

# ADVENTURES ON A SINGLE PAGE



The title 'ADVENTURES ON A SINGLE PAGE' is rendered in a large, bold, black serif font. The words are arranged in three lines: 'ADVENTURES' on the top line, 'ON A' and 'SINGLE' on the second line (with 'ON A' stacked vertically to the left of 'SINGLE'), and 'PAGE' on the third line. The text is heavily decorated with small, colorful illustrations. In the first line, there's a blue ghost-like creature above the 'A', a purple and pink orb above the 'V', a blue cat-like creature above the 'E', and a blue character with a red backpack above the 'S'. In the second line, a green slime creature is on the left, a green character is below the 'T', a blue egg is inside the 'U', a purple lizard is above the 'R', and a pink octopus is on the right. In the third line, a blue character is inside the 'P', a skull is above the 'A', a blue character with a hat is above the 'G', and a blue creature is inside the 'E'. A sword and a bottle are placed between the first and second lines. A purple hand is between the second and third lines. A row of small blue figures is at the bottom of the 'P' and 'A'. A small blue character is at the bottom of the 'G'.

SEASON  
I



## THE INTRODUCTION



15 ADVENTURES  
ON A SINGLE MAP



ENCYCLOPEDIA  
ON A SINGLE PAGE

## THE ADVENTURES

- |   | Themes                        | Complexity |
|---|-------------------------------|------------|
| <b>1 - TROUBLES IN THE RUINS</b><br>Simple indoor exploration, and mushrooms.   | Exploration                   |            |
| <b>2 - THE ARTEFACT</b><br>A linear and culinary adventure, which will require more improvisation and roleplay.       | Social and likely brawls      |            |
| <b>3 - THE ARCHMAGE'S THERMAL BATHS</b><br>A magical and damp environment, competitors in armor, a splendid bathrobe. | Exploration                   |            |
| <b>4 - THE HEIST</b><br>Traps, gab, trickery.   | Burglary                      |            |
| <b>5 - LOST IN THE MARSHES</b><br>Anxious goblins, a vile sorcerer and countless frogs.                               | Exploration and brawls!       |            |
| <b>6 - ZOMBIES IN THE JUNGLE</b><br>A horde of undead, a city to save and panthers.                                   | Exploration in a limited-time |            |
| <b>7 - THE HUNT</b><br>A merciless hunt opposing the adventurers to a more than fearsome creature.                    | Hunting and exploration       |            |



### 8 - THE BARON'S FIRST DUNGEON

A linear dungeon, extras to protect, what could go wrong?

Escort mission and chase



### 9 - MAGUS MOREAU'S ISLAND

Some chimeras, an unpleasant magus, a bichon.

Break-out



### 10 - THE NEST

An underground rescue in the heart of a swarming nest.

Exploration and rescue



### 11 - MYSTERIES & TENTACLES

A mini sandbox packed with characters and suckers.

Investigation and potential cataclysm



### 12 - THE ELVEN TEMPLE

Exploration, experiments and a particularly sticky encounter.

Encounter of the third kind



### 13 - THE INAUGURAL FLIGHT OF THE KAISERLICHE

A flying ship and a particularly ambitious thief expert in disguise.

Investigation 3,000 feet high



### 14 - WIZARD TOWER FOR SALE

A hazardous exploration of a highly magical high place.

Exploration



### 15 - THE GAME

Sport, sweat, cheating, big money... it's time for the soule!

Sports and cheating





# 15 ADVENTURES ON A SINGLE MAP



## Extras to encounter on the way to the adventure (ID6 + ID6)

- 1-3** **1** Dibza the Idolized and her team of soule.  
They are about to train on the adventure site.
- 2** Egu, the helpful warrior-monk.  
He has vowed never to hurt or kill.
- 3** Gally, a voluble imperial researcher.  
She wants to study the Duchy's customs.
- 4** Gark, a fearless kobold grocer.  
She is looking for a rare ingredient.
- 5** Imai, a young bearded dwarf and a fan of the adventurers. He is dressed up as one of them.
- 6** A weirdly intelligent goat.  
It follows the adventurers from a distance.
- 4-6** **1** Korkane the Second, a goblin warrior with a complex. She seeks glory.
- 2** Marius, second best thief in the Duchy.  
He claims to want to help the team.
- 3** Mathias, the greatest (in height) trainee failed by the Archmage. He wants to learn magic.
- 4** Paula, inventor of Gol, the automatic torch carrier. She wants to test its reliability in the field.
- 5** Syrinia, a noisy and stylish bard.  
She is looking for something to sing about.
- 6** The Archmage. He gives a mysterious hint about the next adventure and then disappears in a cloud of smoke.

**1** Troubles in the Ruins

**2** The Artefact

**3** The Archmage's Thermal Baths

**4** The Heist

**5** Lost in the Marshes

**6** Zombies in the jungle

**7** The Hunt

**8** The Baron First Dungeon

**9** Magus Moreau's Island

**10** The Nest

**11** Mysteries & Tentacles

**12** The Elven Temple

**13** The Inaugural Flight of the Kaiserliche

**14** Wizard Tower For Sale

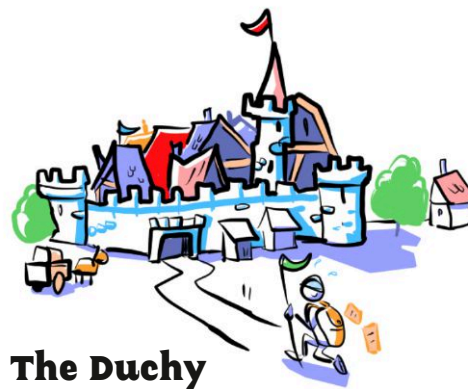
**15** The Game



# ENCYCLOPEDIA ON A SINGLE PAGE

These adventures on a single page were tested mainly with *Into the Odd*, *Tunnel Goons*, and of course our game *Sodalitas*. They were designed to be playable almost on the go. We wanted them to be easy to pick up even for novice referees, while still being fun for the more experienced.

The Archmage, the Empire, the elven temples or the extras are meant to be swapped with any equivalent in your chosen setting. However, over the course of our adventures, we have, against our will, developed a little piece of a universe that might be useful to some referees. Here it is.



## The Duchy

The contrasting, roughly medieval region where our adventures take place.

The Duchy is what remains of a huge empire devastated by the Magic Wars. A large capital, small towns and villages, many ruins to explore.

In the absence of the Archmage, this territory is ruled by a friendly but anxious fifty-something duke. Many guilds try to take advantage of his kindness.



## The Archmage

Winner of the Magic Wars, inventor of a hundred spells, holder of elven secrets, dragon tamer and great lover of baths. For a good century, he ensured the independence of the Duchy and resisted the Empire. Contradictory rumors circulate about his disappearance: the old Emperor had him assassinated, he's gone exploring the devastated lands, his ghost has been seen in the capital... It is all very unclear.



## The Empire

A vast, conquering and technologically advanced empire that was at war with the Duchy for decades. The new emperor has more or less buried the hatchet and is trying to modernize and open up his empire – open warfare is not the only way to conquer a territory.



## Goblins

Small, greenish, long-eared creatures that appeared during the Magic Wars (and are rumored to be the descendants of elves transformed by powerful rituals). Although they are small, goblins are brave and resourceful. They do not live for very long, but they do it very intensely.



## Kobolds

These frail reptilian humanoids of various colors claim to be smarter cousins of the great dragons. Some of them can even breathe fire, poison or lightning, like the most terrifying of reptiles. Their cold-bloodedness forces them to consume an enormous amount of food.



## Elves

Subtle, brilliant, beautiful and awfully elitist creatures who have left many treasures, temples and strange artefacts in the Duchy. The elves disappeared during the Magic Wars, but many of the Duchy's inhabitants claim to have an elven ancestor.



# TROUBLES IN THE RUINS

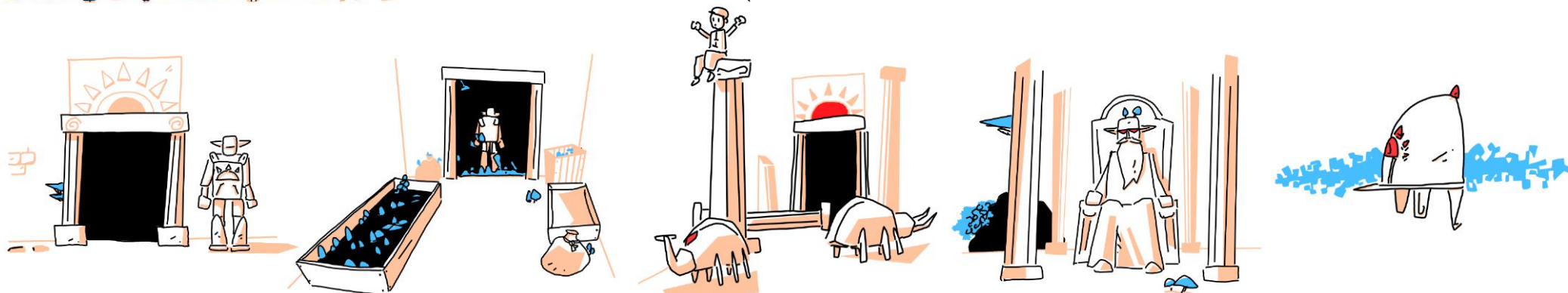
Adventure on a single page #1

Text & drawings: Jan Van Houten  
Graphic design & editing: Nicolas Folliot  
Published in 2020 by Jdrlab



## Introduction

**Micheline**, the chef of the adventurers' favorite tavern, has a secret. She grows her mushrooms in an ancient elven temple at the bottom of a ravine. The humidity is perfect and the soft orange light coming from the walls seems to favor the growth of rare species. Yesterday morning, she left to reap the fruits of her labor. She hasn't come back, and her worried employees have called on the adventurers to find her.



### STARTING THE ADVENTURE ↓

#### The temple's entrance

- To the right of the entrance is a **marble statue**.
- It's a golem, slow but far too strong to be fought fairly. It will attack and pursue non-elven adventurers.
- To the left of the entrance, **deep footprints** head towards the inside of the temple.
- A few blue mushrooms seem to be escaping from the temple.



#### The mushroom farm

- Strong smell of earth and manure.
- Thousands of blue mushrooms grow in planters.
- Bags full of mushrooms were left in a corner of the room.
- **A golem is stuck in the door** by particularly sticky and invasive fungi. It blocks the path to the next room.
- If the adventurers make noise, they hear cries for help coming from the next room.

