



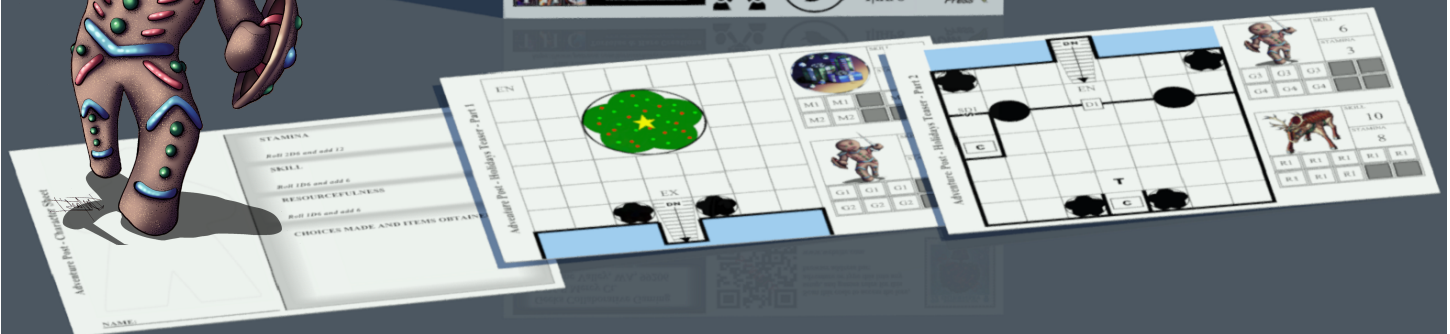
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Happy Holidays!



*Image out of date

Adventure Post
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Introduction

Welcome to Adventure Post, the solitary adventure series delivered to your door. We are calling this our “Holiday Teaser” which will introduce you to the concept and the rules of the game. Please enjoy!

You are a hero, a person with great abilities, good temperament, a strong heart, and an even stronger love for spiked eggnog. As you sit in your favorite fur-covered, sheep wool-padded chair, alone in the solitude of greatness, you hear a series of thuds on your roof, followed by what sounds like scratching against the roof tiles. Your neighbor must have lost their gryphon again. You decide to round it back up and, hopefully, you will not need a finger reattachment from the cleric again...

You walk out of your cottage, it is winter but there's no snow on the ground. Not yet. Climate change has seemed to shift the snow into the early months of the new year (and they say it's a hoax?). Anyway, the towering buildings of the bustling city can be seen in the distance to your right, it is strange though... you are clearly part of fantasy world, but the city scape looks quite modern, like New York, Seattle, or Portland. There's no time to dwell on the finer details though, you have a gryphon to catch!

When you look up on your roof, you do not see an eagle-lion at all. Rather, to your aghast, you see a very different creature! Above you, holding a bag full of wrapped parcels and decorated from wingtip to tail, is Kringle Klaws! You didn't even believe in Kringle but here she is, right in front of you. Sack full of gifts and all. What a sight to see! Not only are you shocked that you are beholding Kringle Klaws but you are nearly floored when she starts to speak to you.

“Adventurer,” she says. “Something terrible has happened and I have been forced to seek your aid. I have known of your deeds since that very first piggly-wiggly you saved over in Yazoo and I need your skills. Only you can save our holiday.”

Knowing that you are too stunned to speak, she continues. “Another godly being has come from the land of the Vikings, the fiend calls himself ‘Kris.’ He has stolen my Red Globe of Illumination and I need you to get it back before the sun sets. Without the globe I cannot deliver the gifts to your fellow humans.”

You have only the wit to ask “Where?”

“I watched him place the globe into a chest strapped to one of his reindeer,” she says. “I was able to follow the furry beast to a fort in the hills not far from here. There, the hooved menace passed by a large illuminated tree and disappeared down some stairs. We need to hurry, I am running out of time.”

