



Dungeon Delve - Adventures

by Jean-Baptiste Breton

WHAT IS DUNGEON DELVE - ADVENTURES?

Some time ago, I've made a Fate Fractal interpretation of the classic dungeon crawl. Now I want to go back to adventuring with my significant one. Since we're going to be playing only us two, I'd like to have a more "board gaming" approach, a reminiscence of the wonderful Hero Quest board game. It's intended to be played solo or GM-less, even though it supports a GM if you want. If you wonder why this hack resembles a lot a video game named Darkest Dungeon, it's no accident. This game is, in my opinion, the perfect take on the dungeon delve concept. I strongly suggest you buy it if you didn't already!

You'll notice that this hack follows mostly Fate Accelerated ruleset with a few quirks, most notably I much prefer using the skill list of Fate Core instead of approaches.

For this game, I'm less interested in characters stories and drama than in actual adventuring, fighting monsters, smashing doors, acquiring loot and "leveling up", although it doesn't rule it out if you're into such things. Just pick any setting or adventure book you like and "steal" their lore!

As in my original Dungeon Delve hack, this game also starts with bringing (or drawing) a regional map with enough adventuring opportunities (caves, dark woods, ancient tombs, ruins, etc). It should also have one central hub that would work as the party's base of operations. There, they will be able to plan their next delve, sell their loot and prepare themselves to face the dangers lurking ahead.

You can use that generator if you want to quickly have a hex-based wilderness map.

<http://axiscity.hexamon.net/users/isomage/wildgen/>

CHARACTER ASPECTS

Character creation should be fast for that type of game. Fill up the first three aspects and leave the other two aspects empty; you can fill them as stuff comes up in-game. Immortalize memorable in-game moments by making them aspects: *Goblins slayer* or *No fear of the Undead* makes for cool aspects.

SKILLS

Dungeon Delve - Adventures uses Fate Core default skill list, minus the Drive skill (you could keep it but it doesn't have as much of a role, except maybe during the Journey phase). It also adds a Spellcraft skill which represents the ability to manipulate the powers of magic and the arcane lore.

However, as in Fate Accelerated, you can use any skill to do any of the four actions.

Your character starts as a wannabe adventurer. You start with only one skill at Fair (+2) and two at Average (+1).

After successfully completing an adventure, your character will achieve a *Significant milestone*, enabling him to improve his skills in a fairly short amount of time.

STUNTS & REFRESH

To keep character creation fast-paced, only write down one Stunt.
Set your Refresh to 3.

STRESS

To make things more simple (and also more challenging), characters have only 1 stress track to mitigate both physical and mental damage. Also, Will and Physique skills don't grant additional stress boxes. All characters have 3 stress boxes (yup, this is exactly as in Fate Accelerated). Obviously, same stand for the NPCs.

GEAR

Beside normal items (which are implicit to the skill check, like having a crossbow and bolts to make Shoot attacks), as you venture the deep and old ruins of this world, one day or the other you'll stumble on a strange and marvelous item. This is where you can go crazy and create really wonderful items like a *Cloak of Bird Form*, or *X-Ray Lenses*. Just consider those items as normal aspects. It means that those special items don't need rules on their own. They just allow to do what you'd expect from them. A *Shield of Buoyancy* will do just that, make you float on liquids. No need fancy bonuses or anything. For the sake of treasure distribution, consider that these items are worth an Average (+1) value.

On the other hand, some items inherently enhance the ability to do something. Superior gear gives you free invocations. Since each adventure is considered a single scene, the free invocations can only be used once per adventure. However, they refresh at the same time as your Fate Points, at the Feast or Fiasco phase (see below).

The Adventure difficulty rating determines the total bonus of items found in a treasure. It means that if you go on a Fair (+2) difficulty adventure, you could find either two Average (+1) items or one Fair (+2) item.

If you want to randomly generate items, you can find a wondrous item table in the Random Tables section.

As a rule of thumb, each character should reap 1 item per adventure (usually when defeating the Boss). However, if the party beats an adventure of higher difficulty, they can earn extra loot.

