

**SORCERERS, ADVENTURERS, KINGS AND ECONOMICS**



**Adventure module**  
**Part 2**  
**Dungeon Crawling Rules**

by

Rainer Kaasik-Aaslav

# CONTENTS

Dungeon sheet for PCs.....	2
Hazards and Opportunities on Dungeon Sheet .....	2
Dungeon schematics and mapping.....	3
Playing the Dungeoncrawl.....	3
Length of a Dungeon Turn.....	3
Movement Speeds and Movement in the Dungeon.....	4
Actions .....	4
Hazards and Opportunities.....	5
Preparing the Dungeon, for the Game Master ..	6
Dungeon Inhabitants aka Monsters.....	6
Dungeon Type.....	6
Scripted encounters .....	7
Preparing Hazards and Opportunities .....	8
Secrets .....	11

Dungeon crawling rules are used when PCs enter a complex of giant tunnels or rooms, where detailed mapping of each room would be too laborious and impractical for the Game Master. These rules are suitable for use in ancient mines, necropolises, and Otherworld pockets, as well as in dense jungle thickets, dangerous urban quarters, or large palace complexes. The dungeon crawling rules are somewhat similar to expedition rules - the cave is divided into sectors and time for its traversal is called a Dungeon Turn. Each Dungeon Turn, the PCs face Hazards and Opportunities and can perform additional activities such as searching for secrets or mapping.

In addition, this tool is helpful for game masters in planning such a dungeon. Like an expedition, both the players' and the game master's sheets are used, with a number of Hazards and Opportunities pre-filled in.

## Dungeon sheet for PCs

### Hazards and Opportunities on Dungeon Sheet

Hazards and Opportunities are rolled with a d100 dice. The aim when rolling for Hazards is to roll over the percentage range or get the lowest number possible when roll falls within the Hazard percentage range, while for Opportunities, the goal is to roll the highest number possible that falls within their percentage range without going over it. A Hazard or Opportunity happens if the roll falls within its corresponding percentage range.

Although percentages are used and calculated similarly to expedition Hazards and Opportunities, they consist of different skills, and the base percentages are also different.

In dungeons, the adventurers' base Hazard percentage is 100%.

Subtract from this:

1. The highest Stealth skill in the party
2. The highest Physics skill in the party
3. The highest Perception skill in the party
4. In addition, subtract 5% for each of the following:
  - a. If a PC has a Mechanics skill of 6 or higher
  - b. If a PC has a Geography skill of 6 or higher

- c. If a PC has Metaphysics skill of 6 or higher
- d. If a PC has Wilderness skills of 6 or higher

5. Subtract 10% if a PC has the ability: Experienced Guide

In addition, there may be temporary modifiers to the Hazard percentage.

Temporary modifiers to the Hazard percentage	
If at least half of the adventurers are tired, meaning they have a penalty to rolls (not added during rest)	+10%
If at least half of the adventurers are wounded or critically wounded, meaning they have a penalty to rolls (not added during rest)	+10%
Adventurers have the blessing of a priest (Ritual: Blessing)	- 10%
Adventurers have the blessing of Ancestral spirit (Hunter's Blessing)	- 5%
Moving quickly	+ 20%
Moving stealthily	- 20%
One of the PCs is searching for traps	-10%

The base percentage for Opportunities for the adventurers is 0%.

This is increased by:

1. The highest Stealth skill in the party
2. The highest Physics skill in the party
3. The highest Perception skill in the party
4. In addition, +5% for each of the following:
  - a. If a PC has a Stonework skill of +6 or higher
  - b. If a PC has a Herbalism skill of +6 or higher
  - c. If a PC has a History skill of +6 or higher
  - d. If a PC has a Metaphysics skill of +6 or higher

- e. If a PC has a Theology skill of +6 or higher
- f. If a PC has an Art skill of +6 or higher
- 5. +10% if a PC has the Experienced Adventurer ability

Temporary modifiers may also be added to the Opportunities percentage.

Temporary modifiers to the Opportunities percentage	
Adventurers have the blessing of a priest (Ritual: Blessing)	+ 10%
Adventurers have the blessing of Ancestral spirit (Farmer's Blessing)	+ 5%
Moving quickly	- 20%
Moving stealthily	- 20%
One of the PCs is searching for secrets.	+ 10%

## Dungeon schematics and mapping

Players draw a schematic map of the dungeon on their own Dungeon Sheet while navigating through it, consisting of sectors.

