

Rniepen & Rnappen

These are procedures for a collaborative game of fantasy adventure. Unlike most modern roleplaying games, these procedures eschew, as far as possible, reference to quantitative rules abstractions, preferring instead to charge the referee with determining the course of uncertain events through consideration of diegetic, qualitative facts about the imagined world - this makes it part of the “ancient school” or “Free Kriegspiel” style of play. Unlike many other FKR games, the list of procedures runs a bit longer than usual, with separate processes for “public” setting creation, character creation, “private” setting creation, and play. Like *all* roleplaying games, you are encouraged to chop, remix, steal, and modify these procedures to get a game that works for your table.

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Roles

Participants in the game variously take the role of Loremaster, Referee, and Player. One person is designated as Loremaster and is so on a permanent basis. The Loremaster is also always a Referee. The other participants are Players during Session 0 and in later sessions when their PCs are alive and present in the scene, and Referees at all other times.

Summary of the flow of procedures

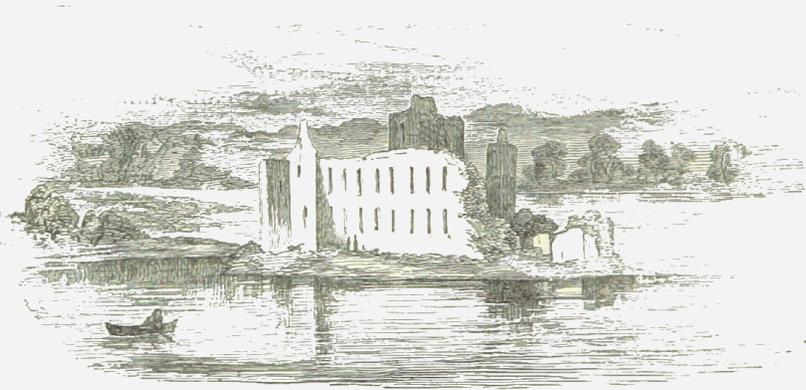
1. Participants agree on who is to be Loremaster; and on Lines and Veils.
2. In Session 0, with Loremaster acting as scribe, Players establish the facts about the world which their characters would know.
3. Players create PCs, including backups for when those PCs die.
4. In private, Loremaster builds a coherent world that would indeed look that way to its inhabitants. She also collates, presents, and may elaborate the public-facing side of the world.
5. Adventure is had.

Before Play

1. Agree who is to be Loremaster.
2. Establish “Lines” (things that are not to appear in the fiction; perhaps sexual violence) and “Veils” (things that one would “fade to black” on; perhaps, sex scenes.) Google Forms can be used to solicit these anonymously if no one wants to admit to being the person who can’t stand spiders, or whatever. This ensures everyone has a good time - both by directly keeping people from whatever they find traumatic and unfun, and letting groups know they can “go dark” within particular parameters if they wish.
3. Loremaster: familiarize yourself with [Azgaar’s Fantasy Map Generator](#) - how to change and interpret different filters, reload and zoom, change setting to reflect how the next map is generated, and so on. Have a way to take notes rapidly during Session 0.

Public Worldbuilding

This should take place during “Session 0.” During this phase, Players worldbuild, while the Loremaster serves as a passive amanuensis. First, the players select and examine a map, and choose a region within it as the initial focus. Then, they worldbuild through establishing a particular kind of fact - how the world looks from the perspective of the people within it.



Choosing a Map

1. Loremaster: set a timer for 5d10 (secret roll) minutes, share your screen with everybody, and load up Azgaar's. Reload when players don't like the current map. Scroll, zoom, and change filters to answer questions about the current one. If players request to change something, change it.
2. Players: inspect maps, rejecting those you don't like until a simple majority can agree on one, or...
3. When the alarm goes off, the map is canon. (Loremaster, make sure to save it as a .map and email it to everyone, so it isn't lost.)
4. Keep inspecting and discussing the map until there's a region of roughly 100 x 200 miles or so that you want to discuss in depth. If nothing else, note: what are the biomes here? What are the states and their borders? What are the cultures and their borders? What are the biggest cities and trade routes to outside the region?

