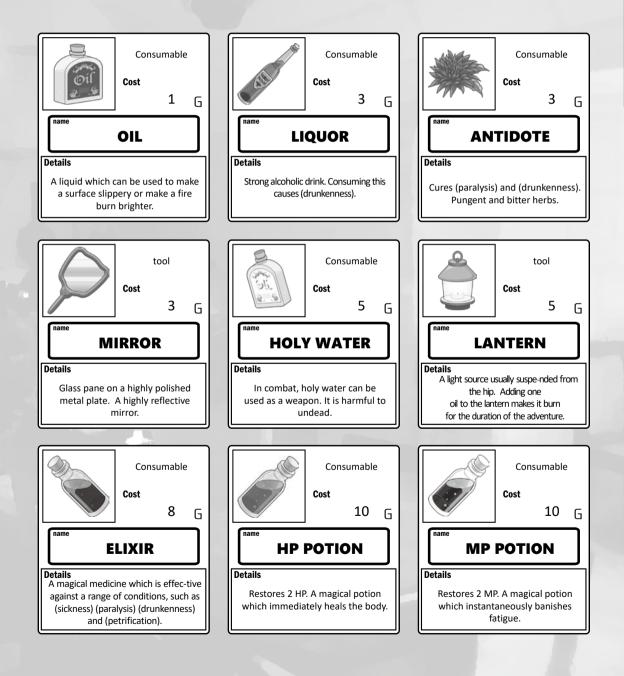
Items Equipment tool 道具(未訳)

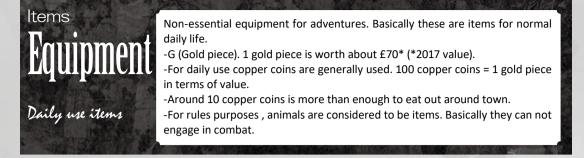
This refers to equipment which can be used for some purpose. -Equipment is generally assumed to be kept in the backpack or pockets. -Adventurers may move around while holding items of equipment during adventures.

-Adventurers should replace lost or expended items.

-Flasks are assumed to be made of glass.

-Items listed as being magical can be detected as such using (SEARCH).





#### Clothing: Regular everyday clothing

Name	Price	Details
Clothing	1G	Top and leggings set. Higher quality version for 2G
Accessory	1G	Brooch, ring, hairpin etc. Better quality version for 2G~
Cold weather gear	2G	Set of long coat, gloves and hat
Cloak	2G	Protects the wearer from wind and rain
Uniform	3G	Professional attire, such as military uniform, maid's outfit, school uniform etc.
Dress	4G	Ball dress or fashionable dress. Top range items can cost up to 10G

#### Miscellaneous kits: Various sets of equipment

Name	Price	Details
Fishing gear	1G	A proper fishing kit, with rod, hook & line etc.
Art kit	3G	Paint brush, paint, 10 sheets parchment
Fortune telling kit	t 3G	Crystal ball, tarot cards etc.
Cooking set	3G	A proper cooking set, with a pot, knives, spices etc.
Carpenter's set	3G	Woodworking tools such as a hammer, saw and nails
Musician's gear	3G	One musical instrument such as a lute, plus case etc.

#### Animals: Animals which can be tamed and owned by a PC

Name	Price	Details
Cat	8G	Capricious animal. <capricious> <super hearing="" sense:=""> <night vision=""></night></super></capricious>
Dog	12G	Good at distinguishing scents. <faithful> <super sense:="" smell=""></super></faithful>
Falcon	15G	Good at surveying area from above. <faithful> <flight></flight></faithful>
Owl	20G	Good at surveying area from above. <straightforward> <flight> <night vision=""></night></flight></straightforward>
Horse	25G	Trusty animal for travelling. <steady> <super hearing="" sense:=""></super></steady>

#### Books and paper: Used for recording various types of information

Name	Price	Details
Notebook	1G	White paper notebook, useful for jotting down ideas and discoveries.
Novel/ Poetry collection	1G	Books of sagas, ballads etc. Various genres exist.
Pictorial guide/ Specialist book	5G	The collected information of a particular field in one book

#### Adventurers' daily lives

1G is enough to live comfortably for about 2 days. Poorer adventurers may have to put up with lodging in the stables. 3G is considered a standard flat fare for travel in a wagon or ship. This includes a fee for escort or protection. Adventurers can earn their daily keep when not adventuring by doing other work part time, or performing odd jobs ( such as finding lost kittens etc.).

# Character development

#### Character development Flow chart

### ①Level up

Check that the box for the next level has been filled in.

lei nas been nileu in.

FROM LEVEL 3

### Changing character class

Choose one of the elite professions relevant to your profession. Note this in the specialization box.

### **③Developing ability levels**

You can add one point to your level for Strength, Intelligence or Sense.

#### (4) Increasing your Max HP and Max MP

Add one to your maximum level for both HP and MP.

### **5** Learn new skills

Add one of the skills available to your profession.

### Done!

# About character development

PCs develop by acquiring enough experience points to reach the next level. This is called 'Level up'.

Challenge yourself to level up, all the way from (1) to the highest level (5)!

#### 1 Level up

In order to level up, PCs must satisfy the experience point requirements for the next level. Until these are satisfied, the PC may not gain a level.

#### (2) Changing character class

Once a PC reaches level 3, they choose one of the specialised professions open to them. For each profession there are 3 specialist options to choose from.

#### 3 Developing ability levels

You can add one point to your level for Strength, Intelligence or Sense.

(4) Increasing your Max HP and Max MP Add one to your maximum level for both HP and MP.

#### 5 Learn new skills

Finally you can add one of the skills available to your profession.



Personality outlines a PC's behaviour tendencies.

	[F	Personality]	explanation					
	1	Pure:	a straightforward character					
1	2	Earnest:	likes to get things done properly					
1	3	Brisk:	refreshing personality					
	4	Brave:	a gallant character					
	5	Hot blooded:	a fiery personality					
	6	Dependable:	a reliable character					
	1	Peaceful:	a laid back character					
	2	Organised:	likes to be precise					
2	3	Delicate:	a sensitive soul					
Z	4	Bashful:	tending to shyness					
	5	Soft hearted:	worries about others					
	6	Gentle:	a good natured character					
	1	Work oriented:	serious about their profession					
3	2	Rational:	acts only for a logical purpose					
	3	Open:	a direct and honest character					
	4	Hardworking:	a determined character					
	5	Cheery:	a positive outlook					
	6	Poser:	tries to appear cool					
	1	Straight laced:	strict and formal					
	2	Hard edged:	a tough character					
4	3	Worrier:	anxious about everything					
-	4	Egotist:	a proud character					
	5	Caring:	likes taking care of others					
	6	Kind:	thoughtful about others					
	1	Jolly:	a cheerful soul					
	2	Calculating:	considers the odds before acting					
5	3	Laid back:	a chilled out character					
	4	Energetic:	a hearty character					
	5	Romantic:	a dreamer					
	6	Relaxed:	takes life slow					
	1	Wild:	an animalistic character					
6	2	Naive:	poor at reading situations					
	3	Rough and ready:	doesn't care for details					
	4	Joker:	a tricky character					
	5	Joker:	a tricky character					
	6	Sour:	won't give others the time of day					

Upbringing outlines the environment in which the PCs were raised.

PCs were raised.										
	[U	pbringing]	explanation							
	1	Farmer:	someone who makes their living from land or livestock makes things with their							
1	2	Artisan:	hands							
	3	Fisherman:	earns a living catching fish							
	4	Traveler:	someone who travels							
	5	Merchant:	sells goods from a shop or wagon							
	6	Public official:	a village official							
	1	Courtier:	works on affairs of state							
	2	Noble:	entrusted with a fiefdom							
2	3	Knight:	serves the king							
2	4	Servant:	maid or butler for example							
	5	Soldier:	protects castles or villages							
	6	Slave:	serves a master							
	1	Baker:	selling bread and pastries							
	2	Blacksmith:	forging items from metal							
3	3	Inn:	provides rooms for guests							
	4	Bar:	runs a drinking establishment							
	5	Apothecary:	sells medicinal herbs							
	6	Doctor:	tends to the sick							
	1	Cook:	Prepares meals for people							
4	2	Woodcutter:	cuts wood							
	3	Fortune teller:	divines the future							
-	4	Performer:	entertains people							
	5	Sailor:	travels the seas							
	6	Bath house:	runs a bath house							
	1	Hero:	renowned for their deeds							
	2	Warrior:	fights monsters							
	3	Hunter:	hunts animals							
5	4	Magus:	researches magic							
	5	Priest:	follows their God's teachings							
	6	Cutthroat:	makes a living in the shadows							
	1	Artist:	a professional artist							
	2	Scholar:	researches things							
6	3	Nomad:	cares for wandering flocks or herds							
	4	Miner:	mines materials from the earth							
	5	Oracle:	communes with the spirits							
	6	Unknown:	uncertain origin							

# Random generation chart (Decide by yourself or roll dice: The first dice shows the left, the second shows the right.)

The random generation chart exists to give the players ideas, so it's fine to roll again or pick something different if you don't like the outcome.

# Motivation explains the PCs motivation to take up adventuring.

	[]	/otivation]	ovalanation					
		Toughen up:	explanation to improve one's mettle					
	1	Curse:	to lift a curse					
	2							
1		Self discovery: Test of	to find one's true self					
•	4	prowess:	to test one's strength					
	5	Enlightenment:	to become enlightened					
	6	Attractiveness:	wants to be attractive					
	1	Atonement:	to atone for one's sins					
	2	Dream:	fulfilment of a dream					
	3	Epic:	to record an epic tale					
2	4	Matchless:	to become the strongest of all					
	5	Knowledge:	to gain knowledge					
	6	Glory:	to make one's name famous					
	1	Family:	to provide for one's family					
	2	Wealth:	to get rich quick					
	3	Debt:	to repay a debt					
3	4	Treasure:	to find hidden treasure					
	5	World:	to see the world					
	6	Feat:	to achieve memorable deeds					
	1	Rescue:	to come to people's aid					
	2	Protect:	to protect people					
	3	Leader:	to become a leader of men					
4	4	Camaraderie:	to have comrades					
	5	Patriot:	for the sake of one's country					
	6	Parent:	looking after family					
	1	Royal	commanded to do so by					
		command:	the sovereign the long held wish of one's					
	2	Parent's dream:	parents					
5	3	Oracle:	foretold by the Gods					
	4	Request:	asked to do so by someone					
	5	Marriage:	a condition for gaining the hand of one's beloved					
	6	Curiosity:	wanting to see the world					
	1	Revenge:	to avenge a wrong					
	2	Regeneration:	to restore one's hometown					
6	3	Cool:	it seems like a cool thing to do					
6	4	Riddle:	to untangle a mystery					
	5	Reason for	what makes life					
		living:	worthwhile					
	6	Nothing else to do:	no other option					

You can use the random generation charts on the following pages to randomly determine aspects such as colour, type of animal, or coat of arms.

# Appearance refers to some notable aspect of how the PC looks

the PC looks								
	[P	ersonality]	explanation					
	1	Eye colour:	has eyes of a certain colour (see p.44)					
	2	Hair colour:	has hair of a certain colour (see p.44)					
4	3	Clothing colour:	has clothes of a certain colour (see p.44)					
1	4	Hat colour:	has a hat of a certain colour (see p.44)					
	5	Shoe colour:	has shoes of a certain colour (see p.44)					
	6	Weapon:	has a weapon of a certain colour (see p.44)					
	1	(Beast) ears:	has the ears of a (beast) (see p.44)					
	2	(Beast) head:	has the head of a (beast) (see p.44)					
_	3	(Other animal) head:	has the head of an (other animal) (see p.44)					
2	4	(Beast) birthmark:	has a birthmark of a (beast) (see p.44)					
	5	(Other animal) birthmark:	has a birthmark of an (other animal) (see p.44)					
	6	(Coat of arms) birthmark:	has a birthmark of a (coat of arms) (see p.44)					
	1	Tall:	large of stature					
	2	Short:	short of stature					
3	3	Well built:	well developed muscles					
3	4	Slim:	a trim body					
	5	Cool:	cool looking					
	6	Cute:	cute looking					
	1	Fearsome:	scary looking					
	2	Beautiful:	looks pretty or handsome					
4	3	Gender neutral:	gender unclear from appearance					
	4	Pointy ears:	pointy ears					
	5	Scar:	has a large scar					
	6	Eye patch:	one eye is covered					
	1	Great cook:	skilled at cooking					
	2	Accent:	speaks with an unusual accent					
5	3 4	Amnesia:	suffers from memory loss					
		Singer:	has a great singing voice					
	5	Secret:	is concealing a secret					
	6	Glasses:	wears glasses					
	1	Ageless:	appears not to get older					
	2	Demon child:	has demon blood in them					
6	3	Hidden power:	is possessed of a hidden power					
	4	Charismatic:	has a powerful aura					
	5	Homunculus:	a life form created by magic					
	6	Unusual eyes:	eyes of two different colours					

		dom generatio	on ch	art f	or d	etails <sup>(Decie</sup>	le by	/ you		f or roll dice: T		secor	nd sl	nows the right.)
	[Colour]					Beast]		[Creature]				] [	Coa	it of arms]
	1	Purple			1	Dog			1	Bird			1	Sword
 	2	Blue		10	2	Hound		10	2	Raven			2	Spear
asic	3	Green		amiv	3	Wolf		amiv	3	Owl		1 Ba	3	Axe
1 Basic Colour A	4	Red		Carnivorous	4	Fox		Carnivorous	4	Hawk		Basic A	4	Bow
A I	5	Yellow		As	5	Raccoon dog	-	A	5	Eagle			5	Staff
	6	Brown			6	Raccoon			6	Swan			6	Shield
	1	Gold			1	Bear			1	Snake			1	Arrow
2 B	2	Silver		20	2	Weasel		20	2	Lizard			2	Vase
Basic	3	Bronze		barniv	3	Cat		arni	3	Turtle		2 Ba	3	Chain
Colour B	4	Grey		Carnivorous B	4	Cat		2 Carnivorous B	4	Crocodile		2 Basic B	4	Bell
ur B	5	Black		B	5	Panther		IS B	5	Frog			5	Ring
	6	White			6	Lion			6	Newt			6	Jewel
	1	Lavender			1	Rabbit			1	Fish			1	Tree
ω	2	Cyan		ω	2	Boar	100	ω	2	Eel			2	Flower
3 Bright colours	3	Light green		3 Herbivore A	3	Pig		3 Herbivore A	3	Shark		3 Feature A	3	Clover
t col	4	Pink			4	Camel			4	Seahorse		ature	4	Crystal
ours	5	Lemon yellow			5	Cow			5	Lobster		≥	5	Fang
	6	Orange		6	Goat			6	Crab			6	Legion	
	1	Violet			1	Sheep			1	Octopus			1	Feather
4	2	Indigo		4	2	Giraffe		4	2	Squid			2	Кеу
4 Cool colours	3	Leaf green		4 Herbivore	3	Dear		4 Herbivore	3	Penguin		4 Feature B	3	Gate
colo	4	Cherry blossom		pivore	4	Horse		bivore	4	Seal		ture	4	Castle
urs	5	Sunflower yellow		œ	5	Donkey	2	ι. Π	5	Whale		ω	5	Angel
	6	Straw coloured			6	Zebra			6	Dolphin			6	Devil
	1	Onyx			1	Rhinoceros			1	Beetle			1	Flame
5	2	Dark blue		50	2	Tapir		50	2	Ant		5	2	Lightning
Dark	3	Jade		Other	3	Anteater		Other	3	Snail			3	Cloud
Dark colours	4	Crimson		Other animal	4	Marten		Other anima	4	Butterfly		Feature	4	Crescent
urs	5	Amber		nal A	5	Elephant		nal A	5	Вее		0	5	Sun
	6	Snow white			6	Hippopotamus			6	Spider	2/		6	Star
	1	Amethyst			1	Mouse			1	Pegasus			1	Wheel
6 Mir	2	Sapphire		6 0	2	Squirrel		6 (	2	Basilisk			2	Scales
heral	3	Emerald		6 Other animal	3	Hedgehog		6 Other animal B	3	Unicorn		6 Fea	3	Ship
ore	4	Ruby		anin	4	Mole		anin	4	Griffon		Feature D	4	Anchor
6 Mineral ore colours	5	Topaz		nal B	5	Bat		nal B	5	Wyvern		D	5	Spiral
rs	6	Platinum			6	Monkey			6	Dragon			6	Circle

▼ Party name random generation table (Decide yourself or roll one dice)

1	2	3	4	5	6
[Colour]+[Beast]	[Colour]+	[Colour]+	[Beast]+	[Creature]+	[Coat of
	[Creature]	[Coat of arms]	[Coat of arms]	[Coat of arms]	arms]+[Colour]

Please refer to the above random generation tables where useful

### • Character tag random generation table [gender/age]

(Decide by yourself or roll dice: The first dice shows the row, the second shows the column)

	1	2	3	4	5	6
1	gender unclear*	female	female	female	female	female
	age[1D+10]	age[1D+10]	age[1D × 2+10]	age[1D × 3+10]	age[1D × 4+10]	age[1D × 5+10]
2	male	gender unclear*	female	female	female	female
	age[1D+10]	age[1D × 2+10]	age[1D+15]	age[1D × 2+10]	age[1D × 3+10]	age[1D × 4+10]
3	male	male	gender unclear*	female	female	female
	age[1D × 2+10]	age[1D+15]	age[1D × 3+10]	age[1D+20]	age[1D × 2+10]	age[1D × 3+10]
4	male	male	male	gender unclear*	female	female
	age[1D × 3+10]	age[1D × 2+10]	age[1D+20]	age[1D × 4+10]	age[1D+15]	age[1D × 2+10]
5	male	male	male	male	gender unclear*	female
	age[1D × 4+10]	age[1D × 3+10]	age[1D × 2+10]	age[1D+15]	age[1D × 5+10]	age[1D+10]
6	male	male	male	male	male	gender secret
	age[1D × 5+10]	age[1D × 4+10]	age[1D × 3+10]	age[1D × 2+10]	age[1D+10]	age secret

As far as possible age and gender should be determined For beginners, its good to start with something close to their real situation.

1D means one six sided dice Add the numbers in the brackets []to determine age.

### Character name random generation table

Names are determined according to gender Gender is divided into the three categories of: male, female, unclear/ secret

★ Men's names (Decide by yourself or roll dice: The first dice shows the row, the second shows the column)

Ŵ	1. Plant	2. Colour etc.	3. Mineral	4. Snack	5. Other A	6. Other B
1	Basil	Ash	Peridot	Icing	Ares	Henry
2	Wood	Vermillion	Onyx	Cashew	Orpheus	Gill
3	Glass	Carmine	Adamantine	Galette	Heracles	Eric
4	Aster	Grey	Chrome	Raisin	Theseus	Stan
5	Heath	Black	Granite	Galette	Heracles	Eric
6	Sage	Silver	Spinel	Choux	Adonis	Dylan

★ Women's names	(Decide by yourself or roll dice: The first dice shows the row, the second shows the column)
-----------------	--

_						
÷	1. Plant	2. Colour etc.	3. Mineral	4. Snack	5. Other A	6. Other B
1	Rose	Celurian	Sapphire	Caramel	Nancy	Jeanne
2	Camomile	Violet	Garnet	Mocha	Diana	Mel
3	Mint	Pastel	Lapis lazuli	Rusk	Elizabeth	Maria
4	Leaf	Magenta	Rutile	Madeleine	Maya	Una
5	Iris	Cyan	Diamond	Chiffon	Electra	Sarah
6	Jasmine	Beige	Aquamarine	Eclair	Athene	Rain

★ Gender unclear names (you can decide by yourself or roll one dice)

1	2	3	4	5	6
★ Man's name	★ Li + man's name	★ Man's name + nia	★ Woman's name	★ Ba + woman's name	★ Woman's name + den

# **REFERENCE MATERIALS: GAMES**

# **DRAGON QUEST**

#### by Square Enix

This game became practically a National pastime. Currently Dragon Quest XI is available on all major platforms.

Since the characters in Dragon Quest function as an alter ego of the player, dialogue is created by the players themselves. The game resembles Challenge Dungeon in several aspects, such as the characters grouping together in a 'party' to adventure, in the nature of the world in which the game is set, and in the turn based method of combat.

You can get an idea of the game without having to play by looking at various short promotional videos (PV) available online.

# FINAL FANTASY

#### by Square Enix

As popular as its famous twin Dragon Quest, Final fantasy is distinguished by its hyper real visuals which make you almost feel that you are in the world of the game.

In its depiction of a world where magic and science have flourished side by side, it can help you to envisage the (Magical Kingdom Epoch) of (Challenge Dungeon).

Final Fantasy's Explorer webpage enables you to look around the locations where the adventures are set. It can also help you to imagine the settings for your (Challenge Dungeon) adventures.

# **MONSTER HUNTER**

#### by Capcom

This is an action game, something like a big game hunt where you take on big monsters.

There is no magic in this world, but the game resembles (Challenge Dungeon) in the way that the characters are professionals who seek out monsters in their lairs.

The beautiful scenery in which the hunters go about their work create a vivid impression of what dungeons might look like. Although you have to be 15 to play the game, you can also enjoy PVs of the game on youtube.



#### by Nihon Falcom

This is an action role playing game featuring the adventures of Adol Christin.

The player is drawn in to the world by the amazing visuals and catchy music.

Falcom made this music freely available for publicity reasons, so why not use it as BGM for a Challenge Dungeon session?

The world of this game also bears a resemblance to that of Challenge Dungeon, so take a look at the PVs as a reference.





# The 7 promises for every session.

♦ 7 promises
①Follow the GM's instructions.
②Don't do or say anything that might upset others
③Give everyone a chance to speak.
④Only roll the dice when necessary.
<ul> <li>Only roll the dice when necessary.</li> <li>Don't touch the game pieces when you're not supposed to</li> </ul>
(5) Don't touch the game pieces when you're not supposed to

In order to make play sessions go more smoothly and enjoyably, each time before play starts you should run through the 7 promises and fix the session ending time. You don't necessarily have to read all 7 promises. (1)~(3) : These promises should be made for all participants.

(4)~(7): These are to be used at the GM's discretion, and are designed to help high energy participants.

#### **1** Follow the GM's instructions.

During the game, you should follow the instructions of the Game Master (GM).

The GM will try to run the game in such a way that all participants can equally enjoy the game. If players don't listen to the GM and just do what they want, the game will no longer be fun for everyone. ② Don't do or say anything that might upset others. Try not to act in such a way that the GM or other players want you to stop.

#### **③** Give everyone a chance to speak.

When other participants (player/ GM) are speaking, everyone should concentrate on listening quietly. Becoming a "good listener"is an important part of creating a space where you can also enjoy talking. When it is your turn to talk, be polite, and try not to go on for too long.

#### (4) Only roll the dice when necessary.

When you do roll the dice, do it in such a way that everyone can see. Don't rattle the dice around for no reason, it can be annoying for other players.

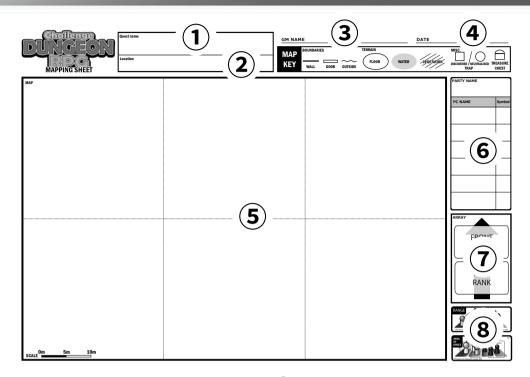
# (5) Don't touch the game pieces when you're not supposed to.

Moving things such as the character figures when it's unnecessary, can hamper the smooth flowing of the game.

(6) When you want to speak, you should ask the GM for permission. When you want to announce an action, or ask a question, raise your hand and ask, such as 'GM, may I speak?' If the GM asks you to wait, do so until the GM indicates that it's ok to speak.

⑦ Participate in the game until the end of the session. It's very rude to the other players to give up in the middle of a game. When you need to go to the bathroom, let everyone know where you are going.

# **MAPPING SHEET OVERVIEW**



This section explains how to use the mapping sheet.

#### 1 Quest name

Write the name of your current adventure.

#### 2 Place

Write down where the dungeon is.

3 Game master's name

Write the name of the GM

#### (4) Timing

Write down on what dates the adventure occurs.

#### (5) Map

Make a map of the dungeon. The GM refers to his dungeon sheet, and copies the relevant part of the map.

Only fill in the map as far as the adventurers can see.

#### 6 Party:

Write the name of the party, and the names of its members. Symbol indicates which counter will be used to represent the character.

#### ⑦ Array

Use the counters to show which characters will be in the front and rear rank during the scouting phase of the turn. During combat phase, the counters should be placed on the map.

#### 8 Range/ Area

Range and area is shown in a simplified manner.

\*In cases where extent of visibility is uncertain, describe each area separately. Area: The space occupied by one block on the map.

# **SESSION FLOWCHART**

### (1) Start of the adventure

PCs begin the adventure at an inn within the city walls.

### Quest

PCs are informed by the client of the quest details.

### ③ Dungeon adventure

Adventuring basically consists of two phases.

[Scouting phase](p.52) PCs explore their surroundings.

[Combat phase](p.56) PCs fight against any monsters.

### (4) Post adventure

PCs return to the city and report the outcome of their quest to the client.

### **5** Epilogue



GM relates what follows back in town with the client, depending on the success of the mission.

### **(6)** Dividing treasure

PCs divide the various loot (gold and items) they gathered from the adventure

### ⑦ Dividing experience points

When the quest is complete, adjust the level up by a half.

If the PC has been active, adjust the level up by a half.

### **8** Clearing up

Ti It

The players should tidy up and say goodbye to each other.

It's a nice idea to allow time to talk over your feelings about the adventure.

**GAME OVER!** 

# SESSION

This section explains the sequence of a session.

#### 1 Start of the adventure

The PCs begin the adventure at an inn within the city walls.

Place the counters to mark HP, MP, as well as max HP and max MP.

#### 2 Quest

Once the PCs have been informed by the client of the details of the quest and the reward offered, they set off for the dungeon\*.

Players should eventually accept the quest. If they don't, the game will be over for this session, and the hard work preparing it will be wasted.

#### 3 Dungeon adventure

The PCs explore the dungeon they were sent to by the client. Open the mapping sheet.

Start from the entrance to the dungeon.

Decide the front and rear ranks, and place the counters accordingly.

Adventuring basically consists of two phases. [Scouting phase](p.52)

The PCs explore their surroundings.

The GM describes the current location of the PCs. Then, each player decides how they will act.

Basically such actions occur one by one in sequence. [Combat phase](p.56)

The PCs fight against any monsters.

Once the PCs encounter monsters, if one or other side wishes to fight, combat phase is commenced.

If either the PCs or monsters are unable to continue the fight, combat phase is ended and the game reverts to scouting phase.

#### Camp

The PCs leave the dungeon and rest for 1 day. MP are completely restored However, if the PCs don't consume 1 days [rations]their condition becomes <hungry>.

#### (4) Post adventure

When the PCs leave the dungeon and return to the city, the adventure is over. The PCs report the outcome of their quest to the client.

#### 5 Epilogue

The GM relates what follows back in town with the client, depending on the success of the mission.

#### 6 Dividing treasure

The PCs divide the various loot (gold and items) they gathered from the adventure. The players should discuss the details, such as who gets what, in one go.

It's probably best to divide as evenly as possible.

7. Dividing experience points

Adjust your level according to the the experience points you have gained.

-When the quest is complete, adjust the level up by a half.

-If the PC has been active, adjust the level up by a half.
-PCs do not evaluate their own performance, but only that of the others in the group.

#### (8) Clearing up

The players should tidy up and say goodbye to each other.

After finishing, it might be fun to talk about everyone's impressions. In this case, try to make a point of focusing on each other's positive contributions.

\*In this game, we skip over the journey to the dungeon, and start with the players at the entrance to the dungeon.





The scouting phase is when the PCs explore the dungeon area around them. To begin with, the PCs listen to the GM's description of the area.

Having listened to the GM's explanation, each player decides what action their character will take. For example, the PCs may examine the room or passage they are in, discuss what to do amongst themselves, and perhaps use a skill or an item they have.

Once they have decided on a course of action, the players inform the game master what action each PC will take.

Basically this should take the form of actions being announced one by one in turn. However, if for example the other PCs don't really have anything to do, and it improves the flow of the game, it's ok to continue with a series of actions by one PC.

# Actions during scouting phase

### Movement

The party attempt to move from their current location to the place they want to go to. The basic rule is the the party moves as a group.

# Scout

Each PC examines the area around them.

The PCs check against their [sense]score. If successful they discover what

items or hidden traps exist in the area.

# **Figure out**

The PC checks against their [intelligence] score to determine if they can figure out or recall anything useful about a particular thing. If successful they gain some information.

## Combat

The PCs join battle with any monster they encounter. Switch to combat phase. If undetected, they have the option of making a [surprise attack]or a [charge](p.53).

# Magic

The PCs use their magical skills. Reduce MP depending on the movement of the PCs If MP is not reduced, no action can take effect.

Proceed to [Use of magic](p.62).

ltems

PCs draw out and use their items. When using an item, proceed to [Use of items](p.62).

# Dialogue

#### Communication between characters.

Players should decide what kind of content (inform,discuss, call for help) and how loud a voice they will use.

# **Other actions**

If you can think of an action which seems possible for your character to achieve, but is other than those already listed, you may propose it to your GM.

Examples might include opening a treasure chest or a door, or picking up an item.

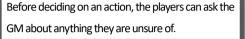
If the GM can't imagine how to determine the effect of the proposed action, the GM should straightforwardly explain that the action is not possible.

# **SCOUTING FLOWCHART**

### Preliminary description

GM explains the situation to the PCs.

#### 2 Questions



### **③** Deciding actions

The players should notify the GM of their courses of action.

### **④** Judgement call/ dice roll

When success or failure are both possible, the GM makes a judgement call or a dice roll.

### **(5)** Outcome of actions

The GM explains the outcome of the players' actions.

### **REPEAT PROCESS**

The scouting phase continues until the PCs exit the map area.

#### •SURPRISE ATTACK

If your opponent is completely unaware of your presence, you automatically gain initiative for combat. In addition, the opponent cannot alter their combat formation prior to the attack.

#### •CHARGE

If an opponent is on their guard but unsure of your location, you can still make a charge attack at +2 to initiative.

# Scouting

Explore the dungeon interior.

1 Preliminary description

The GM should explain the surroundings to the PCs in an easy to understand manner, while filling in the mapping sheet.

#### 2 Questions

Before deciding on an action, the players can ask the GM about anything they are unsure of.

#### ③ Deciding actions

The player should select an action from the list on p.52, and notify the GM of their intention.

The GM should listen to each action and decide whether the outcome should be a judgement call or decided by a roll of the dice.

#### (4) Judgement call/ dice roll

When success or failure are both possible, the GM must make a judgement call(p.54) or resort to a dice roll (p.55)to determine the outcome.

#### (5) Outcome of actions

The GM explains the situation of the PC and their surroundings as a result of the action announced by the player.

In the case of movement, all members of the party must move together.

Move the counters representing the party to the indicated position. In case of an obstruction or trap, the GM should stop the movement at that point and explain to the players what has happened.

[Scouting phase] continues until the players leave the dungeon. If at any point the PCs leave the dungeon, the GM should check if they wish to [make camp](p.51), or[end the adventure].

The scouting phase is the essence of the adventure narrative, but combat phases can occur at various points.

# JUDGEMENT CALL FLOWCHART

### 1 Announcing a judgement call

GM announces that a judgement call is required.

### **(2)** Checking against ability levels

GM determines relevant ability level for the action. Hit chance and defence value are also options here.

### **③** Level of difficulty

The GM determines what dice roll would represent success. It's up to the GM whether to share this number with the player.

### (4) Chance of success

Roll 2 dice and add the ability level you are checking against.



- ~ 5 A normal person will usually succeed.
- $6 \sim 9$  50:50 chance for a regular person, easy for a pro.
- 10 ~ 13 Even a pro might fail.
- 14 ~ 17 50:50 chance for a pro. Manageable for a master
- 18 ~ 21 Tough even for a master

Don't roll GM considers action impossible

# **Judgement calls**

When the PC attempts an action of uncertain success or failure, the GM should make a judgement call on the outcome.

(1) Announcing a judgement call

Having first made it clear that both success and failure are possible, the GM makes a judgement call.

(2) Checking against ability levels

The GM decides which ability level is appropriate for the action to be attempted. Consult the list of ability levels. Defense value may also be relevant when deciding hit chance.

#### 3 Level of difficulty

The GM determines the level of difficulty, meaning what adjusted dice roll would represent success for an action.

Please consult the level of difficulty table as a guide to how to assess the difficulty of an action. Revealing this figure to the player is at the GMs discretion.

#### (4) Chance of success

Roll 2 dice and add the ability level you are checking against.

Explain what degree of success the character has accomplished.

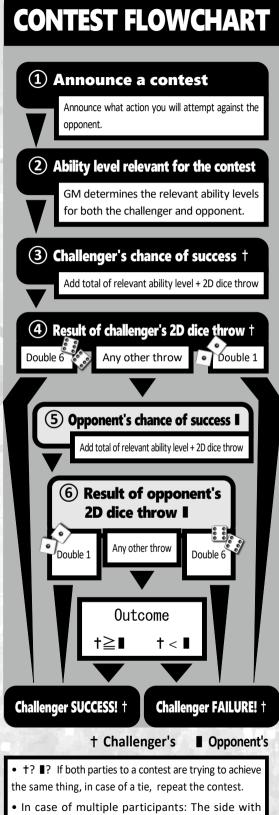
#### 5 2D dice throw

Basically, if the character's adjusted roll is equal to or greater than the level of difficulty determined by the GM, the action is successful. However, any throws of a double 1 or double 6 have a special meaning.

Double 6: Automatic success!

The action is successful. Double 1: Automatic failure!

The action is unsuccessful.



# Contest

If there is an action undertaken between characters where success and failure are both possible, we call this a contest.

Henceforth the character who initiates the action will be referred to as the challenger, the character who is acted upon will be referred to as the opponent.

(1) Announce a contest

The challenger will announce what action they will carry out on the opponent.

(2) Ability level relevant for the contest

The GM will decide which ability level should be checked against for both the challenger and the opponent.

(3) Challenger's chance of success

The challenger rolls 2D, and adds the relevant ability level.

(4) Result of challenger's 2D dice throw Any throws of a double 1 or double 6 have a special meaning.

Double 6: Automatic success for challenger!

The challenger's action is successful. Double 1: Automatic failure for challenger!

The challenger's action is unsuccessful. Other rolls: Proceed to opponent's chance of success.

(5) Opponent's chance of success

The opponent rolls 2D, and adds the relevant ability level.

(6) Result of opponent's 2D dice throw Basically, if the challenger's adjusted roll exceeds that of the opponent the challenger is successful. However, any throws of a double 1 or double 6 have a special meaning.

Double 6: Automatic success for opponent!

The challenger's action is unsuccessful. Double 1: Automatic failure for opponent! The challenger's action is successful.

the higher score is the winner



The combat phase is when the PCs and monsters engage in combat.

The difference between the combat phase and the scouting phase is the order of turns and what you can do in your first action.

When the PCs encounter a monster, if either side is willing to fight then combat phase is initiated. Combat phase works by a system of [turns]. The PCs and the monsters take turns as long as the combat continues.

To begin with the PC party and the monsters roll dice to decide who goes first.

You may only use 1 action a turn. Examples of such actions include: fighting monsters, using skills or items, examining the monsters or the dungeon area, or talking to others.

If either the PCs or monsters are unable to continue the fight, combat phase is ended and the game reverts to scouting phase.