Each sector symbolises one Dungeon Turn and the terrain covered during it. The GM could roughly hint at the size of the dungeon so that the players can consider how large they should draw each sector.

The diagram should indicate everything that seems important. For example:

- Connections between sectors if the cave is not linear.
- Secret passages (or additional connections that may also be in a linear cave).
- Important rooms.
- Hazards that may also become obstacles on the return trip.
- Whether the sector is successfully mapped (Geography check against dungeon mapping Difficulty Level.)

Depending on the type of dungeon, whether it is linear or pointcrawl, the scheme is also linear or some other shape.

Every Dungeon Turn a character is mapping the dungeon requires a Geography check against a static Difficulty Level. The GM decides on the Difficulty Level based on the complexity of the Dungeon system.

If the characters' mapping check fails or they do not engage in mapping at all, they are considered lost, meaning that the GM moves them randomly on the dungeon map. In such cases, players should not bother adding anything to their dungeon map because their map no longer reflects reality anyway.

Only by having a consistent map can the characters move out of the cave at triple speed.

If the dungeon system is a small linear cave or some relatively medium-sized palace, mapping is not required because it is virtually impossible to get lost in such a place.

## Playing the Dungeoncrawl

### Structure of a Dungeon Turn

On each Dungeon Turn:

1. PCs decide collectively whether to stay where they are or move.
2. PCs decide collectively on the speed of movement.
3. PCs decide individually on their Actions for the turn. Relevant checks are rolled.
4. Hazards and Opportunities are rolled (Hazards are rolled every turn, Opportunities only when moving).
5. GM states if anything else happens. Appropriate notes are made on the map.

### Length of a Dungeon Turn

Dungeon Turn is both a unit of length and time, much like km/h or m/s. The length of a Dungeon Turn is determined by the GM when designing the dungeon, and can vary greatly between different dungeons. While wandering around a palace or a small quarter, a Dungeon Turn may take 1 or 2 minutes and cover 100 meters. In the jungle or a complex network of underground tunnels spanning tens of kilometers, a Dungeon Turn could last for 4 hours and cover 4 kilometers.

In general, it is assumed that characters move much slower in a dungeon than when traveling normally, because they are checking for traps, looking for secret passages, and trying to be careful so that nothing falls on them or something else does not go wrong.

Therefore, each dungeon and the time spent in it are unique. Searching a palace may only take a couple of hours, while exploring ancient mines may take several days without seeing any daylight.

## Movement Speeds and Movement in the Dungeon

There are four possible movement speeds in the dungeon:

1. Normal aka cautious movement: 1 sector in Dungeon Turn.
2. Fast movement: 2 sectors in Dungeon Turn. No actions can be taken, but the characters can flee using Chase rules. +20% Hazards, -20% Opportunities. Moving quickly without a consistent map of the dungeon can lead to getting lost. Therefore, a Geography check must be rolled against the Difficulty Level of dungeon mapping to avoid becoming lost.
3. Stealthy movement: 1 sector within the Dungeon Turn. -20% Hazards, -20% Opportunities.
4. Exiting the dungeon: up to 3 sectors within the Dungeon Turn. Hazards and Opportunities are not rolled! No additional actions can be taken, but the characters can flee using Chase rules. This is only possible if the characters have a consistent dungeon map and use it to exit the dungeon.

When the PCs are fleeing from a monster, they move at either the fast movement speed or the exiting the dungeon movement speed. This depends on whether the PCs have a consistent dungeon map or not.

Here, the Chase rules and Dungeon crawl rules intersect. When the PCs use the Chase rules and move quickly, Dangers and Opportunities are rolled on each Chase turn (+20% and -20% respectively, because they are moving quickly). The results of these rolls can determine the obstacles that the escapees and pursuers encounter, as well as what actions and rolls are needed to successfully evade them.

If the PCs don't have a dungeon map, there is a chance they will get lost on each Chase turn-dungeon sector. To avoid getting lost, Geography checks are made against the Difficulty Level of dungeon mapping. PCs who get lost don't need to make Geography checks during the escape as there is no time to puzzle out the correct way when fleeing. Throughout the escape, characters can either circle around the dungeon or reach the exit, or move further into the dungeon- this is up to the GM to decide.

When the Chase episode finally ends, the GM places the characters in a sector of the dungeon of their choice. It's possible that the PCs have accidentally gone deeper into the dungeon.

If the PCs have a consistent dungeon map, they can escape outside the dungeon with three sectors at Dungeon Turn without rolling for Hazards and Opportunities on each turn. It is even possible that after exiting the dungeon, some monsters will stop pursuing the PCs, and they will not have to acquire five escape points.

