



Heartseeker

Being a traditional fantasy adventure game

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DEAN SPENCER

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Heartseeker is an adventure game inspired by the original from the 70s. One player is the referee while the others are player characters (PC's) in a land of intrigue and danger.

CHARACTER CREATION

Roll 3d6 for each ability:

- **Physical:** strength, dexterity, combat. +1 to hit and damage if 14+.
- **Mental:** intelligence, common sense. Gain a language for every point over 13.
- **Aura:** presence, charm, looks. +1 to monster reaction rolls if 14+.

SAVES

A save prevents certain ill effects. Saves correspond to abilities.

- **Physical:** save against physical damage & effects such as diseases and poisons.
- **Mental:** save against mental spell effects, illusions & paralysis.
- **Aura:** save against charm effects.

Roll under the relevant ability score on a d20 to succeed a save.

CLASSES

Choose a class. HD = Hit Die. Roll this for your starting hit points (hp).

- **Warrior:** HD d10, gain an extra attack if your level is at least 2 higher than the enemy HD. Can wear all armour.
- **Thief:** HD d6, advantage when stealing, moving silently or climbing. Do +d6 damage when surprising. Cannot wear plate, banded mail or chain armour.
- **Wizard:** HD d4, can cast spells. Advantage on mental saves. Can only wear cloth armour.
- **Cleric:** HD d8, can use prayers, advantage on aura saves. Can wear all armour. Can only use blunt weapons.
- **Pathfinder:** HD d8, advantage when hunting, hiding a camp or tracking. +1 to hit with ranged attacks. Cannot wear plate armour.

BLOODLINE

Choose a bloodline. Gain the language of that bloodline. Everyone speaks common (human language).

- Human
- Elf
- Dwarf
- Goblin
- Orc
- Ratkin
- Gnome
- Kobold
- Catfolk

SPELLS

Wizards know the following spells. Prepare a number of spells per morning equal to half class level+1 (round up). Each can be used once per day and forgotten if not used. Wizards may cast light and parlour tricks indefinitely.

- **Arcane Shot:** Deal d6+1 damage to a creature within 80'.
- **Fireworks:** A creature within 30' takes a -2 to attacks on their turn.
- **Unlock:** Unlocks mundane and magic doors or chests.
- **Enchant Weapon:** A creature's weapon within 30' gains +1 to hit and damage for on their turn.
- **Illusion:** Create an illusion of your choice, no bigger than 7'. Lasts for 1d6 rounds.
- **Sleep:** Puts 1d4 creatures within 100' to sleep. They must save vs Mental to stay awake. Awoken if harmed.

PRAYERS

Clerics can use the following prayers. Prepare a number of prayers per morning equal to half class level (round down). Each can be used once per day and forgotten if not used.

- **Mending Hands:** An adjacent creature is healed d8 hp (or damages undead d8)
- **God Shield:** A creature within 50' gets +1 AC for a round.
- **Remove Condition:** Removes paralysis, disease or poison from an adjacent creature.

ABILITY CHECKS

When an action's outcome is uncertain, make an ability check. Roll under the relevant ability with a d20 to succeed. Advantage = roll twice and take lowest. Disadvantage = roll twice and take highest.

COMBAT

- Referee determines surprise. Surprised side acts second.
- Each side rolls d10. The highest goes first (reroll ties)
- Take one action per turn (move, attack, cast spell/prayer etc)
- Can move 1/4 speed and attack.
- **Attacking:** roll d20 + half level (round down) vs enemy AC. If equal or higher score a hit. Roll class HD in damage. This comes off hp. Monsters die at 0hp, but PC's more likely to be unconscious or captured.

TIME

- 1 round - time taken for all turns
- Combat round = 10 seconds
- Dungeon exploration round = 10 minutes
- Wilderness exploration round = 1 day

MORALE

When monsters are outnumbered and on half hp, roll a d10. Monsters with HD less than the roll flee or concede.

AMMO

Run out of ammo if you roll a 1 on attack.