Building a World

Players (not including Loremaster) go around and answer the following questions, one person per question in any order until every has been answered at least once:

- What's something almost everyone has seen magic do? (*"Soothe pain and speed recovery from disease" is a freebie.*)
- What's a presumably useful thing that no one has seen magic do?
- Why can't or doesn't the average person practice magic (*if they don't?*)
- For those engaged in agriculture, how much of the year is the “slack season” - periods when little work on can be done on agriculture per se?
- Is there uncultivated but fertile land one could settle, if one had the opportunity?
- What's the strongest substance a skilled artisan can make with common materials? With rare, expensive materials?

Then, go around until each of the following have been answered at least once:

- Who's born into not having to work, but getting to make important decisions? If most people accept this, what's one reason why?
- Can someone own land? People?
- How is wealth reckoned?
- If someone is murdered, how are things set right?
- If someone can't pay a debt or fulfill an obligation?
- How long ago was the most recent famine? Plague?
- How long ago was the most recent war, excluding habitual raiding and revenge cycles? What happened?
- What's a domesticated animal, or a function (riding, grazing, muscle power) that no domesticated animal performs?
- Is there a big institutionalized salvation religion? What is it?
- Are there lots of little cults around more local spirits? What are two?
- When does someone become an adult?
- What request, if any, can you refuse your parents? Your cousins?
- What lights are visible in the sky?
- What percentage of people can read and write?
- What's something unclean or unlucky?
- How is burial performed, and what can happen if it's performed wrong?

If you want, you can answer almost any other question during your turn, as long as it concerns something that would be “visible” from daily life. Here are some other possibilities:

- How long can you show up at someone’s house and expect hospitality? What do host and guest owe each other?
- What kind of thing would a rich, fashionable person wear?
- How do people store information?
- What’s something each gender is allowed to do that the others aren’t?
- How are buildings fashioned nowadays?
- How are the mysterious old ruins fashioned?
- How do people get intoxicated for pleasure?
- How do people make music?
- What parts of the year is it safe to travel by sea? What vessels are used for this?
- What necessary work, if any, is so demeaning that no one would do it unless they were forced to?
- What’s a risky profession that has nothing to do with violence?
- What is the most fearsome untamed beast?
- How can you tell when someone practices evil magic?
- If you wanted someone hurt but didn’t want anyone to know, who would you turn to?



If you like, there may be learned people in this world. Questions they have reasonable-sounding answers to may include:

- How do you know what you know?
- How do laypersons know that you know it?
- How did the world come into being?
- Why are there so many plants and animals, seemingly well-suited to their tasks?
- Why do most people look like their parents?
- Why does disease spread?
- What happens to people when they die?
- Why do bodies grow cold when they die?
- Why do bad things happen to good people?
- What are the lights in the sky?
- How does magic work?
- Who left all these ruins lying around? Why aren’t they around anymore?
- What forms of intoxication or meditation are used to achieve special insights?
- What is deep beneath the earth? Up in the sky?
- Is there something like fate, destiny, or (nonstatistical) luck?
- What are most people wrong about?

Making Characters

Write down on your character sheet: "I was born (*age*) years ago to (*community*)." "Community" is a bit vague, but you should at least be able to identify social class and where on the map.

Choose one of the following sentences and write it down:

- "I am built like a (*type of athlete*)." [\(see for inspiration\)](#)
- "I stay up late squinting at dust-ridden tomes of (*subject*)."
- "I am dissolute from my enjoyment of (*vice*) with (*buddy*), (*buddy*), and (*buddy*)."

Choose one of the following sentences and write it down:

- "I studied (*skill*) under (*master or organization*). My relations with them are (*either a good relationship that implies continued mutual obligations or a bad one that means you have enemies.*)"
- "I've worked odd jobs as (*profession*), (*profession*), and (*profession*)."
- "I know very little, but I do have a natural talent for (*skill*)."
- "I haven't needed to learn or do much of anything because of (*source of independent wealth*)"

Write down ALL of the following sentences:

- "I'm known in (*community*) as (*reputation*)."
- "I owe (*Person or organization*) a favor for (*useful thing*)."
- "When people first see me, they assume (*things about me*)."

