

NAME:

Attribute

Background

Role

Trademark

Trademark

Trademark

Trademark

GEAR

HITS

TRAUMAS

Rank:

XP:

GP

EQUIPMENT

Equipment and other objects are tags. Some equipment have further tags, such as being *heavy*.

Adventuring gear (1gp each): 10' pole, 20' rope, Bedroll, Caltrops, Daily rations (5), Iron spikes, Torches (5), Wineskin

Melee weapon (2gp)

Great weapon (4gp): +1 hits, two handed

Bow (5gp)

Crossbow (6gp): +1 hits, slow

Shield (2gp): -1 hits

Light armour (3gp): -1 hits

Heavy armour (6gp): -2 hits, heavy

Tools of the trade (3gp each): Animal traps, Elaborate clothes, Healing salves, Holy water, Lock picks, Map and compass, Musical instrument, Spyglass

** Weapons and armour only add / subtract hits from physical combat attacks.*

MAGIC

Using magic requires a check but only heroes with appropriate tags can cast spells. Magic is freeform, meaning that there are no lists of spells or strict rules on what is possible - it's magic after all! Players should be clear about the effect they are trying to achieve. Add **U** to the check if the magic persists for more than a moment, affects more than one target or does more than one thing.

EXAMPLE SPELLS

Bolt: a blast of energy that harms a single target is no different to a physical attack.

Fireball: a fiery blast that can injure many targets **U** and set things on fire **U**. Any success will do one of these, and a critical success will do both.

Heal: restore d6 hits or remove a trauma. Serious traumas are harder to heal (**U**). Critical success heals all lost hits.

Illusions: create a sound or image. The environment and the target's intellect will affect the difficulty.

Summon: call a spirit or creature to do your bidding. This could be large scale **U**, persistent **U**, or dangerous **U**. Success will bind the creature for a short period. Failure might summon a creature not under your control!

Telekinesis: move objects about with merely a thought. Big or heavy objects are harder to move **U**.

EXAMPLE MAGIC ITEMS

Blood Blade: when you cause damage, regain 1 hit.

Boots of Swiftnes: double your speed.

Cap of Grace: **G** when dancing.

Dungeon Clock: tells you the time of day.

Goblin Slayer: **G** when attacking goblins.

Horned Helm: +1 melee damage, but **U** to vision-related checks.

Ring of invisibility: turn invisible for d6 minutes.

Scrying mirror: on a successful check, see a specific person, place or thing.

Spell Shield: -1 hits against combat and magical damage.



You are a band of bold adventurers, seeking out the lost and dangerous places of the kingdom. You are the slayers of foul beasts, the banishers of evil. You are warriors, wizards, thieves and heroes. You are adventurers, tomb robbers, and legends-in-the-making. You are the dungeon crawlers!

Movie Night Inspiration: *Conan the Barbarian, Clash of the Titans, Dungeons & Dragons, Hawk the Slayer, Krull, Legend, The Lord of the Rings, The Hobbit, Willow*

BASIC CONCEPTS

As you play keep the following in mind:

Story first: tell a cool story, describe scenes like a movie and worry about the rules later.

Common sense: let logic, your sense of fun and eye for cinematic action guide your story.

Play to find out: don't plan too far ahead, let the dice roll and embrace the adventure.

CHARACTERS

Create a bold adventurer by giving them an evocative name and then choose (or write your own):

Attribute: *Bold, Charming, Cunning, Educated, Graceful, Strong, Tough, Quick, or Wise.*

Background: *Aquatic, Dwarven, Elven, Halfling, Half-Orc, Military, Orphaned, Rustic, or Urban.*

Role: *Archer, Bard, Cleric, Druid, Knight, Mage, Scout, Thief or Warrior.*

Trademark: what is your character really good at? For example, *brawling, cleave hordes, summon spirits, swinging my mighty axe, crush skulls, stealthy.*

GEAR

Your character has the clothes on their back, a backpack and 10 gold pieces (gp) to spend on gear.

HITS & LUCK

All heroes begin with 10 hits and 1 Luck point.



Designed by Nathan Russell

Art by Jason Walton

www.PerilPlanet.com

Copyright © 2019.