You could use a random magic item generator like that one to help you create funky random loot: <http://www.seventhsanctum.com/generate.php?Genname=magicitem>
I personally use Paizo's items deck series to generate random loot that looks cool and use them as handouts.

THE PHASES

As this hack is intended to play a bit like a board game, the gameplay is divided in a series of phases that represent a single adventure.

1. Prepare: This is the part where your adventurers buy or craft needed gear, create potions and prepare spells, buy drinks at the local tavern and search old tomes; anything to get ready for the next adventure.

Really, what you are trying to do is *Create an advantage* with whatever skill that makes sense. That check is opposed by the adventure's Lore skill; it reflects how easy it is to find useful infos and clues that your characters can exploit. This aspect will stick for the whole adventure (or until it makes no more narrative sense). Each character have only one attempt at creating an advantage. If you fail that check, the Adventure gets the free invoke (and could reword the aspect).

As a special rule, for each item you sell (that has some value, not just a candle or such), you can add +1 to a Resources check. You can decide to sell an object after seeing the result of your check.

2. Journey: That's where the adventure really begins. The party leaves the comfort of the inn to travel the wilds until they reach the adventure's destination. Basically, on that phase the adventure attacks all PCs with its Wilderness skill and you'll need to defend with a relevant skill. You might defend with Physique as you explain how you are used to harsh conditions, or Stealth as you avoid enemy patrols, or Notice as you scout ahead to find the safest path, etc.

3. Delve: This is the bulk of the adventure. In this phase, your party explores the adventure site, fights monsters, outsmarts deadly traps and devious puzzles then finally faces the final boss.

Each adventure will feature rooms and the corridors that link them.

Rooms are randomly filled with one of the following: nothing, a puzzle, some monsters or, if they are more lucky, a treasure. There is also a predetermined room that is the lair of the Boss.

Corridors are randomly filled with either nothing or a devious trap.

Each encounter plays like a mini-conflict. See *The Room System* section below.

4. Feast or Fiasco: If your party beats the adventure, you come back to town hands full of loot and under the clamor of cheering citizens. The town folks throw out a big feast for you and you rejoice in success. Take a *Significant milestone*.

If, on the contrary, your characters shamefully ran back home tail between the legs, bruised and ashamed, you can rest and retry the whole adventure or try a new one. Take a *Minor milestone* as you rethink your life.

In both cases, this phase counts has a *Refresh*. You also remove any *Stress* you might have.

THE ADVENTURE

The Adventure is considered a Fate fractal character (Fate's Bronze Rule).

The Adventure sheet should be viewable by all players at all times. It's not a secret or anything. Here's a template of what it could look like:

The Adventure (Difficulty)	
Aspects: Trouble, Other Aspect	
Monsters: Aspect	Stress: 1 2 3
Puzzle: Aspect	Stress: 1 2 3
Boss: Aspect	Stress: 1 2 3
Skills: Lore, Wilderness, Monsters, Puzzle, Trap, Boss	

Difficulty:

The difficulty of the delve represents the best skill bonus a party should have to venture there and have a proper challenge. For example, a Good (+3) Adventure would require characters with at least one Good (+3) skill. If the difficulty is higher, they will have a harder time but greater rewards. Also, the more characters in the party, the harder the adventure they can take on.

Aspects:

The actual name of the Adventure acts has its High Concept. It represents the general layout and environment where the adventure takes place. Is it a *Deep cave*, a *Rat infested sewage*, an *Old Witch's Hut in the Woods* or an *Ancient Crypt*?

The Trouble aspect is some kind of flaw of the place or of its inhabitants that could advantage the PCs. It could be *Kobolds are cowards*, *Glowing mushrooms show the way* or *Helpful spirits*.

The other aspect is any cool quirk you can think of like *Magical shadows*, *Lava pits*, *Crumbling ruins* or *Covered in ice*. Note that each encounter also has its own aspect; don't overlap these aspects.

Skills:

All Adventures have the same set of six skills, although, you are free to spread the modifiers as you like to vary the challenges (except for the Boss skill, which is always the best skill).

