Dark**Bad**

Hardcore Bleakpunk True OSR Storytelling Engine

Darkbad is for everybody

If the reader practices politics, hate, violence in any form, or associates people who do, delete this pdf right now and get some help. Darkbad will never tolerate problematic content, creators, or players.

Inspirational Material

Music:

- ~~Burzum~~
- ~~Charles Manson~~
- ~~Michael Jackson~~
- ~~Kanye West~~
- ~~The Beach Boys~~
- ~~Chris Brown~~

Literature

- ~~Harry Potter – JK Rowling~~
- ~~Gor series~~
- ~~How to Bomb the US Government – Sam Hyde et. al.~~

Writers note: While writing the page you currently observe this author discovered that apparently all these guys have been hashtag canceled? Fuck this don't consume anyone's work but mine.

Use of pronouns

Darkbad does not use pronouns to refer to people, as it is dehumanizing and may put those people in a box that is not identified with. The reader will find this leads to a more inclusive but also less ambiguous writing style that everyone should adopt.

Safety Tools

Safety tools are mandatory for enjoying a fun casual activity with one's friends. If the reader disagrees the reader is seriously problematic. Does this writer need to reiterate that Darkbad is for everybody?

The X-card

Purchase a licensed X-card or (for emergency use only) Inscribe an index card with the letter X. This is your primary safety tool. Any time something in the game makes a player remotely uncomfortable, unhappy, or unaroused, tap the card, this player will point at the person responsible, and force them to permanently leave your gaming group.

Consent Checklist

Print out a copy of the Darkbad Official Consent Checklist (provided at the end of this pdf) for each player, spectator, and co-gm and have them fill it out **Before** starting play.

Principles of play

Darkbad is a storytelling game for 1 storyteller (henceforth the "Grungeon Master") and 4 storylisteners (henceforth "players"). Never shall these numbers diverge. Each player has one player character, never more and never any in reserve unless the Grungeon master elects to run a Funnel-type story module (in which players get 5 Wretch characters each and all have to share one set of crutches).

D4: starting	Weapon	Damage Die
2	Labrys	d6
3	Sword	d8
4	**Crucifix Bow**	**d10**

image by craiyon

Character Creation

The player character has six stats. STR, WIS, CHA, INT, DEX, CON. Each starts at 8. The player may distribute 10 further points among them.

When the player is done generating stats, the player shall then roll a class and a starting weapon.

D4	Class	Starting Hit Die	Special
0	Wretch	d4	Magic Crutches[1]
1	Mage	d6	Magic Spells
2	Acrobat	d8	1 Starting Proficiency
3	Barbarian	d10	Dual Wield
4	Fallen Paladin	d12	Nothing (Paladin fell)

image by craiyon

1   Magic Crutches are D3 weapons that allow the user to fly at high speed.

Now roll for an ethnic group.

d4	Ethnic group	Stat modifiers	Special ability
1	Human	-1 to all stats	Can not be interesting
2	Orc	-2 to INT, WIS	Can not do clever things
3	Elf	-2 to STR, CON	Can not do anything cool
4	Dwarf	-2 to DEX, CHA	Can not express emotion
5	Kitsune	---	Fluffy tail

The last step: making a miniature

I don't care where the players get them but to play this game but each player needs a miniature that strictly follows the rule of "What one sees is what one gets" and is ideally a boutique 3d printed and lovingly painted masterpiece.

All characters have an alignment

Alignment exists on two axes: SELFISH – CAPITALIST and RANDOM – SCHEMING. There is also OBSCURE in the middle of each one. So it looks like this:

SCHEMING SELFISH	CENTRIST SELFISH	RANDOM SELFISH
SCHEMING CENTRIST	TRUE CENTRIST	RANDOM CENTRIST
SCHEMING CAPITALIST	CENTRIST CAPITALIST	RANDOM CAPITALIST

Player characters shall be penalized heavily for not behaving according to their alignment. It is always OK to kill characters belonging to the wrong alignments.

Treasure

A d8 represents the starting wealth of all PCs. When purchasing an item, the player shall roll the wealth die. A result equal or lesser to the Cost Threshhold lowers the die one step. The step below a d4 is poverty and a character impoverished thus begins to starve.

When the party finds treasure, each PC gets to roll a treasure die, but this time the maximum possible roll raises the treasure die a step.