# Attack

Attack your opponent using weapons or other equipment. In such cases, you use your <attack> skill. Turn to [Attack Flowchart] on p.60.

# Actions during combat phase

Magic

. . . . . ...

Use <magic> skills. Reduce MP by the correct amount. If there are insufficient MP remaining, the magic will have no effect.Proceed to [Use of magic] (p.62).

### Items

PCs draw out and use their items.

When using an item, proceed to [Use of items](p.62).

### Advance-retreat

Movement between the [front rank] and [rear rank]. In the event that there is no one left in the front rank of a formation, the opponents automatically [push up](see p.58) and occupy the vacant space with their front rank. Please take note of this.

### Scout

Each PC examines the area around them.

The PCs check against their [sense]score.

If successful they discover what items or hidden traps exist in the area.

# Flight

An attempt to escape from a location.

All participants contest their [strength]. If the one attempting [escape]is successful, they break off from combat.

Move the character counters to a neighbouring area.

# Dialogue

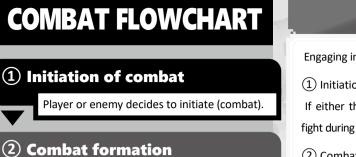
# Communication between characters.

Players should decide what kind of content (inform, discuss, call for help) and how loud a voice they will use.

# **Other actions**

If you can think of an action which seems possible for your character to achieve, but is other than those already listed, you may propose it to your GM.

To do nothing, or hold position (see p.59) is also a viable action. If the GM can't imagine how to determine the effect of the proposed action, the GM should straightforwardly explain that the action is not possible.



Place the front and rear ranks of the opposing

formations facing each other on the MAP.

### **③** Determine initiative

A representative player and the GM (on behalf of the enemy side) each roll 2D. The winner gains the initiative for their side.

### ${old 4}$ The beginning of the turn

Combat progresses by turns, each turn representing about 1 minute.

### **(5) Side going first**

The side going first freely decides in what order they will perform actions.

### 6 Side going last

Once the side going first have all completed their turn, the side going last decide freely the order of their actions.

### ⑦ End of the turn



After all characters have completed their actions, the turn is over.

### **END OF COMBAT**

Gaining (Surprise) = automatically win the initiative (Charge) = +2 to initiative

(Push up): If an opposing front rank ceases to exist, the winning front rank automatically pushes up to face the opposing rear rank

# Combat

Engaging in combat with encountered monsters.

1 Initiation of combat

If either the players of the monsters decide to fight during the scouting phase, combat will ensue.

(2) Combat formation

Place the front and rear ranks of the opposing formations facing each other on the MAP.

③ Determine initiative

The GM and a representative player should simultaneously each roll 2D.

If the player representative rolls higher than the GM, the players go first.

If the GM rolls higher than the player representative, the GM goes first.

#### (4) The beginning of the turn

Combat is divided into turns. 1 turn represents about 1 minute All the characters may complete 1 action in 1 turn.

#### 5 Side going first

The side going first freely decides in what order they will perform actions.

#### 6 Side going last

Once the side going first have all completed their turn, the side going last decide freely the order of their actions.

#### (7) End of the turn

After all characters have completed their actions, the turn is over.

-If either side is still looking to fight, move on to the beginning of the next turn.

-If neither side is willing to fight, or one side can no longer perform any actions, continue to [end of combat]. At the outset of combat, decide front and rear ranks

Place the character counters in the front and rear ranks of the character formation in the area of the MAP where the fighting commenced.

For the monster's side, the GM should configure the monsters into front and rear ranks according to their map location and facing the PCs.

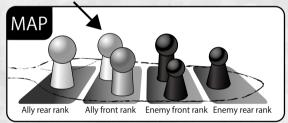
#### Front rank and rear rank

Combat phase is not considered a clash of arms by static adversaries. Rather it should be imagined as a melee where the participants move around, depending on the situation.

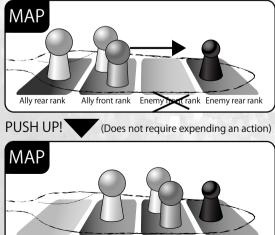
This idea has been conceptualised as front and rear ranks.

### **COMBAT FORMATION**

\*Position according to formation



# **PUSHING UP**



The front rank try to keep the opponent at bay and protect the rear rank.

Pushing up

If the front rank of one side ceases to exist, the opposing formation advances to fill the gap and directly face the enemy rear rank, which then becomes the new front rank. This is called [pushing up].

[Pushing up]happens immediately if the conditions are met. It does not constitute an action.

• Terrain

The conditions of combat can vary depending on the location. If the footing is on solid ground, there is no particular effect on combat.

So long as the combat is confined to such an area proceed as normal.

# **TERRAIN OVERVIEW**



No effect.



Pitch blackness. Effect: Except for monsters, hit chance and defence value are at -3.

### WATER

Water level comes up to the hip. Effect: -1 to hit chance and defence value

# 🚧 VEGETATION

Waist high vegetation. Effect: +2 to crouching and hiding



Session G

Ally rear rank Ally front rank Enemy front rank Enemy rear rank Wildfire. Effect: Test against strength. An adjusted roll of less than 12 means 1 point of damage due to smoke inhalation and flames.

# **Determining initiative**

To determine initiative, representatives from both sides roll 2D each to decide which side will go first, and which last.

Depending on the situation at the outset of combat, one or other side may receive a bonus.

-Ambush: In the case of an ambush or surprise attack, the ambushing side automatically wins the initiative.

Only when your opponent is in no way expecting an attack can you successfully ambush them.

-Charge: If an opponent is on their guard, but uncertain as to your location, it is possible to make a sudden attack for which you receive a bonus of +2 to your 2D when rolling for initiative.

# **Character actions and condition**

Characters have actions and conditions.

At the outset of each turn, all the characters are free to make an action. However, during the combat phase the side which has won the initiative will go first. This is followed by the side going last.

#### Actions

1 action is permitted per individual per turn. Please refer to p.56.

The three basic ways of using an action are attack, magic and other actions.

Special skills and defence do not use up an action.

Condition

The default condition for a character is [normal]. -HP and MP vary between 0 and maximum.

-If HP falls to 0, the condition becomes <unable to fight>(p.76).

-If HP is restored to 1 or more, the character may rejoin combat .

#### Normal

Can perform actions without particular trouble.

•Abnormal

Any condition covered by the abnormal condition tag (p.76).

Dead

A successful attempt to [finish off]an opponent will result in the death of that opponent.

### Death

#### Regarding death

If a successful attempt is made to [finish off] any character who is [unable to fight], then that character is now dead. Once a character is dead, the player can no longer manage it.

Deadly risk is a part of adventuring. Players should understand that the occasional death of characters is a part of the game.

Although in this game it may happen that the dead become one of the undead, still it is considered impossible to resurrect a character. If a PC who has been killed has some unfinished business, the GM may consider allowing the character to return as a ghost after the session. The death of a PC may be very upsetting for a player, so it should be treated with care.

# Finishing off

This is an attack designed to extinguish life from an opponent. To finish an opponent off, you must attack them while they are <unable to fight >. Inflicting one or more points of damage means that the character has died!

### + Attacker 🛽 defender

# Attack skill

The attacker should announce prior to resolving an attack that they will use an attack skill. They should first reduce their MP by the correct amount, then make any adjustments such as to the hit chance of the weapon being used, and make the attack. Example: An attacker with a [sword]( hit chance:3/ attack power:3) decides to use the [smash] skill ( hit chance:+2/ attack power:+1). The attacker will resolve their attack with a total hit chance of +5 and a total attack power of +4.

#### ▼ Single attack vs. multiple opponents

The attacker should roll 2D one time, and apply the same result to all targeted opponents.

The defenders each make a separate roll.

# Blocking

When a character is about to absorb damage from an attack, any other character on their side may step in to take the damage in their place. This action is called [Blocking].

Any character who performs [Blocking] must forfeit their action for that turn. If you have already completed an action that turn, you forfeit your action for the following turn.

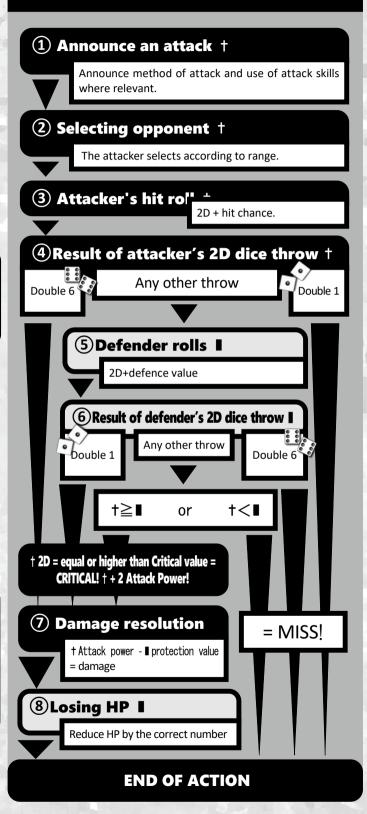
# ▼ You and someone on your side are attacked at the same time

If you choose to use the [Cover] skill or the [Blocking] action to aid an ally, but are also hit by the same attack, you must double the values for the attacker's attack power and your protection value to calculate the damage received.

#### Vin case of weakness

If any character has a [weakness] to something, any such attack will add + 1 to attack power.

# ATTACK FLOWCHART



# Attack

Rolling a dice to make an attack on an opposing character. Henceforth, the attacking character will be known as the attacker, and the defending character known as the defender.

#### 1 Announcing the attack

The attackers announce what kind of attack they will make. For PCs this means specifying the choice of weapon, for monsters, it means specifying the type of attack.

If you wish to use a special attack skill, it is declared at this stage. Reduce your MP by the correct amount. If there are insufficient MP remaining, the action will have no effect.

#### (2) Selecting opponent

The attackers announce who they are going to attack. They must choose from opposing characters within range. If not using a special attack skill, simply choose the opponent.

#### 3 Attackers hit roll

The attacker rolls 2D and adds their hit chance.

#### 4 Attacker's dice roll

Any throws of a double 1 or a double 6 by the attacker have a special meaning.

#### Double 6: Automatic hit by attacker!

Proceed to ⑦ [damage resolution]

#### Double 1: Automatic miss by attacker!

Proceed to •[end of action]

#### Other rolls: proceed to <sup>6</sup> [defender's dice roll]

### 

\*Position of character using skill

#### 5 Defender's defence roll

The defender rolls 2D and adds their defence value.

Basically, if the attacker's adjusted dice roll exceeds that of the defender's, the attacker has scored a hit. However, any throws of a double 1 or double 6 by the defender have a special meaning.

Double 6: Automatic block/ evasion by defender! Proceed to •[end of action]

Double 1: Automatic hit by attacker! Proceed to ⑦ [damage resolution]

#### (7) Damage resolution

The damage to the defender is calculated as the attacker's Attack power minus the defender's Protection Value, to a minimum of 0 points.

At this point we consider modifiers to the damage. If the attacker's 2D roll equals or betters the critical hit chance for that weapon, they have scored a critical hit!The attacker adds a bonus of +2 to the inflicted damage.

In the case of the opponent having a relevant weakness, + 1 damage is inflicted.

#### 8 Losing HP

Reduce the defender's HP by the correct amount of damage. If they are reduced to 0 HP they are considered [unable to fight].

At this point, the attack is finished, proceed to •[end of action].

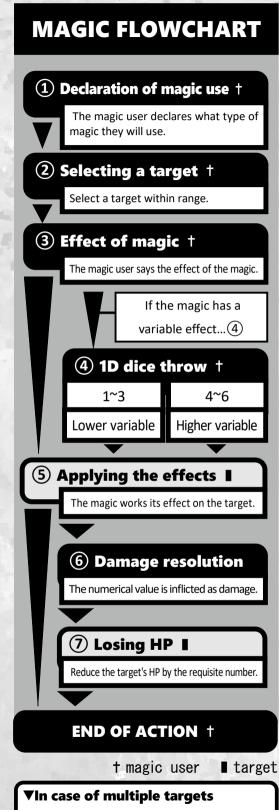
#### ▼ Losing HP, MP

When HP or MP are reduced, adjust the counter on your character sheet accordingly. When either HP or MP are reduced to 0, you

must give the counter to the GM.

-If HP falls to 0, the condition becomes <unable to fight>(p.76).

-If MP are reduced to 0 the character may no longer use skills requiring 1 or more MP.



When area of effect includes multiple opponents, roll 1D separately to determine the effect on each opponent.

# **Magic skills**

Using magic on characters. The character using magic will be referred to as the magic user, and the recipient of the magic will be known as the target.

#### 1 Declaration of magic use

The magic user declares what type of magic they will use. Reduce MP by the requisite amount. If there are not enough MPs actions will have no effect.

#### Selecting a target

The magic user declares who the target of their magic will be.

They must choose from opposing characters within range.

#### ③ Effect of magic

The magic user says the effect of the magic. In this case, if the effect of the magic is variable, continue to 4[1D dice throw]. Otherwise continue to 5[effect of magic].

#### 4 1D dice throw

Roll one dice, if the result is a  $1^3$  the lower numerical value applies to the target, if the number is  $4^6$ , the higher number applies.

#### (5) Applying the effects

The magic works its effect on the target. For magic which lasts for the duration of combat, you cannot multiply its effect by different characters using the same magic on the same target.

For magic which does not cause damage the action is then completed.

#### 6 Damage resolution

The numerical value is inflicted as damage. In the case of the opponent having a relevant weakness, + 1 damage is inflicted.

#### (7) Losing HP

Reduce the target's HP by the requisite number. If they are reduced to 0 HP they are considered [unable to fight].

This ends the action

# **SKILL FLOWCHART**

### 1 Declaring use of skill †

The skill user announces the use of the skill as described.

### 2 Selecting a target +

Select a target from opposing characters within range.

### ③ Effect of skills †

The skill user announces the effect of the skill.

### (4) Applying the effects I

The target receives the effect of the skill.

### END OF SKILL USE

t skill user ∎ target

# **ITEM FLOWCHART**

### ${f 1}$ Declaring use of an item +

The item user announces their intention to use the item.

### ②Selecting a target †

Basically the target must be selected from within a range of 1.

### ③Effect of items †

The user states the intended effect of the item.

### Applying the effects I

The item affects the target.

### END OF ACTION

titem user ∎ target

# Skill

Characters can use their skills. The character using the skill will be referred to as the skill user, and the recipient of the skill will be known as the target.

1 Declaring use of skill

The skill user announces the use of the skill as described. Reduce MP by the requisite amount. If there are not enough MPs actions will have no effect.

2 Selecting a target

They must choose from opposing characters within range.

3 Effect of skills

The skill user announces the effect of the skill.

#### (4) Applying the effects

The target receives the effect of the skill. For skills which last for the duration of combat, you cannot multiply their effect by different characters using the same skill on the same target.

# **Using items**

Characters can use their items. The character using the item will be referred to as the item user, and the recipient of the item's effect will be known as the target.

1 Declaring use of an item

The item user announces their intention to use the item.

2 Selecting a target

The item user specifies how they intend to use it. They can use the item if it is within a range of 1.

③ Effect of items The user states the intended effect of the item.

(5) Applying the effects

The item affects the target. If the target is unwilling, both sides must roll to resolve it as a test of [strength]. For items which last for the duration of combat, you cannot multiply their effect by different characters using identical items on the same target.

# Example of how a combat phase works

You can get a better idea of how combat actually works by reading this real example taken from a play session.

The set up is that the PCs, exploring a goblin cave, have found a room with goblins inside. The action starts from the moment the PCs break the door open.

GM: ..... Basil breaks the door open, the goblins inside

are stunned, and turn their faces towards you. Basil (fighter): Just as we expected! Charge! GM: The goblins shout [Hey! What do you think

you're doing!], and reach for their weapons. Eclair (hunter): Let's do this.

GM: Right, let's fix the [combat formation]. All 3 goblins, A, B and C will be in the front rank.

Basil: I will be in the front! Eclair and Rei in the rear!
GM: OK, let's roll for initiative. A representative for each side rolls 2D to determine which side will go first. In this case, the goblins have been caught unprepared. The PCs have been able to [charge], which gives them a +2 bonus.

Basil: Go for it Rei!

- Rei (Wizard): Got it. (2 dice are rolled) 2 and 5 makes (7). +2 for the[charge]makes it up to 9.
- GM: (2 dice are rolled) So close! The goblins have an (8), which means you go first.
- Eclair: Thanks to Basil's great work in bashing the door down **@**.
- GM: Right, we are now entering combat phase. You can perform 1 action per turn. Since you go first, you can let me know your actions in whatever order you like.
- Basil: Ok, let's see, I'll attack Goblin A using the sword I'm holding.
- Rei: Hang on a sec Basil. Give me a chance to do a [search] on them first. I want to know what we're up against.

Basil: Good idea. OK Rei, do your stuff. Rei: No problem. The GM carries out Rei's [search] on the goblins.

- GM: OK. Let's use your [intelligence] score to see if you can find out more about them.
- Rei: (rolls dice) Oh, only a ③. Adding my intelligence, that's an 8.
- GM: That's good enough. They are goblins. Level1 demons. (Reveals the previously prepared separate sheet with the goblin's information.)
- Rei: Interesting. They love gold and food, and it seems that they're good at [rock throwing].
- Basil: Fine, now that we've got to know then, I'm going to hit goblin A with my sword.
- GM: Sorry to have kept you waiting. (2) Let's do this! Basil: (rolls dice) I got a (7), which added to my hit chance makes a hit roll of 10!
- GM: That beats the goblin's defensive roll, so you connect. You strike him a powerful blow (The GM is using a fixed roll of 7 for the goblin).
- Basil: That's 3 points Attack power!
- GM: After I subtract the goblin's protection value...hmm, he seems hurt pretty bad.
- Eclair: It's a chance for me to finish him off, I'll attack with my bow! (rolls dice) I got ①, which means a hit chance of 14.
- GM: That's definitely a hit. Plus with an (1), that means a critical hit with your arrow! +2 to attack power!
- Eclair: Nice job with the killing blow. 3+2 attack power makes 5.
- GM: He's all out of HP, which means he's unable to fight. He falls to the floor (Removes the counter for Goblin A from the map).

Right, since you guys have all finished your actions, now it's my turn! Goblin B will slash at Basil with his claws! He got a hit chance of 9!

- Basil: Hey, that's going to hurt! My defence value of 1 + a dice roll of (rolls dice), oops, a ②. Double 1 ④
- GM: That means an automatic hit. That's an attack power of 3!

- Basil: Take away 2 points for my leather armour that means 1 point of damage (moves the HP counter down by 1). Phew. 4 HP left. Not as bad as I expected **3**.
- Rei: It's alright for some. If that had been me I'd be down to 1 HP **(**.

Eclair: You can count on Basil 🕖.

GM: Goblin C attacks Rei with [rock throwing]! He get's a hit chance of 9.

Rei: Well... a roll of ③ makes for a defence roll of 5. Basil: He's not going to get away with that! I will

[cover]Rei! Then I'm going to take him out!

GM: Good timing. That's an attack power of 2.

- Basil: ... Ping! (makes a gesture of the blow glancing off his chest)
- GM: Something like that, yes ②. No damage done. The goblins are all out of actions, so that completes the turn. It seems that the goblins are determined to fight on.

Eclair: We'll give them a fight.

- GM: In that case, combat continues. Let's start the next turn. You go first.
- Rei: Right, leave this to me. I'm going to cast a [thunder ]spell at the remaining goblins (adjusts MP by moving chip).
- GM: Since the magic automatically hits the opponents, roll 1D for each of them to determine damage. A roll of  $(1)^{\sim}(3)$  means 1 point. And a roll of  $(4)^{\sim}(6)$  means 2 points.
- Rei: (rolls) ... I got a ④ on goblin B, and a ① on goblin C.

GM: They're feeling the pain. The goblins appear to be stunned.

- Basil: Okidokey, I'll use a [smash ]to take him out! I'm going to use my sword to slice goblin B! (here we go!) A ③?!, 3+2+2=7 ?? ④ ④
- GM: You're overdoing it a little. Try to roll the dice more calmly. The goblin makes a defence roll of 8, so he dodges the blow **(2)**.

Eclair: Maybe now's the time. GM, can I use [follow] to improve Basil's hit roll by +2?

GM: Sure. OK, deduct 1 MP please. Oh, and Basil too for your [smash]. It slipped my mind. Thanks to Eclair's [follow], Basil's [smash]now lands a blow ②.

Eclair: It'd be a shame to waste a killing blow.

Basil: Thank you! Eclair! That's That's an attack power of 4!!

GM: In that case, that's good night for him (removes goblin B's counter).

- Eclair: I'll shoot at goblin C with my bow. (rolls) That's a hit roll of 8. If it hits that's That's an attack power of 3.
- GM: A defence roll of 8 makes you level, which means you hit him. It's just enough to drop goblin C to the ground (removes the counter). Since there are no opponents left to fight, that means [end of combat].

Basil: We got' em! 🕖 🤣 🧭

GM: Now it's time for Eclair to use her skills 🤣.

- Eclair: Umm.... Oh right, I'll use [SCAVENGE]. Can I search all 3?
- GM: You can. You need to check against Sense. Roll 2D and add your Sense ability. An adjusted roll of 10 means that you find the possessions for one goblin. Roll separately for each one.
- Rei: I'm guessing that as goblins they'll be carrying gold nuggets.
- Eclair: Is that so, maybe I should pan the dirt for gold ②. (Rolls three times) Well that's 2 successes and 1 failure.

GM: So that means that you find 2 gold nuggets. Someone should record them in their items.

Basil: I'll take 'em! (jots them down)

GM: OK then, now that you've beaten the goblins, as for the room you're in... (switch to scouting phase).

END

# Reference materials: Film, Anime & Manga

# Lord of the Rings

Director: Peter Jackson, Author: J.R.R. Tolkien Production company: Wingnut films

The film version of the epic fantasy novel. The story is set in a world where the dark lord Sauron has fashioned the one ring, an item of awesome power which holds the key to the struggle between good and evil. Having come into possession of the ring, Frodo the hobbit and his party of companions - the mighty warrior Aragorn, Legolas the elf, Gandalf the wizard and others - must undertake a journey which will pit them against the forces of Sauron.

The Lord of the Rings and it's precursor, The Hobbit, are considered the foundation texts of the fantasy genre whether in literature or game format. This film is an enjoyable way to experience the work of the original master of fantasy.

# **Delicious in Dungeon**

Author: Ryoko Kui Publisher: Yen Press (Kodansha in Japan)

Ranked 1st in the list of top manga by *Kono Manga ga Sugoi*! (This Manga is great!), the story is a combination of a swords and sorcery adventure and a monster cookbook.

In order to save his sister from being digested by a red dragon, the knight Laios is joined by the elven magician Marcille and the halfling locksmith Chilchuck. The twist is that in order to save time they decide to subsist entirely on the monsters they can kill and cook within the dungeon.

This story gives a glimpse into certain aspects of the Challenge Dungeon world, such as why monsters are found in dungeons.

# Grimgar of Fantasy and Ash

Author: Ao Jumonji Director: Ryosuke Nakamura Anime version: UK version released by Anime Limited , US version released by Funimation (A-1 Pictures in Japan)

This is the animated version of a light novel originally sold by Overlap Inc. in Japan. It follows the story of Haruhiro who, although far from being a hero, somehow finds himself alongside his companions fighting for survival as a volunteer soldier against goblin bands. It creates a vivid picture of the struggles of these everyday people in a fantastic world.

# Log Horizon

Author: Mamare Touno Director: Shinji Ishidaira Anime version: US version released by Sentai Filmworks (NHK in Japan)

Originally appearing in installments in the usergenerated content site Shosetsuka ni Naro ( So you want to be a novelist?) , the series gained popularity and went on to become a manga and anime. Trapped unexpectedly in the world of a massive multiplayer online role playing game (MIMORPG), the adventurers must work together in order to survive. Set in a swords and sorcery milieu, the depiction of monsters and the world they live in make a good reference for Challenge Dungeon. There is even a dedicated TRPG which allows you to enjoy roleplaying in the same setting.





# GM

To play "Challenge dungeon", one of the participants must take on the role of GM. The job of the GM is to create an enjoyable game environment for the players.

The goal is to create a quest and a dungeon for the PCs to challenge.

#### GM roles

Essentially, the GM has 3 main duties. -Running the game session. -Playing NPCs.

-Creating dungeon sheets

You don't have to do all of this by yourself. There are some sample dungeon sheets in this manual, please feel free to use them!

• The relationship between GM and players The GM is also a participant in the game. The game is not only about helping the players have fun, all the participants, including the GM, should help each other to have fun.

#### NPCs

It's not necessary to prepare data on every single character, such as the client of a quest. Use the following steps for easy creation of in game NPCs such as when they appear as a bodyguard or rescuer.

[Miscellaneous person data]

HP 1, MP 1, [strength]2[intelligence]2[sense]2 Attack method: bare fists, hit chance 3, attack power 1, range 1

Equipment: Cloth tunic, defence value 0, protection value 1, No skills

-Monsters are also NPCs.

-Monsters can't get critical hits!

• Dungeon sheet

The GM must keep the dungeon sheet concealed from the players!

-The lines on the map define the areas which the PCs can explore.

-The areas outside the lines are considered walls or rock, and considered impassable.

-When drafting a dungeon sheet, please use the sample dungeon as a reference. If you will be the GM for the dungeon on the sheet, you can write it in whatever way is easy for you to use and understand.

#### •Mapping sheet

The GM should copy the dungeon sheet MAP. -Copy only the areas which the PCs can see.

-Place counters to show the starting position of the PCs and monsters.

-Traps should be recorded on the map once they have been located and neutralised.

-Do not copy the name of the area or the GM's notes for the area.

-It's not a problem if you get the mapping sheet the wrong way up when you are copying.

About Boss Monsters

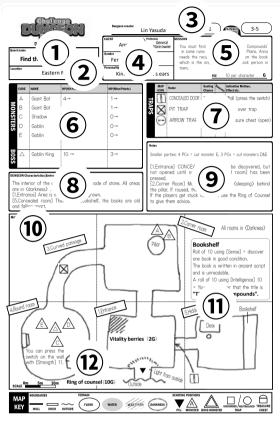
The boss monster is the strongest NPC monster.

It's normal that they should be stronger than the other monsters.

• Original creation

GMs should feel free to create items, traps or monsters (p.111~112) which are not in the manual. Although original items should perhaps be limited to the quest in which they appear.

# **Dungeon sheet overview**



Here is how to interpret dungeon sheets.

#### 1 Quest name

Write the name of your current adventure.

#### 2 Place

Write down where the dungeon is.

#### 3 Author/ Difficulty level

List the author of the dungeon as well as the difficulty level of the dungeon ( i.e. what number of characters of what level is it designed for?)

#### (4) Client

List the details for the client, including: name, profession, gender, age, special features. You are welcome to consult the random generation charts for this. Use the table for background for determining profession

#### 5 Quest

Write the purpose and details of the quest, as well as the agreed remuneration.

#### 6 Monsters

Record the monsters, listing their HP and MP. The HP and MP of the boss monster should be written separately.

When damage is inflicted and when MPs are expended, keep a record of the adjusted totals of current HP and MP. When a monster reaches HP 0 <unable to fight>, mark their hit points with an x.

#### 7 Traps

Record the location and type of all traps.

In the [success]column[F]= found,[N]= neutralised.

#### 8 Dungeon appearance

Record the look and feel of the dungeon and each area.

#### 9 Notes

Record any notes about the quest in this space.

#### 10 Map

Make a map of the dungeon.

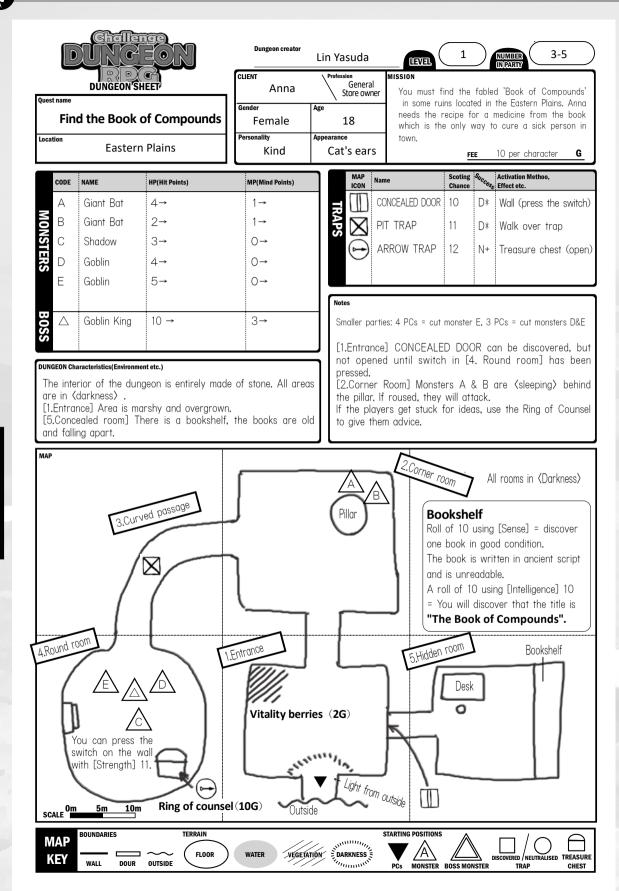
Record the PC's starting position, and the initial location of the monsters and traps. Map legend:

- ▼ = PC's starting position
- $\triangle$  = Location of monsters/ boss monsters
- $\Box$ ,  $\bigcirc$  = traps (found, neutralised)
- (11) Areas

Write a name for each separate area.

#### (12) Items

Items which can be taken by the adventurers. (G) specifies the value of certain items in gold coins.



# [Find the Book of Compounds!]Instructions for GM.

This dungeon is designed for beginner level parties. The adventurers start from 'The White Hart' inn(p.9).

#### Quest

One morning, Anna (p.9), comes to the adventurers lodgings.

-She explains the nature of the quest, the location of the dungeon, and what she is willing to pay.

-The PCs are broke.

-To get to the ruins in the eastern plains will take 1 day. The PCs will need to reduce their rations by 1 day's worth.

#### The dungeon

[1. The entrance]

Open up the mapping sheet and draw area [1. The entrance]. Next, place the party's counters on the start point, decide the formation, then read the next section.

-You have finally reached the ruins in the eastern plains.

-Outside the entrance is bathed in morning sunlight, but within looks too <dark> to see where you are going.

After explaining how it looks to the players, elicit what actions they wish to take.

If the characters light a torch  $\!\!\!>$ 

The dungeon is carved from stone. There is some kind of vegetation growing in the far left corner, and the passage appears to continue straight ahead from the middle of the far wall.

If[scout]is successful>

A roll of 5 or above reveals that the vegetation is in fact a bush of "vitality berries". A roll of 10 or better reveals a [hidden door]in the east wall.

#### [2. Corner room]

When the PCs enter [2. Corner room], relay the following information.

-There is a big column in the far right corner. You can't see behind it.

-There is a corridor in the left wall.

• Monsters [Giant bats]

There are some giant bats behind the column. They are [asleep], hanging from the ceiling. As the bats have [supersense: hearing], if the PCs talk or make a noise walking around the bats will awaken and act as follows. -If the PCs enter[3. Curved passage]the bats will[attack] from behind. This counts as a surprise attack.

-If they are discovered by the PCs, they will immediately[attack].

[3. Curved passage]

When the PCs enter [3. Curved passage], relay the following information.

-The passageway curves through a 90 degree arc. If[scout]is successful>

A roll of 11 or better reveals the [pit trap]in the passageway floor.

A roll of 8 or better checking against either[strength] or[sense]means that the trap is harmlessly avoided. If the party moves forwards unaware of the trap>

The front rank must check against [sense]. If they fail to sense the danger (13 or more) they fall into the pit and sustain 1 point of damage.

#### [4. Circular room]

When the PCs enter [4. Circular room], relay the following information.

-You can see a lever on the West wall, and a treasure chest at the back of the cave. There is also a group of monsters.

• Monsters[Goblin King and underlings]

There is a group of goblins led by a goblin king. If they are aware of the PCs, they will attack.

If[scout]is successful>

A score of 12 or more means that the [arrow trap]can be discovered and neutralised.

If the PCs pull the lever>

Checking against [strength], a score of 11 or better means that the lever can be pulled. When the lever is pulled, the [concealed door] in area 5 is opened. If the PCs open the chest>

If the PCs open the chest

Whoever opens the chest will release the [arrow trap]which will attack with a hit roll of 10. The arrow has an attack power of 3. Inside is a " Ring of Counsel (10G)"(p.94).

[5. Concealed room]

When the PCs enter [5. Concealed room], relay the following information.

-There is a dest and a book shelf.

If[scout]is successful>

A score of 10 or better means that they discover a book written in ancient script.

If they are successful at [Figure out]>

They can read the title of the book. It is the "Book of Compounds".

#### This ends the adventure

Anna comes to the adventurers lodgings and listens to their tale of the quest. If they hand over the "Book of Compounds" the quest has been successful.

Epilogue: Word quickly spreads around town of how Anna was able to use the "Book of Compounds" to make the medicine which saved someone's life.

# **GM SESSION FLOWCHART**

### **1**START OF THE ADVENTURE

Begin the narration at the adventurer's lodgings in town.

### **2 QUEST**

Taking the part of the client, explain the details of the quest.

### **③ DUNGEON ADVENTURE**

T

Lay out the mapping sheet and place the party's counters on the start point. Based on the character's actions, sketch out the relevant areas of the map.

### **④ POST ADVENTURE**

Taking the part of the client, have the PCs report to you about the quest.

### **5** EPILOGUE



The GM then relates how the client responds.

## **6 DIVIDING TREASURE**

Ask the players how they wish to divide the items and treasure from the dungeon.

### **⑦ DIVIDING EXPERIENCE POINTS**

Announce if the quest was successful or not. It's a good idea to review in what way everyone contributed.

### **⑧ TIDY UP**



Clear up the game materials and close the session. Try to keep post game discussion positive.

### END OF SESSION!

# GM's view of the session

This section explains the sequence of a session.

#### 1 Start of the adventure

Begin the narration at the adventurer's lodgings in town.

#### 2 Quest

When the client meets the PCs, explain to them through the client the details of the quest, i.e. where it is, what it is, and how much they will be paid.

After accepting the fee, the PCs should be given the chance to do any shopping or outfitting they wish, before proceeding to the dungeon\*.

#### ③ Dungeon adventure

Lay out the mapping sheet, place the party's counters on the start point and sketch the area.

The GM should explain the dungeon setting and then address the players as follows. [What would you like to do?]

[Scouting phase](p.52)

The GM explains the area. After that, The GM asks the players to each let him know what action their PC will perform.

The PCs complete take it in turns to declare and complete their actions.

-Monsters

When the PCs enter an area with monsters, the GM considers what the monsters are doing at that moment.

If nothing immediately comes to mind, have them challenge the PCs to fight.

-Traps

When the PCs enter a trapped area, confirm how the trap works to yourself. In this way you will know if the PCs set off the trap.

#### [Combat phase](p.56)

The GM processes the combat phase. Once combat is settled upon, determine if the requirements for a [surprise attack]or [charge]are met by either side.

If either the PCs or monsters are unable to continue the fight, combat phase is ended and the game reverts to scouting phase.

#### (4) Post adventure

Once they leave the dungeon, the narrative resumes when they reach the town. If the quest has been unsuccessful, elicit if the players are happy to actually return to the town yet or not.

When the adventurers have returned to their lodgings, the client returns to find out the outcome of their quest.

If the adventurers have succeeded in the quest, the PCs should receive the agreed remuneration.

#### (5) Epilogue

The GM relates what follows back in town with the client, depending on the success of the mission.

#### (6) Dividing treasure

The PCs divide the various loot (gold and items) they gathered from the adventure.

