# ADVENTURING

Adventure is the core of everything you can do in Labyrinthian, as no matter what you decide to do, whether its a daring tale of drama and spectacle, a quest for revenge and glory, or running an adorable bakery, all are an adventure.

Adventuring in Labyrinthian is governed by six pillars that will guide your characters on a variety of adventures. Not all you can do falls under these rules specifically, but all of these in their own way will touch upon everything you do.

The six pillars are detailed in the following chapters.

**SECTIONS**
1. **The Senses**
2. **Traversal**
3. **Exploration and Discovery**
4. **Survival**
5. **Encounters and Complications**
6. **Questing**

# THE SENSES

Each person carries a series of senses that allow them to perceive and interpret the terrible beauty and majesty of their existence, and your characters will be guided by theirs as they seek their adventure in the worlds of Labyrinthian. These senses are the sense of Time, Touch, Vision, Hearing, Smell, and Taste.

## Time:

Time is the single most important mechanic in Labyrinthian. It is the fundamental process through which the entire game flows, and it is vital to understand and implement it, as otherwise many other parts of the game will simply not work as intended.

After all, if time were to suddenly stop for no reason, lots of things would go wrong rather quickly, if quickly even means anything anymore.

So, as a result, time should never, **ever**, stop in Labyrinthian. While it will at times be abstracted, and sometimes temporary pauses initiated, ultimately it will and must continue to march on.

### The Time Pool:

To enable the tracking of time, Labyrinthian uses a mechanic called the Time Pool, which in addition to providing a basic turn structure to the entire game, also provides for the tracking of the progression of time within the gameworld.

To make use of the Time Pool, you will need:
- Dice; You want at least 6 of each of d4s, d6s, and d8s.
- A Tray, Bowl, or some other container that is visible for players; this is the "Pool".

### The Procedure:

The following is the basic procedure for playing Labyrinthian utilizing the Time Pool. Different game states, such as Combat, Bouts, or Debates, will have a different procedure due to those activities being closer to real time, but they will still ultimately be integrated into the passage of time.

1. The World Keeper, or WK (pronounced "wick"), will describe the scene the character's exist in.
2. Each Player in turn, or the Party collectively, describes what their character does in the given context.
3. Once all players have declared their intentions, and any actions resolved, the WK will add a die to the Pool, and a new round will begin.
4. This process repeats until the Pool has reached 6 Dice.
5. The WK picks up all dice in the Pool, and rolls them. The WK will check for Complications or Encounters based on the roll, and announce that time has passed, noting the current time and date, if changed.
6. The procedure repeats.

### Time Dice and Risk:

When the Time Pool has reached 6 Dice, the rolling of the entire Pool is how the WK will determine of any Complications or Encounters will occur. These events will have a great deal of influence on the course of the game, and the Party will actually have some agency when it comes to whether or not they occur.

How they do so is through the management of risk. Depending on what they choose to do, and how they choose to do it, risk should be reflected in the dice that are added to the Pool.

If the Party is overall acting "riskily", or if even a single player does something exceptionally risky, then a d4 should be added to the Pool. The lower die size makes the rolling of a Complication or Encounter much more likely.

If the Party is overall taking precautions, and acting with care, then a d8 may be added to the Pool instead. The larger die makes rolling a Complication or Encounter much more unlikely.

### Defining and Understanding Risk:

Risk in this context is best understood as acting recklessly; kicking in the door rather than picking the lock. Sneaking into a place rather than being invited. And so on. In some situations, the default may be to add d4s; if the party is in such a dangerous place that any time spent there is inviting danger, then naturally the chances of complications or encounters arising should be quite high.

Conversely, however, the opposite is true. If the party is taking caution in how they act, or if they're somewhere distinctly safe, then it may be more appropriate to default to d8s, making the chance of Complications or Encounters very low. These could be places like safe, well guarded cities, or even the very Domains and Settlements high level characters will forge.

**Using Risk for Spice:**

Occasionally someone in the Party may do something especially...reckless, to put it nicely. Other times, the Party might have lost themselves in a particularly deep bout of roleplaying. And other times still, they might just get lost in planning too much, or joking around. And sometimes it may just be fun to see what happens.

During these times, the WK can treat these instances as a reflection of the Party's actions. When adding a Time Die, they may choose to roll it first to see if a Complication arises. At other times, they might just roll a Time Die or two arbitrarily, without adding them to the Pool.

These options allow the WK to spice up the game and reinforce the idea that time is always ticking along; even when time in the game naturally slows down, what the Party chooses to do matters.

**Timescales:**

To facilitate a wide range of different activities, time in Labyrinthian is abstracted through the use of Timescales. This ensures that playing the game happens within a reasonable amount of time in the real world, so that one is not having to idly play the game for months at a time just to resolve a single turn of travel. Each Timescale corresponds to a different, broad activity that players can embark on.

In each timescale, you will find a different length of time. This represents the amount of time that passes with each Round that passes. The individual turns themselves may vary in length within this amount of time depending on what actions are taken, but will never exceed the length of the Round.

**Timescales:**
- Teleportation: Instantaneous
- Combat: 10 Seconds
- Delving/Rambling: 10 Minutes
- Expeditions: 2 Hours

**Teleportation:**

Teleportation is a dangerous and uncharted form of magic. While it can be highly useful to the courageous mage that dares to use it, its use always invites trouble from some unknown place. Teleportation is instantaneous; it does not add to the Time Pool, but any use of it will always trigger a roll for either an encounter or complication.

**Combat:**

Combat, brutal and short in its nature, typically comes with its own dangers. However, dwelling too long in Combat also invites the possibility of trouble. Combat will not add to the Time Pool, but every 6 Rounds that pass will trigger a roll for a complication that will affect the ongoing fight.

**Delving**:

Delving into labyrinths and dungeons is one of the most common activities budding adventurers will find themselves in, and as one would expect, it can be fraught with trouble lurking in any corner or shadow.

Delving Rounds last 10 Minutes, and the individual turns can take anywhere from barely a minute up to the full 10 minutes, depending on the actions taken, and as such if a given action doesn't take much time, the player may choose to take more than one during their Turn. When the Time Pool is cleared, one hour has passed in the gameworld.

**Rambling**:

Rambling in cities is a peculiar activity. In some stories, wandering about a city is barely an afterthought, but in others its as though one never leaves. As such, Rambling follows the same timescale as Delving, with 10 minute Rounds and Turns of varying length up to the full 10 minutes. Time advances by one hour when the Time Pool is cleared while Rambling.

**Expeditions:**

Expeditions are the basic means of getting out and about throughout the gameworld, whether one is striking out into an unknown land or just traveling to the next city. Expedition Rounds last 2 Hours, with Turns taking up to the full 2 Hours.

**The Calendar:**

To keep the tracking of time simple, Labyrinthian as a baseline assumes a clean division of time. Each year consists of 12 Months, each Month of 30 Days, and every Day of 24 Hours. In the default setting for Labyrinthian, The Mir, there is a specific lore reason for why this is, but in other settings it may be prudent for the World Keeper to use a different make up for time.

Ultimately it does not matter to the game itself, outside of radical changes to things such as the seasons, which will have knock on effects for Weather in the **Survival** rules. (See **Survival**)

**Tracking Time**:
There are a few different methods for tracking time, though which will be most effective will depend on the World Keeper's available materials.

To keep track of the time in-game, one option is to use a d10 and a d%. These dice together can represent the Hour and Minutes, respectively. Another option is to make an analog style clock out of paper or some other material, and the time can be tracked in that way.

To keep track of the Date, the World Keeper before any campaign should make note of what the starting date shall be. From there, the use of an actual calendar will be very useful, as can be making one up. As noted, Labyrinthian assumes a clean year of 12 Months, each 30 Days long, each 24 Hour long. So while a real calendar will not be strictly accurate, they will be easy enough to utilize in a pinch.

A made up calendar, however, will be easier to set up for reminders such as the turning of the seasons, holidays, or other important dates.

# Touch

Touch is one of the most fundamental Senses one can use, as it is one of the primary means by which they experience the world around them. In Labyrinthian, Touch governs the sizes and makeup of different creatures and objects and how they may interact with each other, as well as the different Senses themselves, like Vision, Hearing, or Smell. Like Time, Touch underscores much of the rest of the game, so it is important to consider them.

**Range**:
The first function of Touch is **Range**, or put another way, Distance. Range will be a common consideration during Combat and Expeditions. During Delves and Rambling, however, the relatively compact scenarios mean that time spent matters more than the specific distances involved.

**Range in Combat:**
In Combat, the specific distances involved are relatively arbitrary depending on the scenario in tandem with the make up of the Combat Grid and if a physical map is in use. However, in general, Range in combat is measured between the different Positions that make up the Combat Grid, such as the Churn, the Flanks, or the Ranged Positions.

Each Position counts as 1 unit of distance, and so when fighting, you can tell how far your projectiles or spells are capable of traveling by simply seeing what number it provides for Range. For example, a Longbow might have a Range of 5.

This allows, assuming no Line of Sight issues (See **Combat**), the Longbow to fire on any Position five spots away from the user's Position. If the user happened to be in the Churn, for example, they would be able to fire upon any enemy anywhere in the Grid, whereas firing from Ally Support would not allow them to attack the Enemy Support, being two Positions short.

**Delving and Rambling:**
While Delving or Rambling, ranges are measured in feet (or meters, per preference). These measurements only serve as a general reference to describe how far apart things might be from each other.

In gameplay, your characters can easily traverse any typical distance within these scenarios without any need for specific movement tracking from round to round, though note that the presence of Difficult Terrain or Turbulence may still have an impact, and may require you to take multiple rounds to complete certain actions depending on what you're trying to do.

If the distances that need to be traversed start to climb to a mile or more, then the timescale should shift to an Expedition.

**The Hex**:
During Expeditions, the game enters into a state called the **Hex Crawl**, where the gameworld is divided into a series of hexagonal sections called Hexes. Hexes measure 6 Miles wide, and in game terms represent the basic "spots" that the Party can travel along.

More information on the Hex Crawl can be found in the **Traversal** section.

**The Environment Rating**:
No matter the situation the Party finds themselves in, there will be an Environment Rating, or ER, associated with the specific area they are in, whether its an overall Dungeon, a City, or even a vast Valley or Forest.

The ER is an abstracted that value that represents the overall environmental conditions in a given area, including aspects such as light levels, the materials present (stone vs grassy floors, for example) that affect sound levels, and how densely cluttered the area is (ie, a bare room vs a warehouse full of boxes). The ER's purpose is as a general target number that is used for Stealth (see **Combat**) and a number of other abilities related to interacting with the surrounding environment.

The ER for individual Hexes, however, is a little different. While it still serves the same general purpose for large scale entities such as Dragons, Armies, or even the Party working collectively, at the Hex scale it also incorporates and represents the overall potential for resources in the area, which will be important for those who wish to buildup Settlements or even their own Domains. (See **Settlements and Domains**)

By default, the ER starts at 5 for any given area, regardless of what is there. The presence of Illumination (See **Vision**) adds +10, and the Acoustic Rating of the area (see **Sound**) is also directly added to the ER. The presence of Difficult Terrain or Turbulence also adds +5, and the ER can be further modified by the World Keeper to account for clutter and other environmental considerations.

World Keepers should consult the advice on Environment Building for more information on developing a comprehensive ER for the different areas in their worlds.

**Object and Creature Sizing**:

In Labyrinthian, there is a wide variety of different objects and creatures to be encountered, some of which might be quite smaller than yourself, and others colossally bigger. As a result, the size of these entities will have affects on how much damage they can dish out, and how much they can take.

The Size Chart below details the general sizes the game accounts for, and will also note a Damage/Defense Multiplier; whenever a creature or object rolls for damage or defense, the result will be multiplied by this number.

Despite the name, the following size chart is not limited to just Objects and Creatures, but also to Light Sources, Sounds, and Smells. Their respective sections will cover how Sizing affects them,

**Object and Creature Size Chart**

Tiny: 0.5x
Small: 1x
Medium: 1x
Large: 1x
Huge: 1.5x
Gargantuan: 2x
Colossal: 2.5x
Titanic: 5x
Mountainous: 10x

# Vision

Light and Shadow, and the interplay between them, are critical in the Parties adventures, as they will govern what can be seen, and whether or not the Party will be unseen.

**Perception:**
Characters have both Passive Perception and an active Perception Skill. Perception doesn't pertain to seeing obvious things in broad daylight but rather pertains to detecting hidden objects or patterns, whether obscured by darkness or other means.

Passive Perception matches the character's current Acuity, automatically revealing hidden objects or patterns that require a Perception score equal to or lower than the character's current Acuity value. For anything else, they must initiate a Perception or Investigation Skill Check if they suspect something is concealed.

For instance, a quick room scan would utilize Perception to uncover hidden items, while a specific search, like inspecting a desk in the room, necessitates using Investigation. Most of the time, neither Active nor Passive Perception will unveil items that require Investigation to uncover.

**Forms of Light**:
As mentioned, there are many different forms of Light that come with different effects. Each is detailed below:

**Light:**
The most basic form of Light is simply called Light. This can come from a number of sources, but the most prominent and familiar sources are the Sun, Moon, Stars, and regular Fire. This form of light does not have any particular effects on the world.

**Shadow:**
The total absence of any light is simply called Shadow. Rarely, most often through Magic, Shadow can be cast as a source of "light", overwhelming even brightly lit areas with elemental darkness, but in general Shadow is always going to be the simple absence of any other kind of light.

Shadow is the essential tool for the those who wish to act with Stealth; when in Shadow, characters who attempt Stealth may add their Stealth Skill directly to their roll.

**Dappled:**
Dappled light is most often found in the erratic flickering of a torch being bombarded by the wind or in the hellish landscape of a wildfire, and paradoxically illuminates while also obscuring. Those who attempt Stealth while affected by this Light will be able to add half of their Stealth skill to their roll.

**Glimmering:**
Glimmering light is the manifestation of the Mana as pure white to light bluish light. Light Spells are the most common source of this form of light, as are most enchanted objects, and some creatures may emanate it as well.

Glimmering Light will subtly enhance all checks to find things for those under its effects. If you are illuminated by Glimmering light, you will a bonus to your checks equal to the source's Size modifier. (IE, a Mountainous source of Glimmering light will confer +10)

**Echoing:**
Echoing light is a corruption of light rather than actual light, preventing conventional sight..  It never occurs naturally in the world, and is instead induced by specific forms of magic.

Areas affected by Echoing light are Difficult Terrain or Turbulent (if in the air or water). They prompt a Composure saving throw equal to 15 plus the Size Modifier. For instance, a Mountainous source of Echoing Light requires a throw of 25 to avoid being knocked prone. Navigating through Echoing light is only possible with alternative navigation aids, such as auditory cues or a thrown rope.

