

Town Crawler

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This is a game of mapping the events of an adventure. Just lay down the tiles as per the rules, and fill in the logic of the fictional sequence with your imagination. When you finish, you'll have a full or partial diagram of an adventure to run for your friends.

Set-Up

1. Construct your deck of 13 Action cards. Pick Talking, Violence, and Magic cards in the ratio that you'd like to see those player activities appear in your adventure. Or, you can have one or more of your players build do this for you, as a form of request. Another option is to shuffle all the Action cards and pick randomly.
2. Shuffle 3 piles of tiles (Investigation, Risk, and Climax) and place them face down above where you'll be building your adventure.
3. Grab a pencil, a single 6-sided die, a pencil, and your Adventurers' Position scoring sheet. You're ready to play!

Play

1. Flip the "Begin" tile face up to reveal the Village in Trouble text.
2. Use (discard) a Talking card from your Action deck and roll the d6. If you rolled a 4+, place a White Arrow tile to the left of the Village in Trouble. If you rolled a 1-3, instead place a Black Arrow.
3. Roll the d6 again and modify your Adventurers' Position sheet as per the instructions on the arrow. If you do get a bonus or penalty, check off that box on the arrow. Also, make up an explanation for the change, and note that on the Adventurers' Position sheet.
4. Each arrow connects one encounter (Investigation/Risk/Climax) to one other encounter. You may place arrow tiles in any direction you wish except to the left. Above, below, and to the right of the previous encounter are all fine.
5. After placing an arrow, draw a new encounter tile from the proper pile (see Step 6) and place it at the end of the arrow. Roll a d6 to determine which of the card's 6 options applies, and circle the corresponding number on the encounter tile.

Encounter tiles will modify the d6 die roll that determines whether you get to proceed with a black arrow or white arrow. These modifiers are specific to the type of Action card you play. Some encounters are easier to beat using Violence, others using Magic, etc.

This roll will be further modified by the net bonus or penalty in the relevant column of your Adventurers' Position sheet.

Once you have chosen which Action to use, discard that card from your hand, roll for success (white arrow) or failure (black arrow), and note the result in the relevant box at the bottom right of the encounter tile. Use a check for success and a X for failure.

6. When drawing encounters for your first three vertical columns, draw Investigation tiles. For your fourth and fifth columns, draw Risk tiles. For your sixth column, draw a Climax tile.

7. Once five black arrows are on the table, flip over one Countdown of Doom card with each additional encounter. Do this in order: 0:02, then 0:01, then 0:00.

8. If you get a White Arrow after your Climax, place the Victory tile to end your game. If you get a Black Arrow, place the Defeat tile instead.

The Fiction

Failure still moves the game forward, but carries consequences that can add up in the end. Perhaps the adventurers get the info they wanted, but alienate the villagers in the process. The checks, X's, and colored arrows provide a clear record of how the adventurers chose to deal with game events, and what happened.

Friends

Use your sweet tile map to GM, then show it off after the adventure!

There will be blank encounter tiles that your players can fill out with stuff they'd like to see in adventures!

You can also re-conceptualize the scale of this game, linking adventures rather than encounters.

Consider letting them build your Action deck!

