

BACKSTORY. Under an old hunting lodge are a series of reinforced rooms, built in secret by the late King Elek to hide prisoners away from the world.

He had six sons who grew up under a curse. A prophecy. The land would be bitten apart by six wolves. Six bites for six princes. To avert any future succession war, the old king locked five princes in the dungeon, left them to starve. One lucky lad was sent home.

The old king passed suddenly, and all knowledge of the dungeon was lost...until adventurers came upon a key and a map leading to the lodge deep in the woods.

The five didn't die. In their terror and rage they unlocked something in their blood, or perhaps it was a curse they gasped to Heaven or Hell.

They became werewolves.
They're down there still.
Very hungry.

Did the new king send the adventurers to clear out the dungeon?
Or are there rumours of treasure?

How did the builders of the dungeon die? Plague, royal purge, meteorite strike?



Role Over Play Dead is Kai Poh (game design) + Elisha Rusli (graphic design + layout)

Role Over Play Dead is an outpost in the vibrant and rapidly growing Malaysian roleplaying scene. Here, we review notable games and discuss the myriad ways we learn to play, how we play, and why. We want to promote a kinder, more inclusive roleplaying hobby.

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6 BITES FOR 6 PRINCES

by Role Over Play Dead (©2019),
created for the Pamphlet Dungeon Jam



THE LODGE.

Abandoned, occupied by squatters (1d6 brigands), or just maintained by a skeleton staff (1d6 townsfolk).

1: BASEMENT. Dry, cold stone floor. Faint dog smell. No doors are locked.

2: TUNNELS. The sturdy iron door at the bottom of the stairs swings open with a creak for any adventurers wielding the key.

Strong smells of dogs, rats, damp. Allergies flare up. Many odd scratch marks on stone floors, walls, ceiling, aligned in the same direction as the arrows on the map. They're claw strikes.

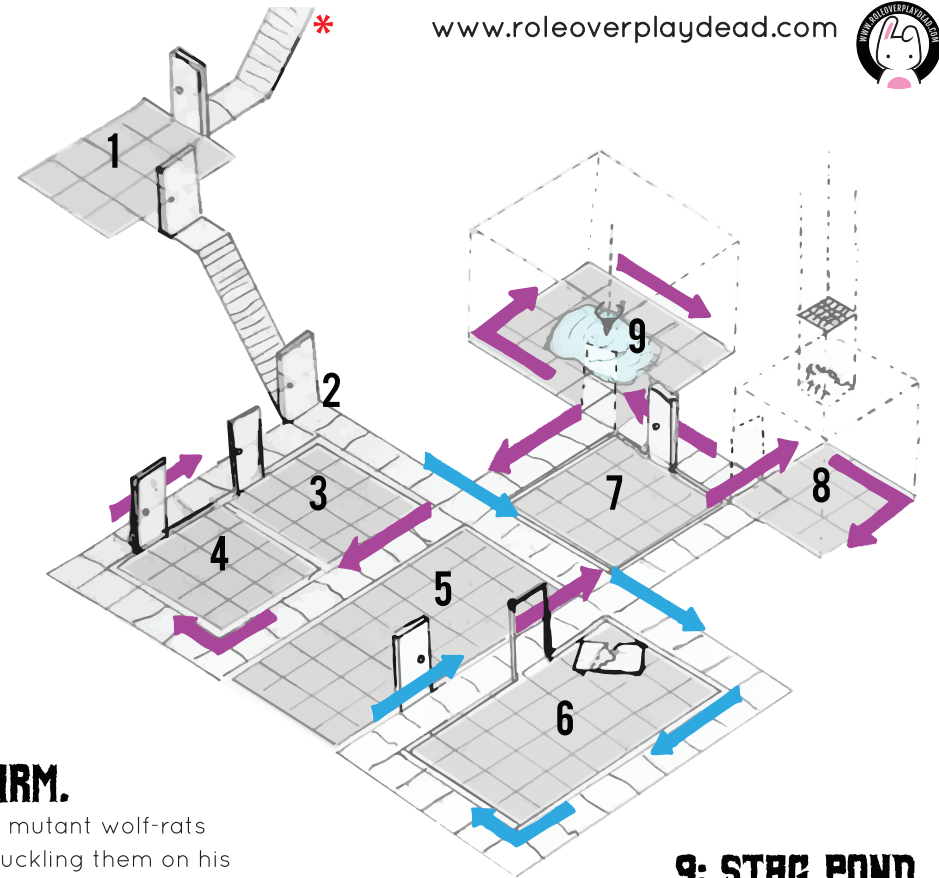
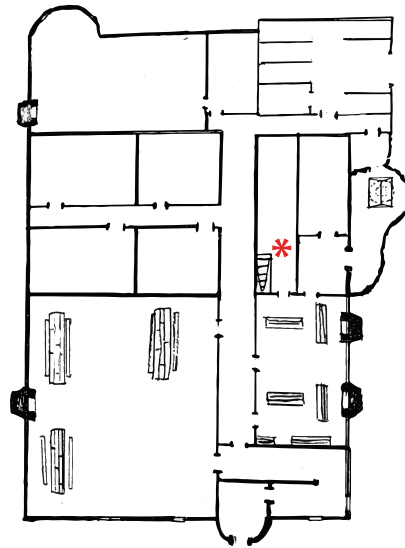
The princes cannot starve or die naturally. Their sharp minds have taken to obsessive pursuits. They spend their days running, on all fours, in endless circuits through the tunnels of their prison, ruminating on thoughts of escape and revenge.

When the adventurers first enter, Prince Sanyi is between rooms 5 and 6, running on the floor in the direction of the purple arrows. His big brother Aurel is close behind, running on the ceiling. As he normally does. They cover about 16 five-foot squares per round. Their claws click very lightly on the stone surfaces, like baby teeth tapping.

Running has become top priority to Aurel, Gergely and Sanyi. If they encounter no obstacles they continue onto the blue arrows, then back to the purple arrows. They simply barrel mindlessly through adventurers who block their path. When they loop around again, they claw once on the run and keep moving on their circuit until forced to stop.

3 & 4: AUREL & SANYI'S CELLS.

Heaps of shattered furniture and torn fabric in each corner. Scattered rats' bones, gnawed.



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5: ZOLTAN'S RAT FARM.

Prince Zoltan breeds a dozen mutant wolf-rats by his side in this filthy den, suckling them on his immortal blood. They're more vicious than dire rats, but make good eating when hunger pangs hit. He flings them in self-defence.

6: ISTVAN'S CELL. Istvan lies paralysed with despair amidst shredded pages of his beloved book collection that he can never read again, down here in this darkness. He has given up hope, but will still defend himself if attacked.

7: GERGELY'S CELL. Sleeping Gergely awakens at a most inconvenient time to join the races. He runs on the walls.

8: AIRWELL. Two layers of iron grates guard the ceiling airwell; one has shattered after years of claw strikes. The higher grate is scarred but intact. No light shines down; the top of the airwell is hidden under thick bushes.

9: STAG POND.

A taxidermied stag head (originally from the lodge) hangs on a chain over a faintly luminescent pool, a lap marker for the obsessively racing princes. Were one to reverse the stag head, the princes would be confused for a few seconds, circling the pond, before adapting by reversing the direction of their tunnel races. If the iron door at 2 is open, their run now takes them up the stairs and out.

GETTING OUT. Maybe the princes overcome the adventurers. They retain enough wits that they can be negotiated with. What they want is to get out. Get revenge on the throne. Do the adventurers aid them? Is their brother King Benelek secretly a werewolf too? Will the prophecy come true? Play to find out.