

ADVENTURING

Adventure is the rhythm of life—the triumphs, the tribulations, the quiet moments, and the roaring storms. It is the journey of becoming, where every choice, every step, carves a story in the living, breathing tapestry of the world.

Adventure isn't just a matter of delving into dungeons to slay dragons, or a tale of good and evil in a climactic clash to decide the future of the world. While these are certainly compelling, Labyrinthian also finds adventure in the quieter moments—the meals shared, the stars charted, and the simple joys of exploration. A Life well-lived may well encompass both...perhaps it should.

In Labyrinthian, Life is the Adventure. This section will teach you the key procedures that drive your journey. Whether braving uncharted wilderness, wandering bustling cities, or reflecting at a campfire, you'll shape your character's life by embracing the challenges and the opportunities in the world.

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ADVENTURING – FIRST PAGE

Life is the Adventure. Time is the Antagonist. Whether trekking wilds or resting beneath the stars, Adventuring is how your journey unfolds.

The Crawl – Core Loop

1. **Roll 2d20 IR** – Assign one die as **Pacing**, the other as **Activity**.
2. **Choose Pacing Die** – Controls movement, visibility, plan integrity.
 - Roll ≤5: Pacing Modifier is doubled.
 - Roll 20: You choose penalty or bonus.
 - Move 1 hex per point of final Pacing. Circling still costs Time.
3. **Choose Activity Die** – Pick: Travel, Explore, Gather, Craft.
 - Add Skill Die if applicable.
 - Crit with Skill Die = Gain **Momentum**:
 - *Push*: Reroll & add to both rolls
 - *Prepare*: Save die for later
 - *Dawdle*: Trigger a **Diversion**
 - If you have a second relevant Skill Die, you may take a **Simultaneous Action**:
 - Pick a second Activity + Skill Die, roll + Talent Mod for result
 - May generate a second Diversion
4. **Add a Time Token** – Add 1 Token to the Time Pool (max 6).
 - Token Type = Risky (d4), Normal (d6), or Easing (d8)
5. **If Pool is Full, Roll Time Dice** – Roll all 6; any 1s = trigger Event
6. **If no Event, repeat the loop**

Faces	Per Time Token	Per Time Pool Clear
Delving	10 Minutes	1-Hour
Rambling	20 Minutes	2-Hours
Travelling	40 Minutes	4-Hours
Managing	1-Hour	6-Hours
Sleeping	-	Up to 10 Hours

Survival – Daily Needs & Exhaustion

- Must Eat (1 Exhaust), Sleep 6+ hrs (3), Drink (6) daily
 - Max 30 Exhaustion = Death
 - Meeting all 3 needs resets Exhaustion to 0 at Sunrise (6am, unless the World Guide says otherwise)
- Effects:
 - Exhaustion is a penalty to both d20 IR dice
 - It also shrinks Supplemental Energy Dice
 - But adds to Acuity, Damage, and Defense rolls

Energy Dice

- **Core**: 2 unshrinkable dice from Endurance/Willpower (d4–d12)
- **Supplemental**: Earned via food/drink, marked in Energy section
 - **Use**: Spend while Sleeping to restore Composure (total = healing)
 - **Use**: Spend to recover from Wounds or Disease by one die size whilst restoring Composure
 - This requires an Energy Die the same size or larger than the Wound/Disease Die.
 - **Loss**: 1 point of Exhaustion = reduce 1 Supplemental Die by 1 step. Your choice of which.
- **Weather** may sap your Energy Dice and **Shadow** will sap your Composure, with the precise details being available through the Weather Sheet and the World Guide respectively. Combat both by training your *Endurance* and *Willpower* respectively.

