

Streets of Skelderheim - "Meal Runner"



Hi. I'm Tovlar.

If you're reading this in an airport, a coffee shop, or a waiting room, this is for you. You need this booklet, a pencil, and one six-sided die—or a dice app on your phone.

I'm fourteen winters and I live in Smith Ward, where the air smells like hot iron and wet stone. People here don't stop just because you want them to. Work keeps moving, so the street keeps moving too.

Meal runners keep workers working. The city provide the cart, taverns cook the meals, and kids like me deliver them. My cart is a small enough that a dog can pull it in the streets like a horse. Six meals is all you can carry, and I sell until the cart is empty, then I restock and do it again.

The danger isn't the selling. Hungry people buy. The danger is the run. Wheels catch cracks and gaps in the streets. Wet stone makes the cart slide. Straps loosen. The dog can spook with unexpected noises. If the cart breaks, you're done. If the dog bolts or overturns you, you're chasing a mess through a ward that doesn't have time for you.

This game keeps it simple. Move, roll, mark the boxes. Sell out three times before cart integrity or dog control hits zero.

Start in Market if you want my advice. Pencil ready. Roll.

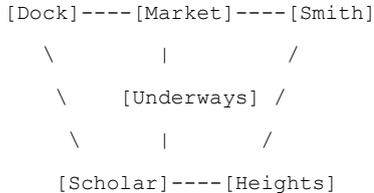
MEAL RUNNER (Solo Game)

Needs: this booklet + pencil/pen + 1d6 (or dice app on your phone)

Premise: You are a meal runner pulling a small city cart with a trained dog. You start with six meals. Sell out three times before the cart breaks or the dog gets away.

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CITY MAP (mark where you are each turn)



Move: 1 step along a line each turn.

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TRACKS (mark boxes - One game of 3 rounds per booklet)

Meals (6 -> 0):

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[ ]6 [ ]5 [ ]4 [ ]3 [ ]2 [ ]1 [ ]0
[ ]6 [ ]5 [ ]4 [ ]3 [ ]2 [ ]1 [ ]0
[ ]6 [ ]5 [ ]4 [ ]3 [ ]2 [ ]1 [ ]0
```

Coin (0-30 accumulates across rounds):

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[ ]0 [ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10 [ ]11 [ ]12
[ ]13 [ ]14 [ ]15 [ ]16 [ ]17 [ ]18 [ ]19 [ ]20 [ ]21 [ ]22 [ ]23
[ ]24 [ ]25 [ ]26 [ ]27 [ ]28 [ ]29 [ ]30
```

Cart Integrity (4 -> 0): []4 []3 []2 []1 []0
[]4 []3 []2 []1 []0
[]4 []3 []2 []1 []0

Dog Control (4 -> 0): []4 []3 []2 []1 []0
[]4 []3 []2 []1 []0
[]4 []3 []2 []1 []0

Sell-Outs (0-3): []0 []1 []2 []3
[]0 []1 []2 []3
[]0 []1 []2 []3

Conditions: [] Spilled [] Late [] Wet Wheels
[] Spilled [] Late [] Wet Wheels
[] Spilled [] Late [] Wet Wheels

Turn Track (10 turns per run):

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[ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10
[ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10
[ ]1 [ ]2 [ ]3 [ ]4 [ ]5 [ ]6 [ ]7 [ ]8 [ ]9 [ ]10
```


SELL-OUT + RESTOCK

When Meals reaches 0:

- 1) Mark Sell-Outs +1.
- 2) If Sell-Outs is now 3 -> WIN.
- 3) Otherwise, you restock and begin a new run:

Restock steps:

- Set Meals back to 6.
 - Reset Turn Track to Turn 1 (10 turns).
 - Keep Coin, Cart Integrity, Dog Control, Sell-Outs, and Conditions as they are.
 - Start again from Market.
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ENCOUNTER TABLE (roll 1d6)

- 1) HOT SPOT (workers ready to buy)
 - FAIL: Meals -1, Coin +1, Late (check)
 - SCRAPE BY: Meals -2, Coin +2
 - SUCCESS: Meals -2, Coin +3
 - 2) SLOW PATCH (no one stops)
 - FAIL: Late (check)
 - SCRAPE BY: Coin +1
 - SUCCESS: Meals -1, Coin +1
 - 3) PRICE ARGUMENT
 - FAIL: Meals -1, Coin +1, Late (check)
 - SCRAPE BY: Meals -1, Coin +1
 - SUCCESS: Meals -1, Coin +2
 - 4) CART TROUBLE (strap, wheel, axle)
 - FAIL: Cart Integrity -2, Wet Wheels (check)
 - SCRAPE BY: Cart Integrity -1
 - SUCCESS: If Wet Wheels checked, clear it
 - 5) DOG MOMENT (startle / pull / stop)
 - FAIL: Dog Control -2, Spilled (check)
 - SCRAPE BY: Dog Control -1
 - SUCCESS: Dog Control +1 (max 4)
 - 6) LANE CRUNCH (tight crowd, hard turns)
 - FAIL: Cart Integrity -1, Dog Control -1
 - SCRAPE BY: Dog Control -1
 - SUCCESS: Meals -1, Coin +1
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DETAIL TABLE (roll 1d6; apply after Encounter)

- 1) *Dock Rush* - If in Dock: on SUCCESS, Meals -1 (extra sale)
- 2) *Market Jam* - If in Market: on FAIL, Dog Control -1 (jostled and pulled)
- 3) *Smith Fix* - If in Smith: you may spend Coin 2 to restore Cart Integrity +1 (max 4)
- 4) *Scholar Steps* - If in Scholar: if Wet Wheels checked, Cart Integrity -1 (once per turn)
- 5) *Heights Wind* - If in Heights: if Spilled checked, you lose 1 Meal (Meals -1)
- 6) *Underways Wet Stone* - If in Underways: check Wet Wheels (if already checked, Cart Integrity -1)

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CONDITIONS (what they do)

Spilled:

- Represents sloshed bowls, dropped lids, messy hands.
- Only has an effect when a rule says it does (Heights Wind).

Late:

- Represents wasted time and missed windows.
- Only has an effect when a rule says it does (Hot Spot / Price Argument).

Wet Wheels:

- Represents slick wheels and poor braking.
 - Makes cart trouble worse in certain wards (Scholar Steps / Underways Wet Stone).
 - Can be cleared by a SUCCESS on CART TROUBLE.
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