#### The column room

- Columns provide shelter or obstacles.
- **Little Paul** (a hungry and teasing young thief) took refuge at the top of a column.
- He doesn't know where Micheline is; the statues came to life while he was stealing a bag of mushrooms.
- Paul ate three mushrooms (see below for their effects).
- Beetle statues are trying to attack the adventurers. The gem on their backs is their source of energy. It will explode on a heavy blow.



#### The great statue

- Mushrooms cover both walls and floor of this **oddly warm room**.
- Two gigantic columns frame the titanic statue of an elven deity sitting on its throne. Its eyes shine with a menacing light.
- These eyes can send a **deadly beam of light** at intruders.
- Mushrooms have weakened the walls, revealing a secret room behind the statue.

#### The treasure

- A very strong smell of mold. Moldy scrolls and fabrics.
- Some elven gold objects of unknown function.
- **Micheline** wears a **huge gold helmet**. She's delirious and thinks she's an elf goddess (she'll make fun of the adventurers' far too round and short ears).
- Once the helmet is removed, the animated statues in the temple are deactivated.

### What does this fungus do? (2D6)

**2** It's a piece of a statue attacking the adventurer. **3** Screams and try to run away. **4** Renders voiceless. **5** Grows sticky little mushrooms all around it. **6** Releases a cloud

of stinging spores. **7** Bitter, earthy, disgusting, terrible idea to eat a raw mushroom. **8** Slightly tart and minty. **9** Delicious, eating it makes one float a few inches off the ground. **10** Slows

down the time around it. **11** Allows temporary climbing of walls like a spider. **12** Allows temporary change of skin color like a chameleon.

### Micheline's secret

Chives cancel out the harmful effects of mushrooms.





# THE ARTEFACT



## Adventure on a single page #2

Text & drawings: Jan Van Houten

Graphic design & editing: Nicolas Folliot

Published in 2020 by Järlab



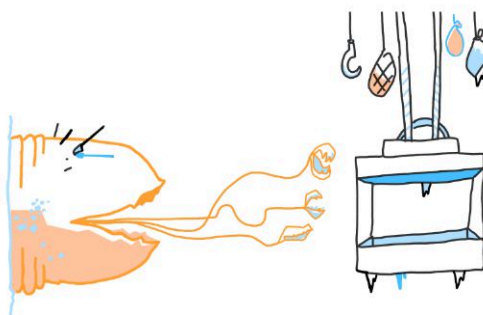
## Introduction

One of the Glacier Guild's magical coolers is dying. The artifact is dangerous and very fragile. **If it undergoes a shock it could**

**explode**, freezing everything for miles around (in case of shock, roll **1D6**; the artifact explodes on a **6**).

The adventurers are instructed by the guild to get rid of the item by

throwing it into a portal to another dimension. The portal is located in an ancient elven temple surrounded by a kobold settlement.



### Some kobolds

**Garz the White**, expert climber

**Gaz the Green**, ibex hunter

**Gil the Red**, witch and sorbet taster

**Gurk the Blue**, chief grass gatherer

**Gyk the Black**, temple guard

### The secret of the deliciously creamy kobold sorbets

Big crushed white maggots.

### STARTING THE ADVENTURE ↓

## The steps

- The temple is located on a small snowy mountain where ibexes and kobolds live.
- The adventurers start on the steps leading to the village, behind an old deaf goblin threatening a kobold patrol. This is **Korkan**, the greatest warrior the world has ever known, but also the oldest. He has a 1-in-2 chance of locking his back after an attack.
- **Korkan is searching for his father's spear**, which he lost in his distant youth.

## The kobold village

- The village is settled around a gigantic statue of the Winter Goddess and her temple.
- It is led by **Gex**, a hot-tempered red kobold assisted by **Gix**, his coward twin brother.
- **The winter festival is in full swing in the village.** The kobolds take advantage of this to make deliciously creamy sorbets with whatever they can find.

**Ingredients (1D6):** 1 Sulphur 2 Pepper 3 Ibex meat 4 Berry 5 Mould 6 Clay

- **The kobolds face each other in challenges:** placing a garland as high as possible, imitating a dragon's cry, eating as much sorbet as possible, taming a ferocious ibex...
- The temple, covered in ice, serves as a pantry and is guarded at all times. Only festival winners and master sorbet makers are allowed in.



## The temple

- In the center of the food-filled temple is **a deep and wide shaft of ice**, which is intermittently illuminated by a cold light.
- **An elevator, obviously rarely used**, goes down into the shaft. A piece of light music accompanies its operation.
- During the descent, the adventurers risk being attacked by the **tentacles of the Big White**, a carnivorous worm whose mouth is as big as the elevator. It is blind and stuck in the wall, but its senses of smell and hearing are developed.
- Its long tentacles can capture an adventurer and block the elevator.
- **Korkan father's lost spear** is stuck in the Great White.

## The bottom of the well

- The bottom of the well is a large cave littered with garbage thrown by the kobolds.
- **A stone gate** can be seen a hundred meters away. Every couple minutes, a blue light and a strong icy wind come out of it.
- The area is teeming with **aggressive grubs**, descendants of the Big White, just as starving and blind as their ancestor.
- The portal leads into a huge, completely frozen forest, in the middle of a frozen elf army. An adventurer only has a few seconds to return to their world if they don't want to end up frozen as well.



# THE ARCHMAGE'S THERMAL BATHS

Adventure on a single page #3

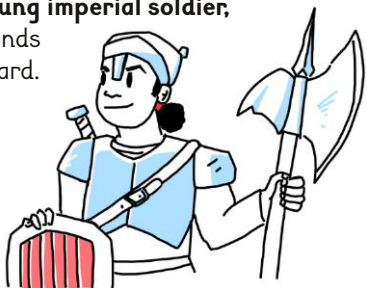
Text & drawings:  
Jan Van Houten  
Graphic design  
& editing:  
Nicolas Folliot  
Published in  
2020 by Jdrlab



## STARTING THE ADVENTURE ↓

### The outside

- Several low buildings with tiled roofs and stone walls.
- Despite being neglected, the thermal baths seem to be in very good condition and still active. Steam is escaping from the many chimneys.
- A camp has been set up nearby (basic equipment can be found there).
- **Frida, a naive but very strong young imperial soldier,** stands guard.

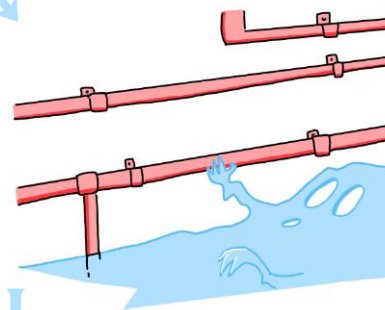


### The baths

- Baths and pools as far as the eye can see; the buildings are much larger inside.
- Many pipes are exposed along the walls.
- Small, translucent and helpful little spirits clean up the place as soon as necessary.
- **Adventurers causing noise** or hanging around a bit too much are quickly spotted by 1D6 soldiers.
- **Adventurers can hear screams;** tracking them leads to **the Archmage's study.**
- **Following the pipes** leads to a particularly strong metal service door with a complicated lock. Once opened or kicked in, it opens into a **flooded hallway.**

## Introduction

The adventurers were hired by a wealthy client to recover the dragon's egg that provides heating for the former Archmage's thermal baths (the employer provided a large fireproof trunk to transport it). Unfortunately, the Empire has already sent an expedition to the site. It is composed of a batch of soldiers and an alchemist.



## How's the water? (1D6)

**1** Boiling **2** A little too hot **3** Perfect and lavender-scented (the bather is healed but falls asleep)  
**4** A bit fresh **5** Much too cold **6** Freezing, you can see a fish caught in ice

## About spirits

Their intelligence is limited and they have a hard time understanding humans. Everything is a game to them. By the way, they are insensitive to weapons.

## The Archmage's study

- A large room soberly decorated. It features a large desk and bookcases overflowing with books about plumbing and baths.
- **A wind spirit, out of an open bottle on the desk, is attacking Wolf, the unbearable imperial alchemist, and a small group of soldiers.**
- By searching the study one can find (1D6): **1** The key to the service door **2** Three chewing gums allowing one to breathe underwater **3** A pair of magic flip-flops (keep feet dry in all circumstances) **4** An incomplete human-spirit dictionary **5** The softest bathrobe ever made **6** A single-use parchment to bind a spirit to a place or an object



## The flooded hallway

- It's very dark and **many pipes are attached to the walls.** If an adventurer grabs a pipe without precaution (1D6): **1** it's scorching hot **6** it's so cold that the adventurer's fingers stick to it.
- **The water is alive, it's a young spirit.**
- It will try to play with the adventurers by shaking and pulling them underwater.
- If the players manage to communicate with it, they will understand that its main wish is to join its family in the nearest river.

## The boiler room

- **The dragon's egg is contained in a thick glass cylinder filled with water.**
- **An obviously magical machine is connected to the egg.** It uses the potential dragon's magic to run the thermal baths.
- Out of the water, the egg is hot as a flame.
- Once the egg is removed, the baths collapse. The adventurers have to flee (while, if it's fun, the egg hatches and imperials attack).







# THE HEIST

Adventure on a single page #4

Text & drawings: Jan Van Houten  
Graphic design & editing: Nicolas Folliot  
Published in 2020 by Jdrlab



WATCH THE **ALARM!**



## Introduction

A painter friend of the adventurer's latest work has been stolen; it is a portrait of Puce, the Archmage's famous cat. She knows the Purple Cat Guild is the culprit, but evidence is lacking, so she asked the adventurers to recover her property. The Purple Cat Guild is a school for thieves. That's going to require some tricks.

### STARTING THE ADVENTURE ↓

#### Entrances (and exits)

The adventurers have two options.

- **The roofs:** They're high and slippery. Are the adventurers skillful enough?
- **The main entrance:** It is guarded by **Arsene** and **Marius**. Are the adventurers good liars?