Exploration – Lore and Inspiration

- Discover Lore via Research (preparation) or Examination (on-site)
- Roll vs Area’s Discovery Modifier:
 - Within 10 = 1 Lore, Beat = 2 Lore
- Can’t gain more if Lore Bonus ≥ Modifier
- Spend Lore for **Inspiration** to boost Insight, logic, or improv rolls
 - Max spend = the Modifier
 - No regen unless more is discovered

Diversions – Interpretive Emergent Play

- Triggered by *Dawdle*, Activities, or Simultaneous Actions
- 1. **Choose to chase or ignore**
- 2. **Interpret the prompt** (literal, symbolic, strange...)
- 3. **Respond through play**
 - Add NPCs, objects, or details as real → 1 **Time Roll** per new element
- 4. **Let the world respond**
 - Diversions may evolve into quests, events, or persistent complications

THE CRAWL

It is indeed quite a dangerous thing to step out on the road; there's no telling where you'll end up, but ever onwards you must go. The Crawl is a unified loop: every roll you make moves time forward, advances your goals, and opens the world to discovery—or danger.

Your ability to traverse the gameworld, whether you're simply crossing from the table over to the bar, or trekking many countless miles through an unknown wilderness, is governed by a unified procedure called the Crawl, which provides structure to the process of traversing and interacting with the gameworld, whilst also providing the relentless march of Time itself.

In a nutshell, you can liken this procedure to that of a typical board game, in that you're simply rolling to move, using *The World Guide's* various World Maps as your gameboard. This is easy enough, but there are some additional steps you will need to utilize as you play. The procedure is detailed below, and its parts will be discussed throughout the next couple of pages.

HOW TO CRAWL

Whenever you are looking to begin a new round of Adventuring, follow the below steps:

1. Roll 2d20 IR
The Marching Roll; this generates your Pacing and Activity Dice.
2. Choose your Pacing Die
Decide how quickly you travel, and then note where you intend to go on the World Map.
3. Choose your Activity Die
Select the Activity you're performing (e.g. Travel, Explore, Gather).
4. Add a Token to the Time Pool
Mark the passage of time by placing a Token into the Time Pool. The Token's type reflects the risk or ease imposed by your chosen Activity.
5. If the Time Pool is full (6 Tokens), roll the Time Dice
Roll the corresponding dice per Token type to determine if a World Event occurs.
6. If a World Event is triggered, resolve it
Consult the Event Table for the Area you are in, and run whichever Event was triggered.
7. Otherwise, reset the loop and Crawl again
Advance as long as you're willing—or until the world decides you're not.

THE MARCHING ROLL

The Marching Roll is the starting point for each round of the Crawl. It not only determines what you do, but how the world pulls you forward as you travel across and explore it. Utilizing 2d20 IR, the Marching Roll generates a *Pacing Die* and an *Activity Die*.

The Pacing Die

Pacing represents how far you move, how visible you become, and how tightly your plans hold together.

- After assigning a d20 as your Pacing Die, consult the Pacing Modifier associated with the Activity you chose. This might increase or decrease your effective pace. These Modifiers reflect how your chosen Activity influences speed—cautious movement slows you down, while reckless haste pushes you further.
 - If your die rolls 5 or less, your Pacing Modifier is doubled no matter what you do.
 - If you Crit (natural 20), you may choose to treat the Modifier as either a bonus or penalty—your call.
- Your Pacing will allow you to move at a 1:1 rate through hexes on the World Maps.
 - Keep in mind: You can always run in circles or hesitate like some kind of coward, but this does cost you Time.
 - **Beware**—some places watch for those who linger, and they have a way of punishing those who Linger too long.

The Activity Die

The Activity Die is used to guide the effectiveness of the Activity you decide to engage in as you march.

- You will utilize it by selecting the Activity you wish to use (See *Activities*), and follow its steps to complete the Activity.
 - If you have unlocked Skill Dice for the Skill the Activity falls under, you may optionally roll them to augment your Activity Die. A Crit with a Skill Die grants 1 Momentum. Your options for Momentum are:
 - **Push**: Reroll the die, and add the result to both your Activity and Pacing totals.
 - **Prepare**: Retain the die to roll and add to your next Activity or Pacing Die.
 - **Dawdle**: Trigger a new Diversion, using the result of the Die.
- By default, you perform one Activity per round. However, if you've earned a Skill Die in a second relevant Skill, you may perform a Simultaneous Action:
 - To do this, select your second Activity, and then the Skill Die you will use from the Activity's Skill.
 - Roll the Skill Die, adding your Talent Modifier. This is the result for your Activity.
 - Note that by doing this, you may engage in another *Diversion* based on the result. See *Exploration and Discovery* for more.

