Heroes &
Other Worlds

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Adventure Game

HEROES & OTHER WORLDS

Cover Art
Valerie Brandon

Original Illustrations
Richard Luschek
Luigi "Artkid" Castellani

Edited by
Beau Chambers

**Heroes & Other Worlds
Written and Designed by**
C.R. Brandon

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Special Thanks

To my wife for her patience, love and sense of adventure.
To my brothers for always being willing to listen and try another crazy idea.
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To Steve Jackson for creating decades of gaming fun and inspiration.
To Howard Thompson for publishing great games.
To Dark City Games for supporting a fellow adventurer.
To God for making it possible.

VERY SPECIAL THANKS
To YOU for playing the game!

Introduction

The old tower had stood for as long as anyone could remember, because of that, no one could say who had built it. Old Garvey said it was the Elves, while the tavern keeper claimed it was the King of Caswyn and his knights from a bygone era. Myths said Godu the Terrible had used it to practice his dark arts! All said vast treasures protected by terrors unknown were hidden behind its ancient walls. No one is brave enough to explore it. Are you?

Adventure gaming is a different sort of experience. Using your imagination you create and explore fantastic settings just like in a good movie or novel. You will create your own Heroes and then explore other worlds all created by your imagination! You may adventure as noble heroes, rough barbarians, possibly villainous thieves, or maybe as the last hope for a kingdom! Unlike a board game with set limits on what you can do, an adventure game is boundless and will be whatever YOU make of it.

This is my personal grail quest to make the game I wish I had found many years ago. It is inspired by **Metagaming's** microgames **Melee** and **Wizard**, both designed by Steve Jackson. The simplicity and sensibility of those games always inspired me. I learned to play adventure games with the Tom Moldvay edited version of the Basic **D&D** rules. It covered all the rules for play so clearly that a 12 year old could begin what has become a lifetime of adventuring. With **Heroes & Other Worlds** I have tried to remain true to the spirit of those influential games, yet create something uniquely inspired by them.

Why call it an adventure game and not a role playing game? Because the primary goal of the game is for you to have adventures, not to improve your acting skills as Eswanda the Elf. The role playing connotation is a misnomer and does a disservice to what the focus and appeal of these types of games really are, having adventures! Whether you do so acting as Arnie the Dwarf, or Gyzgaz the Wizard should be secondary to the excitement of exploring the unknown! Whether it is looking behind the locked door, entering the ghost haunted tower, or discovering the necromancer's buried tomb, the adventure is the heart of the game, not acting.

Gather your friends, get some paper and dice, and prepare to venture forth! What you find and where you will go is limited only by your own imaginations. I hope you discover many years of excitement and adventure!

Good Fortune!
C.R. Brandon
Autumn 2012

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GETTING STARTED

Heroes & Other Worlds is a game of adventure. Together you and your friends will explore legendary, strange and haunted places created by your imaginations. The book you now hold in your hands describes everything you need to know regarding how to play **Heroes & Other Worlds**. From creating your own Heroes, refereeing the game, fighting monstrous foes, to looting treasure... it's all in here!

What do I need to play?

To play **Heroes & Other Worlds** you will need this rules booklet, some friends, paper, pencils, at least four, six sided dice (best if each Player has four dice), time and imagination. While not required, you may wish to use paper with a 1" square grid pattern or 1" hex pattern along with miniatures to represent each Hero and foe. In game terms, each 1" space equals five feet (5').

The Roles

There are two different roles for people participating in **Heroes & Other Worlds**: the *Referee* and the *Players*. One person will be the Referee while the other participants will be the Players.

The Referee creates the adventures and brings them to life. He or she describes the scene for the Players, adjudicates the rules, and acts as the monsters and NPCs (non-Player characters) the Players meet. A good Referee is flexible, creative, patient, and impartial. The Referee's goal is not to defeat nor coddle the Players, but rather to inspire and challenge. ***The Referee should read and be familiar with all the rules in this book.***

The Players experience the Referee's creation! They must ask questions as well as use their wits to survive and overcome the challenges created by the Referee. A good Player is passionate about participating, listens to the Referee and other Players without letting disagreements that may arise create ill temper or ill will between the two. **Heroes & Other Worlds** is not a competition between Referee and Players; instead it is a shared experience with the common goal being to adventure in worlds of shared imagination! ***Players should ONLY read the* Player Section *of this rules book!***

Dice and Tests

Heroes & Other Worlds only requires the use of standard, 6-sided dice referred to as d6. These dice are used to determine the success, failure, or outcome of:

Attribute Tests

Attribute Tests are denoted by: [*number of dice*] / [*Attribute tested*]. For example: 3/ST denotes a test of Strength. The Player rolls 3 dice (3d6) and compares the result to his adjusted Strength attribute. Likewise, 4/IQ indicates the Player rolls 4 dice (4d6) and compares the result to their adjusted Intelligence attribute. In any test, a success is achieved by *rolling equal to or lower than* the adjusted Attribute you are testing against. Rolling a total higher than your adjusted Attribute means you have failed the test. A roll of 17 or higher is *always* a failure and a roll of 4 or lower is *always* a success.

Opposed Tests

When two characters are in direct contest with one another an Opposed Test is used. Each Hero makes an Attribute Test at the same time. The Hero with the higher margin of success wins. This test is commonly used in wrestling, grappling and racing.

Damage or Effects

Weapons and spells will require you to roll a certain number of d6 and apply the result. Sometimes a modifier is listed after the dice, such as 2d6+1. This means roll and sum 2 dice, then add 1 to the result.

Charts and Tables

You may be asked to roll dice on a chart or table to determine a result or option.

A note about tests

It is not necessary to roll dice or test for every uncertainty in game play. If there is not a material importance to the success or failure, let the test succeed and keep the adventure moving.

Who Should Roll the Dice?

Players should roll the dice for their own attacks, defense, damage they inflict and spells they try to cast. In addition most, but not all, skill tests should also be handled by the Players.

A Referee should roll the dice for the attack, defense, damage, skills and spells cast by Non-Player Characters (NPC's) and any opponents of the Players.

The Referee *should* roll for Players when the resulting knowledge would be secret to the Hero. This applies to any situation where the dice result can tell Players something their Heroes would not otherwise know. Am I walking quietly? Am I hidden from sight? Did I find a trap?

For example the Heroes are searching for a secret door. The Referee should roll secretly for the Players and announce if they did or did not find the door. This will leave the Players in doubt if there is no door or if their Heroes did not find one.
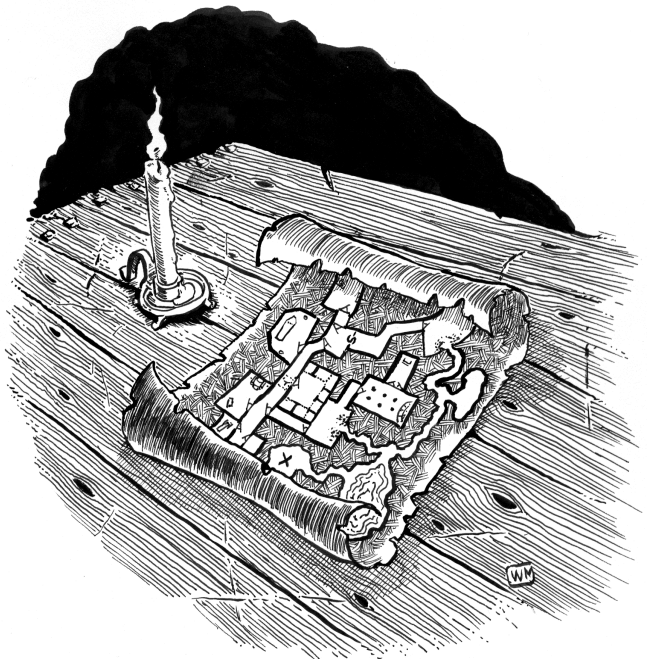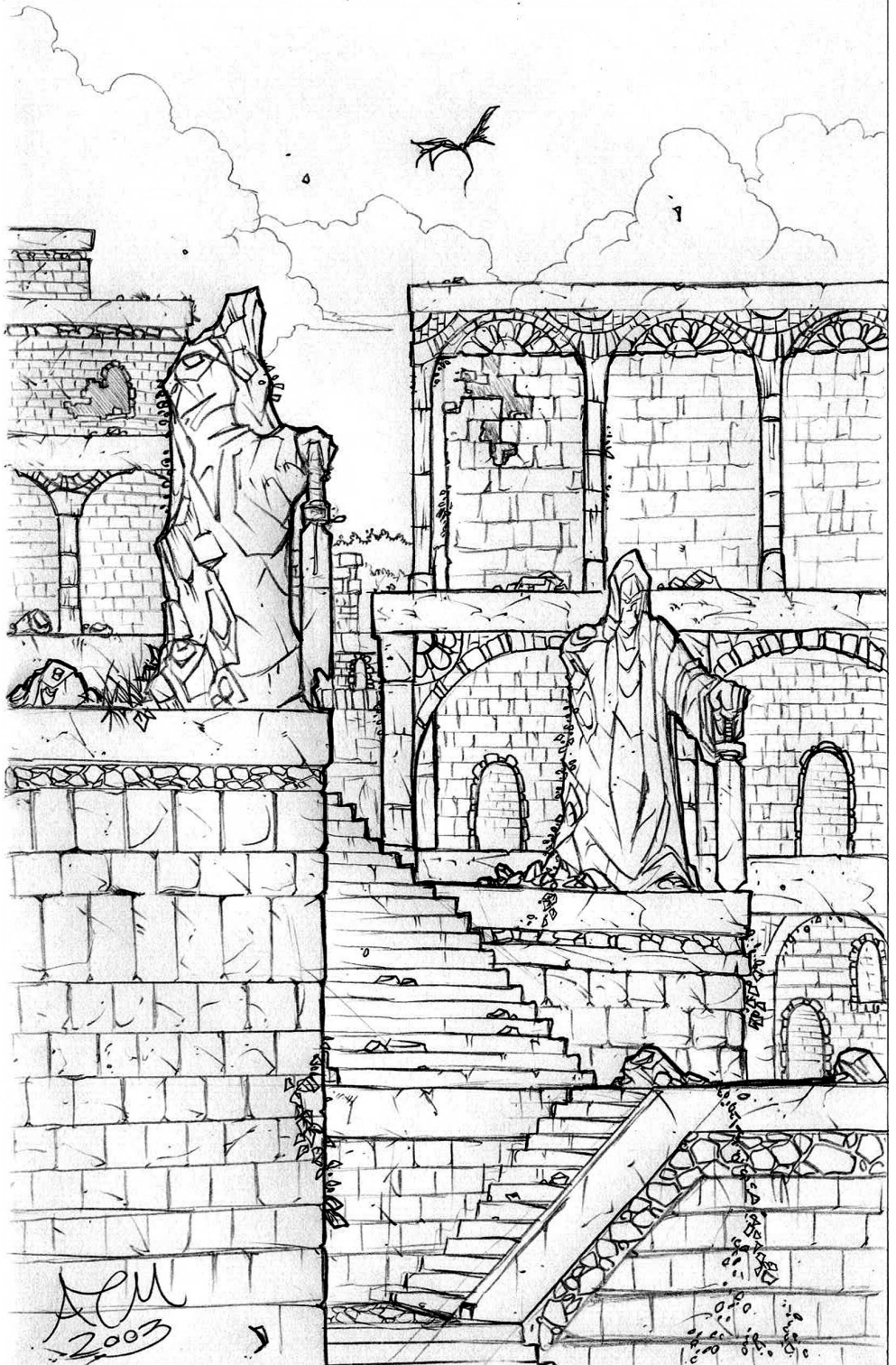
HEROES

CREATING A HERO

Before exploring other worlds, each Player needs to create a Hero! Each Hero can be either an **Adventurer** or a **Wizard**. This is up to the Player when they create their Hero. All Heroes are assumed to be Human, unless the Referee allows Demi-Human races in the adventure.

Adventurers could be noble knights, fierce barbarians, crafty thieves, hardy rangers or eagle eyed archers! You rely on your skills, reflexes and a weapon to get you out of trouble. Adventurers start with 3d6x10 coins to purchase equipment.

Wizards specialize in learning and casting magical spells! You might be able to conjure up a giant wolf to fight for you or release lightning bolts to slay threats like skeletons and trolls! Wizards start with 2d6x10 coins to purchase equipment.

Attributes

These represent the different physical and mental aspects of your Hero. Your Hero is defined by four core attributes.

Strength (ST) determines:
- Your muscles, which weapons you can use and how much you can carry.
- How likely you are to break or bend items, and resist poisons.
- How much damage you do unarmed, 1 point per 6 ST rounded down.
- How many wounds your Hero can take. *Damage from combat or other events are subtracted from ST When ST goes to 0 the Hero is unconscious. Any further damage kills the Hero.*

Intelligence (IQ) determines:
- How many spells and/or skills a Hero can learn.
- How complex the spells can be.
- How likely your Hero is to succeed in casting a spell.
- Your ability to notice clues, spot hidden things, and solve problems.

Dexterity (DX) determines:
- How likely the Hero is to hit a foe with a weapon.
- How likely the Hero is to dodge out of danger.
- The Hero's ability to perform athletic feats.
- The Hero's ability to perform actions of manual dexterity.

Endurance (EN) determines:
- How well your Hero can withstand damage. *Damage taken is subtracted from EN first, when EN reaches 0 all further damage is taken from the Hero's Strength (ST).*
- How well you can survive the elements.
- How many spells your Hero can cast. *Each spell has an EN cost. This is the number of EN points a Hero expends in casting a spell. When EN reaches 0 any further spell casting is taken as damage from the Hero's ST score.*

Creating Attributes

New Heroes begin with a score of 8 in each of the four attributes. Each Player then has 10 additional Hero points to spend and increase the Hero's attributes as you like.

Adjusted Attributes

Each Hero's attribute should be followed by a number in parentheses. Your Hero's permanent Attribute score is written just after the Attribute name followed immediately by the adjusted Attribute value in the parentheses like this: **ST12(10)**

Any of the 4 Attributes may be adjusted during play due to various reasons such as damage, spell casting, or armor worn. Your permanent value will remain unchanged while your adjusted value (the number in parenthesis) will fluctuate frequently. Remember, a*ll tests are made versus the adjusted Attribute!*

Secondary Attribute

Movement (MV) This score is calculated as your adjusted DX score divided by 2. Round up to the nearest whole number.

MV determines:
- Who goes first in combat.
- How many spaces your Hero can move on a map in one, 5 second turn.
- Multiply MV by 5 to determine how many feet the Hero moves in one 5 second turn.

Demi-Human Characters (OPTION)

If your Referee allows, you may choose Demi-Human races to play. Below is a chart (including Humans) for creating such starting characters.

Race	Min. ST	Min. DX	Min. IQ	Min. EN	Hero Pts.
Human	8	8	8	8	10
Elf	6	10	9	7	10
Dwarf	9	6	8	9	10
Halfling	6	9	8	9	10

Demi-Humans

Demi-Humans are cousin races to humanity. Whether they were magically created or native to the world is lost in the mysteries of the past. A Player may choose a Demi-Human race to play, but should check with the Referee first to make sure it is okay.

Elves are an ancient race of forest dwelling people. They are slight of build averaging about 5 feet in height. They have pointed ears, long hair and a haughty attitude towards other races. Elves are exceptionally long lived with a life span of 400 years or more. Elves may move through the woods silently, without leaving tracks as long as they are not wearing any metal armor. It requires a 4/IQ test to track or hear silently moving elves in the woods.

Dwarves are said to have been born of iron and rock deep with the mountains of the world. Known as hard fighters and hard to get along with, a Dwarf could be your truest friend or worst enemy. They stand about 4 feet in height, have long beards and an ancient hatred of Goblins! Dwarves get +1 to any attack or spell cast attempts against Goblins. Dwarves often live to 300 years or more!

Halflings are stout, short Demi-Humans averaging about 3 feet in height. Known for their love of good food, green pastures and a simple life. Halflings believe it is only the most odd who embark on a life of adventure. Halflings get +1 to thrown weapon attacks. It requires a 4/IQ test to spot Halflings when they are hiding. Halflings live to over 140 years.

Starting Skills and Spells

All starting Heroes receive 5 points to spend buying skills and spells. Any Hero type (Adventurer or Wizard) can use these points to buy skills or spells.