**Chatoyant**:
Chatoyant Light resembles the mesmerizing play of colors seen in certain woods or gemstones and the elusive auroras in the night sky.

Well-known as the light of the Divine, Chatoyant Light can directly counter Echoing Light, removing it from the areas it affects as long as the Chatoyant light is maintained. Additionally, Chatoyant light will confer a bonus to all Saving Throws equal to the size modifier of its source, rounded down. (IE, a Mountainous source of Chatoyant light will confer +10)

**Miasmatic:**

Miasmatic light is that of the Dark Mist, that strange cross of light and air that comes from beyond the world. It most commonly ranges in look from a deep blood red to a stark royal purple.

Any creature that is illuminated by this light will be susceptible to a corrosive force of magic; any Weapons or Armor that take a loss of Durability will be affected twice for each instance, and any Corruption roll made will be cut in half, greatly increasing the risk of a Greater Corruption.

**Light Sources:**

Various Light Sources can be encountered during adventures. The most common sources include the Sun, Moon, and Stars, which provide continuous illumination where unobstructed. Additional sources like Torches, Lamps, or Spells offer reliable but less persistent light for exploring shadowy areas.

Each light source description specifies its light type, intensity, and duration, which are further detailed below.

**Illumination:**

By default, unlit areas are considered to be in Shadow. When any light source is present, the area becomes illuminated to a certain extent, affecting entities within it. From a distance, illuminated areas and entities are readily visible without effort, particularly to observers in shadow, but will still require Perception checks to identify what is seen.

However, within the presence of illumination, individuals can easily perceive only what is also illuminated nearby. To perceive and identify anything beyond their light source's range, even if it is illuminated by another source, they must make specific efforts using Passive or Active Perception checks.

**Emanation**:

Light Sources have an associated **Emanation** value, which represents their illumination radius. This value starts at 10 feet for all sources and is multiplied by the source's Size modifier to determine the final radius in feet.

For instance, a typical torch or lantern, considered Small, has a 10ft Emanation. Characters wielding these items illuminate a 10-foot radius around themselves. It's worth noting that light extends both upwards and downwards, affecting fliers and swimmers.

**Burn Time**:

Burn Time:

Most light sources also have a Burn Time value, indicating how long they last before needing maintenance. This value is managed using a Usage Die, rolled every Hour, with a result of 1 indicating a step down to a smaller die (e.g., from 1d6 to 1d4).

During Expeditions, you will simply step the die down whenever your World Keeper announces that time has advanced. When the Usage Die reaches 1d4 and is stepped down, the light source is considered burnt out and must be replaced, recast, or refueled.

**Blindness:**

Characters can be born blind, but commonly blindness will result from a Wound or a magical Corruption. Characters that are born blind are only limited in not being able to perceive things that specifically require sight, such as written words, paintings, or similar things. They are otherwise considered to have either trained themselves or been trained to overcome their shortcomings.

Characters that have become blind will suffer a -10 Penalty to their Action Ratings in Combat until the condition has been reversed, but if it is permanent, each level of Perception earned will reduce this penalty by +1 until it has been eliminated at 10 Perception.

In Labyrinthian, the sense of hearing is as crucial as sight, allowing adventurers to perceive and interpret their environment by the sounds they hear.

**Perception**:
Characters possess both Passive Perception and an active Perception Skill that determines their ability to detect distant sounds. Automatically perceptible sounds do not require any action if they are within a certain range from the source.

However, beyond these distances (see **Sound and Distance**), Passive Perception and possibly an active Perception Check may be necessary to detect and identify sounds. Passive Perception takes precedence, revealing any detectable sounds. If not, a Perception Check is made, with each sound having a specific associated DC for detection and identification.

**Sound and Distance:**
Sound propagates instantly in enclosed spaces. In larger areas and in the overworld, sounds are perceptible up to a specific distance based on their intensity and source. However, players and World Keepers need not calculate these factors in real-time; many sounds already specify their range, and guidance is available to World Keepers to integrate them into their games.

**Sound Intensity:**
There are three sound intensities: Muffled, Audible, and Deafening.

- **Muffled** sounds, like whispers or gentle breezes, are automatically perceptible up to 5ft away. Beyond this range, a Perception check (DC 20) is required to hear the sound, and DC 25 to identify it.
- **Audible** sounds, such as talking, sword clashes, and rock-breaking, are automatically perceptible up to around 500ft. Beyond this range, a Perception check (DC 15) is needed to hear the sound, and DC 20 to identify it.
- **Deafening** sounds, like animal roars or explosions, have a chance of causing deafness. They are automatically perceptible up to 1 Mile away. Beyond this range, a Perception check (DC 10) is needed to hear the sound, and DC 15 to identify it.

**Sound Sizes**:
While the three Sound Intensities define basic sounds, these do not cover the full range of possible sounds that can be heard.

By applying a **Source Modifier**, as see in the below chart, based on the source of the sound's overall "size" (which can correlate to physical dimensions, but is more to contextualize the sound), a range of different sounds can be depicted quite easily, ranging from the near imperceptible to sounds so monstrously loud they could even be perceived across continents.

**Source Multiplier (Multiply Max Distance by the Modifier):**
Tiny: 0.25x
Small: 0.5x
Medium: 1x
Large: 3x
Huge: 5x
Gargantuan: 10x
Colossal: 50x
Titanic: 100x
Mountainous: 250x

**Acoustic Environments:**
In addition to intensity and sizing, Acoustics impacts sound. The terrain along the path between the sound source and listener will influence its intensity and size, altering its maximum perceptibility range.

- Smooth, solid terrains such as water, snow/ice, and stone amplify sound by one size step with each occurrence.
- Chaotic, obstacle-filled terrains such as forests, cities, or rocky plains diminish sound by one size step with each occurrence.

Whether the Sound is being amplified or diminished, the Sound will increase in intensity by one step if it reaches "Mountainous" size before it reaches the Listener, and likewise will decrease if it reaches "Tiny" size first.

If a Sound is diminished to past being Muffled, the Sound will simply be imperceptible to the listener, and will dissipate around the area this occurs in. If a Sound is amplified beyond Deafening, the sound will be automatically perceptible to any who are within range to hear it.

**Echoes and Reverberations**:
Acoustics mainly impacts sound's long-range reach, but Echoes and Reverberations influence sounds both near and far.

To trigger an Echo, the environment must be large (at least 50 feet in all directions), composed mostly of smooth, solid materials or substances that amplify sound, like bone, stone, or metallic ores.

In such conditions, an Echo can be produced when a sound encounters them, reflecting it in the opposite direction (e.g., a sound hitting a wall in this environment reflects backward).

Reverberations occur when at least two echoes can return to the source, causing the sound to grow in size incrementally, increasing in intensity until it reaches "Mountainous" size.

Whether a sound echoes or reverberates, if the source ceases making the sound, it diminishes in size and intensity every second, progressing from size to intensity until it dissipates beyond "Muffled."

**Identifying Acoustic Materials**:
When considering areas affected by acoustics, it's crucial to identify specific materials.

Materials such as stone, snow/ice, metal, and water typically amplify sound due to their solid, smooth, and reflective nature, preventing sound absorption.

On the other hand, materials like wood, grass, jagged rocks, and irregular surfaces tend to diminish sound, as they absorb and impede sound reflection.

Certain materials, even within the latter category, can be used for sound amplification. For instance, musical instruments often use treated wood for this purpose, while regular wood or bark may not yield the same effect.

Some materials inherently offer significant sound amplification, particularly once processed through Construction and Smithing. Refer to the Materials section for details on what these materials are and what effects they have on sound.

The sense of smell may be an odd thing to consider as an adventurer, but sometimes the lingering scent of one's quarry is all one needs to track them down, and in a pinch, its always wise to follow one's nose.

**Smells:**

Under any circumstance, a given smell radiates up to 10 feet in every direction instantaneously. Depending on the source's size, as per the Source Multiplier chart, this distance is multiplied. Anyone within this area can perceive the smell instantly, though identifying it or its source remains uncertain (refer to Identification and Tracking of Distant Smells).

**Wind**:

In specific scenarios, wind or airflow can carry a smell beyond its initial distance. The airflow's speed is added to the distance limit, allowing the smell to be perceptible in the direction of the airflow ("downwind"), up to its final distance limit. Occasionally, the airflow can overpower the smell, limiting perception to that one direction.

For instance, a Huge Smell, like the rotting remains of an ogre, typically extends up to 50 feet in all directions. If a storm with 50mph winds moves northwest, the smell will extend around 50 miles in that direction but still only reach 50 feet at its source in other directions. If a mage were to manipulate the storm's winds using Air magic, the wind could force the smell to only be perceptible in the northwestern direction.

**Source Multiplier (Multiply Distance by the Modifier):**

Tiny: 0.25x
Small: 0.5x
Medium: 1x
Large: 3x
Huge: 5x
Gargantuan: 10x
Colossal: 50x
Titanic: 100x
Mountainous: 250x

As Hearing and Vision, the Source Multiplier chart size conveys context beyond physical dimensions. For example, an extremely pungent cheese might be deemed a Huge smell, despite being physically Tiny.

**Perceiving Distant Smells:**

Similar to Hearing and Vision, Smell perception relies on both Passive Perception and active Perception Skill checks. Observers within the smell's range can perceive it without special effort after applying source modifiers and any airflow changes.

Beyond this range, perceptive characters may perceive the smell. With Passive Perception, they must meet a DC of at least 10 + 1 for every size smaller than Mountainous. If this fails, or if characters want to check for any smells, the DC increases to 15 + 1 for every size smaller than Mountainous. This increase in difficulty represents how smells dissipate beyond a certain distance, so picking them up despite this requires an exceptional perceptive skill.

**Identifying and Tracking Distant Smells:**

Once a smell is perceived, identification only occurs if the character has definitively smelled it before. Otherwise, they must locate the source themselves or they may be able to use the Party's Lore Bonus to recall knowledge (refer to **Exploration and Discovery**).

Tracking the smell's origin involves the Tracking Skill. In most cases, beating a 10 on the Tracking check identifies the direction. Multiple checks may be necessary in challenging conditions, such as stormy weather with unpredictable wind patterns.

If the observer has perceived and identified the smell's direction, even without knowing the specific scent, they gain a +10 bonus that they may add to their *Pathfind* or *Find Bearing* Travel Tasks when traveling directly to the smell's source (see **Traversal**). This bonus stacks with all other bonuses to these Tasks.

# Taste

To Be Done when working out Cooking Mechanics. Will include all tastes and how they interact with each other and with food/drink mechanics.

The heart of any adventure is the journey, and how you get about in the worlds of Labyrinthian will be a core experience for you and your characters. Traversal is governed by a unified procedure called the Crawl, which is described in this section.

**The Crawl Procedure:**
The procedure for engaging the Crawl is actually identical to that of tracking Time, as described in the Senses. Indeed, the Time procedure forms the backbone of the Crawl, and for clarity it is repeated here:

1. The World Keeper, or WK (pronounced "wick"), will describe the scene the character's exist in.
2. Each Player in turn, or the Party collectively, describes what their character does in the given context.
3. Once all players have declared their intentions, and any actions resolved, the WK will add a die to the Pool, and a new round will begin.
4. This process repeats until the Pool has reached 6 Dice.
5. The WK picks up all dice in the Pool, and rolls them. The WK will check for Complications or Encounters based on the roll, and announce that time has passed, noting the current time and date, if changed.
6. The procedure repeats.

What the Crawl adds to the procedure involves the Actions taken by players throughout each Round, and depending on the timescale being operated in, there are different options available for Traversing the gameworld.

**Movement and Pacing:**
Integral to Traversal is the abstract resources Movement and Pacing, which are generated in different ways depending on the Timescale. The difference between Movement and Pacing is a difference between individual and Party movement, respectively.

**In Combat**, Movement is generated through the Combat Roll. Refer to Combat for more information on how Movement in combat works.

**During the Crawl**, individual party members will be utilizing Movement during Delves and Rambling, and the Party will collectively generate Pacing during Expeditions.

**Difficult Terrain:**
Occasionally, you will run into Hexes that are considered to be made up of Difficult Terrain. These will be areas such as dense forests, uneven and untamed land, or even places that are simply falling apart for one reason or another. These areas will cost double Movement or Pacing to move through.

In addition, you may also run into Rough Terrain, which is a more severe terrain that will require one of the four saving throws (Composure, Mana, Stamina, or Acuity) depending on the terrain. These areas will provide a Modifier for the Traveler to roll against, and they may add their respective Current energy to their 1d20 saving throw. For example, +15 Composure Terrain would require that the player roll 1d20 + Current Composure, and they must roll at least 15 total in order to to succeed.

If the Traveler should fail, they will be knocked prone, and will either have to spend 10 Movement to get back up, or, during Expeditions, will face a Pacing penalty equal to the difference between their roll and the target number.

**Delves and Rambling:**
While Delving or Rambling, there is far less pressure involved in moving about compared to Combat or Expeditions, and so Movement is automatically generated, rather than rolled for.

Your Movement while Delving or Rambling will be equal to your current Stamina multiplied by 10, and you can opt to spend a point of Stamina to get a second burst of Movement, also equal to your Stamina (before you spent the point). You will not be able to do this more than once per Round.

You will be able to spend this Movement however you wish during your Turn, before and after any Actions you take.

For example, if you have 25 Stamina, you will be able to move up to 250ft during your Turn. If you need to go farther, you can spend a point of Stamina to get another 250ft.
During Delves or Rambling, you may have an optional Hex Map available to you for reference, and in these cases you would treat each Hex as a 10ft space, costing 10ft to move into each one. You may optionally also just have a plain map, with no hex grid, depending on your World Keeper's preference. In this case, you and the WK will use your best judgement in determining how far you can go relative to your available Movement.

**Expeditions:**

During Expeditions, your Party works collectively to traverse the gameworld, and so instead of Movement, you will collectively generate a resource called Pacing, which is measured in miles instead of feet. As a default, the Party will automatically generate a Pacing of 6, or 1 Hex's worth. Simply relying on this default Pacing is called **Meandering.**

How additional Pacing is generated is through specific Actions called Travel Tasks, which will not only generate some amount of Pacing, but will also allow you to do various things as you Travel.

Pacing can be utilized arbitrarily, that is, you do not have to use it all in one go. You could choose any point you can reach to stop, but note that if you proceed to a new Round, or shift into a different timescale (such as moving into Rambling if you decide to stop in a Village you discovered), you will lose any unused Pacing. Additionally, utilizing a high pacing will increase the likelihood of getting lost.