The PCs may find the dungeon particularly dangerous, and therefore, they decide move stealthily. When moving stealthily, PCs focus more on avoiding dangers and less on discovering secrets. They dim their light sources (or allow themselves to be guided by someone with some form of night vision) and thoroughly check all potential dangers, leaving little energy to explore curiously.

While moving stealthily, other actions can be taken, and the movement speed remains normal. The percentage of Hazards decreases by 20% during this time, but the percentage of Opportunities also drops by 20%.

## Actions

In each Dungeon Turn, every PC has one Action. Each PC chooses what they want to do.

### Dungeon mapping

If the dungeon is not just one long cave, one can get lost inside. If someone is mapping the dungeon, they have to do it continuously in every Dungeon Turn when moving forward. Fragmented map has no use.

For every turn that a character maps the dungeon, they have to roll a Geography check against the dungeon mapping DL. The GM decides the

Difficulty Level based on the complexity of the dungeon, but it should not be too high since creating a simple dungeon map is not particularly difficult, but it does require persistence and accuracy. A Difficulty Level of 5 is suitable for most dungeons.

From a properly mapped dungeon, one can escape at three times the movement speed without rolling for Hazards.

### Searching for traps

Searching for traps means that a PC can attempt to find a trap if it is rolled from Hazards (or Opportunities), or if it is already predetermined. They need to roll a Perception (searching) check against the traps searching Difficulty Level (DL) to locate it.

If traps are not actively searched for, all random trap detection Perception check DLs are increased by 10 points. In the event that a trap is encountered, the GM will ask for a Perception check from all PCs. Those who fail the check will trigger the trap and suffer its effects.

Additionally, actively searching for traps reduces the chance of Hazards by 10%. This effect only applies once, so if multiple PCs are searching for traps, the effect remains at -10%.

### Searching for Secrets

PCs have the option to actively search for Secrets within the dungeon. They must indicate which skill they want to use, and the GM will determine its suitability based on how the Secrets are prepared. While Perception is always an option, its use will result in higher difficulty levels (by 5 or 10 points).

When selecting a skill, it is recommended to use logic. For instance, Stonework and Physics would be suitable underground, Wilderness skills would be appropriate in the jungle, Theology, History, and Art could be helpful in the necropolis, and Metaphysics would be fitting in the Otherworld. There may be many different skills that are suitable for a given location.

It is only possible to search for Secrets while PCs are moving. It is possible to search for Secrets even when exiting (moving backwards) of the dungeon.

Furthermore, this action will increase the percentage of Opportunities by +10% during the current turn. This effect is limited to a single instance, even if all PCs are searching.

## Hazards and Opportunities

During each turn of movement through the dungeon, PCs roll for Hazards and Opportunities percentages, which determine the various situations they might encounter.

If the PCs are stationary in the cave, such as when resting, only Hazards are rolled since no exciting Opportunities or discoveries can happen while remaining in one place. However, the PCs may still encounter moving cave-dwelling creatures.

When PCs stay in one spot, they cannot take any Actions in the cave.

If a result is rolled that is no longer possible, such as encountering monsters that have already been defeated, or disarming a trap that has been previously cleared, nothing happens. The PCs' actions quietly clear the dungeon of these dangers.

Nothing happens also if PCs roll a trap for Hazards while resting.

In a linear dungeon, it is impossible to proceed without overcoming encountered obstacles. For a more complex dungeon system, it may or may not be possible to circle around.

If the PCs have a proper dungeon map, no Hazards or Opportunities are rolled when exiting the dungeon, because the PCs know exactly how and where they are going and there are no surprises. In this case, the PCs can move out of the cave at three times their usual speed, or can choose movement speed of one sector per Dungeon Turn to search for Secrets.

If the PCs do not have a proper dungeon map, they cannot move out of the dungeon at three times their usual speed. Instead, Hazards and Opportunities are rolled for every movement through the cave, including when returning the way they came, because the PCs might accidentally stray off the path or get lost.

### Getting lost

An accident (the result of a Hazard roll) may happen, causing the characters to get lost in the dungeon.

If the characters have gotten lost or strayed off course, then every subsequent movement through the dungeon will result in the GM secretly rolling the Geographer's Geography skill against the Difficulty Level of mapping the cave. If the roll is successful, or if the Geographer succeeds on their



own mapping roll, then the characters realize that they are lost and can correct their mistake. They can either backtrack or continue without knowing their exact location.

