

You are the Mapper

You **draw the map** for **dungeons** (inside locations), and the **wilderness** (for travel).

Your maps should be **big** and **clear** so the other players can see where you all are.

Your maps should be **accurate** so you know where there are doors and corridors and where you can go next.

Mark **items or locations of interest** on your map (fountains, bottomless pits, mirrors, etc.)

Keep track of fordable spots in rivers or impassable terrain when outside.

Keep track of where stairs and crevasses may lead inside dungeons and caves (connections to different floors).

Putting drawings or even simple icons on a map can make it fun to look at. Stick figure skeletons or a simple ghost icon can help everyone remember what can be found there.

Use pencil, pen, or markers. You can color code, but it's not required. You can use a ruler if you want to make exact measurements, but they are not required.

A good map might be used to discover secret rooms by noticing symmetrical architecture or other tricks/hints by the observant player. It should help you find the quickest path to escape when you need to leave.

You are the Treasurer

You record the **treasures** found during the adventure.

Use the **Gleaming Gold and Twinkling Treasures** handout.

Record every **item**, its **value**, and if it's **magic** or not (leave blank if unknown).

Also record the **character** who is carrying the item. This is important because if a character falls into lava or is disintegrated by a Wizard's spell, then the item may be lost too!

You should also keep track of any **group funds** your party has, subtracting from it when purchases are made. Group funds must be carried by specific characters just like all items.

You must keep track of the value gained during any given session - this value is divided amongst the players and retainers (retainers getting a half share and players each getting one full share). This amount is then recorded as **experience** for each player and retainer.

You are the Exploration Leader

You lead the **exploration** of **specific sites** (dungeons, castles, caves, temples, etc.)

Characters move **slowly** and **carefully** when exploring a site because they are looking for dangers and trying to not make noise or be noticed by any **monsters**.

Each “exploration turn” is roughly equivalent to 10 minutes in the game world, and each character can usually do one thing during that time.

Your job is to confer with the rest of the team, but to ultimately make the decisions about where you are going and how the team will approach exploration challenges. You must be able to **summarize all of the actions happening each turn** to the DM. These actions all happen simultaneously, so you must state them all before any dice are rolled or any of them are resolved.

Don't run out of light! Torches last 6 turns. Lamps last 24 turns.

Picking a lock, listening, searching a 10 foot area, moving down a corridor or into a new room, etc all take a character 1 turn. On each turn all characters get to act.

The Exploration Leader for a group of 12 might say *“Amy and Emma listen at the north door, Laura and Justin listen at the south door, Becca watches the skeletons on the floor in case they come alive, Molly is searching the desk, Kristen is searching the bookshelf, and the remaining five of us are searching the entire eastern wall for any secret doors or other hidden compartments.”*

Don't take too long! Wandering monsters are typically checked for every 2 turns, with a monster typically indicated by a 1 on a six sided die.

You are the Combat Captain

You take the lead when a fight breaks out! You decide if you stay and fight or cut and run. You decide who is in the front, middle, and back of the party.

Use the **Combat Captain** handout to keep track of the combat abilities of your comrades (Hit points, armor class, and spells, etc). This info will help you make decisions.

Each round you must confer with your party to decide your approach for the round. Ultimately you should make the decision of how to approach combat. You must **summarize the intentions of all the party** to the DM.

Combat occurs in “Combat Rounds” which are roughly 10 seconds each. Typically, each character can move and take one action in a round. Common actions are a melee attack, a ranged attack, drinking a potion, reading a scroll, shooting a wand. However, characters can attempt **anything** on a round, so use your imagination.

Combat Commander Procedure:

1. Confer with the party and **summarize everyone’s intentions** to the DM.
2. **Roll initiative** or assign someone to roll it. Typically your side wins on 4-6.
3. DM takes actions for Monsters (if players lost initiative)
4. Players take actions (ranged attacks, spells, melee attacks, etc.)
5. DM takes actions for Monsters (if players won initiative)
6. Next round begins.

Spells in combat are risky! They must be declared before initiative is rolled. Characters casting spells cannot move in the same round. If a spellcaster loses initiative and is hit that round, then their spell is lost and wasted. It was disrupted by the successful attack! The spell cannot be cast again until it is memorized the next day or later.

Running away must be declared during intentions. If it is not, then you must wait until the next round to run.

You are the Historian

You **take notes** during the session. Use the **Campaign Notebook** to record your notes so they are all in a central location for everyone to reference later.

Take notes on any interesting song lyrics, poems, carved words in mysterious arches. You never know when these might come in handy.

Take notes on the characters you meet and interact with along with if they are friendly or hostile, if you made any promises to them or threats.

Record any character deaths.

Keep a record of who attended the session.

Detailed records of each moment of combat or every word of conversation are not needed. Summarize where you can. If information is captured on the map or by the treasurer, then minimal or no notes are needed.

It's optional, but including the thoughts, reactions, or internal monologue of your character about the events can add interest and depth to your notes.

You are the Navigator

You manage and lead overland travel for your group.

Use the **Wilderness Travel** handout for details on rules and procedures pertinent to this role.

You will manage and lead the travel procedure. You should keep track of your travel points for each day and how far you can go.