The exact modifier depends on the difficulty of the adventure. Modifiers follow this pattern:

- Boss skill = Adventure's difficulty+2
- Adventure's difficulty+1
- Adventure's difficulty
- Adventure's difficulty-1
- Adventure's difficulty-2
- Adventure's difficulty-3

Stress:

The whole adventure is considered a single scene. As such, you don't recover any stress during the delve. You recover all stress at the end of the adventure, during phase 5. *Feast or Fiasco*.

Fate points:

The Adventure starts with 1 Fate Point per character. If there's no GM to adjudicate when they should be used, follow this simple rule: If any roll done by the Adventure shows four (-) symbols, use a Fate Point to reroll. Also, once the party reaches the Boss encounter, use them to avoid any failed roll or to invoke the Boss' aspects whenever one can apply, until all Fate Points are depleted.

The Room System:

The adventure usually consist of 5 or more rooms. The word room is widely used here; it doesn't need to be an *actual* room. It still works if the adventure takes place in a forest, for example. Basically, a room is a point of interest in the adventure.

When the adventurers reach the adventure site, they always start in The Entryway room. There's nothing there, it only represents their starting point. From that room branches off corridors that leads to other rooms.

You don't actually need a map to visualise the position of each room, it could be done as figurative or as precise as you need it to be, as long as you grasp that between each room, there's a corridor where random encounters can happen. That said, you could sketch out a floor plan of the dungeon. You can find some samples in the Random Tables section below and in the Sample Game. The main difference of using a floor plan is that, depending on the layout, a party could be forced to go through the same corridor more than once and thus increase the chances to get a random encounter. It makes for less linear gameplay but makes each delve a bit longer to play.

The easiest way to randomise the content of the rooms is to write down the name of the encounter on pieces of paper (e.g. Empty, Puzzle, Monster, Treasure or Boss) and blindly draw one each time the adventurers steps into a room. Usually, there's 1 Puzzle, 1 Monster, 1 Treasure and 1 Boss for each adventure, but you could put more if you'd like a longer delve. Just don't put more Treasure encounter if you didn't also put at least one more Puzzle and Monster encounter.

For the corridor encounters, use the Corridor Encounter table in the Random Table section below.

The objective of the adventure can be predetermined or chosen at random. You can use the Objective Random Table (see below). The usual "default" objective is to beat the Boss. As soon as the adventurers have beaten the Boss, they have the option to jump directly to the *Feast or Fiasco* phase. There's no need to play the way back, unless that's something you like to do.

Each room encounter plays as a *Conflict* and acts as a mini-NPC. Players need to explain how they try to beat the encounter then use a relevant skill to make his check. Keep in mind that each encounter is a Fate Fractal character and thus most of the time the *Overcome* action cannot be used against its *High Concept*. It needs to be *taken out* to be considered beaten.

In their simplest form, the Puzzle, Monster and Boss encounters have the following stats:

- 1 High Concept Aspect
- 1 Skill
- 1 Stress box per PC
- Boss encounter also have a mild consequence and 2 extra stress boxes

To speed up gameplay a bit, treat all checks as passive opposition. The difficulty of the check is equal to the Skill modifier. Only attacks made by either the Adventure or an encounter are rolled.

For example, a group is facing a Puzzle encounter where they need to lift a heavy portcullis. One character decides he wants to find something he could use as a lever. He uses his Investigation skill to Create an advantage which the encounter passively opposes with its Puzzle skill. Another brawny character wants to pry the grate open by using brute strength. He attacks the Puzzle with his Fight skill. Again, the encounter defends with a passive opposition, using its Puzzle skill. See the Sample Game below for more example on how the game plays.

For the corridors encounters, it's a little more straight forward. If you step on a trap, the Adventure makes an attack against all characters using its Trap skill. The nature of the trap will determine with what skill it could be defended. You can use the Trap table in the Random Table section below.

For example, if the characters activate a crushing wall trap, it could be defended with the Athletics skill as the character is trying to dash down the corridor before it squeezes him flat. Another character could defend with Physique, as he is trying to hold the mechanism down with brute strength, or even with the Burglary skill, describing that his character tries to stuck a dagger in the gap at the bottom of the wall to slow it down long enough to safely cross the hallway.

