

## 1. Choice of Path

Sometimes, there are multiple ways to reach a goal. This can be part of overland travel, or an obstacle when entering a building. Sometimes there will be one way that is clearly better, sometimes, though, there will be a choice to make that balances different trade-offs. People do not necessarily understand all implications so it is a decision under uncertainty for most cases.

First, roll for the number of choices.

D10	Number of paths to chose
1	There are two paths with reliable information about both.
2-4	There are two paths with some hints about both.
5	There are two paths, one is well-understood; the other needs to be understood through hints.
6	Three paths, some well-understood, others that need to be analyzed on hints.
7-8	One path with good information, another, hopefully better path that can only be discovered with skill.
9	One path that seems terrible but is actually better than the other path.
10	One path and one that is actually a trap that is given away through one or more hints.

If there are hints about the nature of the path, roll below to see what kind of hint you can find. Make sure that the actual hint reflects the dangers or benefits of a path even if it requires some thinking on part of the players.

D10	Hints
1-3	Rumors and hearsay
4-5	Visual clues (monster tracks, well-maintained road etc.)
6	Olfactory clues (animal smell, hint of gas etc.)
7-8	Auditory clues (clicking mechanism, screams, pleasant music etc.)
9	Other sensual clues (vibrations, foul tastes etc.)
10	Paranormal hints (premonitions, omens, feelings of dread)

Next, pick or roll the quality of a path. Overall, no path should be obviously better than the alternatives, otherwise, the choice is uninteresting for most audiences.

D10	Quality of the path
1-6	One drawback
7	One drawback, one boon
8-9	Two drawbacks
10	Two drawbacks, one boon

If your path includes drawbacks, roll on the table below.

D10	Drawback
1	Requires special skills (climbing, sneaking, swimming, lock picking)
2	Requires special equipment (ring of water breathing, space suits)
3-4	Takes longer time
5-6	Uses resources (money, anti-rad medication, food, potions)
7	Monsters or other opponents
8	Physical dangers (poison gas, radiation, traps)
9	Long-term consequences for party (lost reputation, new enemies)
10	Negative consequences for others (damage to a holy site, ruined food sources)

If your path includes boons, roll below but note that there is a different column for overland and for site-related paths.

D10	Boon (Overland)	Boon (Site)
1-2	Cool and exciting route (epic mountains, beautiful forest)	Gap in local security concept (old tunnels, broken camera)
3	Treasure along the way	Lacks an inconvenience of the alternatives (clean, enough room etc.)
4-6	Opportunity to replenish resources (hunting, special shop, temple)	Surprise arrival at destination
7-8	Surprise arrival at destination	Surprise arrival at destination
9-10	Protection from a local threat (hunting dragon, terrible weather)	Better position at final destination (balcony, security node)



Radulf präsentiert:

# DIE HELDEN VON BIFROST

Tauche ein in eine fantastische Welt in der tapfere Helden gegen die bösen Schergen des Erzhexers kämpfen.

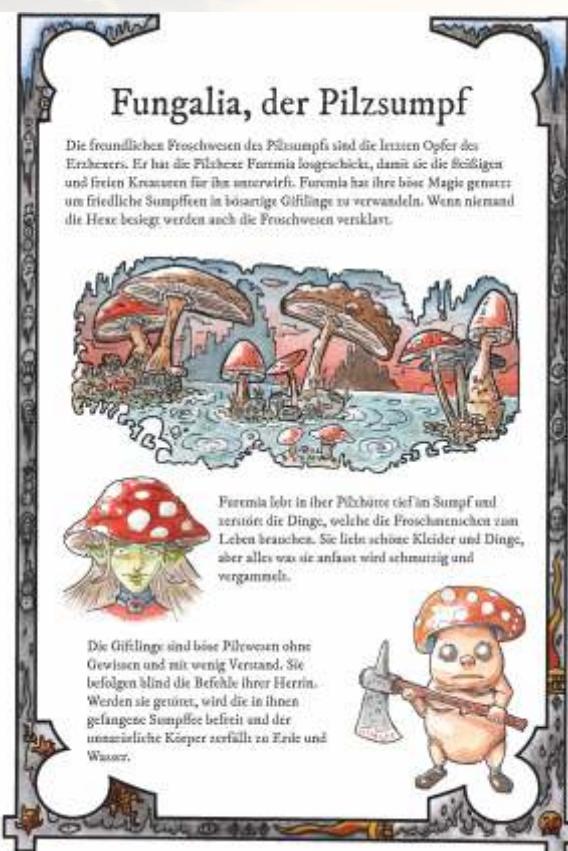
- Kampagne für Savage Worlds
- Vorgefertigte Charaktere
- Tolle Karten und Illustrationen