With that, Kringle jumped down from the roof landing next to you. She beckons you climb upon her back, and you do. As soon as you are settled she leaps into the air, wings beating against the wind, and she carries you high into the sky.

What is needed? You will need four six-sided dice (4D6) and they should be two different colors. We suggest two white and two red. You will also need an erasable pencil and a meeple, or anything to track your character's location with. That's it. Easy. Oh, wait, you also need the Adventure Postcards.

Character Creation

Our game uses an inspired simple D6 system (that may be recognizable to some) in which you roll dice to determine the result of combat and other non-combat related situations. There are no character classes. You are free to use your imagination during each event; in fact, we encourage you to do so. However, before you can do that, we must define your character's traits.

So, let us get to know your character. The first postcard is the Character sheet (as seen below) on which you will scribe the important characteristics of your adventurer. These characteristics will be called upon often during gameplay, so it is important to keep track of them. That is the reason for needing an erasable pencil. You will roll for Stamina, skill, and resourcefulness per the instructions below and write them down here.

Adventure Post - Character Sheet

STAMINA

Roll 2D6 and add 12

SKILL

Roll 1D6 and add 6

RESOURCEFULNESS

Roll 1D6 and add 6

CHOICES MADE AND ITEMS OBTAINED

NAME: _____

Roll 2D6 (2 six-sided dice), sum up the results and add 12 to the total. This is your Stamina. Scribe it with a pencil in the area marked “STAMINA.” Stamina is the measure of your health and speed. The more health you lose, the closer you are to death.

Roll 1D6 (1 six-sided die) and add 6 to the total. This is your Skill. Scribe it with a pencil in the area marked “SKILL.” Skill is the measure of your abilities, whether it be combat, archery, or magery.

Roll 1D6 (1 six-sided die) and add 6 to the total. This is your Resourcefulness. Scribe it with a pencil in the area marked “RESOURCEFULNESS.” Resourcefulness is the measure of your overall smarts, cunning, and ability to survive in certain situations.

Honesty is important! Do not fudge your rolls or Kringle Klawls will know. Besides, this game system was intended for much longer adventures than this so there’s nothing to worry about. Even if you rolled low on your characteristics, you will find a way to survive.

At this point, you will also scribe your character’s name and, if you so please, do a character concept sketch in the space provided above the name. You are now ready to learn how to read the map and play. Be sure to keep your character card, it will be needed in the followings weeks as we send out the remainder of the postcards adventures. Oh, gender? It doesn’t matter. Male, female, trans, unspecified...

Reading the Map

We are now collaborating with Dark Realm Maps (find them on Twitter) to produce high quality, perfectly styled maps for our adventures. For this teaser, however, you get to live with Shawn's unfortunate map making skill.

Refer to the legend to the right. Not all symbols are explained as they are pretty self-explanatory.

Dungeon walls are strong and sturdy, they cannot be passed through.

Doors will be indicated with a number and typically have a DC rating for unlocking and passing through.

Exit doors are often used as entries and exits between weekly adventures.

Secret doors are hidden and can only be spotted with a successful DC.

A coffin can often be desecrated and searched to reveal items or treasures.

A chest can often be opened to reveal items.

Traps are dangerous to fall victim to. They will have a DC rating for spot and, if unsuccessful, may sometimes be avoided by a SKILL DC.

Covered pits are like traps but do not yield any damage, instead they trap the player, usually ending their adventure.

EN = Adventure entry point. This is where your character is assumed to be located when the adventure starts.

EX = Adventure exit point. This is the exit location, leading on to the next adventure.