THE MARCH OF TIME

It was once said, by some bygone sage of another era, that no good adventure can be had without rigorous timekeeping... In Labyrinthian, Time is at the center of everything, everywhere, all at once. Throughout your Adventures, Time will always be moving forward, and in so doing, the World itself will come alive.

THE TIME POOL

Time progresses in the game by way of a pool of what are called 'Time Tokens'. These Tokens get added to the Pool with every round of the Crawl you engage in, with each Token representing some amount of time that passed. The Pool can hold a maximum of six (6) such Tokens, before it must be emptied. When you do so, you will perform what the game calls the **Time Roll**.

The Time Roll

This roll is the single biggest means the game has to interact with you as you play it, as the Time Roll will trigger **Events** in the gameworld, some of which you might not even be privy to, and others which will directly impact your Adventure, with just about anything inbetween.

How it does this is through a large dice roll you'll be making based on your Time Tokens, and what you should watch for is any 1's that you roll; if you roll at least one '1' result, some kind of Event will occur in the gameworld. While this always occurs when you must empty the Time Pool, the Time Roll can be called on by a number of different mechanics regardless of how many Tokens you have.

The Events that the Time Roll can generate will be discussed in more detail shortly, but for now you should understand the nature of the dice you'll be using in the Time Roll.

Risk and Ease

During your adventures, the choices you make have an odd reverberance in time, and you will find the riskier you are, the more likely Time catches up to you and perhaps even leaves you behind. Whereas taking your time, and being more deliberate, Time slows in a way, and the World doesn't twitch all that much. As you play, consider the relative risk of the things you do, as while you shouldn't be afraid of the Living World you're inhabiting, its not always wise to invite the World to cause its own problems.

By default, each basic Time Token corresponds to 1d6, but they could also correspond to either 1d4, or 1d8. How you will know which ones to use will depend on the Activities you engage in during the Crawl. Each one will label whether or not they are considered to be '*Risky*' or '*Easing*'. If you're doing something Risky, you'll add a token corresponding to 1d4; something Easing, 1d8.

- It is recommended to just use the same dice you'll be rolling as your Time Tokens, but if you don't have that many extra dice laying around, you can use any set of 3 different tokens to make up the Time Pool, such as coins, colored blocks, or whatever you think will be fun. The important thing is that you're able to tell the difference.

Events

While you should always be wary of the risk you put yourself in, you should still take decisive actions, especially when something may well be coming your way. When you roll the Time Roll, and roll at least one '1' result, some kind of Event will occur in the world. What specifically will depend on where you are, and the World Sheet will detail what specifically happens, if its something you'll be able to see.

The Event Table

Each Area you explore, whether its a Region, a City, or some specific Location like a Labyrinth or Tower, will have an 'Event Table' specific to it, which you can see in The World Guide. You'll be using your remaining dice, after that initial '1' result, in tandem with the **World Sheet** (see *The Living World* for more on this) to determine what Events, if any, you may end up facing. The actual Events themselves are easy to deal with, and the World Guide will give you all the details for the ones you run into.

This table can trigger things besides Events, such as certain characteristics of that Area (like a staircase that moves on its own), or it could even trigger shifts in the Living World directly, as things just...happen, somewhere out there in the World that you have no way to know about, but which may well still affect whats going on in your neck of the woods.

But Events are the primary thing that occur, and while these may also not affect you directly or at least in any perceptible way, most of them will either change up your adventure, for good or ill. Events come in three distinct types: **Complications, Encounters, and Boons**.

- **Complications**, true to their name, are going to be detrimental to you or the Area you're in. When travelling overland, for example, freak Weather, environmental Hazards like rock slides or Avalanches, and even just some part of the road turning out to be wrecked by some beast or phenomena will be common complications you could run into.
- **Encounters** meanwhile are also pretty intuitive, but aren't always going to be a fight. Encounters could go either way, but the most common thing will be what the game calls **Bouts**, which are going to challenge your character's Skills. These could be environmental, intellectual, tactical, or social challenges, and it will be up to your own creativity and cleverness to resolve them.
- **Boons** of course, are generally beneficial for either you or the Area you are in. Most commonly, Boons will reveal some secret about the Area to you, but they could also be more...peculiar, depending on where you are.

