

Labyrinthus – Example of Play

This document is a simple step-by-step transcription of how to play the game and will simply cover key aspects of the game by using a pre-generated map and a pre-generated Character.

What you Need:

Core Rule Book, Adventure Compendium and Creature Compendium for rule reference.

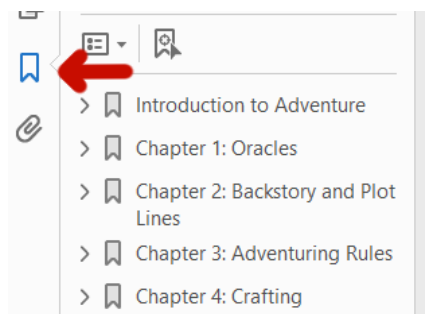
We will use Rakkah as playing Character and the Blank_solo_Dungeon_01.webp map for reference, so it's suggested that you open both while reading this. You can also use the Foundry World if you have it.

Note: if for some reason you can't open a .webp file by clicking on it, you can open it through a browser like Chrome or Firefox.

IMPORTANT:

All the pdf documents have BOOKMARKS.

Use them to easily navigate the rules.



Example of Dungeon Exploration:

For this example we use a blank dungeon to explore, but some people like to generate a new one while playing, usually those who also like to draw the rooms while exploring either with a blank sheet or one with squares.

The rules for Dungeon Room Generation are at page 84 of the Adventure Compendium.

Allocating Wandering Creatures and Unusual Corridors:

Before we start we can allocate Wandering Creatures and Unusual Corridors. Notice that is just it's just a note to keep track of since only when you reach the Corridor or the Room with the Wandering Creature you then generate them.

Wandering Creatures are explained at page 87 of the Adventure Compendium. Since the Dungeon has 12 Rooms (ignoring Room 0) we roll $2d6-1$ and use the result to allocate the note.

In this example The Player rolled for two Wandering Creatures and Obtained an 11 ($6+6-1$) and a 5 ($1+5-1$).

This means that room **5** and **11** will also contain a Wandering Creature.

This Dungeon level has 10 corridors so the Player can just roll a d10 to allocate the Unusual Corridor. Since there is no precise order for how you can number the corridors, we will simply assume that the Corridor which connects room 3, 4 and 5 is the Unusual one.

Room 0:

This is where the Player starts, placing Rakkah if you are using tokens. Since it's an empty room, Rakkah will just move to Room 1.

Room 1:

Room Door: For now the Player doesn't roll for door traps, etc. Usually this is good to avoid being blocked early on due to bad rolls.

Room Generation: The Room is already considered Small (S).

The player uses the Generic Dungeon Tables at page 88 to generate the room:

- First the Player rolls on the Room Type with a d6 obtaining a 2, which means Hazard Room (simply named "Hazard").
- He then rolls on the Hazard Table with a d10 and obtains a 5: Mushrooms.
- After that he uses the Bookmarks to go to the Hazard Descriptions and the selects Mushrooms (page 126).

Rakkah is now inside a small room full of strange fungal formations. The Description say to roll a d10 to generate the mushrooms and the players obtains a 6 (Delirious).

The description explains that a Character can identify the Mushrooms with a Specific Skill Check and if the Character decides to harvest them, the room has a certain number of spots based on the size. Rakkah might be willingly to harvest some mushrooms to make rations but she's also a cautious Orc so she would logically try to identify them. In this case the player simply decides what Rakkah would do.

Identifying the mushrooms requires a Survival Check with a DV of 7. The player rolls a d10 obtaining a 6 and then adds the +2 modifier from Rakkah's sheet, for a total of 8, which is enough to succeed (to succeed you need a result equal or higher than the DV).

Now that Rakkah has realized what type of mushrooms are growing in the room, is up to the player to decide what she would do.

Rakkah is a Creature Huntress and an Orc, so she has no interest for such things but on the other hand she could harvest some and perhaps sell or barter them later on. Since the player is undecided, he will use the Likelihood Oracle to pick a result, assigning a 4+ chance that Rakkah will still harvest the mushrooms since is something she has no real strong opinion about.