LEGEND

 Dungeon Grid

 Dungeon Wall

 Door

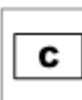
 Exit Door

 Secret Door

 Column

 Statue

 Coffin

 Chest

 Trap

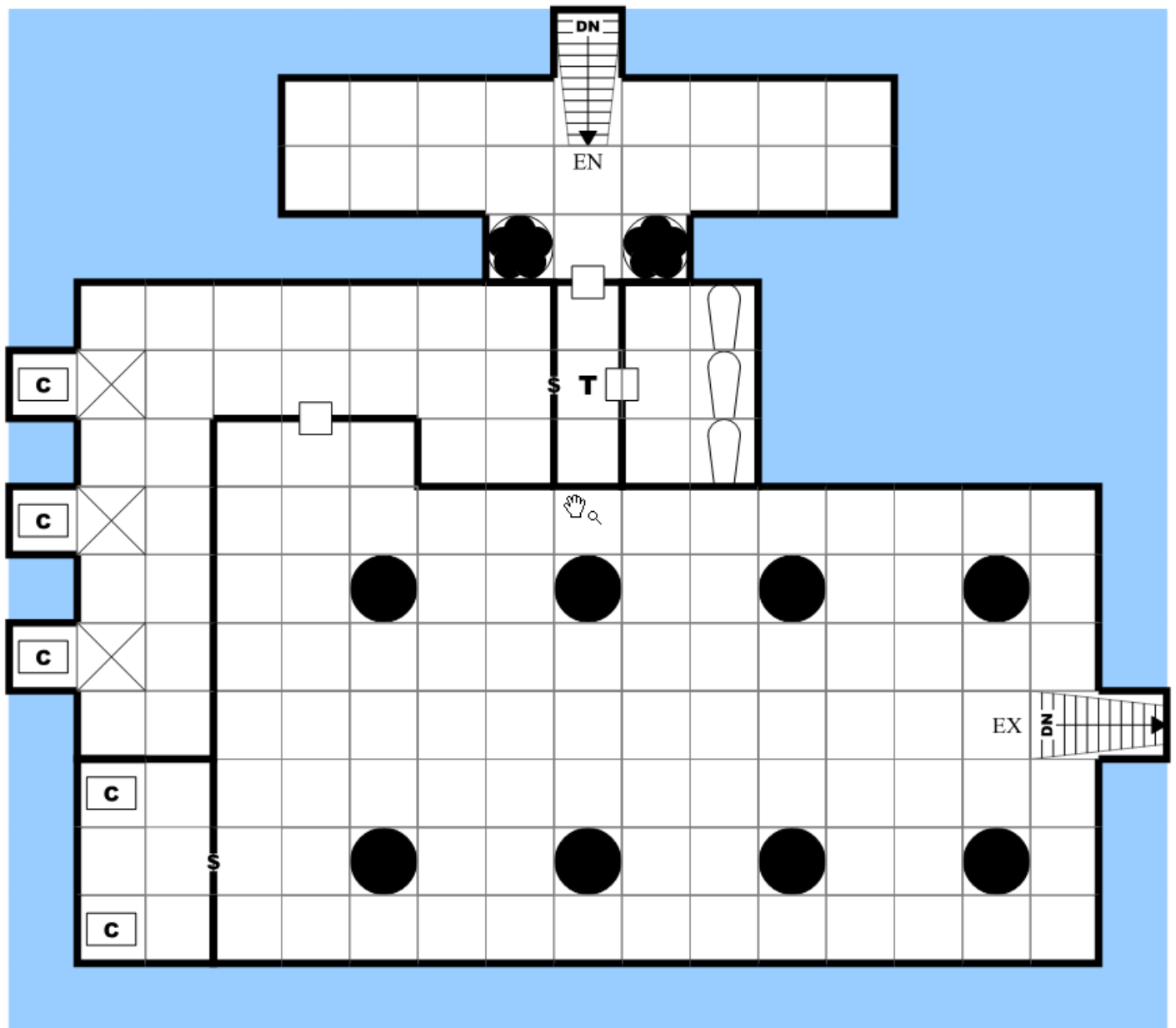
 Covered Pit

 Void Space / Background

 Stairs - arrow indicates descending direction

This is a sample map showing some of the possible components. None of our maps will be this large but, when added all together at the end, the overall adventure will be quite vast and exciting!