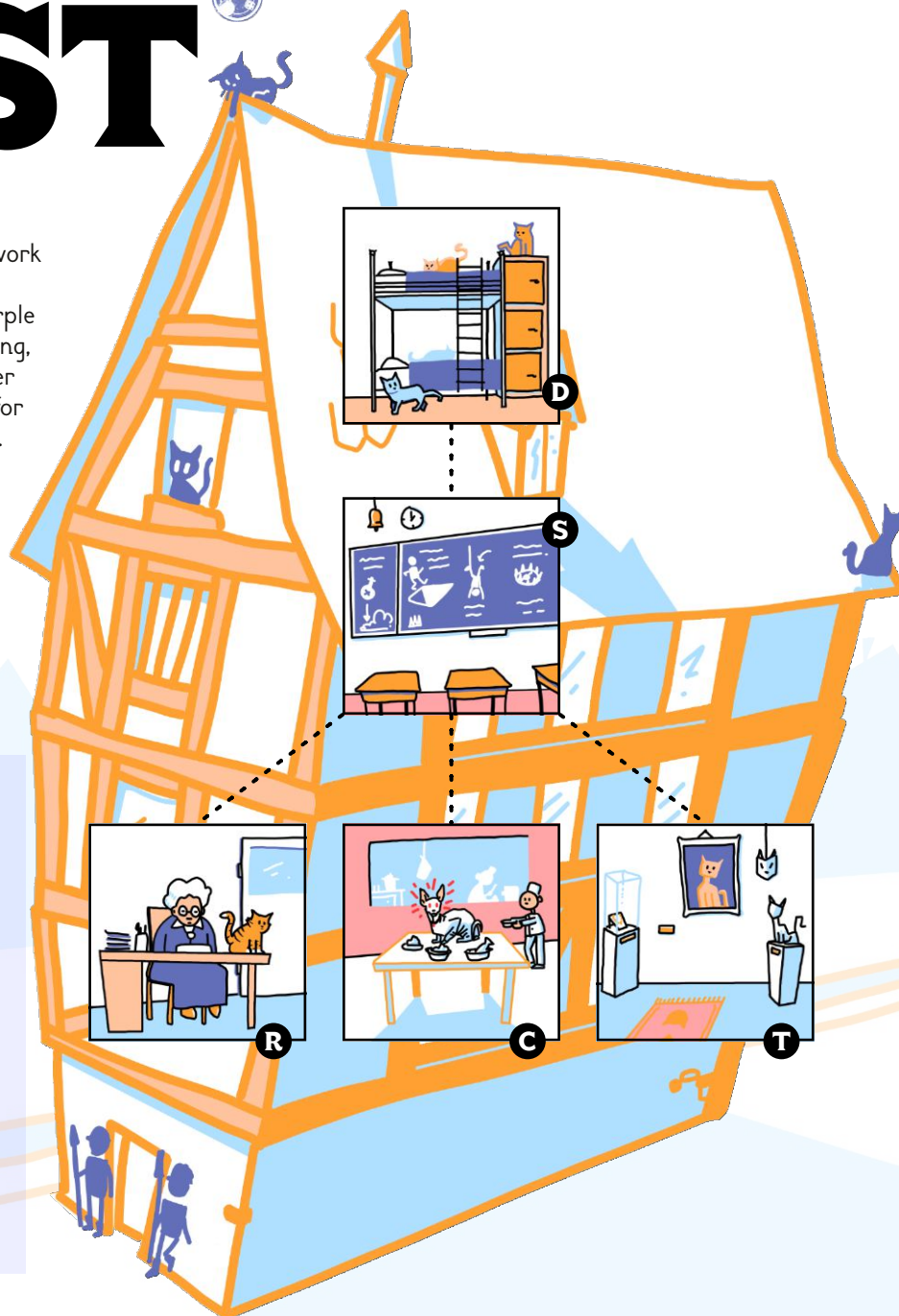
#### Information (ID6)

The adventurers somehow obtained the following tips:

- 1 **Sylia**, the secretary, is a mage.
- 2 **Kibble**, the dean's cat, has powers.
- 3 **Kibble's** necklace is a key.
- 4 The guild's cats are far too smart.
- 5 The guild is known for its traps.
- 6 A litter delivery man is expected.

#### The alarm 🔔

Each time the adventurers draw attention, a bell on the alarm gauge is checked. Upon checking the last one, the alarm is triggered by a thief or a cat and new obstacles must be avoided.



## The reception **R**

- The secretary fills out paperwork while **Pelota** is watching.
  - **Tam**, a falsely ill student, is waiting for her parents.
  - **Durieux**, the dean, is looking for his cat. "He has the key."
- 🔔 *Sylia utters a formula and Pelota becomes a huge and terrifying saber-toothed tiger.*

## The dorms **D**

- Many cats wander among the residents' belongings. They seem to follow and monitor the adventurers.
  - While searching, various sweets, a flute and throwing knives are found (a careless adventurer has a 1-in-2 chance of triggering a trap and seeing a stinking ball crash on him).
  - Hidden under her duvet, the young thief **Alex** skips classes and reads a comic book about Korkan's adventures.
- 🔔 *The cats, furious, try to trip up the adventurers and jump on them from the top of the beds.*

## The school **S**

- A long corridor crossed by wires connected to bells. Classrooms and educational posters about crocheting.
  - A teacher is giving a class on how to set traps. His door is open and **Lock**, a grounded student, is standing in the hallway.
- 🔔 *Students throw smoke bombs and nails into the hallway. Armed teachers are ambushed in the smoke.*

## The canteen **C**

- A large dining room and a very busy kitchen.
  - In the center, surrounded by delicacies, sits **Kibble**.
  - **Quentin**, the cook, is setting up a banquet at the other end of the room. Half of the food contains a soporific.
- 🔔 *Kibble unleashes its magic: cutlery and tables begin to levitate towards the adventurers.*

## The treasure **T**

- A sturdy trapped door (a hatch opens under the feet of the unwary thief) connected to the alarm system (like all objects inside).
  - The room is crowded with feline-shaped objects: jade statues, gold necklaces, weapons... and the painting they're after.
  - Once the painting has been stolen, it's time to run away.
- 🔔 *A soporific blue smoke comes out of the wooden floor.*







## STARTING THE ADVENTURE ↓

### The marsh

- Foggy, teeming with insects and small animals. The water is not too deep.
- In the fog, a light can be seen in the distance. It's the goblin **watchtower**.

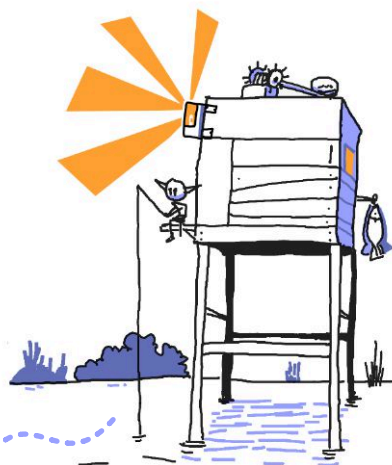
#### Potential events

- Intoxicatingly fragrant orchids grow on carnivorous brambles.
- A horde of giant tadpoles are trying to capsize the adventurers' boat. Following them can lead to the **nest**.
- A wounded heron lands near the adventurers.



### The nest

- The nest can be heard before it is seen: the croaking of the amphibians is deafening.
- **The frogs are abnormally organized.**
- They take turns on guard, especially around the eggs in the large central pond. There are three times more amphibians than adventurers, so caution is called for.
- **They are led by a huge frog** wearing a necklace and a hand-shaped mark on his chest (the metamorphosed shaman, who uses his magic and treasure to lead the frogs).



### The watchtower

- Made of wood, a little wobbly and **topped with a catapult**.
- It is held by **6 tired goblins** who might shoot by mistake at unwary adventurers (they will humbly apologize).
- The goblins are at war with the giant frogs and protect their **village**.
- The referee can trigger an attack from a few frogs if they wish.



### The village

- Half a dozen houses on stilts. Small boats are used as shops.
- About forty goblins live there, led by **Ciqa**, a fearsome blue goblin armed with a harpoon.
- **The attacks began when the shaman Sluc was banished after stealing the ancestors' treasure** (a gold necklace).
- Inquiring adventurers may learn that **Sluc** has a hand-shaped mark on his torso.

### The shaman's boat

- The shaman abandoned his boat under a bushy grove a few kilometers from **the village**.
- **The eyes painted on the hull seem to follow the adventurers.**
- If the adventurers don't cover these eyes before touching the boat, a **curse** turns them into tadpoles until the end of the scene.
- **In the boat** lie many dried (but still alive) frogs, smelly ointments (attracting frogs), a scroll of **polymorphism** (into a batrachian) and a map of the marshes on which **Sluc** awkwardly drew his plans to conquer the known world.



# LOST IN THE MARSHES

## Introduction

Adventure on a single page #5

Text & drawings:  
Jan Van Houten  
Graphic design  
& editing: Nicolas Folliot  
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For two days the adventurers, torn by boredom and hunger, have been on a boat lost in a marsh. The marsh goblins could guide them, but their leader Ciqa demands that the adventurers bring back a stolen artifact in exchange for this favor. **The adventure begins in the marsh.**

### A few goblins

- **Eguna the Eager**, apprentice caretaker
- **Groka the Lively**, nice seller of roots and potions
- **Gronckle the Mauve**, grumpy fisherman
- **Naba the One-Armed**, inconspicuous heron hunter

### A trick to beat Sluc

Without the necklace, he can't maintain his metamorphosis and reverts back to being an old goblin.





# ZOMBIES THE JUNGLE



## Adventure on a single page #6

Text & drawings: Jan Van Houten  
Graphic design & editing: Nicolas Folliot  
Published in 2020 by Jdrlab



## Introduction

For several days now, undead elves have been attacking the dwarves on the island of Karosh. The dwarves call on the adventurers to stop this phenomenon and promise to pay them handsomely if they manage to save the colony, and especially its mine.

**In three days the city will be invaded and abandoned.**

The referee checks off a day segment (6 hours) below when the adventurers:

- move from one place to another;
- explore a place and/or chat with the extras;
- take a rest.

**The adventure begins at the harbor.**

## 3 DAYS UNTIL THE INVASION!

DAY 1 ○○○○○

DAY 2 ○○○○○

DAY 3 ○○○○○



## The elven ruins R

- Numerous white marble ruins dominated by a very tall tower; **the Temple of the Sun**.
- Dangerous elven automatons still prowl.
- **In the temple, one can find engraved on a wall a ritual that soothes the dead.** A long and extremely complicated text that must be sung in front of the necropolis.