However, if the characters do not realize that they are lost or do not engage in mapping at all, then the GM will move them randomly on their own cave map until they randomly reach a place where they have been before and recognize it, or run into some danger.

If the characters are lost, they cannot decide to leave the dungeon. They do not know where they are!

## Preparing the Dungeon, for the Game Master

Some questions to ask yourself before putting anything down on paper:

- What is it? Is it a mine, necropolis, natural cave, winding maze in the Otherworld, a king's palace, slums, or something else?
- Why are the PCs even going into the dungeon? Do they stumble upon it by accident or do they have a mission?
- Is it possible to "complete" the dungeon, find a door at the other end, or a final boss?
- Who else lives in the dungeon and what dangers exist there?
- What might interest the PCs in the cave?
- What useful things might the PCs find in the cave? Treasure? Useful resources (monster parts, metal ore, poisonous plants/creatures)? Or is killing the cave's inhabitants simply good for their reputation and personal glory?
- Is it a big deal if the PCs don't go into the cave?

Examples of dungeon themes:

- Castle
- Dangerous city district
- Thick forest
- Necropolis

Dungeon preparation sequence:

1. Inhabitants, i.e. monsters
2. Dungeon type (linear, pointcrawl, or quantumcrawl)
3. Events (scripted encounters)
4. Hazards in more detail
5. Secrets

## Dungeon Inhabitants aka Monsters

The dungeon has a certain number of inhabitants, which depending on the theme can be monsters (Otherworldlings, animals, undead, souls) and/or humans.

The GM can, but does not have to, divide the dungeon inhabitants into three groups based on how difficult they are to fight or sneak past:

Easy encounter

Medium encounter

Hard encounter

The GM notes how many of each monster are in the dungeon, which means that eventually the monsters will run out and no new ones will appear when rolling for encounters. The dungeon will be "cleared".

In addition, the GM can group the monsters by dungeon areas. For example, the first 4 sectors may have one type of monster, while the next 4 sectors have a different type of monster.

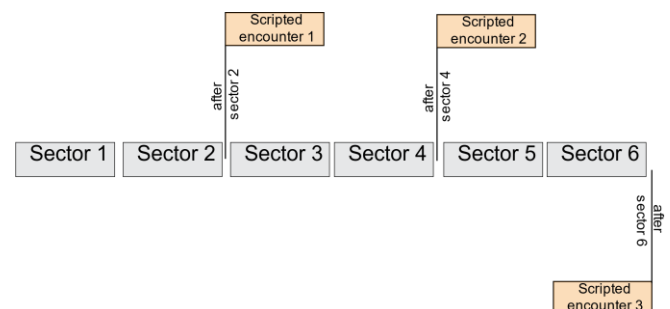
## Dungeon Type

The GM decides the structure of the dungeon based on the dungeon theme and the adventure planned, and records it on their Dungeon sheet. The dungeon types are linear, pointcrawl or quantumcrawl.

The GM's dungeon map looks like the following diagrams. The sectors symbolise one Dungeon Turn, during which PCs move, take Actions, and roll for Hazards and Opportunities.

Scripted encounters are important rooms, characters, and events that happen after a certain amount of time or in a specific location.

### Linear



The sectors of the dungeon are all in a sequence, and the requirements of Secrets and Scripted





as a rebellion or fire, could be a Scripted encounter. In a necropolis, undead guardians and trapped gates may be the Scripted encounters on the way to the final boss.

To trigger a Scripted encounter, there is a specific requirement. In a linear or point-crawl dungeon, it could be as simple as completing a certain sector. In a quantumcrawl, it could be something entirely different.

## Preparing Hazards and Opportunities

For Hazards and Opportunities, the Dungeon Sheet has two tables on which the PCs roll percentages. However, these tables are general and the DM fills them in more precisely depending on the nature of the dungeon.

Hazards are broadly divided into two types: monsters and obstacles. Obstacles can be natural obstacles like a chasm, man-made obstacles like traps or locked doors, or even events like a cave-in or a city fire.

For every two or three dungeon sectors, the DM can come up with one obstacle. For example, in a dungeon with 15 sectors (a very large dungeon complex), five to seven different obstacles are enough. More is not necessary, because obstacles occur in different ways, with or without monsters. Just two different monsters and two different obstacles can provide at least eight different types of encounters.