SAMPLE DUNGEON



Gameplay Rules

Adventure Post is intended for solitary adventuring only, not sorry. The gameplay is intended to be fast and simple and, therefore, there are only three concepts which will be used in any instance.

The first is reading. We will provide lore, placement, and instructions for each adventure postcard. All you need to know how to do is follow basic directions. Can you do that? Good.

The second concept is playing out an event. The instructions will indicate where certain events are triggered and explain how those events are to be resolved. Events may be traps, secret doors, discoveries, or something else entirely. An event is typically resolved by rolling a RESOURCEFULNESS dice check (DC). The DC rating, or difficulty, is shown in the instructions. To resolve an event, roll 1D6, add your resourcefulness, and check it against the DC rating. If you are at or above the rating, you were successful. If you are below the rating, you have failed. The instructions will tell you what happened either way. Remember, Kringle is watching so be honest with yourself!

The third and final concept is combat. Combat is the most complicated part of playing this game but don't worry. Can you add small numbers together? Yes? Good, you'll be fine. No? Get a calculator. Combat does not involve initiative, and no one takes turns. All participants attack and defend at the same time and it is as simple as rolling dice, adding values, and comparing results. The easiest way to explain how this works is with an example.

In the white corner, the famed warrior Ultuan (art by Joseph Garcia), and in the red corner, two Gingerbread Warriors (art by Indi Martin).