Travel Procedure:

1. Assign someone to **roll for weather** or roll yourself. Declare the weather and its **effects** for all to hear.
2. **Declare your intended course** including if you are foraging, fishing, hunting, or searching a hex.
 - Searching a hex costs the same number of travel points it takes to enter the same hex (based on terrain). It will reveal hidden features.
 - Fishing takes 4 points, hunting takes 6. Foraging takes none.
3. Assign someone to **roll for getting lost** or roll yourself.
 - Base 2 in 6 chance (unless following a road or river).
 - If you get lost, assign someone to roll on the **Getting Lost** table (3d6).
4. Ask the DM to roll for encounters. (1 in 6 chance, 3 rolls per day)
 - **Roll for surprise** (2 in 6 chance by default) to see if you are surprised.
 - DM rolls for monsters being surprised and encounter distance.
 - **You declare your approach** (evasion, parley, combat, etc.)
 - DM decides monster reaction (hostile, threatening, ignoring)
5. **Roll for hunting** (2 in 6), **fishing** (2 in 6), **and/or foraging** (1 in 6).
 - Resolve hunting (using combat rules).
 - **Camp Counselor** updates rations.
6. Switch to camping procedure.

You are the Camp Counselor

You manage and lead firewood, food, and sleep quality during overland travel.

- Use the **Wilderness Travel** handout for rules and procedures pertinent to this role.
- Use the **Journal of Journey** handout to track rations, firewood, and travel progress.
- Use the **Exhaustion and Exposure** handout to track the exhaustion for each person.
- You should coordinate the counting of characters and animals that will go on the journey and **decide the amount of rations** you will purchase at the start.
- Purchase **bedrolls** and **tents** if needed. Purchase **fishing rods** if needed.

Camping Procedure:

1. **Assign set-up activities.**
 - 1 person **prepares the campsite**.
 - 1 person per 10 people/animals **fetches water** (12 humans with 9 horses requires 3 water-fetchers).
 - The rest can **find firewood**. Each person finds 1d6 hours of wood (-2 for snow/winter or barren landscape like mountains, -4 for wet weather)
2. **Build a fire** (helps provide restful sleep in cold seasons and allows cooking)
 - Tinder box required and success automatic in decent weather.
 - 4 in 6 chances in **wet weather**.
3. **Cooking** requires fresh food/rations. 2 in 6 chances to create a delicious meal (wis).
 - Success: +1 to sleep check for everyone.
 - Failure: nothing special, but on a roll of 6 the food is burnt/wasted.
4. **Camaraderie** - one person can entertain with a story, song, jokes, etc. 2 in 6 (cha).
 - Success: +1 to sleep check for everyone.
 - Failure: nothing special, but on a roll of 6 the entertainer is embarrassed (-1 to sleep check).
5. **Update rations** left.
6. **Declare watches** (assumed 1 person per watch, but large groups might double-up)
7. **Sleeping and watches**. Ask DM to check for monsters. (1 in 6 chance, 3 rolls)
 - Randomly determine who's watch it is.
 - Check for surprise (2 in 6 chance by default)
8. **Waking** - everyone rolls for good sleep (if required) - update exhaustion for failures.
9. If sleeping in winter without cold weather gear, each character loses 1d4 hit points.

You are the Loremaster

You keep track of interesting rumors, quests, leads, and promises the party has made.

Use the **Adventurer Aims and Aspirations** handout to keep track of goals and who is the **lead character** for each one. Document when they are **done**. If there is a **deadline** for the goal, put the date of when it must be completed by.

Keep the **rumors** in a cookie tin or other container. You can write notes on them, put them into groups with paperclips, or use other methods you find helpful to organize them.

Revisit old rumors from time to time. You might find connections between them or connections with things you've discovered in the game. Bring in other players when revisiting rumors. They are typically drawn randomly, so a rumor that Aleena cares about could have been drawn by Sam during a session when Aleena wasn't present! Revisiting rumors can help make connections that otherwise could have been lost.

If you **discover information** that might be quest worthy, document it in some way. Use a notebook, loose-leaf paper, or blank rumor squares to do this.

You are the Teamster

You keep track of the **encumbrance level** and **speed** of everyone in the group. You also will keep track of how many open slots each person, animal, and vehicle has in your group.

You must declare the **party speed** (*based on the slowest member*), and who the **slowest member** is (*so we know who is last when you are running away from a chimera*).

You will need to identify (*based on open slots*) how much treasure the party can take on right now, and how much room is left in any carts, wagons, mules, etc, left outside of the dungeon.

One encumbrance slot can hold a single item, 10 gems, or 100 coins. Metal armor and two-handed weapons take 2 slots. Very big items (*like statues, dressers, chandeliers, etc.*) may take a lot more.

You are the Scrivener of Sorcery

You keep track of the **spells**, **potions**, and **scrolls** that the party has. Use the **Spells, Potions, Wands, and Scrolls** handout.

You should know which person holds each item (in case they are crushed by a boulder or burnt alive by fire, which would of course destroy the items).

You should have a general understanding of what each spell and item does. You should advise the group when you notice a spell or item would help overcome a challenge or be useful in combat or exploration.

You also keep an eye on total party power. Only you have the big picture of all the spells and magic items the party has, so you can see it's OK to use one **Sleep** spell right now because a different magic-user has another one that we can use later.