

1 ON 1 ADVENTURES #11

UNBOUND ADVENTURES

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RULES FOR DUNGEON ADVENTURES WITHOUT A GAMEMASTER



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INTRODUCTION

"Which way?" asked Jareel.

Raising the flickering torch above his helm he could see the dimly lit chamber down the passageway ahead.

The party conferred amongst themselves quietly and the warriors gripped their weapons a little more tightly as the decision was made to go onward, deeper into the dungeon...

Have you and your friends ever sat around the gaming table wanting an exciting, perilous dungeon adventure but no one wanted to be the Gamemaster? Do you find yourself with little time to read through lengthy adventure modules and memorize them? Do you want to get down into the dungeon as quickly as possible and start killing monsters and finding treasure? Then look no farther than "Unbound Adventures"!

WHAT IS AN "UNBOUND" ADVENTURE?

In this rules supplement, players will find the information necessary for using the 3.5 D20 core rules without a Gamemaster. Players will form a party, find an adventure, travel to the dungeon (which will be generated for them as they explore) and fight the monsters they find there. There are rules inspired by the 1st edition of the core rules, in homage to the solo play rules that edition contained.

Players will need a copy of each of the 3.5 core rule books to use this supplement (PHB, DMG and MM). Since there is no Gamemaster, players will be making all of the die rolls (including for all the monsters), and the dungeon will be generated using the tools in this book as well as the tables and guidelines in the Adventuring Chapter in the DMG. If there is ever a question or concern that the rules don't have an answer for, use your best judgment or roll-off randomly between available options. Be fair, no one is keeping you honest but yourself and your fellow players.

I. CHARACTERS AND SETTLEMENTS

Characters for use in this supplement should be created almost strictly in a "hack and slash" manner. Skills that will often be used will be: Spot, Listen, Hide, Move Silently, Search, Heal, Tumble, Concentration, Disable Device, Open Lock, Knowledge, Appraise, and occasionally Survival. Combat is common so combat-related skills and Feats are important. Role-playing or non-combat oriented skills and Feats will likely not be used. Unbound Adventures is very much a "Kick-in-the-door" type of dungeon experience with few opportunities for players to devise an elaborate combat strategy or to role-play their way out of a sticky situation.

The rules provided by this supplement are meant for characters from level 1 to about 10 or 12. It is possible to play characters of higher level but the challenges presented by the traps, monsters tables and dungeon features are not as complex as they should be for very high level characters.

Adventuring parties should generally be 4 characters in size with no more than 4 character levels difference between any particular party member. The tables in this supplement (and in the DMG) are for use with a party of 4 characters. However it is possible to adventure with more or less characters. See the **Going It Alone** section of this supplement for details on playing a very small, low-level (1st or 2nd level) party or a party of a single character. Parties larger than 5 or 6 characters will find the confines of the dungeon very crowded.

Players should create their character as they would normally, however it is recommended they use the Standard Point Buy found in the DMG to purchase ability scores with 28 points for distribution between attributes. It is also recommended that players start with only the average starting money for purchasing equipment. For starting equipment, everything should be available to the players. During the adventure, there will be certain amounts of equipment and resources available depending on the settlement where the players end up. Characters in the party should be of similar alignment although that is entirely up to the players.