- **An Adventurer** pays 1 point per skill or 2 points for a spell.
- **A Wizard pays** 2 points per DX tested skill, 1 point per IQ tested skill and 1 point per spell.

The total number of skills and spells any Hero can learn is equal to the Hero's IQ. *For example, an IQ14 Hero could learn a maximum total of 14 skills and spells combined.*

Skills

Next you will find a list of skills. Each point spent on a skill gives a Hero a (+1) to their adjusted Attribute score when using or testing that skill. A Hero may attempt to use any skill, but if they have not learned it, they must add at least 1 die to test the use of that skill.

Difficulty and Using Skills

Depending on the situation, the Referee may increase the number of dice rolled for a test. A normal test is rolled with 3 dice, a difficult test may require rolling 4 dice, but a heroic attempt may require a test with 5 or 6 dice! The Referee, depending on the difficulty of the situation, will tell you how many dice to roll.

Dice Roll Modifier (DRM)

In addition, the Referee may modify a Player's 3 dice roll in a smaller way. A Dice Roll Modifier (DRM) of +1, +2, or +3 can be applied by the Referee (before the Player's roll) to increase the difficulty in a smaller way than by adding a whole die to the test. The DRM is applied to the sum of the dice rolled by the Player. The goal is still to roll equal to or lower than the adjusted Attribute being tested. *For example, a Hero is climbing a wall in a light rain, the Referee announces a DRM of +1. The tracks the Players are following are 1 day old, the Referee announces a DRM of +2.*

SKILLS

Acrobatics (3/DX) Reduce fall damage by 1d6, bonus to balance & physical feats.

Act/Disguise (3/IQ) Mimic or pretend to be a different person in both look and action.

Alchemy (3/IQ) Create/identify potions, effect bonus equals skill level.

Alertness (3/IQ) Avoid ambush or surprise, be keen eyed and aware of surroundings.

Animal Handler (3/IQ) Calm, manage, or prevent animal attacks.

Athletics (3/DX) Special bonus to run, jump, swim and perform other athletic feats.

Astronomy (3/IQ) Study of the stars and planets. Used in travel and fortune telling.

Ax/Club/Mace (3/DX) Bonus to attack when using an Ax, Club or Mace. For every +3 in skill bonus, the Hero can make 1 additional attack per turn.

Bard (3/IQ) Sing a song to give a bonus to the attribute or skill of others. Bonus equal to skill level, lasts a number of turns equal to skill level. Earn 1d6 coins per skill level when performing in la public location once per day.

Bows (3/DX) Bonus to attack when using bows. For every +2 in skill bonus, the Hero can make 1 additional attack per turn.

Climbing (3/DX) Scale surfaces or descend surfaces with or without ropes.

Charm (3/IQ) Influence/control another person.

Craftsmen (3/IQ) Choose a focus like carpenter, farmer, fishermen, mason, smith, etc.

Crossbow (3/DX) Bonus to attack when using crossbows.

Dagger (3/DX) Bonus to attack when using daggers and knives. For every +2 in skill bonus, the Hero can make 1 additional attack per turn.

Detect Hidden/Hide (3/IQ) Spot, find or conceal traps, doors, items, others or yourself.

Detect/Tell Lies (3/IQ) Determine speaker's honesty, attempt to lie and fool others.

Diplomacy (3/IQ) Bonus applied to attempt to avoid conflict or negotiate a solution.

Escape Artist (3/IQ) Know how to slip out of, or create difficult bonds.

Farming (3/IQ) Know how to plant, manage, and harvest crops.

Fencing (3/DX) Expert in using rapier or saber weapons. The skill level bonus is applied to attacks and parry tests using these weapons. For every +2 in skill bonus, the Hero can make 1 additional attack or parry per turn. When used for parrying roll 1d6. If the result is a 6, the rapier or saber breaks.

Fishing (3/IQ) Know where/how to catch fish. Success feeds 1 person for 1 day per bonus.

Hunting/Trapping (3/IQ) Know how to hunt and trap game for food and profit. Success feeds group for one day, and skin or fur is worth 1d6x10 coins.

Literacy (3/IQ) Read/write an additional language. To start, all Adventurers will know Common Tongue, and Wizards will know both Common and Sorcerer's Tongue.

Lore (3/IQ) Know the history, myths, or information about obscure topics regarding a certain area, people, or subject. Can be taken multiple times for different subjects.

Merchant (3/IQ) Buy/sell, haggle over goods, benefits you 10% x Skill Level.

Naturalist (3/IQ) Identify poisons & plants, make healing potions.

Physicker (3/IQ) Heal a person once per day, 1ST or 2EN is healed per skill level.

Pick Lock/Trap (3/DX) Bonus when picking locks or disarming traps. Also used to construct locks/traps.

Pole Arms (3/DX) Bonus to attack when using spears and pole arms.

Professional Skill (3/IQ) Must specify a job such as armorer, mason, carpenter, etc. You are skilled in that profession and add your bonus to tests of your professional ability.

Recognize Value (3/IQ) Determine value of goods, avoid a swindle.

Riding (3/DX) Ability to ride animals.

Sailor (3/IQ) Pilot a boat, avoid trouble.

Scholar (3/IQ) Knowledgeable about history, math and science.

Sling (3/DX) Bonus to attack when using slings.

Shield (3/DX) Bonus applied to block defense when using a shield in combat.

Speak Language (3/IQ) Speak and understand a new language.

Staff (3/DX) Bonus to attack when using staff as a weapon.

Stealth (3/DX) Evade detection, move silently.

Streetwise (3/IQ) The skill of fencing, finding, or hiding things like rumors, people or goods in the underworld or mean streets of an urban setting.

Survival (3/IQ) Ability to find enough food and water for 1 person to live off the land for 1 day. Each bonus adds +q to the number of people you could provide for in a day.

Swords (3/DX) Bonus to attack when using swords. For every +3 in skill bonus, the Hero can make 1 additional attack or parry per turn.

Tactics (3/IQ) Attempt to steal initiative back from an opponent used once per battle.

Thief (3/DX) Steal items without being caught. Modified by awareness of target or where item is located.

Throw (3/DX) Bonus to attack when throwing knives, rocks, darts etc.

Track (3/IQ) Identify and follow creatures. Modified by terrain and age of tracks.

Two Weapon Combat (3/4/DX) First weapon attack made at 3/DX. Second weapon attack made at 4/DX. You may only use one-handed weapons and may not be using a shield. Bonus is applied to both attacks.

Unarmed Combat (3/DX) Bonus to attack, damage, and grapple attacks.

Unique Weapon (3/DX) Bonus to attack when using weapons like a whip or net.

SAMPLE HERO

In order to see how a Hero is created, lets look at my own Hero, Toshiro "Red" Redcap. My concept for Red is to make him a sneaky Adventurer who is good at those things useful outside of a fight. I use a 3x5 index card for a Hero sheet.

Attributes

First, I have to divide 10 Hero points among Red's 4 attributes. As a Human, they all start with an 8. I want Red to be good at doing sneaky things. Both Intelligence (IQ) and Dexterity (DX) are going to be important more than Strength (ST) or Endurance (EN). So I decide to do the following: **ST8** (8+0) **IQ12** (8+4) **DX14** (8+6) **EN8** (+0)

Skills

Next, I have 5 points to use picking Red's skills. I don't think I see Red casting spells, so I won't worry about those. I do see him as sneaky though, so I give him Stealth+1 to move quietly, Detect Hidden+1 so he can spot hidden items or dangers, and Pick Lock/Trap +1 so he can avoid trouble. I want Red to be a master with knives so I give him Daggers +1, and Throw +1 so he can keep danger at a distance.

Equipment

Every Hero starts with basic/simple clothing, including a belt and boots or shoes. Then to get my starting coins I roll 3d6 and get a total of 13. Multiply 13x10 and I get 130 coins to spend! Well, Red is not much of a fighter so I will invest in padded armor to protect him. This gives him an AR of -1, and it lowers his DX score by -1 to an adjusted total of 13. Movement is also based on adjusted DX. Since my DX is now adjusted to 13, and Move (MV) is ½ your adjusted DX, that makes my MV score a 6.5, which we round up to 7. I will buy some other basics that a sneaky, dagger wielding Adventurer might need. Now Red is all set to begin a long (let's hope) life of adventure!

Name Toshiro Recdcap	**Class** Adventurer	**Race** Human
ST 8 (8)	**Coins** 10	
IQ 12 (12)	**XP** 0	
DX 14 (13)	**MV** 7	
EN 8 (8)	**AR** -1	

SKILLS	**EQUIPMENT**	
Detect Hidden (IQ+1)	Daggers (4)	Blanket
Pick locks/Traps (DX+1)	Lock Pick Set	Belt Pouch
Stealth (DX+1)	Candles (3)	Large Sack
Dagger (DX+1)	Flint & Tinder	Padded Armor
Throw (DX+1)	I Week Food	Waterskin

MAGIC & SPELLS

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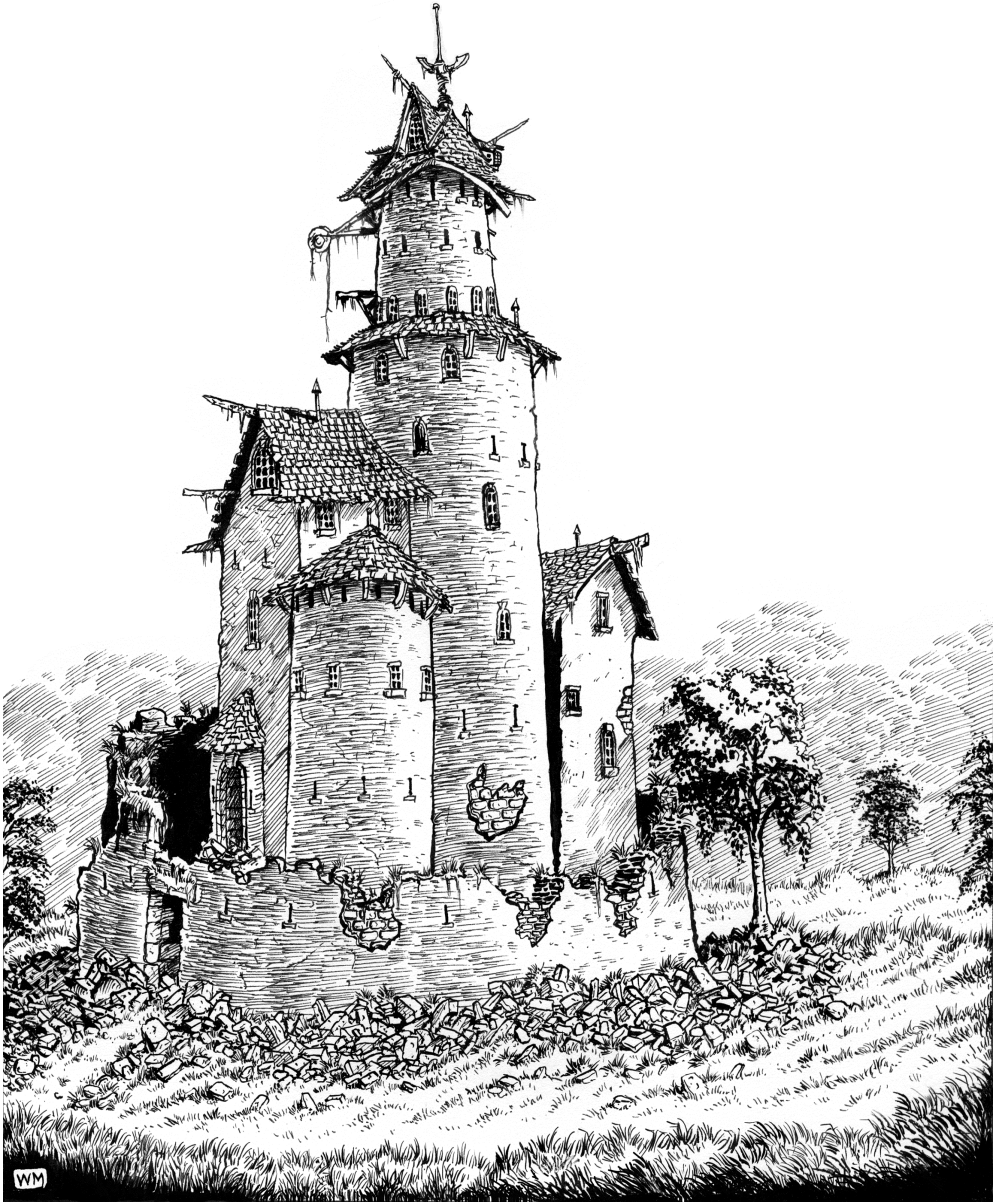
Magic & Spells

Any Hero may use magic, but a Wizard is best at it! A Hero may learn a number of spells equal to his IQ. In general, no spell should be above the Hero's IQ. Only a Wizard Hero can learn and cast a spell above his own IQ. A Wizard adds 1 die to the attempt (4/IQ) to cast that spell anytime it is used. *For example a Wizard with an IQ11 could learn up to 11 spells, and none should have an IQ rating above 11.*

Casting Spells (3/IQ)

Casting a spell is a 3/IQ test; the skill level bonus for the spell is added to the caster's IQ when making the test. A caster's hands must be empty unless a hand held item is necessary to cast the spell (like holding a wand). A caster must be able to speak (say the incantation out loud) for a spell to be cast.

Casting a spell fatigues the Endurance (EN) of the caster. Each spell cast has an EN cost. The EN cost is subtracted from the caster's adjusted EN score if it is **successfully** cast. If a Hero runs out of EN, they may pay for more spells by taking damage. Further spell casting costs ST points as damage. Remember when ST is 0 the Hero is near death! EN is restored at a rate of 2 EN per one hour of uninterrupted rest, or fully restored with 8 hours of uninterrupted sleep.

Critical Hits and Fumbles: Spells (OPTION)

The following are optional rules for those desiring more chaos in their conjuring.

- A natural roll of 3 means the spell cost no EN and cannot be resisted
- A natural roll of 4 means the spell cost ½ EN and cannot be resisted.
- A Natural roll of 17 means the spell cost full EN, and failed to be cast.
- A Natural Roll of 18 means the spell cost full EN, failed to be cast, and inflicts 1d6 damage to the Wizard.

Instant, Timed, and Permanent Spells

Spells are divided into three categories: Instant (I), Timed (T), or Permanent (P).

- **Instant Spells** (I) Immediate effect or immediate single-use.

- **Timed Spells** (T) Last a limited amount of turns. Most timed spells last number of turns equal to casters IQ+ spell skill level. Read the spell description for details.

- **Permanent Spells** (P) Effect is in place until dispelled by a Wizard.

Timed Spells (OPTION)

You may wish to have magic remain mysterious by having it potentially disappear before the end of an encounter. If this is the case, the round after a timed spell is cast roll 1d6. A result of 6 immediately dispels the timed spell's effect. Do this each round the timed spell is in effect.

Images and Illusions

Images and illusions are imagined objects or creatures created by a Hero based on things previously seen. While images disappear when touched; illusions are active and will do damage to a target until disbelieved or "killed." A Hero can attempt to disbelieve an image or illusion by spending their turn disbelieving and passing a 3/IQ test.

Spell Lists

On the following pages, spell lists are ordered by IQ level. Each spell is presented in the following format:

- **Name:** Name of the spell.
- **(Type):** Instant (I), Timed (T), or Permanent (P).
- **IQ:** Minimum IQ requirement to cast spell with a 3/IQ test. If a spell IQ is higher than the caster's, then the test is made 4/IQ.
- **EN#:** The EN cost paid by the Hero if the spell is successfully cast. An asterisk by the cost denotes the EN cost is variable. See the spell description for details. Remember: *If the Hero's EN is zero, any further spell casting is taken from ST as wound damage.*
- **Range (R):** Maximum distance in spaces/feet the spell may be cast. *(Self, Touch, IQ or Line of Sight)*
- **Self:** Hero can only cast spell on self.
- **Touch:** Hero must physically touch the target.
- **IQ:** Spell can be cast a distance equal to the IQ of the wizard in spaces, or multiply IQx5 to get the number of feet.
- **Line of Sight:** Hero must be able to see target unobstructed.