THE FACES OF THE CRAWL

While Labyrinthian expects you to inhabit your character's life, it does not expect you to inhabit every little second of it. The Crawl can thus be engaged in through different 'Faces', which change the passage of Time so that you can always focus on what matters to you.

You will be engaging these Faces organically depending on where you are and what you're doing. Keep in mind that the World Maps will provide you an easy legend to reference as you play.

Faces	Per Time Taken	Per Time Pool Clear
Delving	10 Minutes	1-Hour
Rambling	20 Minutes	2-Hours
Travelling	40 Minutes	4-Hours
Managing	1-Hour	6-Hours
Sleeping	-	Up to 10 Hours

Lingering

The Default state of the game at any given time, which you may return to at any point. You will know when you are lingering if you meet in a Tavern, or gather together in Camp, or you might just stop for a moment, deep in a dungeon, to investigate it further. Often, you'll simply be present in a location—not going anywhere in particular—but still moving, acting, or observing as needed.

To do so, you can do it arbitrarily in your immediate surroundings, such as a room, the road you're on, a clearing you've entered, and other such places. Essentially, if you cannot imagine getting to where you want to go in a few seconds, go back to the Crawl.

In general, if you decide to Linger, Time will pass at the same rate as the Face you left, and the Activities you engage in while Linging will be limited to what you can accomplish in those time frames.

Delving

The Crawl of diving into dungeons or labyrinths, performing heists, and other indoors traversal over a large space. You'll know you're Delving if you're going into a place you shouldn't be, whether because you're trespassing, or because it is just *scary* in there.

Time during Delving passes in intervals of 10 Minutes, with the Time Pool clearing representing 1-hour that has passed.

Rambling

The Crawl of making your way in the sprawling cities of the world. Not all Settlements will call for Rambling to traverse, but the biggest cities are not that different from the labyrinths you might visit in your travels. You may very well find difficulty making significant strides across the city on foot, having to navigate every alley and every street, but in the largest cities, you may find carriages, gondolas, portals—or other stranger things—to hasten your steps.

Time during Rambling passes in intervals of 20 Minutes, with the Time Pool clearing representing 2-Hours that have passed.

Travelling

The Crawl of the Wilderness and the Road. While you'll often be on this Crawl for travel reasons, you should be open to the idea of *Meandering*, simply wandering with no particular destination in mind. There's no telling what you'll find out there...unless you get out there.

Your expeditions will face many natural hazards and set backs, from the Weather to the earth you walk on, and even the most tightly wound adventurer could still end up straying off their intended path.

Time during Travelling passes in intervals of 40 Minutes, with the Time Pool clearing representing 4-Hours that have passed.

Managing

The Crawl of Kings, Leaders, and Usurpers. While less of a Crawl and more of a malaise of responsibility, Managing is used during *The Reach* to allow you to manage your Bastions, either directly or from afar if you can communicate remotely with it. Whilst Managing, your Pacing Die is utilized by your Bastion's mechanics, though the nature of how the die is used will depend on the Bastion.

Time during Managing passes in intervals of 1-Hour, with the Time Pool clearing representing 6-Hours that have passed.

Sleeping

The Crawl of naps, rests, and general laziness. As the name implies, you are not actually doing much of anything whilst Sleeping other than effectively skipping over a lot of time, presuming nothing wakes you. Depending on where you sleep, the World Guide will let you know if you have to trigger a potential *Event* and/or a *Diversion*, which you'll trigger by rolling 1d20. While you won't always be woken up by this, you should be wary of sleeping in strange places...*you never know who might be watching*.

While Sleeping, you can skip Time ahead by up to 10 Hours, but you can will yourself to wake up at any point.

- Keep in mind! Your character has to rest a minimum of 6 Hours every day to avoid *Exhaustion*. The **Survival** section of this chapter will go over the requirements for sleep and the problems *Exhaustion* introduces.