## STARTING THE ADVENTURE ↓

## The harbor H

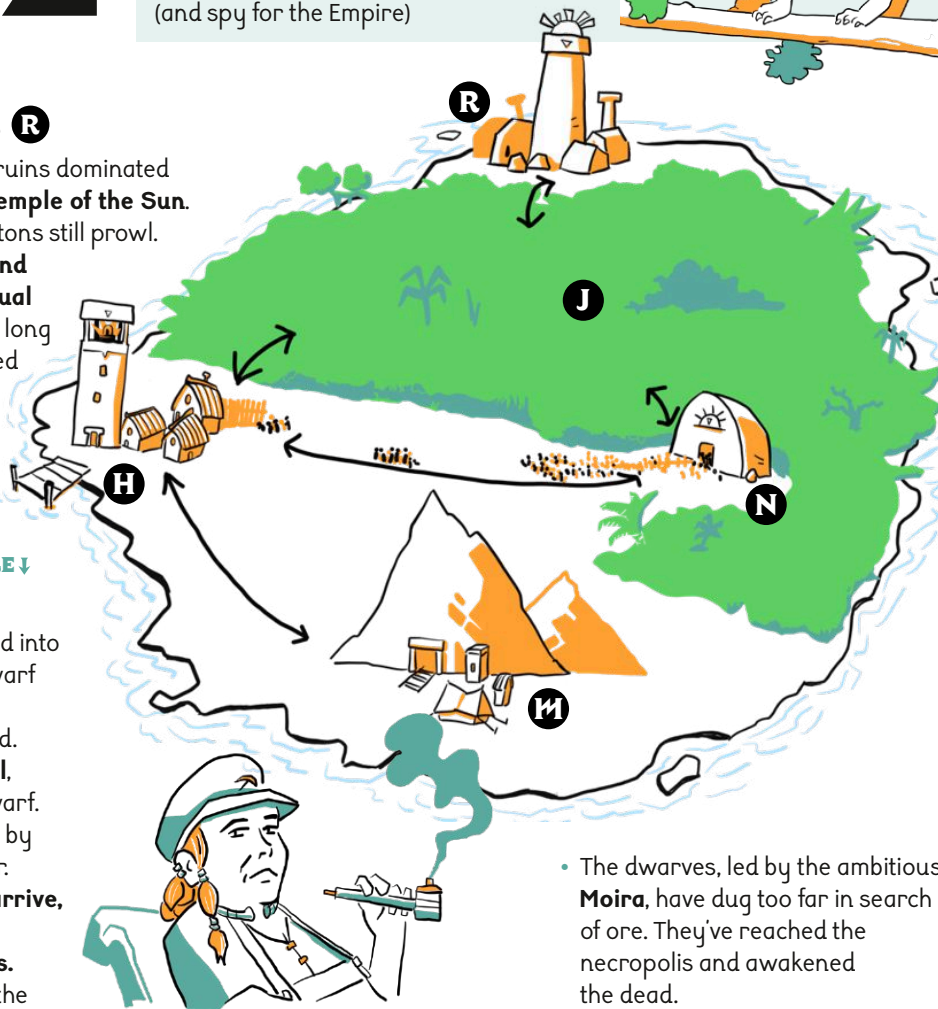
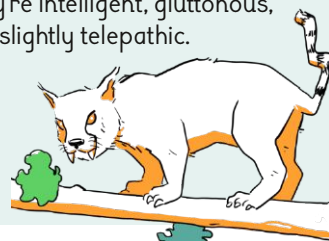
- A large elven tower turned into a lighthouse and small dwarf wooden buildings.
- Many dwarves are injured.
- The town is run by **Brogel**, a very old and elegant dwarf. He's always accompanied by **Bast**, his huge pet panther.
- **When the adventurers arrive, the town is attacked by a small group of zombies.**
- From the second day on, the dwarves start loading boats to flee the island.
- **The path to the necropolis is dangerous.** It's impossible to take it without encountering groups of zombies.

## A few dwarves

**Barst**, friendly pickaxe salesman  
**Brarda**, angry redheaded blacksmith  
**Gharus**, pretentious but effective warrior  
**Thura**, large-scale miner (and spy for the Empire)

## The panthers of Karosh

They're intelligent, gluttonous, and slightly telepathic.



## The dwarves' mine M

- In front of the mine, barracks built by dwarves. Black smoke and the sound of underground explosions rise from the mine.

- The dwarves, led by the ambitious **Moira**, have dug too far in search of ore. They've reached the necropolis and awakened the dead.
- Moira discreetly had the tunnel sealed and is looking for a solution. She sent miners to explore the elven ruins.
- **Stockpiles of explosives** are locked up in a well-guarded bunk.

## The jungle J

- Damp, dark and dense, a real maze.
- For every jungle crossing, the referee rolls **1D6**: **1** Quicksand **2** A dwarf fleeing zombies **3** 1D6 zombies **4** A clearing covered with yellow flowers **5** A tree bearing two fruits smelling like feet (heal the one who eats them) **6** A zombie being attacked by a panther
- **Without a local guide or a map, it is very difficult to find your way in the jungle.** Adventurers have a 2-in-6 chance of arriving at the wrong place.



## The necropolis N

- Atop a green hill, a gigantic white building. The facade depicts a golden sunrise.
- **Dozens of zombies come out of the necropolis' gate.**
- The interior of the necropolis is plunged into darkness and filled with countless zombies wandering towards the exit.
- Particularly persistent adventurers may end up finding mining equipment and a freshly sealed tunnel leading to the dwarves' mine.



# THE HUNT

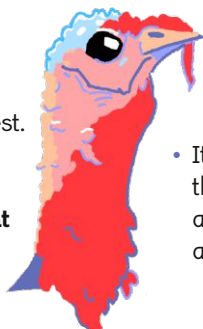
Adventure on a single page #7

Texts & drawings: Jan Van Houten  
Graphic design & editing: Nicolas Folliot  
Published in 2020 by Jdrlab



## The creature

- A gigantic mass of feathers and flesh, its terrible gurgling can frighten even the bravest.
- It fights with its claws and beak and uses its wings to trigger **violent gusts of wind**.



- It brings the prey it captures alive back to its **nest**.
- If it is wounded, it heals itself at the foot of the **great tree**.
- It is **a fierce and smart opponent** that cannot be defeated in a single fight without a clever plan.

## Introduction

A dense and invasive forest has recently appeared near the edge of a remote village. The inhabitants call upon the adventurers to rid them of the enormous creature that comes out of it, attacking their fields and farms. Following the creature's tracks, the adventurers arrive in front of **a gigantic skeletal foot**.

### THE GREAT TREE **T**

- A far too even trunk engraved with runes.
- The vegetation all around is particularly dense.
- A short break here heals wounds,

but **waiting too long is dangerous**: plants quickly start to grow on adventurers and wooden objects germinate.

### THE PELVIS **P**

- The nest of a family of **horse-sized dormice**.
- A female has just given birth, the animals are suspicious and aggressive.



### Where's the creature? (IDG)

**1** About ten meters **behind the adventurers**. **2 The hand**: the poisoned air seems to intoxicate it. **3 The great tree**: it scratches the soil and eats roots that grow back immediately. **4 Chest**: it seems fascinated by a whistled melody. **5 Around the pelvis**: on the look-out at the entrance of the burrow, she catches a struggling reckless dormouse. **6 In her nest**: it's feeding its young with a captured dormouse or an adventurer.

### About ghosts

They are often linked to a place. Moving a piece of the place allows to move the ghost.

### STARTING THE ADVENTURE ↓

#### THE FOOT **F**

- A 4-meter-high skeletal foot. It has been gnawed by gigantic teeth (incisors).
- Climbing it allows to catch a glimpse of other places in the forest.

#### THE HAND **H**

- A toxic, foul-smelling cloud escapes from a clearing.
- In the center, a huge skeletal hand wearing **a rusty ring**.

#### THE CHEST **C**

- A column of blue light rises from it.
- Dolmens overturned and broken.
- **The ghost of the great druid**.

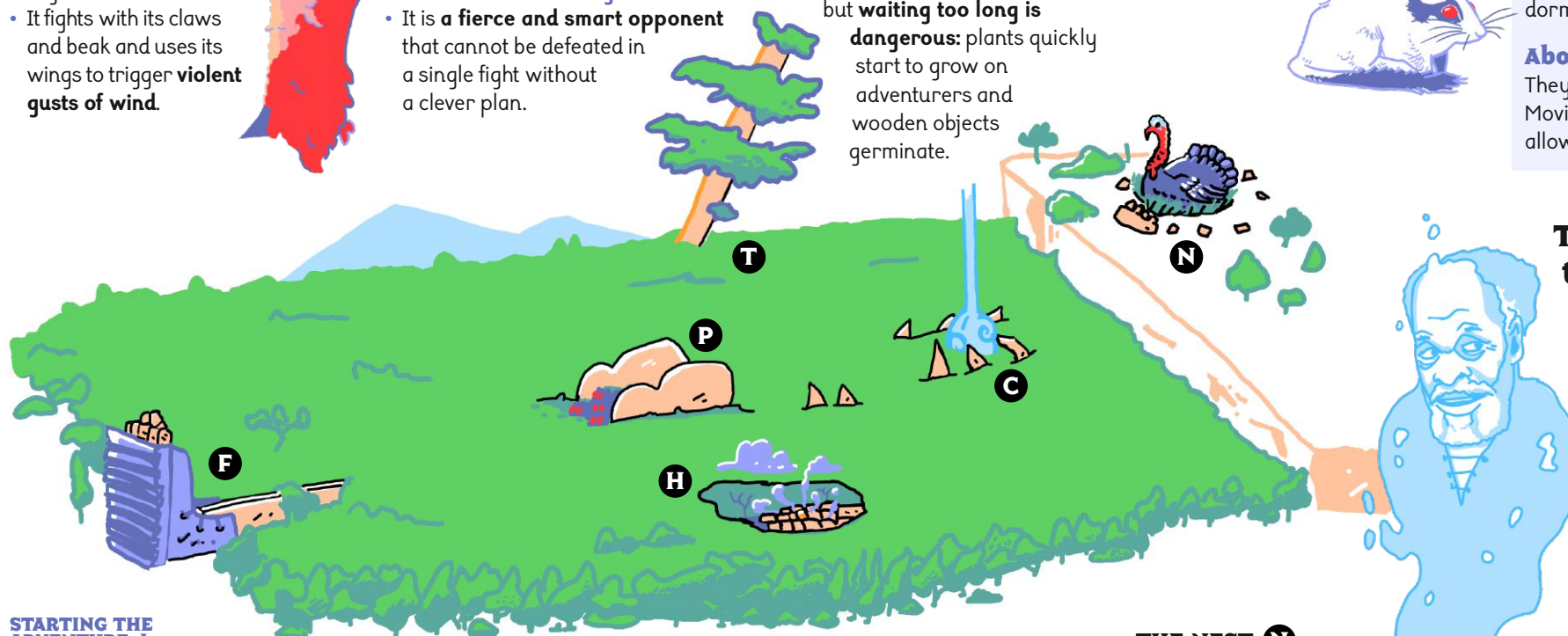
#### THE NEST **N**

- On a rocky plateau. Made with dry, uprooted trees.
- In the middle of a pile of various bones (bears, horses, giant dormice...) **a hungry and curious young turkey**.