IQ 8 SPELLS

❖ **Blur** (I) IQ8 EN2 R:Touch

Target becomes warped and blurred to normal sight, and thus more difficult to hit. All attacks against target use +1 die.

❖ **Drop** (I) IQ8 EN1 R:IQ

Target's hands spasm suddenly and must test 4/ST or drops items held.

❖ **Image, Lesser** (T) IQ8 EN1 R:IQ

Caster creates an image in 5' of space which looks, sounds, smells like the real thing until touched or disbelieved.

❖ **Light** (T) IQ8 EN1* R:IQ

Creates magical light which illuminates 20' (4 spaces) per EN spent. Lasts up to IQ in hours before needing to be re-cast.

❖ **Magic Fist** (I) IQ8 EN1* R:IQ

Creates a glowing giant hand which attacks a foe. Does 1d6+EN spent damage to a target, 4 EN max.

❖ **Slow Movement** (T) IQ8 EN2 R:IQ

The very air surrounding the target becomes thick and syrupy like wet mud. Target reduced to 1/2 MV.

❖ **Summon Swarm** (T) IQ8 EN2* R:IQ

The sound of a thousand buzzing insects fills the area as the caster summons a swarm of flying insects that affects 5' per every 2 EN spent. Any actions in affected space are made at +1 die.

IQ 9 SPELLS

❖ **Assist** (T) IQ9 EN1 R:Touch
A glowing warmth magically fills the target. Add +1 to an attribute. Can use on self.

❖ **Avert, Lesser** (I) IQ9 EN1 R:IQ
As if pulled suddenly by an invisible rope, the caster moves one target 15' (3 spaces) away from himself.

❖ **Clumsiness** (I) IQ9 EN1* R:IQ
Drops target DX -1 for each EN spent.

❖ **Confusion** (T) IQ9   EN1* R:IQ
Drops target IQ -1 for each EN spent.

❖ **Dark Vision** (T) IQ9 EN1* R:Touch
Allows target to see in the dark 10' per EN spent.

❖ **Detect Life** (I) IQ9 EN1* R:IQ
Reveals any living entity within IQ distance of caster for each EN spent.

❖ **Enfeeble** (P) IQ9 EN1 R:Touch
Target must pass 3/ST to avoid falling down.

❖ **Fire, Lesser** (T) IQ9 EN1 R:IQ
5' range/area, 2 damage to anyone in or passing through fire, no armor defense.

❖ **Reveal Magic** (I) IQ9 EN1* R:IQ
Detects anything magical within IQ of caster for each EN spent. Does not reveal type of magic.

❖ **Spider Climb** (T) IQ9 EN1 R:Touch
Allows target to climb sheer or icy surfaces like a spider. *Note: Spider climbing requires use of 3 limbs to adhere to surface which limits combat while climbing.*

❖ **Summon Wolf** (T) IQ9 EN3 R:IQ
Summons a wolf to fight for caster. The wolf appears within 10' of caster and obeys summoner's attack commands.
WOLF: ST10 DX14 IQ6 MV7; AR-1 (fur); DM 1d6+1 (bite)

IQ 10 SPELLS

❖ **Dazzle** (I) IQ10 EN3 R:IQ
Blinding flash, everyone caught unprepared is DX-2 for 1D6 rounds.

❖ **Detect Enemies** (I) IQ10 EN1* R:IQ
Reveals any potential threats within IQ range of caster for each EN spent.

❖ **Far Vision** (I) IQ10 EN1 R:Touch
See objects clearly within line of sight up to 1 mile away.

❖ **Healing Touch** (P) IQ10 EN1* R:Touch
Caster heals 1 HP for each EN spent.

❖ **Lock/Knock** (P) IQ10 EN1* R:IQ
Magically open or lock objects. Magically locked objects can only be opened by the Lock/Knock spell.

❖ **Shadow, Lesser** (T) IQ10 EN1 R:IQ
Covers 5' area, all attacks in, out or through are made at +1 die.

❖ **Shock Shield** (I) IQ10 EN3 R:IQ
d6 damage (no armor defense) to each creature adjacent to caster.

❖ **Slippery Floor, Lesser** (T) IQ10 EN1 R:IQ
Creatures entering designated 5' area must pass 4/DX or fall down. To stand takes 4/DX using their next turn.

❖ **Speed Movement** (T) IQ10 EN2 R:Touch
Doubles target MV value for duration of encounter.

❖ **Summon Giant Spider** (T) IQ10 EN3 R:IQ
Summons a giant spider appearing within 5' of caster.
SPIDER: ST16 DX10 IQ4 MV6; AR-1 (carapace); DM 1D6 (fangs); SP(PS, WB)

❖ **Trip** (I) IQ10 EN1* R:IQ
Target must pass 4/DX or falls down losing his next turn. 1 EN for man-sized, 3 EN for bigger than man-sized.

❖ **Webbing** (T) IQ10 EN2* R:IQ
Caster creates a 5' web 5' for every 2 EN spent. Victim must pass 4/ST to break free or be cut out in 3 turns by another with an edged weapon. ST 30+ creatures are immune.

IQ 11 Spells

❖ **Illusion, Lesser** (T) IQ11 EN2 R:IQ
Creates the illusion of an object/creature in a 5' space that acts like the real thing, causing actual damage until disbelieved.

❖ **Magic Strike** (I) IQ11 EN2 R:IQ
1d6 damage to targets in 3 contiguous spaces (15').

❖ **Reveal/Conceal** (P) IQ11 EN1 R:Touch
Magically hide or find an object no bigger than man-sized.

❖ **Reverse Missiles** (I) IQ11 EN3 R:IQ
Missiles fired at target reverse and attack shooter.

❖ **Rope** (T) IQ11 EN2 R:Touch
Rope comes to life, binds target ST20 or less, 4/ST to break free.

❖ **Summon Bear** (T) IQ11 EN5 R:IQ
A large spectral bear is summoned within IQ range of the caster. It obeys simple attack/defend commands.
BEAR ST18 DX11 IQ6 MV8; AR -2 (fur); DM 3d6 (bite/claws)

❖ **Silent Movement** (T) IQ11 EN1 R:Touch
Target able to move without making a sound, includes silencing metal armor or other objects which may make noise on target.

❖ **Sleep, Lesser** (T) IQ11 EN1 R:IQ
Target falls asleep. The target will wake early if attacked or shaken.

❖ **Viper Staff** (T) IQ11 EN1 R:Touch
The top 2' of the Wizard's staff becomes a venomous shadow viper striking targets up to 10' (2 spaces) away. Wizard must roll to attack per normal melee, damage is 1d6+1 and target must pass 3/ST or be poisoned for an additional 1d6 damage. No armor defense.

❖ **Wall, Lesser** (T) IQ11 EN2* R:IQ
Creates a contiguous 5' (1 space) solid wall for every 2 EN spent that blocks attacks/movement. Spaces must be empty.

IQ 12 SPELLS

❖ **Break Weapon** (P) IQ12 EN3 R:IQ
Shatters a target's non-magical weapon.

❖ **Hearing** (I) IQ12 EN1 R:Touch
Hear all conversations clearly within IQ range.

❖ **Fire, Greater** (T) IQ12 EN2 R:IQ
15' (3 spaces) range/area, 2 damage, no armor defense.

❖ **Fireball** (I) IQ12 EN1* R:IQ
1d6 damage for each EN spent (up to 3). Ignites flammable objects.

❖ **Freeze, Lesser** (T) IQ12 EN4 R:Touch
Target may not move for encounter. If target is damaged, spell is broken.

❖ **Invisibility** (T) IQ12 EN4 R:Touch
Target is 5 dice test to be seen or hit.

❖ **Magic Sight** (I) IQ12 EN3 R:Touch
See through any visible obstruction natural or magical.

❖ **Repair** (P) IQ12 EN2 R:Touch
Magically mend a broken or torn item.

❖ **Shadow, Greater** (T) IQ12 EN2 R:IQ
15' area, all attacks in, out or through are made at 4/DX.

❖ **Summon Warrior** (T) IQ10 EN3 R:IQ
Summoner brings a spectral warrior to fight. Warrior obeys attack/defend commands only and appears within IQ range of the summoner.
WARRIOR: ST12 DX12(11) IQ8 MV6; AR-2 (round shield); DM 2d6+1 (broadsword)

IQ 13 SPELLS

❖ **Control Person** (T) IQ13 EN3 R:IQ

Target comes under caster's control and will act as commanded while spell is in effect. Target tests 3/IQ each turn to break free.

❖ **Curse** (T) IQ13 EN3 R:IQ

All tests the spell target makes are at +1 die while spell is in effect.

❖ **Fireproofing** (T) IQ13 EN2 R:Touch

Target is immune to fire and fire-based attacks while spell is in effect.

❖ **Flight** (T) IQ13 EN4 R:Touch

Target flies 60' per turn; target is 4D to hit while flying.

❖ **Image, Greater** (T) IQ13 EN2 R:IQ

Creates an image in 20' of space which looks, sounds, smells like the real thing until touched or disbelieved.

❖ **Open Tunnel** (T) IQ13 EN1* R:Touch

Creates one 10' section of tunnel through a sold object for each EN spent.

❖ **Slippery Floor, Greater** (T) IQ13 EN2 R:IQ

Creatures entering designated 15' (3 spaces) area must pass 4/DX or fall down losing their next turn.

❖ **Stone Flesh** (T) IQ13 EN3 R:Touch

Target has armor -4. Cannot stack with other spells.

❖ **Summon Gargoyle** (T) IQ13 EN5 R:IQ

Summoner brings a gargoyle to the fight! Gargoyle obeys attack/defend commands only and appears within IQ range of the summoner.
GARGOYLE: ST20 DX11 IQ8 MV16 (flying); AR-4 (stony skin); DM 2d6 (claws)

❖ **Wall, Greater** (T) IQ13 EN4 R:IQ

Creates a 15' (3 spaces) solid wall that blocks attacks/ movement. Spaces must be empty.

IQ 14 SPELLS

❖ **Dispel Illusions** (P) IQ14 EN4 R:IQ

Cancels out all nearby images and illusions. Test IQ vs. caster. If the caster is not present, test IQ vs. Spell IQ.

❖ **Dispel Magic** (P) IQ14 EN4 R:IQ

Cancels out any single spell. Test IQ vs. caster. If the caster is not present, test IQ vs. Spell IQ.

❖ **Illusion, Greater** (T) IQ14 EN3 R:IQ

Creates the illusion of an object/creature in a 20' space that acts like the real thing, causing actual damage until disbelieved.

❖ **Lightning** (I) IQ14 EN1* R:IQ

1d6 damage for each EN spent, up to 4 EN. Opponents in or on metal suffer +1 damage for each EN spent.

❖ **Reverse Death** (T) IQ14 EN2* R:Touch

Caster revives target if killed in this encounter. 1 ST revived for every 2 EN spent.

❖ **Sleep, Greater** (T) IQ14 EN2 R:IQ

Targets within 20' fall asleep, wakes when attacked or shaken.

❖ **Spell Shield** (I) IQ14 EN4 R:Self

Protects caster from any spells directed at him.

❖ **Summon Minor Elemental**

The Hero summons forth a minor elemental spirit of fire, water, air, earth or the void (see the bestiary for other details) to do his bidding. Elementals are able to follow only simple commands. Each Elemental requires a separate spell to summon!

❖ **Summon Minor Earth Elemental** (T) IQ14 EN5 R:IQ

 EARTH ELEMENTAL: ST16 DX10 IQ8 MV4; AR-4; DM 2d6; SP(IA)

Caster must pass 3/IQ each turn to control elemental, otherwise elemental attacks caster.

❖ **Summon Minor Water Elemental** (T) IQ14 EN5 R:IQ

WATER ELEMENTAL: ST16 DX12 IQ8 MV3/12; AR-4; DM 1d6; SP(PS)

Caster must pass 3/IQ each turn to control elemental, otherwise elemental attacks caster.

❖ **Summon Minor Fire Elemental** (T) IQ14 EN5 R:IQ

FIRE ELEMENTAL: ST16 DX12 IQ8 MV9; AR-4; DM 1d6; SP(BF)

Caster must pass 3/IQ each turn to control elemental, otherwise elemental attacks caster.

❖ **Summon Minor Air Elemental** (T) IQ14 EN5 R:IQ

AIR ELEMNTAL: ST16 DX12 IQ8 MV12; AR-4; DM 1d6; SP(BW)

Caster must pass 3/IQ each turn to control elemental, otherwise elemental attacks caster.

❖ **Summon Minor Void Elemental** (T) IQ14 EN6 R:IQ

VOID ELEMNTAL: ST16 DX12 IQ8 MV12; AR-4; DM 1d6; SP(FT/MO)

Caster must pass 3/IQ each turn to control elemental, otherwise elemental attacks caster.

❖ **Soul Seer** (T) IQ14 EN3 R:Touch

Caster absorbs half the targets ST to recharge his own EN to full again. Appears like the very face of the target is being removed!

IQ 15 SPELLS

❖ **Avert, Greater** (I) IQ15 EN2 R:IQ

Caster moves up to three adjacent targets 15' away.

❖ **Freeze, Greater** (T) IQ15 EN6 R:IQ

Targets in 20' (4 spaces) area may not move for encounter. If target is damaged, spell is broken.

❖ **Hammer Touch** (I) IQ15 EN2* R:Touch

Caster does 2d6 damage to target for every 2 EN spent.

❖ **Image, Greater** (T) IQ15 EN3 R:IQ

Creates an image in 35' (7 spaces) of space which looks, sounds, smells like the real thing until touched or disbelieved.

❖ **Iron Flesh** (T) IQ15 EN4 R:Touch

Target is AR6/0. Cannot be stacked with other spells.

❖ **Rope, Giant** (T) IQ15 EN4 R:Touch

Rope comes to life and binds a ST40 or less, 8/ST to break free.

❖ **Shadow, Ultimate** (T) IQ15 EN3 R:IQ

35' area (7 spaces), all attacks in, out or through are made at 4/DX.

❖ **Teleport** (P) IQ15 EN5 R:IQ

Target teleports to a location within line of sight of caster.

IQ 16 SPELLS

❖ **Death Spell** (P) IQ16 EN1* R:Touch
Target suffers 1 ST damage for each EN caster spends; no armor defense

❖ **Fire, Ultimate** (T) IQ16 EN3 R:IQ
35' (7 spaces) range/area, 2 damage per turn, no armor defense

❖ **Illusion, Ultimate** (T) IQ16 EN4 R:IQ
Creates the illusion of an object/creature in a 35' space that acts like the real thing, causing actual damage until disbelieved

❖ **Pain Channeling** (P) IQ16 EN1* R:Touch
Transfer damage taken from a target to another target, 1 hit damage transferred for each EN spent.

❖ **Sleep, Ultimate** (T) IQ16 EN3 R:IQ
Targets within 35' (7 spaces) fall asleep, wakes when attacked or shaken.

❖ **Slippery Floor, Ultimate** (T) IQ16 EN3 R:IQ
Creatures entering designated 35' (7 spaces) area must pass 4/DX or fall down losing their next turn.

❖ **Wall, Ultimate** (T) IQ16 EN6 R:IQ
Creates 35' (7 spaces) solid wall that blocks attacks/movement. Only works on empty spaces.

❖ **Write Scroll** (P) IQ16 EN4 R:Touch
Caster creates a scroll for one known spell which can be read and cast once by any other Wizard. After scroll is read, it disintegrates.
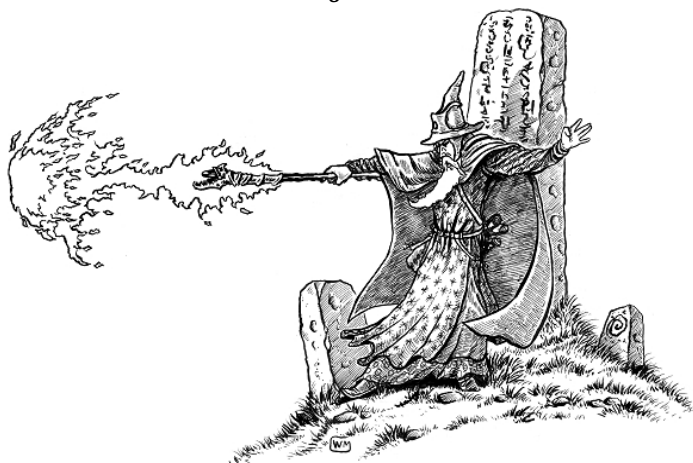
IQ 17 SPELLS

❖ **Insubstantial** (T) IQ17 EN4 R:Self
Caster becomes incorporeal, all physical items and attacks are unable to be held nor affect caster.