... und das Ganze als **Pay What you Want!**

EIN ROLLENSPIEL FÜR  
KINDER UND ERWACHSENE



7 CHARAKTERE ZUR AUSWAHL  
- ODER ERSCHAFFE DEINEN EIGENEN

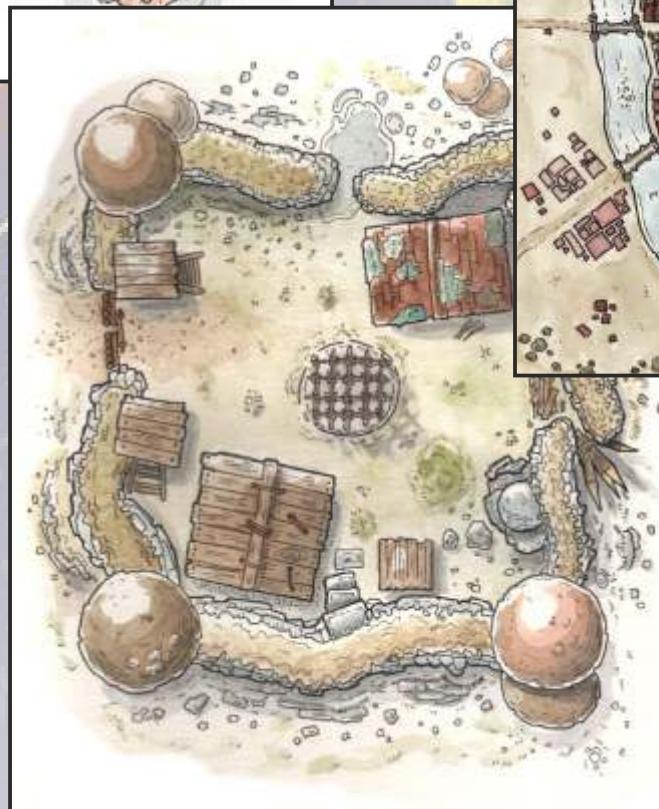
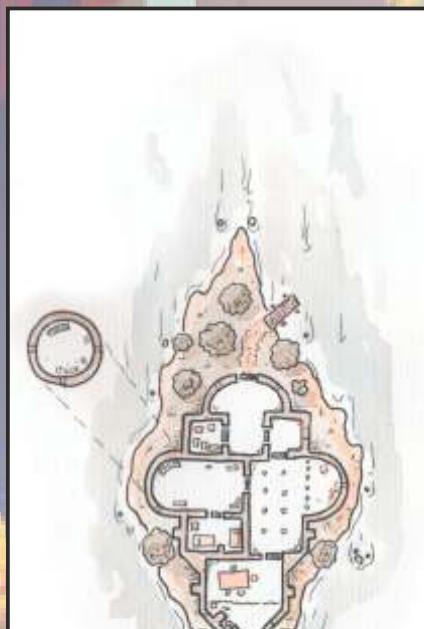
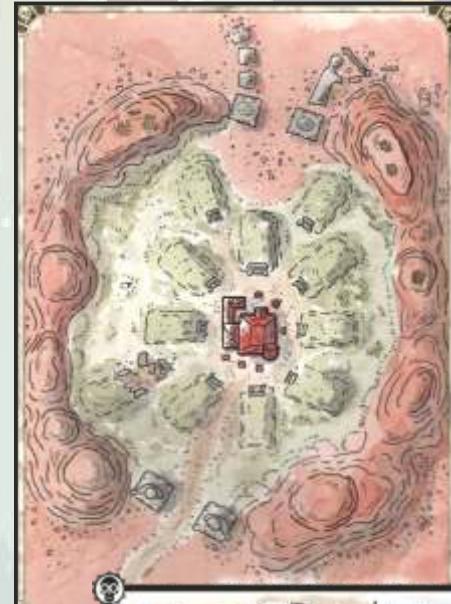


KÄMPFE GEGEN BÖSARTIGE PILZWESEN,  
UND DAS BESTIALISCHE PYTHOKROK!