In order to avoid any bad feelings, tell the players that the treasure will be sold and the profits divided equally.

⑦ Dividing experience points

Adjust the level marker. PCs gain half a level for their effort, and half if the quest is successful.

It's a good idea to review in what way everyone contributed.

\*Travelling to the dungeon happens automatically in the game, and is not dealt with in detail.

If the journey is sufficiently far, the adventurers will need to expend 1 days worth of rations.

In this case, the client should let them know in advance.

#### • Camp

If the players choose to Camp mid- adventure ( leave the dungeon to rest for a day before returning), for certain quests, this may be considered as a failure by the quest's client. It's important to explain this clearly to the players.

# How to GM (GM's functions)

This section explains in detail the craft of being a GM.

#### Writing scenarios

The GM has to prepare several elements of the adventure in advance, such as the dungeon, the purpose of the quest and the nature of the client.

#### • Facilitator & referee

The GM has to explain to the PCs during the adventure what the situation is, how it develops, and determine outcomes according to the rules.

#### • Role player

Excepting the PCs, the GM must control any other characters, whether the client or the monsters in the dungeon. The GM can use the character tags and monster tags to help guide them in determining what such characters say and how they behave.

\* If it gets too much for one person to handle, it's fine for the GM to get help from a sub GM (preferably someone who understands the game) to make things go more smoothly.

# How to GM (Creating Dungeons)

#### Creating Dungeons

[Situation of the PCs at the outset of the adventure] As a basic setting the PCs will start off in [adventurer's lodgings]. The arrival of the client then creates a smooth narrative path towards the adventure.

On the other hand it might be fun to occasionally start the adventure from the journey or even in the middle of a quest.

#### The[Client]

Creating a backstory for the client and their request makes for a richer narrative for the adventure. [Area]

Sketch in the outline of the room on the MAP. The lines on the map show the walls, so the space between the lines is the accessible dungeon area and the space outside the lines should be considered solid and impassable. Sketch in corridors to connect the main areas.

-A typical dungeon has about 3 ~ 6 areas .

-The next step is to think about what to put in those areas.

#### [Monsters]

Firstly, think about why the monsters are there. Also, if the monsters are part of the same group, it's best to make sure that they are all the same type of monster.

-A dungeon should normally have about 2 areas where fighting may be involved.

-In general the monsters should be at the same level as the adventurers, whereas the one boss monster should be about 2 levels stronger.

-Decide what the situation of the monsters is.

-Consider how to arm monsters labelled as <can be equipped>.

-It can be fun to think of ways an encounter may be resolvable without combat.

#### [Traps]

Traps should fit their location, so an artificial trap is more likely to be found within a stone dungeon.

On the other hand a natural hazard such as a dangerous plant, mushroom or insect would be more appropriate in a natural setting.

-Traps should normally be at the same level as the PCs. -A total of  $1 \approx 5$  traps per dungeon is about the right amount.

#### [Items]

Next you should stock your dungeon with treasure (p.94).

-A total of 1 ~ 3 items is a good number.

-Of course you can create original items not listed in the manual.

\* Make a trial dungeon!

If you feel ready to make a trial dungeon, start by following the above guidelines in terms of the number and level of rooms, monsters, traps etc.

# How to GM (challenges)

If at some point in the adventure the successful outcome of an intended action is uncertain, check against one of the player's characteristics (strength, intelligence, sense) to determine the outcome! Decide roughly what the positive or negative outcomes might be of a successful attempt. If you feel uncertain about where to set the difficulty level, use 10 as a base level. Try to mix up the characteristics on which the various challenges are based.

Guide to setting challenge totals

Follow the rough guide below to determining the difficulty of the challenge.

Easier challenge8Regular challenge10Difficult challenge12

When to check against certain characteristics
 Strength: Leap from somewhere with uncertain footing, climb a steep slope, run for an extended period, etc.
 Intelligence: Decipher ancient text. Make a calculated guess. Identify a rare item, etc.
 Sense: Distinguish between particular sounds.
 Locate a small object. Carry out a precision task, etc.

#### Using items or ideas

When players perform a challenge, be prepared to adjust the required total depending on what item they use or what idea they come up with to make the challenge easier.

You can set the bonus in the range of around +1 to +3, with +2 being a standard bonus.

# **Types of dungeon**

There are various types of dungeon.

This section tells you about the various kinds of dungeon you can create.

Carved stone dungeon

The walls, ceiling and floor are all made of solid rock. It is said that such dungeons were created by the sorcerers of old. Normally found beneath the ground, the treasure within is guarded by monsters and traps. It seems that they are desirable to monsters as lairs, given the many kinds of monsters you can find there.

Cave dungeon

The setting of this kind of dungeon is a natural cave system.

These make likely lairs for monsters of the chimera or demon classes.

#### Forest dungeon

This is a type of dungeon where sorcery has been used to knot trees to make wooden walls and chambers. Monsters of the chimera and magic creature classes are common in such areas. Abandoned mine dungeon

Similar to the cave dungeon, except that it was excavated for mining purposes. For this reason, there are many magical creatures here.

Building dungeon

This type of dungeon is an above ground structure, such as a citadel or a tower. They are often used as strongholds of demons or bandits.

• Crypt dungeon

This type of dungeon is set in some type of large scale crypt, such as a pyramid or barrow. The dead and their treasures are guarded by a host of traps. It is a likely place for undead monsters.

• Other dungeon types

There are countless possibilities for dungeon types. Here are some examples: tunnel, dragon's nest, sewers, prison, secret door in a cellar, magically created space, etc..



During the game, a character may be negatively affected by a trap or an opponent's skill. The resulting state is referred to as an abnormal condition.

If a character is in one of these states, they are temporarily tagged as being in an abnormal state. The tag will remain until the character is restored.

It is possible for a character to resist succumbing to such a state. If you check against"strength", a failure means that you have not resisted.

-If HP falls to 0, the condition becomes <unable to fight>.

-After a day without food, the character becomes <hungry>.

-Note that even if an abnormal condition prevents characters from using (attack) or (defence) skills, they are still able to attack and defend normally, without the use of skills, unless otherwise specified.

# Unable to fight

At 0 HP a character collapses. Effect: Actions may not be undertaken. Nor may the character take any evasive actions.

**Recovery:** If the character is restored to 1HP, they can return to functioning normally.

# Sleep

This is being in a sleeping state. **Effect:** Actions may not be undertaken. Nor may the character take any evasive actions.

**Recovery:** Any character will awaken if they sustain damage, or if another character expends an action to shout in a loud voice.

### Hunger

This is a state of being extremely hungry.

Effect: Both <attack> and <defence> skills are unusuable. Recovery: The character will recover if they have something to eat.

# Paralysis

The state of being paralysed **Effect:** Both <attack> and <magic> skills are unusuable. **Recovery:** The character may attempt to resist the effects at the end of every turn. A success means that they have recovered.

# Petrification

The state of being turned to stone. **Effect:** -1 on hit chance and defence value. The effects are cumulative, and at the third stage the character is fully turned to stone.

**Recovery:** Every 10 minutes, the character recovers by one stage.

# Drunkenness

The condition of being staggering drunk.

**Effect:** Any rolls involving [strength] [intelligence] or [sense] suffer a -1 penalty.

**Recovery:** The effects wear off after an hour.

# Sickness

The condition of being sick or unwell. **Effect:** Sickness type.

Cough: <magic> skills become unusable.

Fever: <Defensive> skills cannot be used.

Recovery: Every day the character

gets one chance to fight off the illness.

Success indicates a full recovery.

Cold: -1 on all dice rolls.

# Captured

To be seized by and in the power of someone.

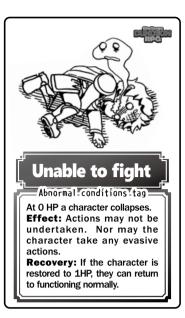
**Effect:** The [captive] joins the same rank as the[captor]. The captive may no longer [flee] or [advance /retreat]

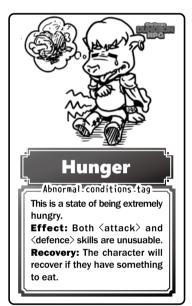
**Recovery:** The [captive] can liberate themself either by the [captor] being incapacitated or by a [captive] shaking off the [captor]by a contest of [strength] against them. In the latter instance all [captives] are freed.

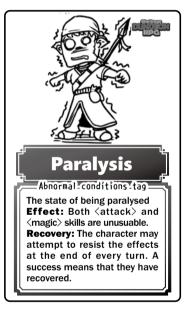
\* The character who has captured someone is referred to as the [captor], while any character they captured are referred to as a [captive].

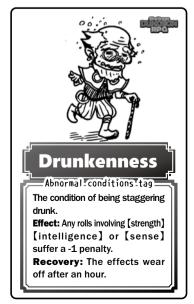
# **Condition cards**

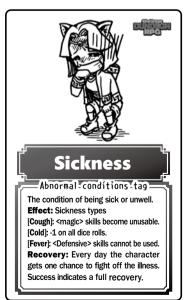
These cards can be placed next to a character to indicate when they are in an abnormal condition. Print this page as A4 size. The template on the website is designed to produce 10 business card size cards when printed.

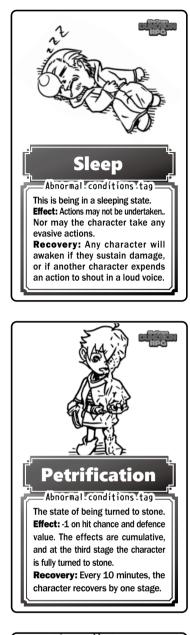














# How to interpret traps

Traps

Traps must be activated in some way in order to have any effect. Deciding what activates them is up to the GM. It is also possible to determine if a trap is triggered according to their tagged information.

#### (1) Trap name

This tells you the type of trap.

#### (2) Rarity

This defines how likely it is that the character will know about this type of trap. Characters can figure out how a trap works by a successful roll for [figure out], or by use of [scout]. [search] can only be used for magical traps.

#### 3 Level

This describes how deadly the trap is.

#### (4) Setting

This describes the nature and location of the trap.

#### (5) Effect

This is what the trap does.

#### [targets]

-Installation dependent ... The place or object on which the trap was set will trigger the trap when disturbed by a character.

-Activating person... Only the character who activates the trap is affected by it.

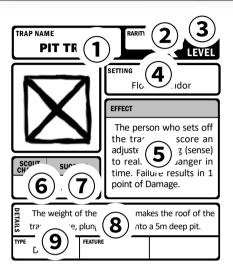
-Indiscriminate... All characters within the range of the trap are affected.

-Area effect... All characters within the area where the trap is set off are affected.

-Direction effect... All characters along the line of attack of the trap are affected.

#### 6 Scout Chance

The number indicates the adjusted total a PC needs using the[scout]action in order to discover or neutralise the trap (see Success). Even a failed [scout]attempt will not set off the trap unless such an attempt matches the (activating conditions).



#### 7 Success

This explains how to handle the effect of a successful [scout].

-[discovery]means that the location of the trap is revealed.

-[neutralised]means that not only is the location made clear but the trap is disarmed.

#### 8 Description

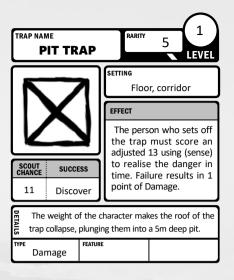
A detailed breakdown of the trap.

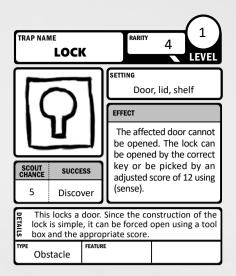
#### (9) Trap tags

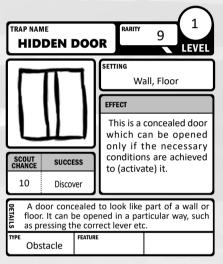
<categories>: Obstruction type, attack type, damage type. <magic>: Can be [discovered] by a successful search. <poison>: It cannot be avoided by[cover]or blocking. +condition tags (each trap has its own peculiarities). <intrusion>:The trap is set off when the characters pass a certain point.

<contact>:Touching whatever was booby trapped sets off the trap.

<action dependent>:Certain actions will set the trap off.

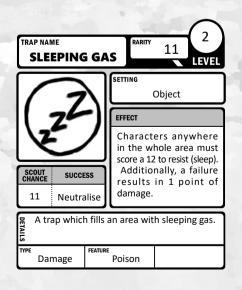




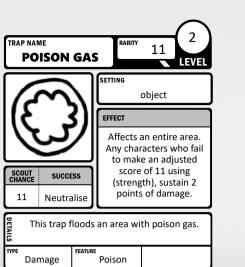


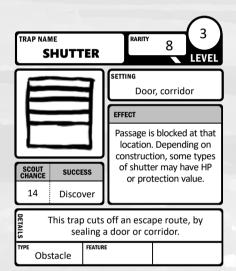


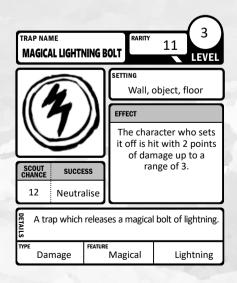












GM Guid e

EFFECT Anyone within a range of 1 sustains 3 points of damage. The object where it is located is SCOUT CHANCE SUCCESS destroyed along with any contents. 13 Neutralise A magical booby trap bomb. түр FEATURE Damage Magical

Fire



RAP NAME

SCOUT CHANCE

13

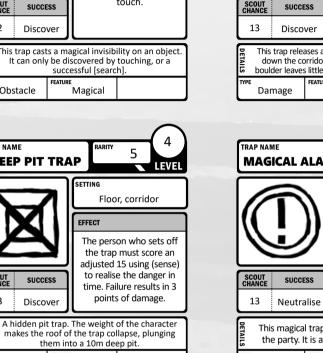
Damage

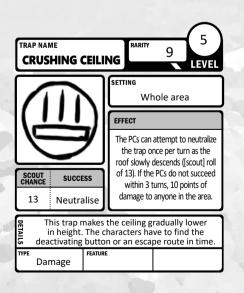
**DEEP PIT TRAP** 

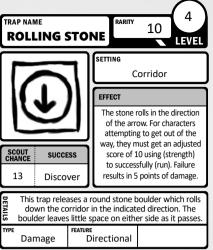
SUCCESS

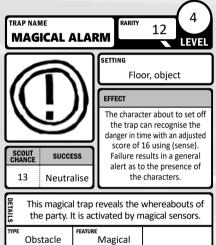
Discover

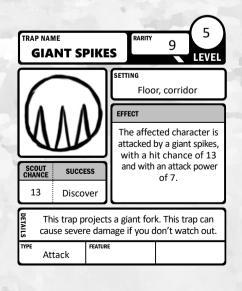
FEATURE













# **Overview of monsters**

(1) Monster file The number of each monster.

2 Monster name The name of the monster.

#### 3 Rarity

The chance of knowing about a monster. Characters can manage to recall the key information about a monster (GM shows the monster card) if they succeed with a roll for [remember]or [search].

#### (4) Movement

This describes the monster's movement speed. If you wish to successfully [flee] from the monster, you must win a contest of [strength] with the following modifiers.

MOVEMENT	MODIFIER FOR ATTEMPT TO FLEE
Normal	No modifier
Fast	+ 2 to monster's total
Slow	- 2 to monster's total
Inescapable	Impossible to flee

#### 5 Level

This indicates the power of the monster.

#### 6 Ability levels

This shows the ability levels of the monster. () indicates use of the "fixed roll of 7".

#### ⑦ Maximum HP

This shows the range within which the maximum HP should be set. Decide the actual scores in advance of combat.

#### (8) Maximum MP

This shows the Maximum MP of the monster.

#### (9) Attack method

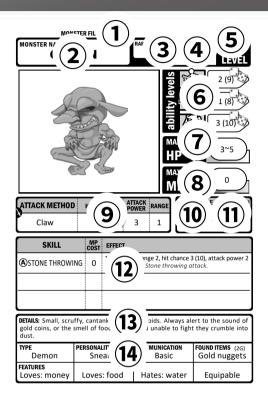
This tells you how a monster attacks its foes. The information is presented in the following order: Type of attack, hit chance, attack power and range. ()indicates use of the "fixed roll of (7)".

#### 1 Defence value

This shows the monster's defence value. () indicates use of the "fixed roll of 7".

#### 11 Protection value

This is the monster's protection value.



#### 12 Skill

This tells you what special skills the monster has. There are 4+1 types of monster skill. The MP required is shown to the right of the skill. If the monster has insufficient MP remaining the skill will have no effect.

A\*... Attack skill M\*... Magic skill S\*... Special skill O\*...Other aciton skill For more details, look at p.21.

Passive skill: Skills which describe an innate feature of a monster, which exists without expending an action.

Attack Skill... If an attacker scores a hit in normal combat (see Atack Flowchart p.60), the effect of the attack skill is added to the Attack Power of the original attack.

Other skill...The effect of this skill will either be automatic, or take effect if the monster wins a Contest of abilities (see Contest Flowchart p. 55).

# **Monster tags**

#### ① Description

This part tells you more about the monster.

#### (14) Monster tags

This gives you an idea of the monster's character. The tags are explained in detail below:

<type> indicates the type of monster.

-Demon... Supernatural creature.

-Chimera... Magically altered creature. The creature's original nature has been altered.

-Magical creature... Creatures which are magically created.

-Undead... Malevolent beings from beyond the grave. They detest holy things.

-Dragon... Creatures which are a manifestation of the essence of magical power.

<personality> The monster's personality Consult the random generation chart on p.42.

-Natural... The reaction will depend on the level of hunger. If sufficiently <hungry>, they will attack without hesitation.

-Savage... They will immediately attack any humans they encounter.

-Cowardly...They would rather flee than expose themselves to danger.

-Sneaky... If caught doing something wrong they will try to wriggle out by complaining. In a pinch they will turn tail in an instant.

-Varies by individual... The personality of each monster varies according to the individual. Consult the random generation chart on p.42.

<Parley> The monster's capability of communicating with adventurers.

-Incapable... The monster is either incapable or completely disinterested in conversing.

-Basic... They can talk albeit in a broken fashion.

-Conversant... They can talk normally.

<Possessions> Items which can be acquired by a successful[SCAVENGE]roll. You can use the found items list (p.93)

<distinguishing features> Particular aspects of a monster's appearance.

-Loves: ••... The monster has an uncontrollable craving for something.

-Hates: ••... The monster has a strong aversion for something and will avoid if possible.

-Weakness:●●... The monster is susceptible to something, and may receive an additional +1 in damage at the GM's discretion.

-Supersense: ••... The monster receives a+2bonus on[sense]rolls relevant to their supersense. They have a highly developed sense.

-Mimicry:●●... unless detected, the monster is able to simulate the appearance of ●●. The characters can test agains their[sense]to dispel the illusion.

-Giant... Due to the giant scale of the monster, their body obstructs a clear view of anything behind, such as a narrow passage.

-Flying... As the monster is flying, it is not in contact with the ground.

-Puppet master... A monster who controls a series of separate <drone> monsters.

-Drone monster... If this monster's <puppet master> is <unable to fight> all drones are similarly <unable to fight>. -Equipable... So long as it meets the ability requirements, this monster can be equipped with weapons and

armour (p.34) in the same way as a human.

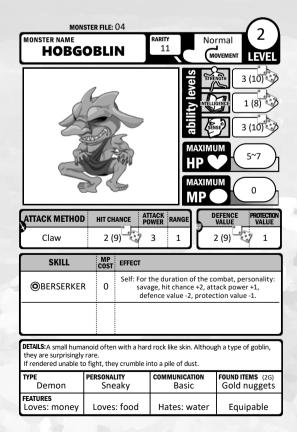
-Miscellaneous... Other notable points about the monster.

### Goblin Shadow Ogre Hobgoblin

MON	STER FILE:	01					
MONSTER NAME	LIN		RARITY 7				
ATTACK METHOD	) HIT CH 2 (1		TACK RANGE 3 1	DEFENCE PROTECTION VALUE VALUE			
SKILL	MP COST	EFFECT					
STONE THROWI	NG O	1 opponen	it, range 2, hit chai Stone throwi	nce 3 (10), attack power 2 ng attack.			
ETAILS: Small, scruffy, cantankerous humanoids. Always alert to the sound of gold coins, or the smell of food. If rendered unable to fight they crumble into dust.							
TYPE Demon		PERSONALITY COMMUNICATION FOUND ITEMS (2 Sneaky Basic Gold nugge					

MON	ISTER FILE:	02				
MONSTER NAME	DOW		rarity 8		OW WEMENT	1 EVEL
ATTACK METHOD	Онтен		Ē			
Strike	1(		1 1	<b>P</b>	VALUE (7)	VALUE 0
SKILL	MP COST	EFFECT				
	0	1 oppo	onent, range 3	, 1~2 p	pints dama	ge (۶)
DETAILS: They take the shape of a ragged cloak. They are good at hiding in shadows. Their eyes sparkle from the depths of their hoods. When rendered unable to fight they vanish leaving only the cloth.						
TYPE Demon	PERSONA Cow	LITY ardly	COMMUNICAT Basic		FOUND ITER Hoo	

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (2G)
Demon	Cowardly	Basic	Hood
FEATURES Hates: sunlight	Loves: shade	Weakness: 🗲	Equipable



MONSTER NAME	RE		rarity 9		
				ability levels AH AH AH AH AH AH AH AH AH AH AH AH AH	3 (10) 3 (10) 7~10
ATTACK METHOD	нітсн	IANCE PC	TACK WER RAN		EFENCE PROTECTION VALUE VALUE
Thump	3 (1	0) 😳	3 1		L (8) 😯 0
SKILL	MP COST	EFFECT			
POWER BLO	W 1	1 opp		chance +1, a all out blow	attack power+1. <i>w</i> .
<b>A</b> WRESTLER SLA	M 1	1 rank of o		Can't be used	in consecutive turns.
	lesh. Qui	ck to beco	me enrag	ed over th	e smallest matter.
When rendered una TYPE Demon	PERSONA		COMMUN		es into smoke. FOUND ITEMS (2G) Gold nuggets
FEATURES Loves: money	Lover	: food	Hates		Equipable

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Loves: money

Loves: food

MONSTER FILE: 03

Hates: water

Equipable

2

MON	STER FILE:	05				
MONSTER NAME DARK SI	HAD	ow	rarity 10	<u>م</u> ا	OW J DVEMENT	3 Level
500			H			1 (8) 5 (13) 2 (9) 3~5 2
ATTACK METHOD			TACK WER RANGE	<b>)</b> —		PROTECTION
Rod	4 (1	11) 🍕	3 3		2 (9)	2 2
SKILL	MP Cost	EFFECT				
	6 1	all oppo	onents, range	3, 1~2 p	ooints da	mage (۶)
<b>M</b> SPARK	0	1 oppo	onent, range	3, 1~2 p	oints dan	nage (۶)
DETAILS: They take the Darker than shadow When rendered un	w, they wi	eld powerfu	ul magic.	nly the c	loth.	
TYPE	PERSONA	LITY	COMMUNICA	TION	FOUND	<b>IEMS</b> (6G)

When rendered unable to fight they vanish leaving only the cloth.							
TYPE Demon	PERSONALITY Cowardly	COMMUNICATION Basic	FOUND ITEMS (6G) Mage hood				
FEATURES Hates: sunlight	Loves: shade	Weakness: 🗲	Equipable				

MONSTER FILE: 7								
MONSTER NAME MINO	TAU	R	10					
ATTACK METHOD HIT CHANCE ATTACK RANGE								
ATTACK METHOD Minoaxe	нтсн 5 (1			DEFENCE     PROJECTION       VALUE     VALUE       4 (11)     2				
SKILL	MP COST	EFFECT						
SPIN ATTAC	K 1	1 rank of opponents, range 1, hit chance +1. Whirling axe attack.						
(A)GORE	1	1 opponent, range 1. The minotaur charges (advances) and gores with his horns. Hit chance4(11), Attack power 5.						
DETAILS:Giant humanoid over 3m in height, with the head of a bull. When encountered it will seek to gore opponents with its horns, or slice them with its giant axe. If rendered unable to fight they crumble into dust, leaving only the bones.								
TYPE Demon	PERSONAL Sav	L <b>ITY</b> rage	communication Incapable	FOUND ITEMS (8G) Minoaxe				
FEATURES								

#### Minotaur **Ogre Boss** MONSTER FILE: 6 3 MONSTER NAME Normal RIT 8 **GOBLIN KING** MOVEMENT LEVE 1 3 (10) 2 (9) 3 (10) .... MAXIMUN 8~11 ΗP MAXIMUM 3 MP ATTACK POWER RANGE DEFENCE PROTECTION ATTACK METHOD HIT CHANCE 4 (11) -:-4 1 2 (9) 1 Gobsword COST EFFECT SKILL All allies receive a +1 to hit chance and attack OLEADERSHIP 1 power during the course of that turn. The +1 is due to the king's skillful orders. 1 opponent within a range of 3, is hit with a missile attack at a hit chance of 4(11), and an attack power of 4. (A)GOBARROW 0 It cannot be used in consecutive turns. DETAILS: Goblin leader, much larger than their underlings. Equipped with sword and bow. Always alert to the sound of gold coins, or the smell of food. If rendered unable to fight they crumble into dust.

**Goblin King** 

**Dark shadow** 

TYPE	PERSONALITY	COMMUNICATION	FOUND ITEMS (7G)	
Demon	Sneaky	Basic	Crown	
FEATURES Loves: money	Loves: food	Easily excitable		



### Giant bat Killer bee

Giant snake Poisonous snake

MONS	TER FILE:	9					$\overline{\mathbf{C}}$
IONSTER NAME GIANT		-	rarity 5	L	Fas	st Ement	
				H			3 (10) 0 (7) 4 (11) 2~4
ATTACK METHOD	HIT CHA	NCE	ATTACK Power R/	ANGE		FENCE	PROTECTIC
Claw	2 (9	) •••	3	1	3 (	10)	i) 0
SKILL	MP COST	EFFECT					
SWOOP	1	Drops	from abo chance		1 oppon tack pov		ge 1, hit
	: :						
DETAILS: Giant bats wind bats with b							

weapons.			
TYPE	PERSONALITY	communication	FOUND ITEMS (2G)
Chimera	Natural	Incapable	Fangs
FEATURES	Supersense:	Hates: sunlight	Hangs from
Flying	hearing		ceiling

MONSTER FILE: 11						
MONSTER NAME KILLE	R BE	E	7	ormal		
ATTACK METHOD Sting	) нітсн 3 (1		TACK WER   RANGE     3   1	2 (9) 1		
SKILL	MP Cost	EFFECT				
	IG O	target adj	ment, when calcula must resist against usted score of 10 o ts a paralyzing pois	paralysis with an r be paralyzed.		
DETAILS:Poisonous giant bees about 1m in length. They emit a telltale droning sound Highly sensitive to intrusions on their territory they will instantaneously attack an such trespassers.						
TYPE Chimera	PERSONA Sav	LITY vage	соммилісатіол Incapable	FOUND ITEMS (3G) Paralysis stinger		
FEATURES Flying	Likes: flov	ver nectar	Supersense: sme			

ATTACK METHOD       HIT CHANCE       ATTACK NAREH       0 (7)         Bite       2 (9)       3       1         SKILL       MP       0         OCRUSH       0       1 opponent, range 1, roll against the creature' sense. If the snake wins, it inflicts 1 point of damage and the (captive) is pinned by the snak         ©SWALLOW       0       1 (captive) opponent. Roll against the creature strength.	MONSTER NAME GIANT SNAKE		RARITY Normal 1
ATTACK METHOD       HIT CHANCE       ATTACK POWER       Range Range         Bite       2 (9)       3       1         SKILL       MP COST       EFFECT         ©CRUSH       0       1 opponent, range 1, roll against the creature' sense. If the snake wins, it inflicts 1 point of damage and the (captive) is pinned by the snake         ©SWALLOW       0       1 (captive) opponent. Roll against the creature strength.		6	
SKILL         MP COST         EFFECT           ©CRUSH         0         1 opponent, range 1, roll against the creature' sense. If the snake wins, it inflicts 1 point of damage and the (captive) is pinned by the snak           ©SWALLOW         0         1 (captive) opponent. Roll against the creature strength.	ATTACK METHOD		ANCE ATTACK RANGE
OCST         EFFC1           OCRUSH         1 opponent, range 1, roll against the creature' sense. If the snake wins, it inflicts 1 point of damage and the (captive) is pinned by the snak           OSWALLOW         0           I (captive) opponent. Roll against the creature strength.			
OCRUSH         0         sense. If the snake wins, it inflicts 1 point of damage and the (captive) is pinned by the snak           OSWALLOW         0         1 (captive) opponent. Roll against the creature strength.	SKILL	COST	EFFECT
OSWALLOW 0 strength.	OCRUSH	0	1 opponent, range 1, roll against the creature's sense. If the snake wins, it inflicts 1 point of damage and the (captive) is pinned by the snake.
	©SWALLOW	0	1 (captive) opponent. Roll against the creature's strength. If the snake wins, it inflicts 2 points of damage.
DETAILS: giant snake over 3m from tip to tail. They like to hide in holes. Certa			from the total. They like to hide in holes. Costai

TYPE Chimera	PERSONALITY Natural	communication Incapable	FOUND ITEMS (2G) Fangs
FEATURES Weakness: *	Supersense: Vibration tracking	Hates: sudden Temperature change	Loves: frogs

MON	STER FILE: 12	and the second	-			
MONSTER NAME	<b>(E</b> (POISONOUS)	8				
	MAXIMI MAXIMI MAXIMI MAXIMI	0 (7) 4 (11) 4 ~7				
ATTACK METHOD Bite	HIT CHANCE AT PO	DWER RANGE	EFENCE PROTECTION VALUE VALUE			
SKILL	MP COST EFFECT					
OCRUSH		nt, range 1, roll against ike wins, it inflicts 1 poir (captive) is pinned by t	nt of damage and the			
OSWALLOW		opponent. Roll against th nake wins, it inflicts 2				
	TE O E … wi	t, when calculating hit char th an adjusted score of 11 re to resist results in one p	using strength			
<b>DETAILS:</b> A giant snake over 3m from tip to tail. They like to hide in holes. Possessed of a poisonous fangs, it is very difficult to stem blood loss from the resulting bite.						
TYPE Chimera	PERSONALITY Natural	COMMUNICATION Incapable	FOUND ITEMS (3G) Poison fangs			
FEATURES Weakness: *	Supersense: vibration tracking	Hates: sudden temperature change	Loves: frogs			

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GM Guide

MONSTE	) FII F·	13					
MONSTER NAME VAMPIRE		RARITY Fast 3					
ATTACK METHOD HIT CHANCE ATTACK RANGE DEFENCE PROTECTION							
Claw	3 (1	10) 🧐 4 1 4 (11) 🜍 0					
SKILL	MP COST	EFFECT					
ASWOOP	1	Drops from above on 1 opponent, range 1, hit chance +1, attack power +1.					
SBLOOD SUCKING	1	Self. When the bat inflicts 1 or more points of damage on an opponent, it can restore 1 of its own HP.					
DETAILS: Giant bats with a 2m wingspan and equipped with blood sucking fangs. They sleep hanging from the rafters of high ceilinged areas. TYPE  PERSONALITY   COMMUNICATION  FOUND ITEMS (4G)							

TYPE PERSONALITY Chimera Natural			FOUND ITEMS (4G) Vampire fangs
FEATURES	Supersense:	Loves: blood	Hangs from
Flying	hearing		ceiling

MON	STER FILE: 15				
MONSTER NAME MED	USA	11			
ATTACK METHOD Bite	hit chance A	OWER RANGE	EFENCE PROTECTION VALUE VALUE		
SKILL	MP COST EFFECT				
OPETRIFYING GA	ZE: 0 better. If	ent, resist (petrification) equipped with a mirror a roll against sense to t	the intended target		
MULTIPLE ATTA	CV 1 The medusa	can attack 2 times at a hit o he attacks do not have to b	hance of -1 each with her		
GENERATE STONE SNA		rcement) At the end o tone snake (medusa)			
DETAILS: A chimera which appears as a woman with stone snakes for hair. Some people say that medusa may have originally been humans who were the victims of a curse.					
түре Chimera	PERSONALITY Varies by individual	COMMUNICATION Conversant	FOUND ITEMS (12G) Ruby Eye		
FEATURES Drone master	Weakness: *	Hates: sudden temperature change			

Medu		Sto	ne s	nake		
MONSTER NAME QUEEN	TER FILE:		rarity 8	ć	rmal VVEMENT	4 LEVEL
			E			2 (9) 0 (7) 5 (12) 8~13 5
ATTACK METHOD Sting	ніт сн. 4 (1		A TACK RANGE	<u> </u>	EFENCE VALUE (10)	PROTECTION VALUE
SKILL	MP COST	EFFECT				
OPHEROMONE	E 1	+1 to both h	it chance and at the duratio			killer bees for
APARALYSIS STING	G 0	1 opponent, against para	when calculating lysis with an adju	hit chanc sted scor	e, the targ e of 10 or	et must resist be paralyzed.
SGENERATE KILLER B	EE 1	(reinforce	ement) At the e killer bee in			ace a fresh
DETAILS: Poisonous gi sound. Highly sensit attack any such tresp	ive to int					
TYPE F Chimera	TYPE PERSONALITY COMM					rems (6G) al jelly

Queen bee

Vampire bat

			- 1- 5- 1	
FEATURES Flying	Likes: flower nectar	Supersense: smell		
MONSTER NAME	ISTER FILE: 16	11		M Guide
Ċ		de ability levels	6 (1) 6	6M
ATTACK METHO	HIT CHANCE PC 4 (11)	OWER RANGE	EFENCE PROTECTION VALUE VALUE (10) 1	
SKILL		nt, resist (petrificatio or better. ike injects petrifying v fangs.		
Medusa's head.Ho of their master.	ake of around 1m fr wever, when they dro	p to the ground they	fight independently	
TYPE Chimera	PERSONALITY Savage	COMMUNICATION Incapable	FOUND ITEMS (2G) Fangs	
FEATURES Drone monster	Weakness: *	Hates: sudden temperature change		

#### **Killer coin** Mimic **Rock golem** Slime

MONSTE	R FILE:	17
MONSTER NAME KILLER (	:01	N RARITY Normal LEVEL
ATTACK METHOD	НІТ СН	ANCE ATTACK RANGE DEFENCE PROTECTION VALUE
Body blow	1 (	8) 3 1 2 (9) 1
SKILL	MP Cost	EFFECT
MMINI BEAM	0	1 file of opponents, range 3, 1 point of damage. A magical beam makes a penetrating attack

	TYPE	PERSONALITY		FOUND ITEMS (2G)					
	Magical creature	Natural	Incapable	Coin					
	FEATURES	Always found							
	Mimicry: coins	in a group							

MONSTER FILE: 19							
ROCK	GOLEM	11					
ATTACK METHOD	HIT CHANCE AT	TACK RANGE	EFENCE PROTECTION VALUE VALUE				
Thump	4 (11)	4 1	L (8) 1				
SKILL	MP COST EFFECT						
BEAM	1 <sup>1 file of o</sup>	opponents, range 3, 1 Fires a magic be					
DETAILS: A stone colossus standing over 5m tall. Created to guard treasure, they will never abandon the area they are protecting.							
<b>TYPE</b> Magical creature	PERSONALITY Loyal	communication Incapable	FOUND ITEMS (5G) 5core				
FEATURES Giant	Mimicry: stone statue	Gives warning					

MON	STER FILE: 18		-		
MONSTER NAME	ліс	13			
ATTACK METHOD	HIT CHANCE AT PC	WER RANGE	EFENCE PROTECTION VALUE D (7) 0		
SKILL	MP COST EFFECT				
@EAT		t, range 2, roll against the ins, it captures the oppon			
OLOCK TIGH	T 0 Self. + 2	to protection value mimic can open at a			
ODISSOLVE 0 At the end of each turn, the mimic's captive sustains 1 point of damage the captive begins to slowly be digested by the monster.					
DETAILS: Living treasure chests created as an aggressive form of theft prevention. Normally found closed, they slowly and quietly shuffle closer to their prey, whom they then attempt to capture and digest.					
<b>TYPE</b> Magical creature	PERSONALITY Natural	соммилісатіол Incapable	FOUND ITEMS (3G) 3 core		
FEATURES Loves: alcohol	Mimicry: treasure chest	Hates: sand			



MONSTEF	R FILE:	21			
MONSTER NAME ALRAU	NE	12 Normal 4 MOVEMENT LEVEL			
		S Since 4 (11) 4 (11) 4 (11) 4 (11) 4 (11) 4 (11) 4 (11) 5 (12) MAXIMUM HP ♥ 9~15 MAXIMUM 7			
<b>A</b>		HANCE ATTACK RANGE DEFENCE PROTECTION VALUE VALUE			
Tentacle attack	5 (1	12) 4 2 4 (11) 0			
SKILL	MP Cost	EFFECT			
ØENTANGLE	0	1 rank of opponents, range 1, roll against the creature's sense. If the Alraune wins, it inflicts 1 point of damage and the (captive) is pinned by the Alraune.			
<b>G</b> POLLEN	0	1 (captive) opponent. At the end of the turn, the captive opponent must make an adjusted roll of 13 using strength. Failure causes (drunkenness) and 1 point of damage.			
GENERATE TENTACLE	1	(reinforcement) At the end of the turn, place a fresh tentacle in the front rank.			
DETAILS: These plants, which take the form of women, were originally created for decorative purposes. Taking on the guise of beautiful women, they use their tentacles to grasp their prev before feasting on them.					

tentacles to grasp their prey before feasting on the guise of beautiful women, they use their tentacles to grasp their prey before feasting on them.