Gear

- Roll a random weapon

Adventuring Equipment, like most resources in Darkbad, is measured in usage dice. To buy gear, roll your cp die (starts at d12). If you roll the Cost Threshhold or below, the die drops one level. When adventuring, you can use any piece of adventuring gear you can think of. But after using it, you must roll the usage die with rolls of 1 (modified by Grungeon Master's discretion) lowering the die one step. Reducing the die below 4 means you've used up all your adventuring gear.

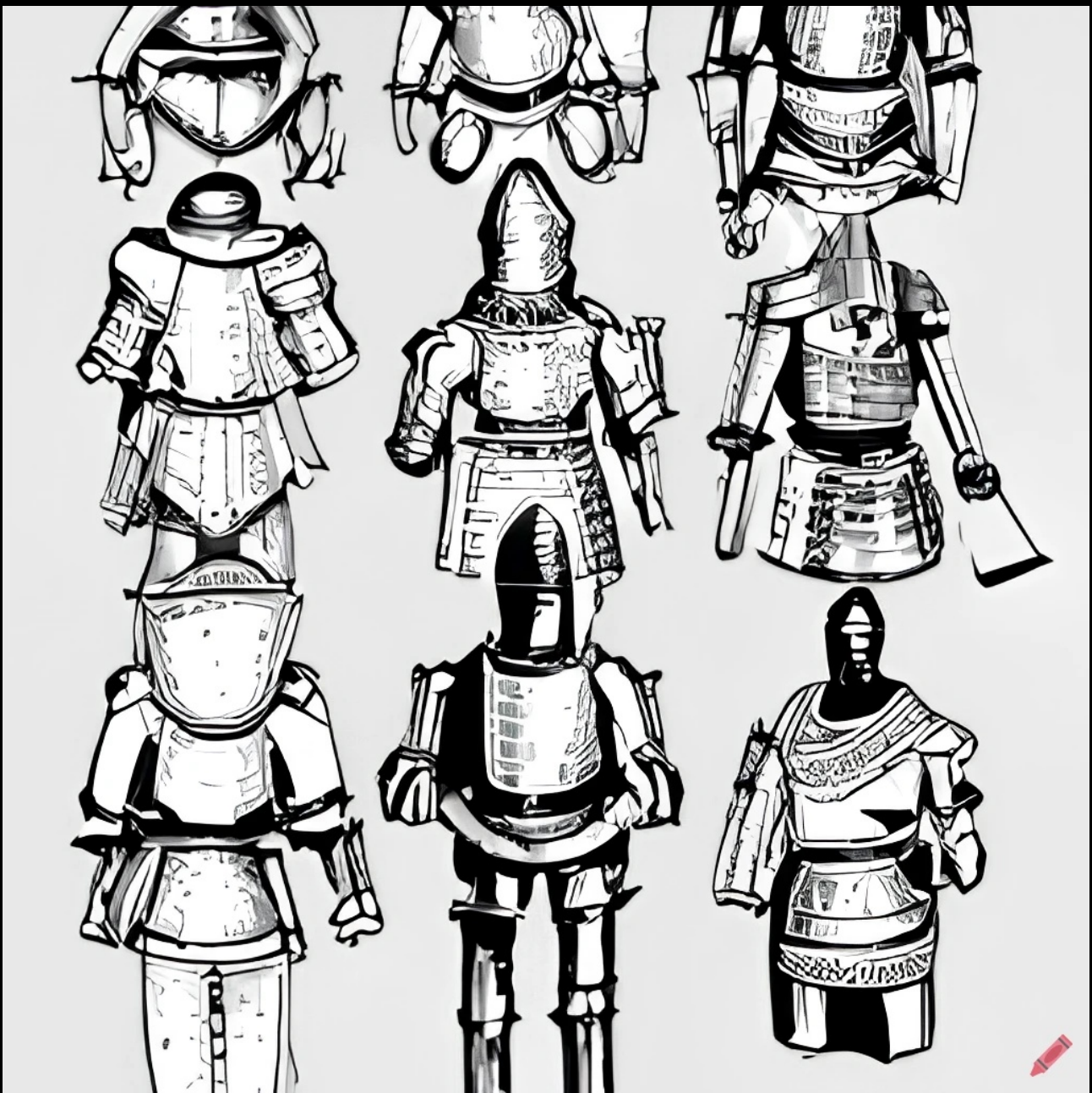| Item	Cost Threshhold
Adventuring Equipment (1 die step)	1
Fashion accessories	1
Profession tools	2
Magic set	2
Helm	1
Breastplate	2
Shield	2
Gauntlets	1
Codpiece	2
Pauldrons	3
Torch (1 hour)	**1**

image by craiyon

Magic

Mages start with a number of Magic Points equal to the character's INT. Casting a spell consists of three steps:

- Set aside number of Magic Points to use on the spell

- Declare spell and intent

- Roll on the magic table

- Resolve effects

Magic Table

1-20	Roll twice more and take both results
21-25	User fucking dies.
26	Explosion: DT 3 to everyone in *Pretty Close,* DT 2 to everyone in *Kinda Far.*
27	Grow a tentacle.
28	Change skin color and accent.
29	Grow crab claw hands.
30	Can no longer wear clothes or armor.
31	Contract Lycanthropy.
32	Become animated skeleton.
33	Spell targets opposite of intended target.
34	Spell effect reversed.
35	Caster trapped in other plane.
36	Sex change on random observer.
37	Caster doubles in size.
38	Caster halves in size.
39	Caster grows second head with own mental stats.
40	Summon a feast of food.
41-50	Summon pissed off eldritch horror.
51-60	Summon pissed off elemental.
61-70	Summon pissed off demon.
71	Caster's head(s) pops off harmlessly.
72	Random Encounter.
73	Emit cloud of poisonous gas.
74	Caster teleports to somewhere *Inconveniently Distant.*
75	Open radio channel to alien planet.
76	Cause the Apocalypse.
77	Caster poos in his pants.
78	Gravity reversed for caster.
79	Spell goes off but with unintended far reaching consequences.
80+	Spell goes off as intended.

Magic Spell List

FOUND DWOEMER

AURA

DETECT NONMAGIC

MUNDANE MISSILE

BONER

ANTI MARTIAL FIELD

PILE OF LEAVES

CARD TRICK

MEDITATE

OVERNIGHT INVINCIBLE FORTRESS

CREATE FOOD AND WATER AND MEDICAL SUPPLIES AND SHELTER AND MISCELLANEOUS SURVIVAL GEAR

TELEPORT ANYWHERE

KILL MONSTER

RAISE DRACOLICH

GREATER COLONIALISM

Playing The Game

Rolling Dice

The Grungeon Master may never roll dice. Players alone hold this privilege. But rules are applied.

Advantage and Unadvantage

Having advantage means the player will dice twice and take the better result. Unadvantage is the inverse; the player shall dice twice and take the worse result. Advantage and unadvantage cancel one another out.

Natty Ones

A roll of 1 on any die results in hilarious failure every time. A natty one shall create major problems like potential damage to a player character.

Natty Twennies

A roll of 20 on any dice or combination of dice results in hilarious success every time. The effect of a Natty Twenny shall be a cartoonish exaggeration of the intended effect that does more harm than good.

Many types of rolls

The Grungeon Master shall vary the types of rolls used in the game. If ever the result of an action is uncertain, steal dice mechanics from other games, make up your own, draw cards or flip coins.

The Lucky Feat

During character creation, a player may elect to be take the lucky feat at the cost of two stat points. This allows that player to override the result of any die roll with a number of that players choice, twice per session.

Initiative

In Darkbad, Initiative is always on. At the start of the game, everyone must place the miniature representing that player's character into a bag or hat or bingo ball cage with one cue ball representing the infinite potential and unity of the Grungeon Master. Really shake everything around to properly randomize it. After no fewer than 90 seconds of vigorous randomization, the Grungeon Master will ceremoniously remove miniatures (and the cue ball) one by one to determine the initiative order. If any miniatures break, that indicates the player's turn will be broken into as many parts and played out in the order drawn. If any miniature is too pulverized to properly fit into the initiative lineup, that PC dies.

Each player may do one thing per turn, and after doing that thing play will move to the next player in the initiative order. The Grungeon master gets a turn too, during which monsters and NPCs move.

Fail Forwards

A failed roll shall always further the plot by making further exploration that does not lie in the way of the plot harder to do, ~~even~~ especially if that grinds gameplay to a halt.