ACTIVITIES

This section counts as Content, so will not be filled out for the purposes of this document, as Content Synthesis is pending the full revisions.
note for self: we'll be balancing out 1:1 Pacing:Hexes via Navigation. Navigation Activities will have negative Pacing modifiers, and we'll have to slot in the Travel Drift rule somewhere, probably the World Guide. Can probably also insert it in Faces of the Crawl under Travelling.

SURVIVAL

The biting cold of a winter storm... the thirst that gnaws at you under a scorching sun...or the fragile light of a campfire holding back the Shadow—these are as much your enemies as the monsters you face. Survival in Labyrinthian is not a matter of mere endurance; it is a story told through the choices you make, the resources you gather, and the ingenuity you bring to bear.

Daily Needs and Exhaustion

Every day, your character needs to meet their daily needs, namely they must Eat and Drink at least once per day, and must sleep at least 6 Hours per day. If they do not, this is not the end of the world, and some may even find it advantageous to always be a little exhausted:

- **Exhaustion:** Accumulates daily at sunrise based on unmet needs. Track it in the Energy sections on both sides of your Character Sheet. The points accrue and affect you per the following rules:
 - 1 point for not eating.
 - 3 points for not sleeping.
 - 6 points for not drinking water.
- Reaching **30** Exhaustion, at any point, results in *immediate* death, but fulfilling all three needs resets the Modifier to 0 at Sunrise.
 - Exhaustion imposes a direct penalty to both d20's you roll for 2d20 IR, and passively drains your Energy Dice (as discussed in the next section) but your Exhaustion Total also acts as a *bonus* to your Acuity and any Damage/Defense you roll.

Energy Dice

Energy Dice are the core of Survival, representing your ability to recover, adapt, and press forward. Every decision you make—what to eat, where to rest, how to prepare—shapes how you sustain this vital resource.

- **Your Core Reserves:** Each character has two inherent Energy Dice, tied to their *Endurance* and *Willpower* Talents. These grow from a d4 to a d12 as those Talents increase. Unlike other Energy Dice, these cannot be diminished by the environment or time.
- **Supplementary Energy:** Additional Energy Dice are earned through **Food** and **Drink**.
 - You track your accumulated Energy Dice in the Energy Section, on the *Adventuring* half of your Character Sheet.

Using your Energy

By default, you can always utilize any of your Energy Dice while sleeping to restore your Composure. To do so, simply choose which dice you want to use, mark them off your sheet, and then roll those dice. The total is the amount your Composure is restored by. Beyond sleeping, certain Abilities, Potions, and other things may allow you to roll Energy Dice, and may additionally supplement your restoration.

Losing your Energy

While you will of course be spending your Energy reserves to recover your Composure and keep your character healthy, you will also find that your Energy is gradually sapped away by the gameworld if you are not careful:

- All Supplemental Energy Dice are reduced in size over time by your Exhaustion. For every point accrued, you must select which Die will be reduced by one size.
- Weather Effects, per the *Weather Sheet* in the World Guide, may sap your Energy Dice or accelerate their reductions.
 - Developing your *Endurance* will grant you some ability to resist these effects.
- Shadow does not affect your Energy, but will sap away your Composure with every Turn you spend in it. How much will depend on where you are, and the World Guide will let you know what to expect. You can learn to resist this by developing your *Willpower*.

Wounds, Diseases, and Scars

In the heat of battle or the grip of the wilds, survival is never without cost. Wounds carve into your flesh and Scars etch your story onto your very being. Injury and Sickness are seldom pleasant, but are nevertheless an important part of the story of your time out there, and so are the terrible Scars that act as a memento of what you survived.

- Wounds and Diseases are mechanically very similar, and are based on an escalating die that represents their severity, and may possibly be used for any ongoing effects to your character.
 - Wounds are discussed in the *Combat* section of this book, and Diseases will be available in the World Guide, including how you may be exposed to them.

Healing from Wounds and Disease

Recovery from Wounds and Diseases requires time, resources, and Energy Dice.