If the corridor encounter roll generates a Scout result, the players choose one of the following:

- Check the content of any room
- Skip the next random corridor encounter check; the next corridor is empty

If you want to challenge your creativity, you could decide that a character cannot use the same skill twice to make attacks in an encounter. It will force you into finding clever ways to beat a

challenge.

The advanced version of the combat encounters:

For the Monsters and Boss encounters, you can play them as normal conflicts. The party will face a number of nameless NPC equal to the number of PCs and have the following stats:

- 1 Aspect (the name of the creature acts as its Aspect)
- 1 other Aspect (optional)
- 2 Skills equal to The Adventure’s Monsters’ skill
- No stress box

Keep in mind that their sole purpose is to fight the PCs so they don’t really need any Rapport skill or such. Usually, those do the job: Athletics, Fight, Physique, Provoke, Shoot, Spellcraft, Stealth, Will.

If you want to, you can double the amount of enemies by halving their skill bonus. Or triple them by dividing the bonus by 3. Or... well, you get the point!

Also consider creating few zones (between 3 and 5 is perfect) if you want to make the conflict more dynamic. You can also stick an Aspect to few or each of these zones. The easy way to do this is to simply use the zone’s name as an aspect like *Spike-filled pit*, *Torture chamber*, or *Narrow bridge*.

I personally use miniatures and tiles to visualise who is where but it’s nowhere mandatory. Feel free to go as precise or as vague as you need it to be. It’s more of a personal taste, really.

Monsters
Zones: Zone 1, Zone 2, Zone 3 Skills: Skill 1, Skill 2

Same goes for the Boss encounter, if you’re up for the extra challenge:

- 1 Aspect (the name of the creature acts as its Aspect)
- 1 other Aspect (optional)
- 2 Skills equal to the Adventure’s Boss skill
- 1 Stunt (optional)
- 3 Stress boxes
- 1 Mild Consequence

Boss
Aspect: Aspect Zones: Zone 1, Zone 2, Zone 3 Skills: Skill 1, Skill 2 Stunt: Stunt Stress: 1 2 3

Consequence: Mild (2) _____

RANDOM TABLES

Part of what makes delves fun is the unexpected. You never quite know what you'll face. This is even more true when you play without any GM. If that suits your fancy, below, you'll find few tables for different game elements: locations, challenges, zones. You'll be able to roll some dice and generate random elements for your delve.

1d10	Delve location
1	Cave
2	Camp
3	Castle / Fortress
4	Classic dungeon
5	Prison
6	Ruins
7	Sewer
8	Temple
9	Tomb
10	Tower

1d10	Particularity
1	Lit by torches
2	Foggy
3	Haunted
4	Hot
5	Icy cold
6	Magic imbued
7	Overgrown
8	Rugged
9	Submerged
10	Unstable

1d20	Puzzle
1	Climb to reach an overhang
2	Cross a deep chasm/pit
3	Cross a rickety bridge
4	Decipher language/runes
5	Dispel magical barrier
6	Find a specific book in a library
7	Find hidden passage
8	Get out of a labyrinth
9	Greased staircase
10	Help a wounded NPC
11	Illusions
12	Interrogate a prisoner
13	Lift a heavy barrier
14	Make a mixture in laboratory
15	Open a locked door
16	Pass unnoticed by guards
17	Persuade NPC to help
18	Solve a riddle
19	Taken prisoners
20	Win a chess/card/board game

1d20	Trap
1	Chant of madness
2	Corrosive fog
3	Crushing walls
4	Deep pit
5	Electrified floor
6	Falling rocks
7	Fireball
8	Firewall
9	Flooding room
10	Giant rolling boulder
11	Hypnotizing mirror
12	Millions of biting insects
13	Pendulum blades
14	Poison darts
15	Razor-sharp wires
16	Spike trap
17	Sticky Web
18	Strangling vines
19	Strident screech
20	Toxic gas

1d20	Monster
1	Bandit
2	Burrower worm
3	Dark elf
4	Dire wolf
5	Ghost / Wraith / Specter
6	Giant rat
7	Giant snake
8	Giant spider
9	Goatman
10	Goblin
11	Imp
12	Kobold
13	Living statue
14	Lizardman
15	Ooze
16	Orc
17	Skeleton
18	Soldier / Guard
19	Wizard / Cultist
20	Zombie