Skill rolls

As often as possible, the Grungeon Master will mandate skill rolls. These are beholden to all the aforementioned rules of rolling.

To make a skill roll, roll a d20 and compare the result to the acting PC's relevant stat (for example STR for STR related activities). A result below the stat results in success, anything else results in failure and an immediate worsening of the situation. If a character has Proficiency in a skill, that character has advantage on the roll.

List of Skills

Core Skills:

- ◆ (WIS) Perception, used to see when entering a room or hallway.
- ◆ (INT) Knowledge, used to know what a monster is and whether it poses any threat whatsoever.
- ◆ (STR) Open Door, necessary for every door.
- ◆ (CHA) Social Interaction, used to interact with NPCs without triggering a combat.
- ◆ (DEX) Footwork, used to walk on uneven terrain without tripping.
- ◆ (CON) Saving Throw, used to avoid a harmful effect.

Others:

- ◆ Falconry
- ◆ Art
- ◆ Dancing
- ◆ Poetry
- ◆ Swimming
- ◆ Carousing
- ◆ Seduction
- ◆ Weightlifting
- ◆ Begging

Character Growth

When a story milestone is reached, player characters may gain power, skills, and further abilities at the Grungeon Master's discretion.

Time

In Darkbad, the passage of time is extremely important. It is always, with one exception, tied to real-world time. Every blow in combat takes as long within the fiction of the game world as it does to resolve at the table. If players want to spend ten minutes searching a room, the players will have to wait ten minutes. If the party needs to travel two days to the next adventure site, perhaps arrange to play again in at least two days time, and ensure there are enough supplies to last until the next game session. A Darkbad campaign is always-on, meaning the Grungeon Master and players are either playing things out, or already determined things are being played out "in the background."

This 1:1 timekeeping has never been done before and is very original.

Distance

To make gameplay easier and clearer, distances in Darkbad are measured in vague terms.

Distance	Time to reach
Pretty Close	Instant, can interact with anything in this range.
Kinda Far	1 action, can interact with ranged weapons only.
Inconveniently Distant	1d20 days

Faction Play

For every faction of NPCs and monsters in the game world, have an internet friend decide what the faction leader does. This has never been done before and is very original.

Random Encounters

When the Grungeon Master feels it is narratively appropriate, a random monster appears and immediately attacks the party. The monster could be anything and any power level.

The Darkbad

The Darkbad is dark and bad. It is an underworld, and kind of mythic. One could call it the legendary belowground. It is full of darkness.

Damage

Taking damage means death! There are usually ways to avoid damage, but should they all fail then the poor character is dead on the spot.

Combat

In Darkbad, combat rounds are very different from the other rounds in the game.

Player Attacks

If a player takes the **Weapon attack action** action, that player shall roll a weapon die. If the roll is less than or equal to the victim's Defense Threshold, the victim takes damage and is killed.

Monster Attacks

If a monster attacks a player, the player must roll a Hit Die. If the roll is less than or equal to the attacker's Damage Threshold, the defender has one chance to negate the damage point and live: Shattering a shield or piece of armor.

