

Tension Pool

ADD. Add a d6 to the container.

ROLL. Take all the dice in the container and roll them. If any of the dice show 1, a *Complication* occurs. Then put all rolled dice back into the container.

RESET. Remove all dice from the container and set them aside.

ACTIONS.

- Whenever a player takes a *Time-Consuming* action, **Add**.
- Whenever a player takes a *Reckless* action, **Roll**.
- Whenever a player takes a *Reckless* and *Time-Consuming*, **Add**, then **Roll**.
- Whenever you add the sixth die to the Pool, **Roll**, then **Reset**.

Encounters

d100	Encounter	d100	Encounter
01-28	Very Common	29-42	Common
43-56	Common	57-70	Common
71-77	Uncommon	78-84	Uncommon
85-91	Uncommon	92-98	Uncommon
99	Rare	00	Rare

d4/d8	Distance	Reaction
1	Close	Helpful
2	Near	Friendly
3	Far	Wary
4	Distant	Indifferent
5		Unfriendly
6		Threatening
7		Hostile
8		Violent

Wilderness

WATCHES. A day is divided into three day-time watches *Morning*, *Midday* and *Afternoon* and one night-time watch, called *Night*. Each of the daytime watches are of equal length in time.

TRAVEL. Travel time from one hex to another always takes exactly one day.

WEATHER. At the beginning of each day, roll a number of d6 according to the level. If you rolled more 1s than 6s, gain *Weather*. If you rolled more 6s than 1s, lose *Weather*.

Level	Name	Effect
0	Nice	No Effect.
1	Fair	No Effect.
2	Unpleasant	At the beginning of the day gain <i>Fatigue</i> .
3	Inclement	Gain <i>Fatigue</i> for each action.
4	Extreme	All actions become <i>Reckless</i> . Gain <i>Fatigue</i> for each action.
5	Catastrophic	No Travel possible.

EXPLORE. Discover hidden feature in current hex. Roll for Landmark.

SEARCH. Discover secret feature in current hex. Roll to check feature can be found or not.

Forage. Roll 1d6. Every point above 3, gain fresh ration.

REST. Sleep for at least 8 hours.

LOST. You can no longer travel or take any wilderness actions (except *Forage*). You can spend a watch to reorient yourself (by rolling an appropriate skill or attribute). If you succeed lose *Lost*.

d12	Complication	Effect
1	Exhaustion	Gain <i>Fatigue</i> Roll 1d6
2-3	Environment	1 Gain <i>Lost</i>

d12	Complication	Effect
		2-5 Gain <i>Weather</i> 6 An obstacle bars your way
4-6	Expiration	Loose <i>Weather</i>
7-9	Setback	Random Encounter
10-11	Sign	Spoor or clue regarding next encounter or location
12	Advantage	Nothing happens

S.C.A.R.

Gameplay is divided into scenes. Each scene is made up of four simple steps.

- Setup
- Conflict
- Action
- Resolution

GOAL. A goal is a long-term project that takes multiple steps to conclude. It is tracked with a Progress Track. To progress, you must create Threads and conclude these.

THREAD. A thread represents a goal or question that the player characters are trying to fulfil or answer. Progress on a thread is tracked with a Progress Track.

ACTOR. Actors are events, characters or objects that are outside of the direct control of players. They will happen automatically.

Dungeons

1d12	Size	Locations	Themes	Rank
1-2	Small	1d6+1	2	Easy
3-6	Medium	1d8+7	3	Normal
7-9	Large	1d10+15	4	Hard
10-11	Huge	1d12+25	5	Extreme

1d12	Size	Locations	Themes	Rank
12	Megadungeon	1d4+1 interconnected dungeons		

MOVING. You can *move* to any adjacent location, only if:

- the location is within the boundary of your dungeon
- the location is unexplored
- the location is explored and has a connection to the current location

When entering an unexplored location, roll for landmark and then connect the two locations.

1d6	Landmark	Description
		Roll 1d6
1-2	Feature (Circle)	1 Dead End 2-3 Shortcut 4-6 Sight
		Roll 1d6
3-4	Danger (Triangle)	1 Hazard or Obstacle 2 Trap 3-6 Encounter
		Roll 1d6
5-6	Opportunity (Square)	1-3 Cipher 4-5 Treasure 6 NPC

1d8	Cipher
1	Carved Glyphs
2	Strange Markings
3	Map or Document
4	Murals, Statues or other artwork
5	Unusual Architecture

1d8	Cipher
6	Remains
7	Memento
8	Puzzle or Key

d12	Complication	Effect
1	Exhaustion	Gain <i>Fatigue</i>
2-3	Environment	The dungeon shifts
4-6	Expiration	Torch or Light expires and burns out
7-9	Setback	Random Encounter
10-11	Sign	Cipher
12	Advantage	Nothing happens

Progress Track

SCORE. Measures the current progress on the track.

RANK. The difficulty of the task.

	Rank	Dynamic	Static
T	Trivial	1d10	5
E	Easy	1d8	4
N	Normal	1d6	3
H	Hard	1d4	2
X	Extreme	-	1

PROGRESS. Whenever you reach a significant milestone in a task, goal or challenge, you advance the progress track. Depending on the Rank you either roll a specific die (dynamic) or add a constant value (static) to the score of the progress.

CONCLUDE. Roll two d20 and compare their value to the score.

- if both rolled strictly under the score, it is a full success
- if one rolled strictly under the score, and one above or equal, it is a mixed success - you succeed at a cost

- if both rolled above or equal, it failed
- if you rolled doubles, add a twist to the outcome

COUNTDOWN. Add a four-segment clock next to the progress track. Whenever you fail an action or you take significant time, fill one segment of the clock.