1d20	Boss
1	Archbishop
2	Basilisk / Medusa
3	Beholder
4	Demon
5	Dragon
6	Drider
7	Gelatinous cube
8	Golem
9	Griffin
10	Hag
11	Lich
12	Mind flayer
13	Ogre
14	Tentacle floating brain
15	Thief King
16	Treant
17	Troll
18	Vampire
19	Warlock / Witch
20	Werewolf

Another great way to randomize monsters or boss is only to blindly pick up one of your mini in a box and put it on the table! Just separate minis between normal and boss.

1dF	Monster action
+	Attack
■	Create an advantage
=	Overcome an aspect

1dF	Monster movement
+	Move in the closest PC's zone.
■	Stand still
=	Move away from a PC

4dF	Room Purpose
++++	Treasure room / Armory / Storage
+++	Workshop / Laboratory / Library
++	Living Quarters / Den / Crypt
+	Fountain / River / Pond / Empty room
■	Empty
=	Junction
=	Jail / Trash piles / Empty room
=	Chapel / Altar / Magic Circle
=	Trap!

If you like more background and ambiance details for each room, you could use a random room description generator like this one:

<http://www.wizards.com/dnd/drdg/index.htm>

Floor plan (1d10)

- 1.
- 2.
- 3.

1dF	Corridor encounter
+	Scout
■	Nothing
▬	Trap

1dF	Objective
+	Find the treasure and escape
■	Defeat the Boss
▬	Explore all the rooms

1d20	Wondrous item aspects
1	Boots of jumping
2	Cloak of the chameleon
3	
4	
5	
6	
7	
8	
9	
10	

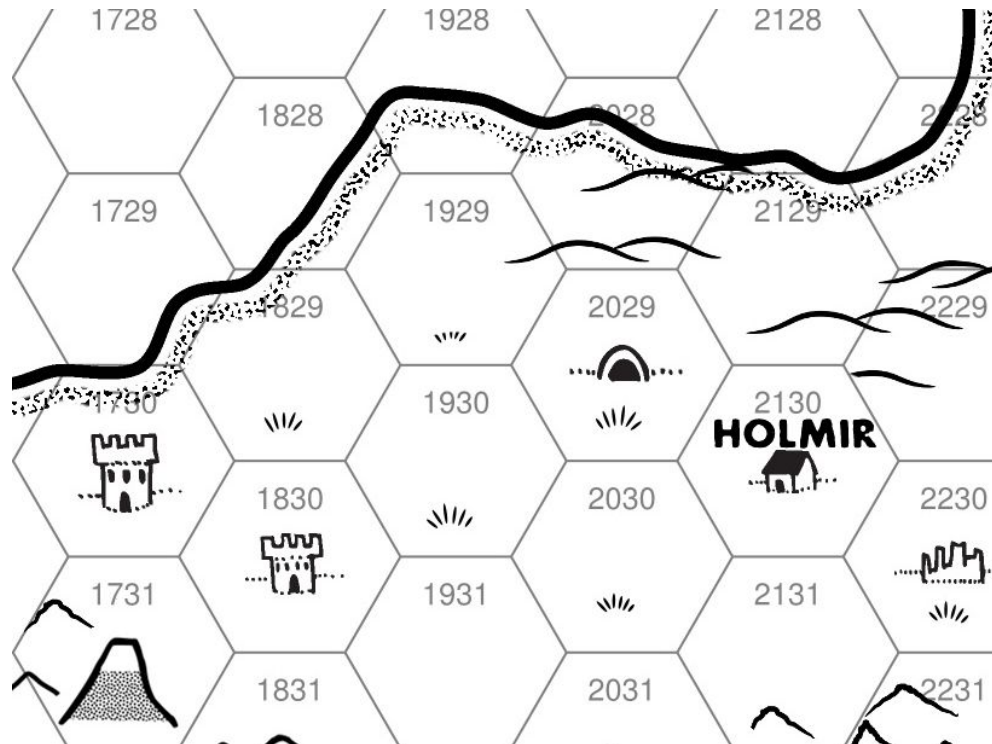
1d20	Wondrous item aspects
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

RNG : Objective

RNG : Wondrous items aspects

SAMPLE GAME

The following is an example of setting you can use to play the game. You can use it as a tutorial or a starting scenario. It will give you a good example of how the game works.