 TYPE
 PERSONALITY
 COMMUNICATION
 FOUND ITEMS (10G)

 Magical creature
 Sneaky
 Conversant
 Ruby Flower

 FEATURES
 Mimicry:
 Imagical creature
 Nimicry:

Loves: men

Hates: •

beautiful woman

Drone master

MON	STER FILE:	23			
MONSTER NAME	14	VEMENT LEVEL			
ATTACK METHOD       HIT CHANCE       ATTACK POWER       POWER <td< th=""></td<>					
Darting tongue			WER RANGE	VALUE VALUE	
Darting tongue			WER RANGE	VALUE VALUE	
	5 (1 MP COST	EFFECT Self. A	WER RANGE	VALUE VALUE 2 (9) 3 aptives treat the	
SKILL	5 (1 MP COST	EFFECT Self. A p The eno opponents	5 3	VALUE VALUE 2 (9) 3 apprives treat the e door as 0. to devour 1 rank of the creature's strength.	
SKILL SOFT INTERIO	5 (1 <u>MP</u> <u>Cost</u> <u>IR</u> — P 0	EFFECT Self. A p The eno opponents If the	NY attacks made by crotection value of the mous mouth attempts, range 1. Roll against the composition of the second secon	VALUE VALUE 2 (9) 3 apptives treat the e door as 0. to devour 1 rank of he creature's strength. Strength. Strength.	
SKILL SOFT INTERIO GOBBLE UI DISSOLVE (STRO DETAILS:Magical door	F (2 S (2 S (2 S (2 S (2) S (2)	EFFECT Self. A p The eno opponents If the At the eno points of illy created Ilowed by	wein RANGE 5 3	VALUE VALUE 2 (9) 3 aptives treat the e door as 0. to devour 1 rank of the creature's strength. the opponents. c's captive sustains 2 digested by the monster. ne who approaches	
SKILL SOFT INTERIO OGOBBLE UI ODISSOLVE (STRO	5 (2 COST R — P 0 NG) 0 Dors origina ok is swa o the insid PERSONA	EFFECT Self. A p The eno opponents If the At the enn points of illy created llowed by e.	wein RANGE 5 3 4 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	VALUE VALUE 2 (9) 3 aptives treat the e door as 0. to devour 1 rank of the creature's strength. the opponents. c's captive sustains 2 digested by the monster. ne who approaches	

Assau				Iem
MONSTER NAME TENTACLE	er file: 22 (ALRAUNE)	rarity 12		4 LEVEL
Ŵ	9	H		
ATTACK METHOD	HIT CHANCE	ATTACK POWER RANGE	DEFENCE	PROTECTION
Tentacle attack	4 (11)	4 2	3 (10)	2 0
SKILL	MP COST EFFECT		-	
BIND	0 sense.	If the tentacle	roll against the cr wins, it inflicts 1 e) is pinned by the	point of
OSWALLOW	0 strength	<ol> <li>If the tentacle</li> </ol>	Roll against the cr wins, it inflicts 3 t inflicts 1 point o	points of
DETAILS: Alraune tentages of the second s				orey.

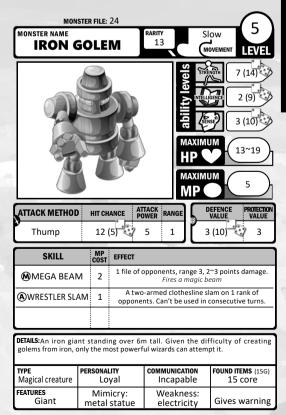
Tentacle

Iron Golem

Alraune

Assault door

<b>TYPE</b>	PERSONALITY	соммилісатіол	FOUND ITEMS (1G)
Magical creature	Natural	Incapable	Vine
FEATURES Drone monster	Mimicry: plant	Hates: 🌢	



GM Guide

### Skeleton Skull archer

**Skeleton Knight** 

Ghost

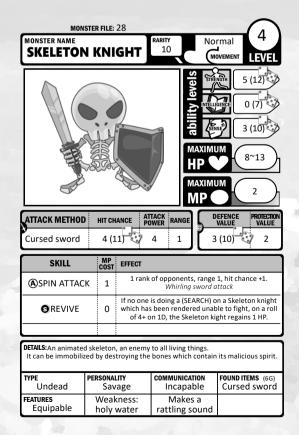
MONSTER NAME SKELET		RARITY Normal 2
All and a second s		
ATTACK METHOD	ніт сн	IANCE ATTACK RANGE DEFENCE PROTECTION VALUE
Thump	2 (	9) 3 1 2 (9) 1
SKILL	MP Cost	EFFECT
(A) CLING	0	1 opponent. A successful attack means that the opponent is (captive) if the skeleton wins a battle of strength.
(A) GNAW	0	1 (captive) opponent. An attack which cannot be dodged. The skeleton gnaws on its captive victim.
GREVIVE	0	If no one is doing a (SEARCH) on a Skeleton which has been rendered unable to fight, on a roll of 4+ on 1D, the Skeleton regains 1 HP.

DETAILS: An animated skeleton, an enemy to all living things. It can be immobilized by destroying the bones which contain its malicious spirit.

түре	PERSONALITY	communication	FOUND ITEMS (2G)
Undead	Savage	Incapable	Bones
FEATURES	Weakness:	Makes a	
Equipable	holy water	rattling sound	

MONSTER NAME	R FILE: 2	26	RARITY		Normal 3
GHO	ST		10		
and the second s	00	-Star		E	Siftering         0 (7)           Minutesing         4 (11)           Aximum         6~8           AXIMUM         0
ATTACK METHOD	HIT CH/	ANCE P	TTACK OWER R	ANGE	DEFENCE PROTECT
Spirit drain	2 (9		2*	1	2 (9) 0
SKILL	MP Cost	EFFECT			
GHOST STATE	-	attacks. If	t is invulne	erable t	not be used against a ghost' o attacks unless the weapor we holy water applied.
<b>M</b> SPIRIT FIRE	0				1-2 points damage().
TELEPATHY	0	instantane	ously sha	re what	ost can telepathically and it thinks or senses with an al ak the link at any point.
DETAILS: A spirit that ha world.	is been	unable to	o find res	t, and	is doomed to wander th

TYPE	PERSONALITY	<b>соммилісатіол</b>	FOUND ITEMS (5G)
Undead	Varies by individual	Capable	Memento
FEATURES	Weakness:	Can pass	
Flying	holy water	through things	



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	de

MON	STER FILE: 27				
MONSTER NAME	ARCHER	10			
ATTACK METHOD	HIT CHANCE		EFENCE PROTECTION VALUE VALUE		
Cursed bow	4 (11)	4 3	2 (9) 1		
SKILL	MP COST EFFECT				
ARROW RAI	N 1 All	opponents. Attack at - 1 shot releases a flurr			
If no one is doing a (SEARCH) on a Skull archer           Which has been rendered unable to fight, on a roll of 4+ on 1D, the Skuli archer regains 1 HP.					
DETAILS: A skeletal bowman. It will attempt to shoot any living thing. It can be immobilized by destroying the bones which contain its malicious spirit.					
TYPE Undead	PERSONALITY Savage	COMMUNICATION Incapable	FOUND ITEMS (5G) Cursed bow		
FEATURES Equipable	Weakness: holy water	Makes a rattling sound			

MON	ster file: 29					
MONSTER NAME SKELETO	N LORD	10				
ATTACK METHOD Naginata	HIT CHANCE AT PC	WER RANGE	EFENCE PROTECTION VALUE VALUE			
SKILL	MP COST EFFECT					
OLEADERSHI		s receive a +1 to hit c wer during the course				
ASKEWER	1 1 file	of opponents, range	3, hit chance +2			
GREVIVE 0 If no one is doing a (SEARCH) on a Skeleton lord which has been rendered unable to fight, on a roll of 4+ on 1D, the Skeleton lord regains 1 HP.						
warriors.	DETAILS: A skeletal lord. A leader of men while alive, it now leads a host of skeleton warriors. It can be immobilized by destroying the bones which contain its malicious spirit.					
TYPE Undead	PERSONALITY Savage	соммилісатіол Incapable	FOUND ITEMS (20G) Naginata			
FEATURES Equipable	Weakness: holy water	Makes a rattling sound				

MONS	STER FILE:	31			
MONSTER NAME SKULL D	RAG	ON	rarity 14		
			a H		0 (7) 5 (12) 14~20
ATTACK METHOD	НІТ СН	ANCE AT	TACK WER RANGE		EFENCE PROTECTION VALUE VALUE
Bite	5 (1	2)	4 1	4	(11) 2
SKILL	MP COST	EFFECT			
	Н 2	(strength). I	f the dragon wins,	the vic	ainst the dragon using tim sustains 3 points of better to avoid paralysis.
A TAIL SWEEP	P 1	1 rank of opponents. Range 1, attack with an attack power of +1.			
<ul> <li>REVIVE 0</li> <li>If no one is doing a (SEARCH) on a skull dragon which has been rendered unable to fight, on a roll of 4+ on 1D, it regains 1 HP.</li> </ul>					
DETAILS: A skeletal de frame to generate a					uses its cavernous
ТҮРЕ	PERSONA		COMMUNICATI	ON	FOUND ITEMS (15G)

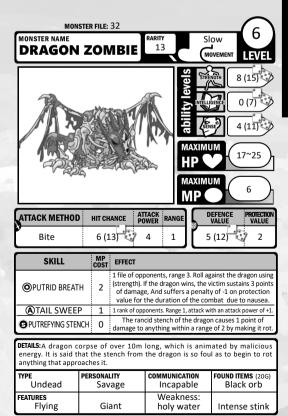
TYPE	PERSONALITY	соммилісатіол	FOUND ITEMS (15G)
Undead	Savage	Incapable	White orb
FEATURES	Giant	Weakness:	Makes a
Flying		holy water	rattling sound

### Skeleton Lord Skull dragon

### Wraith Zombie Dragon

MONS	TER FILE:	30		
MONSTER NAME WRA	ITH		RARITY 11	
2	-	· Pro	e H	STEAR     0 (7)       STEAR     6 (13)       KINUM     4 (11)       VINUM     12~16       XIMUM     4
ATTACK METHOD	ніт сн		TACK WER RANGE	DEFENCE PROTECTION VALUE VALUE
Spirit drain	3 (1	.0) 😳 :	3* 1	3 (10) 0
Spirit drain SKILL	3 (1 MP COST	EFFECT	3* 1	3 (10) 0
	MP	EFFECT Self. Prote attacks. It i	ction value cann	3 (10) 0 ot be used against a ghost's attacks unless the weapons wholy water applied.
SKILL	MP	EFFECT Self. Prote attacks. It i are e	ction value can s invulnerable to enchanted or ha	ot be used against a ghost's attacks unless the weapons
SKILL GHOST STATE	MP COST — 2	EFFECT Self. Prote attacks. It i are e 1 rank of c 1 oppon (intelligence	ction value cann s invulnerable to enchanted or ha pponents, rang ent. Range 1. RG (re). If the ghost v opint of damage	ot be used against a ghost's a attacks unless the weapons ve holy water applied.
SKILL GHOST STATE @FIREWALL @NIGHTMARI	MP COST - 2 E 1 has been	EFFECT Self. Prote attacks. It i are of 1 rank of C 1 oppon (intelligenc sustains 1 p unable to	ction value cant s invulnerable th enchanted or ha pponents, rang ent. Range 1. Rc re). If the ghost w ooint of damage terrible i	ot be used against a ghost's attacks unless the weapons ve holy water applied. es 3.2-3 points damage(). Il against the wraith using vins, the victim falls (asleep), and is made to experience a

TYPE	PERSONALITY		FOUND ITEMS (5G)
Undead	Savage	Incapable	Memento
FEATURES	Weakness:	Can pass	
Flying	holy water	through things	



### Megaslime Lych Dragon Puppy Dragon

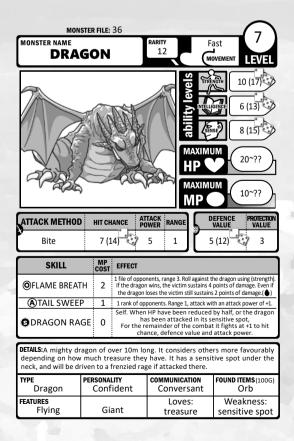
MONSTER	₹ FILE:	33					
MONSTER NAME MEGA SI	LIM		arity 12			π	6 Vel
0	NASSA	0		<b>H S</b> ability leve		8 (1 0 (7 1 (8 15~	
		-	-	MP		0	٦
ATTACK METHOD	HIT CH/	ANCE ATTA	CK ER RANG	ה	DEFENC	E PR	OTECTION
ATTACK METHOD Dissolve	ніт сн. 6 (1	ANCE POW	ER RANG	ה	DEFENC	E PR	
)		ANCE POW	ER RANG	ה	DEFENC	E PR	ALUE
Dissolve	6 (1 MP Cost	ANCE POWI 3) 4* EFFECT The permaner	ER RANG	of slime	DEFENC VALUE 2 (9)	e PR	4 effects
Dissolve SKILL	6 (1 MP Cost	3) 4* EFFECT The permaner Tar If attacked by The Mega sli opponents, ra	t nature gets prote ∧ the s me flatte ange 1. Ro	of slime ection v lime's p	DEFENC VALUE 2 (9)	e PR billowing ated. alue is n ound 1 r ture's st	ALUE 4 effect egated rank of rength

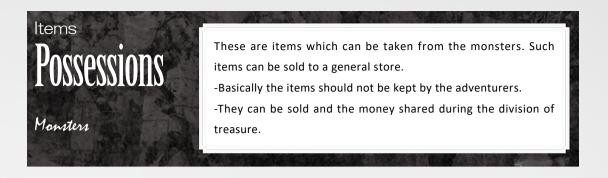
DETAILS: A vicious predator which will attempt to consume anything that moves.

<b>TYPE</b> Magical creature	PERSONALITY Savage	communication Incapable	FOUND ITEMS (20G) 20 core
FEATURES Weakness: 🌢	Mimicry: lake	Giant	Loves: oil

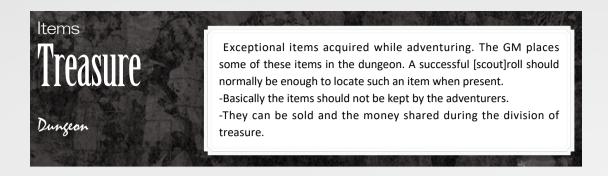
MON	STER FILE: 35			
MONSTER NAME DRAGON	N PUPPY	12		
5 (12) 5 (12) 3 (10) 4 (11) MAXIMUM HP 5~?? MAXIMUM MP 5~??				
ATTACK METHOD Bite	HIT CHANCE AT PC	OWER RANGE	EFENCE PROTECTION VALUE VALUE (10) 2	
SKILL	MP COST EFFECT			
FLAME BREAT	TH 2 If the dragor	nents, range 3. Roll against t n wins, the victim sustains 4 loses the victim still sustains	points of damage. Even if	
<b>@</b> WAIL	Any living thing	within a Range of 3, has to roll a wins, the victim is rendered (d	gainst the dragon using (sense).	
GDRAGON RA	GE: 0 attacked in i	P have been reduced by ha its sensitive spot,For the re +1 to hit chance, defence va	mainder of the combat it	
	ies its interest. It has	immediately pounce a sensitive spot unde		
<b>TYPE</b> Dragon	PERSONALITY Spoilt	COMMUNICATION Conversant	FOUND ITEMS (10G) Mini orb	
FEATURES Flying	Loves: shiny things	Loves: sweet things	Weakness: sensitive spot	

MONSTER FILE: 34				
	:н		14	
			A Maximi	9 (16) 9 (16) 9 (20~??)
ATTACK METHOD         HIT CHANCE         ATTACK POWER         RANGE         DEFENCE         PROTECTION VALUE           Staff of power         5(12)         5         3         5 (12)         1				VALUE VALUE
SKILL	MP COST	EFFECT		
<b>€</b> FIREBOLT	2		oponents, range 3, 2^ s a fiery magical light	
M DARKNESS	3	All opponen of the targe	ts, range 3, 1~2 points of ts is reduced by 1 for the	damage. Defence value duration of the combat.
METEOR STRI	KE 10	strike to b	ich has cast the spell, it e delivered. It arrives at ig 10 points of damage	the end of that turn,
DETAILS: A wizard king from the time of the ancient magical civilization. The wizard made themselves undead by a profane ritual. A scholar of magic, who believes that only magic can restore happiness to the world.				
TYPE Undead	PERSONAL Roma	LITY Inticist	COMMUNICATION Conversant	FOUND ITEMS (50G) Staff of power





No.namevalue Notes01 Gold nuggets2G Grains of gold.02 Hood2G A hooded cape. It counts as [robes]for armour type.03 Bone2G A magical bone. It counts as a [rod ]in combat.04 Gold nuggets2G Grains of gold.
02 Hood2G A hooded cape. It counts as [robes]for armour type.03 Bone2G A magical bone. It counts as a [rod ]in combat.
03 Bone 2G A magical bone. It counts as a [rod ]in combat.
-
04 Gold nuggets 2G Grains of gold.
05 Mage hood 6G A magical hooded cape. See p.95.
06 Crown 7G A sumptuously adorned royal crown.
07 Minoaxe 8G A rugged axe. It counts as a [battle axe]in combat.
08 Ogre axe 10G An ogre's giant axe. It counts as a [mithril axe]in combat.
09 Tooth 2G A sharp tooth.
10 Tooth 2G A sharp tooth.
11 Paralysis stinger 3G A killer bee stinger. If it punctures the skin the victim must check against [paralysis](resistance10).
12 Poison fangs 3G A poisoned tooth. If it punctures the skin the victim must check against [paralysis](resistance12).
13 Fang 4G A fang sharp enough to draw blood. It counts as a [claw]in combat.
14 Royal Jelly 6G Highly nutritious jelly. It can be used as a [HPpotion].
15 Cranberries 12G Red, jewel like berries. One of the ingredients for making elixir.
16 Tooth 2G Sharp tooth.
17 Coin 2G An ancient gold coin. A coin unlike any in the currency of the time.
18 3 core3G Power source for a Mimic(monster). Takes the form of a red ball.
19 5 core5G Power source for a Golem (monster). Takes the form of a blue ball.
20 6 core 6G Can be used to make a Slime (monster). Takes the form of a green ball.
21 Ruby flower 10G An infusion of this flower can cure many ailments. It can be used as an [elixir].
22 Vine 1G Strong and durable vine. It can be used as a [rope].
23 10 core 10G Power source for an assault door (monster). Takes the form of a purple ball.
24 15 core 15G Power source for a Golem (monster). Takes the form of a large blue ball.
25 Bone 2G A magical bone. It counts as a [rod]in combat.
26 Keepsake 5G An object haunted by a ghost.
27 Cursed bow 5G A bow bound by a curse. It counts as a [longbow]in combat.
28 Cursed sword 6G A sword bound by a curse. It counts as a [longsword]in combat.
29 Glaive 20G A glaive bound by a curse. See p.96.
30 Keepsake 5G An object haunted by a wight.
31 White orb 15G A gem from a dragon's heart. It glows with a mysterious white light.
32 Black orb 20G A gem from a dragon's heart. It glows with a mysterious putrid light.
33 20 core 20G Can be used to make a Slime (monster). Takes the form of a large green ball.
34 Staff of power 50G A sumptuously gem studded staff . See p.97.
35 Mini orb 10G A small gem that grew in the heart of a dragon.
36 Orb 100G A wondrous gem that grew in a dragon's heart.



• Plant type: Plant life such as vegetation, flowers and fruit that are found growing in the dungeon.				
Name Value Notes				
Oil flower	1G If you squeeze the flower it oozes oil. It can be used as [oil].			
Golden wheat	1G Lustrous golden wheat that is infused with magic.			
Star grapes	1G Star shaped grapes.			
Anti-bleeding herbs	2G The application of these herbs to a wound stems the flow of blood.			
Vitality berries	2G Fruit which restores your energy.			
Flower of beauty	y 2G Not only is this flower beautiful to look at, but the nectar is delicious too.			
Giant beans	1G Enormous beans which grow in dark places. Eating these beans immediately dispels <hunger>.</hunger>			
Rafflesia	4G This towering plant, as high as 2m, has a terrible pungent odour.			

• Mineral type: These are types of earth and mineral found in rocks and caves within the dungeon.

Name Va	alue Notes
Oily mud	1G A kind of oily mud favoured by Slime monsters(p.88), and where they are often found.
Thunder stones	1G Small stones which when thrown make a thunderous noise on impact.
Magic powder	1G Powder infused with magical power.
Purifying rocks	2G Rocks which can purify water.
Rough gemstones	3G Uncut gemstones. When polished they can be seen to be small gemstones.
Magic stones	4G Rocks which glow with magical power. They can restore 1 MP. <non-reuseable></non-reuseable>
Crystals	5G Beautiful crystalline columns which grow in caves
Mithril	8G A small nugget of mithril, a magically infused metal.

• Insect type: Small insects which are encountered in dungeons.

Name Va	alue Notes
Bell-ring cricket	1G A kind of cricket found in grassy areas which makes a beautiful bell like noise.
Firefly	1G This bug emits as much light as a torch from its body.
Killer bee larvae	e 1G Larval form of killer bees (p.86) which can be found in their nests.
Giant frog	1G Large frogs that live in ponds. These are a favourite food for giant snakes (p.86).
Rattlebug	1G An insect that makes a rattling noise. It has a skull like pattern.
Iron beetle	3G A beetle with a shell as tough as iron.

• Miscellaneous type: Unusual things that can be found in dungeons.

Name Va	alue Notes
Lustrous water	1G Crystal clear, lustrous and delicious water.
Silver spoon	2G A spoon made of silver. It turns black when it comes in contact with poison.
Honey	2G Wondrously tasty honey from the hive of killer bees(p.86).
Music box	5G When this magical music box is wound it produces a beautiful chiming melody.
Ring of counsel	10G A magical ring which can give advice to its owners.

# Items Treasure

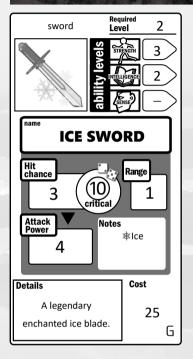
Weapons & Equipment

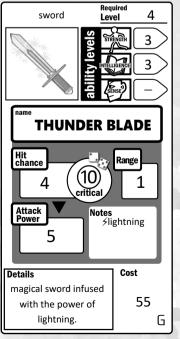
Exceptional items acquired while adventuring. Use items such as these for found items and treasure.

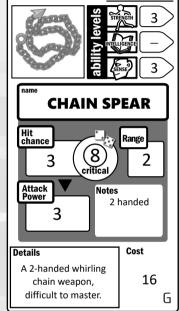
-You can make a more challenging opponent by equipping an <equipable>monster.

-These items could also be given as remuneration by a grateful client after a successful quest.

2



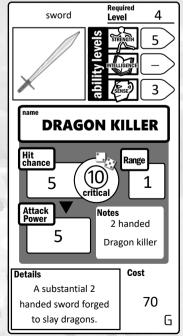


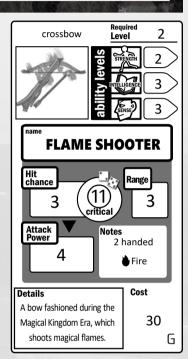


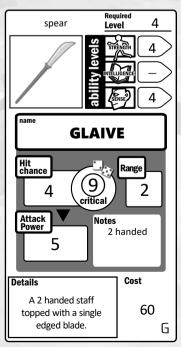
Required

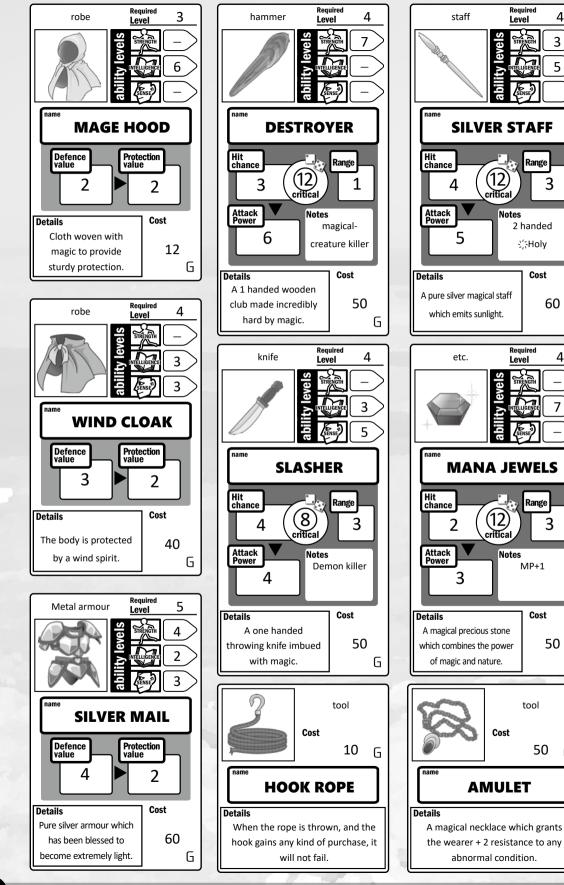
Level

spear









Cost

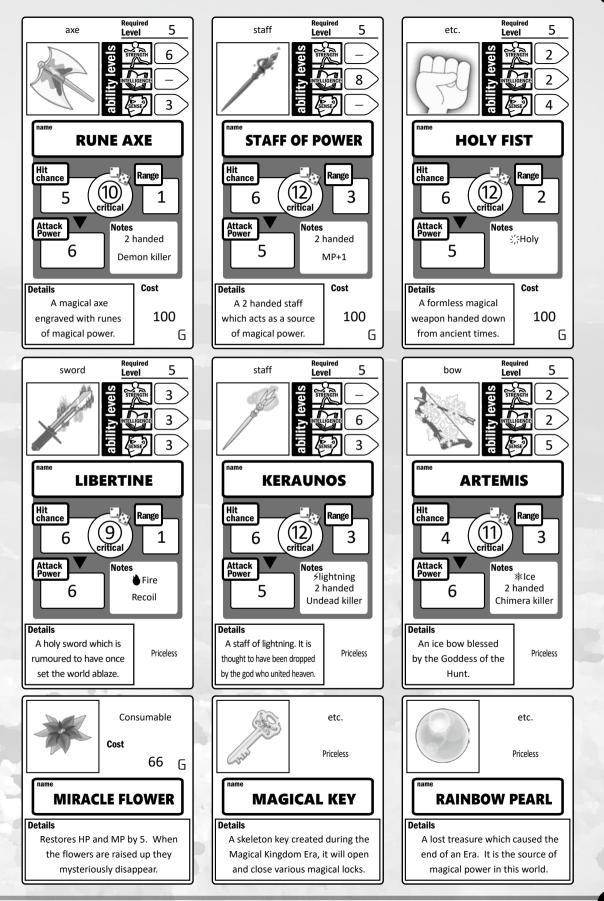
G

Cost

G

G

GM Guide



GM Guide

# Additional rules and making new rules

The enemy random behavior chart gives a structured way of determining enemy actions. If the resulting action doesn't make sense, proceed to the next number on the list.

1 2 3

#### Enemy random behavior chart (1D6)

- Use supportive skill without inflicting damage on the enemy.
- Randomly select an action from the options of: action, attack, magic.
- Pick a random target within range for a missile attack.
- 4 Pick the action which affects the largest number of enemies.
- 5 Select the most damaging attack on the opponent with the lowest HP.
- 6 Select the most powerful action. Alternatively, advance or retreat.

## **Carved stone dungeon**

Once you've got the hang of being a GM, you might try this advanced rule.

It is possible for magical artisans such as Anna (p.9)to create items on request.

Cross off the materials needed to make the item, and roll 2D. If you manage the required total or above for success, you can add the new item to your equipment list under the tool section (p.39).

Created item	Required materials Chance (found items, treasure)	e of success type(2D)
Medicinal herbs	=Anti-bleeding herbs+ Magic powder	(5+)
Oil x 5	=Anti-bleeding herbs+ Magic powder	(6+)
Oil x 5	= Oil flower + Lustrous water	(6+)
Aqua vitae	= Golden barley + Star grapes	(5+)
Poison antidote x 2	= Star grapes + Anti-bleeding herbs	(6+)
Holy water	= Lustrous water+ Powdered bone	(5+)
Elixir	= Vitality berries + Honey	(7+)
Elixir x 2	= Vitality berries+ Cranberries	(6+)
HP potion	= Vitality berries + Anti-bleeding herbs	(8+)
HP potion x 2	= Vitality berries+ Royal jelly	(4+)
MP potion	= Vitality berries+ Magic powder	(9+)
MP potion x 2	= Vitality berries+ Darkstone	(6+)

# Cooking

This is an advanced rule you might want to try when you have got used to running the game. During the scouting phase, if they have a cooking set, any (hungry) characters can make some food. •Determine what tools and cooking method are required.

- •The number of people who can eat is determined by the amount of ingredients.
- •You can duplicate the same ingredients.

The challenge will vary, depending on the method of cooking. A difficulty level of 10 is suitable.

For kneading noodles or mochi, check against strength.
For sweets where the measurement of ingredients is tricky, check against intelligence.

•For other types of cooking, check against sense. When a challenge is successful, declare the effect of the ingredients. When the effect of ingredients is not stated, the GM should secretly decide by themself. The examples below may be of use in this case. Characters who are good at cooking, will tend to produce great tasting food, regardless of the effect.

•Examples of cooking effects

- -(hunger) is overcome
- -(hunger) is overcome + 1HP is restored
- -(hunger) is overcome + 1MP is restored
- -(hunger) is overcome + 1HP & 1MP are restored
- -Just by smelling it, 1 point of damage is received

# Advanced rules

Once the GM has become familiar with the running of the game, they might want to try using these advanced rules.

#### • Dispersed actions

Dispersed actions is a rule which allows for the party to move around separately. While it allows for greater freedom of movement, there is a corresponding increase in risk.

When conducting a turn of dispersed actions, explain to each PC in turn the situation from their perspective as they consider their action.

If combat breaks out during dispersed actions, PCs in the same area may join the combat, but those in other areas must expend 1 action per area to reach the combat area.

#### ▼ Making friends with the monsters

This rule allows for monsters to temporarily join the party.

So long as the monster is not <savage>, it's ok for a monster to join the party for the duration of a quest. However the GM must rule on whether or not the monster will accept depending on the monster's notes and tags, as well as the PC's approach.

It's a good idea not to allow monsters of a higher level than the PCs to join the party.

#### Increasing levels for monsters

This rule allows for monsters to gain levels.

If a monster stays with the group for more than one adventure, you can allow for the character to gain levels.

If a monster <can be equipped> , they can purchase weapons and armour suitable for their level. They cannot gain a new skill.

### Advanced rules: Combat actions

#### Weapon throwing

This is an attack made by throwing the weapon currently held.

If the weapon is not listed as a missile weapon, it can be used to attack at a range of +1.

Of course, this means that the weapon is no longer in the attacker's hand, being either stuck in the opponent or on the floor.

It costs one action to pick the weapon up.

#### Fighting with 2 weapons

This is a type of attack that mixes strikes with feints. The character selects 2 of their one handed weapons and can decide each turn which one to use. The selected weapon attacks with a +1 hit chance. Of course the opponent must be in range of both weapons for this method to be effective.

#### ▼Targeted attack

This is an attack focusing on an opponent's weak point. If the character's possess the knowledge of the monster's weak point, they may opt to reduce the opponent's defence value by -1 rather than reduce the hit chance by 2.

#### Capturing an opponent

This is an action designed to capture an opponent If the attacker has both hands free, they can contest their [strength] with their opponent. If they win, the opponent is now their captive (p.77).

#### Breeching enemy ranks

This action allows for the attacker to break through to the opponent's rear rank.

If the character wins a contest of [strength]with their opponent, they may move their character into the rear rank of the enemy.

#### ▼ Taking aim

This is an action where you carefully watch your opponent's movements to look for an opening. Select one enemy. In the round after taking aim, you can get +1 to your Hit chance on that enemy.

#### Rearguard holding action

By this action, a character stays in place to give his comrades a better chance of escape.

To activate this action, the character should declare that they will remain when their comrades [flee]. For the characters attempting to [flee], when they contest their [strength]they receive a +4 bonus if they are in the rear rank and a + 2 bonus if they are in the front rank.

# **Making high level characters**

When you want to start an adventure at level 2 or above, or when you want to reinforce an ongoing campaign, you can use this additional rule.

1 Character level

The GM determines at what level to create the PC.

(2) Character creation

Create in the normal way. However, items should be determined when the character is completed to the requisite level.

3 Level up

Raise the character to the required level.

(4) Equipping the character

Equip the character with suitable weapons and armour for their capabilities.

If the character is not using a 2 handed weapon, the free hand may be used for another weapon.

Raise only to the appropriate level

The GM should set a reasonable limit on what items they can obtain, by making reference to the purchasing chart below.

# **Equipping characters**

Purchasing for a high level character You can use the following rule for equipping a character from their purse:

Rather than equipping the character yourself, you can allow the player to do so from that character's purse.

This allows for greater freedom in the process.

This method takes a little longer than the regular character creation method.

Determine the character's purse according to their level as follows:

Level 1PC [2D+25]G / Level 2PC [2D+35]G Level 3PC [2D+50]G / Level 4PC [2D+70]G Level 5PC [2D+95]G

# **Monster creation**

The ability level of created monsters can be determined by using the chart on the right. Depending on what skills they have, their overall strength can vary significantly.

It makes sense to lower the values for monsters who have magical or powerful skills. Changing the value by as little as +/- 1 can have a significant effect. Be careful about changing any value other than HP by more than 2.

Having a weak point makes monsters more interesting. Also, be wary of making monsters too defensively powerful. Defensive skills, or a regeneration rate of 3 or more can make PCs frustrated.

It's a good idea for GMs to play test combat when you create a powerful monster.