The player rolls a d6 and obtains a 2, which means that Rakkah, after spending few moments to think, simply decides that she won't be bothered to grab some fungi and just leaves the room.

Room 2:

Room Door: Once again we don't roll yet.

Room Generation: The Room is already considered Medium (M).

Once again the player uses the Generic Dungeon Tables at page 88 to generate the room:

- First the Player rolls on the Room Type with a d6 obtaining a 6, which means Curio Room (simply named "Curio").
- He then rolls on the Curio Table with a d10 and obtains a 2: The Cage.
- After that he uses the Bookmarks to go to the Curio Descriptions and the selects The Cage (page 110).

The player reads the description of the room which states that there is a 5+ chance for a hidden trap to be present, which if triggered will open the Cage's door. The Player rolls a d6 and obtains a 6 so the trap will be present.

He then rolls for Rakkah's Perception to see if she manages to notice the trap, rolling only a 3 which even with a +2 (total of 5) is not enough to succeed, so she simply walks in and causes the trap to trigger.

The door behind Rakkah immediately closes and locks up, while the cage on the other side of the room suddenly opens. The Player rolls 2d6 to determinate which creature is inside and obtains a 3 (1+2) so a Barghest emerges from it. The room description indicates that the Creature is considered Aggressive but Aroused explained at page 96 of the Core Rules. Notice that normally you should roll for the starting Attitude, but in some occasions the choice is either limited or directly decided.

The player now rolls a d6 for the Aggressive (A) Table for monsters at page 97 of the Core Rules (A as Aroused) and obtains a 2 (Capture) which indicates that the Creature will try to capture Rakkah, probably for then trying to mount her. Rakkah is instead happy to be able to fight something.

Combat:

As explained in the Core Rules at page 52, the Character always starts first. Since Rakkah just entered the room and the Barghest moved outside the cage, they are considered at Close Range.

Round 1:

Rakkah then performs her action of "Engaging" which means she will move close to the creature and attack with her spear.

The player rolls a d10, obtaining a 6 and then adds Rakkah Melee modifier (+3) for a total of 9, which is enough to hit the Barghest who has a Melee value of 7. He then rolls for the Spear Damage (2d3+3) obtaining a 7 (2+2+3), then consults the monster's sheet to see his Damage Reduction (DR) which is 2. In this case Rakkah strikes the monster for a total of 5 Damage since the DR value is subtracted to the total of the damage roll.

Notice that the Barghest doesn't need to roll for his attack in this round because when a Character Attacks it also includes its attempt to defend against the opponent. This simply means that the round ends.

Round 2:

Now that Rakkah is stationary, she can decide to perform 2 Attacks while suffering a -1 to both as alternative to one single attack but with no penalty. Unless specified otherwise an opponent only attacks once, so if the second attack would miss, she will suffer no damage.

A Barghest only has a Melee value of 7 so this round Rakkah decides to attack twice. Remember that it's important to specify which attack is the first and the second.

The player rolls the d10 and obtains a 3 for the first attack, while he obtains a 9 for the second.

Since the total is 5 for the first and 11 for the second, this means that for her first attack she gets hit by the Barghest (Melee 7) while the second manages to strike him again.

The player rolls for the Barghest Bite (1d3+3) and obtains a total of 6 Shredding Damage, while Rakkah only has a DR of 2 which means she suffers 4 Damage to her prowess.

After that the Player rolls again for Rakkah's Spear and obtains a total of 8, reduced to 6.

Round 3:

Since the player notices that the Barghest only has 7 Prowess left and is defeated if reaches 4 or less, this time he performs only one attack.

The d10 is rolled for a total of 7 (enough to hit) and the total damage inflicted (including the DR) is 5. Since the Barghest is reduced to only 3 Prowess he's considered defeated. According to page 55 of the Core Rules, the Player rolls to decide the fate of the Barghest: he rolls a d6 and obtains an Even, which means the monster is slain and combat simply ends.

Corridor:

Since Room 2 only had the door behind the Character being closed, and Rakkah has no reason to go back, she simply moves on.

Now the Character finds herself in a corridor with 3 options:

Left leads to Room 3, Right to Room 6 while proceeding will lead to room 5. A Player can simply decide where to go, or roll a dice to randomly pick a direction.

