



Dungeon Delve

WHAT IS DUNGEON DELVE?

This Fate Accelerated hack zooms out a bit of the usual dungeon crawl. Instead of having each player incarnate the role of a single character in a party of adventurers, each manage a whole party with its come and goes (which means a lot more gruesome maimings than peaceful retirements in the harsh world of dungeon exploration).

This can be played either solo or with two or more players. In the last case, one of the player has the spotlight and plays the adventure while the other players are all considered GMs.

The game usually starts with bringing (or drawing) a regional map. Bring out your old dusty hex based adventure maps of the old or take your newest fancy colored one. Heck, you could just draw a crude sketch on a napkin for all I know!

In all cases, make sure the map presents enough adventuring opportunities. Damp caves, dark woods, ancient tombs... you know the drill. It should also have at the minimum one central hub that would work as the parties' base of operations. There, they will be able to plan their next delve, hire new adventurers, sell their loot and buy new gear.

PARTY CREATION

Instead of creating a character, you'll be making a party sheet (using the Fate Fractals).

Name & Description

Find a fancy name for your company and a nice logo or banner that represents it. It's not an Aspect, but it should iconically represents what that group is all about. "The Lion's Pride" with its golden crowned lion on a red linen banner is more likely to be a gathering of knights and other do-gooders than a group of rascals. Then again, you can play with the irony and have your group of coward mage apprentices called "The Fearsome Titans" just for the laugh.

Remember that even if the whole group is wiped out by a mischievous trap, the name will endure, new people will join-in and adventuring will continue under the same banner (if it's what you want).

Aspects

Your High Concept should be about what brings all these heroes (or would-be heroes anyway) together. Obviously, all adventurers want fame, glory and shiny loot but *Knowledge is power* drives this group of soon-to-be mages to venture in abandoned towers and it's *For the dignity of the helpless* that makes possible a gathering of such a motley crew (no, not the music band!).

Trouble could be a shameful secret that the group shares *We work for the Vampire Lord Draekenov*, or a very bad habit like *We left you behind, no hard feelings right?* Maybe the group wiped a succession of failures *When you fall off the horse... it hurts*, or some kind of weakness *We don't really get along*.

Just pick a third aspect that will represent a unique particularity of that group. Try to pick something that tells a cool story about that group. Something like *Hired by the King*, *Mentored by the Hero of the Nation*, *Never do the same mistake twice* or *War veterans*. It can also represent a specific adventurer of your group, for example *Caelim*, *Wood elf scout*.

Leave the other two aspects empty and fill them as stuff come up in-game. immortalize memorable moments by making them aspects: *Dragon slayers* or *No fear of the Undead* makes for good aspects.

APPROACHES

To keep consistent with the old-school dungeon delve thing, approaches represent character classes. They represent everything that you would expect out of a character of that class.

Here's the six approaches:

- **Bard:** Diplomatic deals, inspire the party, gather info, recall legends and myths.
- **Cleric:** Heal wounds, turn undeads, call for divine blessings, religious knowledge.
- **Fighter:** Fight (duh!), bash down doors, withstand physical pain, look badass.
- **Rogue:** Be stealthy, disarm traps, unlock chests, do shady business, backstab.
- **Scout:** Notice danger and details, build shelter, find food, shoot with bows.
- **Wizard:** Win a riddle contest, read some mystical runes, cast flashy spells.

Your starting party is made out of wannabes. As so, your starting bonuses are quite low. You start with only one approach at Fair (+2) and two at Average (+1). Fear not, it will grow. One of the main reward of beating a dungeon is upgrading your approaches.

HOW DOES IT WORK EXACTLY?

Really, it plays a bit like a boardgame. Each player plays through a serie of phases that represent a whole adventure. One of them acts as the adventuring party while the others are all considered GMs. Once it's done, you hand over the spotlight to the next player who do the same until you call it a night. It's that simple. Here's the phases:

1. Muster: On that phase, you assemble your party and recruit new adventurers. In game terms, this is a minor milestone. Don't shy away at the perspective of describing the figures that come to offer their services. This is a great moment for adding flavorful narrative to the game. This phase doesn't count as a Refresh. The Refresh happens only at the very end of the session.