PLAYING THE GAME

Work together to tell a cool story, putting the heroes in exciting situations. The GM describes scenes, bringing the world to life and introducing problems and dangers. The players describe their hero's actions, how they attempt to overcome danger, and what they say.

When the outcome of actions is uncertain make a **check**.

CHECKS

Only make a check if both success and failure offer interesting outcomes.

Create a dice pool of Action \uparrow dice and Danger \downarrow dice. Action and Danger dice should be different colours. Begin with \uparrow and add another for every helpful tag and advantageous situation. Add \uparrow if the hero is being assisted. The GM adds \downarrow if the task is hard and additional \downarrow for each tag or scene feature that impedes the action. Add further \downarrow for any trauma the hero has that might impede the action.

BUILDING YOUR DICE POOL

Start with \uparrow	Action is hard \downarrow
Each helpful tag \uparrow	Rushed \downarrow
Being assisted \uparrow	Poor position \downarrow
Taking your time \uparrow	Outclassed in skill \downarrow
Well prepared \uparrow	Outclassed in scale \downarrow
Each enemy trauma \downarrow	Each trauma \downarrow

Roll the dice pool and compare the highest \uparrow with the highest \downarrow . If one or more \uparrow are higher than the best \downarrow , the action is successful. If a \downarrow is higher the check fails. If the highest \uparrow and \downarrow are the same, discard the pair and compare the next highest dice.

Check the oracle and resolve the action.

THE ORACLE

\uparrow	Yes but / Partial success: the highest die is an Action die – tell everyone what price you paid or how the situation got complicated.
$\uparrow\uparrow$	Yes / Success: any two Action dice are higher than the best Danger die – describe your success.
$\uparrow\uparrow\uparrow$	Yes and / Critical success: three or more Action dice are higher than the best Danger die – describe what other advantage you gain.
\downarrow	No but / Just failed: a single Danger die is the highest result – tell everyone how your failure wasn't a total loss.
$\downarrow\downarrow$	No / Failure: any two Danger dice are higher than the best Action die – describe the consequences of your failure.
$\downarrow\downarrow\downarrow$	No and / Critical failure: three or more Danger dice are highest – describe how things just got a lot worse.

Botch: If all the dice have been cancelled out the roll counts as a *critical failure*.

TAGS

All of the important, interesting and noteworthy features of the world are described with tags – a word or short statement that conveys an important detail about a character, location, object or situation. A hero might be *quick* or *covered in mud*, a magic sword *razor sharp*, and a room *on fire*.

LUCK

Luck represents the favour of the gods, good fortune and cunning or wits. Spend a Luck point to add \uparrow to any check, OR add a useful detail to the scene. When adding such a detail it cannot contradict any facts already established and the GM may always veto the spend.

A hero gains a Luck point when they botch a roll, or when the table decides the player/hero did something particularly cool, fun or epic.

COMBAT

All forms of conflict uses the above rules. When a hero "attacks", they roll to cause hits. When a hero is attacked, they roll to avoid the hits.

ORGANISING THE SCENE

The GM describes the scene and the actions of opponents. Players respond by describing their hero's actions. Everyone acts in the most logical order.

DAMAGE

A successful attack deals hits equal to the lowest die used to resolve the action.

A hero scores a "Yes" result, with a 4 and 5 above the best Danger die. They do 4 damage to the target.

A hero tries to dodge a blow, but gets a "No and" result. The Danger dice read 3, 3 and 6. The hero suffers 3 damage.

When a hero loses all their hits they are out of the scene (captured, unconscious or dying).

TRAUMA

Instead of suffering hits a character can take a trauma. Write an appropriate physical, mental or social injury. This is a new tag that will apply \downarrow . A hero can have a number of traumas equal to 2+ their Rank.

HEALING

Heal D6 hits after a short rest, or all hits after a good night's sleep. Traumas are removed when an appropriate amount of time has passed or medical/magical attention given.



EXPERIENCE & ADVANCEMENT

Heroes begin their adventures at *Rank 1* and advance with experience points (XP). At the end of a game session, or when heroes have significant downtime, they gain 1 XP for each of the following that is true:

- The party overcame a significant enemy/threat
- The party won a mighty/magical/significant treasure
- The party learnt an important detail about the world
- The party completed their mission/achieved a goal
- The character was "taken out" in at least one scene

A hero advances one Rank by spending 10 XP. Write a new trademark based on their adventures or experiences.