He then decides to do the latter, using a d3 to chose a direction:

- 1 = Left
- 2 = Forward
- 3 = Right

Notice that I simply used a clockwise choice for the d3, but you can always assign results as you prefer.

The player rolls the d3 and obtains 3, which means Rakkah will try the door to Room 6 first.

Now we can start use the rules for Door Generation.

Page 84 allows to roll to determinate if the Door is Closed, Locked or Jammed and if it is also trapped. The Player rolls a d6 for both and obtains a 2 (door is Jammed) and a 5 (Door is not Trapped).

A Jammed Door might be smashed open, and Rakkah has a Body of 3 allowing the Character to be rather confident in the outcome. Still, to add some flavor, he rolls on the Door Type table at page 86 and obtains a 1 (Stone) which prevents her to try to smash it down. Luckily there are other ways to reach such room so she simply decides to go somewhere else.

Now that the player has 2 choices left, he assigns the choices with Even (Left) and Odd (Forward). Rolling again he obtains a 2, which means the right door to Room 3.

Another roll for the door this time reveals that the door itself is just closed but it has a trap. Page 84 of the Adventure Compendium has a quick table to determinate the Trap present on the Door.

- 1) The player rolls for the Trap Complexity and obtains a 4 (Standard)
- 2) The player rolls for the Trap Type obtaining a 6 (Mechanical)
- 3) The player rolls for the Trap Table and obtains a 3 (A)
- 4) The player Rolls on the Mechanical Traps Table A and obtains a 5 (Flame Burst)
- 5) Page 22 also allows to determinate the DV for the Trap and the player rolls a 4 (DV 7). The DV is for all the necessary Checks related to it, like detecting the trap, dodging its effects, etc.

The Final Result is: Standard Mechanical Trap - Flame Burst (DV 7)

Rakkah can Detect the Standard Mechanical Trap since she has 2 Ranks at Perception, but can't Disarm it although she can try to avoid triggering it while opening the door.

The player rolls for Rakkah Perception and obtains a total of 8, enough for her to notice it. Avoiding a Trap can be done with Athletics, Stealth or Survival and since her Athletics is highest, she will use that. The player rolls for her Athletics Skill Check and obtains a total of 12.

This allows Rakkah to notice the trap in time and being able to avoid to trigger it safely while entering Room 3. The player still keeps note that there is a Trap in the Door of Room 3, the one which leads in the corridor for Room 2, 5 and 6.

Room 3:

Room Door: Door is Just Closed and Not Trapped

Room Generation: The Room is already considered Medium (M).

Rolling on the Room Table, the Player obtains an Empty Room (page 118).

This time the Player rolls and obtains a 5, which means an Enchanted Trap from Table A. Generating the Trap he obtains Dangerous Enchanted Trap (Eagerness) with a DV of 9.

Unfortunately Rakkah can't detect the trap so she will automatically triggers it, then for the Required Will Check she rolls a d10, obtaining a 4 and since Rakkah's Will is only a 2, the total of 6 is not enough to resist its effects.

This causes Rakkah to become Aroused but luckily there are no other consequences.

The Unusual Corridor:

As decided before, the Corridor which connects room 3, 4 and 5 is an Unusual one, explained at page 162 of the Adventure Compendium.

Rolling on the Generic Dungeon Unusual Corridor Table, the Character obtains a 4 (Writings).

The Writings Unusual Corridor is explained at page 167 and since is up to the Player to decide if Rakkah reads what is written, the Player uses the "Yes or No" Oracle, obtaining a 6 (Yes).

He then rolls 2d6 for the table and obtains a 6 (5+1). This forces Rakkah to another Will Check or suffer a Curse, but once again she fails by rolling a total of 4.

Curses are explained at page 20, and the player rolls off to determine if is a Generic Curse or a Lupercal Curse and obtains the Latter. Rolling a d10 on the Lupercal Curses Table, the Player obtains a 4 (Submission).

The player then reads what the Curse does and writes the name on the Character Sheet in the Curses section.

Submission forces Rakkah to perform a Will Check (DV 7) if she's Pinned by an Aroused or Horny Creature, where a failure prevents her to try to break free.