- **Energy Dice Use:** To heal a Wound or recover from a Disease, expend an Energy Die of equal or greater size. Doing so reduces the severity by one die step (e.g., d8 → d6). Thus, Healing a d12 Wound or Disease fully requires at least 7 Energy Dice.
- **Scars:** If a Wound or Disease is not fully healed in a single go, or is healed without Treatment, it leaves a Scar, causing the respective Scar Effect, which will have both a positive and negative effect on your Character.
- **Treatment:** Applying a Salve (physical) or Elixir (magical) before Rest reduces the required Energy Dice and accelerates recovery, allowing two steps of healing at once, but also allowing you to reduce the severity of a Scar's negative effect, if you wish to keep it.

Taking and Creating Shelter

Shelter in Labyrinthian is more than a mechanical necessity—it's a reflection of your intent to endure. Whether it's a solitary camp beneath ancient boughs or a reclaimed ruin fortified against the dark, the shelter you create is proof that you have stayed, that you have prepared, and that you intend to survive. Build wisely. Rest with purpose. And be ready for what comes next.

The Role of Shelter

As a lone traveler, shelter is your buffer between you and the World. It keeps the elements at bay, slows the drain of your Energy, and allows you to mend your body and your resolve. More than this, it is a place of intent—where you can take stock, recover from your journey, or prepare for what lies ahead.

Even a humble lean-to may be the difference between life and death. And with time, ingenuity, and care, these rudimentary shelters can evolve into fortified camps, outposts, and even the foundations of entire settlements.

Campsites

Campsites are your most accessible and expressive form of Shelter. Whether hastily assembled at the edge of danger or purposefully constructed with long-term goals in mind, Campsites act as rest stops, safe zones, and hubs of personal narrative.

- **Overnight Camps:** Quick and light. These are meant for short stays and basic protection.
Benefits: Reduces Exhaustion, slows Energy Dice drain, enables basic recovery of Composure.
- **Fortified Camps:** Requires more time, materials, and planning, but vastly improves survivability.
Benefits: Negates most Weather effects, wards off Shadow, and enhances both rest and crafting efficiency.

Using Shelter in Play

Shelter is not just where you sleep—it's how you push back against the World's relentless pressure, and even alone, your Shelter can speak volumes about where you came from and where you are going. Constructing Shelter is a full Activity depending on what you're building. You'll use the Crawl's procedures to gather, place, and modify it as you would any other structure or system, utilizing the Camping Activities available on the *Camping Sheet*. (See *Crafting and Gathering*)

- **Camp Features:** Fire pits for warmth and light, rudimentary workbenches for crafting, barricades for defense, or personal touches that tie into your character's story.
- **Long Term Shelter:** Campsites may become staging grounds for deeper expeditions or places of return when you've pushed too far into the unknown. Some may even evolve into semi-permanent outposts, complete with recovery stations and storage, or even into your own homestead in the wilderness; a home out in the Wilds.

Lodging in Civilization

When you reach a settlement, Shelter shifts from something you create to something you choose. Inns, lodges, or private rentals offer rest and recovery at a cost, but each one may provide unique opportunities. Making friends and seeking shelter with them will be even more beneficial, not just because you should always make friends, but because even the lowliest friend can be more comforting than a rich keep.

Different Lodgings will grant special buffs or mechanical advantages based on the quality of their accommodations and the relationship you have with your Host; others, meanwhile, may offer special encounters, quests, and other potential hijinx to explore.

- **Gold for Comfort:** You may pay more for finer accommodations, but that comfort may just tip the scales before your next trial, as higher quality accommodations will provide you stronger buffs to maintain your Energy, resist Disease, and even hasten your learning.
- **Unique Lodgings:** Certain locations in the world will offer one-of-a-kind lodgings, each with lore, bonuses, or opportunities that make them worth the coin—or the story—it takes to earn a night at these places. But be forewarned, even the most homely house might well be a vile den of scum and villainy, and unless that's right up your alley, you might prefer to seek lodging elsewhere.

Shelter as Story

Shelter is not passive. It is an act—a declaration that you are here, you are enduring, and you are shaping the world around you. Every fire lit in the dark is a statement. Every shelter you build, a monument to your survival. Some Shelters may eventually gain recognition by the world itself—becoming safe havens, quest nodes, or even the first bricks of something far greater. What begins as a lean-to in the woods may one day be remembered as the place where it all began.