Radulf präsentiert:

# GRATIS ROLLENSPIELKARTEN



Was soll ich sagen? Ich zeichne gerne Karten und teile sie mit der Welt auf DeviantArt.  
Ich freue mich über Likes und Follower. Ich wäre auch für Projekte zu haben, wenn mein Kalender es erlaubt.

Radulf präsentiert:

# ABENTEUER DIE GANZ OK SIND

Abenteuer und Ergänzungsbände für OSR Spiele, Savage Worlds, Dungeon World und Genesys. Alles nicht teuer und einigermaßen gut bewertet. Scanne den QR Code und erweitere Deinen Pile of Shame!



EINE SANDBOX  
MIT DUTZENDEN  
KARTEN UND  
SPANNENDEN  
ABENTEUERN.

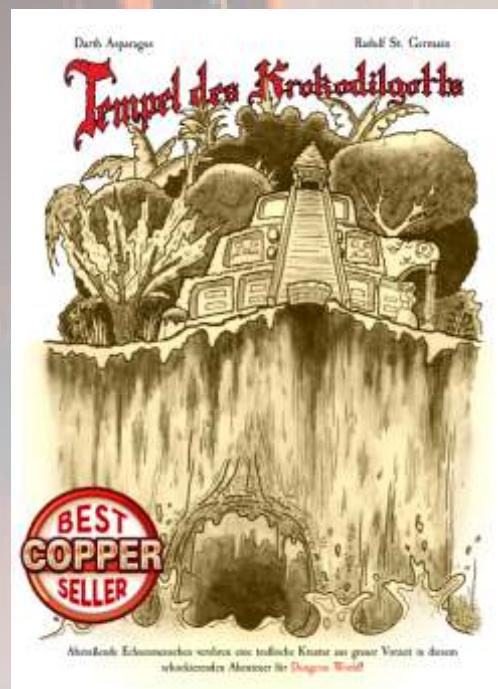
Darth Asparagus

The Siege of Killburne Castle

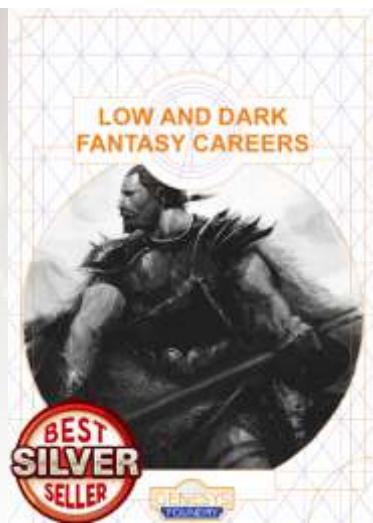
A painting of a castle on a rocky cliff overlooking turbulent seas under a cloudy sky.

Radulf St. Ger

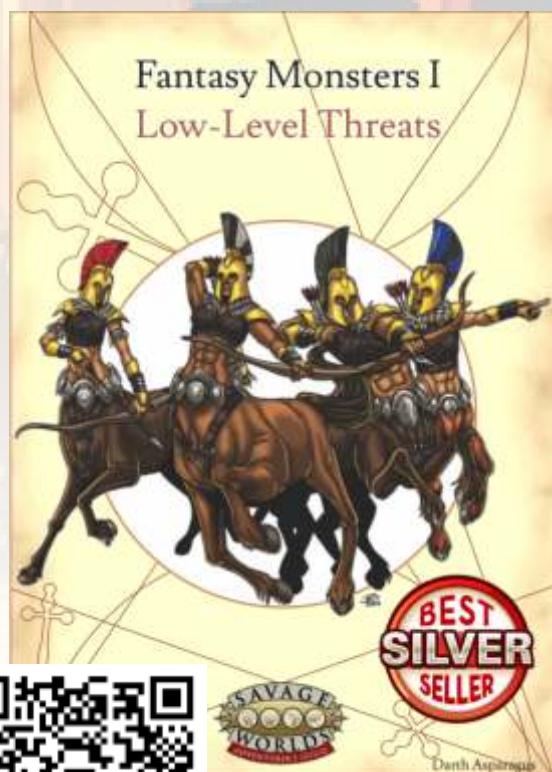
BEST COPPER SELLER



EIN DEUTSCH-  
SPRACHIGES  
ABENTEUER FÜR  
DUNGEON  
WORLD.



LIEBESERKLÄRUNG  
AN WARHAMMER  
IN GENESYS



SAVAGE WORLDS  
FANTASY  
MONSTER