❖ **Summon Major Elemental**
The Wizard calls forth a major elemental spirit of fire, water, air, earth or void (see the bestiary for other details) to do his bidding and are able to follow only simple commands.

❖ **Summon Major Earth Elemental** (T) IQ17 EN8 R:IQ
EARTH ELEMENTAL: ST30 DX10 IQ8 MV4; AR-4; DM 3d6; SP(IA)
Caster must pass 3/IQ each turn to control elemental, otherwise elemental attacks caster with its next action.

❖ **Summon Major Water Elemental** (T) IQ17 EN8 R:IQ
WATER ELEMENTAL: ST30 DX12 IQ8 MV3/12; AR-4; DM 2d6; SP(PS)
Caster must pass 3/IQ each turn to control elemental, otherwise elemental attacks caster with its next action.

❖ **Summon Major Fire Elemental** (T) IQ17 EN8 R:IQ
FIRE ELEMENTAL; ST30 DX12 IQ8 MV9; AR-4; DM 2d6; SP(BF)
Caster must pass 3/IQ each turn to control elemental, otherwise elemental attacks caster with its next action.

❖ **Summon Major Air Elemental** (T)
IQ17 EN8 R:IQ
AIR ELEMENTAL: ST30 DX12 IQ8
MV12; AR-4; DM 2d6; SP(BW)
Caster must pass 3/IQ each turn to control elemental, otherwise elemental attacks caster with its next action.

❖ **Summon Major Void Elemental** (T)
IQ17 EN9 R:IQ
VOID ELEMENTAL: ST30 DX12 IQ8
MV12; AR-4; DM 2d6; SP(FT/MO)
Caster must pass 3/IQ each turn to control elemental, otherwise elemental attacks caster with its next action.

IQ 18 SPELLS

❖ **Freeze, Ultimate** (T) IQ18 EN8 R:IQ

Targets in 35' (7 spaces) area may not move for encounter. If target is damaged, spell is broken.

❖ **Shape Shifting** (T) IQ18 EN8 R:Self

Caster changes form into a creature it has seen for the duration of the encounter. Caster assumes ST and DX of new creature but retains IQ. Returns to original form if unconscious or time of spell ends.

❖ **Teleport, Long-Distance** (P) IQ18 EN10 R:IQ

Target teleports to any location known by the caster.

❖ **Wizard's Wrath** (I) IQ18 EN1* R:IQ

Wizard unleashes an amount of magical damage limited only by the EN (or ST) invested into the spell. Each point of EN or ST invested in the spell does 1d6+1 damage to 1 target. Multiple EN (ST) spent can be used against multiple targets, or to increase damage to a specific target.

ARMOR, WEAPONS AND EQUIPMENT

On **page114** of this rule book you will find a complete list of armor, weapons and equipment your Hero can purchase. All prices are in coins.

A Wizard may be unarmored, wear cloth or leather armor. If a Wizard uses a shield, he must spend 1 turn dropping it as he needs both hands free to cast spells.

An Adventurer may be unarmored, or may wear any type of armor. Armor encumbers and interferes with a Hero's free movements and actions. To reflect this an Attribute modifier is listed next to the amount of damage stopped by armor type. The restriction is applied to lower a Hero's DX score as long as they are wearing the armor or using the shield. *Once applied to DX, you must also adjust the Hero's movement to reflect the lower DX score.*

Shields only protect against attacks that come from the direction the user is facing while using the shield. If strapped on the back it only protects against attacks from behind.

Weapons and Required Strength
Every weapon has a minimum required ST for it to be used effectively in combat. If you do not have the ST required, you cannot use the weapon.

Required Strength (OPTIONS)

Lower than Required Strength
If your ST is lower than required for the weapon you are using, -1 point from the damage rolled for each ST you are under. Then apply the total to your target. *Example: If the required weapon ST is 12, and you have 9 ST, subtract 3 (12-9=3)points from any damage dealt by the weapon BEFORE applying the damage to your target.*

Higher than Required Strength
If your ST is higher than the required ST for the weapon, add +1 point to the damage rolled for every 2 ST you have over the minimum. Maximum bonus possible is +3. Then apply the total to your target. *Example: If the weapon requires ST 8 and you have ST12 you would +2 to any damage rolled for the weapon BEFORE applying the damage to your target . (12-8= 4 ST over the minimum, for a total of +2 damage)*

Encumbrance (OPTION)
Your Hero's ST represents the amount of items he or she can carry. Every point of ENC is roughly 15 lbs or 150 coins. Each item has an ENC rating. Total up the ENC from your equipment carried and compare it to your ST. If you are equal or below your ST there is no problem. For each point of ENC above your strength (ST), you subtract 1 (-1) from your DX. Clothing has no ENC rating. Armor already has its own DX modifier.

Armor Minimum ST (OPTION)
To add a minimum ST requirement to armor, multiply the Armor Rating (AR) by 3. The result is the minimum ST required to wear it. *Example: Chain mail stops 4 hits, multiply this by 3 so the ST minimum to wear it is ST12 (4*3).*

THE ADVENTURE BEGINS

After Players have created Heroes and purchased equipment, the Referee will be ready to begin the adventure. The Referee may start by describing the location you are in as well as any background or story related to the adventure you are about to undertake. Listen closely and then go ahead and ask questions *after* the Referee has set up the adventure.

Your Party of Heroes

Your party of Heroes should be between 4 and 8 Players with at least one being a Wizard. If you are playing with a smaller group, the Referee could create NPC's (Non Player Characters) to add to your party, or the Heroes could hire others (hirelings) from a town to fill out roles in your group. Most Players prefer to handle only one Hero at a time, but if needed a Player could create and control two. This may be helpful so that if a Hero is killed, the Player is still able to continue the adventure with the second. If needed the Referee could allow a Player whose Hero was killed to take over playing an NPC or hireling to continue adventuring.

Roles within the Party

It is suggested a party of Heroes needs a Caller and a Mapper.

The Caller is responsible for insuring the Referee knows the current party marching order (who is in front, middle, and the back) as well as keeping tabs on who is doing what in the adventure. The Caller does not control nor decide what the other adventurers do, but should be responsible for making sure the groups actions are clear to the Referee.

The Mapper is a Player who will draw the map of the adventure as the Players explore. This person will need to listen closely to the descriptions given by the Referee and make sure to draw a map of what is being described by the Referee. The mapper needs one or

more sheets of graph paper, along with pencils and erasers. Don't worry about exact measurements or drawing lots of details, you really want an overview to show direction, exits, and any possible doors or openings you might want to comeback and explore later.

Time

There is real-time and there is game-time. Real-time passes whether we want it to or not; at its own pace. The game should not be played according to real time. Instead, game-time is controlled by the Referee. It is within the power of the Referee to make seconds, minutes, hours, days or even years pass at whim, so long as it is sensible and fair. When the Player's chance of success at a task is guaranteed (and no die rolls are needed) the Referee decides how much time it takes to perform actions and play moves on.

Turns

When finite time does become a factor, game play breaks into turns. Turns will most often be used while engaging in combat. Each turn is 5 seconds long. Each Player will announce what his or her Hero will be doing during that 5 seconds. Once everyone has announced their intentions the Referee will execute the actions of the Players and NPCs to determine the outcomes of those actions. *Example: An action like reloading a weapon should take only one 5 second turn. Reading a dense page of text or changing out of armor will take multiple turns.*

Time Spent Exploring

Within the dungeon, a casual search of a 10'x10' area should take 1 minute. A more thorough search, like looking for a secret door or trap, will take 5 minutes.

Longer Time

There may be times when 5 seconds is too short for a turn but the Hero's chance of success are not guaranteed. Playing out a dangerous week long trip between two villages 5 seconds at a time would become tedious, as would forcing Players to play out a 15 minute horse race. The Referee is free to expand or shorten the length of a time given the circumstances in the game. The Referee should make a judgment call as to how long a task will take. Each attempt (and die roll) will take that amount of game time.

Light

Characters exploring dungeons, caves, ruins, or other dark places will need light to see. A candle will burn for 4 hours and illuminates a 10' area around the carrier with enough light to see. A torch will shine visible light in a 30' radius around the person carrying the torch and will burn out after 1 hour of use. A lantern filled with oil will also light a 30' area around the carrier with light and lasts 4 hours.

If there is a strong breeze, dripping water, mist, or other hazards like that, the Referee should check and see if the light source is blown out. Roll 1d6. A candle goes out if a 4-6 is rolled. A torch goes out on a 5 or 6, and a lantern goes out if a 6 is rolled. Remember who is carrying the light source for the adventurers, this person cannot hold a torch, and use a two-handed weapon or a weapon and shield while also carrying a light source.

Doors

Buildings and dungeons will have many doors within. They could be made of bone, steel, wood, stone or who knows what else! Many doors will be stuck or locked, and some may even be trapped! A stuck door can be opened with a 3/ST test. If it is really stuck the Referee may have you roll 4 or more dice in your test!

A locked door will require someone with the Pick Lock skill and thieves' tools or someone who knows the Knock spell to get it unlocked. This will be a 3/DX (or more) test to unlock the door. You may want to look for traps first though. Sometimes a door is a dangerous thing!

Secret Doors

Secret doors look just like a wall, book case, or anything else but a door! They are hidden to allow someone to escape or to keep things away from curious characters. Searching for a secret door requires a thorough examination and you should describe what you are doing to find the secret door. A 3/IQ (or more) test is used and the Detect Hidden skill helps you to find hidden doors or traps.

Listening

A good adventurer listens before leaping. A 3/IQ (or more) test can be used to listen at doors before entering. Perhaps you will hear something making you aware of the dangers lurking inside!

Traps

Hidden nearly anywhere are silent but often deadly Hero killers, TRAPS! From poison gases, to collapsing ceilings, to pits filled with dangerous spikes, a trap is a method of keeping the unwanted explorer from successfully searching. A 3/IQ (or more) test can be used if Players are actively searching an area for traps. The Detect Hidden skill adds to your chances of finding a trap. *Note: To look for a trap a Player must explain to the Referee how and where they are looking. A Player saying, "I look for traps" and rolling dice should not work.*

Wandering Monsters

As if exploring was not hazardous enough, your intrepid party may run into a creature looking for a meal or on patrol out to see what all the commotion is about. Wandering monsters are not found in rooms but instead are just going about their business until they wandered into YOU! You never know when a monster may find you!

Fire

Some creatures breathe fire, some Wizards cast fire based spells, and some folks like to attack with flaming arrows, burning oil flasks, or even flaming swords! So you can expect to see some fire during your adventures! A flaming weapon (arrows, sword, etc.) does +1 damage. If the target is wearing something flammable (robes, clothing, padded armor, leather, etc.) roll 1d6. If you roll a 1, the flammable worn material catches fire!

Flaming oil must be thrown (use thrown weapon skill) and can be dodged or blocked with a shield. Flaming oil when it hits its target or the ground bursts and covers a five foot area in flames. A burning target suffers 1d6 damage per turn, armor does not protect! The flames last 12 turns (1 minute). A person on fire can spend their turn to stop, drop, and roll and this will extinguish the flames.

Anyone passing through a flaming area suffers 1d6 damage and on a roll of 1, something flammable of their person catches fire.

Poison

Some creatures and foes may use poisons in their attacks. In addition an alchemist or other foe could craft poisons with a specific goal such as putting a target into a coma like sleep, or weakening a foe. Resisting a poison is a 3/ST test or the poison takes effect.

Simple poisons do an additional amount of damage (1d6 or 2d6 damage) to the target who is successfully attacked with no other lingering effects. Serious poisons can be crafted to damage (lower) the current ST, IQ, DX, or EN of the target until an antidote is found.

COMBAT
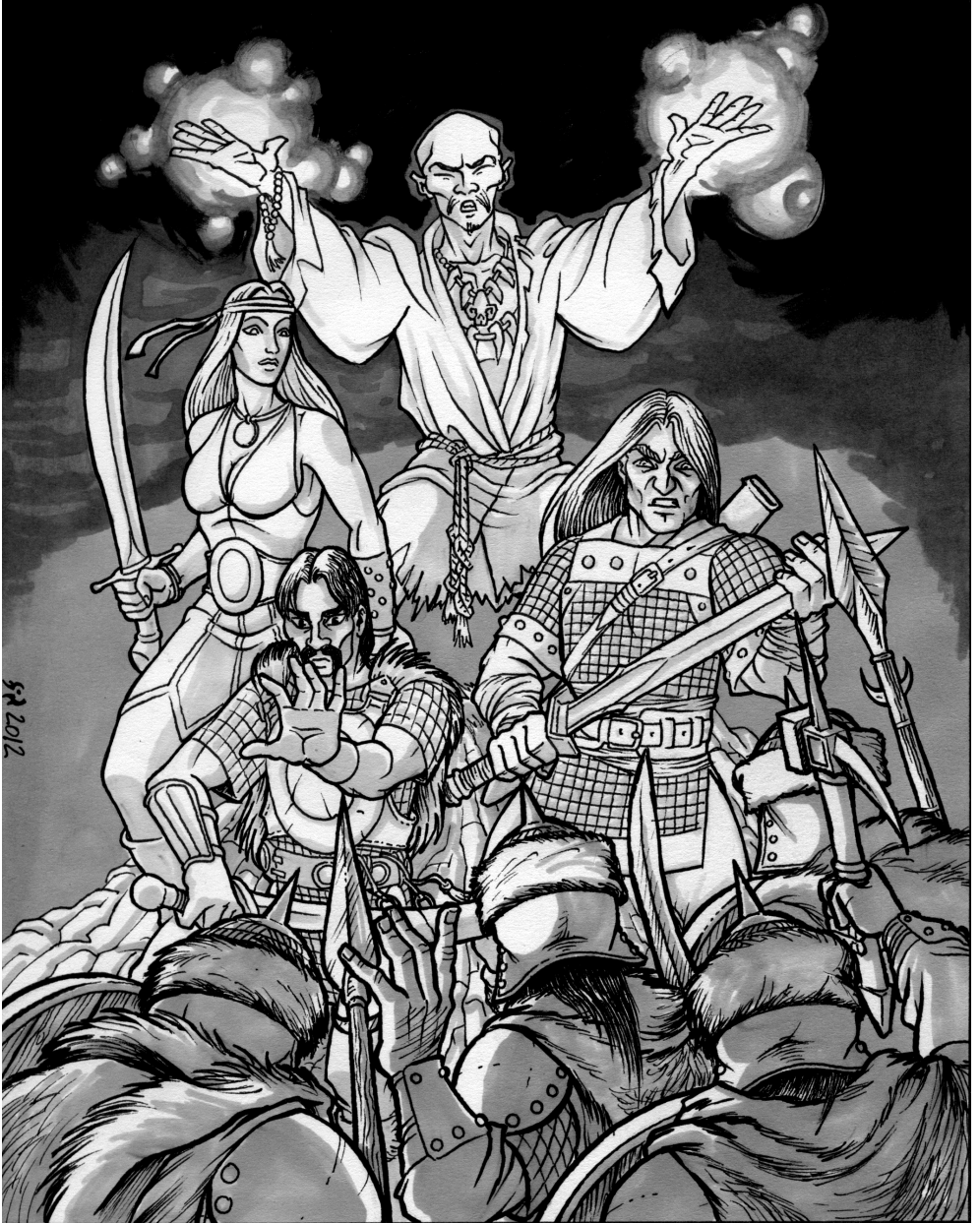
COMBAT

Combat is played in alternating turns. A turn represents 5 seconds of time. Each turn consists of three phases: initiative, movement and actions. For each phase, after all characters on the first side have acted, the other side does the same. When both sides finish acting in the action phase a new turn begins!

Surprise

Before starting combat, determine if one side or the other was surprised. Perhaps a monster wandered into the Heroes while they were searching a room, or the Heroes ambush a caravan. In each case, the side that was surprised gets no movement nor actions for the first turn of combat. If you need to determine surprise roll a d6. If you roll a 1 or 2 the party in question is surprised.

Phases of a Combat Turn

- Roll for Initiative.
- Movement; first active side, then the other.
- Actions; first active side, then the other.

