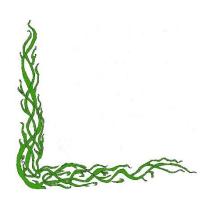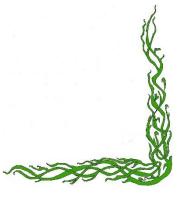# Gameplay Walkthrough: Andrew Shepherd and the Wolf Attack
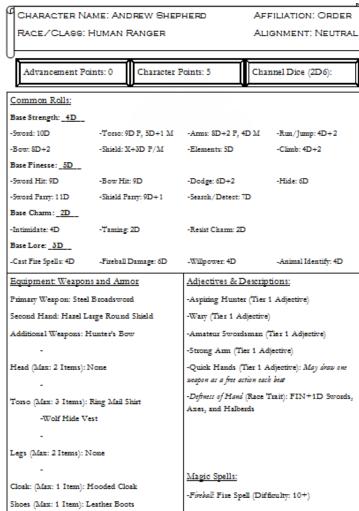
This is an interactive walkthrough of the Zurn roleplay system, taking you through a short scene (or "encounter" as we call it) that will help you learn how to play the game. All you need is a set of dice (12 six-sided dice for this encounter, one of which should be a different color or size from the rest) or a six-sided dice app on your phone. Everything else is on us.

For this encounter you will play Andrew Shepherd, a man hired by a village elder to drive off a pack of wolves. You will choose what Andrew does, roll for his actions, note the results, and then see what happens.
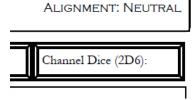
Andrew's character sheet looks like this:

| CHARACTER NAME: ANDREW SHEPHERD | AFFILIATION: ORDER |
| --- | --- |
| RACE/CLASS: HUMAN RANGER | ALIGNMENT: NEUTRAL |

| Advancement Points: 0 | Character Points: 5 | Channel Dice (2D6): |
| --- | --- | --- |

### Common Rolls:

**Base Strength:** _4D__

| | | | |
| --- | --- | --- | --- |
| -Sword: 10D | -Torso: 9D P, 5D+1 M | -Arms: 8D+2 P, 4D M | -Run/Jump: 4D+2 |
| -Bow: 8D+2 | -Shield: X+3D P/M | -Elements: 5D | -Climb: 4D+2 |

**Base Finesse:** _5D__

| | | | |
| --- | --- | --- | --- |
| -Sword Hit: 9D | -Bow Hit: 9D | -Dodge: 6D+2 | -Hide: 6D |
| -Sword Parry: 11D | -Shield Parry: 9D+1 | -Search/Detect: 7D | |

**Base Charm:** _2D__

| | | | |
| --- | --- | --- | --- |
| -Intimidate: 4D | -Taming: 2D | -Resist Charm: 2D | |

**Base Lore:** _3D__

| | | | |
| --- | --- | --- | --- |
| -Cast Fire Spells: 4D | -Fireball Damage: 6D | -Willpower: 4D | -Animal Identify: 4D |

### Equipment: Weapons and Armor

Primary Weapon: Steel Broadsword

Second Hand: Hazel Large Round Shield

Additional Weapons: Hunter's Bow

-

Head (Max: 2 Items): None

Torso (Max: 3 Items): Ring Mail Shirt

-Wolf Hide Vest

-

Legs (Max: 2 Items): None

-

Cloak: (Max: 1 Item): Hooded Cloak

Shoes (Max: 1 Item): Leather Boots

### Adjectives & Descriptions:

-Aspiring Hunter (Tier 1 Adjective)

-Wary (Tier 1 Adjective)

-Amateur Swordsman (Tier 1 Adjective)

-Strong Arm (Tier 1 Adjective)

-Quick Hands (Tier 1 Adjective): *May draw one weapon as a free action each beat*

-*Deftness of Hand* (Race Trait): FIN+1D Swords, Axes, and Halberds

### Magic Spells:

-*Fireball* Fire Spell (Difficulty: 10+)

You will notice that Andrew is a traditional warrior from the medieval era, armed with a sword and shield for protection in close combat, but he also

bears a bow (useful when hunting dangerous animals) and the *Fireball* spell from the Lore of Fire, which is a cheap, reliable attack spell.