Hazards (rolled on all Dungeon Turns, even those where adventurers are not moving)	
%	Nature of Hazard
1-10	PCs encounter an (easy) creature(s) living in the cave — opposed Perception checks to determine who notices the other first.
11-20	An easy obstacle blocks the PCs' path.
21-30	PCs encounter a (medium) creature(s) or group of creatures — opposed Perception checks to determine who notices the other first.
31-40	A medium obstacle blocks the PCs' path.

41-50	PCs encounter a medium or easy obstacle and a (medium) creature(s) who tries to use it to their advantage. PCs may notice the obstacle but may not notice the creature(s). PCs make a Perception check against the creatures' static Stealth to notice the ambush.
51-60	PCs encounter a (hard) creature(s) — opposed Perception checks to determine who notices the other first.
61-70	A hard obstacle blocks the PCs' path.
71-80	PCs get lost. To avoid getting lost, PCs must make a Geography check against the dungeon mapping Difficulty Level +10.
81-90	(Hard) creature(s) have snuck behind, surrounded, or hidden from the PCs and can now attack them by surprise. PCs can make a Perception roll against the creatures' static Stealth to avoid the ambush.
91-100	A hard obstacle and creatures hiding around it. PCs make a Perception roll against the creatures' static Stealth to notice the ambush.

Opportunities (rolled only in those Dungeon Turns where the adventurers are moving)	
%	Nature of Opportunity
1-10	Succeed in covering x2 more ground, i.e., 2 cave sectors.
11-20	PCs notice an easy or medium monster(s) that has not noticed them. It would be possible to ambush them, sneak past, or go back and choose another path.
21-30	Lucky find. Adventurers find some useful resources they were lacking. For example, silver bullets if they will need them later; food if it's running low; Blood of Oni if the adventurers are injured, etc. If PCs have all the necessary resources, then they find a place that could be the local creatures' lair. It would be easy to set up some kind of ambush there.

31-40	The PCs discover one of the Secrets of the dungeon, guarded by an easy or moderate monster(s) or obstacle. In the case of a monster(s), Perception checks determine who notices whom first.
41-50	Adrenaline rises. All PCs roll any next roll, which is performed with a d20 (Skills, Attack, etc.) with a +4 bonus. The roll must be made in the dungeon on the same day.
51-60	The PCs find a safe room or place where they do not have to make Hazard rolls when resting because monsters cannot reach them there.
61-70	PCs notice an easy or moderate obstacle and monster(s) who do not see them. It may be possible to use the obstacle against the monster(s).
71-80	The PCs find some secret path/door, an overlooked passage that connects their dungeon sector with some already traversed sector. This secret path may also be a direct exit, i.e., another entrance.
81-90	The PCs discover one of the Secrets of the dungeon guarded by a tough monster(s) that does not notice them.
91-100	The dangers and difficulties of the dungeon make the PCs particularly sharp, alert, and skilful. All characters benefit from a powerful priest's ability of luck - <u>all rolls</u> made during this day are made with a +2 bonus. In addition, rolling 1 does not result in a critical failure. In addition, the difficulties unite the PCs and the accompanying NPCs. The Moral of the NPCs serving as soldiers permanently improves. Craven becomes Regular, Regular becomes Brave, and Brave becomes Fearless.

## Obstacles

Depending on the dungeon theme, obstacles can be very different and PCs need to do very different things to solve them.

Similarly to monsters, GM may or may not group obstacles by difficulty, which depends on how dangerous the obstacle is for the PCs.

Additionally, there exists a specific number of obstacles in the dungeon. The GM indicates the

quantity of each obstacle - while some unique obstacles may only have one, there can be numerous simple traps or locked doors. Eventually, even physical obstacles within the dungeon will be exhausted.

Obstacles can also be grouped based on dungeon regions: the first four sectors have one type of obstacle and the second four have another type of obstacle.

Here are some obstacle ideas for GM based on dungeon themes:

### Castle

There is a guard in front of the door. You have to either sneak past them or persuade them to let you through. Rolls against passive Perception or Persuasion rolls against GM's assigned reasons.

The castle staff or guards have started to suspect the PCs wandering around and someone comes to ask something. You have to lie or somehow get out of the situation.

All the doors ahead are locked. You have to pick a lock, find a key, or just go back.

Traps (see below).

Also, see the King module for palace defence systems!

### Dangerous district

Something has happened on the street that has closed it off, such as a fire, a collapsed bridge, a flood, or some kind of sports competition, walking through which can bring the locals' anger upon the PCs.

The street is barricaded or a checkpoint has been set up. It works well with some monsters who are local strongmen (such as city samurais or a local gang of thugs).