Monster – Lv	1	2	3	4	5	6	7
Ability levels	8	9	10	11	12	14	20
Max HP	5	7	9	12	15	17	20
Boss monster HP	7	10	13	15	20	25	30
Max MP	1	2	3	4	6	8	10
Hit chance	3	4	4	5	5	6	6
Attack power	3	3	4	4	5	5	6
Defence value	1	2	2	2	3	4	5
Protection value	1	1	1	2	2	2	3
Skill number	1	2	2	3	3	3	3

Before the adventure, test how balanced the combat situations are by pitting a group of appropriately leveled adventurers against the dungeon monsters.

# **Random dungeon**

You can run a session without preparing a scenario. In this case, you cut out the mapping sheet and scouting phase.

Let's prepare a random dungeon Roll a dice and consult the setting chart to determine location, and then decide how many areas the dungeon is made up of.

Small(6) / Regular(9) / Big(12) / Vast(99) Let's make a random dungeon!

#### Setting(1D6)

#### 12 Ruins 34 Caves 56 Outdoors

Keep selecting one of either A or B until the number of unexplored dungeon areas reaches0. A: Explore the dungeon further

Reduce the number of unexplored dungeons by 1, then roll 2D and consult the event table. If you reach the last area without encountering the Boss group, you will automatically encounter them there. Sample monster groups should be calculated using the chart on p.102 to produce well matched opponent. To progress to the next area, the PCs must either defeat or evade (one PC successfully (escape)) their opponents.

#### B: Return to the city and the "end of the adventure".

#### Event chart (2D6)

- 2. Combat with Boss's group. Completes adventure
- 3. Combat with ..... group plus additional random monsters.
- 4. Use the setting chart to determine location of combat with ..... group.
- 5. Take a break! Make camp (p.51), cook, and created items.
- 6. Treasure hoard! Roll twice on the treasure chart.
- 7. Valuable item. Consult the treasure chart.
- 8. Treasure chest! Consult the treasure chest chart.
- 9. Magic potatoes (p116). Characters who successfully complete a strength challenge of 10 or higher can pull up one bunch each.
- 10. Trap! Consult the trap chart to find what trap is sprung on the party.
- 11.Combat with a lesser monster group (number =1D6, level =average level of PCs).
- 12. Gemstone! Consult the SUPER RARE chart.

#### Trap chart (Average PC level + 1D6)

- 2. Be on the edge of a pit trap
- 3. Be suddenly engulfed in a cloud of sleeping gas
- 4. Be suddenly engulfed in a cloud of poison gas
- 5. All PCs roll 2D6 and whoever gets the lowest score is attacked by a poison dart.
- 6. Someone sets off an alarm, which allows a group of lesser monsters to prepare a surprise attack.
- 7. All PCs roll 2D6 and whoever gets the lowest score is attacked by a magic lightning bolt.
- 8. A rolling stone drops from immediately above.
- 9. Be on the edge of a deep pit trap.
- 10. Be struck by a crushing ceiling type trap.
- 11. All PCs roll 2D6 and whoever gets the lowest score is attacked by a poison dart.

(For the Treasure or Rare/Super Rare Charts: ROLL 1D6 twice. The first dice applies to the left-hand number column, the second applies to the right)

TREASURE CHART				(RARE) / SUPER RARE CHART			
				(IKA			
	1	OIL FLOWER		1	1	RATIONS	
	2	GOLDEN WHEAT			2	TORCH	
1	3	STAR GRAPES		(RARE 1	3	MEDICINAL HERBS	
	4	ANTI-BLEEDING HERBS			4	OIL	
p.94	5	VITALITY BERRIES		1-2)	5	LIQUOR	
94	6	FLOWER OF BEAUTY			6	ANTIDOTE	
	1	GIANT BEANS		2	1	MIRROR	
	2	RAFFLESIA			2	HOLY WATER	
2	3	OILY MUD		(RARE	3	LANTERN	
2	4	THUNDER STONES		RE	4	ELIXIR	
ą	5	MAGIC POWDER		3-4	5	HP POTION	
p.94	6	PURIFYING ROCKS			6	MP POTION	
	1	ROUGH GEMSTONES		3	1	ICE SWORD	
	2	MAGIC STONES			2	FLAME SHOOTER	
3	3	CRYSTALS		(R	3	FLAME SHOOTER	
	4	MITHRIL		(RARE 5-6)	4	HOOK ROPE	
73	5	BELL-RING CRICKET			5	MAGE HOOD	
p.94	6	FIREFLY			6	MAGICAL KEY	
	1	KILLER BEE LARVAE			1	AMULET	
	2	GIANT FROG		4	2	WIND CLOAK	
4	3	RATTLEBUG			3	THUNDER BLADE	
4	4	IRON BEETLE			4	DRAGON KILLER	
-	5	LUSTROUS WATER		p.95-96	5	GLAIVE	
p.94	6	SILVER SPOON		-96	6	DESTROYER	
	1	HONEY			1	SILVER STAFF	
	2	MUSIC BOX			2	SLASHER	
-	3	RING OF COUNSEL		<b>5</b> p.96-97	3	MANA JEWELS	
5	4	BONE			4	SILVER MAIL	
p.93-94	5	CRANBERRIES			5	RUNE AXE	
3-94	6	ROYAL JELLY		5-97	6	STAFF OF POWER	
	1	ICE SWORD			1	HOLY FIST	
	2	CHAIN SPEAR			2	LIBERTINE	
~	3	FLAME SHOOTER			3	KERAUNOS	
6	4	MAGICAL KEY		6	4	ARTEMIS	
p.9	5	RARE chart 🕨			5	MIRACLE FLOWER	
p.95-97	6	SUPER RARE chart 🕨		p.97	6	RAINBOW PEARL	

#### Treasure chest chart (1D6)

- 1. Roll twice on the treasure chart.
- 2. Select a random item from the Rare treasure chart (top half of the chart).
- 3.(Arrow trap). Select a random item from the RARE as per 2.
- 4.(Magic explosion) trap. Select a random item from the RARE as per 2. 5.(Lock) see p.79.\* Opening it reveals 2D6x average player
- level in G. 6.(Magical lock ) trap.\* If the correct key is present, select
- one item from the SUPER RARE chart.

\*Without the correct key from the random dungeon, the treasure chests with the lock and magical lock traps cannot be opened!

# Sample monster groups

Follow these guidelines when creating sample monster groups.

Since this is just a guide, the GM should use common sense to adjust the power of the monsters to make a suitable challenge for the adventurers depending on the skill level and experience of the players.

In this case feel free to increase or decrease the number of monsters, or to use the column to the right or left of the actual number of players.

Location ( $\uparrow$ ): The type of dungeon environment will determine the type of monster the players encounter. Here are some examples of what is indicated by the 3 basic settings(Ruins,Caves,Forests).

Monsters: Enemies are the monsters that appear along the way during the course of the adventure, while the BOSS monster is a more powerful enemy or set of enemies which must be defeated to complete the quest.

Number of PCs: The number of characters in the players group. It is assumed that all characters are of the same level.

\*The Boss monster is denoted by a triangle symbol  $\triangle$  preceding its monster name. It is recommended to set the HP of the boss monster high.

\*You can copy the monster data and cut it into cards for convenient use when giving out information.

### **PC** LEVEL 1

	Monster	vs PCx3	vs PCx4	vs PCx5	vs PCx6	+α
Ruins	Enemy (p.88)	міміс	MIMIC KILLER COIN	MIMIC KILLER COIN×2	MIMIC×2 KILLER COIN	міміс
	BOSS (p.88)	riangle ROCK GOLEM	$  \  \  \  \  \  \  \  \  \  \  \  \  \$		riangle ROCK GOLEM×2	ΜΙΜΙϹ
Caves	Enemy (p.86,90)	GIANT BAT×2	GIANT BAT×3	SKELETON GIANT BAT×2	SKELETON GIANT BAT×3	SKELETON
	BOSS (p.86,90)	riangle skull archer	△ SKULL ARCHER GIANT SNAKE	$\triangle$ SKULL ARCHER GIANT SNAKE×2	△ SKULL ARCHER SKELETON×2	POISONOUS GIANT SNAKE
Forests	Enemy (p.86)	GIANT SNAKE×2	POISONOUS GIANT SNAKE GIANT SNAKE	POISONOUS GIANT SNAKE×2	POISONOUS GIANT SNAKE×2 GIANT SNAKE×2	POISONOUS GIANT SNAKE
	BOSS (p.86)	riangle vampire bat	△ VAMPIRE BAT GIANT BAT	△ VAMPIRE BAT GIANT BAT×2	$\triangle$ vampire bat×2	POISONOUS GIANT SNAKE

### **PC LEVEL 2**

	Monster	vs PCx3	vs PCx4	vs PCx5	vs PCx6	+α
Ruins	Enemy (p.84-85)	HOBGOBLIN×2	HOBGOBLIN OGRE×2	DARK SHADOW OGRE×2	DARK SHADOW OGRE×3	DARK SHADOW
	BOSS (p.84-85)	△ MINOTAUR GOBLIN×2	riangle MINOTAUR OGRE×2	△ MINOTAUR OGRE×3	riangle MINOTAUR DARK SHADOW×2	DARK SHADOW
Caves	Enemy (p.90)	SKELETON×2	SKELETON×3	SKULL ARCHER SKELETON×2	SKULL ARCHER×2 SKELETON	GHOST
	BOSS (p.90)	△ SKELETON KNIGHT SKELETON	△ SKELETON KNIGHT SKELETON×2	△ SKELETON KNIGHT SKULL ARCHER×2	△ SKELETON KNIGHT×2 SKULL ARCHER	GHOST
Forests	Enemy (p.86,88)	SLIME GIANT SNAKE	SLIME×2	SLIME×2 GIANT SNAKE×2	SLIME×3	SLIME
	BOSS (p.86-87)	△ QUEEN BEE KILLER BEE	$\triangle$ QUEEN BEE KILLER BEE×2	△ QUEEN BEE KILLER BEE×3	$\triangle$ QUEEN BEE KILLER BEE×4	KILLER BEE

# **EPC** LEVEL 3

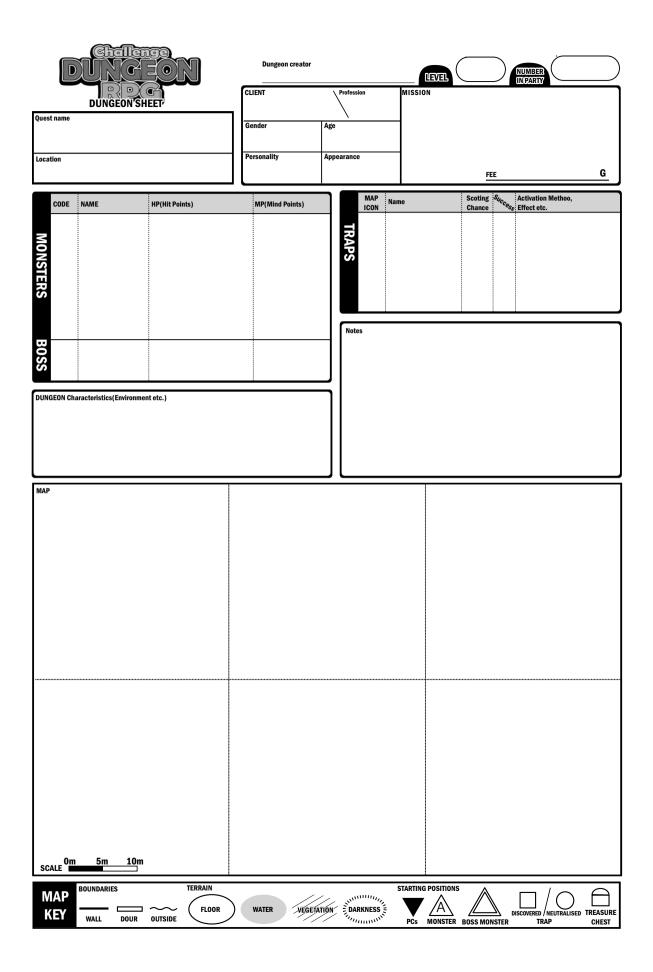
	Monster	vs PCx3	vs PCx4	vs PCx5	vs PCx6	+α
Ruins	Enemy (p.84-85)	GOBLIN KING GOBLIN×2	GOBLIN KING GOBLIN×4	GOBLIN KING HOBGOBLIN×2	GOBLIN KING HOBGOBLIN×4	MINOTAUR
	BOSS (p.88-89)	riangle IRON GOLEM ROCK GOLEM	riangle IRON GOLEM SLIME	riangle IRON GOLEM ROCK GOLEM×2	$\triangle$ IRON GOLEM SLIME×2	ALRAUNE
Caves	Enemy (p.90)	GHOST×2	GHOST SKELETON KNIGHT	GHOST SKELETON KNIGHT×2	GHOST×2 SKELETON KNIGHT×2	SKELETON KNIGHT
•	BOSS (p.90-91)	△ SKELETON LORD SKELETON	△ SKELETON LORD SKULL ARCHER×2	△ SKELETON LORD SKELETON KNIGHT×2	△ SKELETON LORD SKELETON KNIGHT×3	GHOST ×2
Fores	Enemy (p.86-87)	STONE SNAKE×2 GIANT BAT	STONE SNAKE×3 GIANT BAT	STONE SNAKE×2 VAMPIRE BAT	STONE SNAKE×3 VAMPIRE BAT×2	STONE SNAKE
ts	BOSS (p.87,90)	$\triangle$ MEDUSA SKULL ARCHER	$\triangle$ MEDUSA SKULL ARCHER×2	$\triangle$ MEDUSA SKELETON×4	△ MEDUSA SKELETON KNIGHT×3	STONE SNAKE

# ■PC LEVEL 4

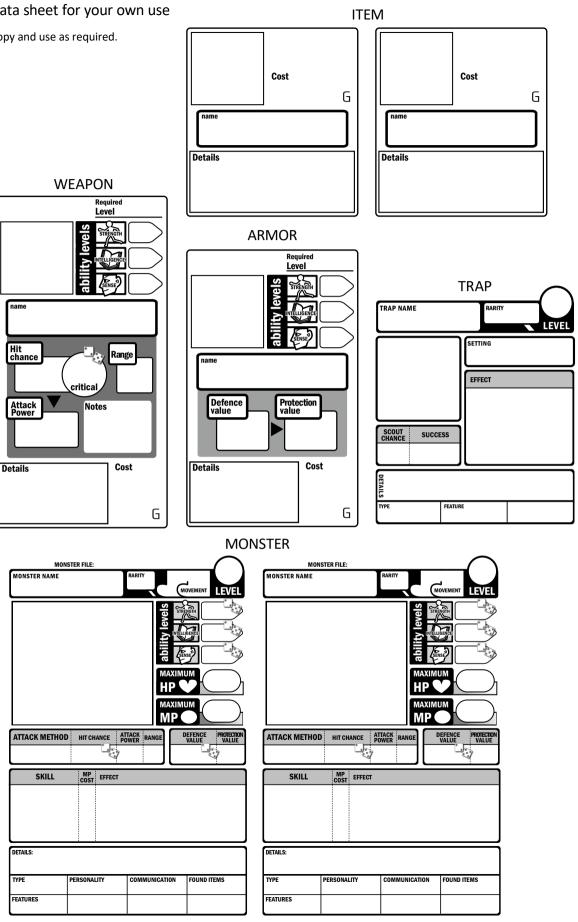
ľ		Monster	vs PCx3	vs PCx4	vs PCx5	vs PCx6	+α
	Ruine	Enemy (p.88-91)	ASSAULT DOOR	ASSAULT DOOR KILLER COIN×2	ASSAULT DOOR GHOST	ASSAULT DOOR WRAITH	WRAITH
		BOSS (p.84-85)	△ OGRE BATTLER OGRE	△ OGRE BATTLER DARK SHADOW×2	△ OGRE BATTLER MINOTAUR×2	△ OGRE BATTLER×2 DARK SHADOW×2	OGRE BATTLER
	Canoc	Enemy (p.84-85)	MINOTAUR OGRE	MINOTAUR×2	MINOTAUR DARK SHADOW	MINOTAUR×2 GOBLIN KING	OGRE BATTLER
		BOSS (p.90-91)	$\triangle$ SKULL DRAGON SKELETON	$\triangle$ SKULL DRAGON SKULL ARCHER×2	△ SKULL DRAGON SKELETON KNIGHT×2	△ SKULL DRAGON×2 SKULL ARCHER×2	SKELETON KNIGHT
	Enroct	Enemy (p.89)	ALRAUNE TENTACLE	ALRAUNE TENTACLE×2	ALRAUNE TENTACLE×3	ALRAUNE×2 TENTACLE×4	TENTACLE×2
	*	BOSS (p.90-91)	riangle dragon zombie	△ DRAGON ZOMBIE SKELETON	△ DRAGON ZOMBIE GHOST×2	C DRAGON ZOMBIE SKELETON KNIGHT×2	WRAITH

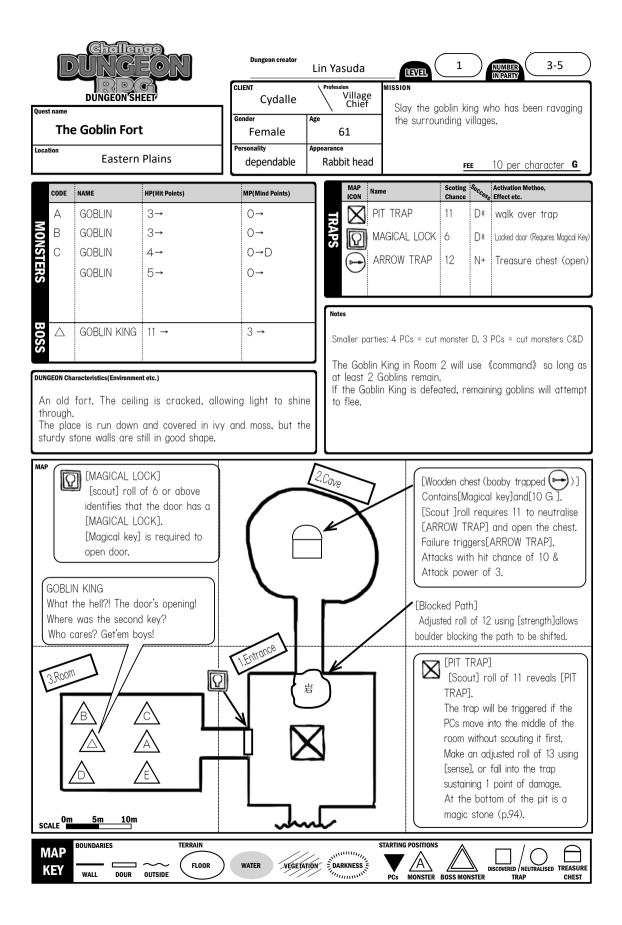
# ■PC LEVEL 5

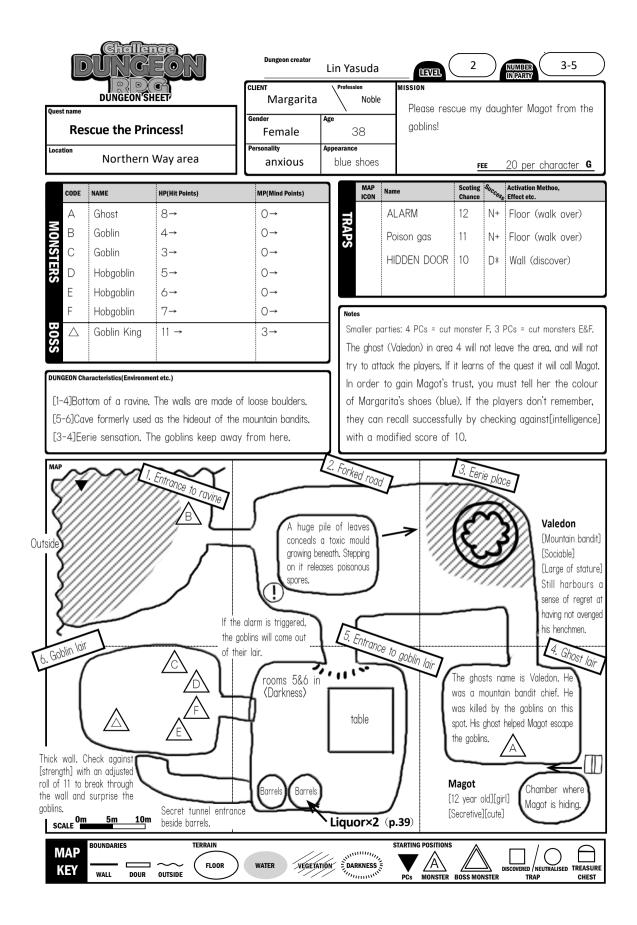
	Monster	vs PCx3	vs PCx4	vs PCx5	vs PCx6	+α
Ruins	Enemy (p.87-89)	MEDUSA	SLIME×2 MEDUSA	IRON GOLEM MEDUSA	IRON GOLEM×2 MEDUSA	ROCK GOLEM×2
	BOSS (p.92)	△ DRAGON(HP20)	riangle dragon	△ DRAGON DRAGON PUPPY	riangle DRAGON×2	DRAGON PUPPY
Caves	Enemy (p.90-91)	SKELETON LORD SKELETON×2	SKELETON LORD SKELETON×3	SKELETON LORD SKELETON KNIGHT×2	SKELETON LORD SKELETON KNIGHT×3	WRAITH
	BOSS (p.90-92)	$\triangle$ LICH SKELETON×2	△ LICH IRON GOLEM		△ LICH SKULL DRAGON×2	SKELETON KNIGHT×2
Forest	Enemy (p.84-85)	OGRE BATTLER OGRE×2	OGRE BATTLER OGRE×4	OGRE BATTLER×2 DARK SHADOW	OGRE BATTLER×3 DARK SHADOW	OGRE ×3
ts	BOSS (p.85,92)	△ MEGA SLIME OGRE BATTLER	△ MEGA SLIME DARK SHADOW×2	△ MEGA SLIME OGRE BATTLER×2	△ MEGA SLIME OGRE BATTLER×3	OGRE BATTLER

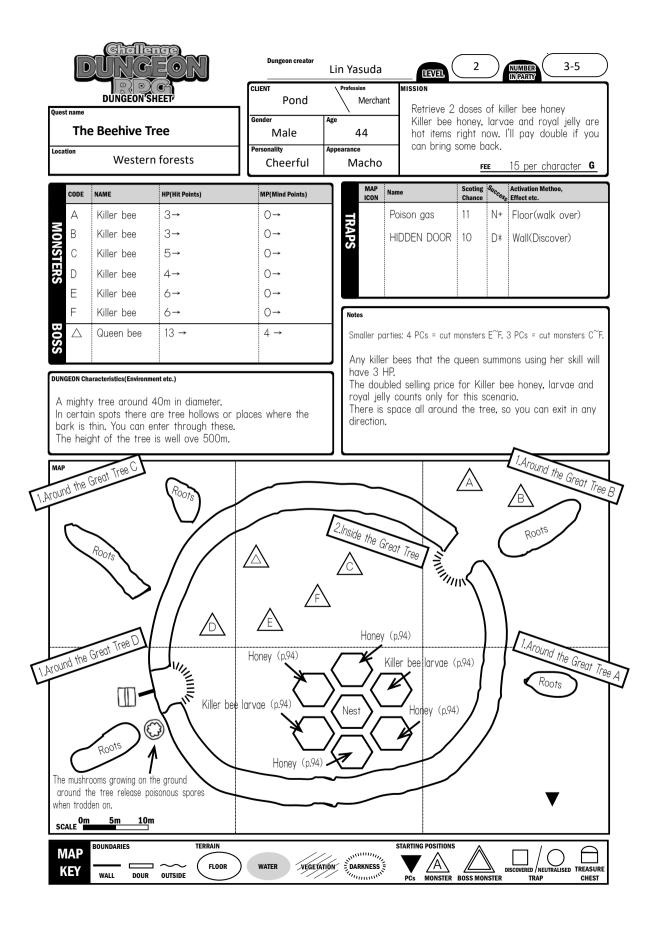


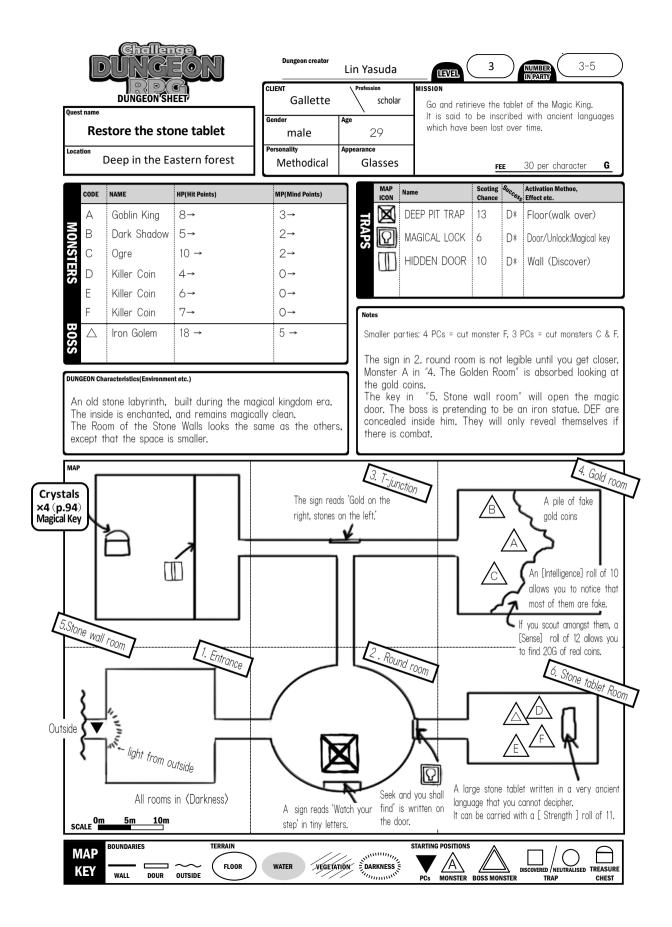
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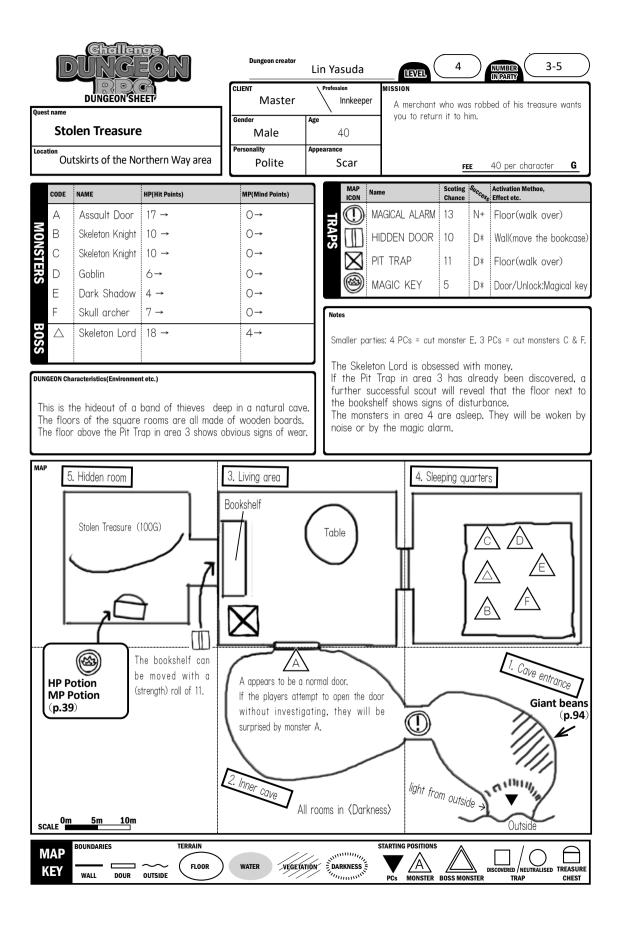


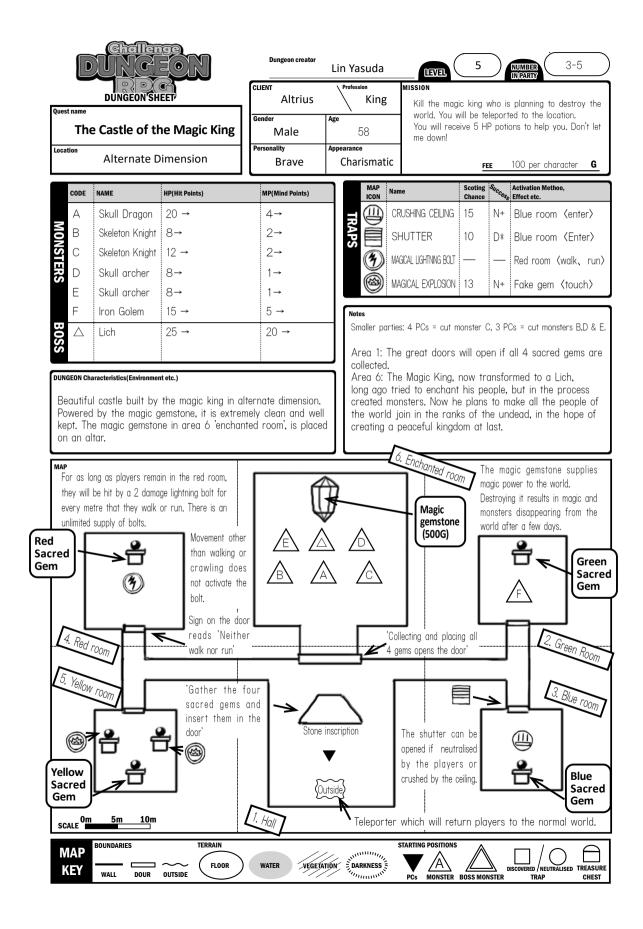












# **Additional data**

Ishtar, Sophia and Baudewin are 3 adventurers who can be used when the number of players available is insufficient to meet the challenge of the adventure. They adventure on a part time basis when they have no other work. If you need such adventurers for a high level scenario, follow the guidelines for high level character creation, paying attention to giving them appropriate weapons, armour and skills.

This system enables you to play even when there are only 1 or 2 players.

The number in the circle to the left of Hit chance is the critical chance.

Type: Human... the same as the PCs. In this world, even having the head of an animal does not disqualify you as a human.

The following pages will show examples of homemade monsters.

There are some monsters which have been weakened to suit a level, and others which may be mistaken for familiar monsters to the PC's cost.

ISHTAR (	FIGH	TER)	
	TOR	S (12) S (12)	
TTACK METHOD	НІТ СН	IANCE ATTACK RANGE DEFENCE PROTECT	
SWORD	3 (		
SKILL	MP COST	EFFECT	
-	1	1 enemy, ramge 1, hit chance + 2, attack power +	
SMASH	:	1 ally, range 1, use when determining damage Takes the damage onto themselves	
SMASH OCOVER	0	1 ally, range 1, use when determining damage Takes the damage onto themselves	

<b>түре</b>	PERSONALITY	COMMUNICATION	FOUND ITEMS
Human	Brave, Hot blooded	Conversant	Sword
FEATURES Loves: heroes	Wears a headband	Adventurer's kit	

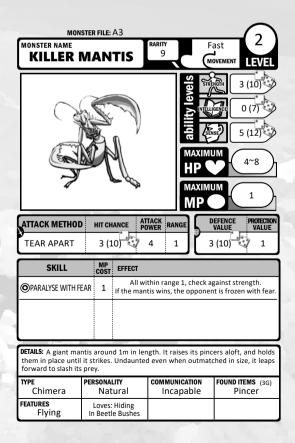
SUFIA	(WIZA	RD)	rarity 12					
ATTACK METHOD STAFF		-	ATTACK METHOD HIT CHANCE ATTACK RANGE DEFENCE PROTECTION VALUE VALUE STAFF 4 (12) 3 3 1 2 1					
-					Z 🧐 I			
SKILL	MP COST	EFFECT	:		2 4 1			
SKILL MSEARCH	MP cost	Allows			ast intelligence to traps and monster			
	COST 0	Allows discover t	he nature o	of magical	ist intelligence to			
<b>™</b> SEARCH	COST 0	Allows discover t all opp	he nature o	of magical	st intelligence to traps and monster			
Mesearch Melightning	COST 0 5 1 1 2 not only	Allows discover t all opp 1 ally, t the heal s	the nature of onents, rar range 3, res	of magical age 3, 1~2 p stores 2-3 k arned in tr	ist intelligence to traps and monster points damage (ź) IP. Healing magic aining, but also th			
	COST 0 5 1 1 e not only by readir	Allows discover t all opp 1 ally, t the heal s g a book o	the nature of onents, rar range 3, res pell she lea f spells she COMMUNI	of magical age 3, 1~2 p stores 2-3 H arned in tr was given	ist intelligence to traps and monster points damage (ź) IP. Healing magic aining, but also th			

MONSTER NAME	<b>N</b> (ни	INTER)	12			
ATTACK METHOD BOW	) нітсн З (	IANCE PC	TACK RANGE	2 PROTECTION VALUE PROTECTION VALUE 1		
SKILL	MP COST	EFFECT		· ·		
<b>G</b> FOLLOW	1	1 ally, range 3 Adds + 2 to hit chance or defence value				
SCAVENGE	0	A roll of 10 or better checking against sense indicates that any found item is gained				
I ally other than self, restores 1 MP, use only once per scenario						
DETAILS: Born as the third son of a noble, he chose an adventurer's life out of a love for personal freedom.						
TYPE	PERSONA	<b>LITY</b> Honest	COMMUNICATION Conversant	FOUND ITEMS Bow		
Human	000,	ionest	conversance			

MONSTER FILE: A1						
		1	rarity 8	-	mal DVEMENT LEVEL	
ATTACK METHOD BITE	) нітсі З (:	ANCE PO	TACK RANGE	<u> </u>	efence Protection VALUE VALUE	
SKILL	MP COST	EFFECT				
©ELECTRIC SHO	ск о	Failure to		d 11 o	ck against strength. r higher results in 1 e (lightning)	
GELECTRIC CREAT				Self. If it receives lightning damage, for the duration of the combat it will receive a bonus of +1 to attack power.		
DETAILS: A fish that stores electricity in its body. Moving in shoals, the fish release electric charges when they feel threatened. At this point the fish attack in waves releasing electricity from their mouths.						
түре Chimera	PERSONA Nat	<b>LITY</b> tural	соммилісатіс Incapabl		FOUND ITEMS (1G) Thunderstone	
FEATURES Underwater	Mimic	ry: Fish				

MONS	MONSTER FILE: A2					
MONSTER NAME FLYIN	G PIG					
and the	A-G	AH Maximu Waximu Waximu Mb Mb Mb Mb Mb Mb Mb Mb Mb Mb Mb Mb Mb	(11) (7) (7) (7) (7) (7) (7) (7) (7) (7) (7			
ATTACK METHOD	HIT CHANCE		EFENCE PROTECTION VALUE VALUE			
BODY SLAM	4 (11)	3 1	2 (9) 🧐 1			
SKILL	MP COST EFFECT					
DELICIOUS	- Indiscr	iminate. No 'hungry' cl trying to kill this m				
BLOOD SUCKING 1 Indiscriminate. If the pig sustains fire damage within 1 range must get a 13 checking agains or become 'hungry'						
DETAILS: A pig with so scorched by fire, bec		e who takes in the sn nous.	nell when the pig is			
<b>түре</b> Chimera	PERSONALITY Natural	communication Incapable	FOUND ITEMS (5G) Magic Meat			

<b>түре</b>	PERSONALITY	communication	FOUND ITEMS (5G)	
Chimera	Natural	Incapable	Magic Meat	
FEATURES	Loves: Giant	supersense:	weakness: 🌢	
Flying	Beans	smell		





MONSTER	{ FILE:	A5					
MONSTER NAME COCKAT	RIC	CE RARITY Normal 4					
ATTACK METHOD	ніт сн	IANCE ATTACK RANGE DEFENCE PROTECTION VALUE VALUE					
SCRATCH	4 (1	11) 4 1 4 (11) 1					
SKILL	MP Cost	EFFECT					
OPARALYSIS BREATH	2	Enemy file, range 3. Check against strength. Failure results in 3 damage and the prey must resist with a 12 or be petrified.					
POISON FANGS	0	Attack on one enemy. A successful hit means the victim must attempt to resist the poison with a 13. Failure results in 1 point of damage.					
	DETAILS: A 2m long monstrous bird, with a poisonous snake for a tail. Anyone who						

inhales the cockatrice's breath may be turned to stone. Cockatrice are very partial to the common rue herb.