Adventure Post - Holidays Teaser - Character Sheet



NAME: Ultuan

STAMINA 19

Roll 2D6 and add 12

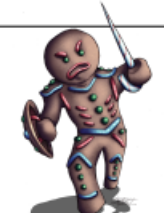
SKILL 10

Roll 1D6 and add 6

RESOURCEFULNESS 8

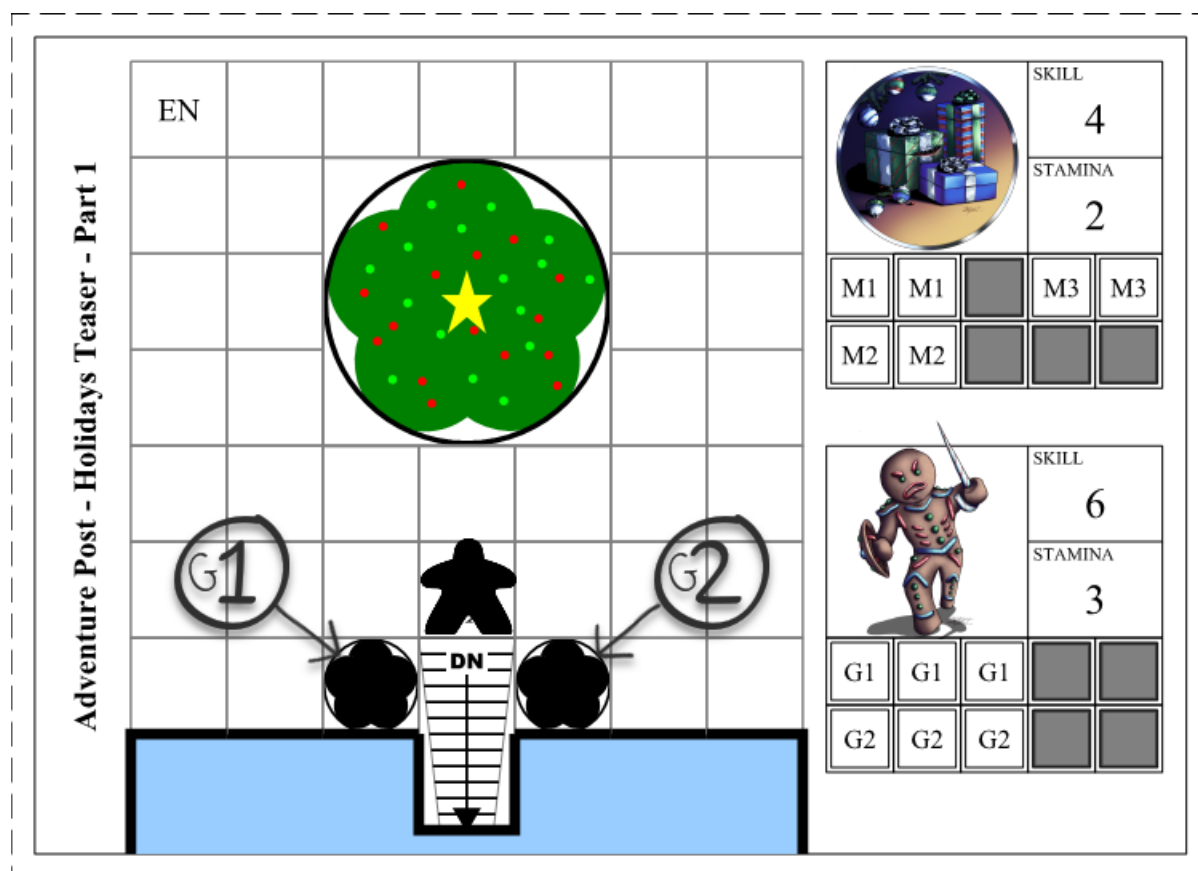
Roll 1D6 and add 6

CHOICES MADE AND ITEMS OBTAINED



SKILL		6	
STAMINA		3	
G1	G1	G1	
G2	G2	G2	

When combat starts, your character's meeple will be standing within the red-zone for an enemy. The red-zone and movement will be explained in a bit. Scribe the location and number of your enemy(ies) on the game map to indicate who is where, in relation to your character.



Above you will see the black meeple, Ultuan, and the two statues indicated as G1 and G2. Notice that the G1 and G2 correlate to the Gingerbread Warriors on the bottom-right-side of the postcard.

To roll for combat, roll all four dice. The two white dice will represent Ultuan's roll while the two red dice will represent the roll of the Gingerbread Warriors. Sum up the value of the white dice and add that to Ultuan's SKILL. Sum up the value of the red dice and add that to the Gingerbread Warrior's SKILL. Whomever has the highest total value is the winner of the combat round. The winner will deal damage to the loser. Damage is calculated as one point per every three in the difference of the dice rolls, with a minimum of one. In other words, if Ultuan's total was 18 and the Gingerbread Warriors total was 12, Ultuan would deal two damage. The difference of the two totals is six, three goes into six two times so two damage is dealt. If the difference in rolls is 4 or 5, the damage dealt is still only one. Color in the squares under the creature image to track when damage is dealt. Once all squares are filled, the creature has been defeated. When your character takes damage, erase the STAMINA value on your character card and scribe the new, adjusted, value in the same location. You may also choose to use polyhedral dice for tracking stamina.

Combat is the virtually the same when facing one, two, or more enemies. The only difference is that when you are fighting more than one enemy, you have more damage to dish out. In other words, Ultuan's battle with the Gingerbread Warriors would last until either Ultuan died or dealt six damage.

Character movement is not restricted. The meeple can simply slide around the postcard as the player pleases, just not through walls or into void space. Events and Combat will trigger when the meeple passes into the red-zone for the instance. The red-zone is shown on the postcard instructions with a light red highlighted area.

At times, the instructions will inform the player that their character has acquired an item. When this happens, write it down in the space provided for CHOICES MADE AND ITEMS OBTAINED. Be sure to include what it does so you don't forget. If said items are used up or consumed – such as drinking a stamina potion - erase the item's name from the space. Speaking of choices being made, there may also be cases where decisions you made in previous weeks effect something happening in the current week. So, when such a thing happens you will be instructed to write down the decision you made for future reference.

If your character dies, simply make a new one and start over.

That wasn't too bad, was it? With that out of the way, let us get back to our Holiday Teaser adventure. Locate the Part 1 postcard and let's get started!