## The ghost of the great druid

- "What took you so long? My signal was pretty obvious."
- Grumpy and scornful, he is both the perpetrator and the main victim of the magical accident that occurred.
- Clever adventurers can pull the wool over his eyes and learn that:
  - The creature was his pet companion.
  - **He knows a melody to call it.**

- To undo the effect of the failed growth spell **the ghost, his runic stick, his ring and the creature** need to be brought together in the same place.





# THE BARON'S 1<sup>ST</sup> DUNGEON

Adventure on  
a single page #8

Texts: Jan Van Houten  
Drawings: François Maumont  
Graphic design & editing:  
Nicolas Folliot  
Published in 2020 by Jdrlab



## Introduction

The duke commissioned the adventurers to **escort his son, the baron, in his first adventure**. The boy has no experience but has read many adventure books. **A minstrel and two nosy scribes** come along to chronicle his feats. The duke, quite worried, has bribed **the skeletons** (providing them with books and musical instruments to keep them busy for eternity), and the death traps have been disabled. His beloved son must absolutely return unharmed.



- A secret passage under the statue leads to a pier on an **underground river**, where the minstrel's accomplices were waiting.
- If the adventurers are too slow, they will have to get wet to catch the fugitives.



### STARTING THE ADVENTURE ↓

#### The entrance

- A cave, a waterfall, a **magically sealed door**.

#### The hidden room

- The statue of the famous warrior queen Gertrude.
- At her feet, **the key**.

#### The keepers' tomb

- Heroic murals, pillars, three open tombs.
- **Three skeletons guard the way.** They lay down at the first wound and overplay the pain – while winking at the adventurers.

#### The dreadful scorpions' pit

- A long, narrow room.
- **A pit filled with countless poisonous scorpions.**
- Ropes, beams and pitons have been installed by the scribes to facilitate the crossing.

#### The dragon's lair

- **The old winged lizard is trapped in its lair.** It only breathes smoke but its scales remain impenetrable.
- **It is supposed to have been put to sleep** by the minstrel.
- **But it has not!**



- The entrance is empty, the fugitive and her hostage have escaped **behind the waterfall**.

- The skeletons are apparently **under the influence of a spell:** they are far less friendly and hum a sinister melody.

- The ropes have been **thrown into the pit**, the beams are **burning**.
- Poisonous scorpions are dangerous, burning poisonous scorpions are **worse**.

- The dragon holds the adventurers' attention to **help the minstrel abduct the baron** (in a more or less subtle way).
- The minstrel has promised to free the dragon, but it was a lie.

#### The extras

- **The baron**, a clumsy and gullible but very enthusiastic teenager, far too heavily equipped.
- **The old scribes**, more grumpy and cowardly than wise, but fine connoisseurs of the site's history.
- **The minstrel**, a magician, awfully flattering and illegitimate daughter of the duke. She intends to take her half-brother the baron as a hostage and flee with the ransom.



#### The three bored skeletons

- Clodomir, Baudoin and Brice, joyful and valiant companions of the warrior queen, continue to guard the dragon's prison even after their deaths. But they are so bored...
- **Their will and their love for the queen keep the dragon locked up.** It is probably not a good idea to eliminate them permanently.





## Introduction

The magus Moreau, a pupil of the famous Archmage, caused a ruckus at a recent exhibition by presenting **humanimals**. His amazing creatures are exceptionally intelligent. A crab strangely resembling a little girl was even able to pass a note ("Help!") to the adventurers present at the event. Unfortunately, the magus saw everything. Using his great powers and the help of a few accomplices, he was able to **imprison** the adventurers on his island.

### STARTING THE ADVENTURE ↓

## The prison P

- **The adventurers wake up.** They feel nauseous and discover that the magus has used them as experiment subjects. Everyone rolls on the **chimera generator** to find out what happened to them.
- In a cage, an angry canine chimeric creature is wearing a collar engraved with the name "**Chouquette**".



## The lab L

- Filthy, dark and smelly.
- Tables and medical equipment, **many jars** of various sizes containing sleeping animals (whole or not).
- Two of the magus's favorite "experiments" have set up a cozy den in front of the door leading to their master's **study**.

## The study S

- The magus's office and bedroom. This is the only room in good condition.
- A portrait of the magus as a child, next to his parents and Chouquette in its original form.
- Notes whose study would allow adventurers, among other things, to **cancel the "chimerization"** if such is their wish.

## The village V

- **A dozen humans** used as experiment subjects live in makeshift shelters.
- **They are terrorized** by the magus and his favorites, the animal chimeras from the garden, but also fear the reaction of the outside world should they return in their current state.

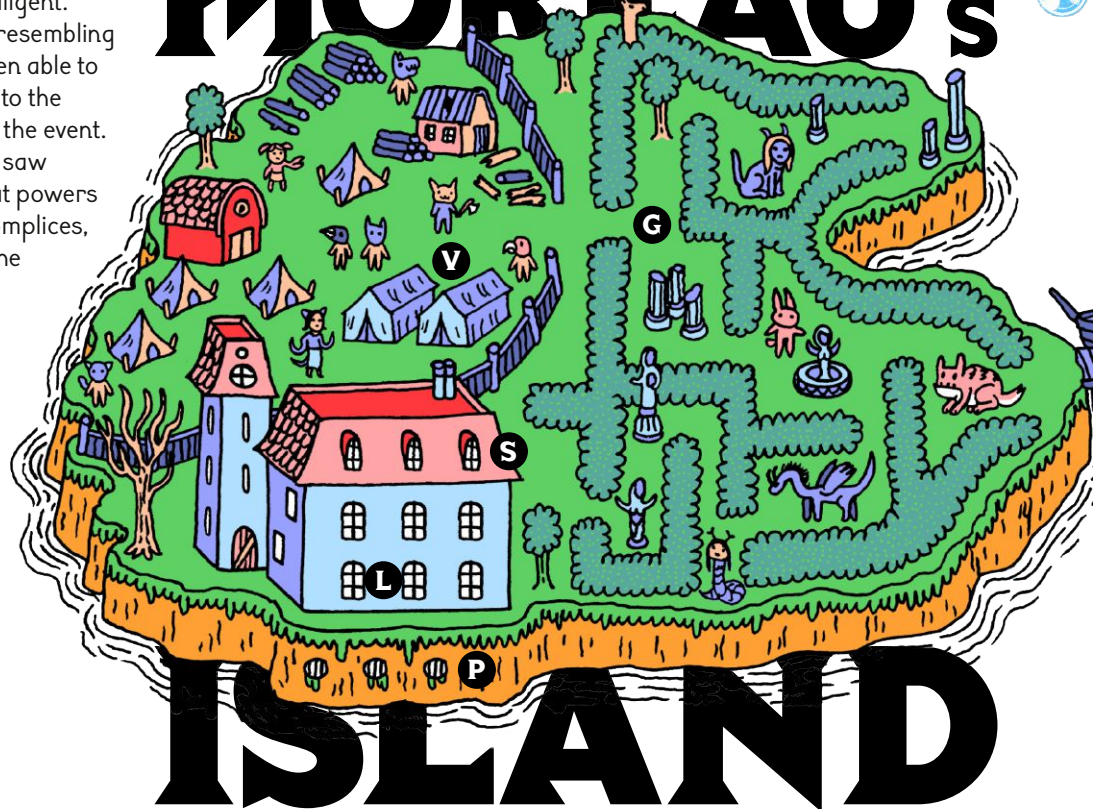


- Noteworthy extras:
- **Alfred:** organized but depressed, this faithful servant of Moreau's parents was one of the first subjects of the magus' experiments.
- **Lise:** a courageous child captured recently. The magus gave her a crab claw. She explores the island, looking for an escape.

## The garden G

- Once magnificent, dotted with fantastic animal statues and numerous fountains.
- Starving **animal chimeras** roam there.
- The **magus Moreau** is working on a new chimera in the middle of the garden.
- At the end of the park, a pier and a **ship**.

# MAGUS MOREAU'S



### Adventure on a single page #9

Texts: Jan Van Houten  
Drawings: Evlyn Moreau  
Graphic design & editing:  
Nicolas Folliot  
Published in 2020  
by Jdrlab



### The magus Moreau

While he has never succeeded in making animals more human, his research allows him to create hybrid animals or humans. He can transform his body at will and control the modified parts of his "creations" by focusing hard enough.

### Chimera generator

Roll 2D6. For a humanoid, the first die tells the body part modified by the magus.

#### Upper body (1-3) Lower body (4-6)

- |           |           |
|-----------|-----------|
| 1 Bird    | 1 Crab    |
| 2 Dog     | 2 Horse   |
| 3 Fox     | 3 Lizard  |
| 4 Goat    | 4 Octopus |
| 5 Lizard  | 5 Snake   |
| 6 Panther | 6 Toad    |



# THE NEST

## Introduction

Nico and Jan, apprentice heroes, have called on the adventurers. For an observation course, they accompanied a trio of heroes exploring an abandoned artifact factory. Obviously things did not go as planned: the place is partially collapsed and empty of the promised magical items. Searching for an explanation, the heroes went down a dirt tunnel into a room, there was noise, flames, screams, smoke... The apprentices courageously decided to flee and seek help. They would appreciate if the adventurers could bring the heroes back: they need to sign their internship report.

**Angela the forked-tongued druid** is

locked in a storage room of minor artifacts (pretty magic lamps of various colors) that **attract insects** in significant numbers. She has been separated from her pet companion **Lou**, a huge lizard.

**Jarod, a handy jack-of-all-trades and trap enthusiast**, has weakened part of the nest by trying to dig an exit.

## The mushroom farm

- Huge mushrooms grow on a shiny soil.
- Magical surges occur regularly, the workers are immune but the adventurers aren't...
- **ID6** determines their effects:

## The eggs

- They are fragile and glow with a visibly magical orange light.
- **Crushing an egg** would alert the whole nest.
- **A small tunnel** appears at the bottom of the room. Jarod has installed **several traps** there.

## The queen

- Huge **famished** creature.
- It spends most of its days eating and laying eggs.
- Much smarter than its children, **it is not from our world**. Its goal is to collect enough magic in its body to be able to return home.

## Adventure on a single page #10

Texts & drawings: Jan Van Houten  
Graphic design & editing: Nicolas Folliot  
Published in 2021 by Järlab



## STARTING THE ADVENTURE ↓

## The temple

- A largely **collapsed** elven ruin.
- It is richly decorated but only a few rooms are still accessible.
- **Two formicæ guards** stand in front of the tunnel entrance, they communicate by touching each other's antennae.



## The formicæ

Humanoid insects of unknown origin. The species is divided into workers, guards and queen. The individuals are deaf and communicate by exchanging pheromones. Another odd thing is, only the queen has a mouth and can eat. Workers grow huge mushrooms on magic springs to feed her.