**Travel Drift:**

Travel Drift results from the intricate interplay between a traveler's intended direction and the various factors diverting them off course, including obstacles and terrain. While each instance is minor, the cumulative effects can significantly alter the traveler's path if not managed.

In Labyrinthian, Travel Drift is tied to Pacing, with every 12 miles (or 2 Hexes) of uninterrupted travel adding 1 to the Party's **Drift Value**. The Drift Value indicates the likelihood of a course deviation, which the World Keeper will apply at the end of every Expedition Round.

Accrued Drift during an Expedition Round shifts the Party's course clockwise or anti-clockwise, favoring the destination's general direction. When the destination aligns with a cardinal direction, a d4 roll by the World Keeper determines the shift; 1-2 shifts West, 3-4 shifts East.

To mitigate Drift over long distances, use the Navigate Travel Task. Refer to Travel Tasks for details on this task. Alternatively, sticking to a Road will eliminate any danger of Drift, but also come at the cost of limiting your Pacing due to being unable to use the **Pathfind** Travel Task. Roads, however, also offer opportunities for Skill tasks like Prospecting or Foraging to be undertaken by the whole party.

**Getting Lost:**

Occasionally, your Party may get lost due to Travel Drift or other circumstances. In order to figure out your position, at least one Party member must attempt the Find Bearing Travel Task, which involves locating and identifying several "Markers" that will allow you to determine, with some precision, where you are relative to what you know about the world. See the Find Bearing Travel Task for more info on this process.

In most cases, spotting the Sun or South Star serves as one of the necessary markers in Find Bearing. If either of these are visible, Players can immediately identify the South direction, enabling navigation without a specific destination or need for precise location determination.

**The Hex Map:**

The gameworld is depicted primarily through a large world map, which is broken up into hexagonal area's called a **Hex**, which are grouped together into area's called **Regions**, which in turn are grouped together into area's called **Continents**.

On the Hex Map, each Hex represents an area of the world roughly 6 miles in width (or length, depending on how the Hexes are oriented) across the widest (or tallest) part of the hex. Hexes are grouped together into larger Regions, which represent different Explorable Areas of the world (see Exploration and Discovery), and could be made up of any number of Hexes. Multiple Regions typically make up Continents, though some Continents could comprise of only a single overall Region.

Depending on your group's preference, you may or may not have a Hex map of your own to reference. You may instead simply have a general map of the gameworld's landmasses and significant landmarks, and it will be up to you to make sense of your travels as you fill it in.

**Travel Tasks:**

As noted, Pacing is generated collectively by the Party through their individual Travel Tasks. Each Task will generate either a Pacing Bonus or a Pacing Penalty, and at the end of the Round these will be summed up to determine how far the Party was able to travel during that Round.

Each Travel Task is available to any Player that wishes to partake in them (though some unique ones may be available only through their respective Abilities), and they are broken up into different categories: **Navigation**, **Gathering**, and **Exploration**.

**Resolving Travel Tasks:**

When each Player declares their Action for the Round, they will begin to resolve their chosen Task. This will typically involve some sort of Skill check roll, but others may require a Sequence roll instead, and in both cases, the Player may generate an Event (See Exploration and Discovery).

The general rule of thumb is, each Player should first note any Pacing results they received, as well as any other results (such as resources gained from Gathering) if it's pertinent to the Party. Then, any Events generated should be resolved. Once all of this has been done, the Round begins anew, and the Party will repeat the process until they either reach their destination or otherwise find reason to stop and shift into another timescale.

**Events:**

Events are part of the Exploration mechanics in the game, and will be generated with any even 1d20 result you receive as part of resolving these Task. The Events will present as Improv prompts that you will be expected to interpret and introduce into your journey.

While it is not required that you do this (nor even use the actual prompt you got), it can be quite valuable to do so, as your adventures will become all the better for it. See Exploration and Discovery for more information on Events and how to resolve them.

**Navigation Tasks:**

Navigation Tasks are utilized to maximize the Party's Pacing and keep the Party on track to their destinations. These tasks will be the single biggest sources of Pacing.

Each Task is listed below:

**Pathfind:**

This use of the Pathfinding skill is used to find efficient routes and shortcuts through known or unknown terrain. While it's not mandatory, using Pathfind can significantly benefit the Party, especially when time is of the essence. This Task requires a full Expedition Turn.

To use: Roll 1d20 + Intuition, and announce your result to the World Keeper during your Turn. This value is your Party's starting Pacing, and depending on the result, your World Keeper will let you know what bonuses you get:

If you roll 10 or more below the Environment Rating, you contribute no Pacing Bonus.
If you roll within 10 of the Environment Rating, you provide a Pacing Bonus of ½ Mile for every point you are closer to the Environment Rating (up to a maximum bonus of 5 Miles).
If you roll above the Terrain Modifier, the bonus increases to 1 Mile for every point in excess of the Environment Rating. There is no maximum bonus.

Example: Assuming an Environment Rating of 15 for the Region, you make your check and get a 15 on your d20, and you add your +15 Intuition to the result for a total of +30. You gain an additional 5 miles for rolling the Environment Rating exactly, and as your total is +15 above the Environment Rating, you gain another bonus of +15 Miles, for a final total of +35 Miles, which is nearly 6 Hexes your Party travels throughout the Round. (Note that this example will be repeatedly referenced throughout the Travel Tasks)

**Navigate:**

This use of the Pathfinding skill is used to navigate and set course directions for the party; whether that be by landmark, map, the stars, mere memory, or some other means, or indeed, all of them at once. It is necessary to Navigate if the party does not wish to merely wander about aimlessly and does not have a road to follow. This Task requires a full Expedition Turn.

To use: Roll 1d20 + Intuition, and announce your result to the World Keeper during your Turn. This will compared to the Environment Rating of the Region.

If you roll 3 or more below the Environment Rating, accumulate an additional Drift Penalty equal to the difference.
If you roll within 3 of the Environment Rating, reduce the Drift value by 1.
IF you roll in excess of the Environment Rating, reduce the Drift value by 1 for every point of excess.

Example: In the previous example, the Party travels 35 Miles in one go. This accumulates a Drift value of 5. You roll 1d20 + Intuition, and you roll a total of 12. (2 on the die, +10 Intuition). As you rolled within 3 of the Environment Rating (15), you reduce the Party's Drift value by 1 to 4.

**Find Bearing:**

This use of the Pathfinding skill is used to determine how well you're able to locate certain natural identifiers that will allow you to triangulate your approximate position in the gameworld.

Such objects are referred to as Markers, and unless some strange phenomenon blocks your view, you will always be able to see either the Sun or the South Star, which are both Markers. By traversing the world and finding at least two more Markers, you will be able to approximate your position, and navigate to wherever you wish. What will count as Markers will depend; Mountains will commonly be such Markers, as will significant roads or waterways, but other more subtle signs will be possible as well. Your World Keeper will let you know what you find.

When using Find Bearing, you will be unable to use Pathfind, and will instead have to Meander. You may still use Navigate to set a specific course, however, as long as you can see either the Sun or the Stars.

To use: Roll 1d20 + Intuition, and announce your result to the World Keeper during your Turn. This will compared to the Environment Rating of the Region. If a Marker exists in the Hex, you will locate it regardless of the result, and if no Marker exists in the Hex you're currently occupying, the check will fail automatically regardless of the result, but you will still be bound by any time penalties per the results below, regardless of whether you have found a Marker.

If you roll 5 or more below the Environment Rating, the time spent Meandering will be doubled. If no Marker is present, however, you will gain a bonus of +1 to your party's next attempt of this task.

If you roll within 5 of the Environment Rating, you will take half as long to Meander during this Round, and increase your next attempt bonus by +1.

**Keep Watch:**

This use of the Perception skill allows the the traveler to actively search their surroundings as they travel. To use it, simply roll a Perception check (1d20 + Intuition), and any Hidden entities that might be along your path will be revealed. Note however that if one among your party is particularly perceptive, you may not have to utilize this task at all.

If one or more players wishes to coordinate their watches, they can do so at the cost of diminishing returns. The first player who wishes to assist may add half of their Perception roll to the total, but the next will only be able to add a quarter of theirs, and so on in this fashion.

This Task can be used alongside any Navigation task, and is also usable during Delves or Rambling.

**Clear the Way**:

This use of the Conditioning Skill allows the traveler to work through Difficult Terrain, negating the Pacing penalties. In order to use this, the traveler must have the necessary equipment to counter the specific type of terrain the party has encountered, such as a Slashing type weapon to slash through thick vines and overgrowth; note that using your primary weapons can work in a pinch, but will automatically cost you Durability. Tool type weapons, like Machetes, do not suffer this penalty, but conversely are liable to break quickly in Combat. It is wise to have both on hand when traveling through jungles.

**Scout**:

This use of the Stealth Skill allows the traveler to scout ahead of their Party, to reveal what lies ahead.

To use, roll a Stealth check (1d20 + Agility) and compare to the Environment Rating of the Hex you begin in. If you have exceeded it, you will become Hidden, and the total of your roll will be the distance (in miles) you individually are able to get ahead of your Party, though this will not contribute to the party's overall Pacing value. You may then rely on your Passive Perception, or make an additional Perception check to examine your Party's path.

**Stealth Travel**:

If the Party wishes to travel with stealth, avoiding detection and covering up the signs of their travel, they will have to collectively establish a Stealth Rating.

To do this, each Party member should roll 1d20 + Agility, comparing the result to the Environment Rating of the Hex they currently occupy. As long as at least half of the party has exceeded the Environment Rating, the Party will be considered Hidden, and will not leave signs behind as they travel. Whomever rolled the highest will establish a Stealth Rating for the Party equal to their roll.

As the Party travels, if an Encounter occurs, or if the Party crosses into a Hex with an Environment Rating higher than their Stealth Rating, then the Party will have to reestablish Stealth.

Note, if more than half the Party fails the skill check, they can still treat the highest roll as their Stealth rating, but will be unable to cover their tracks. If the Party wishes to try again, they will have to displace into a new Hex first.

**Gathering Tasks:**

Gathering Tasks are utilized to gather different Materials for Crafting, and in addition there are some Crafting Tasks that fall under this category. These will add minor sources of Pacing, and will be lucrative for those who simply want to get lost in the world.

Each Task is listed below:
<insert Gathering tasks: Forage, Prospecting, Hunting, etc. To be done later as Crafting and Gathering is fully designed>

**Exploration Tasks:**

Exploration Tasks are utilized to explore the world directly, and will be highly useful for those seeking to map the world or those seeking lost and hidden things. These Tasks will be the main source of Pacing penalties, as the time exploring each Hex will cost you.

Each Task is listed below:

**Searching:**

Searching is used during Expeditions to attempt to uncover a Discovery, an item, location, or piece of knowledge that teaches you about the world and the areas you explore. This involves making an Improvised 1d20 check utilizing a Skill of the player's choice, and depending on the result, the player may uncover some number of Discoveries. Check **Exploration and Discovery** for more information on doing this.

**Identify a Campsite:**

Identifying a Campsite is important when the party wishes to pass through the night, but also pays dividends if the party intends to spend a long time in one area, allowing them to establish a fortified Campsite, which with time could even be grown into a Settlement.

To use, roll 1d20 + Endurance to make a Survival Check. If you roll at least equal to the Environment Rating of at least one of the Hexes the Party passed through during the Round, you will find a suitable campsite to wait out a short period, up to 48 hours at a time. If you roll at least 10 over the Environment Rating of any of these Hexes, you will find a suitable site for a more permanent Campsite.

**Identify and Follow Signs**:

This Task is used to identify and follow the signs of something you wish to track. Whether that is an animal, a person, or...something else, a high skill in Tracking will allow you to follow their path. This Task replaces and cannot be used alongside Navigate and Pathfind.

To use, roll 1d20 + Intuition to make a Tracking check. The roll must first succeed against any Stealth rating the Target may have achieved; if they were not attempting stealth, this will automatically succeed, and you will identify the signs left behind by the target. If this is all you wished to know, nothing else is required.

To follow the Signs, the total of your roll will serve as the Party's overall Pacing value, and will not be able to benefit from any Pacing bonuses your Party may be able to contribute. Once you have used up this Pacing, and assuming you have not caught up with your Target, you will need to repeat this check. Once you catch up to your target, depending on the circumstances, either a Bout or even Combat could be started. If your target is not hostile to you, you will be able to engage in dialogue with them, or you could even begin following them if your Party establishes a Stealth rating.

**Delve and Rambling Tasks:**

While conventional Travel Tasks are mostly not a part of Delving or Rambling, there are certain Tasks Party members may be interested in doing while undertaking these endeavors. These tasks do not induce any sort of Movement penalties or bonuses, but do generate Events.

Each Task is listed below:

**Inspecting:**

Inspecting is used during Delves, and occasionally during Rambling, to attempt to uncover a Discovery: an item, location, or piece of knowledge that teaches you about the world and the areas you explore. This involves making an Improvised 1d20 check utilizing a Skill of the player's choice, and depending on the result, the player may uncover some number of Discoveries. Check **Exploration and Discovery** for more information on doing this.

**Research**:
Researching is used during Delves and Rambling to attempt to learn about distant places from afar, uncovering Discoveries about them. These require a **Source of Knowledge**, such as a Libary, a willing and knowledgeable NPC, or some sort of object that contains information about a distant place. This involves making an Improvised 1d20 check utilizing a Skill of the player's choice, and depending on the result, the player may uncover some number of Discoveries. Check **Exploration and Discovery** for more information on doing this.

**Scout**:
This use of the Stealth Skill allows the traveler to scout ahead of their Party, to reveal what lies ahead.

To use, roll a Stealth check (1d20 + Agility) and compare to the Environment Rating of the Hex you begin in. If you have exceeded it, you will become Hidden, and the total of your roll will be the distance (in miles) you individually are able to get ahead of your Party, though this will not contribute to the party's overall Pacing value. You may then rely on your Passive Perception, or make an additional Perception check to examine your Party's path.

**Identify and Follow Signs**:
This Task is used to identify and follow the signs of something you wish to track. Whether that is an animal, a person, or...something else, a high skill in Tracking will allow you to follow their path.

To use, roll 1d20 + Intuition to make a Tracking check. The roll must first succeed against any Stealth rating the Target may have achieved; if they were not attempting stealth, this will automatically succeed, and you will identify the signs left behind by the target. If this is all you wished to know, nothing else is required. To follow the Signs, you will simply spend your Movement to follow the path to your target.

Once you catch up to your target, depending on the circumstances, either a Bout or even Combat could be started. If your target is not hostile to you, you will be able to engage in dialogue with them, or you could even begin following them if your Party establishes a Stealth rating.