The Adventure

Part 1: A Festive Tree and an Ominous Stairway

Kringle soars through the chilly afternoon sky. At first, you see many familiar places pass by below you but after a while, the familiarity fades. Now, covered in snow, nothing you see looks like the places you have explored before. It is a little alarming and quite surprising. You had adventured all around the area but how did you miss this? The trees look different, the air is colder, the sky is brighter. Almost like you traveled into a whole new world but missed the transition of space and time, Kringle being your magic carpet. After what only felt like an hour in the sky, she begins in descend.

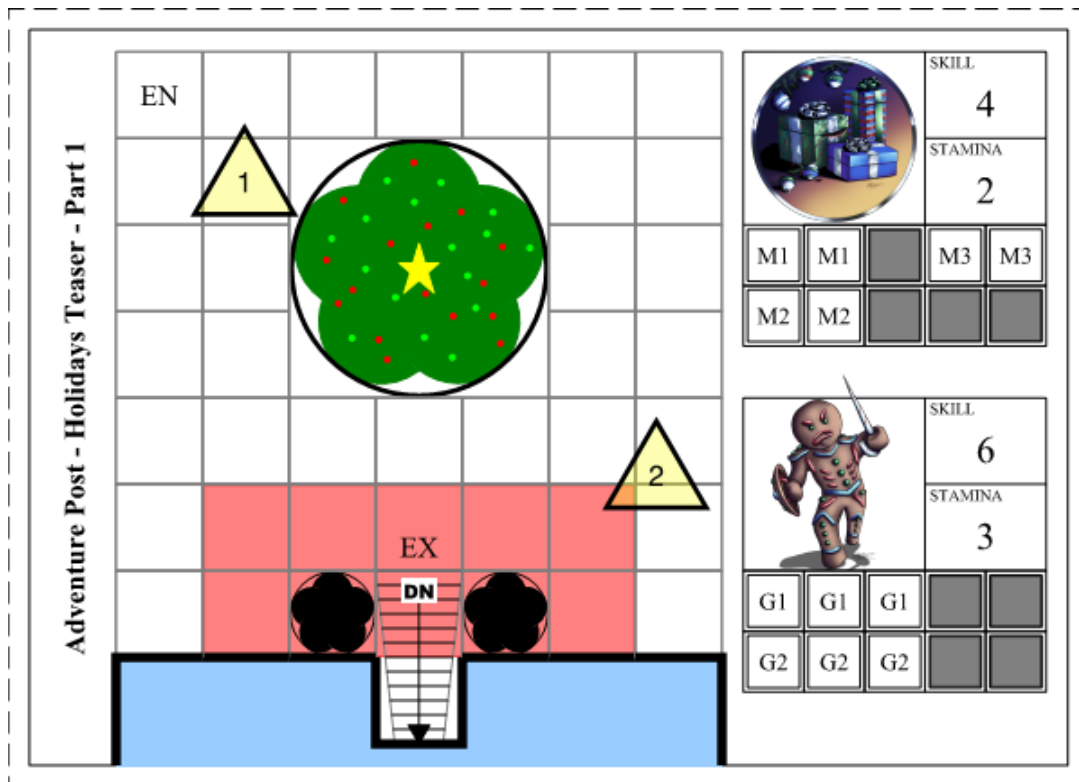
In the distance you see a massive tree standing out among all other trees. It is decorated with illuminated bulbs of many colors, blue, white, green, red, and more. Atop the tree is large, bright five-pointed star. It is like a beacon from the sky. Kringle does not get very close, however, she lands in a small clearing to the north and speaks.

“Go towards that tree. There looks to be a set of stairs leading down into the fort and that is where the hoofed robber took my globe. Please, do not waste time.”

With that, you hurry off to the south, keeping an eye on the star as to not lose your way. The trees are thick, but the ground is uncluttered. The snow crunches beneath your boots as you move. There is a clearing ahead. You slow down as you get closer, your steps get lighter, your eyes get sharper. You are looking for any sign of trouble.