There are some riots going on in the area. The PCs must make a Reflex roll to avoid getting hit by stray bullets or explosions. Other problems may also arise, such as someone thinking the PCs are on the wrong side or other misunderstandings.

### Thick forest or jungle

There is a river, lake, cliff, or some other natural obstacle in the way that PCs must find a solution to overcome.

Getting lost in the woods.

Also, see the expedition rules for ideas.

## Necropolis

Getting lost in a cave system.

Various traps, both natural and man-made.

### Human-made traps

**The creaking floor trap:** When walking on the floor, it starts creaking very loudly; DL 25 Stealth skills check to avoid the creaking noise completely. DL 20 Perception (search) check to detect the creaking floor. The creaking noise cannot be turned off.

**The arrow trap:** mechanical; automatically resetting (it contains 1d20+10 arrows); an arrow shoots out of the wall, dealing 1d10 damage (2 Piercing). DL 20 Reflexes check to avoid getting hit.

DL 18 Perception check to notice when searching for traps; DL 22 Mechanics check to disarm.

The trap can consist of 1 to 4 crossbows, and separate Reflexes checks must be made for each arrow.

**The swinging sword trap:** mechanical; automatically resetting; the sword deals 2d6 damage. DL 15 Reflexes check to avoid getting hit.

DL 15 Perception check to notice when searching for traps; DL 20 Mechanics check to disarm.

**The simple pit trap:** DL 20 Reflexes check to avoid falling into the pit; DL 15 Perception check to notice when searching for traps; cannot be disarmed.

A 5x5x5-metre pit, fall damage is 3d6 (DL 16 Stealth skills check to avoid taking damage).

**The spiked pit trap:** DL 20 Reflexes check to avoid falling into the pit; DL 15 Perception check to notice when searching for traps; cannot be disarmed.

A 5x5x5-meter pit with spikes, fall damage is 3d6 (DL 16 Stealth skills check to avoid taking damage). In addition, the victim takes 1d4+2 damage from each spike and falls on 1d4 spikes.

**The water-filling spiked pit trap:** mechanical; automatically resetting every 20 rounds; the trap's fuse weighs the combined weight of all creatures in the 5x5-metre room. When the combined weight reaches the next room, the floor opens up, and the creatures fall into the pit, which then closes up. DL 20 Reflexes check to avoid falling into the pit; DL

15 Perception check to notice when searching for traps; DL 18 Mechanics check to disarm.

A 5x5x5-meter pit with spikes, fall damage is 3d6 (DL 16 Stealth skills check to avoid taking damage). In addition, the victim takes 1d4+2 damage from each spike and falls on 1d4 spikes.

In the next combat round after the fall, the hole will start filling with water. It takes 10 rounds to fill the hole with water up to a height of 1 metre. Once the hole is completely filled with water, it will start emptying after 30 rounds.

**The spear corridor trap:** mechanical; manually resetting; when triggering the trap, spears shoot out of the ceiling, floor, or walls towards the victim. Each victim is hit by 1d4 spears, each dealing 1d8 damage. DL 15 Reflexes check to avoid taking damage. Roll Reflexes separately for each spear.

DL 10 Perception check to notice when searching for traps; DL 12 Mechanics check to disarm.

**The automatic spear corridor trap:** mechanical; automatically resetting once the weight is removed from the trigger; when triggering the trap, spears shoot out of the floor or walls towards the victim. Each victim is hit by 1d4 spears, each dealing 1d8 damage. DL 15 Reflexes check to avoid taking damage. Roll Reflexes separately for each spear.

DL 10 Perception check to notice when searching for traps; DL 12 Mechanics check to disarm.

If traps are not actively searched for, then the Difficulty Levels for noticing them by chance are increased by 10 points. In this case, the game master asks for a Perception roll from all PCs and whoever fails to make it will fall into the trap.

If the trap is detected, then most of them can be easily avoided by stepping aside from the trap's trajectory or not stepping into a hole, etc. If that's not possible, then it will be indicated in the trap's description.

### Examples of Natural Hazards

#### Cave with Poison Gas

Part of the path is cut like a semi-circle, causing a large amount of lighter poison gas to accumulate at the end of the semi-circle. The poisoned gas area must be passed to continue moving through the cave. To pass through each section safely, a successful check is needed.

