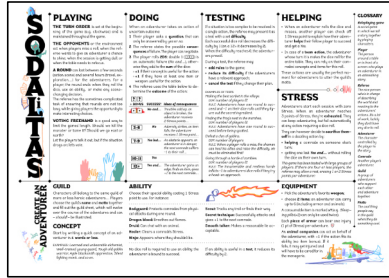
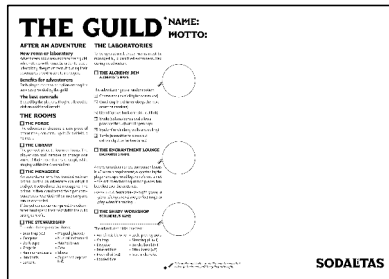


THE GAME AND SHEETS

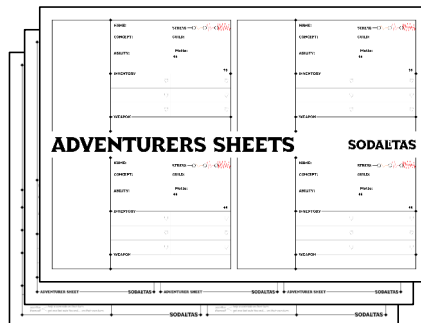
The rules



The guild sheet



The adventurers sheets



A tiny tabletop roleplaying game to play for an hour or so with too many young players

Text & drawings: Jan Van Houten
Graphic design & editing: Nicolas Folliot
V1.5 published in 2021 by Jdrlab
(thanks to Marie Viala for proofreading)



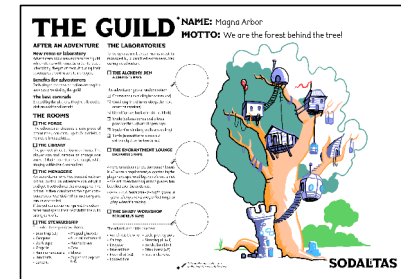
This game was laid out using free fonts. **Sans Merci**, a Jack Usine font distributed for free by the Smeltery factory. **Syllexiad Sans**, a font developed by Dr. Robert Hillier for adult dyslexic readers. Dacier, a [] and other gaming symbols font by Speak the Sky, under licence CC BY 4.0.

THE EXTRA STUFF

8 comrades ready for adventure



A pre-illustrated guild



A competing guild



SOS DAILY SALES

PLAYING

THE TURN ORDER is set at the beginning of the game (e.g. clockwise) and is maintained throughout the game.

THE OPPONENTS or the environment act when players miss a roll, when the referee wants to give an adventurer a chance to shine, when the session is getting dull, or when the table needs to refocus.

A ROUND can last between a few seconds (action scene) and several hours (travel, exploration...) for the adventurers. For a player, the round ends when they roll the dice, use an ability, or make any scene-changing decision.

The referee has the sometimes complicated task of ensuring that rounds are not too long, while giving players the opportunity to make interesting choices.

VOTING FREEHAND is a good way to limit the games' length. Should we kill the monster or tame it? Should we go east or north?

Let the players talk it out, but if the situation drags on: let's vote.



DOING

When an adventurer takes an action of uncertain outcome:

- 1 Their player asks a **question** that can only be answered by *yes* or *no*.
- 2 The referee states the possible **consequences** of failure. The player can negotiate.
- 3 The player rolls **2D6**: double 1 (☐☐) is an automatic failure (*No and...*), otherwise they add to the **sum** of the dice:
 - › +1 if their concept is useful for the action
 - › +1 if they have at least one item or weapon useful for the action
- 4 The referee uses the table below to determine the **outcome** of the action:



+ BONUS SUCCESS? Ideas of consequences



No and... Troubles add up, an object is broken, the adventurer receives 2 Stress points...



No Adversity strikes, an item falls, the adventurer receives 1 Stress point...



Yes but... An obstacle appears, an adventurer is in danger, the next comrade suffers -1 to their roll...



Yes



Yes and... The adventurer gains an edge, finds an item, gives +1 to the next comrade...

TESTING

If a situation is too complex to be resolved in a single action, the referee may present it as a test with a set **difficulty**.

Each successful dice roll decreases the difficulty by 1 (on a 12+ it decreases by 2). When the difficulty reaches 0, the adventurers prevail.

During a test, the referee may:

- **add rules** to the game;
- **reduce its difficulty** if the adventurers have a relevant approach;
- **cancel the test** if they change their plan.

EXAMPLES OF TESTS

Making the best sorbet in the village.

DIFF: number of players /2

RULE: Adventurers have one round to succeed and -1 on their dice rolls until they figure out the secret ingredient.