**Other Kinds of Traversal:**
The rules to this point have assumed a base of simply walking, but you are by no means limited to just walking to get around. The following options cover all the different ways that you and the Party can traverse the world, and each will cover how they integrate with modify the previous Traversal rules.

**Mounts:**
There are many different kinds of mounts you can encounter in your adventures, from the simple Horse to the mighty Dragon, and on to all kinds of monstrous and majestic creatures. Your Mounts though are not just useful tools, but living beings who, if treated well, will become fierce companions even through the darkest times.

Some Mounts will provide additional Movement types; Dragons for example grant Natural Flight, and Krakens are powerful Swimmers and Climbers. These have specific rules associated with them and will be noted later.

All Mounts will provide a bonus die to traversing through and making Saving Throws against Difficult Terrain and/or Turbulence depending on their Endurance score. Starting at 5 Mounts will contribute a d4, and this will step up in size every increase of 5, such as a d6 at 10, and a d8 at 15, up to a maximum of a d20 at 30. These dice can be rolled to counteract the doubled Movement cost of these areas, and if a Saving throw is required, you may add the total you rolled to your Saving Throw.

**In Combat**, Mounts that obey you (see Animal Handling) will augment your Movement, and can be freely Commanded. See Combat and Warfare for more details on how Mounts factor into your fighting.

**During Delves or Rambling**, Mounts will be at their most useful to carry burdens, the tired, and/or the wounded, and will replace the Movement of any who ride them.

**During Expeditions**, Mounts will be at their best, as they will be able to contribute directly to the Party's Pacing as they travel, contributing the same die they do when dealing with Difficult Terrain or Turbulence.

However, as the Party is working collectively, the die each Mount can add will be limited in its size to that of the lowest in the party, even if an individual Mount can move faster. And if any in the Party are not mounted, no Mounts will be able to contribute to Pacing.

There are exceptions depending on the Travel task, however, and these are noted in the Travel Tasks themselves.

**Natural Flight:**

Any Party member, and/or their Mounts, that are capable of Natural Flight will have free reign to do so during any of the three Crawls, up to a certain distance from their last Position.

To Take Off, the Flyer will either spend 1 Point of Stamina, or may take off at no cost from at least an Elevated position in the world, with at least 20 feet between the take off point and the ground or some other surface.

From there, where the Flyer will be able to reach will depend on the Crawl.

During Delves or Rambling, the Flyer will be able to freely fly and reach any point within a diameter up to 10x their Endurance Score, in Feet, with a minimum of 100Ft, in the course of the Round.

During Expeditions, the Flyer will be able to freely fly and reach any point within a diameter up to 2x their Endurance Score, in miles, with a minimum of 6 Miles in the course of the Round.

During both, you may also reach Altitudes equal to these limits.

**Unnatural Flight:**

If any Party member, and/or their Mounts, are able to establish Unnatural Flight (such as Levitation magic), they will operate under the same rules as Natural Flight, but will base their limits on their Unnatural Flight speed, which will be provided by the source of Unnatural Flight, such as a spell, potion, or whatever peculiarity allows a creature to fly unnaturally.

**Turbulence:**

Occasionally, often during storms and other dangerous weather, the Party may encounter Hexes that have been afflicted by Turbulence while flying. These areas will cost double to fly through, limiting the range and altitude you can reach.

In addition, you may also run into Severe Turbulence, which will call for either a Stamina or Mana Saving Throw, depending on if you are flying Naturally or Unnaturally, respectively, against one of the Flyer's Energies, and provide a Modifier and an Energy to roll against. For example, a Hex might be afflicted by +15 Turbulence, indicating that in order to not be knocked out of the air, the Flyer will have to roll at least 15 on their 1d20 Save.

**Stabilizing:**

If a Natural Flyer should be knocked out of the sky due to saving their saving throw against Severe Turbulence, they will begin to fall at a rate of 30ft per second. They will be able to immediately make attempts to Stabilize, so long as something else has not rendered them unconscious.

To Stabilize, they will simply repeat their Save until they succeed. Each attempt will cost 1 second (and thus, 30ft in altitude). Note however that at sufficiently high altitudes, greater than 300ft, you may instead simply reestablish Natural Flight at 300ft in Altitude.

If the Flyer should impact the ground or some other surface before reestablishing flight, they will take 1d10 Damage for every 10ft they fell. If they should impact a creature smaller or equal in size to themselves, the damage will be split between the two creatures. If they should impact a creature larger in size, the Flyer will take the full damage.

If an Unnatural Flyer should fail this saving throw, they will face a penalty up to half their normal flight speed in order to Stabilize and pass through the area, but will not be in any danger of falling as long as the effect is maintained.

**Maintaining Position and Acting During Flight:**

During either kind of Flight, where you begin each Round will depend on where you left off previously. If you are flying ahead of your party, this can quickly end up with you getting separated from them if you are not reserved in how far ahead you fly.

Likewise, if you are significantly separated from your Party, both in distance and altitude, this will make it harder for you to join in on any sorts of Encounters they may run into, including Combat. In all cases, if a Combat or a Bout is initiated, you will have to traverse the distance you placed between you and the party before you will be able to join and act normally during your Turn. It is most wise to stick close to your Party if you are the only Flyer.

Additionally, you will be limited in what you can do while Flying. You will only be able to undertake the **Scout, Find Bearing, and Keep Watch** Travel Tasks.

**Swimming:**

Swimming long distances is generally inadvisable compared to utilizing a boat or a ship, but in the event that there is no other way, the Traveler will be able to cover roughly 1000ft per Turn during Delves or Rambling, and up to 6 Miles (or 1 Hex) during Expeditions. Those skilled in Conditioning will be able to go farther; every 5 Points in Conditioning will increase your Swimming speed by 500ft during Delves or Rambling, and by 3 Miles during Expeditions.

**Traveling in the Depths:**

Traveling long distances under water is even more inadvisable, but with magic or exceptional Skill, it can work. You will still be bound to the same Swimming limits as you are on the surface, but will also be able to traverse down to a maximum of 500ft in Depth without requiring any specific effort or Skill.

**Holding your Breath**:

Due to traveling underwater, if you do not have magical assistance, you will be required to hold your breath. You will be able to do this for a number of minutes equal to your Endurance + Conditioning + Current Stamina.

If you exceed this time limit, you will begin to drown and must either reach the surface, or find a source of Air (like Air Magic, though you will take damage in the process), or else you will be rendered unconscious, and if not rescued within 1 minute, will die.

**Diving Deeper:**

Beyond 500ft in Depth, Swimming will quickly become hazardous for the unprepared.

Every 100ft further in Depth the traveler attempts to the proceed will begin to drain your Stamina by 1 point per Turn, cumulatively, up to a maximum of 1000ft. For example, attempting to swim at a depth of 700ft will cost you 2 Points of Stamina per Turn.

Beyond 1000ft in Depth, non-aquatic creatures will only be able to survive a number of seconds equal to their Endurance Modifier before being immediately killed by the pressure and cold.

Aquatic creatures will not be impacted by any of these penalties.

**Climbing:**

Climbing during Delves or Rambling is generally easy if the surface being climbed has spaces to hold onto, and if you are not concerned about stealth, you will be able to climb over most obstacles without any special effort.

Some however may be considered Sheer, meaning they have no easy way to be climbed conventionally. In these cases, you will have to roll 1d20 + Endurance to make a Conditioning skill check, aiming to beat the DC associated with the obstacle (such as a wall, barricade, etc). This check can be bypassed if you have a ladder that is able to reach where you wished to climb to, and the DC can be reduced depending on the quality of any **Climbing Equipment** you have.

During Expeditions, climbing won't always be a factor, but will become very prominent in areas dominated by Mountains and Canyons. These areas are considered impassable with Pacing, and other avenues will have to be taken to cross them.

Canyons will require **Climbing Equipment** for every Party member, and Mountains may require **Cold Weather** resistant equipment to survive, but will otherwise not require any other equipment.

In either case, in order to pass through such Hexes, the Party will only be able to pass through 1 Hex per Round, and each Party member must make a Conditioning Check (1d20+Endurance) against the Environment Rating the Hex. If at least half the Party succeeds, the Party will be able to pass through the Hex. Note however that these Hexes can also be afflicted by Rough Terrain, and if any induced saving throws are failed by any in the Party, the Hex will not be able to be crossed for the Round.

**Climbing with Mounts**:

Mounts will be useful particularly in Mountainous regions, but some Mounts may also prove useful when crossing Canyons. If you have a Mount that is capable of crossing these areas, which will be noted in its stat block, they will be making any Conditioning Checks or Saving Throws for you while you are mounted to them.

**Vehicles:**

Vehicles are a useful tool for travelers, and some are especially useful as weapons of War. The following options cover these vehicles and how they work.

**Wagons: (tbd)**
**Gliders:(tbd)**
**Boats:(tbd)**
**Ships:(tbd)**

Exploration and knowledge are at the heart of your journey in the worlds of Labyrinthian, and through them you will find not just wonder and mystery, but strength, even in the darkest of times.

**Why Explore?**

The innate urge to explore is universal, particularly in the fantastical realms your characters inhabit. While exploration is inherently rewarding, the knowledge gained is more valuable than you'd expect, significantly impacting your character's connection to the world and their ability to work through the struggles they face.

In Labyrinthian, exploration's benefits are universal and will often come naturally just by playing, enhancing your character's connection to the world even if exploring isn't all that exciting on its own.

**Explorable Areas:**

There are four kinds of **Explorable Areas** one can explore: Locations, Labyrinths, Cities, and Regions.

- **Locations**
- **Labyrinths**
- **Cities**
- **Regions**

Each of these will have a unique level to them called an **Exploration Level**, which is a simultaneous representation of that place's capacity to provide a **Lore Bonus** to the Party, but also what the adventurer has learned and applied since they began exploring there.

**Explorable Areas in Detail:**

The four types of Explorable Areas in Labyrinthian represent a fairly wide range of different locations that have significance as places to be explored, and they will help you identify and differentiate between all the possibilities your Party could choose to explore.

**Regions**:

Regions, the largest type of Explorable Area, typically cover entire land, sea, and air areas. While they can span hundreds of miles, they seldom encompass entire Continents, which are instead comprised of numerous different regions. Identifiable by distinct biomes or environments, regions include examples such as vast deserts, rainforests, and mountains.

Other types of Explorable Areas are usually nested within Regions.

**Cities**:

Cities, although not necessarily the second largest, are among the most prominent and densely packed Explorable Areas. Rich in lore, cities offer exploration opportunities due to their constrained and boxed-in nature. Ranging from tiny villages to grand merchant cities, some mythic Cities are so large that they could be considered regions.

Within Cities, various unique Locations and Labyrinths, sometimes contained within a single building, can be found. While a tavern might not be such a place, a King's Keep is likely teeming with discoveries, and begging to be explored by the stealthy.

**Labyrinths**:|

Labyrinths, often associated with towers and dungeons, extend beyond those structures to encompass vast, self-contained areas with a common purpose or design. Examples include great forests, canyons, and valleys, which, like cages, contain everything within.

While Locations or even Cities may exist within Labyrinths, they are wild and less likely to house populations beyond beasts or monsters.

**Locations**:

Locations are self-contained structures covering small land areas, including buildings, glades, or old ruins. They can also be smaller, but significant areas, such as battlefields or small dungeons.

While Locations may serve as entrances to Labyrinths, they are almost never a unique Explorable Area in their own right, unless reality has been magically manipulated for that purpose. Locations instead are simply places within a larger Explorable Area.

**Exploration Level (EL):**
The Exploration Level (EL) of a given Explorable Area has dual significance. Firstly, it gauges the difficulty of acquiring information during exploration, influencing the outcomes of skill checks like **Researching**, **Inspecting**, or **Searching**. Your results are compared against the area's EL to determine how well you did. Secondly, the area's EL acts as a limit for your Lore Bonus, determining how high it can climb before requiring expenditure to avoid wasting potential discoveries.

Accumulating a Lore Bonus and utilizing it raises the Exploration Level at a 1:1 rate. This reflects the party's application of acquired knowledge, whether through direct exploitation like calling discovered allies or, more commonly, inspiring creativity in overcoming challenges.

The EL increase not only expands your Lore Bonus capacity but is crucial for establishing a permanent Lore Bonus, offering enduring benefits to the regions or cities you consider home. Every 10th Lore Bonus expenditure yields a permanent +1, serving as an ever-present shield and guiding light, especially in dire situations.

**Lore Bonus (LB):**
The Lore Bonus is a measure of accumulated Lore, unique and specific to each kind (and each instance) of an explorable area, representing the collective knowledge of that area that your party has learned. This bonus is a positive modifier, such as +5 (indicating five Discoveries your party has made about the area), and will have a maximum equal to the Explorable Area's Exploration Level.

**Permanent Lore Bonus (PLB):**
The Permanent Lore Bonus, or PLB, is a secondary modifier that can be combined with your normal LB, but should be tracked separately, as the PLB does not go away once used. As noted, you can gain a PLB by making use of your LB

**Discoveries:**
To gain Lore and the associated Lore Bonus in any of these areas, your party must uncover Discoveries. These can range from seemingly innocuous quirks of the world to profound historical insights and events. Not everything you encounter is a Discovery; the floor remains a floor, even in strange dimensions or foreign lands. Discoveries are usually conspicuous and stand out, but your World Keeper will guide you on whether something is noteworthy.

Discoveries vary, from a peculiar bit of road in the woods to grand and awe-inspiring phenomena, perhaps even the hand of a god. Others may include dusty tombs of forgotten lore, mysterious tablets, and writings. Learning about the Vulnerabilities or the likes and dislikes of monsters and beasts can also constitute a significant Discovery.

**Finding Discoveries:**
Often you won't have to try to make a discovery; sometimes a wizard might just fall out of the sky, for some reason. While these fortuitous moments will still benefit the wayward adventurer, fate isn't the only means of seeking discovery.

By taking on **Exploration Tasks** like **Research, Inspection, or Searching** while out and about, or simply in the course of doing other things as you travel, you will find discoveries lurking in many different corners, and all you need to do is seek them out, pull on the thread of curiosity, and you may find yourself promptly rewarded.

**Exploration Tasks:**
Exploration Tasks share a consistent structure regardless of the area under consideration. You select a relevant skill, detail its application, and perform a Skill Check against the Exploration Level (EL) of the area.

Each Task requires a specific time within the relevant timescale, and this will correlate to what you choose to do specifically. The duration and the World Keeper's confirmation dictate the feasibility of additional attempts in a given turn.