After the Unusual Corridor is solved, the player still has to decide which room to go first, but this time he simply decides to enter Room 4.

Room 4:

Room Door: Door is Just Closed and Not Trapped

Room Generation: The Room is already considered Small (S).

When generating this room the player rolls a 6 (Curio) and 5 (Junkyard).

A Junkyard is a room which allows to perform a Test of Skills to try to find something useful for Crafting. Since in the game you can either lose your equipment or damage it (like armors and clothes), having raw resources to spare is always a good idea, as long as the Character would do so.

In this case Rakkah knows that she could craft a new armor if her leather jacket is destroyed or stolen, so the player decides to make her try to search through the pile.

A Test of Skills is solved by rolling for the indicated Skill 4 times in a row against a specific DV. It's possible to obtain Superior or Burden Dice, or even being able to re-roll a result of a 1 from different source (e.g. Feats) but the bonuses and penalties can be obtained only once. For example if Rakkah obtained a Superior Dice from a Blessing and a Feat, she would still only be able to use one of the two.

The Character rolls four separated d10, adding the Survival modifier of +2 to each separated result, obtaining the following totals: 8,4,6 and 12.

Since the final result is 2 Successes and 2 Failures and is required to obtain 3 in either of them, the Character rolls a fifth d10+2 and obtains a 9.

This means that the Character obtained a total of 3 Successes and 2 Failures. The player then rolls a d6 for the Small Pile of Junk while obtaining a Burden Dice, obtaining a 6 and a 2 preventing her to find a Piece of Leather and instead a Small Top piece for a weapon.

The Player then consults the Likelihood Oracle to see if she keeps the thing she has found but even with only a 5+, he rolls a 6 so Rakkah still keeps what she found.

Notice that some Unusual corridors might force the Player to solve their effects every time you move through them, but in this case, you only read once.

Room 5:

Room Door: Door is Jammed and Not Trapped

Room Generation: The Room is already considered Medium (M).

Since the Door is Jammed, Rakkah will attempt to smash it down with a Body Check. Luckily this time the door is just made of Wood which only requires a single Body Check (DV 7) to be opened. Notice that smashing doors causes noise. The player rolls a 1d0 and adds Rakkah HtH (Body) modifier and obtains a 10, enough to open the jammed door, so she can enter.

After that he rolls on the Room generation and obtains a 4 (Standard Room) and 5 (Prison). Since he's already consulting the Tables for the Generic Dungeon, the player also rolls for the Wandering Creature present and obtains an 8 (Tentacle Lurker).

After that he reads the description for the Prison Room at page 148 and decides that there are 4 Cells, one per corner. He then rolls to determine what the room also contains and obtains a 2 (Abandoned Hidden Creatures) and then the Hidden Creature present results to be two Tentacle Crawlers.

Normally when Wandering Creatures are found in a Room which also has other Creatures you should roll on the table at page 87 to see their interaction but the Player decides that in this situation it makes more sense that the Creatures are collaborating: the two Crawlers lay in wait while the Lurker grabs the attention of whoever enters.

The Player rolls for the two Crawlers Attitude and Reaction, obtaining Aggressive (Attack) while the Tentacle Lurker is Aggressive but Aroused (Eager).

Combat:

Before Round 1:

The two Crawlers are considered hidden and one will try to perform a Stealth Attack against Rakkah, as explained at page 57 of the Core Rules.

Since the Crawlers only have a Melee value of 6, reduced to 5 for the Stealth Attack, the Player Roll a Melee Check and obtains a 6, enough for the Orc Creature Huntress to notice it and dodge the clumsy assault, but failing a Stealth Attack has no repercussions. After that the Player has to roll a Mind Check (DV 7) for Rakkah's or she will become Surprised, which means a -1 to her Magic, Melee, Ranged and Dodge. The player rolls but unfortunately obtains a total of 4. Rakkah is considered Surprised for the First Combat Round.

Round 1:

Since one of the Crawler is technically already in Combat Range, the Player decides that Rakkah remains stationary while the Lurker only moves to get closer to her and the other Crawler will use its Spit attack.