Finding the frog's nest in the marshes.

DIFF: number of players /2

RULE: Adventurers have one round to succeed before being spotted.

Defeat a clan of goblins.

DIFF: number of players

RULE: When a player rolls a miss, the shaman can heal his allies and raise the difficulty. He must be eliminated first!

Going through a horde of zombies.

DIFF: number of players /2

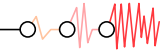
RULE: The innumerable and restless horde inflicts -1 to adventurers' dice rolls if they try a head-on approach.

HELPING

When an adventurer rolls the dice and misses, another player can check off 1 Stress point to explain how their adventurer **helps** their fellow player to succeed and get a *Yes*.

In case of a **team action**, the adventurer whose turn it is makes the dice roll for the entire table. They can rely on their comrades' concepts and items for this roll.

These actions are usually the perfect moment for adventurers to utter the guild's motto.



STRESS

Adventurers start each session with zero Stress. When an adventurer reaches 3 points of Stress, they're **exhausted**. They can keep adventuring, but fail automatically at any action requiring a dice roll.

They can however decide to **sacrifice themselves** in a dazzling action by:

- **helping** a comrade on someone else's turn;
- getting one last **Yes and...** without rolling the dice on their own turn.

This game has been tested with large groups of players. If there are four or less players, the referee may allow a rest, erasing 1 or 2 Stress points per adventurer.

GLOSSARY

Roleplaying game
A social game in which we tell a story together by playing characters.

Player
The person around a table or in front of a screen who plays an adventurer in an astonishing story.

Referee
The nice person who's in charge of describing the world and reacting to the adventurers' actions. It's a lot of work, luckily they don't have any dice to roll.

Adventurer
The character controlled by the player in the story.

Comrade
Another player's adventurer.

Guild
A group of adventurers who support each other and adventure together.

Motto
The cool thing people say in the guild when they do something cool.

GUILD

Characters all belong to the same guild of more or less heroic adventurers... Players choose the guild's **name** and **motto** together and fill out the guild sheet, which will evolve over the course of the adventures and can - *should!* - be illustrated.

CONCEPT

Start by writing a quick concept of an adventurer in **4 words or less**.

EXAMPLES: *Learned and unbearable alchemist, Well-trained young guard, Tough old goblin warrior, Agile blacksmith apprentice, Silent fighting monk, and so on.*

ABILITY

Choose their special ability costing 1 Stress point to use. For instance:

Bodyguard: Protects comrades from physical attacks during one round.

Dragon blood: Breathes out flames.

Druid: Can chat with an animal.

Healer: Clears a comrade's Stress.

Ninja: Appears where they shouldn't be.

No dice roll is required to use an ability: the adventurer is bound to succeed.



Scout: Tracks any trail or finds their way.

Secret technique: Successfully attacks and gives +1 to the next comrade.

Smooth talker: Makes a reasonable lie acceptable.

If an ability is useful in a **test**, it reduces its difficulty by 2.

EQUIPMENT

- Pick the adventurer's favorite **weapon**;
- choose **2 items**; an adventurer can carry up to 6 (including armor and animals).

A consumable item is marked **x?** (e.g. *Sleeping pills* (x2) can only be used twice).

Each **piece of armor** can bear one injury (1 pt of Stress) per adventure. 🛡️

An **animal companion** can act on behalf of the adventurer, with +1 if the action fits its ability (no item bonus). If it fails, it may get injured and will have to be cared for in the menagerie.



CREATE AN ADVENTURER



THE GUILD

NAME:
MOTTO:

AFTER AN ADVENTURE

New room or laboratory

Adventurers add a new room to their guild, which starts with none. In order to add a laboratory, they must recruit during their adventures an extra able to manage it.

Benefits for adventurers

Each player chooses an option among the services provided by the guild.

The best comrade

Elected by the players, they're allowed to pick an additional benefit.

THE ROOMS

THE FORGE

The adventurer chooses a new piece of armor (they can carry up to 3): a shield, a helmet, breastplate...

THE LIBRARY

The perfect place to learn or focus. The player can add, remove or change one word of their adventurer's concept, while staying within the 4 words limit.

THE MENAGERIE

An adventurer who has bonded with an animal during an adventure can adopt it and get it settled into the menagerie. The animal is then considered their pet companion: it is recorded in their inventory and can be enchanted.

If the pet companion is injured, the adventurer must spend their next visit to the guild taking care of it.