**Rewards:**
Your Skill Check results offer various outcomes based on the EL:

- If your result is within 5 of the EL, you make a Discovery, but a Complication may arise.
- If your result matches or exceeds the EL, you make a Discovery.
- Exceeding the EL by 10 or more yields additional Discoveries, 1 for every 10 in excess..
- A Nat20 results in two initial Discoveries, alongside any bonus Discoveries for exceeding the EL by 10+.

When making these Skill Checks, as they are essentially a form of **Improvised Action**, it is vital that no matter the Skill you choose to use that you are relating how you are using it, and why it should result in some sort of Discovery.

Many times, this will be plainly obvious. Of course if one uses *Striking* to hack away the vines covering up the door to a mine, it should lead to the discovery of said mine. But often times you might find yourself stretched thin if how you're thinking to use the Skill just isn't panning out, and in these times it is wise to either swap to another Skill that might be more straightforward, or think up a different way to use the Skill you chose. You have many options in this regard, and even if you have a +0 to a particular skill, if it makes sense to use it over any other option, it is still worth it to give it a shot.

The following **Exploration Tasks** should provide some guidance in how you might use your Skills to your advantage.

**Research**:
To Research, a source of knowledge or a city setting is necessary. Attempts take 1 to 10 minutes, potentially longer for complex knowledge sources. Accumulating lore about intended exploration areas is very wise, as it it help prepare you for the challenges ahead. However, knowledge accumulation has limits until you physically venture to the destination and begin to apply your knowledge.

Various methods exist for gathering information, from maps and directions to seeking insights from diverse individuals. Researching typically occurs in cities but can take place wherever knowledge sources are found, such as a wizard's tower or a passing traveller.

**Inspecting and Searching:**
Unlike *Researching*, Inspecting and Searching will only generate Discoveries related to the Explorable Area they are taken in. Inspecting takes place during Delves, whereas Searching takes place during Expeditions.

**Inspecting:**
While Delving, Inspecting will take at least 1 minute, up to 10 minutes. Occasionally, if a given Discovery requires multiple steps, you may have to make multiple attempts and/or take more than 10 minutes to uncover them.

Inspecting should be very familiar if you have ever played a tabletop roleplaying game before. While Delving, you will examine your environment and look for different things to learn. Often times you'll be doing this to simply progress further into the place you're exploring, but sometimes you'll find it worthwhile to spend some extra time looking around. You never know what you might find, and finding a barely hidden secret door is just as much a Discovery as an ancient prophecy of dragons and blades carved into a stone wall.

Every Inspection attempt, even with magical concealment, may occasionally give rise to complications in your adventures. These may not always be very consequential, but it is good to keep in mind that sometimes it will be the wiser decision to move on rather than to linger, as Discoveries are not unlimited.

As a general rule of thumb, the smaller the area or room you explore, the less there really will be to learn. As such, larger chambers will be more worthwhile to spend time on, but even they will have their limits.

When your party has reached this limit, your World Keeper will let you know so that you can move on.

**Searching:**
When Searching, attempts will take at least 30 minutes, upwards to the full 2 Hours of an Expedition Turn. The total area covered while searching will be within a 6 Mile wide area, though you should not think of it as though you have meticulously covered the totality of that area. Your Searching attempt instead corresponds to a much smaller amount of movement focused on finding something.

Searching is effectively a larger scale version of Inspecting, taking place in the greater wilderness rather than in labyrinths or dungeons. As such, the kinds of things you'll find will have a greater variety to them, and you will likely find it easier to use your Skills to explore.

Another benefit of Searching is that your party doesn't need to commit themselves to just Searching; other party members that will benefit from tasks such as Foraging or Prospecting will find it very efficient to use this time while one or two others focus on Searching the area.

**Directed Exploring:**
Something to note with each of the Exploration tasks is that if you are seeking out something specific that you have heard rumor of or otherwise learned of, such as a hidden room or location, you can use these tasks to search for them directly.
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However, in doing so you will forgo the chance to stumble onto other kinds of discoveries; you must achieve a clear success on your Skill check (either equal to or greater than the EL for the area). Failing to do so will not net you any benefits and will cost you the time spent, but if you should roll a Nat20 on your check, you will still receive two Discoveries, with one being the room or location you sought.

**Other Means of Discovery**:
Learning about the world doesn't always necessitate direct exploration; one can glean valuable insights from various activities. Life inherently exposes us to the world, and discoveries often emerge as natural byproducts of engaging in different pursuits. For instance, those immersed in warfare and combat can amass discoveries by analyzing adversaries, identifying vulnerabilities, or encountering previously unknown enemies.

Meanwhile, those who simply like to Quest for glory or fame will also regularly uncover Discoveries in the course of their journeys, especially the more dire and epic their Quests become.

**Oracles:**
During Travel Tasks like Foraging, Prospecting, or Pathfinding, adventurers may encounter unique situations known as Oracles, offering a chance to shape their journey. These occurrences are interspersed within task results, allowing players the freedom to pursue, ignore, or incorporate them into their exploration.

When facing an Oracle result, adventurers have two options. The first is to ignore it or share a personal interpretation during the task report, maintaining control over their adventure but not inviting a diversion. Alternatively, they can choose to engage with the Oracle, and so can their friends.

**Engaging with Fate:**
Upon receiving an Oracle, it will also indicate that you have received the results of the next lowest result. The Oracle itself is a prompt, presenting an incident that asks you to take an immediate action. For instance, during Foraging, an Oracle might state, "They are coming...Run!"

Interpreting within the task's context, if opting for the first choice, players may report that they successfully found some honey, with a minor scare involving angry bees. In contrast, choosing the second option could lead to a more elaborate narrative, such as encountering a bear family, leading them to begin running back to the party.

By engaging with the Oracle, players invite collaborative storytelling. Other players and the World Keeper can contribute to the evolving scenario. For example, a friend on a Prospecting task might report that they discovered a bear den in a cave, and managed to snag a bear cub that was all alone, creating a connection to the encountered bear family.

Consequences will then unfold based on party decisions. This could lead to combat as the bear family realizes their cub has been taken, or, if the cub is swiftly returned, the party could avoid the danger. But upon deciding to investigate the den further, they might Discover an old amulet, bearing the old symbol of the lost city the party is searching for, only for another bear to arrive at the den and immediately fly into a rage as it smells its cub on them, but doesn't see it...

**Note for the Funny People:**
Oracles provide a very powerful and emergent storytelling medium, and one that is arguably rather unique in the kind of game that Labyrinthian is. While you are given a great deal of leeway in what you introduce, one should be wary of doing things simply because one thinks they're hilarious.

After all, one may indeed find it hilarious to find their character chased down by a hungry dragon. But they might not find it so funny when said dragon shows up and carves a meal out of their friends.

Ultimately, your World Keeper will have the power to deny things if they go too far, or indeed become abusive, and likewise will have the power to turn your funny ideas against you if you're not wise about them. While you may be wise enough to not spring dragons on your friends, trying to use Oracles to twist the gameworld for your personal gain is also most unwise. You might indeed find a giant chest of gold out in the woods...but good luck curing that Ancient Curse.

**Using the Lore Bonus:**
Finally, after finding some Discoveries, you will have generated a Lore Bonus for the area you have been exploring, and now comes the time to make use of it, if one wishes.

**Inspiration:**
Inspiration is the basic use for the Lore Bonus, and will be a trusty tool in your adventures, as your collected knowledge inspires you

Whenever you make any kind of Skill or Talent Check (either before or after the roll), you may call for Inspiration. Upon doing so, you may add your Party's Lore Bonus for the area to your roll, and then you will deduct -1 from the Lore Bonus.

**Advanced Abilities:**

In addition to Inspiration, there a number of different abilities your Party can utilize by spending their Lore Bonus. Some of these abilities will be tied specifically to the Explorable Areas themselves, and as such won't be usable anywhere else. Often times, these abilities will actually have to be discovered in their own right.

However, the below options are generic abilities your Party will be able to call upon more or less anywhere, though note this can vary. Your World Keeper will verify if any are not going to be available, and will also clarify if any others will be immediately available to you.

**Calling Allies:**

This ability when invoked will allow the Party to call upon a number of allies equal to 1d10 per LB spent. Who these allies are and how they might be called to the party's aid will depend on the specific groups they have met during their Research and Expeditions (all eligible groups will communicate this to the Party), but they will be of equal level to the Party average and they will take at least 10 Minutes in order to arrive.

Once they have done so, they will fight for the Party until they have either perished or otherwise been driven off by the Party's enemies, or until dismissed. Note however that if the Allies are betrayed by the party or otherwise abused, this will have impacts on the Party's Reputation, and they may become hostile to the Party.

**Crafting and Gathering Events:**

When invoked by a player taking a Crafting or Gathering Travel Task, they will spend 1 LB, and will initiate a special Bout relating to their particular task. Upon completing this Bout, they will be rewarded with a one-time chance to either utilize or gather a unique Crafting Component.

These unique components will be specific to the area they come from and will not be able to be found elsewhere, but note that one does not always need to invoke a Crafting event in order to utilize these components. Unless otherwise specified, they can be used in normal Crafting.

But if one does choose to initiate a Crafting Event, they will receive a bonus to both their Crafting Budget and their Skill Check equal to the item's Rarity Bonus, which will be noted in its description.

**Taking A Risk:** This ability when invoked by a player (or the party collectively), will allow them to spend any number of points out of the Party's LB pool. With each point spent, the Encounter they are engaged with will become significantly harder, but in exchange the rewards for successfully overcoming the Encounter will be increased. This can often result in increased loot (either from enemies slain or by stumbling onto hidden treasures), but can also lead to more Discoveries.

**Well Prepared:** This ability when invoked by a player will allow them to spend 1 point of the LB to add 1d6 to any Saving Throw they or another party member makes. This may be invoked after the saving throw has been made.

# Survival

In Labyrinthian, Survival is not merely the nuisance of gritty realism, but the means by which character's can continue to enjoy their adventures, even as they might stumble, fail, or otherwise be worn down by the dangers they face. But even more than that, Survival is an integral aspect of the legends characters might seek to become, because for all the great deeds of heroism or villainy that might be attempted, they are meaningless without facing the truth that you are mortal, and so are bound by mortal whims.

## Hunger and Energy Dice:

Unlike in other RPGs, a character's essential resources, their Energies as this system calls them, are not restored merely by resting up for some time. Instead, a character must indeed Eat, and ideally, eat well and hearty. You are, after all, facing rather incredible dangers in the Outlands. Facing a dragon with nothing in your stomach but a bit of rationed bread is hardly wise. But sometimes, that will be all you have.

Hunger is principally represented by a set of dice called Energy Dice. These are similar in function to Hit Dice in other games, but are more universal, and apply to all four of the basic Energies in Labyrinthian (Composure, Mana, Stamina, and Acuity).

You gain Energy Dice by eating and drinking; simple enough. However, the size and number of Energy Dice you accumulate per item consumed will be dependent on the specific items you consume, and each one will have a specific consumption time. While some Ration Bread or a swig of Battle Whisky are useful in a pinch, taking merely seconds to consume, they will not provide the same benefits as a proper meal, which may take an hour or more to eat, not including the time to prepare them if they aren't already. And if you can, spending the time on an even more elaborate and well varied meal will provide an even better pool of Energy Dice for you to utilize. As such, be sure to appreciate when you are in cities or the guest of the wealthy or generous.

There is no strict limit to how many Energy dice one can accumulate if they wish to put the time and effort into it. However, the more one accumulates, the harder they will be to maintain.

## Hunger:

Once one has accumulated Energy Dice, they are considered to not be hungry and will suffer no ill effects.
However, over time, all Energy Dice one has accumulated will begin to degrade one die size at a time until they have become d4s, and upon degrading again they will be lost, if not otherwise used up. To avoid this, any character can consume more food to replace Dice they already have.

The rate at which Energy Dice diminish is, as a standard, at a rate of "1", which measures by how many sizes the die diminishes for every 4 hours that passes in game. This rate will change, however, depending on a character's Comfort, which will variously measure how well rested they are, as well as how hot or cold they may be.

If all Energy Dice have been lost as a result of this, the player is considered to be Starving. The single biggest consequence of this is that, as the character will have no Energy dice to use, they will be unable to restore their Energies. They will also begin to incur penalties to their Movement equal to -1 for every day that passes without eating, beginning on the day they begin to Starve. Upon reaching a penalty of -30 (1 Month), the character will be drained to 0 Composure permanently until they eat. If, at this point, after 7 days (1 Week), they have still not eaten, they will die.

Note that for the purposes of the game, both Food and Drink of any kind count towards alleviating Hunger, though it is wise to utilize both, as Food and Drink will offer different kinds of extraneous bonuses beyond merely keeping your character well fed.

## Spending Energy Dice:

To spend any Energy Dice you have gained, there are a few different methods.

The fastest and most convenient way to spend them is through the use of Poultices, Potions, and Meditation. Each Poultice and Potion that has been crafted for this purpose will restore a flat amount of some specific Energy, providing you a quick jolt of energy regardless of how Hungry you may have become, and you will be eligible to utilize however many Energy dice it grants; you will roll the designated number of dice (your choice of which die sizes you use if you have a variety), and you will then be able to disseminate the total value rolled to your Energies. You may add your total to one, or you may split it to your preference across all 4 or some mix.

Meditation is another method, though it requires you have achieved at least 10 Meditation, and have taken the Inner Resonance perk. By using Inner Resonance, you will be able to meditate for up to 10 Seconds to spend an Energy Die, and you may spend additional time, up to 60 Seconds, to spend more, gaining 1 additional Die to roll per 10 seconds Meditated.

For a slower paced recovery however, and perhaps a more efficient means, you will also have the option to Rest, which will grant you the ability to spend your Energy dice without consuming them. When you Rest for at least 6 hours, you will be eligible to roll and spend 1 Energy Die, and it will not be consumed when doing so, and you are eligible to spend more dice if you Rest for longer, in increments of 6 Hours. These dice when spent will also maintain their current size, in addition to not being consumed once rolled. Any others will still diminish at their normal rate, however, unless you have found lodging or bedding that can

counteract this.

## Comfort:
While as a standard Energy Dice will have a drain rate of 1, this rate can be greatly affected by a few different factors, including whether or not you have Rested, as well as how hot or cold you have become.

## Rest:
Each character, in general, should rest at least 6 hours per day. However, sometimes this won't be possible for one reason or another, and you may feel compelled to go without. At first, this will not be that terribly detrimental; your first 24 hours without having had any sleep will double the Rate at which your Energy Dice diminish. However, continuing to not sleep will begin to have an exponential effect on you.

Every 24 hours that continues in this fashion will double your Drain Rate again, and once the drain rate has reached 7 or higher, you will be unable to maintain any Energy dice until you sleep. At this stage, you will also begin to fall unconscious at random; any dice you roll an odd number on will cause you to fall unconscious, and your World Keeper may compel you at random as well.