The Round Order will then be:

- Rakkah and closer Tentacle Crawler
- Spitting Tentacle Crawler and Tentacle Lurker

Due to the penalties the Player decides that she will only perform a single attack on the closest Crawler. He rolls her Melee for a total of 9 (7+3-1), enough to hit the Creature and deals a total of 8 damage to the creature (3+3+3-1) enough to defeat it in one swift blow, which is then solved as "slain". The other Crawler is not In Combat Range so Rakkah has to roll her Dodge (+2) against the Creature's Ranged Value of 7. Since she's surprised she only rolls a total of 6 (5+2-1). Normally the spit will increase Arousal by 2d3 if hits exposed body parts or only 1d3 for covered body parts and technically Rakkah is not wearing anything revealing. Still, the player considers that she still has her arms and head exposed, so decides to roll a d6 and with a 5+ the spit will land on an exposed body part, otherwise on her jacket. The player rolls and obtains a 6, which means that Rakkah will increase her arousal by 2d3 for a total of 5 on 17. It's also important to remember that Rakkah is still Aroused due to the eagerness trap from room 3. The Tentacle Lurker then simply moves closer so next turn he can act

Round 2:

Now that she's no longer surprised, the Character decides that she will attack the two remaining monster, since the Crawler will engage her. Round order will be Rakkah and Crawler simultaneously then the Lurker. She attacks the Crawler for a total of 10 and deals a total of 5 Damage to the Creature, while against the Lurker she obtains an 8 and deals a total of 4 Damage.

The Tentacle Lurker then Tries to Grab Rakkah which spends 1 Prowess for the Savage Rush Feat to obtain a +1 to her HtH (Body Check) but fails by rolling a total of 7 while the Lurker has a value of 8.

Being Held only prevents to move but not to attack.

Round 3:

Since being held is not an immediate problem, the Player decides to have Rakkah attack twice again and rely on Savage Rush again.

The first Attack strikes the Crawler with a total of 8 and deals a total of 7 Damage, slaying the Creature on the spot, while against the Lurker she hits with a total of 10 and deals a total of 8 Damage.

Once again the Player spends 1 Prowess to grant Rakkah a +1 but fails to resist being Pinned Down by rolling a total of 5 (1+3+1).

This might be problematic because due to the Submission Curse Rakkah is forced to perform a Will Check (DV 7) or be unable to try to break free and fails with a total of 5.

At this point, since the Lurker is Aroused and is eager to mate with Rakkah which can't break free willingly, the Monster will perform Sexual Combat Actions on her until it climaxes.

Still an alternative outcome is that Rakkah, understanding that she can't willingly break free, could try to please the monster or at least try to enjoy the situation while she's at it.

Since this is mostly a document to explain game mechanics, we will have both as examples.

Option 1: Sexual Actions

Sexual Actions during Combat are explained at page 60 of the Core Rules. Considering that Rakkah is Aroused (so allegedly wet) same as the Lurker, he will immediately start at Focused Intensity spending 2 Prowess for 10 Combat Rounds.

Focused causes 3 Arousal Gain per Round but the lurker uses a Multiple Penetration Action to increase it at 4.

Rakkah takes 3 Rounds to become Horny while the Lurker is left at 9.

The next round (4th round) Rakka gains 4 more and the Lurker Becomes Horny. The Lurker needs 4 Rounds to Climax which, thanks to the previous 4 are the same amount that is needed for Rakkah to go from 4 to 20 so they will climax at the same time but only because the Lurker used a Focused + Multiple Actions.

Climaxing causes the loss of 2d3+2 Prowess to both although the Lurker will Recover 4 due to its trait. This might cause the Lurker to get defeated but the 4 recovered could be enough for the monster to return at at least 6 or more.

Rakkah has still 16 Prowess so regardless for the outcome she won't be defeated.

Option 2: Art of Love

This could be used instead of the Sexual Actions since the Player might be considered the combat "over" since Rakkah is unable to break free and once the Lurker climaxes it might just leave her there.

This variant uses the assumption that Rakkah, knowing what is going on will at least try to get some fun with it so tries to please the monster since even by being pinned she can still move her pelvis or use her mouth.