THE STEWARDSHIP

The adventurer picks two items:

- Bear trap (x1)
- Compass
- Dark cape
- Grapple
- Hammer and nails
- Handcuffs
- Lantern
- Magical glue (x1)
- Musical instrument
- Ratchet brace
- Saw
- Shovel
- Super hot pepper (x2)

THE LABORATORIES

To be operational, these rooms must be managed by a qualified extra recruited during an adventure.

THE ALCHEMY DEN ALCHEMIST'S NAME:

.....

The adventurer gets a random potion:

- Chameleon (invisibility for one round)
- Good dog (the drinker obeys the next order he receives)
- Lizard (grows back a freshly cut limb)
- Snake (softens bones and allows passage through small openings)
- Spider (for climbing walls and ceiling)
- Turtle (insensitive to blows but extremely slow for two turns)

THE ENCHANTMENT LOUNGE ENCHANTER'S NAME:

.....

An enchanted item or pet companion bonus is +2 when a requirement, suggested by the player and approved by the referee, is met – the art of enchanting armor pieces has been lost over the centuries.

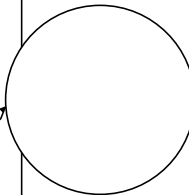
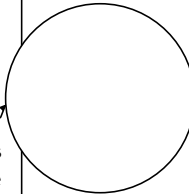
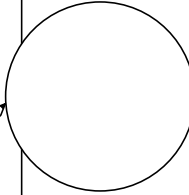
EXAMPLES: *A fearsome-at-night goose, a giant-slicing sword, the perfect banjo to play when it's raining...*


THE SHADY WORKSHOP SCOUNDREL'S NAME:


.....

The adventurer picks one item:

- 4 m of invisible wire
- Caltrop
- Disguise
- Fake artifact
- Flask of oil (x2)
- Loaded dice
- Lock-picking tools
- Sleeping pill (x1)
- Smoke bomb (x1)
- Stink bomb (x2)
- Trap maker's kit





 This small pencil invites you to illustrate the recruited extras (in the inserts) and the guild (on the right).

NAME: **STRESS** 


CONCEPT: **GUILD:**

ABILITY: **Motto:**
“

INVENTORY ”





WEAPON

NAME: **STRESS** 


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ADVENTURER SHEET

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NAME

INVENTORY

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CONCEPT 4 words or less

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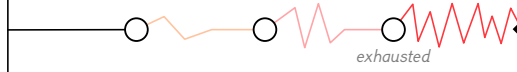
GUILD

Motto
“ ”

Motto
“ ”

STRESS

STRESS



WEAPON

WEAPON

sacrifice themselves
 help a comrade on their turn
 get one last auto Yes and... on their own turn

sacrifice themselves
 help a comrade on their turn
 get one last auto Yes and... on their own turn

SODALITAS

SODALITAS

THE GUILD

NAME: Magna Arbor

MOTTO: We are the forest behind the tree!