Events

Mercenary <p>Wants:</p> <ol style="list-style-type: none">1. Help swindling villagers2. Rare, useful knowledge3. Weapons/armor4. Work5. Ass-kissing6. Help settling grudge <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-1) <input type="checkbox"/> Violence (+1) <input type="checkbox"/> Magic (0)</p>	Ambitious Farmer <p>Wants:</p> <ol style="list-style-type: none">1. Wide recognition of skills2. Friends in high places3. Nicer house or more land4. Nice goods to show off5. A spouse6. Back-up in nasty disagreement <p>Deal with by:</p> <p><input type="checkbox"/> Talking (+1) <input type="checkbox"/> Violence (+2) <input type="checkbox"/> Magic (0)</p>	Cult Lackey <p>Wants:</p> <ol style="list-style-type: none">1. Help killing someone shady2. Help stealing something arcane3. Hide true nature from villagers4. Magical knowledge5. To tag along6. Promise of future collaboration <p>Deal with by:</p> <p><input type="checkbox"/> Talking (0) <input type="checkbox"/> Violence (+2) <input type="checkbox"/> Magic (+1)</p>	Wannabe Adventurer <p>Wants:</p> <ol style="list-style-type: none">1. To tag along2. Magical knowledge3. Respect for past deeds4. Appreciation of wisdom & loot5. A good word with village leaders6. Vengeance on ostracizers <p>Deal with by:</p> <p><input type="checkbox"/> Talking (+1) <input type="checkbox"/> Violence (+1) <input type="checkbox"/> Magic (+1)</p>	Entrance Guard(s) <p>Type:</p> <ol style="list-style-type: none">1. Attack dogs2. Loyal soldiers3. Possessed soldiers4. Orcs5. Brainwashed cult6. Big beddes in full plate <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-2) <input type="checkbox"/> Violence (0) <input type="checkbox"/> Magic (-1)</p>
Sad Manor Steward <p>Wants:</p> <ol style="list-style-type: none">1. Alliance against lord2. Elevate standing in the lord's eyes3. Sympathy4. A day (trip?) of entertainment5. A new social connection6. Cover for future or past misdeeds <p>Deal with by:</p> <p><input type="checkbox"/> Talking (+1) <input type="checkbox"/> Violence (+3) <input type="checkbox"/> Magic (0)</p>	Weird Hermit <p>Wants:</p> <ol style="list-style-type: none">1. To be left alone by everyone2. Trade relations with villagers3. Protection4. Rare herbs or ingredients5. Help with magic ritual6. Cover for shady deeds <p>Deal with by:</p> <p><input type="checkbox"/> Talking (0) <input type="checkbox"/> Violence (+3) <input type="checkbox"/> Magic (+1)</p>	Abusive Official <p>Wants:</p> <ol style="list-style-type: none">1. Your magic items2. Everything you know3. A large bribe4. Undeserved credit5. Ass-kissing6. Blackmail material <p>Deal with by:</p> <p><input type="checkbox"/> Talking (0) <input type="checkbox"/> Violence (+1) <input type="checkbox"/> Magic (0)</p>	Smuggler <p>Wants:</p> <ol style="list-style-type: none">1. To be allowed to leave2. Hide vile goods3. Cover for escape4. Hide evidence of deeds5. New customers6. A message delivered <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-1) <input type="checkbox"/> Violence (+1) <input type="checkbox"/> Magic (0)</p>	Dangerous Group <p>Type:</p> <ol style="list-style-type: none">1. Cultists2. Corrupt noble's guards3. Assassins4. Bandits5. Mercenaries hired by beguery6. Blood-lusting village mob <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-1) <input type="checkbox"/> Violence (-1) <input type="checkbox"/> Magic (-1)</p>
Evil Sorcerer <p>Type:</p> <ol style="list-style-type: none">1. Beast lord2. Lightning blaster3. Zombie controller4. Nature controller5. Mind controller6. Soul-sucker <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-3) <input type="checkbox"/> Violence (-1) <input type="checkbox"/> Magic (0)</p>	Giant Mutant <p>Type:</p> <ol style="list-style-type: none">1. Jaguar-snake2. Bladed praying mantis3. Corrosive truck-sized worm4. Half-skeletal wolf5. Acid-spitting fused livestock6. Black maggot-riddled bear <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-3) <input type="checkbox"/> Violence (-2) <input type="checkbox"/> Magic (+1)</p>	Bodiless Demon <p>Type:</p> <ol style="list-style-type: none">1. Black cloud2. Possessor wraith3. Invisible telekinetic4. Face of flames5. Shrieking voice6. Numbing cold <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-3) <input type="checkbox"/> Violence (-3) <input type="checkbox"/> Magic (+2)</p>	Alien Creature <p>Type:</p> <ol style="list-style-type: none">1. Flying brain2. Mound of eyes and tentacles3. Teleporting array of buzzsaws4. Screaming blinding light5. Metal-eating shambling biped6. Blob spins, sprays goo of gibberish <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-3) <input type="checkbox"/> Violence (-2) <input type="checkbox"/> Magic (+1)</p>	Curse <p>Type:</p> <ol style="list-style-type: none">1. Failure: failed actions can't retry2. Memory: all NPCs forget you3. Ability: lose skills one by one4. Two worlds: you see both at once5. Element drain: no air, heat, moisture6. Senses: lose one by one <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-3) <input type="checkbox"/> Violence (-3) <input type="checkbox"/> Magic (+1)</p>