2. Gather Info: This is the part where your group ask around town to get more info on the quest they are about to set on. They buy drinks at the local tavern, search old tomes and otherwise try to learn anything that could get them an edge. Here, your Bard approach will always be useful.

Each adventure has its own Lore approach that opposes your group's attempt to find info. Really, what you are doing is Create an advantage. This aspect will stick for the whole adventure. Other approaches could be used depending on the type of adventure. In any case, you'll need to convince the other players on how one of your approaches can help find proper information. Aspects are your best friend here. For example, if the adventure is set in an abandoned mine and you have an aspect *Exiled dwarven warrior*, you'll probably be allowed to use your Fighter approach.

3. Journey: That's where the adventure really begins. The party leaves the comfort of the inn to travel the wilds until they reach the dungeon's destination. Basically, the adventure "attacks" you and you'll need to pit your Scout approach as a defense against the adventure's Wilderness.

4. Delve: This is the bulk of the adventure. Your party explores the dungeon, fight monsters, face deadly traps and devious puzzles. It's a Contest against The Dungeon and your party. Any Contest rules applies, it's just done with a bigger scope. You'll find a list of sample dungeon stats at the end of this document but you are more than encourage to make up your own ones.

If The Dungeon gets taken out or concedes (that's when the Goblin King feels it will be better to flee and fight another day), the party can proceed to phase 5. Feast.

Otherwise, if the party decide this is too much for them or if they face a dreaded TPK, skip phase 5. All the loot that your party found were only just enough to buy back spent usables (potions, rations, torches, etc).

5. Feast: If your party beat the dungeon and its master, they come back to town with their hands full of loot and most certainly cheering citizens. Your party throws out a big feast and rejoice in success. Take a significant milestone to represent the cool loot, level ups, resting time and such.

For each difficulty level higher than the party, you also gain an extra Fate Point.

THE DUNGEON

Here's a template for The Dungeon sheet. This sheet should be viewable by all players at all times. It's not a secret or anything, so the adventurers player can use this information to plan his moves.

The Dungeon (Difficulty)
<p>Aspects: Trouble, Other Aspect 1, Other Aspect 2</p> <p>Zones: Zone 1 (Traps), Zone 2 (Monsters), Zone 3 (Puzzles)</p> <p>Approaches: Lore, Wilderness, Traps, Monsters, Puzzles, Boss</p> <p>Stress: 1 2 3</p> <p>Consequences: Mild(2): _____ Moderate(4): _____ Severe(6): _____</p> <p>_____</p>

Aspects:

The actual name of the dungeon acts has its High Concept. So it represents the general layout and environment of the dungeon. Is it a *Deep cave*, a *Rat infested cellar*, or an *Ancient Crypt*? You can set the difficulty of the delve which represent the best approach a party should have to venture there. Write it down in brackets after the dungeon's name.

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

The other two aspects is any cool quirk or denizens you can think of like *Magical shadows*, *Lava pits*, *Dragon God Cultists* or *Orcs of the Blooded Horn Clan*.

Zones:

Find a cool names for each zone. They represent some section of the dungeon like *The Great Mirror Hall*, *The Hidden Tavern* or *The Thousand Statues*. Link each zone with one of the approaches: Traps, Monsters and Puzzles. The first time the party enters the dungeon, the GMs choose which zone the group starts in. The party needs to inflict a consequence on The Dungeon to treat that section as overcome. This also means that The Dungeon cannot use the linked approach anymore. When that happens, the player that incarnates the adventurers chooses the next zone to explore.

Approaches:

All dungeons have the same set of approaches. The exact bonus depends on the highest bonus of the adventuring party. Bonuses follows this pattern:

- Boss approach = Party's highest approach+2
- Party's highest approach-1

- Party's highest approach+1
- Party's highest approach
- Party's highest approach-2
- Party's highest approach-3

Consequences inflicted to the party:

When The Dungeon inflicts a consequence to the party, it represents the death or otherwise severe maiming of one of the party member. What it means is it makes the GM players able to compel you or use that free invocation when trying to accomplish a task done by that party member. For example, if you get imposed a *Petrified Cleric* consequence and then try to face undeads, you could be compelled that the party is unable to defeat those undeads and needs to backtrack to the upper floor or lock themselves in a room with seemingly no other issues. Damn their luck!