**1** Blurred vision. **2** A magical lightning bolt runs across the room. **3** Gravity stops working for a short time. **4** Metallic objects become red hot. **5** Time speeds up. **6** The adventurers' skin become as shiny as the moon.

**Marie, insectophobic fire mage.** She **smoked a tunnel** to keep the insects away. Marie can use her powers to find her comrades.

## The nursery

- Dozens of larvae are swarming and growing before one's very eyes.
- **Lou**, Angela's pet companion, is curled up in a corner, **starving**.

## The food supply

- Moist and **sticky**, a suffocating smell of mold and mildew.
- Workers are busy turning and flipping bits of mushrooms.



# MYSTERIES & TENTACLES

## Adventure on a single page #11

Texts: Jan Van Houten

Drawings: Élodie Shanta

Graphic design & editing: Nicolas Folliot

Published in 2021 by Järlab



## Introduction

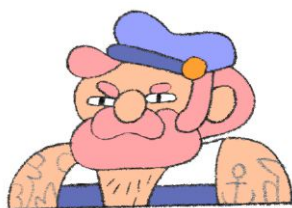
A few days ago, a ghost appeared during the big fish market in Troarnville. He harangued the crowd for a few hours: "WHERE IS THE CHOSEN ONE? THE GREEN MOON IS COMING AND NOTHING IS READY! YOU FOOLS!" The very worried mayor of the city has called on the adventurers to investigate this apparition. The referee must give plenty of information. The real goal of the adventure is not the investigation, but the elaboration of a plan to save the village (or at least the villagers).

## Protagonists



**Gregor, the mayor**

Caring but completely overwhelmed young urban. He got elected because he was the only candidate.



**Alban, the fishermen's chief**

Round and grumpy, skin worn down by the sea and covered with sea tattoos, which turn red when he gets angry.



**Nuz, Alban's son**

Brave but selfish, he has sneakily grabbed the ghost's stick. The object's magic is beginning to take effect on him.



**Manon, the tattoo artist**

Heiress of a long lineage. She is a very talented yet rude young woman, and a bit of a magician.



**The dean**

Withered but still vigorous. Her moving tattoos recount her life and emphasize her emotions.



**Malo, goblin fishmonger** adopted by villagers.



**Solen, crafty fisherwoman** fitted with a harpoon as a right hand.



**Tudine, friendly innkeeper.** Her fish soup is famous around here.

## Information

- The village was founded a long time ago by a tribe of daring amphibious humanoids.
- Driven mad by the betrayal of his people who had left to live on dry land, the Kraken god ravages the region with every green moon.
- Villagers used to pick someone to live at sea as a hero, armed with an enchanted scepter giving them the founders abilities.
- The villagers moving tattoos are made with the Kraken ink (a crafting secret of Manon, who has almost none left); they react to emotions and allow communication with the creature.

## Places

### The town hall

- Piles of documents crammed into every corner. The mayor and the dean are arguing about how to organize them.
- The building is old and richly decorated. Many colorful bas-reliefs tell parts of the local history.



### The great market

- A pier, many boats. The stalls are very well stocked, buyers come from far away.
- In a corner, Manon's tent, from which some "ouch!" regularly arise.
- The statue of a hero armed with a large harpoon. Seems tattooed with moving colorful patterns strangely reminiscent of a squid.



### Tudine's tavern

- Nets and pulleys everywhere. A large anchor and two broken-down antique cannons complete the scenery.
- The whole town meets there for supper.



## Timeline

The referee may consider that the timeline moves forward each time the adventurers lose time or find important information.

### Day 1, afternoon

Fishermen are swamped by a very abundant catch. On closer inspection of the nets, some fishes look a bit strange – lamps on their foreheads, far too many eyes...

### Day 1, evening

Solen is saved by other fishermen. She is very confused, saying her boat was "crushed". She talks about gigantic tentacles and an eye bigger than her boat.

### Day 2, morning

A green moon appears in the sky. There is no fish left. The villagers are very worried. Gregor clumsily tries to reassure his citizens.

### Day 2, afternoon

The sea is far too calm, and several fishermen did not return from the morning fishing. Solen tries to convince the fishermen to go out to sea and get revenge.

### Day 3, evening

Huge tentacles fall on the coast. The Kraken razes the port and then the village. It is a natural disaster; not a fight that can be won.



# Introduction

The future duke Firmin, who has a taste for shiny things, has asked the adventurers to find some ornaments for his crown. He wants a dozen of those pretty, **glittering hexagonal crystals** sometimes found in elven ruins (he has lent them one as a sample to facilitate their prospecting).

After extensive research, the adventurers have discovered the location of an elven temple lost in a swamp teeming with mosquitoes. A large marble staircase leads to the top, but the access is hermetically sealed by a very heavy block of rock.

## STARTING THE ADVENTURE ↓

### Level 0

- A dozen identical elf **statues** decorate the room. One of them has been knocked over and broken, probably by runaways in a hurry.
- **Bas-reliefs** showing elves coming to the temple and leaving with infants and baby animals of extinct species.
- A huge **slab of luminous crystal** covered in a layer of sticky fluid. Manipulating the crystal and tapping on the strange symbols that appear on it **displays a map** and **reveals a door** leading to the lower level. Upon closer inspection, it is also clear that the temple has been sealed off after some sort of “life fluid” leaked.

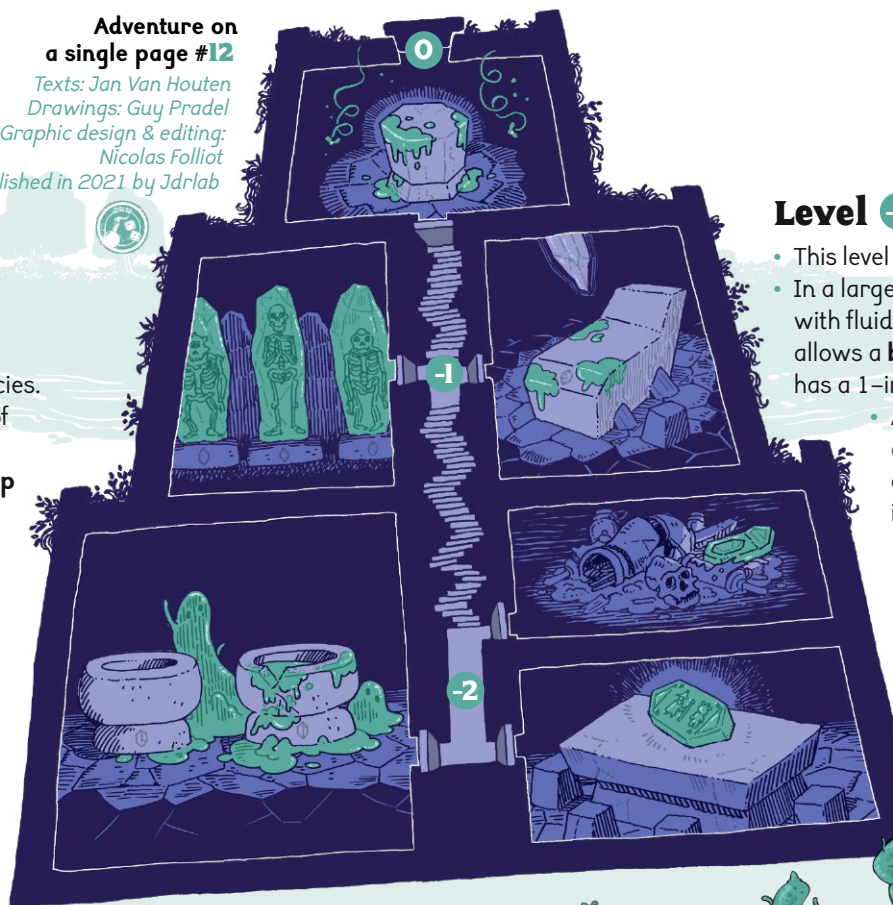
### Level -1

- Walls, floors and ceilings ooze with fluid and are lit with flickering light coming from crystals embedded in the ceiling.
- In the **gallery**, various skeletons are encased in huge glass blocks on pedestals: humans, elves, goblins, kobolds, some extinct animals... The fluid has tried in vain to infiltrate them. On each pedestal, a hexagonal slot allows loading into a crystal the information needed to **create a clone**.
- A room containing a comfortable **examination bed** that can accommodate a hexagonal crystal. If an adventurer lies down on it, soft music is played and the information needed to clone them is loaded into the crystal.

# THE ELVEN TEMPLE

## Adventure on a single page #12

Texts: Jan Van Houten  
Drawings: Guy Pradel  
Graphic design & editing:  
Nicolas Folliot  
Published in 2021 by Jdrlab



## The elven technology

- A long time ago the elves mastered **cloning**. The “temple” was sealed when the highly magical liquid used to create the clones got tainted, giving birth to something that was not quite alive, but wished it were.
- Hexagonal crystals are **storage media**, notably capable of holding the information needed to clone an individual. A loaded crystal glows slightly.
- The **automatic doors** open upon contact with skin and close without a sound.

### Level -2

- This level is completely immersed in several centimeters of fluid.
- In a large room, **two marble “tubs”**: one is broken and overflowing with fluid, the other is intact and, by inserting a charged crystal, allows a **baby clone** to be produced. After each use, the machine has a 1-in-2 chance of breaking down permanently.
- A **small study** littered with piles of smelly mould and broken objects and jars. By rummaging hard enough, one can find a **small artifact** used to **identify** which individual is being “copied” into a crystal.
- The **resting room**. An alcove containing cutlery. A large table where a crystal the size of a large book has been left behind and lights up when touched. It then displays a bright and noisy mind-controlled game involving a wizard facing waves of humans, goblins, kobolds, etc.

## The glowing fluid, eager for contact and knowledge

The fluid seeks above all to touch the adventurers. With each new contact, it needs a short rest in order to evolve and return in a more intelligent form.

A mosquito has entered with the adventurers. The fluid creates hundreds of copies of it, to try and make contact with other creatures.

It starts forming eyes, mouths, arms, and so on.

It is then able to produce slimy humanoids with little detail.

It can now create fairly faithful copies of adventurers (sometimes mixing their features a bit), which study and imitate them.

The fluid has absorbed enough information to become a multiple, conscious being. Its behavior will depend on what it had learned from the adventurers.