Spying Orphan <p>Wants:</p> <ol style="list-style-type: none">1. Money2. Protection3. To look good in front of peers4. Cover story for failed assignment5. Dirt on someone6. Kindness <p>Deal with by:</p> <p><input type="checkbox"/> Talking (0) <input type="checkbox"/> Violence (+2) <input type="checkbox"/> Magic (0)</p>	Lonely Craftsman <p>Wants:</p> <ol style="list-style-type: none">1. Camaraderie2. To tag along3. Stories4. Appreciation of work5. Customer source6. Introductions to friendly folk <p>Deal with by:</p> <p><input type="checkbox"/> Talking (+1) <input type="checkbox"/> Violence (+3) <input type="checkbox"/> Magic (+1)</p>	Tyrannical Noble <p>Wants:</p> <ol style="list-style-type: none">1. Enlistment in his service2. Menial chores3. Accompaniment on abusive errand4. Undeserved credit, ongoing5. Ass-kissing6. You to spread advantageous lies <p>Deal with by:</p> <p><input type="checkbox"/> Talking (0) <input type="checkbox"/> Violence (-2) <input type="checkbox"/> Magic (-2)</p>	Crime Lord <p>Wants:</p> <ol style="list-style-type: none">1. Ass-kissing2. New revenue source3. New useful connection4. Public vengeance5. Couriers / security for shady job6. Assassination of rival <p>Deal with by:</p> <p><input type="checkbox"/> Talking (0) <input type="checkbox"/> Violence (-2) <input type="checkbox"/> Magic (0)</p>	Cursed Lunatic <p>Wants:</p> <ol style="list-style-type: none">1. To ritually sacrifice a neighbor2. To torch the village3. To drink the blood of children4. To be healed / cured / exorcized5. To put toxic herbs in strange places6. To be believed <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-2) <input type="checkbox"/> Violence (+2) <input type="checkbox"/> Magic (0)</p>
Captured Assassin <p>Wants:</p> <ol style="list-style-type: none">1. Release2. Cover story for failed assignment3. Quick death4. Revenge5. Last meal or sex6. Tales of deeds to spread <p>Deal with by:</p> <p><input type="checkbox"/> Talking (0) <input type="checkbox"/> Violence (+1) <input type="checkbox"/> Magic (0)</p>	Young Warrior <p>Wants:</p> <ol style="list-style-type: none">1. Camaraderie2. To tag along3. To join the party permanently4. Stories5. Chance to show bravery or skill6. Violent contest <p>Deal with by:</p> <p><input type="checkbox"/> Talking (+1) <input type="checkbox"/> Violence (+1) <input type="checkbox"/> Magic (+1)</p>	Cult Leader <p>Wants:</p> <ol style="list-style-type: none">1. Your blood, hair, or oaths2. Magical item or knowledge3. Couriers / security for shady job4. Hide evidence of deeds5. Secrets: factions or geography6. Promise of future collaboration <p>Deal with by:</p> <p><input type="checkbox"/> Talking (0) <input type="checkbox"/> Violence (+2) <input type="checkbox"/> Magic (+2)</p>	Warrior Lord <p>Wants:</p> <ol style="list-style-type: none">1. Enlistment in his service2. True tales of your noble deeds3. Find his child (kidnapped)4. Help in upcoming battle5. Feat of bravery or martial skill6. Join drunken feast <p>Deal with by:</p> <p><input type="checkbox"/> Talking (0) <input type="checkbox"/> Violence (-2) <input type="checkbox"/> Magic (-1)</p>	Evil Minions <p>Type:</p> <ol style="list-style-type: none">1. Orcs2. Undead3. Lycanthropes4. Shark-men5. Hyena-men6. Possessed human warriors <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-3) <input type="checkbox"/> Violence (0) <input type="checkbox"/> Magic (0)</p>
Trap <p>Type:</p> <ol style="list-style-type: none">1. Covered pit2. Falling weight3. Hung net4. Shooting gallery5. Flood gates6. Rock slide <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-3) <input type="checkbox"/> Violence (-1) <input type="checkbox"/> Magic (-3)</p>	Search <p>Type:</p> <ol style="list-style-type: none">1. Faint tracks2. Branching paths3. Total darkness4. Steep climb5. Hidden entrance6. Distant sounds <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-3) <input type="checkbox"/> Violence (-1) <input type="checkbox"/> Magic (-3)</p>	Puzzle <p>Type:</p> <ol style="list-style-type: none">1. Combination lock2. Riddle3. Augury4. Impostor5. Rune charts6. Maps, diagrams, calendars <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-3) <input type="checkbox"/> Violence (-3) <input type="checkbox"/> Magic (-1)</p>	Classic Monster <p>Type:</p> <ol style="list-style-type: none">1. Beholder2. Displacer beast3. Chimera4. Manticore5. Troll6. Giant <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-3) <input type="checkbox"/> Violence (0) <input type="checkbox"/> Magic (+1)</p>	Angry Mob <p>Wants:</p> <ol style="list-style-type: none">1. Kill the thief2. Burn the witch3. Better treatment from manor lord4. A violent contest5. Quick fix of village problem6. Booze, sex, and entertainment <p>Deal with by:</p> <p><input type="checkbox"/> Talking (-1) <input type="checkbox"/> Violence (-2) <input type="checkbox"/> Magic (-2)</p>