Initial Effect:

With each combat round (10s) passed while inside the gas, the player must make a Body check against DL 6 or suffer from mild gas poisoning. The character will experience dizziness, sweating, ringing in the ears, and a constant need to spit. After about twenty minutes, the character will lose 1d4 points of Body. From the first failed Body check, the player must begin counting their movements in combat rounds. If a character remains in the gas longer than the number of combat rounds they can make while holding their breath (check the description of Body attribute), they will suffer severe poisoning.

#### Severe Poisoning Effect:

Damage to the nervous system. Pulse alternates between fast and weak, severe visual disturbances, redness of the skin, dry and hot skin, restlessness, excitement, hallucinations, and delirium. After an hour, the player must make a Body check against DL 12 or lose 2d4 points of Body and fall into a coma for one day. If the character is in a coma, after four hours, they must make another Body check against DL 8 or lose an additional 2d4 points of Body temporarily and one point of Intellect permanently. This could kill most characters.

#### Antidote:

There is no antidote for gas poisoning. However, a doctor can provide first aid to the victim. If a character succeeds on a Medicine check with a DL of 20, they can provide the poisoned victim with an additional roll for both Body checks when suffering from mild and severe poisoning. These checks occur one hour after the initial exposure to the poison and when the victim is in a coma.

#### Dangerous Pathway Prone to Collapse

A Physics or Stonemasonry check against DL 10 is required to detect the danger, or a Perception check against DL 15. The path can easily be supported by something.

If the pathway is not supported, there is a 50% chance that the path will collapse, causing 3d6 damage to everyone traversing it. A Reflex check against DL 10 can mitigate half the damage.

## Secrets

Most of the loot and treasure that PCs might find in the dungeon should be written as Secrets, as most creatures don't carry anything else of value besides their potentially valuable skin, blood, and bones.

PCs can use their Actions during each Dungeon Turn to search for Secrets. Depending on the theme of the dungeon and the description of what the PCs are doing to search for Secrets, they can use a wide variety of skills. For example, in mines, they might use Physics or Stonework to notice cracks with valuable metal veins, in the Otherworld, they might use Metaphysics to understand if something is real (i.e., not just imagined into reality by some Otherworldling) and valuable, in the jungle, they might use Wilderness skills to find valuable poisonous plants, and so on. The player suggests a skill and the GM determines whether it is suitable for searching for Secrets in the specific dungeon. If the player cannot come up with a skill, the GM can provide hints.

Perception can always be used to find Secrets, but its Difficulty Level is always 5 or 10 points more difficult compared to more specific skills. As with the previous cases, there is a certain amount of Secrets in the dungeon. The GM notes how many times each Secret appears. Unique items are only found once, while generic items can be found multiple times. Secrets can also run out if the PCs thoroughly search the dungeon.

In addition, finding Secrets may require reaching a certain sector of the dungeon. For example, there may be no Secrets in the first sector, while there are some in the second to fourth sectors, and different Secrets in the fifth to eighth sectors, and a separate Secret in the final boss room.

A Secret could also be something that the GM did not prepare beforehand, something that was not thought of, but something that the PC suggests. For example, the PC announces that they are searching for poisonous frogs or spiders using their Wilderness skills in the jungle. In this case, decide if any such animals live in the jungle, and if so, what is the Difficulty Level of finding them. Note this on your dungeon sheet and don't forget to add how many times this PC-suggested Secret appears in your dungeon.

Finding a Secret does not mean that the PCs automatically get it. They may simply find a secret door, but now they have to pick the lock or break it down. Or they may see a nest with giant bird eggs high up in a tree, but they still have to climb the tree, and the giant bird may be nearby.

When coming up with treasures, it is worth browsing the equipment subsection for inspiration (and determining the price of items).

Record secrets using this formula:

<b>Secrets type/name</b> Description of the Secret (Number of Secrets in the dungeon)	
Requirements for finding	Difficulty Level and required skills, and Perception DL. In which sector it can be found.
Nature of the Secret and how to obtain it	Detailed description, weight, and value if it has a measurable monetary worth. Other benefits or uses of the Secret.

### Examples of Secrets based on the dungeon theme:

#### Castle

<b>Magical item</b> PC notices that a seemingly ordinary item such as a mirror, weapon, beautiful cloak, or jewellery, which is located on a wall or cabinet, is not only beautiful but also magical. (2)	
Requirements for finding	Metaphysics check against DL 20 to recognize magical objects. Perception check against DL 30 to notice something interesting. If some spell has been activated that allows seeing invisible things, then the magical item can be immediately recognized with a Perception check against DL 10.
Nature of the Secret and how to obtain it	Choose the magical item from the Equipment chapter.