ADVERSARIES

Use common sense when creating your monsters. A brief description will give you their most obvious tags and they will have hits based on their general size or durability.

Use these examples to create your own adversaries. Apply \downarrow and traumas based on situation and common sense.

Bandit [6 hits]: mean and wants your money.

Dragon [24 hits]: huge, fire breathing winged lizard. Armoured, wise and cunning. It can make multiple attacks with its claws, bite, tail and flaming breath.

Giant spider [6 hits]: Quick, scary and hard to pin down. They trap you in sticky webs and their bites are poisonous.

Goblins [4 hits]: small, wicked and cowardly.

Horde of goblins [12 hits]: a teeming mass of teeth, rusty blades and wicked intent.

Medusa [6 hits]: excellent archer and horrifying appearance. Her gaze can turn you to stone ($\downarrow\downarrow$ to resist).

Necromancer [12]: dark magic and undead minions.

Orc [6 hits]: strong and stubborn.

Rats [6 hits]: a teeming horde of tiny claws and tails. Normal weapons seem to have no effect.

Skeleton [6 hits]: rattling bones and rusty blades. Attacking them with arrows or pointy weapons suffers \downarrow .

Spirit [12 hits]: its howling cry can terrify you (\downarrow to resist). Only destroying its mortal vessel will banish the spirit.

Troll [12 hits]: big, stupid and able to regenerate their injuries (take an action to heal d6 hits or remove a trauma).

Vampire [18 hits]: charming and cunning, with a thirst for blood. Turns into a bat and uses magic.

Zombie [1 hit]: this shambling body can suffer any number of traumas. A called shot to the head \downarrow will kill it.



ADVENTURE GENERATOR

Roll or choose items to complete the quest.

You have journeyed to the \uparrow of \uparrow to \uparrow the \uparrow .

However, it is guarded by \downarrow .

\uparrow **Location:** Cavern, Lost City, Forest, Mount, Palace, Pit, Temple, Tomb, Tower

\downarrow **Noun:** Bats, Bones, Despair, Eyes, Fear, Golems, Hounds, Ice, Stars, Tears

\downarrow **Action:** Banish, Destroy, Find, Kill, Rescue, Steal

\downarrow **McGuffin:** Black Crown, Chalice of Life, Fire Lord, Ghost Queen, Heart of the Sky, Ring of Night

\downarrow **Enemy:** a horde of goblins, the King's champion, a clockwork vampire, elven rebels, frost giants, an ancient witch, holy knights

QUICK DUNGEON

Quickly create a dungeon by giving the characters a goal (see above) and noting down the following features:

Entrance: what is stopping the characters from entering? Make it physical to kick things off with a bang. It could be trapped, guarded, or just hard to find / get to.

Challenge: what non-combat challenge is stopping progress? It could be a mental or social challenge, like a puzzle, NPC, maze, prisoners or non-combat monsters.

Setback: what unexpected thing is between the characters and victory? The plan goes wrong, the characters were tricked, someone/thing is not what it seems, or something is lost or stolen.

Big finish: a boss fight with a cool, powerful enemy in an interesting environment.

Your dungeon can have any number of rooms/chambers/encounters, but make sure to include the above. Mix adversaries, environments and physical and mental challenges to keep characters on their toes.

QUICK & DIRTY ADVERSARIES

Hits: total hits the monster can take.	Difficulty	Hits	Danger	Trauma	Examples
Minor	6			0	A few goblins, an orc, a wolf, a large serpent
Danger: apply \downarrow to checks.	Modest	6	\downarrow	1	Orc brute, several wolves, well prepared bandits
	Mighty	12	$\downarrow\downarrow$	2	Troll, golem, kobold horde, several orcs, a werewolf
Trauma: total traumas they can suffer.	Monstrous	18	$\downarrow\downarrow\downarrow$	4	Giant, a few ogres, a dragon, a master vampire
	Mythic	24	$\downarrow\downarrow\downarrow\downarrow$	Any	Avatars of the Gods, demon prince, elder thing