Initiative

Initiative determines which side in a conflict controls the turn. To determine who wins initiative the Caller and Referee each roll 1d6 with the highest score choosing to move first or concede first play to the Opponent. Movement and Action order is ranked by descending MV order. The Hero with the highest MV score acts first, and the lowest MV acts last. In the case of a tie, have each roll 1d6 with the highest result acting first.

Movement

All members of one side may move none, some, or up to their full MV. The Hero with the highest MV moves first and the lowest MV moves last. In case of tie, have each roll 1d6 and the highest roll moves first. After all characters from one side have moved or elected not to, the opposing side now moves all, some, or none of their characters.

Those Heroes or opponents using hand to hand weapons may not move more than ½ their MV value if they intend on making a melee weapon attack. A Hero may only move 1 space (5') if they want to cast a spell or use a bow as their action. Once all movement is complete, the action begins!

Movement Distances

During the movement phase the active Player or creature can execute any one of these options. The distance you travel in a turn is based on your Move (MV) score.

- **Crawl:** This requires you to drop to the ground and movement is at 1/2 MV.
- **Move:** Normal movement rate.
- **Run:** You move at +1 your normal movement.
- **Jump:** You jump ¼ your MV score, +1 if you ran the turn before jumping.
- **Swim:** ½ your MV score.
- **Fly:** See individual spell or creature flight movement listing.

Running (OPTION)
Anyone running makes a 4/DX test to avoid falling in dark, rough or broken terrain.

Actions
The side who executed movement first, now takes action! Action order is ranked by descending MV order. The Hero with the highest MV acts first, and the lowest MV acts last. In the case of a tie, have each roll 1d6 with the highest result goes first. A Hero cannot make additional movements nor actions AFTER taking his action. Once the active side has finished its actions, the opponents get to act.

Actions in Combat
Combat Options available depend upon whether or not the Hero is engaged (adjacent to an opponent) and how far it moved in the movement phase.

Stand Still or Move 5 ft (1 space)
- Attack with an in hand weapon.
- Attempt to disbelieve an illusion or image.
- Cast a spell.
- Drop to a prone position or stand up.
- Exchange in-hand item with another Hero; both must choose this option.
- Fire a bow or crossbow.
- Load a crossbow.
- Parry, Block, or Dodge and attack.
- Ready a new weapon or pick up a dropped weapon within 5' (1 space) of you.
- Throw a held weapon at -1DX for every 10' (2 spaces).

Move 10' (2 spaces)
- Attack with an in hand weapon.
- Attempt to disbelieve an illusion or image.
- Charge with a pole arm weapon causing +1d6 damage if you hit.
- Drop to a prone position or stand up.
- Exchange in-hand item with another Hero; both must choose this option.
- Parry, Block, or Dodge an attack.
- Ready a new weapon or pick up a dropped weapon within 5' (1 space) of you.
- Throw an in-hand weapon.

Move 15' (3 spaces) up to ½ your MV
- Attack with an in hand weapon.
- Charge with pole arm causing additional +1d6 damage if you hit.
- Drop to a prone position or stand up.
- Parry, Block or Dodge and attack.
- Throw an in-hand weapon.

Move ½ to Full MV
Move only; you can take no other actions.

Engaged Actions

An engaged Hero or creature is one who is adjacent (next to) an enemy. Being engaged limits your action possibilities due to the immediate danger of an enemy being next to you.

- Attack with an in-hand weapon.
- Attempt to disbelieve an illusion or image.
- Cast a spell.
- Change in-hand weapon; will not be useable until the next turn.
- Defend against a melee attack.
- Drop to a prone position.
- Fire readied missile weapon; you must drop weapon unless opponent is killed or knocked down by shot.
- Move away, requires a 4/DX test.
- Pick up a dropped weapon or item within 5'.
- Throw in-hand weapon.

Location and Combat

The physical location of combatants can influence combat between opponents.

Attacking from a Higher Position

If the attacker is higher than the defender, the attacker gains **+2** to attack and damage against his opponent. Examples are attacking from horseback against someone on foot or a standing attacker vs. a knocked down opponent.

Attacking from Behind

An attacker who catches an opponent unaware or from behind tests 2/DX for the attack. If successful, the attacker adds **+1d6** to the damage rolled.

ATTACK OPTIONS

Below are different types of attacks and how to resolve them. Note a natural roll of a 4 or lower is always a hit regardless of modifiers. A natural roll of a 17 or higher is always a miss regardless of modifiers.

Melee Attack (3/DX)

An attacker attempts to strike an adjacent foe with a hand-to-hand weapon such as a knife, sword, or ax. If the test is passed, the attacker rolls for damage.

Berserk Attack (3/DX)

Attacker makes two attacks against the same opponent or one attack each against two adjacent opponents. Your armor and or shield provide no defense this turn.

Charge (3/DX)

Attacker armed with a pole arm (javelin, spear, halberd, lance, etc.) must move at least 10' (2 spaces) prior to making an attack. If attack is successful, add +1d6 to the weapon damage rolled.

Shield Bash (3/ST)

A Hero armed with a shield attempts to knock down an adjacent opponent by bashing them with his shield. If successful the opponent must pass 3/ST to remain standing. If failed, the target falls to the ground and spends next move action trying to stand up.

Thrown Weapon Attack (3/DX)

If the attacker has moved no more than ½ his MV value, he may make a thrown weapon attack. The attacker attempts to throw an in-hand weapon (spear, javelin, knife, rock, etc) or item. Throw attempt is modified -1 DX for every 10' (2 spaces) between attacker and target. Maximum effective range is thrower's ST x 5' (or ST in spaces).

Missile Weapon Attack (3/DX)

An attacker who has moved 5' (1 space) or not at all, and has their weapon ready, may choose to fire an in hand and loaded bow or crossbow at a target.

Distance and Firing Ranged Weapons

A Hero firing a bow or using any other ranged weapon must subtract 1 (-1) for every 20' (4 spaces) the target is from the attacker. *Example: If a target is 60' away the attacker would then subtract 3 (-3)from his DX for the test.* Maximum effective targeting range for a bow weapon is a ST x 20'. Maximum Crossbow distance is 240 feet (48 spaces). Pistol Crossbow maximum range is 80 feet (16 spaces).

Line of Sight

A ranged attacker must have a clear line of sight to his target. This means there is no blocking terrain or people which obscure the firers sight of the target. If you attack into an area containing friends and miss, roll a die. On a 6 you hit the closest friend to your target. A Referee can add a DRM or extra die penalty if firing at an obscured or partially hidden target. This could be someone partially hidden behind a tree or crouched down.

Grappling (3/ST)

Opponent must be in the same space (5') in order to grapple. A grapple is a contest of ST between two opponents with the goal of physically restraining the other. Each Player tests 3/ST. The winner is the one who passes the test with the *lowest* die roll. The winner is in physical control of the loser. When you win a grapple, you have the target physically restrained and in your control. You keep the restrained opponent from acting except to try and break free. If no one passes, or both pass the test with the same result, no one has the upper hand and both remain locked in struggle and unable to move or take other actions. Combatants involved in a grapple may take no other actions until one of them breaks free. To break a grapple hold or to drag your grappled opponent with you, you must win a 3/ST test. If you lose the test your opponent breaks free of the grapple.

Changing Weapons and Reloading Crossbows

Changing weapons, picking up a weapon, or reloading a crossbow uses the Hero's whole action for a turn.

Casting Spells (3/IQ)

If a Hero has moved no more than 1 space (5'), he may cast a spell. A Hero must have a clear line of sight to cast a spell at a target. The EN cost of a spell is paid immediately upon successful casting of the spell.

DEFENSE OPTIONS [REACTIONS]

When attacked, a Hero or creature may choose to react to only ONE attack per turn. He may react defensively IF the target of the attacked moved ½ his MV value or less during the movement phase. This option is chosen as soon as your Hero is attacked. By reacting, you give up making any movement on your next turn. *Note you could still act and react to another attack in the next turn of combat, but could not move.*

All Out Defense

A Hero that does not move more than 1 space, nor make any attack, can choose an all-out defense. All attacks made against you this turn add **+1** dice to their attempts to hit you.

Dodge (3/DX)

The defender avoids the attack by dodging into a vacant adjacent space (5'). If defender can't move to a new space, you cannot dodge. A defender must choose to dodge after a successful attack and BEFORE any damage is rolled. A defender may dodge ranged weapon attacks.

Block (3/DX)

A defender using a shield may block the attack. A defender must choose to block after a successful attack and BEFORE any damage is rolled. A defender may block ranged weapon attacks.

Parry (3/DX)

A defender using a weapon they are skilled with may parry the attack. A defender must choose to parry after a successful attack and BEFORE any damage is rolled. A defender **may not** parry ranged weapon attacks.

Counterstrike (3/DX)

A defender who survives a melee attack may immediately strike back at his opponent. If a 3/DX test is passed to hit, roll for damage.

Disbelieve and Resisting (3/IQ)

A Hero can attempt to disbelieve an illusion or image spell or resist effects of a magical attack cast directly upon or at a Hero. To disbelieve or resist the effects of a spell, the Hero must pass a 3/IQ test. Passing means the illusion, image or spell has no effect. *Note: A resisted spell is still paid for in full EN by the caster as it was successfully cast.*

Damage

If you pass your test to make an attack, you will next roll for damage or effects. How many dice rolled is determined by the weapon or spell used in the attack. Damage is subtracted from a Hero's EN first and then ST when EN reaches 0. If there is no EN left, or no EN for that opponent, damage is taken from the ST attribute immediately. When ST reaches 0 the target is dead.

Knockdown Damage (OPTION)

A Human sized or smaller target who suffers 8 or more points of damage from one hit could be knocked down. The wounded must test 3/ST and if you fail, the wounded target is knocked to the ground. The target can spend its next move action either standing up or crawling.

Armor and Shields

Armor and shields stop specific amounts of damage when you are hit. The amount stopped varies based by the type of armor worn. This is the armor's AR value. Once damage is rolled for, subtract the AR from the damage rolled. Any remaining damage is applied to the Hero or creature as damage. Refer to the armor chart for number of hits stopped (AR) by armor type.

Critical Hits and Fumbles: Weapons (OPTION)

The following are optional rules for those desiring more chaos in their combat.

- A natural roll of 3 does 2x maximum damage of the weapon used.
- A natural roll of a 4 does maximum damage.
- A natural roll of a 17 means the weapon used is dropped or slips from the users hands.
- A natural roll of 18 means the weapon used has broken or shattered in missing the target.

Recovering Endurance

Spell casting and damage from combat depletes a Hero's Endurance (EN). Simple resting or sleep will recover 1 EN per 30 minutes. Eating a meal combined with rest ads +1 EN to the recovery for that 30 minutes.

Healing Damage

Serious wounds damage a Hero's Strength (ST) and are more difficult to recover from. Healing potions, Physicker skill, and spells can heal ST quickly. Alternatively simple rest such as sleeping over night will heal 1 ST per day. If the Hero also remains in bed for the day and is cared for by someone they can add +1 ST to their daily ST recovery.

COMBAT EXAMPLE

Red is bounty hunting an area noted to be used by a bandit. The bandit is making his way to a hiding spot when he is spotted by Red and the battle begins.

Turn 1

Red and the Bandit are separated by 55' (11 spaces).

- **Red: ST8(8) IQ12(12) DX14(13) EN8(8); MV7; AR:-1**
  Skills: Thrown+1, Daggers+1
  Wearing Padded Armor; carrying 4 Daggers (d6)
- **Bandit: ST10(10) IQ9(9) DX10(9); MV5; AR-1**
  Using a Small Shield and a Short Sword (2d6-1)

INITIATIVE: Both roll 1d6 for initiative, and Red wins the initiative.
MOVEMENT: Red elects not to move and the Bandit makes a full move 25' (5 spaces) to get closer to Red.
ACTION: Red decides to throw a dagger at the oncoming bandit 5 spaces away. Red has an adjusted DX of 13 and gets +1 for his throwing skill, needing to roll a 14 or less to hit. The distance is 5 spaces. A thrown item is -1 for additional every 10 feet (2 spaces) the target is distant from the attacker. This would mean -3 modifier for distance. So, Red's 14 is now a 11 or less to hit. Red rolls a 9! Since the Bandit used his full movement he cannot defend. Red rolls for damage getting a 6! The Bandits shield stops 1 hit, so the bandit takes 5 points damage to his ST. This is the end of Turn 1.

Turn 2

Red and the Bandit are now 30' (6 spaces) apart.

- **Red: ST8(8) IQ12(12) DX14(13) EN8(8); MV7; AR:-1**
- **Bandit: ST10(5) IQ9(9) DX10(9); MV5; AR-1**

INITIATIVE: Both roll for initiative, and the Bandit wins!
MOVEMENT: The Bandit moves his full MV5 to get closer to Red! Red backs up 10' (2 spaces) and readies a new dagger.
ACTION: The Bandit is not close enough to attack Red, and Red had to draw and ready a new dagger so he cannot attack this turn.

Turn 3

Red and the Bandit are now 15' (3 spaces) apart.

- **Red: ST8(8) IQ12(12) DX14(13) EN8(8); MV7; AR:-1**
- **Bandit: ST10(5) IQ9(9) DX10(9); MV5; AR-1**

INITIATIVE: Both roll and the Bandit wins initiative!
MOVEMENT: The Bandit moves ½ his MV, (15 feet/3 spaces) and is now adjacent to Red. This means Red is now engaged which limits his move options! Red decides this is it and elects not to move.
ACTION: The Bandit decides to attack Red with his sword! The Bandit needs to roll a 9 or less and gets an 8! Red decides to try and parry, by doing so he will not be able to move next turn! Red needs a 13 or lower to parry the attack, and he rolls a 15! The parry fails and the sword slices into Red. The Bandit's Short Sword does 2d6-1 damage.

He rolls a 2d6 getting an 8 and subtracts 1 for a total of 7 points of damage to Red!
Red is wearing Padded Armor which stops 1 hit, meaning Red takes 6 points of damage.
This is subtracted from Red's EN. If Red did not have enough EN, it would be deducted
from his ST as serious wounds!

Turn 4

Red and the Bandit are adjacent to one another.
- **Red: ST8(8) IQ12(12) DX14(13) EN8(2); MV7; AR:-1**
- **Bandit: ST10(5) IQ9(9) DX10(9); MV5; AR-1**

INITIATIVE: Both roll 1d6 for initiative, and Red wins the initiative!
MOVEMENT: Red and the Bandit are engaged and neither tries to move.
ACTION: Red decides to stab the Bandit with his dagger. Red's DX is 13 and he gets +1
for his Dagger skill meaning he needs a 14 or less to hit the Bandit. Red Rolls a 4; a
critical hit! The Bandit tries to use his shield to block the Dagger attack. The Bandit,
needing a 9 rolls a 12 and fails to block the attack! This critical hit does maximum
damage, for the Dagger that means 6 points! The Bandit's shield subtracts 1 point (-1)
meaning 5 points of damage are applied to the Bandit's ST. The Bandit only had 5 ST
left and the damage takes his ST to 0, killing him!

Exhausted, Red slumps to the ground wounded. Leaning against a tree he takes a long
drink of water and wipes his brow with the back of his gloved hand.

"Farming would be a safer way to spend my days." he whispers to himself.

Looking at the fallen bandit, Red spies the bandit's burst belt pouch and a pile of
glittering coins scattered about the dust and blood.

"On the other hand," he sighs, "the iron harvest is a bit more lucrative."

EXPERIENCE

As your Heroes brave the unknown and come home to tell the tale, they will grow in their abilities. Experience will change your Heroes and make them better able to survive in a dangerous world.

Experience Points (XP)

Experience points measure your Hero's knowledge and skill gained by actions while adventuring. You gain experience through defeating foes, using your abilities, and good game play. There are two methods for figuring out experience points in **Heroes & Other Worlds**. Either method works just fine, but the Referee must determine which method to use at the start of an adventure and let the Players know!