#### Compromising material

PC notices something completely unremarkable at first glance that could be used to blackmail one of the palace residents. (1)	
Requirements for finding	Law and Society or History or something similar, depending on the nature of the compromising material, check against DL of 20 or Perception check against DL 30.
Nature of the Secret and	Compromising material could be some documents, an item that the person should not have,

how to obtain it	like banned books on magic, a large amount of poison (why?), etc.
------------------	---

#### Dangerous district

<b>Bag of opium</b> A bag of opium has been hidden in some crevice in the wall or elsewhere. (2)	
Requirements for finding	Perception check against DL 18
Nature of the Secret and how to obtain it	The bag contains 3d4 doses of opium +4 (the value of one dose in the market is 2 Silver Denari).

#### A useful NPC

While exploring and questioning around the city, the PCs are directed to the location of an NPC who trades information. (1)	
Requirements for finding	Law and Society or social Skills check against DL 15. Perception check against DL 25 to notice such a character accidentally.
Nature of the Secret and how to obtain it	The information-trading NPC can provide the PCs with useful for money. The given information depends on the specific dungeon and adventure.  If there is no specific information to give, the GM can give a -10% bonus to the Hazards percentage roll for in that area of the city (dungeon).

#### Thick forest or jungle

<b>Nest of Venomous Snakes</b> A nest of venomous snakes is visible in the ground or a tree stump. (2)	
Requirements for finding	Wilderness skills check against DL 15 to notice the nest, or Perception check against DL 20.



Nature of the Secret and how to obtain it	<p>The nest is home to 2d4 snakes. If caught, they can be milked for snake venom, 1 dose per snake.</p> <p>To catch a snake, a Stealth skills or Reflexes check against DL 15. To milk the venom, an Anatomy skill check against DL 15. A roll below 5 means the milker gets poisoned.</p>
---	--

<b>Person in distress</b> A wandering vagrant or priest who the local people dearly love has fallen into a hole, been trapped under a fallen tree, or something similar, and has broken their leg, needing help. (1)	
Requirements for finding	Wilderness skill check (DL 15) to notice tracks leading to the accident site. Perception check (DL 20) to accidentally find the accident site.
Nature of the Secret and how to obtain it	<p>If the person is rescued, they will use their influence over the local people to improve their opinion of the PCs. The PCs, as rescuers, will find free lodging and other assistance nearby.</p> <p>If the PCs are rulers or leaders of a domain, then at the next Domain Turn they get -10% bonus to Discontent roll.</p>

## Necropolis

<b>An ancient spellbook engraved on clay tablets</b> The clay tablets are attached to the wall. It's easy to overlook if one is not familiar with magic. The spellbook is written in the local language of the necropolis builders. (1)	
Requirements for finding	Roll for either Metaphysics or Theology against DL 10 or Perception against DL 20.
Nature of the Secret and how to obtain it	The spellbook contains Restoration spells: Ritual: Transfer of Soul Essence and Ritual: Creation of Polong.

	The book consists of 20 clay tablets and weighs 10 kg.
--	--

<b>Sarcophagus with valuable burial goods</b> The walls or floor of the necropolis have sunken in a strange way. Someone knowledgeable in construction understands that there is a room behind the collapse. (2)	
Requirements for finding	Stonework or Physics check against DL 10 or Perception check against DL 20.
Nature of the Secret and how to obtain it	If the collapse is excavated, a small burial chamber with burial goods will be found. The burial goods consist of silver jewellery with precious stones: a silver diadem with an emerald (300 g, 40 GP) and a collection of rings and necklaces weighing 500 g (worth 15 GP).

## Selecting a Secrets

All PCs can decide in the same Dungeon Turn to search for Secrets and suggest different skills they would like to use. GM tells them which skills are suitable and which are not. If a PC doesn't have a suitable skill for a specific Secret in the dungeon, they just make a Perception check.

All searchers roll to search for Secrets. The GM determines if the roll is enough to find any Secrets. If the roll is enough to find multiple Secrets, and the difficulty of finding one Secret is higher than the other, the lower-difficulty Secret is found first. The higher-difficulty Secret is found only after the lower-difficulty Secrets have been found.

If there are many similar lower-difficulty Secrets, it is wise to let PCs find higher-difficulty Secrets in between, even if all lower-difficulty Secrets have not been found yet.

The GM marks off the found Secrets. When all the secrets have been found, the players generally realise this - their high rolls no longer bring results.