While these instances of falling unconscious can be quite dangerous at times, if you are allowed to remain unconscious for at least 6 hours, you will have been considered to have Rested, though you will not be eligible to spend an Energy dice if this how you come by your rest. Instead, you will simply have your Drain Rate reset to 1.

## Temperature:
While Resting is generally easy to keep up with, and generally optimal as getting additional bonuses from your lodging or gear is always a welcome respite in a hard life, you will find Temperature to be a bit more to manage, and considerably more dangerous to neglect.

Depending on how Hot or Cold your environment is, you will need to insulate yourself to counteract its effects on your Drain Rate. However, no one can stay forever in these kinds of environments no matter what they wear, and Exposure will eventually get you, one way or another.

When the temperature in your Environment has begun to get too hot, this will be announced by your World Keeper, and if not already prepared for it, you will be affected by Heat; your Drain Rate will increase by 1, and you must keep a regular intake of Water or some other kind of liquid, at least 1 Drink worth every 4 Hours. If you do not, your Drain Rate will increase by 1, and this will repeat every 4 hours until you have drank. Upon reaching a Drain Rate of 7, you will succumb to Exposure, and die.

When the temperature in your Environment has begun to get too cold, this will be announced by your World Keeper, and if not already prepared for it, you will be affected by Cold; the threshold for when you will lose Energy Dice will increase by 1 die size to 1d6, and you must regularly interact with a source of heat strong enough to counteract the cold, for at least 1 hour every 4 hours you spend in this environment. If you do not, the threshold will increase again by an additional Die size. This will repeat every 4 hours, and after reaching a threshold of 1d12, you will succumb to Exposure, and die.

## Disease:
Disease is a wicked thing, and the emergence of magic has made it all the worse, turning the worst of them into terrible Curses. Diseases will affect you in many different ways, and they will require just as many different treatments to overcome, for if you let them fester, they may well destroy you.

Or, if you are of a wicked mind, you might abuse this terrible effect in War, or Peace..it wouldn't be the first time a nation has fallen from disease.

## Exposure:
Each Disease will begin to take hold in you once you have been exposed to a source of it, and fortunately you will never suffer from more than one disease at a time. These will be commonly recognized in other people, as they'll most likely be showing symptoms if they're contagious, but you will also do well to recognize common sense.

Don't drink dirty water, and cook your food, and other common sense things like that. That said, it isn't unheard of for diseases to be a common element to Traps and other devious mechanisms in the labyrinths that dot the land, so be on your guard.

Upon being exposed to a given disease for the first time, you will be prompted by your World Keeper to make a Composure Saving Throw, aiming for a result that meets or beats the target number set by the disease. If you succeed, you will not be affected by the disease, and will in most cases be able to resist continued exposure to the disease for at least a Month. Note, however, that some diseases may not be able to be resisted in this way, and you will need to either cure or otherwise destroy its source in order to avoid continued exposure. (you may also just distance yourself from it, at least 100ft away)

If you fail, however, the disease will take hold in you, and will begin a Dice Chain, typically starting at a d12 for simple diseases,

though others can start much lower, and some might even be dangerous enough to start you at a d6.

## Disease Progression:
Whatever size die your disease is at, every day, either at dawn or immediately after a Rest period, you will roll this die. If you roll its max value, you will increase the size of your die by 1 (such as going from a d8 to a d10). If you do this when the disease is at a d12, you have recovered from the disease and will suffer no further effects from it.

If you roll a 1 on this die, however, you will move down the dice chain to the next smallest die, such as from a d8 to a d6. Upon reaching a d4, rolling a 1 again may well result in death if the disease will do that to you, but may otherwise inflict some sort of detrimental effect.

If you roll any other number, the die will simply remain as it is, though the disease may trigger other effects when this happens.

## Diagnosing Diseases:
When you are exposed to a disease, you will not always be immediately aware of it. In such cases, the World Keeper will roll your Composure save for you, as well as the Progression Checks every day. Eventually, you will begin to show symptoms, and upon doing so you will take over the management of your disease die.

However, this does not identify what precisely you are sick with. Those skilled in either Survival or Herbalism will be eligible to make a Skill check to Identify the Disease. They will need to beat the Identification DC of the disease, which will be noted alongside its Composure Save DC.

If the disease is caught from another person who has already identified the disease, they may also be able to simply communicate this to you, and this will bypass the need to identify it directly. (Though they may also lie to you. Never hurts to get a second opinion)

## Treating Diseases:
Once the Disease has been identified, you will be able to begin treating it. Most common diseases will already be known to your character, and as such the Disease will list its required Treatment alongside its Symptom Chain.

Most of the time, you will need to maintain your Composure, as all diseases will still require that you beat the Dice Chain in order to clear it from your system. But, by following the Treatment, you will be able to add bonus dice to your Saving Throw attempts that will make this easier, and in turn will begin to mitigate the Symptoms themselves.

Some Diseases however will be unknown to the character, and these unfortunately will often be the worst ones you could be exposed to. Those who are exceptionally Skilled at either Survival or Herbalism will be able to attempt to Identify a Treatment, which will require to them to roll with Distraction (roll 2d20 and take the lowest) against the Identify DC. If successful, they will partially reveal the Treatment, starting at its lowest tier, and will be able to make a new attempt to identify more tiers after a Day (or a Rest Period) has passed.

## Disease Structure:
Each Disease is composed of several elements that make up the Disease Block:

- Disease Name & Description
- Resist DC
- Identify DC
- Symptom Chain
- Treatment List
- Common Sources

The **Name & Description** will name the disease, and describe how it is known to those that have been exposed to it before. The description will also note it if is considered a Common Diseaase, which means that player characters will know the Treatment automatically. If it isn't, the Name and Description will have to be revealed through Identification or Research. (New Diseases will count as Discoveries)

The **Resist DC** identifies the target number you must hit with your Composure Save in order to climb the dice chain and eventually clear the disease from your system. Likewise, the **Identify DC** identifies the DC required to Identify the Disease and its Treatment, if not known.

The **Symptom Chain** signifies the effects of the Disease at each die size. Some of these may have no effects at all, with symptoms only appearing on the lowest die sizes, but others may have extensive effects at every die. Each Symptom will note its effects, and what, if anything, occurs if the Progression Check does not change the die.

The **Treatment List** lists the different Treatment Tiers available for the Disease. Each Tier will note what the character (or a

willing friend) must do to treat the disease, and if these they are done, the infected character will be granted a bonus die that they can roll on their next Progression Check. Applying the full treatment, if known, every day is the swiftest way to recover, but this will not always be easy, and the rarer the disease, the harder it will be to successfully treat the disease.

# Encounters and Complications

Throughout your Adventures, you will come across many wondrous, dangerous, and curious encounters, and just as many will complicate your life, but these are what makes an Adventure special, so don't fret; this is what you're here for.

**Bouts**:
Aside from Combat, you may also Encounter a situation that is known as a **Bout**. A Bout is essentially any sort of complex situation where it will take concerted effort to succeed. This could be as relatively safe as a tense bit of Debate, but can also be as harrowing as dodging boulders falling from a crumbling Mountain, and just about anything in between.

Bouts will come in many forms, but common to all of them will be an expected structure where each Player will take Turns making Skill Checks or taking other Actions to try and succeed at whatever the goal of the Bout is. While Improvised Actions will be highly useful to try and find bespoke solutions, you are permitted to use any kind of Action at your disposal.

If, for example, the Bout you are undergoing requires you to find some sort of way to stop yourself slipping off a cliff, try a Strike on the cliff; it'll probably work, though it might damage your sword.

**Bout Design:**
**TBD**

**Bout Difficulty:**
**TBD**

**Successive Bouts**:
Successive Bouts are resolved by each Player in the party succeeding on their attempts in sequence, with successful Players being eligible to pitch in to help another Player if they should fail.

Essentially, you can recognize these kinds of Bouts as being the sort where nobody can just solve the problem by themselves, and instead everyone will either have to pitch in or otherwise deal with the problem. These kinds of Bouts will also be recognizable as there may be a mild real-time element involved.

Example: The Party encounters a rickety bridge crossing a mighty river, just as a fierce thunderstorm rolls in. The Party attempts to cross, but suddenly a flash flood occurs, threatening to wash out the bridge and the Party with it. The Keeper would establish this as a Moderate Bout, meaning every Skill check and any Damage/Defense rolled (if attacks or defenses are used) must hit at least 15 or more.

The Bout would initiate starting with whoever was first in the Marching order, or with whomever wishes to go first if there was no particular order. Each Player will make some attempt to cross the bridge safetly; the first two might be eligible to simply cross the bridge normally. The third player, however, might not be able to move in enough time, and so the flood hits the bridge. That player then attempts to jump for it with this new information, making an Athletics check, rolling a 13.

This would fail, and the player would be washed away in the flood. But the Bout isn't over; the first player would begin their $2^{nd}$ turn, and they attempt to throw some rope to the $3^{rd}$ Player, making a straight Strength check. They roll a 14, failing to get the rope to them in time.

Per the Bout's design, after 1 turn of a Player being washed away, they will be carried by the river up to 1d4 Miles away, and will wash up on shore by the end of the Turn. They will take 1d6 Damage for every Mile they got carried for.

**Step Bouts**
Step Bouts are resolved by the Party collectively achieving some number of Successes before some number of Failures. These are recognizable as being situations where failing is highly consequential. Attempting to break a Curse is a common example, and a form of this Bout also powers the Debate system for Social Encounters.

These kinds of Bouts are often the most dangerous, as choosing not to actively resolve the situation can count as a Failure at higher difficulties; giving your friend a buff to their roll might be important strategically, but could be quite dangerous if not timed right.

Example: The Party is exploring a strange labyrinth they came across in their travels, and they happen upon a dead end, with a mysterious sigil in the center of a large, circular room. As soon as the Party enters, the door shuts behind them, and the walls somehow begin to close in on them.

The Party Wizard, being a Runescar, is able to immediately identify that the Sigil is a curse, and that breaking it will free from this doom. As the Curse is considered to be a Hard curse, the Party will have to reach 4 Successes (rolling 30+) before 2 Failures in order to break it without causing the room to immediately collapse in on them. **(check this once I add in the conversion table for Difficulty)**

As a Runescar, the Wizard is able to immediately resolve one of the Successes, leaving them with 3 Remaining. They make an Arcana Check, rolling 35. This brings them down to 2 Successes remaining. The next player, being a Ravager Rogue, is also handy at curse breaking, and they're able to invoke one of their abilities to automatically succeed. The final player, being a Warrior, opts to give Focus to the Wizard for their next Turn, at the cost of a Failure; the Wizard then rolls a Nat40, automatically succeeding on a second Arcana Check, and breaking the Curse in the process. The walls snap back to normal, and a new door is revealed.

## Encounters:

Encounters are the lifeblood of a good adventure, but not always does a good encounter mean a harrowing fight to the death some random number of fiendish foes or ferocious fiends. They can in fact be quite a lot more, and the following system has been created to help facilitate the creation of a wide variety of Encounters. While the specifics of each encounter will ultimately be up to the World Keeper to generate, this system should help spurn ideas that will be fitting for the types of adventures possible in Labyrinthian.

While the system below is intended to be primarily used to prepare each game session, you can also use this system to generate an encounter on the fly if you wish, and indeed, it is designed to allow you to automatically choose an encounter type based on the remaining dice from your clearing of the Time Pool. You may generate the encounter on the fly using what you roll, or you can use the result to pick from a list of options you had pre-generated. Note, however, that the choice is always with the World Keeper, and one should try to keep an eye for what would fit best. If a particular encounter feels especially appropriate, do not rely on the Time Pool to tell you to run it. Just do it!

To begin with the system, you will roll 4d6 and follow the guidance below. When using this system as part of the Time Pool, you will first look to see if you have rolled any 1s. If you roll only one 1, then you have rolled a Complication, and should consult the Complication guidelines. If you roll two 1s or more, however, then you have rolled an Encounter, and will use the remaining 4 dice aside from the first two 1s to determine the Encounter to be run.

## Rolling 4d6 for Encounters:

Major Type: Roll 4d6 to generate a sequence of four numbers. Each step of the encounter will be determined in sequence, starting with the lowest number and proceeding to the highest. In the case of ties or repeats, choose the lowest unique number or use the GM's discretion.
Minor Type: The second number in your sequence determines the Minor Type of the encounter. Minor Types provide a secondary aspect to the encounter, modifying the Major Type to create diverse scenarios.
Intensity: The third number in your sequence determines the intensity level of the encounter. Intensity levels range from Minor to Epic and dictate the level of challenge and danger the encounter presents to the players.
Theme: The fourth number in your sequence determines the thematic element of the encounter. Themes add flavor and context to the encounter, providing unique twists and atmospheres.

## Understanding Encounter Types:

Encounters in this system come in six basic types, each offering distinct challenges and opportunities for role-playing:

Combat (1): These encounters involve direct combat with adversaries, such as monsters, bandits, or hostile creatures. Players must use their combat skills and tactics to overcome the challenge.
Environmental (2): Environmental encounters introduce physical puzzles, challenges, or obstacles, often resulting from changes in the environment, such as storms, mazes, or treacherous terrain. Players must navigate and adapt to their surroundings.
Narrative (3): Narrative encounters revolve around the evolving circumstances of the quest, influenced by NPCs or player-driven decisions. These encounters provide opportunities for storytelling, character development, and plot twists.
Roleplay (4): Roleplay encounters prompt players to engage in role-playing interactions, either with each other or with NPCs. These encounters focus on character interactions, diplomacy, and social skills.
Flavor (5): Flavor encounters involve minor worldbuilding elements and background details that enhance immersion. Examples include dragons flying in the distance, mysterious markers on a trail, or lively family disputes.
Lore (6): Lore encounters delve into major worldbuilding aspects, unveiling significant historical or natural landmarks, momentous events, or other lore-rich content that deepens the game world.

## Intensity Levels:

Intensity levels determine the challenge and danger level of an encounter:

Minor: Low challenge, often serving as a minor obstacle.
Moderate: A moderate level of challenge that requires player effort.
Significant: A notable challenge with potential consequences.
Dangerous: A high-stakes challenge with life-threatening risks.
Deadly: Extremely dangerous, often involving boss-level adversaries.
Epic: World-shaking events with enormous consequences.

**Themes:**
Themes add thematic context and atmosphere to encounters:

Mysterious: Encounters shrouded in secrecy, riddles, or enigma.
Ancient: Tied to long-forgotten history or ancient artifacts.
Magical: Features mystical elements, arcane phenomena, or magical artifacts.
Political: Involves factions, negotiations, or political intrigue.
Natural: Focuses on the environment, wildlife, or natural phenomena.
Supernatural: Features otherworldly forces, mysterious entities, or cosmic events.