Unknown copyright. If you know the author of this map, please let me know!

There are two characters in this game. Bron, which is a brash young rogue, and Lyria, a self-taught sorceress. The players are using the advanced version of the combat encounters.

The characters start in a small region called The Vale, in the little town of Holmir. It is a remote area and the closest city, Briss, is no less than 5 days travel, when all the conditions are favorable. Fortunately, the community is self sufficient and doesn't rely on trading at all, which is incidental to the fact that there isn't any proper roads between Holmir and Briss, only a poorly maintained dirt path that winds through woods and over hills.

Even though the town is remote, it is relatively peaceful. Even brigands leave it alone; there's nothing to steal of any value there anyway. There's sometimes sight of a stray beast but it is usually spooked by yelling at it. Until recently... There's been a lot more monster sightings than ever before and they seem to venture closer to some of the remote houses at night, making people uneasy.

This morning, word around town is that old-man Basile got attacked; bitten by a beast that emerged from under the earth and looked like a wolf. People gather at the usual meeting place : the small chapel. Moods vary : from anger to fear, to curiosity and incomprehension. " We need to do something before it gets worse!" some say. "But where to look? And who can afford the time to do that?"

This is where you step in. You always dreamt of a life of adventures. You've yet to prove yourself worthy of more than a peasant's life to the people of Holmir, this might be your chance. You did a small investigation and tracked the strange creature back to its lair, a cavern a few miles north-west of Holmir (#2029 on the map), a place known as The Cave of Endless Echoes.

From there, you start gathering as much info as you can on the place and prepare your gear before venturing underground.

Cave of Endless Echoes (Average +1)	
Aspects: Convenient layout, All sounds reverberated and amplified	
Monsters: Mowlf	
Puzzle: Impassable rift	Stress: 1 2
Boss: Ogre	
Skills: Lore +2, Wilderness -1, Monsters +1, Puzzle -2, Trap +0, Boss +3	

The players start phase 1. Prepare. Bron knows a lot about the people in town and decides he will be asking around about the place. He uses his Contacts skill to create an advantage. He gets a total of Good (+3) on his check, which beats the adventure's Fair (+2) Lore skill. He creates the aspect *Watch your step!* on which he stick a free invocation. Lyria focuses her magical energies to create magical illumination. She uses her Spellcraft skill to create an advantage. Unfortunately, she obtains a Mediocre (+0) on her check and is not willing to spend a Fate Point on that check so she fails. The Adventure receives a free invoke and rewrite the aspect: *Magical glow shows where I am.*

On phase 2 - *Journey* they get attacked by the Adventure's Wilderness skill. It gets an Average (+1) check. Bron's player explains how he uses his Stealth skill to avoid being seen and heard. He succeeds with style and creates a Boost *Surprise!*.

There's a huge chasm somewhere deep in the cave. It is very large and seems to drop into an endless pit.

There's also a room where thousands of huge bats are sleeping. It's already hard not to wake them up but add to this that all sounds are echoing in this cave and you face a real nightmare.

Mowlfs
Aspect: Shortsighted
Zones: Alcove dens, Narrow tunnel, Stalactites cave
Skills: Fight +1, Physique +1

Mowlfs are a strange crossbread between a giant mole and a wolf. It has long sharp claws that it

uses to dig tunnels and has a very territorial behavior. However, it doesn't have a very good vision.

Ogre
<p>Aspect: Disgusting smell</p> <p>Zones: Huge cave, Pile of bones and dungs, Dirty pond</p> <p>Skills: Fight +3, Physique +3</p> <p>Stress: 1 2 3</p> <p>Consequence: Mild (2) _____</p>

This ogre has trained a pack of molfs to fetch him some food from Holmir. Time to stop him! Back to town, people are surprised. They didn't expect you to succeed, even though they rejoice in your victory. You were courageous and are rewarded by fame. But now you crave for more! You tasted adrenalin and you are getting addicted to it.