Let the World pull you forward. But remember: you always get to choose where you rest your head.

EXPLORATION AND DISCOVERY

The fire of knowledge is at the heart of that innate urge to explore in all of us, and the discoveries you make are the sparks that illuminate the world. This section details the Exploration system, an essential vector for unlocking hidden lore, empowering improvisation, and embedding yourself deeper in the Living World of Labyrinthian.

Why Explore?

Curiosity is its own reward—but in Labyrinthian, exploration also fuels something far more tangible: Inspiration. As you uncover the world, you accumulate Lore, an abstract measure of what you've come to understand. Lore fuels your insight, aiding you in moments of uncertainty, improvisation, or need. It's not just what you know—it's what that knowledge does for you.

The Lore Bonus

You earn **Lore** through *Discoveries*—moments where something in the world reveals itself. A hidden passage. A peculiar rune. A whisper in the dark. Lore accumulates into your Lore Bonus, which you may later spend to gain Inspiration: a temporary, powerful bonus to any roll where narrative insight or improvisational problem-solving matters.

Rather than purely numeric tracking, the Lore Bonus also reflects the mental model you're building of the world around you. You're encouraged to keep a personal record—notes, maps, logs, or journal entries—to help your character's knowledge reflect your own.

What Can You Explore?

The world is divided into three tiers of explorable Areas:

- **Regions** – Vast, often untamed stretches of wilderness, seas, or domains. You're in a Region whenever you're on an expedition or overland journey.
- **Cities** – Dense urban areas. If you're navigating through a massive city (using the Rambling Face of the Crawl), you're exploring a City.
- **Locations** – Specific places of note: ruins, dungeons, ritual sites, or even strange outdoor scenes. These are focused, detailed environments.

These areas connect to the World Maps and their respective World Sheets, and you're encouraged to maintain notes, sketches, and updates as you explore. You don't have to do this to play—but doing so will make your immersion richer and help you manage continuity over time.

Research and Examination

There are two primary ways to seek Discoveries in Labyrinthian: through Research, or through Examination.

- **Research** allows you to prepare before venturing into a place. You use it to study texts, ask around, consult maps, and gather secondhand information.
- **Examination** occurs when you're physically present and investigating a place directly—observing, interacting, or uncovering something hidden.

Both are treated as **Improvised Activities**, and you may use any Skill that feels appropriate to your method of inquiry. For Research, you need a source of information: a library, a journal, a witness, or a local expert. For Examination, you'll rely on your surroundings.

- The important thing is that your Skill reflects how you are uncovering information, not just what you're uncovering. In play, this becomes a rhythm of intuition and logic—what seems like the right way to investigate this place or thing you've heard of, right now?

Discovery Modifier

Each Area has a Discovery Modifier, determining how difficult it is to make meaningful discoveries there, and how much Lore you can continue to generate. When attempting Research or Examination, roll your Skill check against this modifier.

- Rolling within 10 of the Modifier yields 1 Lore. Beating it yields 2 Lore.
- If you already accumulated a Lore Bonus equal to or less than the Discovery Modifier, you cannot gain any more until it is spent or you move to an Area with a higher modifier.
- What you actually discover is interpretative. In the World Guide, a section will be available that provides you a number of words associated with the Discoveries to be found in that Area.
 - You will use these to contextualize what you find, and there is no strict limit to what you might come up with, but keep in mind that this does not generate anything usable to you, such as Materials or Gold; any physical objects you decide you've uncovered will not be considered valuable by anyone, nor have any practical use.

Inspiration

Once you have accumulated a Lore Bonus, you may spend points from it to gain *Inspiration*, which can be added to any roll. The amount you can spend at once will depend on the Area you're in—highly mysterious or obscure regions and places may allow larger bursts of inspiration, but only as high as the Discovery Modifier.

There is no recovering Lore unless you discover more. Use it wisely—but don't hoard it. The world rewards boldness.

Vantage Points

While Research and Examination represent active discovery, there is a third vector—a hybrid form of exploration called the Vantage Point.