Armor and Shields

Armor is designed to take hits. Whenever a PC would take damage, roll 1d7 for hit location. The defending player may *Shatter* an armor piece on that location to negate all incoming damage and stay at the character's current hit die. Shields can absorb hits to any zone except 7.
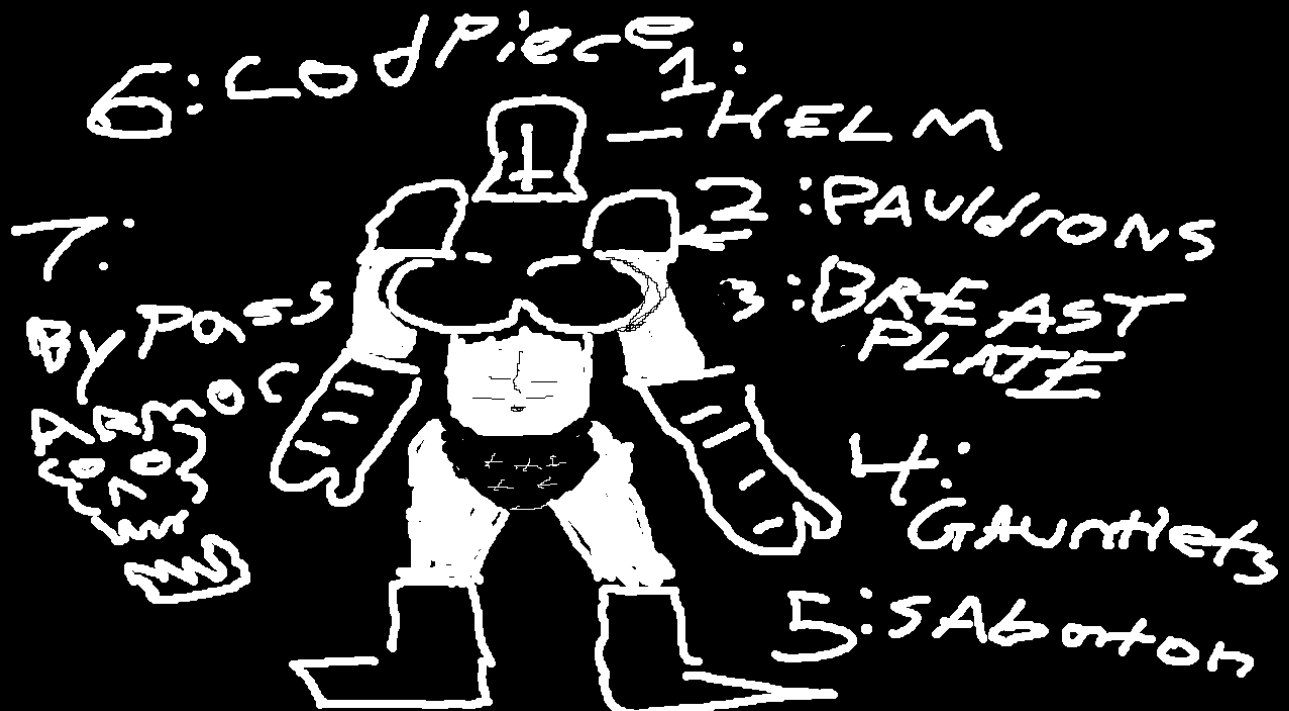
Save Points

The world is scattered with save points from which you can restart the game if needed. Resetting from a save reverts everything to the way it was when first saved, with resources, characters, monsters, etc. revived. The Grungeon Master must take careful notes at all points in time of everything that happens to ensure proper continuity.

The Grungeon Master shall mindfully place save points at narrative appropriate places in the campaign world.

Weather

Every day roll for weather. Remember, every in game day directly corresponds to a real world day.

d6	Weather type	Effect
1	Raining Blood	
2	Raining Piss	
3	Raining Shit	
4	Raining Cum	
5	Famine	All food rots and all water evaporates instantly.
6	Apocalypse	Delete or Burn all RPG books and vow to never play a game again.

The Antichrist's Playhouse

Introductory adventure

The Pit fiend has Offensive Threshhold 3 and Defensive Threshold 3. This foe throws fireballs at people in *Kinda far* range.

The 1d32 dickwolves dwell in the magic tea party room… can you make it through?

The death lever kills any who pull it.