It wasn't 3 days from your first adventure that another opportunity arose. Apparently, the devout pastor of the town's chapel comes to you, asking for your help. "The chaplain of Briss, the head of my order, has launched a relic campaign. He wants all parish to deliver a holy relic by the end of the year. "We aren't exactly in the favor of the clergy, you see. They see us as not really pious and if we don't do something, they'll send us the Inquisition... and that won't end very well."

He talks to you about a tomb where a holy man has been buried. "But I warn you." he adds. "Rumors say that his tomb has been desecrated by evil spirits and that the Prince's soul is trapped ever since." For all of our sake, you must free his soul and bring back his remains so that we can lay him to rest. Some of his bones will serve as holy relics and will certainly please His Eminence." His tomb is just east of town (#2230).

The Desecrated Prince's Tomb (Fair +2)
<p>Aspects: Full of loot, Vengeful spirits</p> <p>Monsters: Undead Guards</p> <p>Puzzle: The Portcullis Stress: 1 2</p> <p>Trap: Noxious Fumes Stress: 1 2</p> <p>Boss: The Traitor Prince</p> <p>Skills: Lore -1, Wilderness +3, Monsters +2, Puzzle +1, Trap +0, Boss +4</p>

Undead Guards
<p>Zones: Staircase, Chapel, Sarcophagus</p> <p>Skills: Fight +2, Provoke +2</p>

A journal found in the tomb teaches you that the prince's praetorian guards were buried alive in the tomb so that the prince will be protected even in afterlife. Seems that they went mad and killed each other. This is probably what attracted the evil spirits that now possess their corpses.

Albrecht - The Desecrated Prince
Aspect: Possessed by an evil spirit Zones: The Prince's Tomb (Aspects: Row of Pillars, Large Sarcophagus, Heraldic drapes) Skills: Fight +4, Will +4 Stress: 1 2 3 Consequence: Mild (2) _____

Again, against all expectations, you are back victorious! People are starting to treat you like a famous character. They admire you. Kids even start to impersonate you in their games. But as Fate is capricious, this is when some of the kids disappear.

Last time they were seen, they were playing in the hills north-east of town (#2229). Further investigation reveals that strange footprints lead to the dark thick forest on top of what townsfolk call The Hag's Butte. Parents beg you to rescue them and bring them back. What kind of heartless hero would you be if you didn't oblige?

Confident, you gather your stuff and head over there. It's only when you reach the forest that your confidence faints quickly as the whole forest is covered in thick spider silk...

The Witch's Hut (Good +3)
Aspects: Medicinal Herbs, Webbed Woods Monsters: Giant Spiders Puzzle: Survivors in cocoons Stress: 1 2 Trap: Web Wrapped Hut Stress: 1 2 Boss: Aranea - The Mother of Spiders Skills: Lore +0, Wilderness +4, Monsters +3, Puzzle +2, Trap +1, Boss +5

Giant Spiders
Zones: Gushing Stream, Old Path, Thick Webbed Forest Skills: Fight +3, Athletics +3

Aranea - The Mother of Spiders

Aspect: Throng of baby spiders

Zones: Hut's Interior, Small clearing, Gushing stream, Thick Webbed Forest

Skills: Fight +5, Shoot +5

Stress: 1 | 2 | 3

Consequence: Mild (2) _____

Ruins of the Snake God (Great +4)

Aspects: Suicidal cultists, Uncannily realistic statues

Monsters: Cultists

Puzzle: Hieroglyphs

Trap: Poisonous Darts

Boss: Aranea - The Mother Spider

Skills: Lore +2, Wilderness +3, Monsters +4, Puzzle +1, Trap +5, Boss +6

Cultists (2x PCs)

Zones: Temple Grounds, Pyramid, Doorway, Sacrificial Chamber

Skills: Fight +2, Athletics +2

The Basilisk

Zones: Overgrown Inner Courtyard, Giant Tree-Vines

Skills: Athletics +6, Notice +6

Stunt: *Petrifying gaze:* Can make attacks with Notice.

Stress: 1 | 2 | 3

Consequence: Mild (2) _____