Since we are starting the day, we roll for our **Channel Dice** (*see the top right of the character sheet*) so that we know how many additional dice we can add to a casting or dispel attempt: **roll 2 dice** (or 2D for short), and add the total. There is no Wild Dice on this roll: simply roll the dice, and jot the number down.

ALIGNMENT: NEUTRAL

Channel Dice (2D6):

You also have 5 **Character Points**: additional dice you spend on any of your rolls to represent the character using added effort and energy into performing the task. Use these only when something really needs to work, because you only have five.

**Note**: If you need a refresher on Wild Dice and Character Points, see our free *How to Perform a Roll* pamphlet on the Zurn website.

Take a moment to look over his character sheet, noting his strengths. If a roll does not show up in the Common Rolls section at the top (*his ability to prophesy, for example, which would be a Lore roll*), he does not have any bonuses to that for the encounter, and simply rolls the base statistic for that roll (which, in this case, would be 3D).

## The Adventure Begins...

The village of Annadale is a small human village on the outskirts of the Forest of Berun. The village is known for its shepherds, but recently a pack of wolves have attacked their flocks, and the village called to you for help.

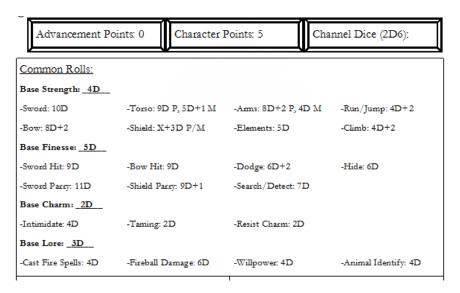As you set out on the road, **choose what weapons** (if any) you draw. Andrew can wield the sword and shield at the same time, but the bow requires two hands to use. Also, when Andrew has the shield equipped, because he upgraded the wood on his shield to hazel wood, it also gives him

**Note**: Wooden items tend to boost casting

a casting bonus, so he rolls 4D to cast *Fireball* if he has the shield equipped, and 3D to cast *Fireball* if he does not have the shield equipped.

Once you select your weapons, **roll to search the forest**. This is most commonly done using a **Search/Detect roll** (which is a Finesse roll), but there are other ways to see things in Zurn (*a prophet may roll* **Prophecy** *to glimpse the future, a wizard gifted in Arcane magic may cast a* **Fell Sight** *spell, etc.*).

Search rolls can also be used for hearing, smelling, tasting, or feeling rolls if desired, each giving different information. R**oll to Search** (*a Finesse roll; we reproduced the Common Rolls section below for convenience*):

| Advancement Points: 0 | Character Points: 5 | Channel Dice (2D6): |
|---|---|---|

Common Rolls:

**Base Strength:** __4D__

| | | | |
|---|---|---|---|
| -Sword: 10D | -Torso: 9D P, 5D+1 M | -Arms: 8D+2 P, 4D M | -Run/Jump: 4D+2 |
| -Bow: 8D+2 | -Shield: X+3D P/M | -Elements: 5D | -Climb: 4D+2 |

**Base Finesse:** __5D__

| | | | |
|---|---|---|---|
| -Sword Hit: 9D | -Bow Hit: 9D | -Dodge: 6D+2 | -Hide: 6D |
| -Sword Parry: 11D | -Shield Parry: 9D+1 | -Search/Detect: 7D | |

**Base Charm:** __2D__

| | | | |
|---|---|---|---|
| -Intimidate: 4D | -Taming: 2D | -Resist Charm: 2D | |

**Base Lore:** __3D__

| | | | |
|---|---|---|---|
| -Cast Fire Spells: 4D | -Fireball Damage: 6D | -Willpower: 4D | -Animal Identify: 4D |

His best sight roll is Search (*as he rolls 7 dice, or 7D, as noted above under Finesse*),

**Note**: If you need a refresher on how to perform a roll, see our free *How to Perform a Roll* pamphlet on the Zurn website.

but if you wanted you could roll Prophecy (which is his base Lore of 3D since he has no bonuses to Prophecy). Select your action and perform the roll. **If you roll above a 20**, continue reading. **If you roll less than a 20**, skip to The Wolves Approach below.