MOVEMENT RATE

PC's move 40' per turn during combat and 120' per turn during dungeon exploration (denoted as 40/120).

RECOVERY

Heal naturally 3hp per day. Potions heal 1d8hp.

MONEY

PC's start with 3d6x10 gp.

- 10 copper pieces (cp) = 1 silver piece (sp)
- 10 silver pieces (sp) = 1 gold piece (gp)

ARMOUR

Each type of armour has an Armour Class (AC). An unarmoured PC has AC 10

- Cloth AC 11 (10gp)
- Leather AC 12 (20gp)
- Studded Leather AC 13 (30gp)
- Chain AC 14 (40gp)
- Banded Mail AC 15 (50gp)
- Plate AC 16 (60gp)
- Shield +1 AC (needs spare hand) (10gp)

WEAPONS

Weapons never differ in damage, but they are physically different. Unarmed damage is -1.

- Dagger (thrown 20') (3gp)
- Sword (7gp)
- Mace (5gp)
- Axe (7gp)
- Spear (can hit from 10' away) (8gp)
- Staff (wizard favourite) (2gp)
- Sling (30' range) (2gp)
- Bow (80' range) (25gp)
- Longbow (160' range) (40gp)
- Quiver of arrows (5gp)

ENCUMBRANCE

- Carry a number of items equal to physical + 10. Coins are 100:1.
- Overencumbered = half movement.

ADVANCEMENT

Gain xp (experience points) for slaying creatures

and gaining treasure (1 gold piece value = 1xp). Once you reach 2000xp x current level, advance a level. When you do:

- Roll d20 for each ability. If you roll over, +1 to that ability
- Add class HD die to your total hp. After level 9 gain 2hp per level.

MONSTERS

Monsters refer to any enemy the referee controls. Abbreviations:

- HD: Hit Die - the number of d8s rolled to work out hp. The higher, the tougher.
- AC: Armour class
- Atk: To hit bonus (slashes denote multiple attacks). Damage in brackets.
- SV: Saves
- MV: Movement rate
- XP: Experience points

MONSTER REACTION (1D6)

1. Immediate attack
- 2-3. Hostile
4. Uncertain
5. Friendly
6. Volunteers to help

Ant, Giant: HD2, AC13, Atk Bite +1 (d6), SV P12 M6 A9, MV 40/120, XP20

Basilisk: HD6, AC14, Atk Bite +3 (d6), SV P16 M10 A13, MV 30/90. XP275 Special: Turns any creature looking into its eyes to stone until cured (save vs mental).

Bugbear: HD3, AC15, Atk weapon +1 (d8), SV P13 M11 A9, MV 40/120. XP35 Special: Gains a surprise on a 1-3 on a d6.

Chimera: HD9, AC16, Atk claw +4/claw +4/bite +4 (d6/d6/d8), SV P18 M14 A14, MV 60/180 (flying). XP900 Special: 1 in 3 chance on a d6 will breathe fire +4 (d10).

Dragon: HD8, AC17, Atk claw +4/claw +4/bite +4 (d6/d6/d8), SV P16 M15 A13. MV 60/180 (flying). XP650 Special: Uses breath weapon 3 times per day. 80x30' cone. Enemy save vs physical or takes 2d8 damage.

Goblin: HD1, AC14, Atk weapon +0 (d6), SV P11 M8 A10, MV 40/120. XP10 Special: Fight with -1 to hit during daylight.

Lizardkin: HD2, AC14, Atk weapon +1 (d6), SV P12 M8 A9, MV 40/120. XP20

Ogre: HD4, AC13, Atk weapon +2 (d10), SV P16 M10 A14, MV 50/150. XP75

Skeleton: HD1, AC12, Atk claw +0 (d6), SV P12 M4 A10, MV 40/120. XP10. Special: Takes half damage from slashing or piercing weapons. Unaffected by sleep spells.

Troll: HD6, AC13, Atk claw +3/claw +3 (d6/d6), SV P16 M10 A18, MV 60/180. XP 275, Special: Regenerates 3hp per turn after reaching half hp.