To your satisfaction, there is no trouble to be seen. Although it does seem quite fishy, you decide to step into the clearing.

Place your meeple on the text “EN” as a starting position. The goal is to make your way to the stairs and descend down, into the unknown darkness.



Events (Areas of Note):

1. The Festive Tree

As you walk towards the tree, you see six beautifully wrapped boxes with smooth silk-like ribbons. You assume they must contain something of value. Do you wish to open them?

If you choose to open a present, roll 1D6 for each one, one at a time. If you roll a **1, 2, or 3**, the present is actually a mimic and battle begins. No reward can be found within. If you roll a **4, 5, or 6**, the present is just a wrapped box; roll for your reward. Reveal a maximum of three mimics.

Roll **1D6**: **1**, nothing. **2**, a dirty sock. **3**, a jug of milk (restore 1 STAMINA). **4**, a chocolate chip cookie (restore 2 STAMINA). **5**, a Skill Potion (+1 to all SKILL rolls for one battle). **6**, a Stamina Potion (restore 5 STAMINA).

2. The Statues

As you approach the statues you can see that they are exquisitely detailed. Almost life like. They appear to be of humanoid shape but much rounder... like they were formed in some sort of cookie mold. There appear to be buttons of some sort covered in white crystals. The only thing that looks at all dangerous is the shield and finely tipped stripped cane.

Upon entering the red-zone, roll for perception (DC: 10 vs. RESOURCEFULNESS). If failed, the statues awaken, and you are not prepared, -1 to all SKILL rolls for the battle. If successful, you are not surprised when the statues come alive and want to fight.

You descend the stairs but are pleasantly surprised to find that it is very brightly illuminated down below. The walls are decorated with bright colors and more glowing bulbs. The floor is soft, like a biscuit. On the ceiling hangs a strange green plant. Immediately in front of you is a door and there look to be two more statue warriors, one on either side of you. This time, you are expecting them.

Adventure Post - Holidays Teaser - Part 2

	SKILL 6				
	STAMINA 3				
G3	G3	G3			
G4	G4	G4			

	SKILL 10				
	STAMINA 8				
R1	R1	R1	R1	R1	
R1	R1	R1			

T: Trap (DC: 12 vs. RESOURCEFULNESS) If failed, roll for avoidance (DC: 14 vs. SKILL). If failed (again), take 2D6 damage.

Events (Areas of Note):

3. A Hidden Chest

You give the false wall a push revealing a small chest.

Open the chest to find two Stamina Potions (restore 5 STAMINA) and a Ring of Skill (+1 to all SKILL rolls, until unequipped).

4. The Final Encounter

Opening the door, you find yourself face-to-face with a horned, furry beast clad in extraordinary red plate mail. Its nose is bellowing steam and hooves look sharp. The two statues against the wall are different than the others. They appear lifeless and in no condition to awaken.

Conclusion: Kringle Klaws and the Saved Holiday

If you haven't already, resolve the trap.

It is done. The beast is slain.

You approach the small chest, your blood still pumping from the preceding conflict. You are unsure if you should open it or just take the chest back to the awaiting Kringle. However, after a short pause you decide that uncertainty is not the answer, so you must open the chest to ensure that the globe is as it should be.

As the lid creaks open the room is filled with an amazing, bright, beautiful, and inspiring red glow. A glow that could be seen for miles. A glow that, if used, could light the way from home to home across the world. You now understand why retrieving this globe was so very important to Kringle. You now understand that you just ensured the visitation of Kringle to all the homes of the world, just like the legends tell. You, you saved the holiday.

To make a long story short: Kringle Klaws thanks you for your deeds, places the illuminated globe on her nose, and your life of solitude goes back as it were, almost. There's a small sensation in your heart telling you that this is only the beginning of something grand. Like the conclusion of the year 2018 has sparked a fire that will burn brightly well into 2019. You learned that some legends are real and now you wonder... will you be the next legend?