

Nathan

Dear Felix,

I was given a paper and pen to write until the wick on this candle burns out, I'm sure I only have a few minutes. I haven't seen the light of day since they got me about seven months ago, and I know that I will die in this cave. My hours go by in darkness and all I hear is the constant sound of water dripping from this damn ceiling. My only reprieve is the torture sessions, or interrogation, as they call it. Tell my family I made it this far, and that I will continue surviving, I love them very much. This war was a mistake, I wish I realized it before joining the forces. My light is fading, I hope this letter reaches you.

Sincerely,

Nathan

Nathan is a three player game about escaping *Nathan's* captors. Felix has embarked on a covert mission to bring *Nathan* home. Getting captured is the easy part though, getting out is a whole other story. Your Game Master will pit you against traps, guards, and maze-like tunnels as you try to escape to freedom together. One cannot survive this dungeon without the other.

What you will need

- Writing Utensils
- Paper, Graphing and white printing
- Six sided dice, 1-3
- Ruler
- 2 other friends
- Imagination

Game Play

Nathan was created to be an introductory game for anyone wanting to try out the RPG table top. The gameplay will be simple and lead into many other games as you grow into the genre. Decide at this point who the Game Master (GM) will be.

The Basics:

Each round consists of three turns. First *Nathan*, then Felix, then the GM. The players' goal is to reach the exit alive. If either player reaches below zero health, the game is over and the players have lost. The players also must not be touched by a guard, else they have been captured with no more chances to escape.

Movement:

Each character has an allotted movement per turn and can move those spaces at any point during their turn. If Felix is burdened with *Nathan*, they both have to stay adjacent to each other while moving. When Felix is helping *Nathan*, he must stay like that for the rest of the round (No moving 3 spaces then another two alone).

Actions:

Each player gets one free action per turn, allowing them to prepare to silence a guard, hide, or use non-verbal communication such as pointing.

Silencing Guards:

If Felix and *Nathan* can take down a guard within their two turns, the guard becomes silenced, and no longer a threat. To silence a guard, the guard must be unaware, meaning he does not know where the players are. Silencing a guard takes two moves, one to bring the guard to the ground, another to silence him. The players must be within a 1 block radius to silence a guard. Guards will be explained more in the GM section.

Hiding:

There are two ways to hide in *Nathan*. Shadows give +2 sneak, and cover gives +4 sneak, but only when the cover is between the player and the target. When a player starts hiding, they roll their dice and add the modifier to their roll to get their sneak rating. Your sneak is canceled when you leave the cover or shadows.

Perception:

When looking for a guard or trap perception checks are made. Simply roll the dice and add the modifier, if the perception check is the same or higher than the trap or guard's sneak rating, the player can see it.

Nathan

The Characters

Felix and *Nathan* are the two player characters. Decide now between the players who will play each character.

Felix:

Felix is new to the dungeon and in much better health than *Nathan*.

- -2 Perception
- 15 Health
- 5 Movement / 3 When burdened
- Unlimited verbal Communication

Nathan:

Nathan has been in the dungeon for seven months and is well acquainted with its design. Though the constant torture has left him frail and without his tongue. Felix can only make out a few words *Nathan* says.

- +4 perception
- 5 Health
- 1 Movement / 3 When helped
- 3 Words per round

Guards:

Guards are the main antagonists, they must be either avoided or silenced. Guards will be alerted if they see a player, or anything out of the ordinary, otherwise they slowly move while patrolling the halls.

Guards see in a 4x3 block in front of them when patrolling, once alerted that block become 5x5. All of their rolls work the same as the players.

- +2 perception
- 2 movement / 4 when alerted

Game Master

The GM's job is to create the playing field and run all the Guards and traps. The GM decides what happens when a player makes a move and can change the game as they see fit to make it a better experience for everyone.

Create the map:

Get some blank paper and create a grid with a ruler, or just use graphing paper and start creating the map you want your players to play on. The only requirements are an exit and a starting point. Make puzzles with keys and levers to open doors and gates, add traps and guards to patrol the halls. A good idea

would be to have two versions of the map, one that the players see and play on, and one you have to keep track of all the guards, puzzles, and traps.

Creating Tokens:

Everything needs to be represented on your map somehow. Tokens make moving players, and guards, and controlling view distance easier. A guard token can be a simple circle cut from paper with a line drawn on it to show which way its facing, players can be the same way but colored to show who is who. Traps can be placed across as many squares as you like so make your trap tokens to fit your ideas. Place tokens on the map within the player's view distance, but don't let them see everything. Take tokens off the map when the players can no longer see them and move guards around outside of vision on your GM map and only reveal them when the players see them. Remember that table top games are all about description and gameplay, you don't have to be an artist to make a great map!

Running the Game:

Remember that this is a dark dungeon, the players can only see six squares in all directions. To see further takes a perception check and everything in the shadows gets the shadow modifier. Roll for the guards as they also make perception checks while patrolling. Your turn is when you move all the guards down their patrol paths, this allows players time to prepare attacks and hide.

Using Guards:

Guards are bored and patrol slowly until alerted. They can be alerted by too much noise, someone walking into their vision, or bodies of guards scattered around the tunnels. Have them search for things that seem out of place. A guard may focus on one thing and allow the players to flank him while he is inspecting it.

Some Ideas for Traps and Other Obstacles:

Gate: Can be opened by a lever somewhere in the dungeon.

Door: Needs a key from a guard or key hook.

Pit fall: Deals 3 damage and take a full turn to climb out of.

Spikes: deal 5 damage, can be put anywhere.

Hanging Snakes: Snakes hanging from ropes tied to the ceiling, deal 3 damage.

Be creative and you will be a great Game Master!