Simple Experience

A Player receives 3 XP for each test (attack, defense, spell cast, skill use, etc.) passed. A Player gets an additional 3 XP for each additional die above 3 used in a successfully passed test. *Example: If 4 dice were used in a test that was successfully passed, the Hero gets 3XP for passing the test and an additional 3 XP for using another die (4th die) for a total of 6XP. If 5 dice were used, and the test is successfully passed, the Hero would get 3XP +3XP (4th die) +3XP (5th die) for a total of 9XP.*

Tracking Simple Experience

A Referee can track this easily by having each Hero's name on an index card. Make a hash mark for each successful test the Hero passes. Remember to add an extra hash mark for each die rolled in the test above 3! To determine the Hero's XP at the end of the adventure, simply total up the hash marks and multiply that total by 3.

Detailed Experience (OPTION)

This option requires quite a bit more book keeping during game-play and should only be considered by experienced Referees and Players.

For any test roll (attack, defense, spell cast, skill use, etc.) a Hero makes that succeeds, the numerical difference between your target number and your dice roll is awarded as XP.

Example: Toshiro Redcap attempts to pick the lock of wealthy merchant. He needs a 14 or less to succeed. Red rolls a 10 succeeding. 14(goal)-10(roll)= 4 XP rewarded.

For each additional die used in a roll for a test (instead of 3 dice you rolled 4 dice or 5 dice) you get +3 XP points added to the success difference.

Example: Toshiro is attempting to locate a secret door. The referee determines this is a 4/IQ check. Toshiro needs to roll 12 or less, and rolling 4 dice gets a total of 10. This gives Red 2 XP and he gets +3 XP for the extra die. His total XP reward is 5.

Referee Rewards (used for either Experience Point Option)

At the end of an adventure, the Referee can grant a reward of between 10 XP to 50 XP to a Player for good game-play, creative problem solving, quick thinking or good sportsmanship. This amount is discretionary and solely the province of Referee decision making.

Improving Skills and Spells

To increase your bonus in a skill or spell your Hero knows requires 100 XP x the new bonus level. Example: A Hero advancing from +1 to +2 in a skill requires 200 XP (100 x +2 bonus). The maximum skill bonus possible is +6. Each bonus must be purchased in order (+2, +3, then +4 etc.) and may not be skipped.

Learning New Skills

An Adventurer may learn a new skill for 100 XP, and it costs a Wizard 500xp to learn a new DX skill, or 100 XP to learn a new IQ skill. A Wizard may learn one new spell for 200 XP, and it costs and Adventurer 1000 XP to learn a new spell. *Note: Learning new skills or spells applies only if your IQ allows it by having space to learn a new skill or spell.*

Other ways of Learning New Spells

There are two in-game methods to learning new spells: acquiring it through effort in quests or finding someone to teach it to you. Some Referees may choose to use both methods. Whichever you decide, be consistent so Players know what to expect in your game. Purchasing a spell costs a minimum of 500 coins x the spell IQ. *Example: a 12 IQ spell would cost at least 6000 coins to learn.*

Magical knowledge is a closely guarded secret and not easily learned. Often great danger or spending huge amounts of coins accompany the learning of such knowledge...sometimes both! It is recommended that magic be kept magical by having it difficult to obtain and rare. The more you make spells and magic items available in your game, the more the Players should find themselves threatened and assaulted by magic and those looking to take it from them!

THIS ENDS THE PLAYERS PORTION OF THE RULES, IF YOU ARE PLAYING AS A HERO IN THE GAME YOU SHOULD STOP READING HERE.

FOR THE REFEREE, THE NEXT SECTION CONTAINS RESOURCES THAT WILL HELP YOU CREATE ADVENTURES INCLUDING TRAPS, TERRORS, AND TREASURES!
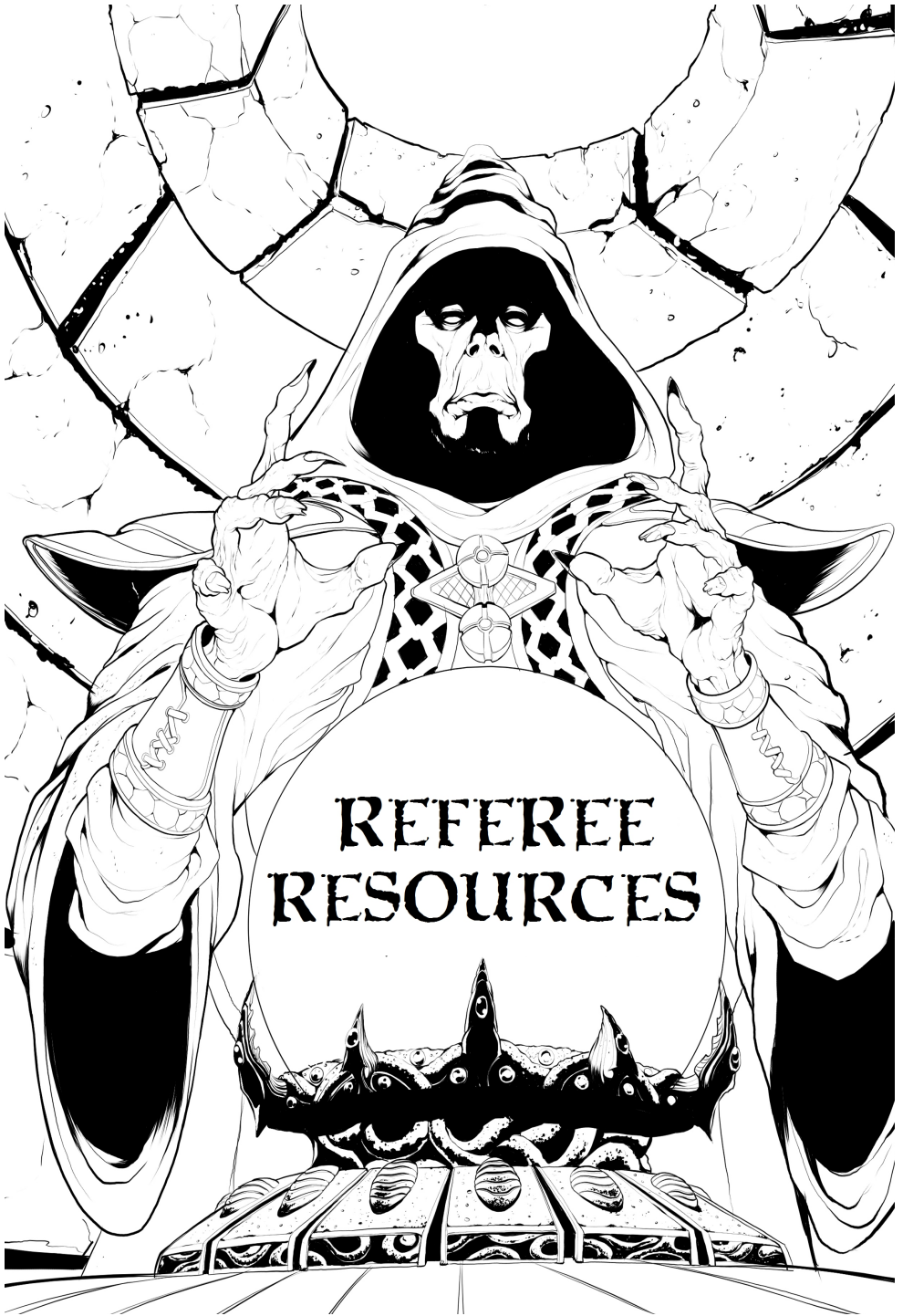
REFEREE
RESOURCES

THE REFEREE

Being a Referee is both the most fun, and most work you can have when playing **Heroes & Other Worlds.** As the Referee you will be responsible for creating every environment, enemy and experience for the Players. It might sound like a big chore, but your preparation time spent creating all of this for the Players is really part of the fun. Having the Players experience and react to your creation is even more fun!

Playing the Game
As a Referee you are in control of each adventure. You will keep track of where the Players are in the adventure, describing what they see, what they smell, and what sorts of potential hazards exist.

The Players can choose to do anything and this is where the Referee's job becomes interesting! The rules give you the basics for how to search for something, attack something or generally try to do something. Players will try to do all sorts of crazy things not specifically covered in the rules and its up to YOU the Referee to help them figure out if it can be done successfully!

Can we do this?
No matter how dangerous, foolhardy or unlikely the Player's plan may seem do not stop them from trying it. Part of playing an adventure game is having the opportunity to try all sorts of crazy ideas. You as Referee are not in charge of saying yes or no to ideas, instead you are there to determine if the idea succeeds or not.

When considering the Player's plan, the following are guidelines to determine if it works or not:
- Does this test require a dice roll or not? *Trying to jump a 50' chasm wearing heavy armor is going to fail, no test necessary!*
- Which attribute is being tested (ST/IQ/DX/EN)?
- How many Heroes are necessary for the plan to work? *Important because each Hero will need to pass a successful test or the plan will fail!*
- Decide if a skill, spell, or item the Heroes have would help in the attempt.
- Decide if the success should be secret or not. *In other words if the Heroes were trying to hide under the body of a giant centipede to avoid being spotted by a dragon the Referee should make the roll as the Players should not immediately know if it worked or not (secret). Trying to jump a pit of lava is something the Players should roll because they will know immediately if they succeeded or not.*

Atmosphere
One of the most important elements for a Referee to master is atmosphere. For any adventure, you the Referee will set the tone through your description of what the Players can see or experience. You give a "feel" to the adventure through your descriptions just like a writer does in a novel. Speak in a different voice or tone when you are an angry Orc or a happy merchant. Describe how wet, dry, hot, cold, stinky or spicy things are. Use colors and lots of adjectives to bring your adventure to life!

NPC's

NPC stand for Non-Player Character. This term refers to the people or creatures the Players interact with but whose actions are not controlled by them. Instead, the Referee controls and plays these characters. These do not have to be fully created characters with attributes and skills. An NPC could be, a farmer hired as a guide, the merchant haggling over the price of fruit, the greedy goblin willing trade information for his life, or the dragon promising vengeance for the Heroes having disturbed his lair.

Hirelings

Often the Heroes may wish to hire a bearer (someone to carry their torches and haul their treasure), a guide, or specialist to help them in their adventure. To help with that, a few tables are provided for you to roll up hirelings. There are 4 tables for hirelings and they vary based on how much the Heroes are willing to pay them and what kind of job they are expected to do. The four levels are Torch Bearer, Shield Bearer, Specialist and Wizard. Note, Hirelings do NOT have an EN attribute. That attribute is for Heroes or major villains only.

A Torch Bearer can carry a torch, act as a guide, and carry some treasure. They will avoid combat and usually will run if things look bad for the Heroes. Torch Bearers can be hired for 2 to 4 coins a day.

A Shield Bearer can carry equipment and sometimes will enter into combat to aid the Heroes. They will usually be paid 4 to 10 coins a day depending on how much combat the Heroes expect them to participate in.

A Specialist is hired for combat, finding traps, providing medical aid or other hazardous duty. They know they will be in combat and expect to be paid for it. Specialists will be paid 10 to 20 coins a day, and will want a percentage (1d6) of all the treasure found. You should give each Specialist one or two skills fitting their specialty such as Physicker +1 for a medic, or Bows+1 for an archer.

A Wizard can be hired if the price is right. A hired Wizard will know 1 spell per IQ 8 and up. So an IQ 10 Wizard would know one spell from IQ8, IQ9 and IQ10 spell lists. Also, hired Wizards deduct the EN cost for spells from their ST attribute. Yes hired Wizards take damage from the spells they cast. Remember only Heroes have the EN attribute, but you can give your hired Wizard EN if you choose, just roll for it on the ST chart.

The benefit of hired Wizards taking damage is it will force you the Referee to be cautious about casting spells to aid the Heroes. Yes the Heroes hired the Wizard to cast spells, but it is a mercenary Wizard and looking out for number one is the Wizard's first job! A hired Wizard would expect 20 coins a day minimum and will want some magic item if found and 2d6% of treasure found.

Torch Bearer

2d6	ST	DX	IQ	Weapon	Armor
2-3	6	6	6	None	none
4-5	7	7	7	Club	none
6-9	7	7	7	Dagger	none
10-11	8	8	8	Sling	Sm. Shield
12	8	8	8	Spear	Sm. Shield

Shield Bearer

2d6	ST	DX	IQ	Weapon	Armor
2-3	6	6	6	Dagger	Shield
4-5	7	7	7	Spear	Shield
6-9	8	7	8	Ax	Shield
10-11	9	8	8	Mace	Padded
12	10	9	8	Hammer	Leather

Specialist

2d6	ST	DX	IQ	Weapon	Armor
2-3	7	7	7	Bow	Shield
4-5	8	8	8	Spear	Padded
6-9	9	9	9	Ax	Leather
10-11	10	10	9	Mace	Leather
12	11	11	10	Sword	Ring Mail

Wizard

2d6	ST	DX	IQ	Weapon	Armor
2-3	7	6	8	Staff	Sm. Shield
4-5	8	7	9	Staff	Robes
6-9	8	7	10	Dagger	Padded
10-11	9	8	10	Darts	Padded
12	9	8	11	Sling	Leather

NPC and Hireling Personality

One of the fun parts of being the Referee is determining the unique personality of each NPC or Hireling. To give you some ideas a d66 table is provided for your to roll one (or more) personality traits for the NPC's or Hirelings your Players encounter.

d66	1	2	3	4	5	6
1	Loud	Liar	Brave	Rebellious	Cooperative	Inflexible
2	Happy	Honest	Cowardly	Indecisive	Focused	Day dreamer
3	Angry	Braggart	Scheming	Lazy	Friendly	Grim
4	Quiet	Humble	Complainer	Dishonest	Generous	Mumbler
5	Rude	Arrogant	Ambitious	Gloomy	Selfish	Optimistic
6	Polite	Sincere	Serious	Quitter	Trusting	Pessimistic

TERRORS

TERRORS

Heroes and Other Worlds can be populated with all sorts of different mundane, mythical and magical creatures. The only limits are your imagination! While the following is not an exhaustive catalog, it will provide you a good mix of foes to populate your own adventures.

Describing Creatures

Name: The name of the creature.

Behavior: This is in parenthesis next to the name of the creature. This is how the creature usually reacts when it comes into contact with the Heroes. Possible behaviors are:

- **Aggressive:** Creature attacks and chases characters if they flee.
- **Territorial:** A creature who attacks to defend its area, but will not pursue characters once they leave its territory.
- **Cowardly:** A creature who will try to avoid conflict unless they have superior numbers or surprise on their side. It will flee or try to bargain if things go badly in an attack.
- **Unpredictable:** You never know how the creature will react. Roll 1d6 to determine reaction: 1-run away, 2-3 bargain/investigate 4-threaten 5-6-attack

#: Represents the number of creatures that usually appear.

ST: Strength of a creature. This is the amount of damage a creature can take before being killed. The EN cost of spells cast by a creature is deducted from its ST.

DX: Dexterity of a creature. This is the Target Number you must roll equal to or under to hit a foe. A DX score separated by parentheses ( ) designates an adjusted DX score. Always use the adjusted value. *Example: DX12(11); where* 12 *is the permanent value and* 11 *is the adjusted value.*

IQ: Intelligence of a creature.
- IQ 1-2 Insect-like, basic stimuli intelligence.
- IQ 3-4 Basic snake or lizard intelligence.
- IQ 5-6 Dog, wolf, horse, monkey intelligence.
- IQ 7 Brilliant dog, dolphin, boar, ape intelligence.
- IQ8+ Human level intelligence.

MV: Movement of a creature. This is the movement rate of a creature in spaces during one turn. Multiply this number by 5 to get the number in feet. If a slash mark "/" separates movement, the number after the slash mark designates the creature's flight distance or swimming distance depending on the creature.
Example: MV6/12 (fly); where 6 *is the land movement and* 12 *is the flight movement of the creature in inches.*
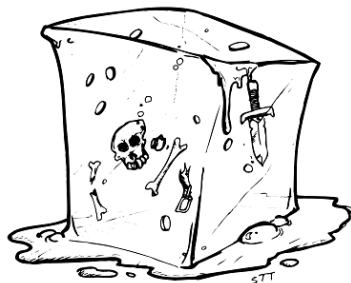
AR: Armor of a creature. This is the amount subtracted from all damage dealt to this creature before applying damage.

DM: Damage dealt by a creature. This is the amount of damage done when the creature successfully hits in combat.