Dad is very mean and wants you to get a job. To face the Antichrist, first you must face your greatest fear.
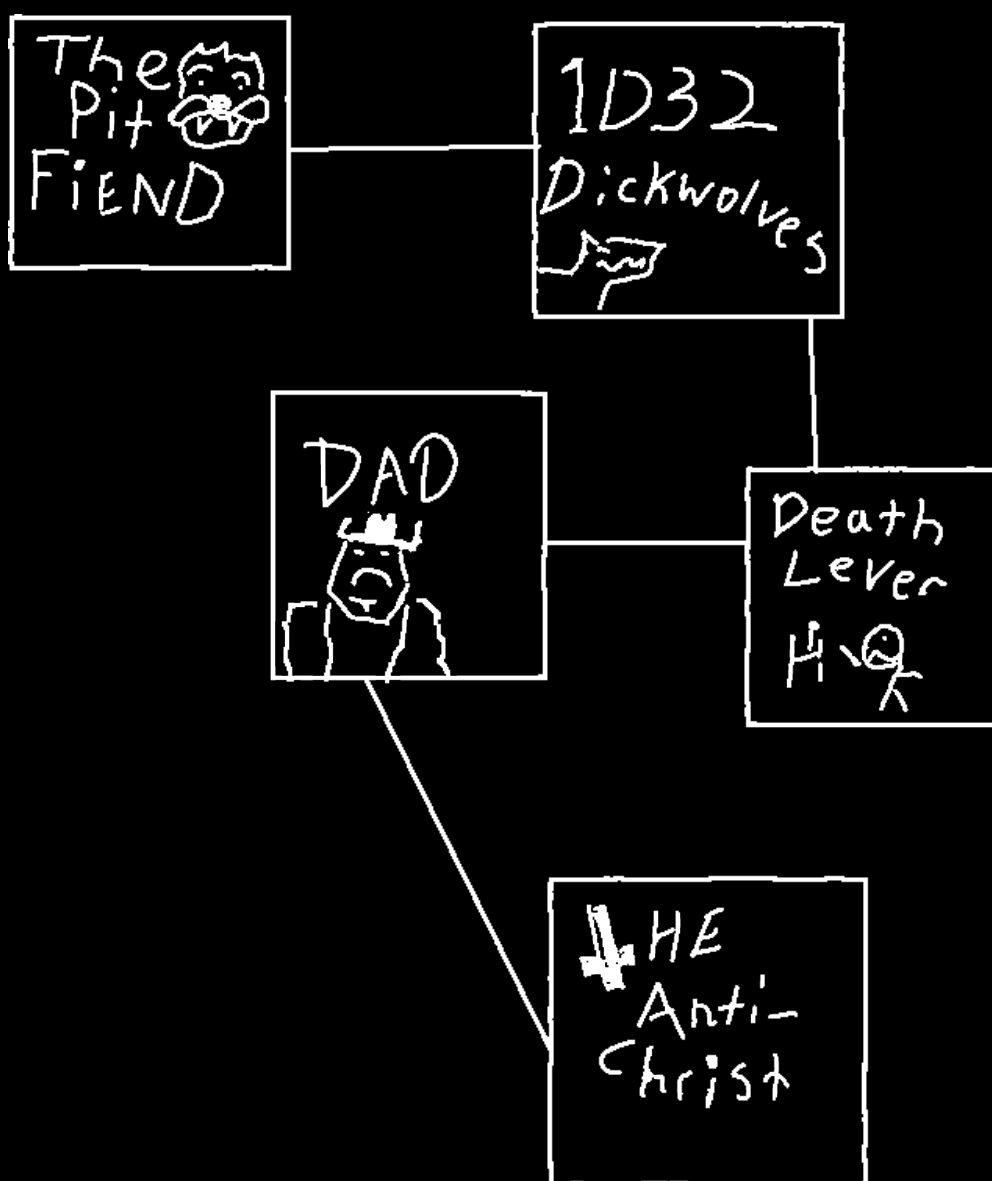
Finally, the Anti-christ, none other than the undead remains of Ernest Gary Gygax, awaits you in the final room. Can you defeat this revenant of the dark times, or will the evil one escape the DarkBad and destroy the overworld?

Credits

Contributors & Ideas Guys

Various anonymous /tg/ users.

Special thanks

Penny Arcade, scholars of werewolf sex and early pioneers of the taxonomy of the darkest depths of Tabletop RPGs.

Yochai Gal (you know what you did).

Writer(s)

[Some names omitted to protect the guilty].

Artist(s)

[Some names omitted to protect the guilty].

Congratulations! This is the ultra-collectible 1st Edition of Darkbad!

DARKBAD OFFICIAL CONSENT CHECKLIST

NAME _____   ADDRESS _____

DATE OF BIRTH __ __ ____   SOCIAL SECURITY NUMBER ___-__-____   TODAY'S DATE__ __ ____

Consent questions

Graphic descriptions of werewolf sex?...Y/N

If yes, how hard (scale of 1-5)? _____

Graphic violence with realistic soundboards?................................Y/N

Torture? ....Y/N

Terrorism? ....Y/N

Genocide? ....Y/N

Sexual Assault?..Y/N

Gaslighting and manipulation? ....Y/N

People with European phenotypes?..Y/N

Racism?...Y/N

Homophobia?...Y/N

Math and numbers?...Y/N

Tabletop Gaming? ....Y/N

Harm to babies?..Y/N

Harm to animals? ....Y/N

Harm to baby animals?..Y/N

Other: _____