A mild consequence means it's one of the weakest party member that gets squished.

Moderate consequence is one of the middle ground character of your group.

Severe consequence, here goes bye-bye your main guy, the group leader, that high level dude!

Consequences inflicted to The Dungeon:

Likely, when the party inflicts consequences to The Dungeon, it represents them overcoming some part of the challenges. In fact, the consequences are linked to the zones. It means that each time the party inflicts a consequence, it removes one of the zone and its related approach. From now on, The Dungeon is unable to use that approach anymore. The party don't get the normal free invocation though.

Once all three consequences has been filled up, the dungeon gain access to a new approach: Boss. This approach, which have a much higher bonus, is the last stand. Fortunately, you can use any of your approaches to fight it. At this point, The Dungeon probably only have one or two stress boxes left. As soon as it's taken out, the boss is defeated and so is The Dungeon.

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. You also recover all consequences. It's a bit of a stretch with the basic rules, but it would be too penalising to keep those consequences around (since you lose the use of an Approach). Those characters are still considered out of commission though and you'll have to describe who are the replacements on the Muster phase of the next delve... unless you really really hold into one of them, which you can bring back... I guess.

Fate points:

The Dungeon always start with only 1 Fate Point. It's not a lot but the GM players could still use compels to gain new FPs. Also, since parties will usually delve into more than one dungeon per session, they will run out of FP at some point and will need to rely a lot more on compels.

Initiative:

Since the whole adventure is considered a single scene, turn order goes back and forth between player and GM. The first turn is always the player's in phase 2 - Gather Info. Then The Dungeon attacks on phase 3 meaning that on phase 4, the player starts with his actions. And so forth.