TYPE PERSONALITY		communication	FOUND ITEMS (9G)
Chimera Natural		Incapable	Stone Lung
FEATURES Weakness: Ice	Loves: Common Rue Herb	Giant	Flying

MON	STER FILE: A6		
MONSTER NAME ACORN V	VARRIOR	9	
		AW AH MIXW AM MAX MAX MAX AM AM AM AM AM AM AM AM AM AM AM AM AM	(10) (10) (10) (10) (10) (10) (10) (10)
ATTACK METHOD	HIT CHANCE AT PC	OWER RANGE	EFENCE PROTECTION VALUE VALUE
SKILL	MP COST EFFECT		
	at sheds neither bloo ple, if you don't unde	d nor tears, created f rstand it, bash it.	rom an acorn.
			rom an acorn. FOUND ITEMS (3G) Magic Acorn

MON	STER FILE: A7		$\bigcirc$		
MONSTER NAME	NG SOLDIE	9			
Z (9) Z					
ATTACK METHOD	HIT CHANCE AT PO	TACK RANGE	EFENCE PROTECTION VALUE VALUE		
SLING	3 (10) 💱	4 3 3	(10) 1		
SKILL	MP COST EFFECT				
DETAILS: A soldier that Skilled in the use of	at sheds neither blood f the sling	d nor tears, created f	rom an acorn.		
<b>TYPE</b> Magical Creature	PERSONALITY Natural	communication Incapable	FOUND ITEMS (3G) Magic Acorn		
FEATURES Dangles From Trees	Loves:	Hides In Cover			

MON	STER FILE: A8		-
MONSTER NAME	SLIME	11	
		A MWIXWM A H MWIXWM A MWIXWXWM A MWIXWIXWM A MWIXWM A MWIXWM A MWIXWM A MWIXWM A MWIXWM A MWI	(11) (1)) (1))
ATTACK METHOD	HIT CHANCE PC		EFENCE PROTECTION VALUE VALUE
Dissolve	3 (10)	1* 1	2 (9) 2
SKILL	MP COST EFFECT		
JELLY STATE	I	nent nature of slime has largets protection value d by <b>b</b> , the slime's prote	is negated.
ØENVELOP	0 1 enemy,	range 1. The slime has a with its oppone s it captures its oppone	a contest of strength nt.
<b>S</b> DISSOLVE		of the turn, the slime's cap tives are slowly digested by	
	sparent gelatinous b but they can be ward	lob. If it finds a lone l ded off with torches.	human target it will
<b>TYPE</b> Magical creature	PERSONALITY Savage	communication Incapable	FOUND ITEMS (2G) 2 core
FEATURES Weakness: •	Mimicry: puddle	cling to ceilings	Loves: oil

**S**X

MONSTE	R FILE:	A9
MONSTER NAME CARNID	00	RARITY 13 Fixed LEVEL
ATTACK METHOD	НІТ СН	IANCE ATTACK RANGE DEFENCE PROTECTION VALUE
Long tongue	4 (1	11) 4 3 2 (9) 2
SKILL	MP COST	EFFECT
SOFT INTERIOR	-	Self. Any attacks made by captives treat the protection value of the door as 0.
◎GOBBLE UP	0	The enormous mouth attempts to devour 1 rank of opponents, range 1. Roll against the creature's strength. If the door wins, it captures the opponents.
	0	At the end of the turn, the mimic's captive sustains 1 points of damage. They begin to be digested by the monster.
	s swa	Illy created to guard areas. Anyone who approaches llowed by the door's huge mouth. The mouth is e.

POTATO	WARRIOR	10					
	201 0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1	AH Maximu	(10°14)				
ATTACK METHOD	HIT CHANCE AT	TACK RANGE	EFENCE PROTECTION VALUE VALUE				
Potato sword	4 (11)	4 2 3	(10) 0				
SKILL	MP COST EFFECT						
MAGICAL BOD	Y — Self. Ca	an use HP instead of MP	to activate skills.				
MPOTATO GRENA	ADE 1 Anyone v	vithin a range of 1 tak damage.	es 1-2 points of fire				
a wizard from the	DETAILS: These creatures are the result of a magical experiment gone wrong. Long ago, a wizard from the magical kingdom era tried to create potatoes that would cook themselves. The potatoes came to life, and are now accomplished at military manoeuvers.						
<b>TYPE</b> Magical creature	PERSONALITY Natural	соммилісатіол Incapable	FOUND ITEMS (2G) Magical potato				
FEATURES Weakness: 4	Buried in the soil	Loves: water play					

3

MONSTER FILE: A10

MONSTER FILE:A11 MONSTER NAME <b>RED SLIME</b> 13	Slow MOVEMENT LEVEL
	State of the second sec
ATTACK METHOD HIT CHANCE ATTACK POWER	ANGE DEFENCE PROTECTION VALUE

communication Incapable

Loves: blood

FOUND ITEMS (3G) 3 core

4 (11)

1

ATTACK METHOD	HIT CHANCE	ATTACK POWER	RANGE
Slime bullet	4 (11)	7 2*	2

X

**TYPE** Magical creature

FEATURES Mimicry: door

PERSONALITY Natural

Hates: hot spices

SKILL		AP DST	EFFECT			
JELLY STATE	-	-	. т	ent nature of slime has argets protection value by 🌢, the slime's prote	is negated.	
SLIME SPRA	NY (	0		range 1. chance.		
GFLAME	(	0	Self. If damaged by fire, it will attack a itself for the remainder of th			
DETAILS: A mutant slime with a red nucleus. It is covered with an oily film and has a flammable constitution. It is also more flexible and nimble than other slimes.						
<b>TYPE</b> Magical creature		PERSONALITY Savage		communication Incapable	FOUND ITEMS (7G) 7 core	
FEATURES Weakness: ●	Mimicry: puddle			cling to ceilings	Loves: oil	

MON	STER FILE:	A12	1.1		$\bigcirc$
MONSTER NAME MOODY	DRA	GON	rarity 10	~	rmal 3 DVEMENT LEVEL
			H		1 (8) 3 (10) 9~13
ATTACK METHOD	HIT CH	IANCE AT	TACK WER RANGE		EFENCE PROTECTION VALUE VALUE
Body slam	4 (1	11)	4 1	3	(10) 1
SKILL	MP COST	EFFECT			
<b>O</b> FIRE BREATI	H 1	If the dragon	wins, the victim su	stains 2	ne dragon using (strength). points of damage. Even if s 1 point of damage.())
ARAM	1	1 enei	ny, range 1. Attacks while advancing		
GDRAGON RA	GE 0	E 0 Self. When HP have been reduced by half, or the dra attacked in its sensitive spot,For the remainder of t fights at +1 to hit chance, defence value and atta			
DETAILS: A permanently irritable dragon around 5 m in length. Often munching on magic stones. It has a sensitive spot underneath the neck. If that is attacked, the creature becomes enraged.					
TYPE Dragon	PERSONA Frer	<b>LITY</b> nzied	соммилісаті Incapab		FOUND ITEMS (10G) Large magic stone
FEATURES Giant		ves: stones	Weakne sensitive		dives under the soil

# **Additional Monster Found Items**

\*No. refers to the number in the monster file. The value is the price that can be obtained when sold.

No. Found Item	Value	Notes
A1 Thunderstone	1G	A pebble which makes the sound of thunder when thrown
A2 Magic meat	2G	Magical pork meat which restores 2 HP when cooked.
A3 Sting	3G	The sting of a killer mantis
A4 Giant sting	5G	The large sting of a giant mantis
A5 Stone lung	9G	The petrified stone lung of a cockatrice
A6 Magic acorn	3G	A magical acorn which cures petrification when ingested.
A7 Magic acorn	3G	A magical acorn which cures petrification when ingested.
A8 2 core	2G	The power source of a small slime. Appears as a small green sphere
A9 3 core	6G	The power source of a slime. Appears as a green sphere
A10 Magic potatoes	2G	Magical potatoes which restore 1 HP and MP each when eaten.
A11 7 core	6G	The power source of a slime. Appears as a green sphere
A12 Large magic stone	10G	Large magical stone. Restores 2 MP (one use)

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# **Reference materials: TRPGs as of 2019**

## **Dungeons & Dragons**

The original and still far and away most popular swords and sorcery TRPG. You can try out the game by downloading the free basic rules at dnd.wizards.com Published by Wizards of the Coast.

## RuneQuest

Classic, easy to play, TRPG set in the world of Glorantha. Published by Mongoose Publishing.

## Pathfinder Roleplaying Game

Fantasy TRPG developed by open play testing. Published by Paizo Publish

## Warhammer Fantasy Roleplay

The role playing game version of the popular miniatures wargame. Published by Cubicle 7 entertainment.

## **Call of Cthulu**

Based on the writings of H.P. Lovecraft, you play the role of investigators trying to uncover the many plots of mysterious occult groups. Published by Chaosium.

## Deadlands

A mixture of Western and Horror genres, with some steampunk elements.

Published by Pinnacle Entertainment Group.

## Vampire: The Masquerade

Play a vampire struggling for survival while grappling with the morality of your needs. Published by Modiphius Entertainment.

## Werewolf: The Apocalypse

Play a werewolf trying to find a place in the modern world, while fighting against forces that would seek an apocalypse. Set in the World of Darkness. Published by Onyx Path.

## Mage: The Ascension

Play a mage, challenging the basis of what is reality. Set in the World of Darkness. Published by White Wolf.

## Shadowrun

A mixture of cyberpunk and fantasy elements. Published by Catalyst Game Labs.

## Paranoia

A darkly comic dystopian adventure game, with every player out for themselves, while following their own secret agendas. Published by West End Games.

## Star Wars The Roleplaying Game

Sci fi adventure set in the Star Wars universe. Published by Fantasy Flight Games

## Gamma World

Survival in a post-apocalyptic future world. Published by Sword and Sorcery Studios.

## GURPS

An all-purpose TRPG designed to be adaptable to any setting. Published by Steve Jackson Games

## Savage Worlds

Easy to play generic TRPG and wargame. Published by Pinnacle Entertainment Group.

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12.8

# What do children learn from playing Table Top Role Playing Games(TRPG)?

From the autumn of 2013 until the spring of 2014, EDGE NPO offered TRPG as an activity at their 'Kids and Teens Club. Seeing how the children responded to playing TRPG converted Todo to the idea that TRPG might be an effective means of helping autistic children with their development.

### By Ms. EikoTodo

Chairperson of EDGE NPO/ Deputy chairperson of Japan Developmental DelayNetwork (JD net)

Observing children enjoying TRPG, as well as trying it for myself, taught me many things.Firstly, and most significantly, I could see its effectiveness as a way of encouraging social participation. Inoticed that amongst the children who were participating in TRPG sessions, there were several who had problems with truancy or were otherwise anxious about participating in group activities. These same children scrupulously attended every TRPG session on their own initiative. Other parents were also pleasantly surprised by the unusually positive attitude their children showed when playing TRPG.The striking feature was how motivated the children themselves were to participate, regardless of whether or not they had developmental issues.

Secondly, TRPG appeared to offer the children a space in which they could be themselves and express their individuality. People with conditions such as dyslexia, autism or ADHD, often struggle to fit in to the somewhat rigid bounds of Japanese society. TRPG however, creates a space where they can safely experiment with selfexpression without the fear of being judged. While the role of the facilitator, or game master, is significant, for developmentally delayed children it is the game environment itself, where one can be creative within a system of rules, which really nurtures their sense of self. Whether a person has developmental delays or not, the opportunity to freely express whatever comes to mind without reproach, is a wonderful and important experience for anyone.

Thirdly, there is the feature of TRPG that every participant has a clear role. Amongst the children playing TRPG, there was one individual who was shy, but within the game used to enthusiastically support her fellow characters. According to their parent, this child had struggled with joining groups at school until playing TRPG, when a change began to occur. While they didn't suddenly become a leader, they began independently to support their classmates for school events, and similarly began to regularly attend club activities. Apparently they also stopped skipping school.

From this kind of anecdotal evidence I heard from parents, I concluded that for the children, the experience of playing TRPG - interacting with others in a way and with a character that suited them while learning to express their individuality - led to greater self-awareness and confidence.

Fourthly, TRPG offers the children the opportunity to enjoyably figure out some strategies for coping with life and society, as part of a mutually affirming group. Some children with developmental disabilities wiltend to have ideas which can seem bizarre to those around them. Others process their thoughts at such speed that they can't restrain themselves from blurting out their conclusions. Children such as this repeatedly draw comments such as 'What the hell are you saying?' from those around them, and this experience gradually reinforces their tendency to remain silent within a group. The decision to keep to oneself is also a life strategy, but by restricting the individual's opportunities to learn from others it tends to lead to hardship and a lack of development. There are many children like this at EDGE. However, when you put these same children in an environment where they can learn, they can make remarkable progress. The kind of unusual approach they bring to each situation is more likely to be taken on board and may indeed lead to inventive strategies.

Whenever I watched a TRPG session, I saw the children freely sharing their opinions within the framework of the rules, until someone's inspiration led to a group decision. I believe that this shared experience certainly contributed to their growth. I have to say that I myself really enjoyed that part of TRPG when I played, possibly more than even the kids ( $\bigcirc$ ).

Fifthly, by playing TRPG, the children grew more skilful at thinking about others. They would come to realise that playing TRPG is not about announcing one way decisions and then acting upon them. Rather, in order to achieve their goals, they make a collaborative effort, based on their respective roles and an exchange of ideas. Something like ' OK, if that's your plan, I'll do this'. For me, that's wonderful.

The sixth point is that it teaches the children about resource management. Part of the game is that the players need to consider collectively what they have, such as particular skills or equipment, and then to decide the optimum time to utilise these resources. At the same time as there are some who can't hold back from using everything straight away, there are others who are so reluctant to be wasteful that they nourish their resources until the end. To take either of these approaches is likely to mean that in a pinch, the characters of such players may be unable to assist their comrades. This often leads to a thought such as 'OK, next time I'll do it differently', and so in this way they can learn from their mistakes. Even a series of such mistakes is no matter, since they can all feed into making a better plan next time around.

I prefer to think of TRPG as 'recreation' rather than as a leisure activity, since to my mind it is less about killing time than about recreating or reimagining the self. When children who find themselves as outsiders at school or in daily life try to express themselves in a group, they are often knocked back and end up developing a negative image of self. However, when they play TRPG, they are able to express themselves in a relaxed and safe environment. What is more, they can get the kind of positive feedback, such as ' Hey, that's an interesting idea' from their peer group which is so precious. This kind of feedback can lead positive thoughts, such as 'Ok, so that's something I can do', or 'I can take up this role within the group'. These in turn can lead to a re-evaluation of the self, and a discovery of some hidden abilities within the self. Plus of course, the most important feeling, of 'This is fun!' (😳).

The word 'fun' is used so loosely, that it is possible to misunderstand its use in this case. Far from TRPG players needing some kind of reward to engage them it is in fact the TRPG environment itself which functions as a reward for them. An environment where they can feel relaxed, have friends, laugh and have a good time, and be themselves. That is where you should look for an explanation as to why they come. Such spaces are invaluable for children with developmental delays, but I would equally welcome seeing more such spaces in schools and communities.

# **Research Profile**

Using Table Top Role Playing Games(TRPG) to support interpersonal communication & negotiation skills for children, adolescents and adults.

## **1.Introduction:** a typical TRPG session

G M :.....You have reached the furthest depths of the dungeon, and now behold the treasure you have been seeking, but standing in your way is a towering Golem( a magically animated living statue), which guards the treasure.

Hunter: A Golem huh? Bring it on! (laughs)

G M : The Golem is slowly raising his fists, and approaches the party.

Fighter:Right, let's see what that magic sword I found can do!

Wizard:Go for it! ( in a singsong voice)

Fighter: (to the wizard)......Watch it you!

Paladin: We fight as one.

Wizard:(to the wizard and hunter)

Wizard:.....let's see, how about a(firewall)( Fire attack spell )

Hunter:I'll go around behind the golem.

Paladin:Game Master, can I use magic to stop the Golem's movement before the fighter attacks?

G M :No problem. The Golem's movement is magically arrested. Paladin:Great!

Fighter: Cool. Zako is going to pound him to dust. ... how much do I need on the dice to score a hit?

G M :7 or above.... Hold on, its movement has been stopped, so a 5 or more will do it.

Fighter: (rolls the dice).....5, that was close!

Wizard: If he missed, would the sword fly up in the air and hit the hunter?

Hunter:Cut it out! (😳)

G M : What's your attack power?

Fighter: 4.

G M :The Golem takes 3 points of damage from the magical sword. Wizard:That's gotta hurt!

Fighter: I wonder if stone statues can feel pain? (...)

Paladin:Now it's my turn. I'll attack with the war hammer.

Hunter:Right, in the meantime.... I'll help myself to all the treasure round the back. (everyone laughs)

This scene is an excerpt from a Table Top Role Playing Game (TRPG) played by the author with a group of junior high school students who are on the autistic spectrum (ASD).

# Kohei kato

I have been involved for over 7 years carrying out small group TRPG sessions for autistic people who do not have intellectual developmental issues, from elementary school age and up. These sessions have taken place in various settings, such as Aspergers support groups, Parent run leisure activity clubs, medical institutions, NPOs and Free Schools.

Through these activities I havebecome familiar with many children, and indeed adults, who don't like group activities, communicate poorlyand shy away from talking with their peers. Yet these same people have actively and enjoyably participated in TRPG, at the same time showing their creativity, humour and sense of fun.

In this article, I would like to share some of the things I have learned from these experiences. In particular I will focus on the personal growth of the children and adults, with ASD or other developmental issues, and what I have learned from them as a researcher.

## 2.What are TRPGs?

Put simply, a TRPG is a conversation based game. To play you need paper, pencils and dice, and a group of about 4~8 people. Each participant creates a character to exist in the game world. During the game, they decide, along with the other players how they will act. One of the participants will be the Game Master (GM), whose role is to facilitate the game play, by explaining what is going on and refereeing the outcome of theseactions.

While readers may be unfamiliar with TRPG, it is likely that a majority will be aware of the big computer role playing games (RPG) such as Dragon Quest and Final Fantasy.

While there are similarities between TRPG and RPG, the main difference is that TRPG is purely analogue, using neither computers nor the web. In place of these TRPG relies on a rulebook which sets out the world of the game and defines the rules of play. TRPG rulebooks can be found in bookshops and hobby shops. As well as this you need basic stationary such as a pencil and eraser, a dice and character sheets.

Another major difference is in the nature of the player interaction. On computer RPGs, one person faces the screen and dictates the actions of all the characters. When playing a TRPG, the players all sit around a table facing each other, and decide the actions of their

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characters based on a shared discussion with the group. Additionally, while the game offers a framework in terms of the rules and setting, within that framework, characters can freely decide their actions. For example, let's suppose that a party of adventurers encounters a dragon in a dungeon. Beyond the obvious responses of run or fight, the players are free to be more inventive if they feel like it. Here are some real examples from gameplay I have been involved in:

-Let's hide in the dragon's blind spot

-We will offer it food to tame it

-Let's charm the dragon into being our friend

-We will beg for mercy and then attack it from behind

-Full speed reverse!

-I'll confess my love for it (!)

That said, TRPG is more than simple make believe, where the outcome is determined solely by what the players imagine. The success or failure of the characters actions is determined by the GM within the context of the rules, and may depend on a lucky roll of the dice or otherwise. For this reason, the game does not simply follow the whim of the player with the loudest voice, and equally does not always turn out as the GM has envisaged.

In fact, the outcome of a TRPG adventure is not simply a question of winning or losing. Firstly, the GM creates the framework of a quest within the gameworld, such as to rescue a princess from a monster. The true goal of the TRPG however is not simply about fulfilling the quest, but rather for the players to create their own adventure by a process of the characters collectively determining how to act in each successive situation. This is a key distinction that sets it apart from other board or card games.

One might reasonably expect that a game like this, which depends on teamwork, communication and imagination, would be unsuitable for anyone with ASD or other developmental issues. Judging by my experiences however, nothing could be further from the truth. I myself saw participants of all ages participating actively in every session, and having a great time doing so.

In fact I have constantly been surprised by players whose richness of communication or wonderful ideas were beyond my expectations. Based on a wealth of such experiences, I came to have confidence in the idea that small group TRPG was an effective method of nurturing communication and social skills for ASD children. As a result I have continued to progress my activities and research in this direction.

# 3. The reality of TRPG sessions for children, teenagers and adults with developmental disorders.

In the TRPG sessions I organised, I acted as the facilitator in the role of GM, while the characters were played by the participating

children and adults. During the game play the players would often show a side of their character which was otherwise rarely evident. I will relate some examples of this phenomenon below.Please note that in the interests of preserving privacy, the episodes listed below have been put together by mixing details of various real examples. •Real example 1

This is the case of Yoshio one of the adults with ASD who participated ina self-help group. He would always be either reading or immersed in his smartphone. When dealing with supporters he tended to confine himself to just the basic responses, but when he played TRPG he showed a different side to his character. He would actively involve himself, and clearly enjoyed interacting with the other players. During his discussions within the game, he displayed a rich command of language, and often dazzled the other players with his considerable wit when narrating crazy episodes. On top of that he would frequently help out other characters who weren't sure what to do, as well as being able to calm aggressive characters with his objective viewpoint. He had a tremendously harmonious influence on the group.

#### •Real example 2

Mako was at the time a junior high school student who tended to talk at her peers without listening to them. Through playing TRPG she picked up the skills of listening to the other players before talking, and even taking on their advice. She also gradually became more aware of the role of each character, and learned to look beyond her own needs to consider the good of the group. She sometimes borrowed the catchphrases of her favourite anime characters for her character in the game. She has taken what she learned from her TRPG experience into her ability to get on with her classmates and friends in group settings, such as school events or club activities.

#### •Real example 3

When he joined the TRPG sessions, Renji was a junior high school studentwith a bit of an attitude. He tended to shun any group activities, whether at school or in his community, shrugging them off as being 'boring' or ' a wasted of time'. Similarly, when he first started TRPG, he didn't seem fully engaged. Gradually however, his personality started to emerge through his style of play. One example was the way that although he might initially rebuff calls for help from other characters, he would in the end try to help. In the end, his original approach and contribution made the game more enjoyable for everyone, and he came to be seen as a respected leader of the group. Amongst new players of TRPG, it's not uncommon for them to struggle at first. So for example they may have difficulties interacting with the group, restrict their dialogue to one on ones with theGM,or be non-committal or standoffish with their involvement.

Having started the TRPG sessions however, such behaviour tends to

tail off, and in its place the particular style of each player begins to emerge. Renji's tendency to ride to the rescue at the last moment, or Mako quoting her favourite anime characters, are good examples of this. In such a way each participant tends to find their own way of interacting more harmoniously with the group.

It is also a feature of TRPG that the adventure will often take an unexpected turn. For example the basic narrative that the GM has prepared may be thrown off course by unexpected comments or suggestions by the players in the game. This sometimes results in a potentially upsetting outcome, for example, the character's action may fail at a key moment. Such events however do not send the players into panic mode.

To begin with, the TRPG session volunteer supporters may need to be on hand to help the players deal with such situations. However once the sessions get going, the group find ways of collaboratively dealing with setbacks without outside support. For example, another character may step in to make a second attempt at the failed action, or the group finds some other way through discussing the situation, that they can help each other reach a positive outcome.

Another feature of TRPG'S flexibility is that it allows for freedom of action, so long as it is within the rules and the broad parameters of the story. This means that the idea or inspiration of the players may result in the characters moving the narrative away from the track envisioned by the GM.

This however should be seen as one of the strengths of TRPG. The fact that no action is automatically bad permits each player the licence to move the adventure in new and unforeseen directions, and to imbue the narrative with some of their own individual style. While such diversions may on occasion hold up the game, they do not spoil it, and in most cases the other players do a good job of keeping the adventure on an even keel.

#### 4. Research based on TRPG small group sessions

While carrying out game sessions as described above I have been researching, along with my research partners, whether or not playing TRPG for ASD children has any effect on them. This research consists of a qualitative and quantitative analysis of the transcripts of actual game sessions

I would like to briefly introduce the resulting papers and presentations here (for more detail see Kato et al., 2013, Kato et al., 2012a, Kato 2012b).

#### (1)Children' s interaction during TRPG sessions

The participating children (henceforth participants) were a group of 4 junior high school students who had received a diagnosis of being on the autistic spectrum but without cognitive delays ( such as aspergers). At

the time the group were receiving therapy at the same medical facility The participants took part in monthly sessions over 16 months at the day care facility they attended.

All sessions were recorded with an IC recorder, and a complete transcript was made of the 1st session as well as the final session including all 4 members, which was the 14th session.

Based on previous research, the participants speech was divided into 4 categories, which were then tallied up:

 Advanced the flow of the game and directed towards other players
 Players collaboratively discussing or planning player actions or the progress of the adventure.

Did not advance the flow of the game but was directed towards other players

-Miscellaneous chat between the players

3.Advanced the flow of the game but was not directed towards other players

-Simple declarations of individual character's actions such as fight or run. One on one interactions with the GM

4.Did not advance the flow of the game and was not directed towards other players

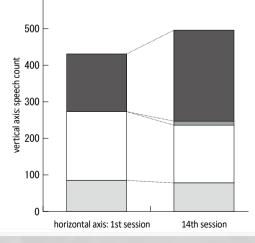
-Individual players talking to themselves, or talking over other players

In addition, instances when two way conversations continued beyond the initial exchange were also counted.

According to the data, when session 14 was compared to session 1, the instances of speech directed at other players (categories 1 and 2) increased (see Fig. 1), and the number of two way conversations also increased.

FIG 1

1.Advanced the flow of the game and directed towards other players
 2.Did not advance the flow of the game but was directed towards other players
 3.Advanced the flow of the game but was not directed towards other players
 4.Did not advance the flow of the game and was not directed towards other players
 600 –



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#### (2)Consensus in conversations

Over the course of the TRPG sessions, a qualitative shift took place in terms of in-game agreements (the ability of the players to collectively arrive at a single course of action) and their method for achieving this. The following is an excerpt from the transcript of one of the early sessions where the group is trying to decide on a joint course of action.

TABLE 1	
Transcript f	rom 1st session
Speaker	
GM	Are you moving towards the dragon or the treasure?
Wizard A	The treasure.
Wizard B	Yep, the treasure.
Hunter C	The dragon, I think it should be the dragon.
Fighter D	How about we check out the treasure area first, then
	we fight the dragon.
Wizard A	(claps hands) Right, who votes treasure?
Wizard B	I'm in (raises hand).
Wizard A	Who votes for the dragon?
Hunter C	Yep, yep (raises hand).
Wizard A	Who doesn't mind either way?
Fighter D	Either is fine for me.
Wizard A	Ok, that's 2.5 vs 1.5.
Hunter C	So, we should do both.
Fighter D	No, first we should take out the dragon.
Hunter C	What the hell is 2.5?
Wizard A	It's a majority decision, 2.5 against 1.5.
Fighter D	Shall we get on with fighting the dragon first?
Hunter C	It would have made more sense if you said 2 against 1.
Fighter D	That's enough of that, I'll fight the dragon by myself.
Wizard B	But isn't there likely to be treasure behind the
	dragon?
Fighter D	It's possible yes.
Wizard A	So if the dragon were to swing his tail, the treasure
	would go flying?
Wizard B	Umm, I guess so.
Fighter D	So what do we do. What are we actually going to do?

The this scene, the participants were discussing in character about a particular in game dilemma. Having been commissioned by some villagers to clear out a lair of monsters, they were trying to decide whether to go and confront the Boss monster, a dragon, or to try to find the treasure first.

Since the participants seemed not to be making an effort to find consensus, the GM (the author) encouraged them to do so. At this point one of the participants suddenly suggested that they should go with a majority decision. However, having reached a majority, the participants continued to muddy the waters with statements that ran against the principle of a majority decision, such as: Either is fine for me.

So, we should do both.

It would have made more sense if you said 2 against 1.

Further, the participants continued making one way statements which ignored the idea of communal action, and so a consensus was not achieved.

# TABLE 2

Transcript from 14th session (1)		
Speaker		
Hunter C	Will magic be any use against a ghost?	
Fighter D	Should we attack with magic?	
Wizard B	Mmm, what should I do?	
Fighter D	We could try talking to it?	
Hunter C	Maybe we can befriend it? (2)	
Fighter D	That would be fun. (🛛)	
Wizard B	(Scans character sheet) If I use Elixir here, what would	
	happen?	
GM	It's an item that can cure you and your comrades	
	from paralysis or something similar.	
Fighter D	Shall I have a go at striking it (with my sword)?	
Wizard A	Wait, I think I should enchant the sword first, right?	
Wizard B	Of course, let's do that!	
Fighter D	(To Wizard A) Oh yeah, right.	

#### TABLE 3

Transcript from 14th session (2)		
Speaker		
GM	OK, now it's your turn to attack	
Hunter C	I'll go first and fire my bow.	
GM	What's your target? There are 2 giant snakes in the	
	front rank and 1 in the rear.	
Hunter C	(Pointing to front rank) How about this one?	
Wizard B	Wouldn't that one (rear rank) be a better target?	
Hunter C	Huh? Why not?	
Fighter D	The one in the rear is out of range for me.	
Hunter C	Oh OK.	
Wizard B	The fighter and me can take care of this one (front	
	rank).	
Wizard A	(to C) You can nail him with one shot.	
Hunter C	OK, here we go (rolls dice) I got it!	
Wizard B	Nice one!	
Hunter C	Yes! (🛛)	

Conversely, Tables 2 and 3 are taken from the 14th game session. In Table 2, the characters are discussing the best way to tackle a ghost which they have encountered in the dungeon. In this example, when one of the participants couldn't decide what to do, the other participants suggested various options until they were able to agree on one. It was a good example of interactive communication achieving consensus. In Table 3, the characters find themselves cornered by three giant snakes in a forest. While they discuss the best course of action there are some notable positive features. In particular they encourage each other while deciding their actions, and they also share in each other's pleasure upon each successful outcome.

It can be seen that in this game session the participants were able to achieve a whole group consensus. They achieved this by taking a broader perspective on decision making, which took in everyone's opinions as well as past experiences, and considered the good of the whole group.

#### (3)Feedback from parents and children

I interviewed the parents of the participants to get a clearer picture of how the participants were developing in their lives outside the game sessions, as well as to get a parental perspective on how satisfied they were with this activity.

There were various positive themes which emerged from the feedback, such as evidence that the skills acquired in TRPG sessions were having a positive effect on daily life, that TRPG was more effective than other group activities at motivating the participants, and that the sessions became a space where the children felt they belonged, Here are some examples from the feedback:"My child struggles with peer group activities, but enjoys interacting with the other players in the TRPG sessions.", "Since my child started playing TRPG, they've got better at explaining things to others.", "My kid talks to me at home about what happened in the TRPG sessions.", "I want to do TRPG again.", "My parent is interested and would like to give it a try."From these statements we can gather that both children and parents felt that they got a lot out of the TRPG sessions.

### **5. Discussion and Future Research**

In this chapter, I have highlighted some of the effects that TRPG sessions can have for people of all ages who have developmental issues, such as being on the ASD spectrum, which impact their abilities to communicate, to use their imagination, and to function in group activities . In order to do this I have shown real examples of how enjoyable TRPG small group sessions can be for such people, and how these sessions can develop their interpersonal skills and ability to thrive in group situations.

In this chapter, I have highlighted some of the effects that TRPG sessions can have for people of all ages who have developmental issues, such as being on the ASD spectrum which impact their abilities to communicate, to use their imagination, and to function in group activities.

It should be noted for the sake of balance that some degree of the growth or development of the participants through playing these sessions may to a small extent be influenced by the fact that their familiarity with the Fantasy genre on which TRPG is based makes it easier for them to get into playing the game. Nevertheless, there are several underlying factors which contribute significantly to this development

1.Clarity of information – The information relating to the game is clear and visually accessible at any time. Specific details can be taken in at a glance, such as from the rule book, the result of a dice throw or the information on a character sheet. This clarity helps participants to understand and accept outcomes.

2.Loose game structure - The relative freedom of game play within the framework of the rules allows for participants to express their individuality without disrupting the group dynamic.

3.Indirect communication – Even for children or adults who experience difficulties with interpersonal communication, communicating at one remove through a character seems to help them feel freer to express themselves to others.

4.Objective viewpoint –The way the game is played, with the players participating indirectly through their characters while sat around a table, may help to nurture the skill of objectivity in the players. This is thought to occur because they can enjoy the narrative of the TRPG adventure as though they were reading it as a story even while they are themselves the characters immersed in that story. (Kato et al., 2012a: Kato, 2012b)

Furthermore, it can be surmised that the TRPG sessions influence the participant's attitude towards group activities by accumulating positive experiences of shared, directed endeavour. In particular this positive influence comes from the fact that the free and unfettered expression of their imagination is given scope within the narrative and the rules, and that this imagination can be seen to have a clear effect in the way it develops the narrative.

It is the opinion of the author that TRPG can have a valuable role to play in the development of children with developmental issues such as ASD. TRPG does not offer a detailed method of teaching the 'correct' way ( as it is generally understood ) to communicate or deal with others. What it does offer is the chance to repeatedly reinforce positive experiences for such children while allowing them to express and find the value in their unique natures (Kitani, 2006).

The important point to be aware of for anyone involved with people with developmental issues is that group activities do not have to be upsetting or awkward for the people with these issues. Provided they are given a supportive environment where they can learn how to cope within a group, they can indeed participate in groups, and learn how to turn a supposed 'weakness' into a 'strength' by being themselves(Tsuji, 2011). I have experienced firsthand the development of participants on the spectrum of all ages who, in the supportive environment of the sessions are able to have fun communicating with each other and share their creative individuality.

In this article, I have introduced both the research and practice of using TRPG sessions to support people of all ages with ASD. However, this is not a complete picture. Naturally some content has had to be sacrificed in the interests of space, but I worry that I may not have perfectly expressed how interesting these sessions can be. Also, while I feel that there are many more interesting findings suggested by this research, it will require further effort before these points can be established.

Nevertheless, in the developing field of using small group communication exercises to support people with developmental delays using methods such as SST (social skills training), I feel that TRPG small group sessions are worthy of attention. I would like those people who work directly with children and youths with developmental delays ,whether as carers or researchers, to understand how TRPG sessions nurtures the children's powers of communication and imagination, and allows them to autonomously enrich these skills as a shared activity.

While continuing with both the research and actual practice, I would like to share what I have learned with those who are directly involved with care, such as doctors, care workers, educators and the volunteer supporters.

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# Challenge Dungeon RPG replay

Text & illustrations by Lin Yasuda

Translated by Eugene Ryan

NON IT

What we are calling a replay is in fact the transcript of a real, live game session. We hope that by reading this you can get some idea as you follow the adventurer's experiences of the limitless possibilities of this amazing game!

If you are planning to take on 'Find the Book of Compounds!' (p.70) as a player, you might want to read this part after you have completed the adventure.