SP: Special abilities of a creature. This lists the special damage or effects the creature can cause. *Example: SP(WB); where WB is the special ability Webbing.*

TR: This shows what type of treasure, if any the creature may have. A Chest or Lair **only** applies if creature is killed in it's lair! Roll on the appropriate chart in the Treasure section of the rule book to determine what is found. A multiplier means to roll multiple times on that treasure chart. *Example: TR(pouch x2); where* pouch *denotes a roll on the pouch chart and x2 denotes to roll 2 times.*

Special Creature Effects
The notes section for a creature refers to the following information:

Note		Effect
BW	Breath Weapon	Breath weapon per creature, damage per creature
FS	Freeze spell	Pass 4/IQ or freeze like spell
FT	Fear Test	Pass 3/IQ or freeze for 1d6 turns
HL	Heals	Creature regenerates 2 ST per turn, up to max
IA	Immune to Arrows	Arrows/Bolts do not affect creature
MO	Magic only	Only spells and magic weapons affect creature
ND	No Armor Defense	Damage ignores armor hits stopped
PA	Paralysis	Pass 3/ST or freeze per Freeze spell
PS	Poison*	Pass 3/ST or take 1d6 extra damage
WB	Webbing	Pass 4/ST or become entangled

*Armor does not subtract from damage caused by poison.

A Note about Creatures

While this **Tome of Terrors** is not exhaustive, it does provide you with a good starting point of foes and fiends to surprise your Players with.

Using Creatures

You should use some forethought when pitting monsters against your Players. The more you use Dragons, Skeletons, Orcs and Goblins, the less magical or special they will appear to your Players. Think about our own world and the animals within it. While we may see dogs, cats, cattle, pigs and sheep often; we do not see a lot of coyotes, wolves, mountain lions or bears! And if you did see a bear or a pack of wolves staring you down, it would be a tale told in your family for years to come. Think about this when considering the use of magical or mythical beasts in your adventures. The less you use the magical and mythical, the more special and exciting those creatures will be.

A rule thumb for determining how many creatures to put against your Players in an encounter is to compare the Party's total ST+EN versus the enemies total ST. If they are roughly equal it should be a tough challenge, If the Player's are much higher, it may go easily for them. If the opponent's are much higher, it could go badly if the Player's do not use their heads wisely or maybe just run away!

Always remember the most dangerous animal of all is a Human! When in doubt a nefarious thief, evil wizard or band of brigands can be more than enough challenge for a group of Players. A dungeon or cave could just as well be the hideout for a renegade group of cavemen, or a hive of giant insects as it could for Bugbears, Ogres, or Orcs. In the end, try to save the monsters for truly monstrous occasions and not as room filler in your adventure. When you save the monsters for special occasions, even a simple bridge crossing could suddenly become a life or death struggle!

Tome of Terrors

Ant, Giant (Territorial)
Worker: #2d6+3; ST6 DX9 IQ1 MV5; AR-2; DM 1d6+1; TR (none)
Warrior: #1d6+3; ST9 DX11 IQ1 MV6; AR-2; DM 2d6; SP(PS); TR(none)
Queen: #1; ST12 DX12 IQ2 MV6/12(fly); AR-3; DM 2d6; SP(PS); TR(lair x3)
Giant Ants range from the size of a cat to the size of a dog. When Giant Ants are encountered, roll 1d6; 1-4 = Workers, 5-6 = Warriors.

On a successful attack, Warriors and the Queen will inject poison into their victim. The victim must roll 3/ST to avoid being poisoned for an additional +1d6 damage. Giant Ants are used by some subterranean races to create underground living areas and tunnels. The poison in a warrior ant's head can be set on fire. An undamaged head could be used like a small flaming oil bottle and thrown.

Ape, Great (Territorial)
#1d6; ST20 DX12 IQ7 MV6; AR-1; DM 2d6; TR (pouch, if in lair)
Found deep in forests and jungles, Great Apes tend to lead solitary lives and only attack when their territory is infringed upon. Some Great Apes have rudimentary tool/weapon use skills. Some have low Human intelligence and there are rumors of Great Ape cities.
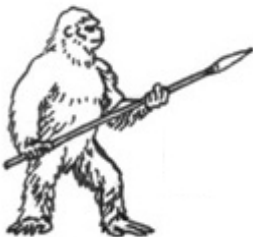
**Ape, White (Territorial)**
#1d6; ST16 DX13 IQ7 MV6; AR-1; DM 1d6+1; TR (pouch)
An arctic cousin to the Great Ape, the White Ape can be found in far northern climates. Some believe the Yeti and White Ape to be cousins or an off-shoot from the same evolutionary branch. Fierce to fight and very protective of their lands, the White Ape has been known to even trail and hunt those who trespass on their lands.

Basilisk (Territorial)

#1; ST10 DX8 IQ8 MV4; AR-2; DM 1d6 (bite); SP(FS); TR (Lair)

A Basilisk looks like a 4'- 6' long 8-legged lizard. They are found in the forests, grasslands and jungles. It's bite is not the Basilisk's only form of attack. Each turn the Basilisk remains still it may attempt to paralyze an opponent with its gaze. This power acts like the Freeze spell with a 4/EN resistance. The effect lasts until the Basilisk is killed or Dispel Magic is cast on the victim.
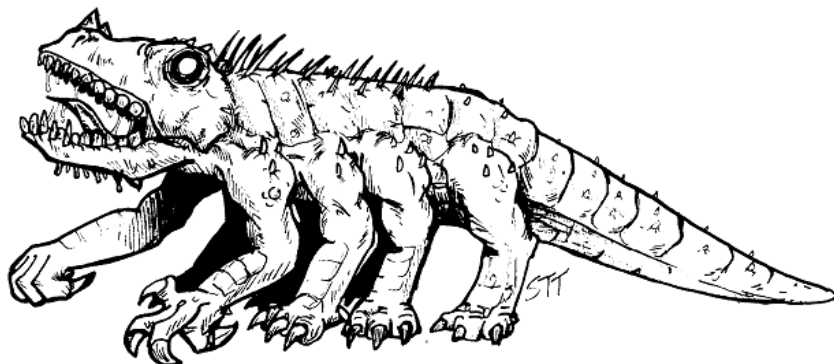
Bats (Cowardly)

#3d6; ST1 DX8 IQ1 MV1/8 (fly); AR0; DM 1pt; TR (none)

Bats will tend to swarm and avoid light sources if possible. Heroes suffer 4/DX to move and act in a swarm.

Bats, Dire (Territorial)

#1d6; ST4 DX10 IQ4 MV2/14 (fly); AR-1; DM 1d6; TR (none)

These massive Bats are found deep in the wells of the world. Dire Bats are 4' long with 8' wingspans and have a taste for fresh meat. Rumors of small humanoids riding them are not uncommon.

Bats, Vampire (Territorial)

#2d6; ST1 DX10 IQ1 MV1/10 (fly); AR0; DM 1d6; TR (none)

These blood suckers, with a successful attack, latch onto their victims draining an additional 1 point of damage per round. Vampire Bats must be physically removed (3/ST) or killed because they will only fly away once their victim is dead. What does a victim become once killed by Vampire Bats? Roll 3d6 3-15nothing, 16 Zombie, 17 Ghoul, 18 Vampire.

Bear, Black, Brown, or Polar (Territorial)
#1-2; ST20 DX11 IQ7 MV6; AR-2; DM 1d6 (bite), 2d6 (claws); TR (Lair)
Found in forests, hills, mountains and the arctic these Bears are slow to anger but will attack if threatened, hungry, or protecting their young. Bear furs can be worth 100 coins or more.

Bear, Grizzly (Territorial)
#1-2; ST30 DX11 IQ6 MV8; AR-2;
DM 2d6+2; TR (Lair)
Found in the high mountain regions and sub-arctic areas known for its ferocity, the Grizzly is best avoided. It does not fear Humans.
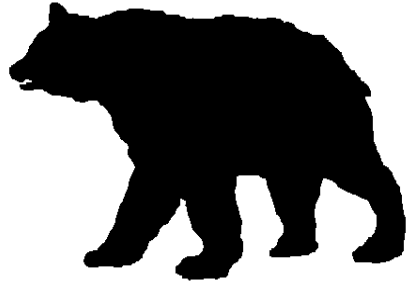
Bear, Cave (Territorial)
#1-2; ST40 DX10 IQ5 MV5; AR-2;
DM 3d6-1; TR (Lair x2)
Found in caves this beast is a red, prehistoric monstrosity! Although rare, Cave Bears are extremely feared. Rumors of this blood-red, man-eater suddenly appearing when the gods are angry abound in most cultures.

Beetle, Fire (Unpredictable)
#1d6; ST11 DX8 IQ2 MV4; AR-3 (carapace); DM 1d6 (bite); SP(BW); TR (none)
Fire Beetles are 2' long and are usually found underground. They can be identified by their glowing eyes and abdomen. Fire Beetles can bite for 1d6 damage or excrete a flaming oil 5' once per day. The oil burns for 1d6 turns and does 1d6 damage per turn.

Beetle, Striped (Unpredictable)
#1d6; ST20 DX9 IQ2 MV4; AR-4 (carapace); DM 1d6+2; TR (none)
Striped Beetles are carnivorous and grow up to 4' in length. They can be found underground, in forests, and in deserts. Their carapaces are striped and if not moving can be difficult to spot (4/IQ). Smaller humanoids such as Kobolds sometimes use these beetles as mounts.

Beetle, Stone (Unpredictable)
#1d6; ST30 DX10 IQ2 MV 3; AR-5 (carapace); DM 2d6; TR (Lair)
Stone Beetles are 4 to 6' long that have a rock-hard carapaces that resembles stone. They often live in holes and attack with surprise dragging their prey down into their hole to devour. Some smaller creatures use parts of the carapace as small shields.
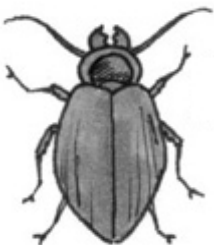
Black Dog (Territorial)
#1-2; ST20 DX11 IQ7 MV7; AR-2; DM 2d6; SP(FT); TR (none)
Black Dogs are spectral hounds that
haunt lonely hills, moors, and forests.
They are vengeful spirits turned into
massive (larger than wolves) Dogs
which stalk the living. Some believe
their sole purpose is to guard
something that was precious to their
owner while living. Others believe
Black Dogs are cursed spirits sent to
the destroy a person.

Boar, Wild (Aggressive)
#1d6; ST9 DX9 IQ7 MV 6; AR-2;
DM 1d6+1 (tusks); TR (none)
Wild Boars are found in forested, grassland and swampy areas. They are fierce, fearless,
and willing to eat anything or anyone.

Centaur (Territorial)
#1d6; ST14 DX12 IQ8 MV12; AR-1; DM
1d6+1; TR (Pouch, Pack, Chest)
Centaurs have the lower body of a horse and
the upper body of a Human. They are known
to wield spears and bows with great
effectiveness. Found in woodlands and plains
they are generally indifferent to the affairs of
man. Centaur weapons deal +1 damage.

Centipede, Giant (Unpredictable)
#1d6; ST1 DX8 IQ2 MV6; AR-1; DM 1pt;
SP(PS); TR (none)
Giant Centipedes are 1' long, multi-hued
insects. Found anywhere in the world, their bite only does 1 point of damage, but
requires a 3/ST save vs poison to avoid an additional 1d6 of damage.

Centipede, Dire (Aggressive)
#1d6; ST15 DX10 IQ3 MV6; AR-2; DM 1d6+1; TR (Lair)
These massive insects are nearly 6 feet long and 1 foot wide. Dire Centipedes are found
in sewers, deep jungles and swamps and are known to be voracious fans of humanoid
meat.

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Dog, Blood Hound (Territorial)

#1d6; ST7 DX13 IQ6 MV7; AR0; DM 1d6; TR (none)
A stout, mid-sized Dog with an outstanding sense of smell. Blood Hounds are usually used to find and tree small game, or to chase heretics and vagabonds through the woods.

Dog, Brachet (Territorial)
#3d6; ST6 DX13 IQ6 MV7; AR0; DM 1d6-1; TR (none)
A small and swift Dog that hunts in large packs for wild game.

Dog, Domestic (Territorial)
#2d6; ST5 DX13 IQ6 MV7; AR0; DM 1d6-1; TR (none)
All purpose companions, Domestic Dogs can be trained to guard or shepherd.

Dog, Mastiff (Territorial)
#1d6; ST12 DX13 IQ6 MV7; AR-1; DM:1d6+2; TR (none)
Vicious, powerful and fearless war dogs, Mastiff Dogs are capable of bringing down almost any foe when working in groups.

Dog, Wolf hound (Territorial)
#1d6; ST10 DX14 IQ6 MV7; AR-1; DM 1d6+1; TR (none)
A tall, powerful, wooly dog, the Wolfhound Dog is capable of killing large game or threatening predators.

Dragons (Unpredictable)
Dragon, Young
#1-2; ST30 DX13 IQ16 MV10/20 (fly); AR-4; DM 2d6; SP(FT, BW); TR (Lair x4)
Dragon, Adult
#1-2; ST60 DX14 IQ20 MV12/24 (fly); AR-5; DM 3d6; SP(FT, BW); TR (Lair x8)
Dragon, Ancient
#1-2; ST80 DX14 IQ20 MV12/24 (fly); AR:-6; DM 4d6; SP(FT, BW); TR (Lair x12)

Dragons have been reported to come in a variety of colored hues. Some believe this means each color represents a different type of dragon. Others say, much like Humans, they simply come in a variety of shades. Dragons are all basically the same and that their hues only represent the differing environment in which they were raised. No one has ever had a long enough conversation with a dragon to find out. The truth is up to you to discover.

Dragons are bat-winged, heavily scaled creatures with four limbs. They are known to have exceedingly high intelligence and some have been known to breath inky black poisonous gases, electricity, fire, or icy frost breath. Fire seems to be the most common breath weapon type but the shape of the breath weapon ranges from a stream, to a cone shape to a cloud shape. No one has been able to determine if this shaping is based on color of Dragon, age of Dragon, or if it can be chosen by the creature itself.

Dragons can make up to 3 attacks per turn choosing 1 time per turn from the following: Breath weapon, claws, bite and tail. *One of the 3 attacks must always be with the tail.*

Dwarf , Hill (Territorial)

#2d6; ST9 DX11(9) IQ8 MV4; AR-2; DM 1d6+1; TR (Pocket, Pouch, Chest)
Hill Dwarves have developed into a separate clan of Dwarves. Originally these were Mountain Dwarves sent as scouts or watchers to protect those in the mountains. Through the ages, Hill Dwarves began to mingle more with other races and develop their own culture. Most Dwarves people meet will be Hill Dwarves. They tend to have shorter, close-cropped beards, a friendly demeanor, and are skilled in the use of crossbows. Hill Dwarves think of the Mountain Dwarf as a curmudgeonly cousin race clinging blindly to tradition.

Dwarf , Mountain (Territorial)

#2d6; ST10 DX10(8) IQ8 MV4; AR-2; DM 1d6+1; TR (Pouch x2, Chest)
Mountain Dwarves are one of the original races of the world. When Titans and Giants ruled the lands, Dwarves made homes deep in the mountains of the world. They are steeped in tradition from their long beards, rune inscribed weapons and ancient traditions of honor, loyalty and blood oaths. The Mountain Dwarf can be your friend for life, or the worst enemy you could imagine: relentless, fearless, and humorless. They prefer hand-to-hand weapons and see magic and bows as tools of the timid. Their ancient enmity with Elves stems from oaths broken in the Age of Titans. Wood Elves did not make their brethren come back to the surface and are no better than the Grau who continue to live in what Dwarves believe to be their ancestral domains in the mountains and underground of the world.

Eagle, Great (Territorial)

#1d6; ST30-50 DX12 IQ10 MV4/30 (fly); AR-2 (feathers); DM 2d(peck), 3d+1 (claw, grapple); TR (Lair)

Found in mountains or thick forests, these intelligent creatures speak their own language and can learn the languages of men. With a successful claw attack, the target is automatically grasped per grapple rules. If successfully grasped, the target may be lifted and carried away.