Vantage Points are locations, people, or situations that offer you a glimpse beyond where you stand. They act as narrative signposts, revealing Quest Leads, regional concerns, or rumors worth chasing. They are the way the world nudges you—softly, sometimes strangely—toward places of interest. Think of them as the tavern whispers, hilltop views, or town bulletin boards of the world—not just tall towers, but tall ideas.

Some Vantage Points will appear on World Maps. Others will be hidden in World Guide entries, waiting to be discovered through exploration. Some may be tied to high places and literal perspective—but many are social, symbolic, or even emotional vantage points. They represent an alignment of curiosity and awareness. Mechanically, Vantage Points are treated as active moments—you must engage with them to gain benefit. You can't passively acquire quests from them. When you interact with one:

- You may gain lore about a distant place.
- You may unlock or seed a Quest Block in the Living World system.
- Or you might be given an ambiguous prompt that leads to a mystery worth pursuing.

Think of them as the curated rumor mill of your world. They help you triangulate where you might want to go next, and they make the world feel like it's already in motion before you arrive.

Distractions and Diversions

Exploration rarely happens in a straight line. Along the way, you'll notice things—small prompts that might pull you off course: a flicker in the trees, an odd stain on a wall, or a haunting sound on the wind. These are Diversions, and they are the primary way Labyrinthian encourages expressive, interpretive play while traversing the unknown.

Diversions are generated primarily by your **Activity Die**, and you will utilize the Diversion Table on your Character Sheet, combined with that of the Area you are in, to determine which Diversion you may run into. Through *Simultaneous Activities* and Momentum, you can also generate additional Diversions as you wish. There are no limits to how many you can run at once, other than what you can make sense of.

How to Handle a Diversion

1. Decide to Chase the Diversion

You are not required to follow Diversions, only to trigger the Time Roll if the Diversion calls for it. Diversions can be fun all on their own, especially if you utilize and combine multiple Diversions, but there is a time and a place for it.

2. Interpret the Prompt(s)

What does it suggest? Is it literal, metaphorical, symbolic, or just strange? You're the primary lens here—use your imagination, but remain consistent with the tone and logic of the area you're in.

3. Respond Through Play

Once you've interpreted the prompt, decide how you're reacting. You can investigate, follow it, ignore it, or weave it into your current goal. You're not forced to chase every strange thing—but the world tends to reward curiosity, or at least remember it

- a) When you do this, you are free to pull in any Nobles, Enemies, or Creatures you think you've run into, and you are also free to consider any other physical details as being a real part of the gameworld.
- b) For each new detail you pull in, whether it's a single item, an NPC, or a creature, you must also make the Time Roll, even if the Diversions didn't prompt you to do so already. You could, *theoretically*, run into a big pile of gold, but every single gold piece is a Time Roll...it would be most unwise to invite the gameworld to complicate your life a thousand times over for the sake of some petty riches, that may well end up being Cursed anyway.

4. Let the World Push Back

Some diversions will spiral outward as you continue to interact with them and the world. They may trigger additional prompts, escalate into a larger narrative, or become long-standing complications. Depending on what happens, you may want to pull a Quest Block to assist you with chasing down the distraction, and this in turn could lead you on a whole new adventure if you let it.

Example Diversion

You're exploring a sunken chapel deep in the forest. During the Crawl, you decide you want to see what Diversions are around, and receive the Diversion prompt: "You are being watched...hide!" You interpret it:

"I think this isn't literal. There's a statue in the chapel that has eyes made of polished stone—maybe it's enchanted, maybe just eerie? I think I will examine it"

You investigate the statue with an Improvised Action using your Skill with *Arcana*, trying to sense magical presence. You roll a 12, and roll again to *Push* using your Momentum, getting a total of 18. As the Discovery Modifier is 15, you can treat this as a Discovery, and you gain 2 Lore. You interpret based on the words "**ANCIENT**" and "**PIDGIN**" you see in the World Guide, and note to yourself you found a Pidgin statue with moving eyes. You opt to move on, leaving the statue be, as an Event resulted from your Time Roll...some kind of machinery just turned on ahead.