You see four wolves with time to take an action. You can **climb a tree** (roll *Climb* on a Difficulty: 15+), **shoot an arrow** (if you have a bow equipped: roll *Bow Hit* on a Difficulty: 15+), or **cast *Fireball*** (roll *Cast Fire Spells* on a Difficulty: 10+). If the roll is successful, you accomplished the task (*you climb a tree, hit a wolf with the arrow, or successfully cast the spell*).

If you attacked a wolf, roll damage (Strength for *Bow* if you performed a ranged attack, or *Fireball Damage* if you cast a *Fireball* at him) and calculate the total. If you roll **above a 30**, the wolf crumples over, bleeding out. If you roll a **21-29**, the wolf is wounded, suffering a -3 penalty to future armor and damage rolls. If you roll a 20 or below, the attack does no damage.

In addition, if you cast Fireball this beat, make an immediate *Intimidate* roll (as the wolves are afraid of fire). If you roll a **14 or above**, the wolf you attacked flees. Continue to THE SECOND BEAT below.

The Wolves Approach: You see four wolves nearby as they surround you and prepare to strike. If you do not have the sword or shield equipped, you may equip both your sword and shield for battle. The wolves are closing in too quickly to fire a bow, but you may **cast *Fireball*** (roll *Cast Fire Spells* on a Difficulty: 10+).

> **Note**: You may only cast a spell once per beat, so buy more spells if you decide to build a dedicated caster.

If the casting attempt is successful, roll damage (roll *Fireball Damage*) and calculate the total. If you roll **above a 30**, the wolf crumples over, bleeding out. If you roll a **21-29**, the wolf is wounded, suffering a -3 penalty to future armor and damage rolls. If you roll a 20 or below, the attack does no damage. Continue to THE SECOND BEAT below.

## THE SECOND BEAT: THE WOLVES ATTACK

We are now in combat, so the **number of actions** you take matters. If you perform one action this beat (beyond a free parry with each weapon and a free dispel), roll your full dice pool. If you take two actions, you suffer a -1D penalty to both actions, and if you take 3 actions (*the maximum*) you suffer a -2D penalty. The most common actions in combat are **attack** actions (*melee, ranged, or magical*), **defensive** reactions (*parry, dodge, and dispel*), or **support** actions (*healing, augment/hex spells, etc.*).

> **Note**: If a roll is not an action (armor, damage, Willpower, resisting Charm attacks, etc.), they do not suffer this penalty.

For Andrew, his best rolls in combat are attack rolls (with his sword, bow, or *Fireball* spell) and parry rolls. He also has good damage with the sword and the bow, and armor for his torso (which is 9D against physical damage, with an added +3D if he is using the shield).

Look at your character sheet, and decide how many actions you will take: one of the wolves is **howling** (*an* Intimidate *roll, which is a Charm attack*), while two more are **charging** you (*attacking you in melee combat*).

If you choose to **switch weapons**, you may equip any one weapon as a free action for the beat (from your *Quick Hands* adjective); equipping any

additional weapons requires an action for the beat (but do not roll for it: it is automatically successful). Skip to The Wolves Attack below.

> **Note**: All attacks in Zurn require line of sight: use terrain to avoid wounds.

If you choose to **hide**, roll Hide (on a Difficulty: 20+). If you pass the roll, you are able to slip behind a tree, avoiding attention. The wolves do not attack you this beat, but your first attack will reveal your location. While hidden, wolves will not dodge ranged attacks (*so the difficulty to-hit will be on a Difficulty: 15+*).

If you choose to **run**, roll *Run/Jump* (on a Difficulty: 21+). If you fail the roll, the wolves catch you and attack you (*skip to* The Wolves Attack *to the right*). If you roll a **21 or above**, you outrun the wolves, giving you distance to **perform ranged attacks** this beat (roll *Bow Hit* on a Difficulty: 15+ for each attack you wish to perform, followed by Strength for *Bow* if successful. Remember multiple action penalties apply to *Bow Hit* rolls).

If you **stand your ground**, you gain initiative, and may make melee attacks before the wolves attack (*resolve any number of melee actions up to your remaining action limit, then skip to* The Wolves Attack *below*).