## Character creation

- **Game Master (GM)**: Well, it's a little earlier than we planned, but shall we get going?I'm one of the designers of Challenge Dungeon RPG. I design games and also sometimes do illustrations. I will be acting as GM today for this Table Top Role Playing Game (TRPG) session.
- **Player A**: Sure, why not. I'm a university lecturer from a Language University. I played Challenge Dungeon 1 time before.
- **Player B**: Yeah, let's start.When I was a university student, I collaborated in the TRPG research, so you could say that I'm not unfamiliar with how it works.
- **Player C**: Sure thing.I'm a TRPG designer and a veteran player. This is the first time for me to try this game.
- **GM**: OK, I'm hoping to move things along smoothly. First off, allow me to state the purpose of Challenge Dungeon, which is to role play a player character, or PC, through an adventure with other PCs. The point of this is to have fun.The players try to navigate the various perils that lie in wait in the quest created by the GM. Using various (PC actions) to overcome these, they attempt to complete the quest.

## Player B: Got it!

**GM**: The world you are about to enter looks something like Medieval Europe, but in this world magic exists. You are adventurers who earn your keep by taking on quests such as clearing out monster lairs.

## Player A: Sounds exciting!

**GM**: For this adventure I asked you to choose your characters in advance, with one sample character each for the three basic professions.

Player A: I'll be the Hunter ( A scout armed with a bow) Player C: I'll be the fighter ( a knightly guardian) Player B: I'll be the Wizard (A magic user)

**GM**: Right, let's use the simple character creation (p.14) system. After you input the player name, we'll add character tags (p.42).

Player A: Roger that.

**GM**: We need to go through and decide each of the following: gender, age, 2 personality traits, upbringing, motivation and distinguishing features. I recommend using a dice for each one apart from age and gender, which it might be best to choose for yourselves.

Players: Got it.

- **GM**: So, let's start with age and gender. If you feel like you can't decide now, it's fine to do it later.
- Player C: I'll be a 24 year old widow.
- Player B: I think I'll be a 16 year old girl.

Player A: I'll be a 10 year old boy! (spontaneous decision)

# GameFlow

(1) START

(2) SET UP (p. 12)

(3) THE 7 PROMISES (p. 48)

(4) SCENARIO (p. 50)

**5 DUNGEON ADVENTURE (p. 52)** 

**6 POST ADVENTURE** (p. 50)

**⑦DIVIDING EXP** (p. 50)

# **⑧FINISH**

**GM**: We need to go through and decide each of the following: gender, age, 2 personality traits, upbringing, motivation and distinguishing features. I recommend using a dice for each one apart from age and gender, which it might be best to choose for yourselves.

Plavers: Got it.

GM: So, let's start with age and gender. If you feel like you can't decide now, it's fine to do it later.

Player C: I'll be a 24 year old widow.

Player B: I think I'll be a 16 year old girl.

**Player A:** I'll be a 10 year old boy! (spontaneous decision)

**GM**: You guys are fast. Next up we select 2 personality traits. If you tell me what's on the dice, I can tell you what it means.

Plaver A: OK!

**GM**: For practice, roll 2 dice and tell me the result.

**Plaver C**: | got a 2) and a 5) 2)

**GM**: The (2)(4) means (bashful). The (5)(2) means (calculating) Player C: Bashful and calculating.... That's not quite

what I had in mind.

Player A: A bashful and calculating 24 year old woman.... how enticing... 😮

- **GM**: If it's not what you imagined, you are welcome to decide by yourself, choose a different tag or roll again.
- **Plaver C**: For a magic user, it's not a bad combination but.. I think I'll go for (cool) and (caring).
- **Player A**: (4)(5)(caring) and (1)(6)(dependable). Hmm, sounds like he'd be a hit with the ladies. .. (laughs), no I think I'll change (caring) at least, I'll roll again. 🚱 It's a (2)(2)! (organized) and (dependable).... I like that!
- Player B: 🚱 sorry, (dependable) would make her the same as Player A, so I'll make it (egotist) and (cheery).
- **GM**: Got it. Upbringing tells us how the characters were raised before they became adventurers.

**Player A**: (3)(3), so that means, at an Inn? **GM**: That's right.

**Player A:** Was he raised to be caring in an Inn?... more like he sweated away doing child labour 🛞

**GM**: Huh, it's the middle ages! CAt this time it would not have been against the law.

**Player C**: (1) (1) A farmer eh? Umm... I've got to make her a knight I think.

**Player B**: (3)(1), I'm a baker.

- **GM**: Your motivation is the reason that you became an adventurer.
- Player B: (3)(4) A treasure hunter.

**Player C**: (6)(1)

- GM: You seek revenge. That makes sense if you're a widow!
- Player C: Revenge... Umm, that does make sense. I have to avenge the death of my husband, a knight, to satisfy the family honour.

**GM**: Right. So were you his squire?

Player C: No, just a regular housewife 🙂

- A: A 24 year old widowed former housewife, coldly calculating her plans for revenge, that's so cool 🙂
- **GM**:Hey, don't let your imagination run away with you.

**Player C**: So I made her character cool and caring. (smiles) Her husband dead and she has no children. If she doesn't gain revenge it will mean the ruin of her house, so she took her remaining belongings and took up adventuring.

Player B: Pretty cool.

**Plaver A**: A cool and caring housewife?.... kind of suspicious. **GM**: Whew...It seems like you don't trust anyone... 😧 **Player A**: Right, my turn to roll. (3)(4)(5) For my country? **GM**: You KO with that? If there's no problem we'll move on. Player A: KO?!

GM: Hey! Sit just came out wrong

**Player A:** OK! He's a boy who read the newspapers that customers would sometimes leave behind at the inn, and shouting "Death or Glory!!", he dashed off on a stolen bike. (bursts out laughing)

**GM**: Bicycles are not a part of a medieval fantasy world, so that's a no-no. Give me a break! 🟵

Player A: I guess so 🙂

GM: Next up we decide something about the character's appearance and decide on any distinguishing features.

Player C: (6)(6)Demon child.... I'm not sure that fits for a housewife... I think I'll play it straight and go for beautiful.

Player A: (33(3) | got macho!

GM: A macho 10 year old! 😂

- Player A: To hell with macho !! 😂 🚱 6 3 Hidden power! Perfect! That's it!! 🙂
- **Player B**: (2)(4) I got a beast birthmark. For this one I have to roll again. (4) (1)Ok, it's a sheep birthmark.
- GM: If you want your character to be more colourful, you can add another if you like.
- **Player A**: I'll give it a go (66). I got a creature birthmark. A dragon! He's got a dragon shaped birthmark on his left hand. **GM**: Pretty cool for a 10 year old.



Player C: Kind of reminds me of "Dragon Quest".

**GM**: Exactly. The power of the dragon mark. His destiny that the fate of his kingdom rests on his ability to learn to master that power.... and how he embarks on his adventure bravely at his King's command.

Player A: Right!!

- **Player C:** (2)(5) Hmm.. I don't really fancy anything to do with a coat of arms, my character is out for revenge, so I'd like her weapon to be crimson or jet black.
- **GM**: Well, with a roll of (1) (6) you can have a coloured weapon, so shall we go with a crimson weapon?

**Player C**: I picture it as the family sword becoming blood red from the day of her husband's death.

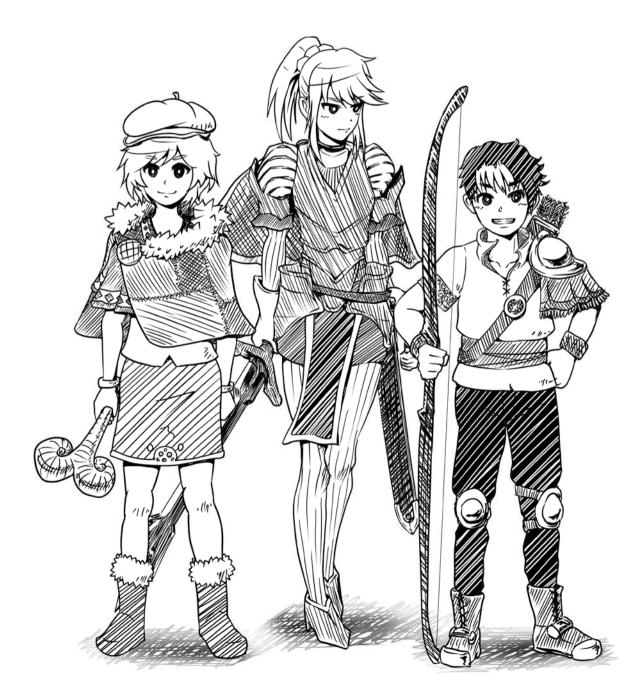
**Player B**: (31) I don't really see my character as (tall), so I think I'll go for wearing a white hat.

**GM**: No problem! It's absolutely fine to go with how you imagine the character. Now let's give the characters their names. There is a chart in the book, but as long as it fits the European middle ages setting, you can decide by yourselves.

**Player C**: I've thought of a name, Cyrulia.

**GM**: Cyrulia. It has a nice ring to it.

**Player B**: I've got mine too, I'll call her Laika.



- **Player A**: It would be a shame to waste the chart (15) Heath! I'll go with that!
- **GM**: Good names everyone. Right, I'll ask you all to take a minute to set the scene, and then I'd like you to introduce your characters.
- Player A (Henceforth Heath): Now then, my name is Heath, I'm a 10 year old boy. I'm organized and dependable. I was raised in an inn, and my reason for adventuring is to aid my country. I have a dragon shaped birthmark which contains a hidden power. It sounds like a mix of dragon quest and the legend of King Arthur. How's that for medieval fantasy!
- Player B (Henceforth Laika): I'm a (16 year old) girl called Laika. I'm egotistical but cheerful. I grew up in a bakery. My motivation is treasure hunting. My distinguishing features are a birthmark in the shape of a sheep and a white baker's hat. Growing up in a bakery which sold healing bread, I became an adventurer to find a legendary type of flour.
- Player C (Henceforth Cyrulia): My name is Cyrulia, and I'm a 24 year old woman who is cool and caring. I'm coldly plotting my revenge, but not having children, I'm caring of those who are younger. I was raised in a knightly family and my motivation is to avenge my husband to restore the honour of my house. My distinguishing features are my beauty and my crimson sword. My beauty was such that there was talk of remarrying to another noble, but the day my husband

died, the family sword changed to a blood red colour, so I carry it as sign of my sworn revenge.

- **GM**: Great characters everyone,... just one thing though, the legendary flour... healing.. Looks like Laika is the one to take care of everyone.
- **Cyrulia**: Her back story is idyllic compared to the other two!

Heath: Hey, that's important!

**GM**: Ok, to finish up we need to use the chart to decide the party name! Heath, if you would be so kind.

Heath: 3

- **GM**: That's colour plus design. Laika, could you roll for colour and Cyrulia if you could do the same for design. (a) Ok, that gives us gold and key.
- **Cyrulia**: Gold key or golden key..? That sounds as though it could open up a world beyond dreams
- Heath: I vote for Gold Key
- Laika: It sounds like something from accounting... I vote for Gold Key too.
- **GM**: **C**Right then, we've settled on Gold Key.
- Heath: Right then, onwards to adventure!
- **GM**: Hold your horses, before commencing the game we have to run through the 7 promises. Here are the promises. They are designed to make the game session more fun. We will finish this session in 2 hours! 😂

Players: OK!

# 7 promises

**1**Follow the GM's instructions.

②Don't do or say anything that might upset others.

**③Give everyone a chance to speak.** 

**(4)**Only roll the dice when necessary.

(5) Don't touch the game pieces when you're not supposed to.

**(6)** When you want to speak, you should ask the GM for permission.

 $\bigodot$ Participate in the game until the end of the session.

# Session $\sim$ The adventure begins

- **GM**: Your party forms at the White Hart Inn. Would you prefer that you are already acquaintances, or that you met and formed on the spot?
- **Cyrulia**: Given that our goals and motivations are all different, on the spot would make sense.
- **Heath**: How about if we say that the White Hart was the inn where my character grew up, and that the other two were occasional or regular customers?
- **Laika**: I like it! I picture Laika as having come from the neighbouring town looking for her first commission.
- **GM**: I've got it. So, you guys just met, and finding that you got on well, formed the party. Master comes to talk to you.

Heath: What's up?

Laika: Is it something about the legendary wheat?? 😮

- **GM**: Now then.. What would you like to do now you have formed a party? Anna from the general store is in a fix and would like to hire some adventurers. Would you be willing to go over to her shop and hear her out? Heath knows Anna well. She's a kind young lady who runs the general store. Having heard this offer, what will you do?
- **Heath**: Anna manages that place so well, I wonder what could have caused her trouble? Cyrulia, Laika, shall we go check it out?
- **Cyrulia**: Why not? Revenge or not, we'll need money and supplies. Plus giving guidance to the young is part of an adult's responsibility.
- **Laika**: Sure thing! There might be treasure, but in any case you can't abandon someone in need!

Heath: Thanks! I really appreciate it!

- **GM**: OK, you approach Anna's General Store. The owner is Anna, a kind young lady with cat's ears. She would often treat Heath with snacks when he came over to run errands. Hello there Master Heath. What have we today? Have you come to show these adventurers my store?
- **Heath**: Not today, Anna. Master said that you have a quest you need undertaking. Would you mind telling us about it?
- **GM**: Yes... I see that you are an adventurer yourself now. Well, recently there has been a dramatic outbreak of people's skin breaking out in spots after eating bread. I would like to find the Book of

Compounds so that I can help these people to enjoy bread again.

Heath: Getting a rash from eating bread. How terrible!

- **GM**: Long ago there was a magical scholar who knew the secret of enabling people to overcome an inability to eat bread. He was said to have lived in what is now some ruins in the eastern plains. ... If you can bring back the Book of Compounds, I am prepared to offer you 10G each. 10G represents enough money to live comfortably for about 3 weeks. Will you accept this quest?
- **Cyrulia**: Without bread, people would be forced to eat turnips day after day.... She is remembering her life as the wife of a poor knight. I will accept your offer. I don't know about bread or magic, but I can offer protection to the two of you.
- Laika: Folks being unable to eat bread is not something we can ignore!

Heath: Thanks you two! Anna, we accept your quest.

**GM**: Thank you. Here is a map to the ruins. Please be careful.

**Heath**: Anna, is there anything else you can tell us which might help?

**GM**: Well, all I really know is the location of the ruins. But now you mention it, I've heard that there have been sightings of goblins in the eastern plains. They may have also found the ruins.

**Cyrulia**: Keeping the objective in mind, there's no need for us to battle with the goblins in the dark...

Laika: GM, can I research about the habits of goblins?

**GM**: Let's see if you can recall something useful about goblins. You'll need to check against your Intelligence. To do that you roll 2 dice and add that to the ability level which the GM determines is relevant. If you score higher than the level of difficulty set by the GM, then you get a favourable result such as remembering the habits of goblins, whereas if you get lower than this the result would be that you know nothing useful.

Laika: 🚱 I got 7, added to my intelligence of 6 makes 13.

**GM**: Your score of 13 means that you were successful. Here's the lowdown on goblins. Hands over monster sheet.

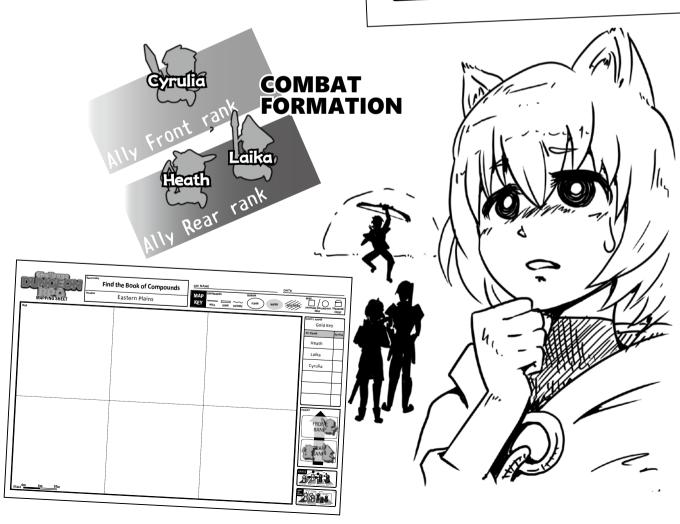
**Cyrulia**: She's on a different level to me (C) Not much point in putting my wits to the test. Intelligence 2

- **Laika**: Good thing I invested in my character's intelligence. Hey, I know a thing or two about goblins. I'll share the information with the others.
- **Heath**: Well now. They can't resist food or the sound of gold coins.... Right then, let's head out to the ruins!
- **GM**: Before we start the dungeon we need to decide your array. I would recommend that Cyrulia be in the front rank because of her superior protection value. Heath and Laika, who can make range attacks, can be in the rear rank.

Players: We're fine with that.

- **GM**: OK, we will proceed to the ruins with Cyrulia in the front rank and Heath and Laika in the rear.
- **Cyrulia**: Allow me to take the vanguard to shield you two from harm.
- Heath: My first adventure! I'm so excited! Not listening
- **Laika**: Let's find that book and restore the joy of good bread to everyone. Not listening

MONSTER FILE: 01 Normal ARITY MONSTER NAME 7 MOVEMENT LEVE GOBLIN 2 (9) 1 (8) 3 (10) MIIM 3~5 ναχιμυ 0 MP PROTECTIC DEFENCE ATTACK POWER RANGE ATTACK METHOD HIT CHANCE 0 0 2 (9) 1 (8) 1 3 Claw MP COST EFFECT SKILL 1 opponent, range 2, hit chance 3 (10), attack power 2 0 Stone throwing attack. STONE THROWING DETAILS: Small, scruffy, cantankerous humanoids. Always alert to the sound of gold coins, or the smell of food. If rendered unable to fight they crumble into dust. FOUND ITEMS (2G) COMMUNICATION PERSONALITY Gold nuggets TYPE Basic Sneaky Demon FEATURES Hates: water Equipable Loves: food Loves: money



# Scouting phase, area 1. Entrance to the ruins

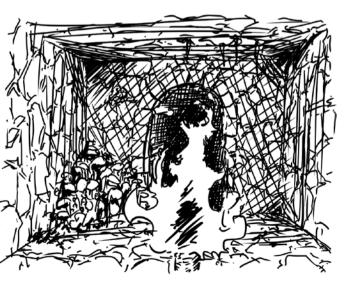
**GM**: So after a days travels into the eastern plains, you arrive at the ruins. All of you deduct one day's worth of rations.

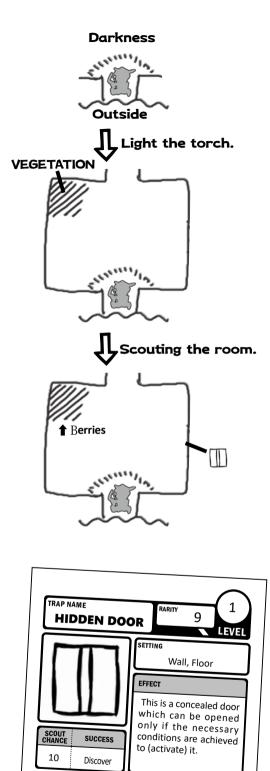
Outside the entrance is bathed in morning sunlight, but within looks too Idark to see where you are going. The air quickly becomes chilly and dank.

- **GM**: Draws the entrance , and as far as the PCs can see on the map. So this is how it looks, and you are starting here, just inside the ruins. Tell me what you want to do in the scouting phase.
- **Cyrulia**: Since I'm on point, I guess I'll take a flint from my backpack and light a torch.
- **GM**: Cyrulia sheds some light on things. Draws the room on the map Cyrulia sparks the torch into life and raises it in her left hand. The interior of the room is now clearly visible. The room is carved from stone. There is some kind of tall white vegetation growing in the far left corner, and the passage appears to continue straight ahead from the middle of the far wall, but remains shrouded in darkness.

Heath: I'll try to do a search!

- **GM**: OK, you all need to check against your sense. Everyone, please roll 2 dice each. **Solution** Cyrulia got less than 10, so all she can discern is that the vegetation has some fruit with a mottled pattern. Laika and Heath both got more than 10, so they discover that there is a hidden door in the right side wall, but it doesn't seem to move when they push it.
- Cyrulia: Strange to find fruit that grows in total darkness...





A door concealed to look like part of a wall or floor. It can be opened in a particular way, such

as pressing the correct lever etc.

Obstacle

- **Heath**: I'll see if I can figure out anything about the plant.
- **GM**: OK. Check against your Intelligence.

## Heath/ Laika: 🎲 🎲

- **GM**: You got higher than 7, so you identify the fruit as vitality berries. It counts as treasure worth 2G.
- **Cyrulia**: I'm going to see if I can identify them too. Solve Looks like I'm in the dark...
- **GM**: Right, you conclude that the fruit has a weird pattern.
- Heath: Woo hoo! They're vitality berries! Vitality berries! What a score!
- **GM**: With her score of 10+, Laika also recognises that they can be used as one of the ingredients in a HP potion. Will you gather them?
- **Laika**: These berries can help you to recover your strength. They are used to make HP potions. We often bought them to use at the bakery.
- **GM**: What kind of bread were you making! **Laika**: We sold healing bread!
- Heath: Cool! Drug bread! Drug bread!
- **Laika**: I'm going to give Heath a quick clip round the ear for being disrespectful about bread.
- **Heath**: That's abuse! I'm going to give Laika a dirty look.
- **GM**: Heath's casual comment seems to have annoyed Laika... 谷
- Heath: 10 year olds can be monsters sometimes.... 😔
- **Cyrulia**: This reminds my character of a time when her husband was about to leave on campaign, and she gave him a bottle of HP potion she had sweated to provide, but it was to no avail... She is lost in these thoughts while the others are bickering.
- **GM**: Right. In this world it would use up your entire pay packet for this quest just to get one bottle, so it would not be purchased lightly. (\*)
- Heath: OK, I'll carry the vitality berries!
- **GM**:From here you can see that the corridor in the far wall leads into another room.

Heath: This path leads deeper in! Let's go this way!

**Cyrulia**: We can't open the secret door, so it looks like that's our only choice. Shall we go on? I'll enter the corridor, torch in hand.

Laika: I agree, let's get on with it.

Cyrulia: I guess I misjudged all of you when we met.

**GM**: Your characters progress dynamically and that's fine! So, from next time could someone show me where you want to move to. You can position the counters for your party. Heath moves the counters... right then, you enter the corridor and you survey the scene.

Draws map...



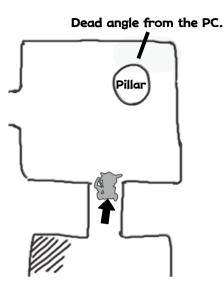
# Scouting phase, area 2. The corner room

You enter a slightly larger square room. In front of you is a large dilapidated pillar. The ceiling is a mass of roots which are encroaching on the pillar. On the far left wall the corridor appears to continue.

- **Heath**: I'll search the pillar. Wait, can I check against intelligence to identify the type of plant the roots come from?
- **GM**: The roots appear to be just regular roots. You can use a search however to scan the whole room.
- **GM**: Check against your Sense.
- **Heath**: ③ I got a 10, which makes 16 in total! Check it out! It's my hidden dragon power!!
- **GM**: Your dragon birthmark seems to be telling you that there may be something behind the pillar. (
- **Cyrulia**: 🚱 3 plus my Intelligence makes 5.
- GM: Cyrulia is pretty certain that it is a pillar. 🕲
- **Cyrulia**: Aaah, I never figure stuff out... I was hoping to be useful, but I'm just getting more and more hopeless!
- **GM**: You used to be a housewife, don't be so hard on yourself!
- **Laika**: Double six here we come **(**). Ah, I guess there's not much here!
- Cyrulia: You say that, but it's quite a harmonious blend of the work of man and nature. It would be quite the feature in a classical garden. She nods to herself. Knights ought to appreciate such things. ☺ On top of that, the memory of the small garden in my lost, former home... it brings sad murmurings to my heart.☺
- GM: Does everything bring you down!?
- **Heath**: Cyrulian! Earth calling Cyrulian!... Hey everyone, I've got a feeling that there's something in the corner. It's just this tingling sensation on my left hand....
- GM: Zero points for persuasiveness 🕃

**Cyrulia**: Where exactly? You mean behind the pillar? **Heath**: The feeling has returned! <sup>2</sup>

- Laika: Cyrulian is just so sweet, and Heath is really sharp..
- **GM**: Yep, it seems that there may be something above and behind the pillar. What do you want to do now?

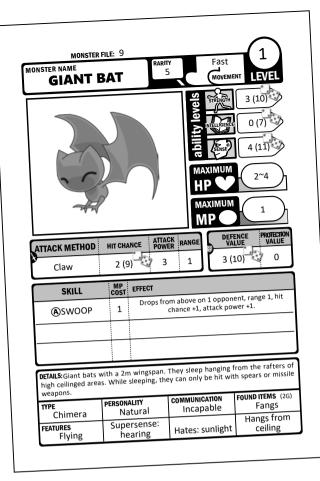


- **Laika**: How about picking up a stone and throwing it to see what happens? Whispered conversation...
- **Heath**: If we throw a stone that could start a fight, and if its goblins they would likely come rushing out. Maybe there's a way we could avoid an instant battle. Also whispering...
- **Laika**: We don't have to throw directly at the spot behind the pillar, we could throw a stone nearby to make a noise.
- **Heath**: Got it. I'll throw the stone near the pillar to try to make a noise.
- **GM**: To hit the exact spot you'll need to roll against your Sense.
- **Cyrulia**: I'll go along with these two.
- Laika: Heath, you can do the throwing.
- **Heath**: Cyrulia, there's a good chance that goblins are going to come out, so we need you back in the real world. I'll throw the rock. (212!
- **GM**: The rock hits a point near the pillar and makes a loud noise, which is soon accompanied by the beating of giant wings! A group of giant bats are disturbed by the rock, but soon return to their nesting place.
- Cyrulia: Huh, it's just bats. We must have surprised them...
- **GM**: Well, bats with a 2m wingspan 🙂
- **Laika**: There are bats up there.... It's a good thing we were cautious.
- Heath: Cyrulia, you know so much. Adults are awesome!
- **Laika**: Is it ok to check against Intelligence to see what we know about bats?

- Cyrulia: Big bats are fruit eaters aren't they? I remember reading about them in the encyclopedia when I was little. Puffs out chest and puts on a smug expression In my case checking against Intelligence it's an automatic fail ⊕
- GM: Automatic fail huh? The others can both try.You both got higher than a 5. They're giant bats.
- **Cyrulia**: Thank heaven for specialised knowledge!.... So bats have a rarity value of 5 😧
- **GM**: You need to get out and see more of the world...
- **Heath**: It looks like we've learned everything we are going to from this room, so shall we continue to the corridor on the far left wall?
- **Cyrulia**: I agree, let's go further in.I'll start to move across the room.
- **Laika**: If we can get away without being attacked by the bats, let's move on.
- **GM**: Right then, the attentive Laika has noticed that the bats may be disturbed by the sound if you cross the room as normal.
- **Heath**: Ok, we'll attempt to tiptoe softly across the corridor on the left wall.
- **GM**: Could everyone please check against Sense.

#### Heath: 🎲 14.

- Laika: Gently does it... 🎲 6. Hmm, that doesn't look good... 😥
- Cyrulia: 🎲 10. Nice and quiet.
- GM: Let's see if they will notice... 🎲 Whoa!!
- **Heath**: Hey GM, what happened?Basically I got a double 1, which is an automatic fail 😂 . Laika stumbles half way and makes a noise, but you are able to safely cross the room 💓
- Heath: Phew... that was close... we all made it together.



Laika: I'm relieved I didn't mess things up.

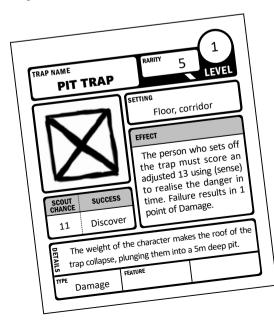
GM: Those bats are out cold! 😂

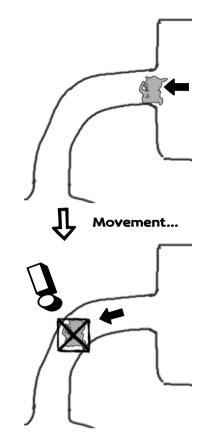
- Heath: Those guys are early to bed 🙂
- Laika: Maybe the bats were like. We can't eat it, let's go back to sleep. ?
- **GM**: Draws the next part of the map Maybe so 🙂
- **Cyrulia**: Animals don't bother people without provocation. What attacks people are monsters and other people... She's had virtually no experience of combat, but seems lost in remembrances (\*)



### Scouting phase area 3, the corridor

- **GM**: An unremarkable corridor stretches away in front of you, curving to the left as it goes.
- Heath: I'll keep going.
- Cyrulia: Barring any obstacle I'll move along briskly.
- Laika: I'll follow on behind the others.
- **GM**: As you walk along the corridor, something happens! Check against Sense to see if you can spot the danger in time. The difficulty level is 13!
- Heath: Make it high! 🎲 15!
- **GM**: Heath is a high achiever...! ? 🕥
- Heath: Yeah!
- **Cyrulia**: I don't think my character would have noticed anything.
- **GM**: You might as well see if Cyrulia can get a double 6, which is an automatic success.
- **Cyrulia**: No it's ok, I don't think that my character would have seen this coming 🙂
- Laika: 🎲 That's a 9, so Laika couldn't react in time...
- **GM**: That means that while Heath manages to leap away from the danger, Cyrulia and Laika fall in to a pit trap 🙂
- Heath: Oh no! Cyrulia! Laika!
- **GM**: You fall 5m, each sustaining 1 point of damage!
- Cyrulia: I'll try to protect young Laika from the fall.
- **GM**: You can use your Cover skill to absorb all the damage onto yourself.
- Cyrulia: Right, ok. I'll use Cover.





- **GM**:When you start to fall, Cyrulia instantly moves to shield Laika from the impact, while falling heavily herself. Thanks to this Laika is unharmed, but Cyrulia takes 2 damage.
- **Laika**: Cyrulia, are you ok!? Seeing Cyrulia's injury, Laika wants to use her healing magic on her.
- **GM**: OK then. Laika, please reduce your MP by 1 point to cast the Heal spell. Roll one dice to determine how many points are recovered.
- Cyrulia: ... what? I've been no use to anyone so far. At least allow me to protect you sometimes. Please heal me 😀
- Laika: Cyrulia's so cool... One Heal spell coming up That roll means you recover 3 points. That's exactly why I need to patch you up. We may need to fight soon, and we'll be counting on you to protect us. She heals the injury as she says this.
- **Cyrulia**: Ahh...Thank you for that. It would be hard to face the goblins carrying an injury.
- **Heath**: GM, I know I'm only 10, but can I check against my strength to see if I can use my rope to haul them both out?

**GM**:For Heath to haul them out would come down to checking against his Strength. If Cyrulia helps out she can add her Strength as a bonus. No matter how old you are if you check against your Strength is successful you can do it.

**Cyrulia**: It's a tough challenge for Heath, I'll take it on.

- **GM**: If you get 8 or more using your Strength, you can use Heath's rope to help pull yourself out.
- **Cyrulia**: It would be handy to get out of this unharmed, but I haven't exactly been heroic so far. 12! No problem!
- **GM**: Wonderful. Cyrulia has no trouble in climbing out using the rope.

Heath: You made it 间

Laika: Let's see what I can do. 🚱 8... Just made it!

- **GM**: Oh, Laika gets out too with a little help from Heath.
- **Cyrulia**: Hm, you did great there avoiding that fall. Thanks to you we were able to get out without much trouble. You may be young, but you deserve respect. I needed to say thank you to Heath!
- **Heath**: You're welcome! But maybe we should be more careful where we step from now on.

Laika: Sure thing. Thanks Heath.

- Heath: It was a painful mistake. 😥
- **GM**: If you searched in advance you could have avoided it 😮
- **Heath**: In that case, is it too late to search all the remaining floor and ceiling of the corridor?

**GM**: Be my guest. **W** You determine that other than the pit trap, there is nothing else out of the ordinary.

Heath: In that case, we will cautiously progress.

**GM**: Sketches in the next part of the map Since you are progressing cautiously, you are able to pick out voices coming from up ahead. I'm staaarving. Watch out, the boss will hear you... I want meeat...

Cyrulia: Goblins?..

- **Laika**: I'll shoot the others a look to communicate... Enemies, too many?
- **Heath**: I'll scout out how many goblins there are, and what there is in the room. **9**.
- **Cyrulia**: Monsters deserve no mercy. If it's possible to ambush them, we should try. **(§)** 10.

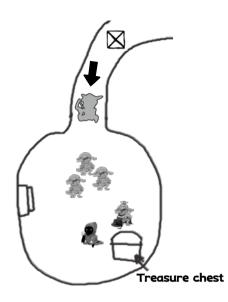
**GM**: You discover the following.

Continues sketching out the map...



#### Scouting phase area 4, the round room

- **GM**: There are goblins in the round room. There is a treasure chest against the far wall , which a battle scarred important looking goblin is about to open. A robed figure is next to him. There are 3 other goblins nearer to you, who seem to be shielding their comrades.
- **Cyrulia**: As a warrior I feel bound to take down goblins wherever I find them.
- Heath: Hang on a second. There are too many of them!
- **Cyrulia**: Since we have the advantage of surprise, I think it's best we rush them...
- **Heath**: Goblins can communicate enough to parley. We might be able to come to some kind of understanding.
- **GM**: The Goblins aren't aware of you yet. At the moment you still hold the advantage of surprise. But if you want to try something else, depending on the idea, you may find another solution.
- **Laika**: I wonder if the two in the rear are actually goblins? I want to use my Search spell to find out about them.
- **GM**: No problem. Check against your Intelligence, and you'll remember something useful about anything with a rarity level lower than your score.
- Laika: I'll cast the Search spell. 🚱 14!
- Heath: Way to go Laika!
- **GM**: The creatures are a Shadow and a Goblin King. The Shadow is only level 1, but can cast a lightning spark spell. The Goblin King is a level 3 monster. He inspires his underlings to fight harder through the power of fear.
- Laika: Goblin King eh?.. that's quite an opponent.
- **Heath**: There's no way we can beat that many at our level! That goes double with a Goblin King and a Shadow!!
- **Cyrulia**: The Goblin King and the Shadow are a fair distance from us, right?
- **GM**: Not so far that they couldn't join combat straight away if it comes to that. One more thing, you have learned that the goblins are hungry, which may affect their battle readiness.
- **Heath**: Maybe we could use the offer of food to turn the loyalty of the goblins?



- **Cyrulia**: I can't abide goblins. Our mission and my honour as a knight compel me to fight. ... We seem pretty evenly matched, so I don't know for sure if we can beat them or not.
- **GM**: If your opponents were at full strength and kept their discipline it would be a hard fight. If luck is against you, you could certainly lose. The goblin soldiers are grumbling discontentedly, saying things like... I'm hungry. Do you reckon we can trust this guy? They said that there would be treasure. We should be eating something...

Your options are basically as follows: 1. Make a surprise attack. 2. Parley with the goblins 3. Other actions. What will you do?

**Laika**: Mmm, I reckon I can take down that Shadow with one shot if I'm lucky. I think it's best to ambush them while they are weakened by hunger.

Cyrulia: My character would definitely go for option 1.

**Heath**: Let's go for option 1 and try our fortunes in battle.

Laika: I'm in.

- **GM**: I've got it. You will launch a surprise attack! Before we start the combat, let's take a 10 minute break.
- Players: OK! break to use the toilet etc.