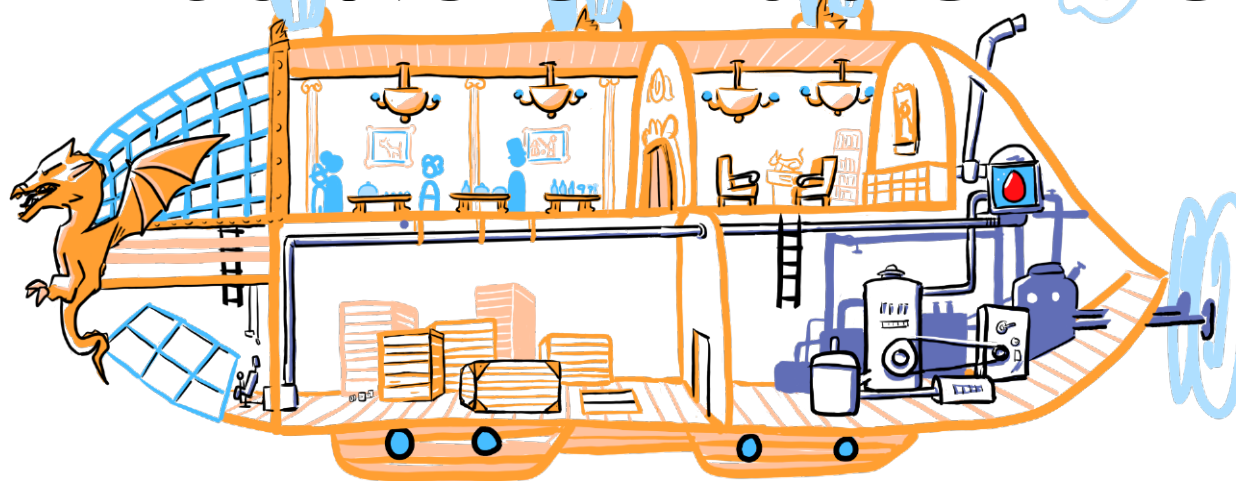
# Introduction

The *Kaiserliche*, a showpiece of imperial technology, is a luxurious flying ship powered by the newly invented steam engine. Diplomats and their families have been invited for the inaugural flight to the Imperial capital. The Empire intends to use the event to display its technological advances and greatness. But a few days before the flight, the ambassador received a letter from the notorious Boldok (the world's second-best thief) announcing that he would be stealing the *Kaiserliche*. Concerned, she has asked the adventurers to ensure the safety of the trip.

## The *Kaiserliche*

- The **open areas** are decorated with hundreds of gilded statues and mirrors... It is luxurious but not necessarily of the best taste.
- The reception is excellent. The ship is mostly **staffed with many kobolds** in uniform: thanks to their small size and weight, they are able to sneak in everywhere to take care of machines or serve snacks (delicious but all cabbage-based).
- The **technical areas** are much more dull. A tangle of pipes and noisy machines leads to a dragon egg.
- The *Kaiserliche* is powered by this **dragon egg**, which heats the water and creates steam.
- The ship's **hold** is filled with crates, mainly canned octopus that Mr. Dupoulay hopes to sell in the imperial capital.
- Under the ship hang **4 lifeboats**, small crafts enchanted to glide peacefully to the ground.

# THE INAUGURAL FLIGHT OF THE *Kaiserliche*



### A few passengers

- **Rouletabosse**, a very curious young journalist
- **Ambassador Maillard**, a refined forty-something in charge of relations with the Empire
- **Master Gurl**, a moustachioed and grumpy kobold butler
- **Monsieur Dupoulay**, a very unlucky merchant
- **Baron Jungdorf**, a young father overwhelmed by his restless and noisy triplets

### Captain Eberitch

This proud imperial is not convinced by the adventurers' competence. Her main concern is to protect the passengers.

**If three threats are active at the same time**, the captain will trigger the evacuation. The pods are accessible through hatches under the hold and ladders along the hull of the ship. The vessels will not wait for the adventurers for very long.



### Boldok's plan

Boldok plans to have the ship evacuated in order to take control of it more easily. Thanks to a powerful **potion of multiplicity** and his expertise in **make-up and disguise**, he gradually replaces all the kobolds working on the ship (a dozen are already locked in a box in the hold). Each copy is convinced to be the original, but disappears in a "poof" when injured. The real Boldok can be recognized by the **powerful "fall-like-a-feather" ring** he wears in case he needs to escape hastily. This worn ring has a 1-in-2 chance of being depleted after each use.

### Adventure on a single page # 13

Textes & drawings: Jan Van Houten  
Graphic design & editing: Nicolas Folliot  
Published in 2021 by Jdrlab



### THREATS

At the very beginning of the adventure, the referee rolls **1D6** or chooses an initial Boldok shenanigan, then adds one every 10 minutes.

- ☐ **1 Snakes** released into the air ducts invade the reception area.
- ☐ **2 A sleeping pill** is dropped in the drink of Stein, the pilot.
- ☐ **3 Ash**, a discreet and corrupt meteorologist mage, creates a **fog** and then a **storm** around the ship. To sustain his spell, he must constantly whisper incantations.
- ☐ **4 The engine's dragon egg container** has been opened. Technical parts are **flooded with hot steam** and the *Kaiserliche* gets out of **control**.
- ☐ **5 A powerful rune-covered artifact** attached to the underside of the hull greatly increases the **weight of the ship**.
- ☐ **6 Sky pirates** on improvised hot air balloons attack the ship.

### CLUES ABOUT THE PLAN

- Kobold-colored makeup
- Kobold-sized hair piece
- Traces of fights
- Kobolds tied up in a box
- Boldok's empty potion





## The bedroom 4

- Closets, many comfortable mage's robes.
- A cozy bed in which sleeps **Aïssa**, a young apprentice forgotten by the Archmage.
- Next to the bed, a huge alarm clock connected to crystals controlling the building. Aïssa has disrupted the tower while trying to set the alarm clock: the room is stuck in a **20 second time loop**. One will have to be fast to defuse this whole thing.

## The inner garden 2

- The room is **much bigger** than it should be: trees, flowering bushes, small colored butterflies, a stream flowing peacefully... All of this beneath huge skylights.
- **Gravity** seems to have rotated 90°. Trees grow on the left wall, along which flows a stream.
- The door to the dining room is visible 30 meters above.



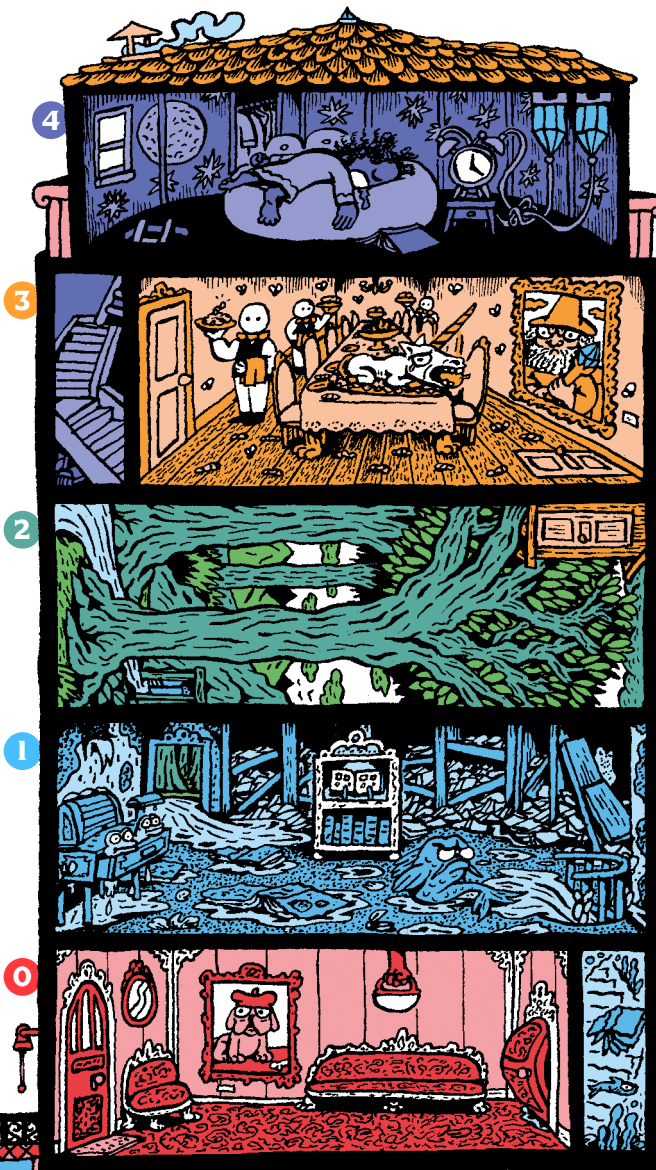
### STARTING THE ADVENTURE ↓

## The entrance 0

- Comfortable armchairs, a pedestal table, automatic lights, a magic perfume dispenser and a beautiful mauve carpet.
- A damaged painting hanging on a wall represents a big dog. When an adventurer steps on the carpet with shoes on, this **"paint dog"** comes out of the frame to push them away. If they insist, the clumsy animal tries to force their shoes off.
- If an adventurer puts their bare foot (with or without sock) on **the carpet**, it slowly swallows it and spits it out wearing a beautiful purple furry slipper.
- At the back of the room, a **closed door** swells with dampness. Opening it releases a downpour of water.

## Introduction

Beth, a young peasant girl in debt, inherited a strange building when her aunt died: one of the Archmage's summer homes. She would like to sell it quickly but **strange things** are happening inside, so she calls on the adventurers to solve the situation.



## The dining room 3



- A gigantic **portrait of the Archmage** follows the adventurers with his scornful gaze.
- On a large table lie many dishes and tureens, but also a **small unicorn** obviously still alive, with an apple stuck in its mouth.
- The moldy food smells awful, but mannequins in **servants'** outfits come to life and try to force the adventurers to sit and eat.



## The library 1

- Everything is soaked, the walls are covered with algae and moss.
- Most of the books are ruined, but a splendid and untouched shelf displays all the books the adventurers have ever wished to read... **It's an illusion**: whoever grabs a book falls into a deep sleep.
- **Bertrand**, an iridescent koi carp that has become far too smart from the infusion of grimoires in water, grumbles in a puddle. It wants the adventurers to leave and let the library fill up again.
- A **small desk** containing a family of colorful frogs and a wand of silence with 2 remaining charges.
- In the background, water flows out of a door opening onto the garden.

### Time effects

Time itself no longer flows properly in the tower. When the adventurers enter a room, the referee can roll **1D6** to find out what happens to them.

- 1 Transformation into elderly cacochymes for 1D6 minutes.
- 2 Vision of the young Aïssa wandering alone, desperately trying to fix the tower.
- 3 Leap into the past, to the time of the room's splendor, for 1D6 minutes.
- 4 Leap into a distant future where the tower is inhabited by goblins worshipping "The Sleeper", for 1D6 minutes.
- 5 Transformation into young children for 1D6 minutes.
- 6 All the items the adventurers have used since entering the tower reappear in their inventories.