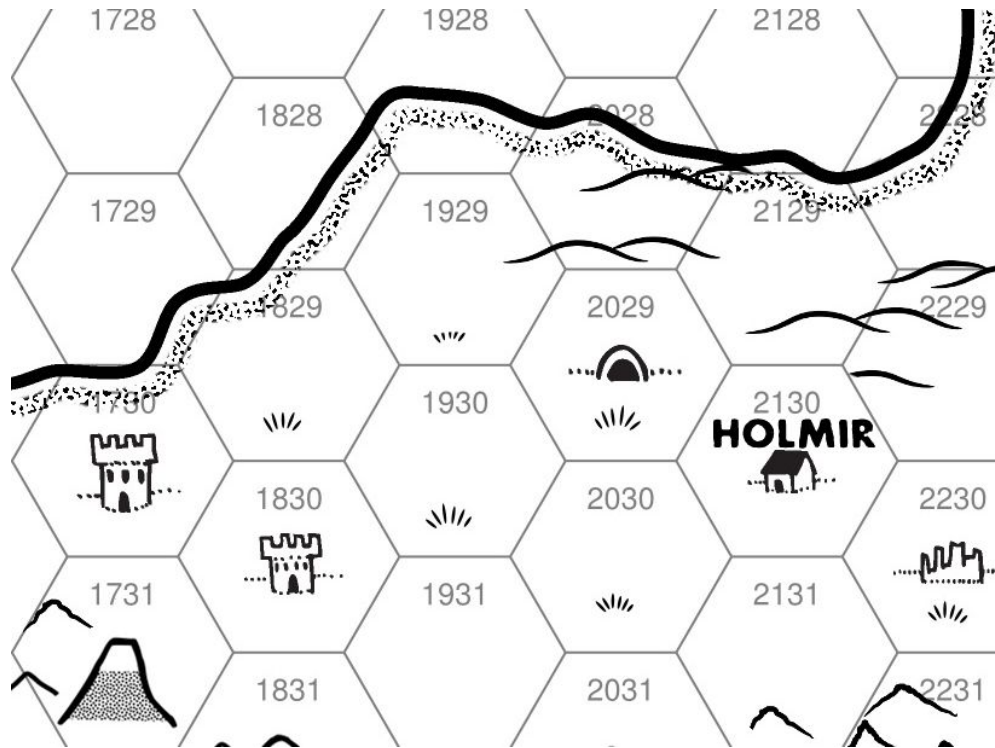
SAMPLE DUNGEONS

Cave of Endless Echoes (Fair)
<p>Aspects: Evident layout, Territorial beasts, Well hidden entrance</p> <p>Zones: Sleeping bat swarms (Traps), Alcove dens (Monsters), The Impassable Rift (Puzzles)</p> <p>Approaches: Mediocre Lore (0), Poor Wilderness (-1), Fair Traps (+2), Good Monsters (+3), Average Puzzles (+1), Great Boss (+4)</p> <p>Stress: 1 2 3</p> <p>Consequences: Mild(2): _____ Moderate(4): _____ Severe(6): _____</p> <p>_____</p>

The Traitor Prince's Keep (Good)
<p>Aspects: Well known, Vengeful Spirits, Rusty weapons everywhere</p> <p>Zones: The Portcullis (Traps), The Torture Room (Monsters), The Laboratory (Puzzles)</p> <p>Approaches: Mediocre Lore (0), Fair Wilderness (+2), Average Traps (+1), Great Monsters (+4), Good Puzzles (+3), Superb Boss (+5)</p> <p>Stress: 1 2 3</p> <p>Consequences: Mild(2): _____ Moderate(4): _____ Severe(6): _____</p> <p>_____</p>

Ruins of the Snake God (Great)
<p>Aspects: Suicidal cultists of the Snake God, Hidden Secrets, The Basilisk</p> <p>Zones: The Black Well (Traps), The Plaza (Monsters), The Temple (Puzzles)</p> <p>Approaches: Great Lore (+4), Good Wilderness (+3), Superb Traps (+5), Average Monsters (+1), Fair Puzzles (+2), Fantastic Boss (+6)</p> <p>Stress: 1 2 3</p> <p>Consequences: Mild(2): _____ Moderate(4): _____ Severe(6): _____</p> <p>_____</p>

PLAY EXAMPLE



Jay: Alright, I'll be first if you don't mind! My party's name is The Friendly Foes! It's a bunch of castoff monsters that tries to up their social standing by adventuring success. Their banner is a grinning goblin with a red bandana.

Here's the party sheet:

The Friendly Foes
Aspects: Monsters looking for fame, Social Stigma, Don't mess with our sharp teeth!
Approaches: Fair Fighter (+2), Average Rogue (+1), Average Scout (+1)

The group don't have much money to spend on supplies so they'll be exploring the nearest dungeon : The Cave of Endless Echoes (hex 2029).

Jenna: Perfect! Can you talk a bit about your mustering phase so we can have a laugh?

Jay: Sure! Well, Grimush, an orc barbarian, is the leader and founder of this weird crew. He first nearly crushed the skull of a little goblin rascal that tried stealing his purse. After chasing him in the streets for hours at night, which made the local militia quite angry at him, he was thrown out in jail. It's that same goblin that helped him break away. The last member is Brum, a brooding half-elf that was rejected from every city he went because of a rumour that he is cursed.

So, without further ado, I'll have Wisks, that's the goblin rogue, try to eavesdrop other adventurers to gain information about the dungeon. I rolled a +1, that's a Fair (+2) result.

Jenna: Well, there's not much secrets about the place, it's quite common knowledge since it's quite close to the town of Holmir. I still rolled a Good (+3) result on the dice! Sorry! I guess your nosy pal got a false rumour that the place was recently *Cleared of dangerous creatures*. I stick a free invoke for the dungeon on it.

Jay: I feel like this group won't last very long, haha! Alright, after almost no prep at all and right in the middle of the night, they decide to start that adventure. Tss, noobs...

Jenna: Let me make a Wilderness attack. Meh, that's a Mediocre (0).

Jay: Well, Brum takes the lead as the group's scout and... (rolls a total of +1). Well, the other two manage to not get left behind since he doesn't seem to care much waiting for them.

Jenna: Except, the cave has a *Well hidden entrance*, which raises the attack to +1 (hand over a Fate Point).

Jay: Oopsie! Err, well, I guess then they turn in circles for quite a long time. They are just about to abandon when Grimush, out of frustration, throws a big freaking log at Brum for his incompetence which he blocks... with his head. At least when he gets thrown into the rock surface from the shock, he falls through the thick ivy wall that was masking the cave entrance. Here, let me check that 1 point stress box.