If you want, write down: "I can (*magic*); but (*lore-relevant price*)."

List any equipment you have which would follow from the above choices.

Expand on or come up with variations of any of the above, but try to pair new good things with new bad things.

Do all of the above for a spare character, since the first will die eventually.



Whilst you are building characters, you and your fellow Players still exercise worldbuilding authority! Ask each other questions and deepen the world. You want to know what it's like to be these poor fuckers.

Private Worldbuilding

Loremaster! Finally, you are free of your servitude and can wield your full demiurgic power!

First, make sure you have your notes from Session 0. [Obsidian Portal](#) is built for campaign wikis and lets you nicely separate public from secret knowledge, but if you have a different method you prefer, that's fine too.

Then, roll 1d6. On a 1, you have permission to make the consensus by the players, especially the expert guesses, as wrong about the world as anything can be - at least so far as is consistent with everyday observations. "Magic" could just be placebo methods and trickery. They might be sentient NPCs in a very advanced MMO. They're in a backwater and the world doesn't look anything like the map you all rolled up. You don't *have* to pull the rug out from under them like this, but you can. On any other number, they can be wrong about things that aren't directly about everyday experience, but they're right more often than not, and even the wrong guesses have an element of truth to them.

Either way, though, you want to worldbuild such that the world:

- looks to its inhabitants as established by the public worldbuilding session
- works by consistent enough rules that you can adjudicate what happens according to their logic
- is full of potential adventures

At a minimum, for the macro level, you want to answer:

- How does magic work?
- What civilizations existed before the current ones?
- Roughly, what's going on in the other parts of the map?

And at a micro level:

- What are three local factions, and for each of them, what's a
 - notable figure?
 - secret?
 - job they could hire adventurers for?
- For each PC, what's a problem an NPC they know has?
- What's a dangerous place that few know about?



Adventuring

If a random person could do it without much danger or impressing anyone, you can do it. If it wouldn't be too dangerous or impressive for someone with your background, broadly construed, you can do it. (You might "know nothing," but if you grew up in a fishing town you know about fishing and the weather and all sorts of things.)

You always succeed at noticing clues or searching a room if you can describe how you're looking in the fiction.

NPC interactions are always handled through roleplaying.

When a combat situation occurs, players should discuss what their overall strategy as a group is, and the circumstances under which they would retreat or rethink their strategy. One roll of both d6 is consulted to determine what happens between now and either that, the next big surprise, or the end of combat.



Consultation of the Oracles

If you're attempting something dangerous and/or impressive, or if it's not clear what would happen, the referee may ask you to roll a blue d6 (called the **good luck die**) and a red d6 (called the **bad luck die**). More good luck means better at what you were trying to do, more bad luck is other bad things that happen. Referee determines the nature of this, "difficulty level," and so on. The referee may also roll these secretly.

Miscellany of Crunchy Bits

If you're a typical fit adult, you can...

- hike over rough terrain about 3ph horizontally, adding an extra hour for every 2,000 feet gain in elevation.
- jog a mile in ten minutes.
- sustainably carry about 20% of your body weight before running into trouble, and lift a little more than half your weight when you need to.
- hold your breath for about a minute.
- be immersed in cold water for an hour (shorter for very cold water) before dying.
- lose about a sixth of your blood before feeling woozy, a third before passing out, and half before essential bodily functions stop working.
- miss one night of sleep and be only a little "drunk", miss two nights of sleep and fall into microsleep when not stimulated, and miss three nights and experience hallucinations and overwhelming desire to sleep.
- see a flame from very far away if the view is unobstructed, but not see very far by aid of the flame itself.

Additionally:

- A large army can march about ten miles a day.
- Injuries and flight are much more common than death in fights, even for the losing side.
- Torches last about half an hour; candles can last for several hours.