**Example Encounter: The Debate Beneath the Canopy:**
The party has arrived on the island of Vuldan and has been greeted by an elaborate jungle, and after some preparation on their beachhead landing, they make their way into the jungle, just as the World Keeper finds it is time to clear the Time Pool, and roll an encounter. He rolls the following, in addition to the two 1s he needed to roll to trigger the Encounter over a mere Complication:

Major Type: Environmental (2)
Minor Type: Environmental (2)
Intensity: Moderate (3)
Theme: Political (4)

Description: In this encounter, the players find themselves in an elaborate maze-like jungle during a torrential rainstorm. Dense foliage, complex terrain, and low visibility make navigation difficult. However, as they traverse the challenging environment, they stumble upon a hidden campsite. This campsite is occupied by two rival factions engaged in a political standoff. Each faction believes the jungle holds a valuable resource, and they are negotiating under tense circumstances. Players have the opportunity to mediate, join a faction, or manipulate the factions for their own benefit while dealing with the jungle's challenges and the intrigue of politics.

**Complications:**
To assist in fostering an interactive, and most importantly, reactive game-world that is able to adequately respond to the choices of the Party, the Time Pool facilitates the generation of Complications for the Party's adventures. Complications are not quite as significant as Encounters, but the worst ones should be able to spin out into an Encounter if the player's do not keep their wits about them.

As with Encounter generation, these guidelines are primarily to assist in preparation for each game session, though you can also use them to generate Complications on the fly as you need them, and it does work in tandem with the Time Pool. However, there is a key difference in that Complications have an additional die that impact the nature of the Complication. This will account for the additional die you will have when you only roll a single 1 when clearing the Time Pool.

**Rolling 5d6 for Complications:**
Severity (1st Roll): Roll 5d6 to generate a sequence of five numbers. Each step of the Complication will be determined in sequence, starting with the lowest number and proceeding to the highest. In the case of ties or repeats, choose the lowest unique number or use the GM's discretion.
Type (2nd Roll): The second number in your sequence determines the Type of the Complication. Types represent the nature of the issue, from minor inconveniences to more significant challenges.
Reaction Trigger (3rd Roll): The third number in your sequence determines the trigger or cause of the Complication. This could be a result of player choices, actions, or the passage of time.
Consequence (4th Roll): The fourth number in your sequence determines the consequence or effect of the Complication. This describes how the Complication affects the players' adventure and their current situation.
Aspect (5th Roll): The fifth number in your sequence introduces an additional aspect to the Complication. This aspect represents an extra layer of complexity or a unique twist to the Complication.

**Understanding Complication Types:**
Complications can fall into various categories based on their severity and impact:

Minor Inconvenience (1): A minor hindrance that doesn't significantly impede progress or pose immediate danger.
Obstacle (2): A noticeable barrier or challenge that requires attention but is not inherently dangerous.
Hazard (3): A potential threat or danger that can lead to harm or setbacks if not addressed.
Environmental Factor (4): An external environmental issue that affects the players' progress.
Time Pressure (5): A Complication that arises due to the passage of time, adding urgency to the situation.
Player Choice (6): A Complication that results from a specific choice made by one or more players.

**Understanding Reaction Triggers:**
Reaction triggers determine the cause or origin of the Complication:

Player Choice (1): The Complication arises as a result of a specific choice made by one or more players.
Risky Behavior (2): The Complication occurs due to a risky action or decision made by the players.
Time Passage (3): The Complication develops over time, becoming more likely the longer the players spend in a particular situation.
Environmental Factor (4): An external factor, such as weather, terrain, or magical effects, triggers the Complication.
In-game Events (5): The Complication is a consequence of in-game events, such as a critical failure or a sudden occurrence.
NPC Influence (6): An NPC's actions or influence directly lead to the Complication.

**Understanding Consequences:**
Consequences describe how the Complication affects the players' adventure:

Insignificant (1): The Complication is virtually inconsequential, causing minor annoyance but no substantial impact.
Minor (2): The Complication presents a minor challenge, requiring attention but unlikely to result in significant setbacks.
Moderate (3): The Complication poses a noticeable challenge, potentially leading to setbacks or the need for creative problem-solving.
Significant (4): The Complication has a substantial impact on the players' progress, potentially endangering their mission or objectives.
Serious (5): The Complication is a significant threat, posing a severe challenge that may require a change in strategy or resource expenditure.
Critical (6): The Complication is a critical threat, potentially derailing the players' plans and requiring immediate and decisive action.

**Understanding Complication Aspects:**
The Aspect adds an extra layer of complexity or a unique twist to the Complication:

Visibility (1): The Complication affects the players' visibility or perception in some way, such as obscuring their vision.
Resource Drain (2): The Complication depletes the players' resources, such as ammunition, spells, or supplies.
Secondary Threat (3): The Complication introduces an additional threat or danger alongside the primary issue.
Narrative Twist (4): The Complication adds a narrative twist or unexpected element to the story or scenario.
Environmental Interaction (5): The Complication involves an interaction with the environment that requires creative problem-solving.
Unforeseen Consequence (6): The Complication results in an unintended consequence of the players' actions or choices.

**Example Complication: An Unsettling Breeze**

Severity: Minor Inconvenience (1)
Type: Environmental Factor (4)
Reaction Trigger: Time Pressure (5)
Consequence: Minor (2)
Aspect: Timing (2)

Description: As the players explore a dark and winding cave system, they suddenly feel a subtle but unsettling breeze. It's a minor inconvenience that makes their torches flicker, casting eerie shadows on the cave walls. The breeze doesn't pose any immediate danger, but it adds a touch of unease to their surroundings. The unique aspect of this Complication is its timing; it coincides with a ticking clock, creating added pressure on the players to navigate through the cave efficiently. This Complication is a result of an environmental factor—the natural airflow within the cave—triggered by the passage of time.

# Questing

Questing lies at the heart of any good adventure, but more than that, the Quest is the penultimate means by which adventurers can make their mark on the world. To that end, the following rules provide for a systemic, living world that will, over time, react and change as the players make decisions in the gameworld.

### Social Interaction:
Questing's core system relies on Social Interaction, governed by two core mechanics: Improvised Dialogue (ID) and Saving Throws.

### Improvised Dialogue (ID):
ID involves natural conversation, which you can take as far as you are comfortable with. It can be great fun to put on an acting performance, but this is not necessary; you can instead just talk as you normally would, and if you like, you can also do so descriptively. Descriptive dialogue would involve describing the intentions and desires of the would be dialogue, rather than speaking the dialogue itself. Any of these are acceptable and players should be encouraged to do what they are most comfortable with.

The guiding principle, no matter which way you go, is "Yes, and," encouraging acceptance and continuity in dialogue, avoiding irrelevant tangents and always keeping the dialogue to point. This principle applies to attempts to influence others as well.

### Saving Throws:
ID's consistency is vital for this system, respecting each player's skill while acknowledging their characters' abilities. During ID, any attempt to Influence another character into doing something will trigger Charisma saving throws. The target number will be based on the influencer's Charisma Talent Modifier, with additional modifiers possible through Grading and character abilities.

Success means resisting influence; failure may yield pressure to comply, with potential repercussions on reputation.

### Grading Improvised Dialogue:
Effort in ID is rewarded with bonuses to saving throws, graded in +5 increments, making influence more potent. Special efforts, like in-person or in-game actions, enhance effectiveness. For instance, intimidation during combat might receive a +5 bonus, while a more dramatic approach could yield a higher bonus.

### Kinds of Influence:
Four primary methods of influence—Provoke, Appeal, Deceive, and Charm—are available as the Skill's of the Charisma Talent, with Insight offering a fifth option under the Intuition Talent.

Insight allows leveraging other skills or talents, enhancing influence based on character strengths. A character with a high Smithing skill will likely fare better, or at least be competitive, in attempts to influence fellow smiths than one with only a high charisma.

If an attempt to Influence another character is being made, but it cannot be cleanly associated with any of these listed methods, it can be assumed that raw Charisma is being utilized, and the Charisma Talent mod will be used without any specific Skill being invoked.

### Debates:
In most cases, characters tend to avoid extended arguments, either due to lacking specific intentions or preferring solitude. However, Keeper Player Characters (KPCs), as explained later, may actively engage the player in a Debate, potentially turning their attempts to influence back on them.

Debates involve prolonged social exchanges where characters attempt to sway each other. The objective is to cause opponents to fail Charisma saves a set number of times before you fail your own a set number of times. Thresholds can be preset or dynamically determined based on participants' Charisma values. For instance, a negotiation over the price of a unique item might require causing the merchant to fail four times before the speaker fails once. In any on the fly Debate, each character can withstand a minimum of one failure, plus an additional failure for every +5 in Charisma.

### Engaging in Debate:
Winning a debate involves using Charisma skills, raw Charisma, or Insight to influence, with the risk of facing counter-arguments, which involves utilizing the same kind of Influence to counter an attempt. Failing to save against a counter results in two failures, but succeeding will impose two failures on the opponent. Both parties can counter or shift arguments, opting not to counter, though excessive countering can backfire.

### Consequences of Agency:
Characters retain full agency in social interactions, regardless of dice rolls. However, resisting successful influence negatively impacts personal reputation, potentially portraying them negatively. Public interactions increase the likelihood of succumbing to influence, with additional present characters (whether they are PCs, NPCs, or other KPCs) increasing the likelihood. NPCs and

KPCs have varying thresholds for yielding to influence, typically rooted in their shared Passions. In general, if they are known for more positive Traits, they will be unlikely to bend under peer pressure. (See **Traits** for more information)

**Reputation, Party and Personal:**
Reputation is a vital cornerstone to social interaction. A characters reputation is reflective not only of their personality and desires, but the means by which actions are judged and the world reacts as characters make their way.

There are two kinds of Reputation: the Party's Reputation, and Personal Reputation.

**Party Reputation:**
The Party, whether it is one person or many, will accumulate a Reputation in the world as they pursue quests, fame or glory. The Party's Reputation, unlike Personal Reputation, is merely reflective of how well known the Party's members have become, and as such is primarily used to determine if a given NPC or KPC will have heard about the Party and their exploits.

Party Reputation runs on a scale from 0 to 100. Whenever it becomes necessary to check if a given character has heard of either someone in the Party or all of them collectively, the Keeper will roll 1d100, aiming to roll under the Party Reputation. If they do, then the character will recognize them, and will be aware of the Party's individual Reputations and exploits.

**Personal Reputation:**
Personal Reputation is more involved than Party Reputation, and involves a series of 10 paired Traits that each exist on a scale from -9 to +10. These Traits will be the direct consequence of actions and attitudes taken by the characters, and they will have distinct effects not only on how others in the world react to them, but also in the kinds of Quests they may be offered.

**The Traits in Detail:**
On the backside of the character sheet, all 10 Traits will be listed alongside a space to track the current value. These Traits are listed below alongside their descriptions:

**Honorable** to **Deceitful**: This represents a character's adherence to principles of honesty, integrity, and honor, contrasted with their willingness to deceive, manipulate, or break promises for personal gain.

**Loyal** to **Treacherous**: This pairing reflects a character's commitment to their allies and causes, contrasted with their potential for betrayal, disloyalty, or backstabbing.

**Generous** to **Greedy**: Characters on the generous end of this spectrum are known for their willingness to share resources, help others in need, and prioritize the well-being of the community, while those on the greedy end prioritize their own interests and desires above all else.

**Chivalrous** to **Ruthless**: While inspired by chivalry, this pairing can still be applicable in your setting. Characters who are chivalrous uphold ideals of courtesy, courage, and protection, whereas those who are ruthless prioritize achieving their goals through any means necessary, even if it means disregarding honor or empathy.

**Cunning** to **Naive**: Characters who are cunning are adept at scheming, strategizing, and outmaneuvering their opponents, often seeking opportunities for personal gain or advancement. On the other hand, naive characters are trusting, innocent, and easily deceived, often lacking awareness of ulterior motives or hidden agendas.

**Compassionate** to **Callous**: Similar to Merciful to Cruel, this pairing focuses on a character's capacity for empathy, kindness, and understanding, contrasted with their indifference or lack of concern for the suffering of others.

**Brave** to **Cowardly**: This pairing reflects a character's bravery, willingness to face danger, and steadfastness in the face of adversity, contrasted with their tendency to avoid risks, flee from threats, or act out of fear.

**Respectful** to **Disrespectful**: Characters who are respectful demonstrate deference, politeness, and consideration towards others, while those who are disrespectful show disregard, rudeness, or contempt for authority, traditions, or social norms.

**Noble** to **Common**: This pairing contrasts characters who embody the values and behaviors associated with nobility, such as grace, refinement, and a sense of duty, with those who are more grounded in commoner virtues, such as pragmatism, resourcefulness, and solidarity with the common folk.

**Merciful** to **Cruel**: Characters on the merciful end of this spectrum show compassion, empathy, and leniency towards others, even in difficult situations, while those on the cruel end exhibit a lack of mercy, enjoying inflicting suffering or harm upon others.

**Developing Traits:**
Each Player Character's Traits will develop overtime as they take actions in the gameworld. It will be primarily the Keeper's

responsibility to identify actions that merit a check against a Trait to see if it will change, whether that change is Positive or Negative. If a Player feels, however, that a check should be called for, they can ask for one.

Actions that merit a check, whether they're positive or negative, are going to be those that significantly reflect a particular trait. For example, charging a dragon head on would be considered particularly Brave, whereas fleeing before you've even drawn your weapon would be considered Cowardly. But, if one were to instead take a more calculated approach, trying to trap or otherwise get an advantage on the Dragon, this might not reflect a change at all, or, depending on how it was gone about, might be considered a Cunning action.

In general, common sense will be the best guide in determining if an action merits a check and which Trait the action most represents. A good rule of thumb, however, is to think of the Traits stereotypically; whichever Trait is the most obvious fit is likely to be the best one to be affected.

## Trait Checks:
When a Trait check is called for, the Keeper or the Player will roll 1d10. If the action reflects the positive side of the Trait, like Bravery, the number rolled must be greater than the current value of the Trait, and if so, the Trait will gain +1.

If the action reflects the negative side of the Trait, like Cowardly, then the number rolled must be lower than the current value of the Trait or otherwise the Trait will gain -1. In these cases, any negative Trait values will be treated as if they are positive. For example, if a character does something cowardly, and they are at -2 for Brave/Cowardly, then they will roll 1d10, looking to roll a 1. If they do not, they will drop to -3.