Jenna: Haha! What a bunch of jerks! So, they start exploring the cave and after a short time delving in the dark, they stumble upon an area where rests a multitude of *Sleeping bat swarms*. You need to be extra careful if you don't want to wake them up! It's now your turn to act, do you want to "attack" the bats with your Rogue approach to sneak on them?

Jay: Yeah! Wisks, time to show us your sneaking skills! I got an Average Rogue (+1) approach score. That's a total of +3! A 4-shifts hit! At least there's something he's good at!

Jenna: Ouch! I guess I'll take a mild consequence and check the 2-pts stress box. Alright, the party, lead by the rogue, sneak past the sleeping bats without problem. Here, I'll write down under the mild consequence: Bats (Traps). I'll also scratch the zone and the approach on the sheet so we don't use them by mistake.

Jay: Alright, I can choose where I go next, right? (Looks at the dungeon sheet). Let's see what this orc is made of. The party arrives in the *Alcove den*. That's when they notice their informations were false! They get surrounded by drooling weird subterranean versions of wolfs! Your turn.

Jenna: Alright, well they rush the intruders head front! (She rolls her attack and obtains +3 on her dice) The party slays a few of them but just as they thought they were victorious, a whole lot come swarming down from all sides! Since the group is totally taken by surprise by a supposedly *Cleared of dangerous creatures* (she checks the free invoke), that makes for a Legendary (+8) on this Good Monsters (+3) check. Take that!

Jay: Holy cow! I'll defend with Fighter. Dammit, where's my luck? That's a mediocre (0). That's a 6-shifts hit! Well, since Grimush's axe is not enough to kill all those things, I invoke *Don't mess with our sharp teeth* (hand over a Fate Point) and have the goblin bites one of them. It raises it at +2, which is still a 4-shifts hit. I guess biting wasn't a so great idea since it made Wisks an easy target, hunched up like this. I take a mild consequence and check that 2-pt stress box. The goblin's epitaph will read "He bit the dust" (He writes that down as his mild consequence).

Few exchange later, the party got rid of those Mowlf (that's the silly name they gave to those half breed of wolf and mole creatures), not without some more scratches and Brum showed his scouting skills in The Impassable Rift. The party now has his 1 and 2 pts stress box checked and one mild consequence. The dungeon has all three consequences filled. Means that the party now faces the boss!

Jenna: You arrive at the very last room of the cavern, a big-ass hall with multiple underground streams falling into a big bubbling pool. Here the group understands why it's called the Endless Echoes cavern. It's the snoring of a big fat ogre that bounces off walls and echoes in the winding tunnels. Inevitably, he wakes up when the party tries to pilfer some of his adored treasure. Who's turn is it now, again?

Jay: I made the last attack, so your turn. Do your worst!

Jenna: The ogre swings his large club, which is a whole damn tree trunk. That's a total of +6!

Jay: I'll defend with Fighter. Please, don't die! Dammit, total of +4. I got one Fate Point left. I guess slaying an ogre won't hurt in their quest for fame, so I invoke *Monsters looking for fame*.

Jenna: Fair enough, that's a tie then, I'll make a boost *Shaken* as the log crashes on the cavern floor, making everything tremble.

Jay: I probably won't be able to make that attack count so I'll have Grimush irreverently slap the orc in the face so he can snap back to reality. I overcome the boost with Scout. What's the difficulty?

Jenna: It would have been Fair (+2) if Grimush would have tried just to regain his composure but since orcs do need a good slap in the face from time to time, let's set it at Mediocre (0). Roll it.

Jay: There you go, that's a success with style! Grimush is even *Enraged* now! He pushes the half-elf aside and chaaaaaarge! I roll my Fighter for a total of +4. How's your defend? Also +4, well as you expect, I use the boost right away for a +2.

Jenna: I have no Fate Points left so I guess that's a Taken Out. Congratulation!

Jay: Yay! When the party comes back to town they throw out a big feast at the local tavern... and invites nobody! Hahaha! I raise my Fighter approach to +3 for the significant milestone; he found a high quality warhammer and a sturdy helm in the ogre's loot. Alright, your turn now to play as the adventuring party!