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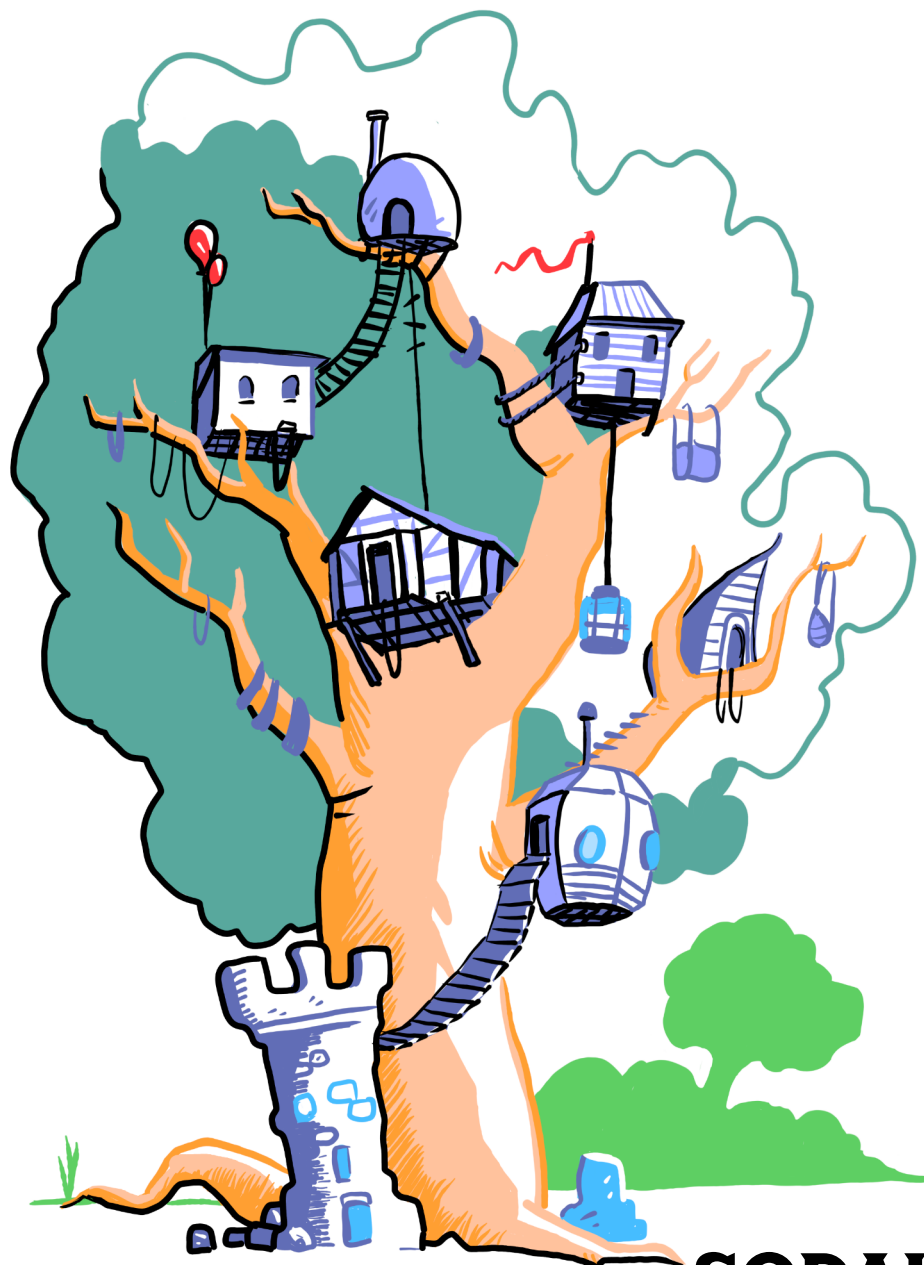
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SODALITAS

THE COLLECTORS

Extras to use on their own or as a competing guild to spice up the adventures.

The Collectors are there to:

- Steal an artifact
- Find a cure for Bernard's embarrassing lycanthropy
- Resurrect Ahmad's obsession
- Find an ingredient to make Oink grow even bigger
- Conduct the strange ritual Balthazard is obsessed with
- Fulfill the same mission as the adventurers

THEIR BASE: Zéline's old family castle

H Balthazard's Hospice

The chances of recovery may vary according to the doctor latest whims.

P The Strange Piggery

Oink's descendants are numerous and temperamental.

C The Quarters

A maze of rooms inhabited by the Collectors, a large dining room, a library full of romance novels.

K The Kennel

Former prison mainly used to lock Bernard up at night.

G The Catacombs

Innumerable skeletons occasionally animated by Ahmad's experiences.

T The Treasure Room

Zéline's collection of artifacts is gigantic. Keeping all this magic in one place is far too dangerous.



“Our whims above all!”

ZÉLINE

*Fallen but educated noble
Artifacts collector*

Zéline wants:

- An item belonging to an extra
- A comrade's favorite object
- An adventurer

Zéline is equipped with:

- Her ring of gigantism
- Her flying slippers
- Her animal control collar
- Her ring of intangibility
- Her lightning spear
- Her elegant crown of rare flowers



BERNARD

*Tired lycanthrope
Romance novels collector*

Bernard wants:

- Someone to remove the silver arrow from his shoulder
- A bath, anti-flea soap and clothes
- The seventh volume of the “Hurricane of Love” saga
- To talk about the latest twist in the “Hurricane of Love” saga
- To be tied up in a corner before nightfall
- To devour all those who cross his path



BALTHAZARD

*Helpful but fickle doctor
Beliefs collector*

Balthazard wants:

- To be of service
- A rare relic
- To perform a dangerous ritual

Today, Balthazard believes in:

- Friendship
- Science
- Knarp, a goblin prankster god
- Khul, a cruel god
- Thaal, an elven god of death
- Ama, a goddess of creation



AHMAD

*Romantic necromancer
Skeletons collector*

Ahmad wants:

- To tell his tragic past
- A “new” skeleton for his collection
- An adventurer's body for a resurrection

In its medallion, a portrait of:

- His mother
- His deceased lover
- A child looking strangely like one of the comrades



FENA & OINK

*Self-taught druid & giant pig
Pigs collector & darling*

Fena wants:

- To praise Oink
- To find Oink
- To hide Oink who got into trouble

Oink wants:

- To sniff something
- To charge something
- To eat something



SODALITAS