*Andrew Shepherd and the Wolves*

If you **climbed the tree**, the wolves circle the tree, jumping up to reach you. If you would like to climb a tree, you may do so an as action for the beat (roll *Climb*). If you rolled a 19 or above, the wolf misses you, and you are still safely in the tree. If you rolled an 18 or below, the wolf grabs hold of you (*skip to* The Wolves Attack).

If you **attack with your sword**, roll *Sword Hit* (on a Difficulty: 3+, as the wolf is not opting to dodge). If you successfully hit the wolf, roll for damage: If you roll **above a 30**, the wolf crumples over, bleeding out. If you roll a **27-29**, the wolf is dealt a severe blow, and is incapacitated, losing all its actions until healed. If you roll a **21-26**, the wolf is wounded, suffering a -3 penalty to future armor and damage rolls. If you roll a 20 or below, the attack does no damage.

The Wolves Attack: You are under attack! Two wolves come at you, attacking your torso from the forward arc. In Zurn there are two standard

defensive actions against melee and ranged attacks: the **parry** and the **dodge**. You get **one free parry with each of your melee weapons** (including your shield), so if you have the sword and shield out, you have two free parries this beat (*free parries don't suffer multiple action penalties*). You may also attempt to **dodge** if desired as an action for the beat (so don't forget those multiple action penalties).

If you opt to parry, **roll Parry** for each of the weapons you have. If you roll a **35 or above**, you parry the attack. If you roll below a 35, you are scratched by the claws of the wolf: roll your physical armor for your torso (*usually designated in shorthand with a "P" on your Torso roll, with your magical armor designated with an "M"*), adding the extra +3D from your shield if you have your shield out. If you roll a **28 or higher**, you resist the damage. If you roll a **25-27**, you suffer a -1 penalty to all of your Strength-based rolls. If you roll a **23-24**, you suffer a STR-1D penalty to all of your rolls. If you roll a **21-22**, you suffer a STR-1D and FIN-1D penalty to all your rolls. If you roll a **20 or lower**, you are dealt a severe blow, and fall down incapacitated (*and you are eaten by the wolves: don't let this happen!*).

If you opt to dodge, **roll Dodge**: If you roll a **33 or above**, you dodge the attack. If you roll below a 33, resolve the damage as noted above.

The Wolf Howls: As you fend off the attackers, you hear the howl of the wolves around you, chilling you to the bone. Roll to **Resist Charm** against the Intimidate roll from the wolves. If you **roll a 10 or above**, you hold your ground, unshaken by the sound of the predators (*continue to* THE THIRD BEAT *below*). If you rolled a **9 or below**, you are caught off-guard, and a temporary panic sets in (*skip to* Courage, Adventurer *below*).

> **Note**: Be wary of "Charm Cannons": characters who attack with words. Being able to resist Charm attacks will aid you in your travels.

Courage, Adventurer: You have been attacked with a Charm attack (the wolf howl), and you did not resist it with your Resist Charm roll. But much like failing a parry or dispel attempt against a melee or magical attack, you still get an "armor roll" to resist the attack: you can set your teeth and not give in to fear by rolling a **Willpower Test**.

Willpower is a Lore roll, done on a **Difficulty: 10+** with a LOR-1D penalty for each multiple of 10 that you lost the Charm attack by (*in this case, you didn't lose by any multiples of 10, so your Willpower roll is unmodified*). **Roll Willpower**: if you roll a 10 or higher, you hold it together and stand your ground (*skip to* THE THIRD BEAT *below*). If you roll a 9 or lower, Andrew runs for the village, and the mission ends. Remember: you can use Character Points (if you still have them) to add dice to your roll!

## The Third Beat: Andrew's Rejoinder

Andrew is now in the thick of combat, with two wolves hounding him. Your actions reset for the beat: what would you like to do?

If you opt to **attack the wolves**, determine how many attack actions (and other actions) you will take this beat, and prepare to roll to-hit if using a melee or ranged weapon, or to cast *Fireball*.