As explained at page 44 of the Core Rules, this is solved with an Ars Amatoris Test of Skills (DV 7) but Rakkah can obtain a small advantage against the monster.

A Tentacle Lurker as an interesting in Breeding, which is technically doing, and a Kink towards Females but also Vaginal penetration, both also occurring.

This means that she can Re-roll a result of a 1 and obtain a superior dice to a different roll.

The player then rolls the first Skill Check which obtains the Superior Dice due to one Kink being applied, rolling a 4 and an 8. This allows to ignore the 4 and keep the 8.

The other 3 results are a 3, a 1 and a 6. The 1 is re-rolled into a 7 so the total results are: 10, 5, 9 and 8 so 3 Successes and only 1 Failure which allows both to Climax.

Room 8:

Room Door: Door is jammed and Not Trapped

Room Generation: The Room is already considered Large (L).

Moving from Room 5, The Player rolls to decide if to either go to room 8 or 9 and obtains the former as result.

After her previous affair with the Tentacle Lurker Rakkah is less patient and decides to also bash down this door, made of reinforced wood.

But when she enters, the Player rolls on the Room Table and Obtains a 4 (Standard Room) and another 4 (Living Quarters).

When generating the type of living quarters the player obtains a 6 (Survivors) and a 9 (Everyone is Here).

The player then randomly generates the two survivors with the rules from page 91 of the Core rules, obtaining a Female Nephilim Tantrika Adept (Lupercal) and a Female Halfling Militant Cleric (Zealot), both Neutral.

The Character then wonders if the duo jammed the door on purpose so uses the "Yes or No" Table from page 5 of the Adventure Compendium, obtaining a Yes. He then Rolls on the Unexpected Outcome Table and obtains "Positive but Hesitation". This could mean that the duo might be glad to see her, but the player wants more answers. The next thing he considers is that the two might have blocked the door to prevent monsters to enter, especially Tentacle Creature, so by using the GM Oracle and obtains a "Decisive Yes" so not only they blocked the door in such way but will probably ask her to close it and try to block it again. The Player rolls to see if by "jammed" it meant that they used furniture to block the door and obtains another "Yes". This could be intended as the door was just closed, and the "jammed" status was simply some furniture preventing it from opening. The player decides that Rakkah quickly closes the door and easily moves the piece of furniture to the door (she has a Body of 3) so it will block others from entering.

Since the two are still hesitant towards the Orc, the player decides to try to persuade them that they have nothing to fear from her. Usually the occasion could require a Bluff or Speechcraft Check, but the Player opts for "Intimidate" as to showcase that Rakkah is strong and capable to fight with her spear, so is not directed towards the duo but mostly to show off. The player then makes an Intimidate Test of Skill and as DV he uses the Tantrika Adept's Inquire of 8 plus a Burden Dice since she still has some "fluids" from her encounter with the tentacle lurker on her.

The Player rolls the first Check with the Burden Dice obtaining a 3 and a 4 (the 4 is discarded), then rolls a 7, a 10 and an 8.

Since the total is 5, 9, 12 and 10 it means that she obtained 3 Successes and only Failure, which means that despite her messy appearance, she seems rather competent so the duo welcome her.

The player asks then what they are doing and uses the table of Meaning for the answers.

The Nephilim obtains "Warn" and "Dream", while the Halflings obtains "Appease" and "Danger".

Since the Table of Meanings is up to interpretation it could be intended as follows: The Nephilim had a dream who warned her about a dangerous place but since she was unable to interpret it correctly, she ended up here. The Halfling instead could have heard rumors about something dangerous but wanted to investigate herself.

This could also imply that the duo met before arriving so the Character simply asks again at the GM oracle and obtains "Vague No" which then could lead at different interpretations.

NPCs usually give different opportunities of interactions and might even grant quest. Some Players might also have their Character try Seduction as an alternative to violence or for gaining information, which is another Test of Skills based on Arms Amatoris similar to the part about the "Art of Love" although the outcome is just seduction which then might lead to sex.

This means that when seducing, or being seduced, it's important to read all the Interests, Kinks, Dislikes and Taboo of a target NPC or the Character.

This concludes the example of play, covering the basics of what is usually encountered.