

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.

TEMPORARY MODIFIERS TO HAZARDS

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%

HAZARDS

%	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.

TEMPORARY MODIFIERS TO OPPORTUNITIES

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%

OPPORTUNITIES

%	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 - all rolls 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.



GM's DUNGEON SHEET

DUNGEON NAME

CHARACTERIZATION OF THE DUNGEON

Dungeon theme	
Dungeon type	
Length of Dungeon Turn (length / time)	
Dungeon mapping Difficulty Level	

Obstacles and their quantity in the dungeon. Once the quantity of obstacles runs out, no more such obstacles will be found in the cave.

Easy obstacle	
Medium obstacle	
Hard obstacle	

Monsters and their amount (It may be possible to sneak past the monsters)

Easy encounter	
Medium encounter	
Hard encounter	

Dungeon schematics



SCRIPTED ENCOUNTERS

GM'S DUNGEON SHEET

Name and requirements

Name and requirements

Name and requirements

Name and requirements

[illegible]



SECRETS

GM'S DUNGEON SHEET

<div>Description of the Secret (amount)</div> <div>Requirements for finding</div>	<div>Description of the Secret (amount)</div> <div>Requirements for finding</div>	<div>Description of the Secret (amount)</div> <div>Requirements for finding</div>
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