**Resolve all melee actions** (*Andrew is assumed to have initiative, so you make your strikes before the wolves do*): roll *Sword Hit* (*on a Difficulty: 18+ as the wolf is attempting to dodge this time*). If you hit the wolf, roll for damage: If you roll **above a 30**, the wolf crumples, bleeding out. If you roll a **27-29**, the wolf is incapacitated. If you roll a **21-26**, the wolf is wounded, suffering a -3 penalty to future armor and damage rolls. If you roll a 20 or below, the attack does no damage. Don't forget to modify the difficulty if you have already wounded the wolf!

> **Note**: Notice how the difficulty to parry the first attack was 35, and now it's 27? That's because the wolves rolled lower this time to dodge. Your roll difficulties will vary based on what your opponent rolls.

If you are not attacking with a melee attack, **the wolves attack**: both of the wolves (if they are still alive) attack: you may **attempt to parry** with the sword and the shield if they are equipped: if you roll a **27 or higher**, you successfully ward away the attack (no armor roll required). If you roll a 19 or lower, they **roll for physical damage** against your torso: if you roll a 20 or higher, you successfully avoid the damage (your armor holds). If you roll a **17-19**, you suffer a -1 penalty to all of your Strength-based rolls. If you roll a **15-16**, you suffer a STR-1D penalty to all of your rolls. If you roll a **13-14**, you suffer a STR-1D and FIN-1D penalty to all your rolls. If you roll a **12 or lower**, you are dealt a severe blow, and fall down incapacitated (and you are eaten by the wolves: don't let this happen!).

Once the Melee Phase is complete, **resolve any ranged actions** (this may require you to move first to get out of melee range of the two wolves). Roll *Bow Hit* (on a Difficulty: 15+): if you hit the wolf, roll for damage: If you roll **above a 30**, the wolf crumples over, bleeding out. If you roll a **27-29**, the wolf is incapacitated. If you roll a **21-26**, the wolf is wounded, suffering a -3 penalty to future armor and damage rolls. If you roll a 20 or below, the attack does no damage. Don't forget to modify the difficulty if you have already wounded the wolf!

Once this is complete, resolve any magic attacks (which may be used in melee range, so there is no need to move). Roll to *Cast Fireball* (on a Difficulty: 10+): if you hit the wolf, roll for damage: If you roll **above a 30**, the wolf crumples over, bleeding out. If you roll a **27-29**, the wolf is incapacitated. If you roll a **21-26**, the wolf is wounded, suffering a -3 penalty to future armor and damage rolls. If you roll a 20 or below, the attack does no damage. And don't forget to adjust the difficulty if you have already wounded the wolf!

After resolving these attacks, if you **cast *Fireball* this beat**, roll an Intimidate roll against the wolves. If you roll a 10 or higher, the wolves run, terrified of the flame (*and the encounter ends: move to* Wrap Up *below*). If you roll a 9 or lower, repeat The Third Beat until all of the wolves are incapacitated/dead, you are incapacitated, or they run in fear.

## Wrap Up

Did you notice how the flow of rolling is designed to help you tell a story? This is because Zurn, at is core, is a storytelling engine: it's designed to move the action, not get hung up on a list of rules for gameplay. So if it matters in the scene, roll for it. If not, **don't roll**: work out its success by discussing it with the game master and keep the energy of the scene alive.

Now naturally if you had a different character, this encounter would go very differently. Imagine if Andrew was a troll with a tough hide with plenty of defense against wolf claws? Or if he was a slender elf who lacked armor but possessed magic spells that teleported him or commanded tree roots to hold a wolf in place? All adventures in Zurn will be different based on your skills, so feel free to revisit this gameplay walkthrough when you build a character before bringing him to the table!

One final word of advice: good adventurers will have three good rolls: a roll to perform **out of combat** (Charm rolls, Knowledge rolls, Crafting rolls, etc.), a roll to perform **in combat** (Intimidate, Attack, Parry, etc.), and a roll to perform while **traveling** (Search/Detect, Prophecy, and Movement rolls are common). Naturally you can (and eventually should) have more than one, but it is wise to have at least one good roll (10D+) in each area so that you always have something useful to contribute during the session.

We hope that you enjoyed this walkthrough! If you like the flow of the game, we encourage you to support our efforts here at Zurn and purchase a copy of our core rulebook, *The Warriors of Zurn*, on our website, or at a discount at www.DriveThruRPG.com. You can find links to our page on DriveThru on our website at www.zurncentral.com.