As a result of how Personal Reputation is developed, Positive Traits will grow progressively harder to achieve and maintain, and conversely Negative Trait will grow progressively harder to shake. Being a generally good person will be a difficult path, but for those who don't mind their Reputations being tarnished, embracing negative traits can be a but easier. But, having a bad reputation still has its consequences, and so one must carefully consider how they behave. It is often best to simply do as you will, and to not think so hard about who you want to be, and instead to simply be who you are.

## Focus and Distraction:
Occasionally, there may be cause to make it significantly easier or harder to see a specific Trait change occur, such as if the action was especially cowardly; if one refused to fight a weaker opponent, this might call for a Trait check made with Distraction. The roll will be made twice, and the lower value must be used.

Likewise, if the action was especially Brave, such as being willing to fight a much stronger opponent alone, then the roll would be made with Focus, rolling it twide and taking the higher value.

In some rare cases, if the action is so severe or otherwise intense that it begs for a further step, such as being so cowardly as to run screaming from the sudden appearance of a child, the Trait could receive a change automatically, in addition to the roll. In that example, the character would take -1 to their Brave/Cowardly Trait regardless of their roll.

## Reputation Decay:
Reputation, Party and Personal, is not a permanent fixture. Reputations will decay overtime on their own if not maintained.

Party Reputation is checked against once a month if no changes to it have been achieved in the preceding Month (the Keeper should mark if a change has happened on the Party sheet to record this, and reset it at months end). They will roll 1d100 looking to roll under the current value. If this fails, the value will be reduced by 10.

Personal Reputation decays at the same time, but with constant regularity. Personal Reputations, if no changes have occurred in the previous Month, will change by a value of 1 towards zero.

## Carousing:
Occasionally, Players will have a reason to want to change their Reputations, and they can attempt to do this by pursuing the Carousing Travel Task, which is available while Rambling in a City. By doing so, the player may choose to invoke a Decay roll on theirs or the Partys Reputation, or they can attempt to spread stories or rumors, or even lies, to try and change their Reputations.

Note, however, that while lying about one's exploits can easily result in substantial changes to Reputation, this will make one vulnerable to being revealed as a Liar, which will have deep impacts on their Reputation, reversing the benefits of the lie, and automatically placing them at -5 Deceitful.

For more information on Carousing, see the Travel Task section under the Traversal chapter.

## The Consequences of Reputation:
Both Reputations will have considerable effects in the gameworld.

Party Reputation will often be a factor in Questing, oftentimes gating certain quests from even being offered. A party that is barely known isn't likely to be trusted with the King's Quest, whereas the Party that is very well known might find themselves requested specifically by that King.

Personal Reputation will also be a factor in that decision. If the Party is collectively seen as a Chivalrous bunch, they might still be granted the Quest despite being unknown. Conversely, a Treacherous Party wouldn't be trusted at all, despite being well known. Those skilled in Deceit would, naturally, find it valuable to keep a low profile, and thus not develop too high of a Party Reputation. It will be much easier to lie when you're not already recognized as a liar.

Out in the world, Reputations will also be a factor in combat. Depending on the Party's Reputation and their Traits, they might find enemies fleeing before them, or, in some cases, hunting them down. It will be hard to know ahead of time if this will happen, but it will make for an interesting experience nonetheless.

**Non-Player Characters:**
Where the Players will have their individual Characters (and perhaps eventually Families), the Keeper will have all of the world's other characters under their control. NPCs will comprise the bulk of all sapient characters in the world (ie, those that are not merely Beast or Monster), and will mostly be unimportant socially. NPCs can be interacted with, but in general will be push overs, more likely to avoid social conflict. While NPCs are meant to be a minor part of Questing, they are very important in other areas of the game, particularly Settlements and Domains, which are described in a different chapter.

**Keeper Player Characters:**
Separate from NPCs are a special class of characters called Keeper Player Characters, or KPCs. Individual KPCs can be as complex and fully developed as any Player Character is, up to and including utilizing the same overall mechanics, but can also be as relatively simple as any given NPC.

The difference a KPC introduces, compared to NPCs, are Passions and Motivations.

**Passions:**
Passions are essentially ideals and beliefs held by the KPCs. They can be the same as the Traits of Personal Reputation, acting directly as personality traits, but they can also go into more specific ideas. Hate for example could be a passion, targeted at a specific person, group, race, or culture. Rarely, Motivations can be upgraded into Passions depending on the circumstances.

Passions in general will rarely change or disappear. These are deeply held and it will take significant events in the gameworld to disrupt them. Passions will also often reflect the KPCs connection to their respective Culture(s), and as such will be Satisfied by serving or otherwise benefiting that Culture. This in turn will give rise to a Passion marking the Player(s) as friends. Likewise, harming that culture will do the opposite.

**Motivations:**
Motivations, unlike Passions, are more specific desires and needs. Sometimes these can reflect physical needs, such as Hunger, but often Motivations will be more about desires.

Motivations form the basis for Quests that might be offered by KPCs.

**Passion and Motivation Values:**
Each Passion and certain kinds of Motivations (those not tied to a close ended Quest) will have a number value associated with it. This number value will essentially reflect the Party's reputation with that KPC, and will be what gates the opening of new Passions relating to the Party, such as seeing them as friends or foes, and subsequently can give rise to new Motivations.

For example, if a King KPC has come to see the Party as his enemies, then he may develop a Passion to Hate the Party. He may then also develop a new Motivation to imprison the Party. The King will act on this Motivation if he can, but may also end up having it satisfied by other KPCs, should they manage to capture and imprison the Party.

**Satisfying, Denying, and Defying:**
Both Passions and Motivations can either be Satisfied, Denied, or Defied, which will change the number value of each one.

Satisfying a Passion or Motivation, as it implies, involves doing something that will positively impacts the KPC in relation to that Passion and/or Motivation. If they are Greedy, satisfying that Greed could involve gifts, gold, or some other similarly beneficial action. If the Motivation is central to a Quest they have offered to the Party, then completing the Quest will count as satisfying. The Passion and/or Motivation, if they are not eliminated as a result (See Gaining and Losing Passions and Motivations), then the value will increase by +1.

Denying that Passion or Motivation, conversely, involves negatively impacting the KPC in relation to them. If they're Greedy, stealing from them or otherwise preventing their gains will be considered a denial. The value will decrease by -1 in these cases.

Defying a Passion or Motivation can have varying effects depending on the specifics, most often involving challenging and even changing them outright. Defying a KPCs Greed, for example, might result from Influencing them, as part of a Debate, to letting go of their greed for the greater good. In this specific instance, a Trait check would be rolled on the KPC, to see if their Generous/Greedy Trait will change. If it does so into either 0 or a positive number, then that KPC will loose their Greedy Passion.

## Gaining and Losing Passions and Motivations:

Passions, as noted, will often come from Traits. Each Trait a KPC has automatically grants the corresponding Passion. If a Motivation has reached a value of 10, it will be upgraded into a Passion. There is no limit to how many Passions a KPC can accumulate.

However, each KPC can only retain up to 4 Motivations at a time, which if not already selected, can be randomly rolled for.
(**note: a section detailing a system for this will be added later**)

## Reactivity:

Often, Motivations will have the capability of introducing special Complications into the gameworld, the party could inadvertently trigger as part of the Time mechanics. These Complications will be specific to the Motivation, and often to whatever Quest is associated with it.

Unlike regular Complications, which can trigger very easily, Reactive Complications will require specific dice combinations to be rolled, such as triple 3s. As a result of the rarer occurrence, these Complications will generally be much more consequential, and could easily escalate into Encounters.

For example, a KPC might have a Motivation to get a specific item, which in turn will set up a Fetch Quest. If the Party pursues this Quest, they could trigger a possible Complication relating to a rival Party who, unbeknownst to the Party, is also attempting to fulfill the Quest.

These Complications, and their Triggers, will be listed in the Quest Block. (see Questing)

## Systemic Culture:

In order to support and build up the Living World, KPCs act as cultural pillars. Each KPC is associated with a particular City, Domain, and/or Region in the gameworld, and they collectively contribute their Passions to each, which together create the "Culture" of those areas. An area's Culture governs how all of its NPCs will generally act and behave when interacted with.

To do this, each Culture will have a specific sheet associated with it that will break down the Passions in that Culture, as well as the KPCs they came from. This in turn will provide an easy reference for the Keeper to utilize whenever any sort of NPC is interacted with from that Culture, even if the specific NPC is created on the fly or otherwise has their direct info not immediately available.

For example, a given City may have a number of KPCs that maintain a Passion for Greediness (which means all of those KPCs carry a negative Generous/Greedy Trait value). As such, that city will essentially be known as a greed driven place, and any NPCs associated with it will likely display that Trait, per the Keepers discretion.

## Cultures in Play:

On the Culture sheet, each associated KPC should be listed, alongside their individual Passions. From these, any Passions that are shared between at least two of the KPCs will be listed in the Cultural Passions section, and they should be listed in order from most shared to least. For example, if the Culture only has 3 KPCs, and all three share a Chivalrous Passion, but only two share a Generous Passion, then the Passions will be ranked with Chivalrous first, and Generous second.

What this means is that all NPCs within that Culture will generally be Chivalrous most of all, but will also occasionally be Generous. As more KPCs are introduced with more Passions, the Culture will become more complex and nuanced, and as such so will its NPCs.

The Chivalrous Culture, for example, might be a Knightly Order, which is one of the possible Domains. Most of its NPCs will be squires and knights, and as such they should predictably act in accordance with their Culture. Exceptions, as noted, might be revealed per the Keepers discretion, but in general most NPCs will not defy their own Cultures. KPCs, meanwhile, often already will be in some capacity, reflecting that they are more deeply developed characters.

## Quests:

The culmination of all of these systems is in the Quest. As noted previously, most Quests will be rooted in Motivations. A given KPC will have a Motivation to accomplish some sort of task or goal, and they might offer up a Quest to a requesting Party to do so on their behalf. If the Party or another KPC should happen to do this on their own through play, then this will also satisfy the Motivation, even if the Quest was never offerred.

## The Quantum Quest:

To support Quests, a tool called the Quest Block is available for Keepers to utilize. If a Motivation isn't already tied to a bespoke, prewritten Quest, the Quest Block can be referenced to help construct a Quest on the fly.

In general, Quest Blocks come in numbered units called "Acts", and will be typically come in pairs of three, so pairs of 4, 5 or even 6 could be had. Each Quest Block lists a number of different Quest Types, such as Fetch or Explore quests, as well as the specific, yet generic actions required to satisfy the Act. As the Party satisfies these steps, the Keeper will move to the next Act and set up the circumstances required.

A Fetch quest for example might start with Act 1 stating that an item or items have to be located. Upon the party doing this, Act 2 will require they retrieve the Item. And upon doing that, Act 3 will require that they deliver the item.

While generic and simple, this gives a clear structure to add more interesting details to. Additionally, each Act is designed to pair up complementary Quest Types, with which the Keeper can construct a more complex Quest.

Fetch Quests, for example, might also be paired with Explore Quests, which call for the Party to Research, Travel, Explore, and then Report. These two Quests could then easily be run together as one Quest, and the 4$^{th}$ Act could introduce the possibility of utilizing a Twist for the Fetch Quest, which would be listed on Blocks that go beyond the typical number of Acts. In this case, the 4$^{th}$ Act wouldn't be relevant for Fetch Quests, so that part of Block will list one or two generic Twists that could be introduced.

**Questlines:**
While the base Questing system revolves around improvisation and systemically constructed Quests, Questlines provide another angle to the system, allowing for a more dynamic and unpredictable world.

Questlines are pre-written Quests that are designed with the assumption that the Party will never become involved, even to witness their individual events. As such, each Questline is broken up into individual Acts, which will break down what happens during each Act.

If the Party never becomes involved, then at a certain time the Act will fulfill itself, and its events will backfill into the "canon" of the gameworld, becoming established fact that the party could then find out about if they should wish. Each Act in sequence will work in this way until the entire Questline resolves itself.

If, however, the Party does get involved at any point, then the Questline will be run by the Keeper in accordance with what the Party does. The Party will be free to follow the Questline as written, fulfilling the required steps (if any) in wherever way they see fit. As Questlines are essentially stories, the Party will have a large potential to disrupt their events. The benefit of having the full Questline available, however, is that the Keeper will be able to adapt and fulfill the overall story regardless of the Party's actions. Collectively, the Keeper and the Party will create a worthwhile story, whether they follow it to the letter, or completely derail it.

Each Questline will typically involve at least one KPC, if not many, and as such may introduce bespoke Passions and/or Motivations related to the Questline.

**The Calendar:**
In Labyrinthian, Time is tracked as part of the turn taking structure of the game. To assist in this, Keepers are recommended to keep a Calendar, which will allow them to track the current date and season.

The Calendar is also recommended as it will be utilized to track Questlines and Quests, as well as Reputation and Motivation updates , which ties everything together to create the living world this system is aiming for.

**Tracking Quests and Questlines:**
As each Act in a questline is intended to take place regardless of the Party's actions, each Act upon becoming active will have a specific date chosen for it to self-fulfill. Each Act will list a die and a unit of time, and the Keeper will, in secret, roll the die to determine the date of that Acts fulfillment, and will mark it on the calendar. Most often, this will be either days, weeks, or months, and will be assumed to be from the date the Questline activates.

Quests will not always have cut off dates, but those that will will have a similar listing of a die and a unit of time. If this date is reached, the Quest will fail automatically.

**Tracking Motivations:**
Similarly to Quests, some Motivations will have cut off dates. If the Motivation is not updated by this date, then the Motivation will be considered denied and the corresponding effects will be applied. The same will occur if the Motivation has become a Passion.

**When to Update:**
This system, while exciting, can easily become overwhelming if careful consideration isn't taken.

Firstly, it should be noted that this system takes place in the long term, over potentially months if not years of in-game time, which in turn will take a great many sessions to realize, even if playing exclusively at the Domain level, which sees Turns measured in Months. As such, even with a lot of ongoing Questlines, Quests, and Motivations, many simply will be spread far enough apart that there should be no danger of having too many to juggle.

Secondly, as an added tool, Motivations and Questlines may carry a star symbol next to their name. This symbol is called the "Global" tag, which means they should always be checked and updated, and as such should be written directly onto the Calendar so that they can be consistently updated.

All others can be left off, as they will only need to be updated if the Party should interact with either the corresponding KPC or events of the Act. If the latter, the Keeper will simply note the new canon. If the former, the Keeper should make a Reputation check to see if the KPC has become aware of any actions the Party has taken towards their Passions and Motivations, and they should be updated accordingly.

These measures should make running the system very smooth for the Keeper.