# WIZARD TOWER FOR SALE

Adventure on a single page # 14 • Texts: Jan Van Houten • Drawings: Helkarava  
Graphic design & editing: Nicolas Folliot • Published in 2021 by Jdrlab



# THE GAME

Adventure on  
a single page  
#15

Texts:  
Jan Van Houten  
Drawings:  
Sax la Bagarre  
Graphic design  
and editing:  
Nicolas Folliot  
Published in 2022  
by Jdrlab



## Introduction

Every four years, the city's neighborhoods compete in a fierce soule tournament. The winners earn a place on the city council. This year, three teams are playing in the finals: the Gentlemen from the Hill, the Griffins from the Fine Districts, and the Brave Ones. Unlike their opponents, the Brave Ones are not professional players, but a team gathering the inhabitants of the city's working-class districts. They could really use a win. Unfortunately, in the days leading up to the tournament, the Brave Ones star players have fallen victim to a strange series of accidents. The desperate residents have called on the adventurers to represent them in this eagerly awaited event.

### THE GENTLEMEN FROM THE HILL

A dozen **knights in shining heavy armor**, strong and dangerous brutes.

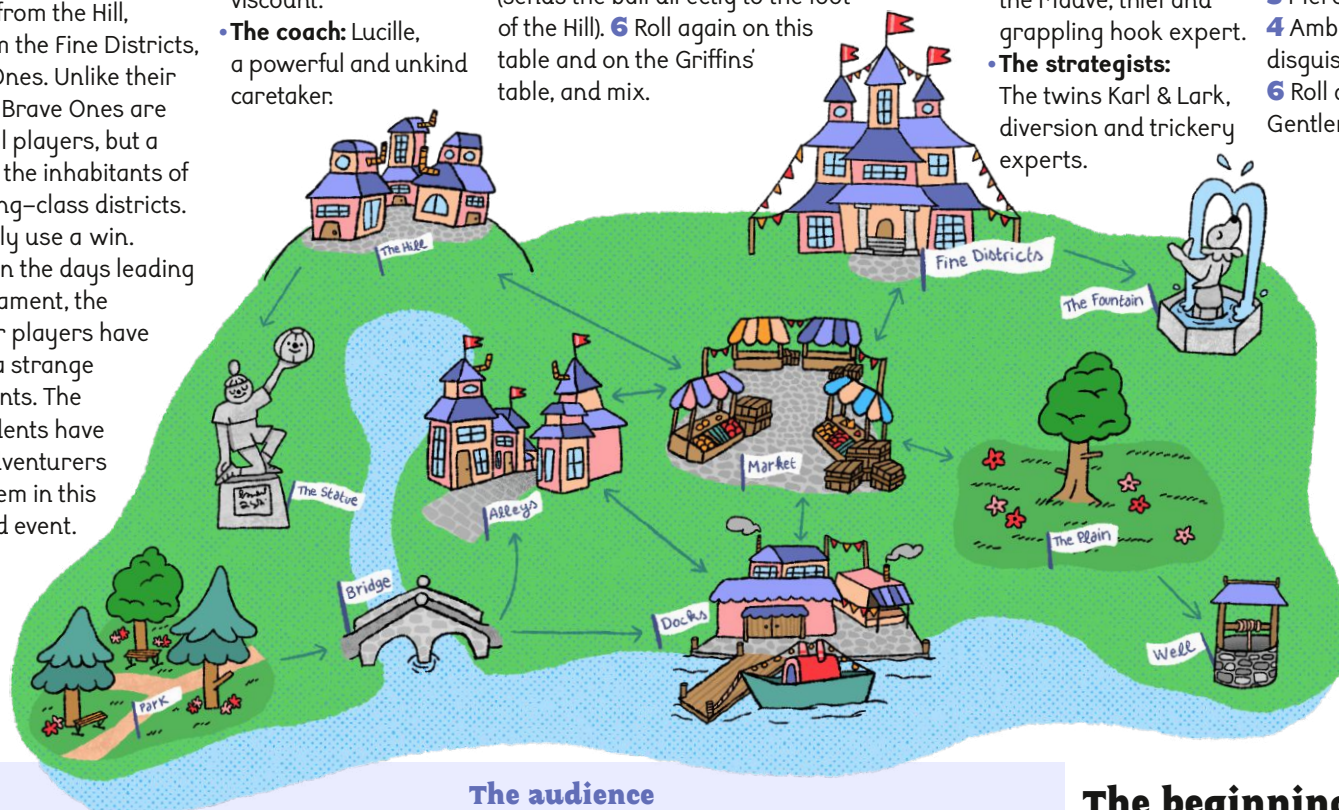
**Goal:** The statue

**Noteworthy members**

- **The captain:** Gaspard, a contemptuous and resentful young viscount.
- **The coach:** Lucille, a powerful and unkind caretaker.

**Tactics**

- 1 Intimidation and hunting horn.
- 2 A good old-fashioned scrum.
- 3 Bringing out the weapons.
- 4 Bringing out the horses.
- 5 Bringing out the founder's magic stick (sends the ball directly to the foot of the Hill).
- 6 Roll again on this table and on the Griffins' table, and mix.



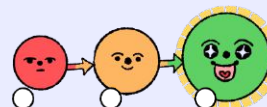
### The rules

- **To win**, the team must return the ball to their own goal.
- The ball – magical, talkative and ultra enthusiastic – comments and criticizes the game. It hates cheaters.
- During the game, the referee uses the **Tactics** tables to find out what twisted plans the opposing teams have made.
- If the referee is not sure who wins between the Griffins and the Gentlemen, they roll 1D6: on an even number, the Gentlemen win; on an odd number, the victory goes to the Griffins.

### The audience

The audience is disheartened at the beginning of the game but, **if the adventurers impress them**, they will wake up, cheer them on, and even help them. When the adventurers do a "great move" (or successfully stir up the crowd), mark a level on the applause meter: When it reaches level 3, the crowd gets excited and tries to help the adventurers: they block a street, occupy the guards, throw the ball back...

#### APPLAUSE METER



### THE GRIFFINS FROM THE FINE DISTRICTS

Some fifteen **shameless bandits** hired by the richest city merchants. They are armed with wooden sticks used both to propel the ball and to knock down the opponents.

**Goal:** The fountain

**Noteworthy members**

- **The captain:** Felina the Mauve, thief and grappling hook expert.
- **The strategists:** The twins Karl & Lark, diversion and trickery experts.

**Tactics**

- 1 Coming or going through the heights.
- 2 Smoke bombs and booby traps.
- 3 Merchant carts block the path.
- 4 Ambushed crossbowmen.
- 5 Griffins disguised as fans pounce on the ball.
- 6 Roll again on this table and on the Gentlemen's table, and mix.



### THE BRAVE ONES

These hard workers trained for months to win the selection matches.

**Goal:** The well outside of town

**Noteworthy members**

- **Jeanne**, brave mother and captain.
- **Marc**, passionate alchemy student with a stutter.

## The beginning of the game

- The ball is supposed to have been hidden in the park by the captain of the guard... but **the Gentlemen know its location** in advance and, by the time the adventurers arrive, Gaspard is holding it.
- **The Griffins have planned an ambush on the bridge.** Karl and Lark have strung very thin, sharp cables at calf height, and a few men lurking under the bridge await an opportunity.
- **The guards** surrounding the crowd have been **bribed by the other teams** and do not hesitate to hinder the adventurers, or even block them if they seem to get too far ahead.



## A SURPRISE BONUS

A miniaturized version of our game *Sodalitas*, to play on the go



## A BUNCH OF THANKS



To Jan's other half who had the good idea to get him a drawing tablet, and is very patient when it comes to choosing between images that only differ by three pixels.

To Jan's students.

To the people of Twitter and the cestpasdujdr Discord, especially Côme Martin, Guillaume Jentey and Martin Lefebvre for their in-depth review of the early adventures.

To Ours, unanimously elected best comrade and human billboard.

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To all those who followed us in the creation and incremental funding of this whole thing!

And of course a huge thank you to our magical illustrators for having accepted to follow us and fit into our tiny pages with brio.

These adventures were written and (mostly) illustrated by JanVanHouten – [janvanhouten.itch.io](https://janvanhouten.itch.io)

They were edited and laid-out by Nicolas Folliot – [nicolas.folliot.net](https://nicolas.folliot.net) ... with two super cool and free fonts:

- **Sans Merci**, a Jack Usine font distributed for free by the Smeltery factory – [www.smeltery.net/fr/fontes/sans-merci](https://www.smeltery.net/fr/fontes/sans-merci)
- **Sylexiad Sans**, a font developed by Dr. Robert Hillier for adult dyslexic readers – [www.sylexiad.com/fonts/sylexiad](https://www.sylexiad.com/fonts/sylexiad)



## The game

- One of the players is the **referee** who introduces the world and the extras in it and makes them react.
- The others play **adventurers** who have a mission to accomplish together.
- The game is played in **turns**.
- A player's turn ends after a dice roll and/or if their adventurer moves the situation forward.
  - The referee moves the situation forward after each player's turn.
  - In the story, a game turn can last from a few seconds to several hours.
- The referee can ask for a **hand vote** of the group for important decisions.

## The adventurers

- An adventurer has a **name**, a **short concept** (4 words) and a particular **asset** (technique, companion, animal, favorite object...).
- When an adventurer attempts a **risky action** that may fail, their player rolls 1D6 (+1D6 if their concept makes the task easier, +1D6 if their asset helps). On a result of **3 or higher** the action is a complete success, otherwise it is a failure or a partial success.
- To solve a **complex situation** (chase, fight, heated debate...), the referee can ask for a minimum amount of successes.

## The comradery

- Each player gets **3 comradery tokens**, which they can spend:
  - during their turn to make their adventurer **ignore an injury** (physical or moral);
  - during a comrade's turn to **help** them (by explaining how) and transform their failure into success.
- A player who has **no comradery token left** may decide to sacrifice their adventurer to help a comrade or to perform a final heroic action.
- If **none of the players have any comradery token left**, the adventurers are exhausted and must abandon the mission.

## AND A FEW PROMISES



### Find us again in... (1D6)

**1** *Sodalitas*, the full version of our role-playing game on more than a third of a page! **2** Off-series adventures with very cool guests. **3** A perilous second season. **4** A seaside adventure on more than a single page that we will eventually finish finishing. **5** Your next favorite TTRPG project? **6** Our homes, dressed as kobolds?



This complete set of the first season was published in early 2022 with our associative publisher Jdrlab.

