

ADVENTURE MODULES EXPLAINED

This is an Encounter box
The Attack category lists sample attacks that this particular monster might have. The Special category describes any special rules that apply to that monster.



Gourdling

ATTACK: Gourdlings attack with a farming tool using Strength or Dexterity.
SPECIAL: Gourdlings move half normal speed due to their lack of true feet.



Attribute dice are listed in the same order as on a player's character sheet, STR, CON, DEX, INT, WIS, CHA

The Story box should be read out loud to the players.



You think you hear barking coming from inside the farmhouse.



Break text describes actions and may be read out, and the must at least be described to the players

Investigate the farmhouse

Open the door ANY

SUCCESS: You open the farmhouse door slowly, and notice an angry looking dog inside.
FAILURE: You attempt to open the door carefully but the door springs open and a large angry dog leaps out and knocks you down.



The Challenge box contains an attribute, or ANY, and the results of the Dice Contest that must occur. If the attribute looks like this DEX* then all players present must attempt the challenge.

The green Notes box offers advice for the storyweaver or information about the adventure that the players may not need to know.



The dog is friendly and will lick the players face if given the opportunity. If the players become lost at any time the dog can sniff out the solution to help them out.

Challenges may include penalties to the character, like WOUNDS or CONDITIONS.