MONSTER NAM	MONSTER FILE: 02	rarity 8	
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SKILL	MP COST EFFEC		
<b>M</b> SPARK	0 10	pponent, range 3, 1~2	points damage (۶)
			5.07
PETAILS: They take shadows. Their ey unable to fight the YPE	y vanish leaving onl	agged cloak. They ar le depths of their hoo ly the cloth.	e good at hiding ods. When rendere
Demon	PERSONALITY Cowardly	COMMUNICATION Basic	FOUND ITEMS (2G Hood

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			AMMINITY levels	3 (10) 2 (9) 3 (10) 8~11 3
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Gobsword SKILL ©LEADERSHIF @GOBARROV	4 (11 COST P 1 V 0 er, much li ert to the e to fight th PERSONAL	All allies pow The +: 1 opponent attack at a h It ca arger than sound of ge rey crumble	1 2 1 receive a +1 to hit che er during the course of 1 is due to the king's s twithin a range of 3, it chance of 4(11), and annot be used in consee their underlings. Eq id coins, or the smell	(9) 1 ance and attacc of that turn. killful orders. is hit with a mi an attack power cutive turns.

## **Battle against the Goblin King**

- **GM**: We start with the first turn of combat phase p.56 Since you successfully ambushed them, Gold Key team goes first. If you want to parley that will cost you an action. Any order you like is KO... I mean OK!
- **Heath**: Right, Heath will try to parley with the goblins. I'll try to use a day's rations to bargain with them, offering them food to switch sides.
- **GM**: They snatch at the food in their hunger. Wow, for real!
- **Heath**: If I give you one day's food each, what will you do in return?
- **GM**: Give it here! Me too! Since you have 2 meals' worth, 2 of them are willing to join you.
- **Cyrulia**: It's worth a day's rations to get them to flip sides, but if we give another day's food we'll be down to 3 days total for the group.
- **Heath**: Got it. Is it possible now for everyone on our side to attack the remaining 3 enemies...?
- **GM**: Mmm ! I'm sticking with these guys!! This bread is delicious!!!

Cyrulia: That was a lot easier than I thought... 😣



**Heath**: Can we ask the goblins who joined us to teach us how to beat the Goblin King's band?

GM: Wossat? Weak point? ... Dunno. munch munch 🗐

- Laika: The secret of great bread is more than just choosing the right wheat. DShe doesn't offer any bread.
- **GM**: The one remaining goblin is looking wistfully at Laika's bread...
- **Laika**: Laika realises that the goblins are open to parley, so she will also offer bread.
- **GM**: The last goblin joins your side! The enemy front rank no longer exists, so the Goblin King and Shadow are now in the front rank. The enemy front rank has melted away, so everyone can advance to directly face the enemy rear. The Shadow flickers unsteadily, seemingly afraid.
- **Cyrulia**: I'll attack the Goblin King. I'll use a Smash attack. Can I roll to see if I am successful?
- **GM**: Yes. So including your hit chance for the Smash, that becomes 2d6+5.
- **Cyrulia**: 🚱 5 , + 5 = 10. Not great...
- **GM**: **(b)** 12. As it stands the blow won't land, but this is where the Hunter may be able to help.

Heath: Using my Follow skill?

- **GM**: That's right. Using Follow allows you to add + 2 to your ally's roll for either attacking or defending. That would make the scores equal, but because the attacker has the advantage in such cases, Cyrulia's blow would land.
- **Heath**: Right then, I'll use Follow. I'm taking off 1 MP. **Cyrulia**: I'll do the same, thanks for the help.
- **GM**: OK, so the Goblin King is about to dodge Cyrulia's mighty blow, when a carefully thrown pebble from Heath distracts him! Cyrulia's strike fully connects with the Goblin King.
- **Cyrulia**: The damage would work out as 3 + 1 = 4, right?
- GM: Yep. Subtracting 1 for protection leaves 3 damage. Whoaa!!! That hurt, dammit! he wails. Finally, the goblins who switched over for food relieve their Hunger by eating the provisions, and that ends the turn. Now it's the enemy's turn. The shadow is trembling, but is scolded by the Goblin King into action, and fires a lightning spark at the main threat which is Cyrulia. With that roll, 2 points of damage are inflicted. Cyrulia is struck by lightning!

Shouting Damn you all! Even alone, I'm more than a match for the likes of you! , he glares at Cyrulia...

**Cyrulia**: In that case, kill the shadow please 🕄

**GM**: He attacks the weakest looking member, which is Laika! (2) 12 ! Laika, try to dodge the blow.

- **Laika**: ③ I'll try to dive out of the way. ④ 8. I was keeping an eye on the goblin allies, and so unable to dodge the blow.
- **GM**: Hehehe, fooled you there. Starting with an attack power of 4, that means 3 points of damage for Laika, which would be the end of her. Cyrulia, will you use Cover to protect her?

Heath: Oh no!

Cyrulia: 4 points would be enough to finish off me too...

**GM**: Your leather armour would reduce the damage to 2.

Cyrulia: In that case... I'll repay the healing magic and

use Cover! How dare you strike someone in the back! Laika: Thanks!

- **GM**: Understood! Cyrulia throws herself in the way of the arrow aimed at Laika, and takes 2 points of damage!
- **Cyrulia**: I'll take the hit, saying A king who loses his subjects is worthless! I stand with my friends! I'll smile to show him I'm not beat 😩
- **GM**: Hmm... that's the end of this turn.

#### Combat phase Turn 2

- GM: So, what will you do?
- **Cyrulia**: I'm thinking about another Smash on the Goblin King... If we don't finish him off, I won't survive the next goblin arrow.
- **Laika**: Cyrulia! It was my carelessness that got Cyrulia hurt. I'd like to use magic to restore her.
- **GM**: So let's start with Laika san. Are you going to cast a Heal spell?
- Laika: Yes. Spirits of the earth, heal this person's wounds! Oh, it wasn't enough... I'm sorry... 2 points of healing!
- **GM**: OK. Next up Cyrulia will try another Smash on the Goblin King. A roll of 8 + 5 = 13.
- **GM**: **③** 9, he fails! The 3 points of damage from Cyrulia sends him staggering backwards, but he gets back on his feet, and gees himself up, saying Stay in the fight! Keep your eyes on the prize!

Cyrulia: This looks bad...

- **GM**: They respond with All I can see is delicious bread. They appear sleepy now.
- **Heath**: Is it possible for me to persuade the goblins to join the fight?
- **GM**: You can decide to speak as your action for this turn.
- **Heath**: Right, I'm going to speak to the goblins. If you help us bring back the Book of Compounds, you can have all the bread you can eat! So help us!
- GM: All the bread we can eat!? Wow! The goblins' eyes are sparkling. The Goblin King shouts, Hey, how dare you defy me! But ... the GM rolls another double 1 One of the goblins swings and misses, but the other one connects!
- **GM**: Yep, I'm famous for those double 1s (2) The goblins attack the Goblin King and do 4 points of damage, putting him on his last legs.
- Laika: Those goblins really went for it 😮
- Cyrulia: They pack quite a punch! 🙂
- **GM**: The shadow, still trembling, launches another lightning spark. The target will be random, so (3), it's Heath. (3) That's 2 damage! 22

Heath: Ouch! 😥

- **GM**: The Goblin King will swing at Cyrulia with his Gobsword. (A) A total of 7!? Too low!
- Cyrulia: 🚱 I got an 8, just avoiding the blow!
- **GM**: Cyrulia dodges the enemy blade! Now it's your turn. It looks like the Shadow really wants to run for it 🐑

#### Combat phase Turn 3

- **GM**: Jus.. Just my luck to run into these guys! wails the Goblin King. Cyrulia is down to 0 MP. Once per adventure, you can use the special skill, Believe, to restore 1 MP.
- **Laika**: I'll use Believe on Cyrulia! I know you've got it in you to beat this guy.
- **GM**: Thanks to the power of Laika's faith in her, Cyrulia can now attempt another Smash.
- **Cyrulia**: I couldn't make it without you, thanks for the back up! This is the first time I've faced Goblins, so I didn't know they could do this kind of damage.
- **Heath**: I think we're in trouble if we don't finish off this sneaky Goblin King, so I'm going to attack him with my bow. (2) A roll of 11, plus 3 makes 14!
- **GM**: Nice shot! With your roll of 11 you scored a critical hit, which adds +2 to the attack power!

Heath: Yes!

**GM**: Now for the Goblin King's defence... (\*) That's a 9, so he failed to get out of the way. Heath's critical hit reduces the Goblin King to 0 HP, which finishes him off. Crying Curse you! ..., he crumbles into dust.

Heath: Got him!

- **GM**: The shadow will flee if you allow it to do so 🙂
- **Cyrulia**: I'll do no such thing. One cannot trust such a creature. I will do a Smash on the Shadow. I got a 6,... that's a bit low... but maybe enough... in total I got 11.
- **GM**: S Oh, not enough! The 4 points of damage obliterates the Shadow. That's the end of the combat!



### Scouting phase area 4, the round room

**Cyrulia**: I'm happy we made it out in one piece.

**GM**: The goblins also cheer and raise their arms.

- **Heath**: Cool! Right then, it's time for me to do my thing! I will use my Hunt skill!
- **GM**: Sure. We'll do the Shadow and Goblin King in that order.
- **Heath**: For a 10 year old the past is soon forgotten! Onwards! Onwards! Treasure! Treasure! Hunt! Hunt!! 😂
- **GM**: If you can check against Sense with a 10 or better, you'll get the found items.
- **Heath**: (a) Both successful! A hood 2G and a crown 7G. I'll put them in my bag.
- **Laika**: What a relief.... Just in case I'll cast a Heal each on Cyrulia and Heath.

Cyrulia: Thanks for the healing.

- Cyrulia: 3 points... I'm completely recovered!
- **GM**:By the time he has stashed the treasure, Heath has also recovered.
- Heath: We both got 3 points back? Way to go!!
- Laika: ... I'll turn slightly away from one of them 🙂
- GM: Heath gains only 2 points. Such is life! 🙂
- **Heath**: My mum taught me never to get in the way of the the bond between women... (
- **GM**: Once you have time to look calmly around the room, you notice that there is a treasure chest, as well as an ancient looking switch which protrudes from the wall. It looks like you'll be able to push the switch with a combined 11 checking against Strength.
- **GM**: The goblins suggest We'll wait for you outside!, then make themselves scarce before anyone can ask any awkward questions.
- **Heath**: Right then! I'll flip the switch. (§) 7! Huh, it was too tough for me (ii)
- **Cyrulia**: I'll have a go. (3) 5 + strength of 5 makes 10. No good... it's too stiff.
- **GM**: Too tough even for Cyrulia 2.
- **Laika**: ... While wondering Is this impossible for any one of us to achieve ? I'll give it a go anyway. 4 + 1 is 5 total.
- GM: Laika doesn't budge it one millimetre!

- **Cyrulia**: Maybe female bonding could be the answer... Can we cooperate to flip the switch?
- **GM**: Absolutely! It's a large switch, so it's easy to push together.
- Laika: It's really stiff! It's hard for any of us to move it alone 💮
- Cyrulia: But if all three of us give it a go...!

Heath: Let's try!

**GM**: Each extra person reduces the difficulty level by 1, so for three of you, you need to get a 9. You can all have a throw.

#### Players: 🚱

- Cyrulia: 14! We did it!
- **GM**: With the 3 of you pushing together, the immovable switch finally moves!
- Heath: Nice!
- **GM**: You hear a loud scraping sound coming from the cave entrance direction. It sounds like a secret door may have opened.
- **Laika**: That sound... It must be the door we found near the entrance. Let's go check it out.
- **GM**: What about the treasure chest?
- Heath: Oh, I'll try to open the chest.
- **GM**: Inside there is a ring. What's more, it addresses you, saying Oi, you lot, what are you doing in my lab?
- Heath: What's a lab?
- **GM**: Hm, I speak of the lab which is striving to find a cure for people becoming allergic to flour.
- Laika: Hang on, is it just me or is a bit weird that a ring is talking to us.



- **Cyrulia**: Whoa, what a marvellous ring... I have no knowledge of magic, but you have to admire the craftsmanship.
- **GM**: Hm. To continue, I, the talking ring, am the guide for this lab. I have been stuck listening to the incessant chatter from inside this box **2**.
- **Heath**: Laika ! This must be about the medicine that can cure people of their wheat allergy. This is what Anna asked us to find, right?
- **Laika**: That's right. So, where is this medicine? **GM**: Near the entrance.
- **Heath**: I would like to go back the way we came, but it won't be easy with the giant bats and all the monsters. Can you show us a safe way to get back?
- **GM**: What?... Well, there's nothing for it then. I possess the power to teleport you, but only as far as the lab. I will send you there. At which point you are all magically teleported. Opening your eyes, you find yourselves in an unfamiliar room.

Heath: Hey! What just happened! Where is this ...?

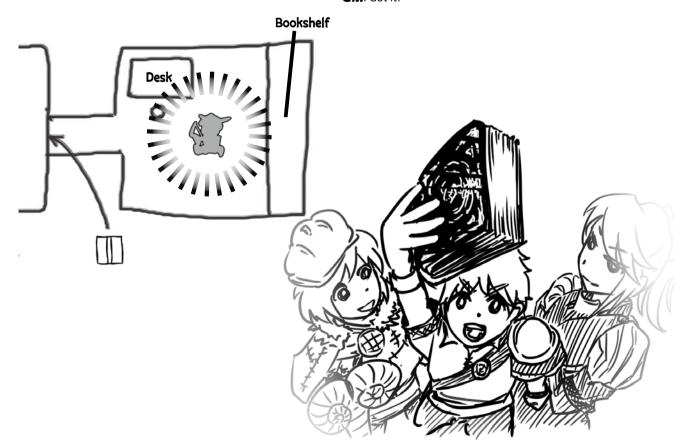
#### Scouting phase area 5, the secret room

**GM**: You are magically transported somewhere. On one side of the room are wall to wall bookshelves, but much of it is decayed. On the left there is an aged desk, the whole thing looks like the lab of a wizard from long ago.

Heath: Where is the book with the herbal remedies ...?

- **GM**: As luck would have it, one book in the middle of the book case appears well preserved inside a clear glass case. The book title is written in ancient script, to decipher it you'll need to get a 10 checking against Intelligence.
- **Heath**: I'll give it a go. So Good throw! That's a 12! I can read it!
- **GM**: Oh, Heath manages to read it. It's a Book of Compounds for treating acquired wheat allergies.
- **Heath**: Let's take the book and go! I'll remove the book from the case and slip it into my bag.
- **GM**: So you would like to take the book and return to Anna?
- **Cyrulia**: Yes. Rather than us try to make sense of it, we should bring it to the expert.

Heath: Yep, let's take the book over to Anna's shop. Laika: Let's do it! GM: Got it!



### The end of the adventure

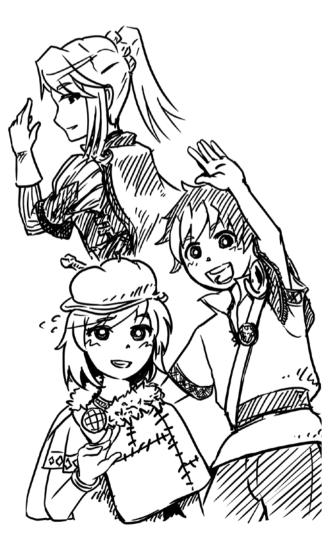
- **GM**: You manage to make it back without any incident. For whatever reason there is no sign of the goblins. As you approach Anna's shop she welcomes your safe return.
- Laika: There were goblins, and we fell down a hole
- **GM**: Welcome back all of you! I'm so relieved you're ok.
- **Heath**: Heath has walked all the way back without rations so he's starving hungry 🙂
- **GM**: Hey Heath, are you alright there? Would you like a snack?... Oh yes, did you find the Book of Compounds?
- **Heath**: Would it be this you were looking for Miss Anna? I'll hand her the book.
- **GM**: That's the one, thank you! She hugs Heath. After that she gives everyone their fill of her home-made apple pie, which banishes the Hunger of their return journey
- Heath: Mmmm, apple pie! Heath is in heaven!
- **GM**: Thank you, all of you. With this I will be able to help those unfortunates who were no longer able to eat bread. Please accept this. She offers 10G payment to each character.
- Heath: Wow!!!
- **Laika**: I'm really happy we were able to help those people. I'll accept my share.
- **Cyrulia**: You guys turned out to be far finer adventurers than I'll ever be. Next time I'm in town, if there's a chance for another adventure, look me up () She parts without fuss. Well, she's staying at Heath's inn for now ()
- **Heath**: Heath calls out to the departing Cyrulia, Are you out of your mind Cyrulia? If you weren't around, we would never have made it home. Let's definitely go adventuring again! ...He waves furiously as she walks away.
- **Laika**: Hey that's right. The Goblin King would have done for me if not for you. Let's do more adventures together. She waves gently to see her off.
- **GM**: No time to lose in preparing those cures! Says Anna, who immediately sets about preparing the medicines.... And at this point we switch to the epilogue.

#### Epilogue

**GM**: ... Thanks to the bread made by Anna, the people who were suffering because they could no longer eat bread are delighted to overcome their allergy.

Gold Key, the group of adventurers who brought relief to a town fed up with turnips, become household names. It may be that every time someone takes a bite of bread, they remember the exploits of Gold Key.

# **GM**: ... Hang on, maybe I'm overdoing it. That would basically mean every day! 🛞



### Character development

**GM**: As for distributing the treasure, you are able to sell the items other than the Ring of Counsel. Anna pays a good price for the vitality berries, so each of you make 4G from that. Now for determining levels.

#### Players: 🔊

- **GM**: OK, since you completed the quest successfully, each of you can shade in half the circle for your level 2 development. Next we go over how you felt about each other's contributions. If you end up saying the same things that's totally KO... I mean OK! 😂
- **Heath**: OK, I can think of 3 times when Cyrulia played a key role. First was when they fell into the pit and she shielded Laika's fall, taking the hit herself. Then she was able to help lift her out of the hole. Finally, when we were up against the Goblin King, she knocked him down with her Smash attack.
- **GM**: That's right. She was very strong. She made the right call in deciding the ambush and her deep mistrust of goblins was good role playing of her character.
- **Laika**: Honestly, a couple of times the pit and fighting the Boss she saved my life... and as a warrior we could totally rely on her. It was really cool how she transformed from her early lack of confidence to being such a key player.
- Cyrulia: Thank you both.
- **GM**: Let's look at Laika next.
- **Heath**: It was so cool the way her knowledge saved the day...!
- **GM**: She was able to identify the monsters a bunch of times. And it was her smart decision making that helped you avoid a fight with the Giant Bats.
- **Heath**: I reckon that the reason we were able to pick the right strategy for each opponent in the adventure was down to Laika's Intelligence.
- **GM**: What stood out to me was the way she kept Cyrulia in the fight by using her healing magic.
- Cyrulia: You really saved my bacon that time...

**Laika**: I'm sure it was the other way round, but thanks! **GM**: Next up is Heath.

Heath: You can sum up Heath's role in one word... cute 😉

**GM**: Hold on, you're not supposed to comment on yourself () The way he kept the game moving by taking the initiative on various actions was helpful to me as GM.

- Laika: He really helped by moving the adventure along. At the start he seemed like just an errand boy, but I thought he really matured as the adventure went on.
- **Cyrulia**: When I attempted a Smash, I would have missed if not for his Follow, and by avoiding the pit, he was able to help us out by lowering a rope.
- **GM**: What that all means, is that all 3 of you gain a level!

Players: Great!

**GM**: We will do your level progression next time, so for now let's end this session. Thanks everyone!

Cyrulia: Thank you!

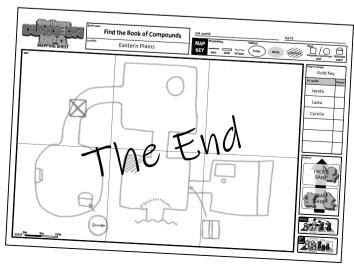
- Heath: Thanks! Nice work GM!
- Laika: Thanks everyone for everything! That was so fun! Thanks for including me!!!

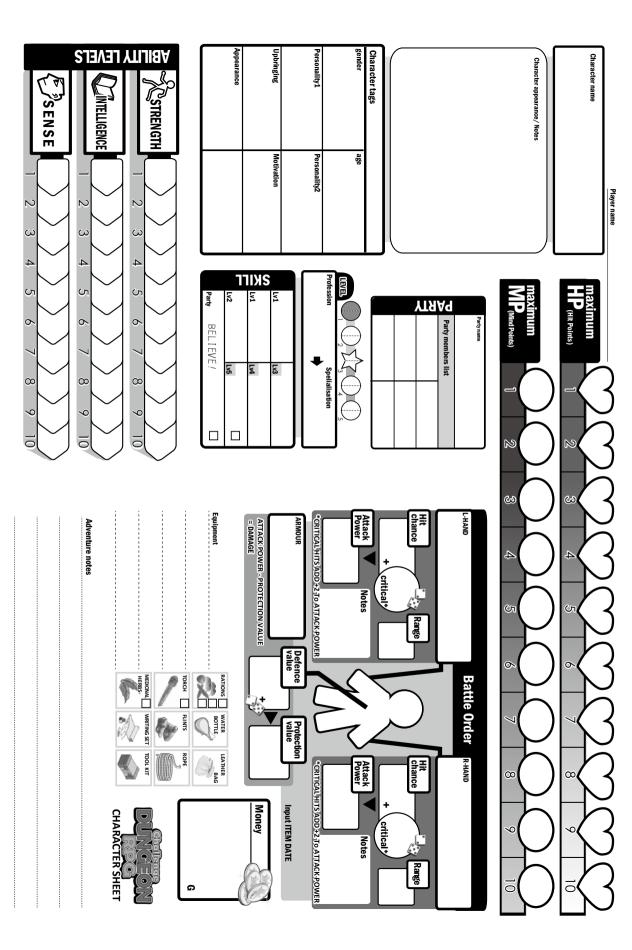
#### End of session

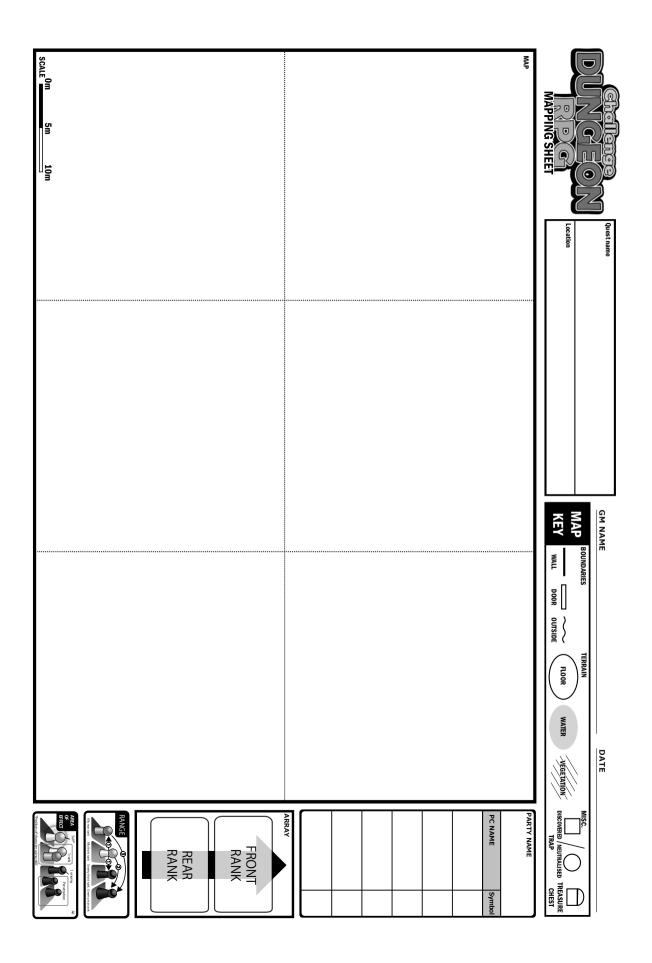
This adventure was based on the sample scenario on p.70, but certain modifications were made because they were first time players being introduced to the game, so | modified the setting in various ways, such as making some encounters to be more friendly, tying the story to their particular interests, and preparing solutions to the challenges of the adventure that didn't involve combat.

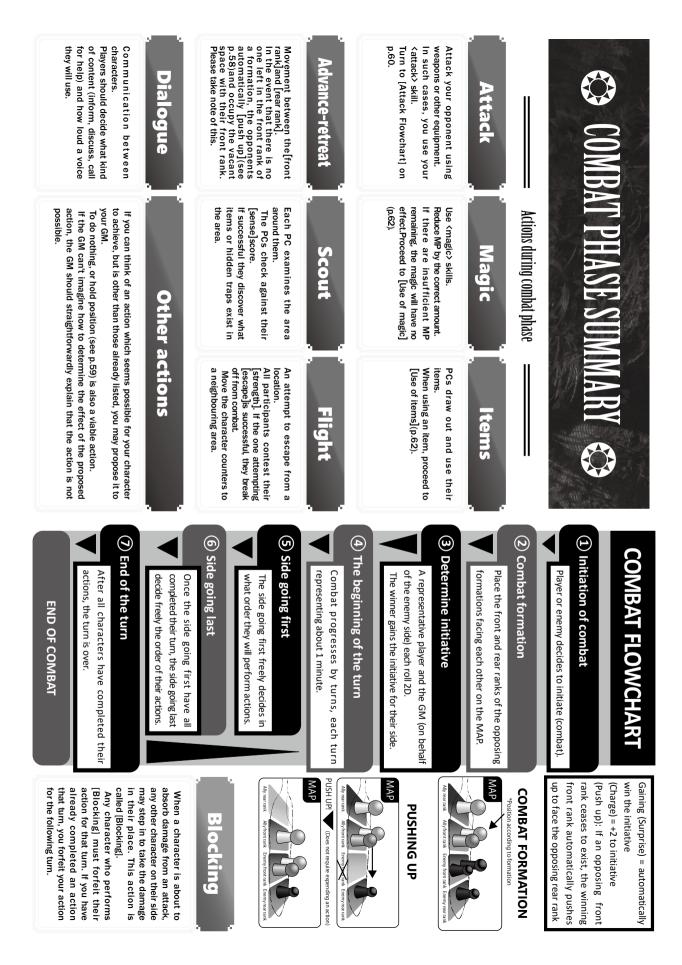
For first time players, | would recommend explaining the character sheet items and skills.

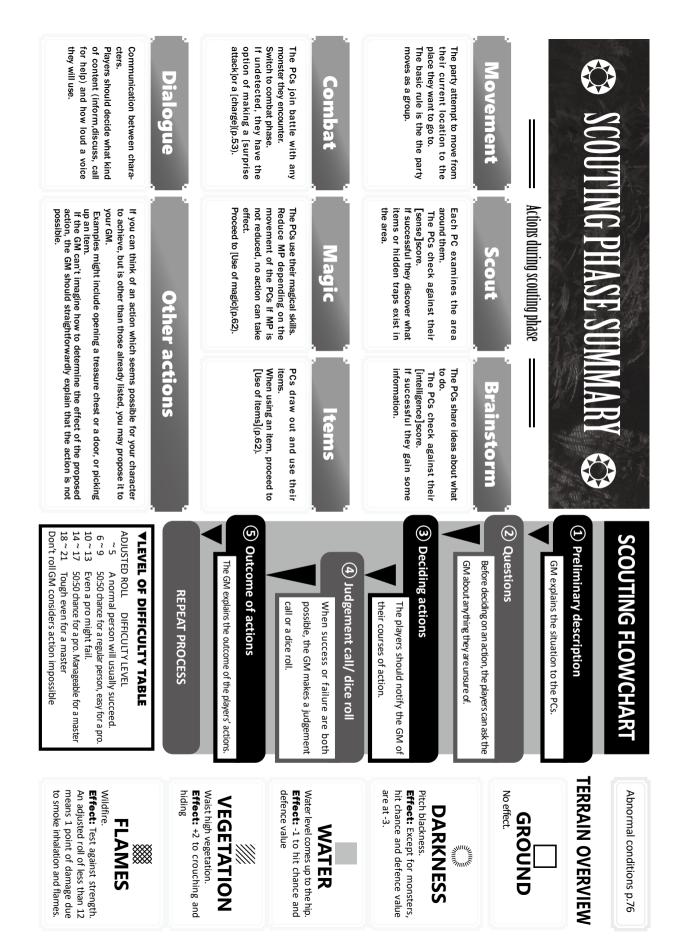
The GM is free to develop the game in their own way. Why not give it a try!



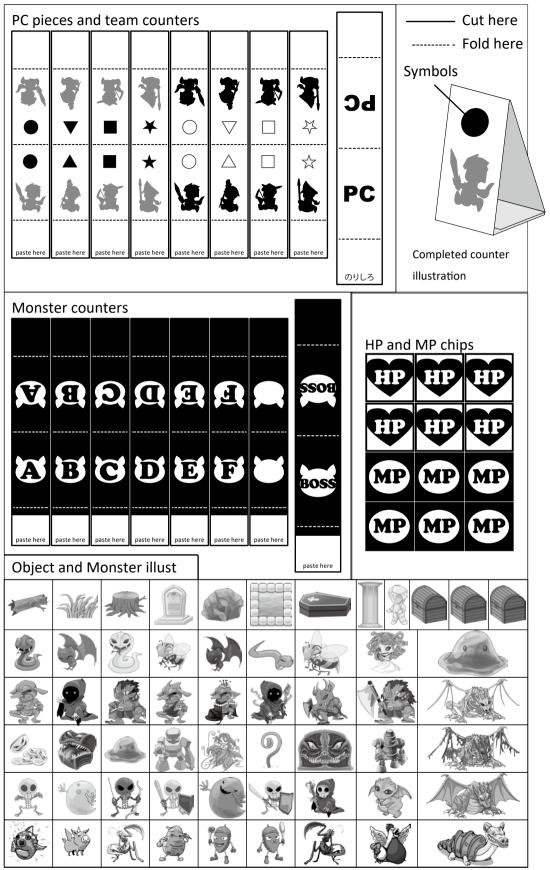








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# **Special Thanks**

 $\sim$  to everyone who assisted with the creation of Challenge Dungeon and TRPG research  $\sim$ 

- ( \* = official translation)
- Asperger Society Japan\*
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- Tokyo Autism Society\*
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Finally, I would like to take this opportunity to express my sincere gratitude to all the children and their guardians, the young people and adults who kindly participated in the TRPG sessions.

# **Postscript 1**

I became involved in the field of developmental delay and special education around the time of the enactment of the Act on Support for Persons with Developmental Disabilities in 2005. At the same time, I also started to use TRPG to work with children and adults who were diagnosed with conditions such as Aspergers.

The next step was for me to seek the cooperation and support of experts, practitioners and parents who were interested in my work. In this way I was able to continue my research using TRPG to support children with developmental delays. This took place in a variety of locations, such as parent's groups, NPOs, medical facilities, free schools and regular schools, and the work continues to this day. The many things I learned from the participating children over the years, have been gathered together to create this rulebook.

It is often thought that children and teenagers with conditions such as autism, will suffer deficits in social communication skills and imaginative ability. However this is purely an outsider's judgement, and we cannot attribute the causes of any individual's developmental issues with certainty. In my own experience, I learned that depending on the approach and environment the outcomes could vary greatly. So for example the children discovered ways to enjoyably communicate with others in their own way, demonstrating each their own rich and unique styles of communicative and imaginative expression.

Within the scope of this book, it wasn't possible to include everything I learned from the children and young adults I have worked with. Moving forward I hope that through my research and activities I will have the chance to share the enjoyment of Challenge Dungeon with many more. I welcome any feedback and ideas.

Finally, I wish to express my thanks to my coresearcher Lin Yasuda. I owe it to his skill with design, his expertise and his passion that this book has come into being. Thank you for everything.

Kohei Kato

# **Postscript 2**

I have been research colleague of Mr. Kato for a Content for ourselves than is possible when we play a

Kato san applies his unique creativity to find ways to make the game more accessible for children, such as using a white board and magnet. I hope that in the same way, you can find ways to create the ideal play environment, and create your own customised 'Challenge Dungeon' which is the most fun for you.

Within the rules of TRPGs, there is ample space for us to bring our imagination to life. This is because TRPGs offer our imaginations so much material to work with. To take just one example, when we create a character, it leads to so many other questions: Where were they raised, why did they choose to become an adventurer, what is their goal... TRPGs allow us to decide and create more of the content for ourselves than is possible when we play a computer game, or even read a book. The same PC, with an identical profile, will nevertheless become a totally different character in the hands of another player. The rich world of TRPG can help people to express each their own unique personality.

Challenge Dungeon RPG tries to preserve this special aspect of TRPGs, while at the same time trying to shed unnecessarily complex and burdensome rules for the GM to manage.

I sincerely hope that, by exposing you to various new perspectives, it may help you to expand your imagination.

Lin Yasuda

# **Postscript 3**

A I first met Mr. Kato at a poster session demonstrating his TRPG. This caught my interest for different reasons.

The first point was that I grew up playing TRPGs such as Dungeons & Dragons and Runequest, so it was nostalgic to encounter TRPGs again. When I got talking to Mr. Kato, I learned that his game was designed to use TRPGs to encourage and develop communicative competence for children and young adults who may struggle with this aspect of society. I could understand and appreciate what he was talking about from my own experiences. As a teenager, I found that I fitted in more with what might then have been considered the 'nerdy' subculture. TRPG sessions with my friends were addictive because they opened up a space for expression. When we played we lost track of time, we were so absorbed in creating and experiencing

a shared world in our imagination. At the time I was conscious that being into TRPGs made some people see me as a loser. Nowadays I appreciate what I gained in terms of friendship and creativity, not to mention the good memories.

The second point that drew me in was the idea that TRPGs could be used therapeutically for helping children, such as those on the autistic spectrum, who often lack the confidence to express themselves. I've had the privilege of knowing some children on the spectrum, and I have been able to observe first-hand how important it is for them to be able to find their voice, and to connect with others. Hopefully this translation of Mr. Kato & Mr. Yasuda's work will allow more children to benefit from the magic of TRPGs.

#### Eugene Ryan

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### (Author's introduction)

Kohei Kato

#### Researcher at Tokyo Gakugei University/ Editor

Since graduating from the Faculty of Education of Waseda University, he has been employed as an editor at a specialized book publishers, where he edits books and magazines in the fields of psychology and education. His interest in his current research field came about from a chance encounter with children and young people on the autism spectrum while he was volunteering in his spare time as part of research for an article. Spurred by his experiences, he decided to go back to University, while continuing his work as an editor. Since then he completed his Masters at Tsukuba University before going on to complete his Doctoral Program at Tokyo Gakugei University.

He has continued in his two roles of editor and researcher in the field of Special Needs Education to this day. His particular research interest is in the support and volunteer support of children and young adults.

#### Lin Yasuda

Game Designer

His research theme at Tokyo Gakugei University was the use of TRPG based communication to nurture the imagination. Graduate School of Education, Tokyo Gakuen University

He developed educational game materials in partnership with business game companies and universities. Amongst the projects he has cooperated on developing with Heart Quake are "Sutomane" " Hearing Challenge" and "Manner Stories". In collaboration with universities such as Tokyo University, Tokyo Fuji University and Yokohama National University he helped to develop "Adventures in the World of Stories".

At the 15th Game Field Awards, his TRPG "Mamonoto" was chosen as ... Second prize winner in the SRS category.

#### Eugene Ryan

#### Associate Professor at Toyohashi University of Technology

Since joining Toyohashi University of Technology, he has concentrated his research on autism. Initially, his focus was the intersection of multilingualism and autism. As part of a research group he contributed to challenging the widely held belief that multilingualism is harmful to the development of children on the spectrum. In the last few years he has switched his research focus to using role playing games to improve communicative ability amongst children with autism.

# Challenge Dungeon RPG Rulebook

		QR			
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Since we aim to continually seek to improve the contents of Challenge Dungeon, we would love to hear any suggestions or ideas based on your playing experience.