Elementals (Aggressive)

Earth, Minor: #1-2; ST16 DX10 IQ8 MV4; AR-4; DM 2d6; SP(IA); TR (none)
Water, Minor: #1-2; ST16 DX12 IQ8 MV3/12; AR-4; DM 1d6; SP(PS); TR (none)
Fire, Minor: #1-2; ST16 DX12 IQ8 MV9; AR-4; DM 1d6; SP(BF); TR (none)
Air,Minor: #1-2; ST16 DX12 IQ8 MV12; AR-4; DM 1d6; SP(BW); TR (none)
Void, Minor: #1-2; ST 18 DX12 IQ8 MV 5 AR-4; DM 2d6; SP(FT/MO); TR (none)

Elementals are the physical embodiment of a specific element brought to life, usually taking a humanoid shape. They are difficult to control and when released, run wild causing havoc. If summoned in an area favorable to their element type, Elementals gain ST+2d6, are immune from normal weapon damage, and are only damaged by magical means. *Note: Each elemental type has an immunity from another element and suffers 2x damage from its opposite element.*

Earth: Immune from fire damage, suffers 2x damage from water.
Fire: Immune from air damage, suffers 2x damage from earth.
Air: Immune from water damage, suffers 2x damage from fire .
Water: Immune from earth damage, suffers 2x damage from air.
Void: Immune from any non-magical attack or damage.

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Elf, Wood (Unpredictable)

#2d6; ST6 DX10(9) IQ9 MV5; AR-1; DM 1d6; TR (Pocket, Pouch, Chest)

Wood Elves are found amongst the deep forests of the world. Occasionally hired as guides through woodland realms they are known for their magical knowledge as well as their ability to move silently in forests. Experts with the bow, Wood Elves look down upon most other races such as the grubby Dwarves and Halflings living underground, and their own splinter race the Grau who live in dank subterranean cities.

Elf, Grau (Unpredictable)

#2d6; ST6 DX11(9) IQ8 MV6; AR-2; DM 1d6; TR (Pocket, Pouch, Chest)

When Titans and Giants ruled the lands, some Elves were driven underground for safety. Dwarves took them in and together they fought many battles against Goblins, Demons and other beasts in the darkness of the world. When the Age of Titans ended, the Dwarves assumed the Elves would return to the surface, but most decided to stay. The Elves felt they had bled and died for their own new towns and cities underground, why should they give them up? The Dwarves however, felt a house guest had decided to become a permanent resident and had broken their oath. The Grau are the race of Elves who remained underground and adapted to life below the surface.

Frobat (Cowardly)

#2d6; ST2 DX9 IQ5 MV2/8 (fly); AR-1; DM 1d6; TR (none)

The Frobat appears as a purple black toad with orange eyes. It is at home at the edges of swamps and caves and hops about unless spooked. Then the Frobat can take to the sky for short periods stretching a winglike membrane to fly up to 40 yards. Frobats are known as blood drinkers and hungry swarms have attacked people or their mounts. They can cling to trees and often surprise their prey by gliding down from trees. The Frobat's eyes and tongue are valued by some witches and alchemists.

Frog, Giant (Unpredictable)
#1d6; ST16 DX9 IQ4 MV5; AR-2; DM 1d6 (tongue, entangle); TR (none)
Giant Frogs are found in deep swamps or wetlands. They are the size of Dogs and their tongues can lash out up to 5 feet and attempt to entangle a target. It requires a 3/ST test to break free of the tongue or once in the Frog's mouth.

Frog, Dire (Territorial)
#1-2; ST24 DX9 IQ5 MV5; AR-2; DM 2d6; SP(PA); TR (Lair)
These mammoth frogs are up to 6 feet in size! Their tongues lash out up to 10 feet away and if struck, a Hero must pass 3/ST to avoid becoming paralyzed!

Gargoyle (Aggressive)
#1d6; ST16 DX11 IQ8 MV4/12 (fly); AR-3; DM 2d6
TR (Lair)
Gargoyles are gray, stony, bat-winged, flying, vile little creatures. They have been known to live in mountainous areas, ruins and underground. They range from 2 to 4 feet in size and prefer to fly into hand-to-hand combat, but will drop rocks on passers if they feel they need to avoid melee.

Ghoul (Aggressive)
#1d6; ST15 DX10(9) IQ8 MV6; AR-1; DM 1d6; SP(FS); TR (pocket)
Ghouls are hideous humanoids that revel in feasting on the dead. Some say cannibalism is the cause of their transformation in to blood-smeared and ravenous eaters of the dead. They can use weapons, but prefer to rend flesh and kill with their own hands. They have been known to lure travelers or children to their doom. Some say they are the dead come back to life, but no one has ventured to ask a Ghoul.

Giant, Hill (Territorial)
#1-2; ST30 DX9 IQ7 MV9; AR-2; DM 2d6+2; TR (pouch x3, Chest)
At one time Giants and their magical cousins the Titans ruled the world. That was ages ago, but the fear of Giants remains as strong as ever. Living in and controlling some regions, the Hill Giant is the most commonly spotted raiding outlying villages and towns for fresh food. Hill Giants range up to 15' in height, use clubs and wear furs.

Giant, Mountain (Territorial)

#1-2; ST40 DX10 IQ8 MV10; AR-4; DM 3d6+2; TR (Pack x2, Chestx4)

The Mountain Giant is the last of royal Giant line. Sometimes referred to as Frost Giants due to their snowy abodes, they avoid Humans except to drive them away from their territory. These Giants stand 20'-25' in height, wear armor, craft weapons, and dream of the day they will rule the world again.

Gnoll (Territorial)

#2d6; ST11 DX10(8) IQ8 MV5; AR-2; DM 1d6+2; TR (Pocket, Pouch, Chest)

These 5 to 6 foot dog-men resemble hyenas standing up. They are similar right down to the cackling laugh they use as a war whoop when they attack. Peasants and the uninitiated must pass a fear test of 3/IQ or lose 1 turn of action. Fond of ambush and pack tactics, Gnolls are among the most feared raiders as they eat what they kill. They prefer using bows and knives.

Goblin (Cowardly)

#2d6; ST6 DX11(10) IQ8 MV4; AR-1; DM 1d6; TR (Pocket, Chest)

The Titans experimented on captured Dwarves with all manner of spells and succeeded in creating a twisted, warped version of a Dwarf which is similar in stature, but thin, fast and cruel. Breeding like rats, the Goblins were unleashed into the underground Dwarf kingdoms and overwhelmed many. Grey-green in hue with blood red eyes and sharp teeth, Goblins have spread like a vicious plague. They have Dark Sight and see 60' in the dark without aid of light. When exposed to light they are +1 die to all tests.

Goblin, Mountain (Cowardly)

#2d6; ST6 DX8 IQ8 MV5; AR-1; DM 1d6; TR (Pocket, Chest)

Mountain Goblins have a lighter brownish shade of skin, and have the ability to climb surfaces like a spider. Created to stop Dwarves from building fortresses on the outside of mountains, these Goblins scale surfaces with ease and attack in hordes.

Grox (Aggressive)

#1d6; ST14 DX11(10) IQ7 MV5; AR-2; DM 2d6; TR (Pouch)

The Grox are humanoid creatures with the head and legs of a deer or goat but the upper torso of a man. Smelly and evil the Grox are known to raid Human settlements and abduct the weak. Found in forests, hills and mountains the Grox are a growing threat.

Grumman (4 arms) (Territorial)

#1d6; ST16 DX12(10) IQ8 MV6; AR-2; DM 2d6; TR (Pouch x2)

These jungle dwelling humanoids stand 10' in height. Some say they are not native to this world due to their odd bug-shaped eyes and tusk-like protrusions. Grumman wield at least 2 weapons at a time and can make 2 attacks per round. They may carry a shield as well, but eschew wearing armor.

Gryphon (Territorial)

#1d6; ST26 DX12 IQ6 MV7/20 (fly); AR-2; DM 2d6+1; TR (Lair)

A creature with the head, wings, and front claws of a giant eagle and the body of a lion. Found in the high mountain regions and prized as a mount for ages, the Gryphon is the favored mount of kings and warlords.

Halfling (Cowardly)

#2d6; ST4 DX12(11) IQ8 MV6; AR-1; DM 1d6; TR (Pocket x2, Chest)

Small, 3' tall humanoids who go about barefooted. From a distance some may mistake them for children. They live quiet lives in the hills and farmlands seldom venturing out. Known for being accurate with ranged weapons and profoundly lucky, Halflings are seldom found adventuring.

Hobgoblin (Unpredictable)

#2d6; ST10 DX10 IQ8 MV5; AR-2; DM 1d6+2; TR (Pocket, Pouch x2, Chest)

The Hobgoblin was an attempt by the Titans to create a smarter and stronger Goblin. Nearly 5' in height with greenish-black skin, the Hobgoblin was created to be the commander of Goblins. Unfortunately their cruelty and intelligence caused them to decide to create their own kingdoms and they used their control of Goblins to carve out their own lands rather than serving the Titans. Wherever you find Hobgoblins, you can be sure some Goblins are nearby.

Horse (Cowardly)

#1d6; ST20 DX12 IQ6 MV12; AR0;
DM 1d6; TR (none)

The common horse for riding or farm work
and the primary mode of transportation
across the world.

Howler (Unpredictable)

#1d6; ST2 DX0 IQ0 MV0; AR0; DM0;
TR (none)

The Howler is a strange fungal growth of
purplish black hue. In and of itself it is not
dangerous but when disturbed, the air
within the Howler is expelled out in a
piercing howl alerting anything within
hearing distance.

Human (Unpredictable)

Peasant: #2d6; ST8 DX8 IQ8 MV4;
AR0; DM 1d6; TR (Pocket)

Merchant: #1d6; ST8 DX9(8) IQ10
MV4; AR-1; DM 1d6;
TR (Pocket x2, Pouch x3, Chest)

Solider/Guard: #1d6; ST10 DX10(8)
IQ8 MV4; AR-2; DM 2d6-1;
TR (Pocket, Pouch)

Thief: #1d6; ST8 DX10(9) IQ8 MV5;
AR-1; DM 1d6+1; TR (Pocket, Pouch)

Wizard: #1-2; ST9 DX8 IQ11 MV5;
AR-1; DM 1d6; the wizard also knows 1
spell each from IQ 8/9/10/11; TR (Lair)

Cultist: #1d6; ST8 DX9(8) IQ10 MV5;
AR-1; DM 1d6; the cultist knows 1 spell
each from IQ8/9; TR (Pouch, Chest)

Humans come in all sorts of variety. From
Warriors to Thieves and everything in
between. Those listed above are the most
commonly found. Damage can change
depending upon the weapon being used.

Hydra (Aggressive)

4 head: #1-2; ST40 DX12 IQ8 MV6; AR-3; DM 1d6; SP(FT, PS); TR (Lair)
7 head: #1-2; ST70 DX13 IQ10 MV7; AR-2; DM 1d6+3; SP(FT, PS); TR (Lair x3)

The Hydra is a legendary beast rarely seen and feared even above Dragons. Found in rocky or dry terrain, these fearsome beasts have multiple snake-like heads all originating from one massive body. Some say if you cut one head off a Hydra 2 or more appear.

Kobold (Cowardly)

#2d6; ST4 DX9(8) IQ8 MV4; AR-1; DM 1d6; TR (Pocket, Chest)

Kobolds are small creatures who live in packs of 20 or more. They have blueish skin which is similar to snakeskin but have lizard like faces. For every 20 Kobold there will be one who knows 2 IQ8 spells.

Lion, Mountain (Territorial)

#1-2; ST8 DX11 IQ7 MV7; AR-1; DM 1d6+1; TR (none)

The Mountain Lion or puma is found in mountains, hills and grasslands. It can attack with claws or bite. When a Mountain Lion is stalking it's prey, it is 4/IQ to detect.

Lizard Men (Territorial)

#1d6; ST14 DX10(9) IQ8 MV4; AR-2; DM 2d6; TR (Pouch, Lair)

Some name the Lizard Men the first race in the lands. Ancient, and now pushed into the dense jungles and swampy lands, they struggle to survive. Proud and strong, the Lizard Men remain bitter that the other humanoids seem to run rampant across the lands while their own numbers dwindle...or are they simply hiding their strength?

Lizard, Giant (Unpredictable)

#1d6; ST40 DX11 IQ5 MV6; AR-2; DM 2d6 (bite), 1d6 (claw); TR (none)

Found deep in the jungles these 15'-30' beasts are very fond of humanoid meat.

Lizard, Riding (Cowardly)
#1d6; ST25 DX11 IQ5 MV8; AR-2; DM 1d6+2 (bite), 1d6 (claw); TR (none)
From the desert and sun baked lands these 8' to 10' long beasts are prized for their hardiness and ability to aid their rider when traversing difficult terrain.

Metal Men (Unpredictable)
#1-2; ST30 DX11 IQ7 MV5; AR-6; DM 3d6; SP(FT); TR (none)
The origin of the Metal Men is unknown and they are often mistaken as statues. They seem to dot the land randomly or appear in ancient ruins as standing figures. Occasionally one comes to life and wreaks terrible havoc, but no one can say why nor what triggers it to come to life. Has the Metal Man thoughts within in his mind? Can he see or is he blind?

Neanderthals (Unpredictable)
#2d6; ST16 DX8 IQ7 MV4; AR-1; DM 1d6+2; TR (Pocket)
Neanderthals are primitive beings living in crude villages or cave formations. They use clubs, spears, slings and occasionally short bows.

Octopo (Territorial)
#1d6; ST20 DX14 IQ8 MV7; AR-2; DM 1D6+2; TR (Pouch, Lair x2)
These strange creatures are Human sized octopus-looking creatures which move about on the land and water. Five limbs are used for locomotion and three are used to hold weapons and/or shields. An Octopo gets up to 3 attacks per turn due to its multiple limbs. The Octopo appear purple/black or green/black in coloration and are known to raid Human settlements and carry off victims. Rumors of why they abduct Humans are wild, but reports of humanoids with cephalopod heads or tentacle like limbs give a ring of truth to some rumors.

Ogre (Territorial)
#1-2; ST24 IQ7 DX12 MV6; AR-1; DM 2d6; TR (Pouch x2, Lair)
In the age of Titans, ancient magics tried to turn Humans into massive creatures who could fight against Giants or Titans. The magic used warped and mutated the subjects into hulking wild beasts. Found singly or in pairs, Ogres only know two things: attack and eat.

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Orc (Territorial)
#2d6; ST10 DX8 IQ7 MV4; AR-2; DM 2D6-1; TR (Pouch, Pack, Chest)

Orcs have the head of a boar and the body of a squat, hairy man. Fierce and foul, the Orc was created by the Titans to root Elves out of the forests. Much like the boars they were created from, they are fearless, attack aggressively, and love the taste of flesh.

Pegasus (Unpredictable)
#1-2; ST24 DX13 IQ6 MV12/24 (fly); AR-1; DM 1d6; TR (none)

The mount of the gods, Pegasus are found in white or black coloration. The Pegasus is a winged horse which lives near grass lands of forests. Extremely skittish they can be seen on occasion flying through the skies, but rarely will they have a rider.

Rats (Cowardly)
#3d6; ST1 DX10 IQ4 MV5; AR0; DM 1d6; TR (none)

Rats are small vermin found in all parts of the world. 1d4 in any group may cause an outbreak of plague with its bite which requires 4/EN to survive.

Rat, Giant (Cowardly)
#1d6; ST4 DX11 IQ4 MV6; AR0; DM 1d6; SP(PS); TR (pocket)

Giant Rats are the size of small dogs and can be found in marsh, sewers, and wetlands. The bite of a Giant Rat can cause Blood Fever which requires a 3/ST test. If failed, the target develops a fever making all tests +1 die until cured.

Scabbers (Cowardly)
#2d6; ST7 DX10(9) IQ7 MV6; AR-1; DM 1d6; SP(PS); TR (Pocket, Chest)

Scabbers are 3' to 4' tall humanoid rat-people found living near swamps, water in tunnels and hidden near Human settlements. They have spread as humanity has spread and when numbers are large enough, they have attacked and decimated whole cities. Known to carry diseases, a successful hit requires a 3/ST test or take +1d6 damage. Scabbers can use weapons, armor, and 1 in 18 will know a few spells.

Scorpions (Unpredictable)

#3d6; ST1 DX10 IQ1 MV5; AR0; DM 1pt; SP:(PS); TR (none)

Found in all sorts of environments, the Scorpion can pinch for 1 point of damage, or may sting with its tail. Save 3/ST or take 1d6-1 damage from the poison.

Scorpion, Giant (Unpredictable)

#1d6; ST20 DX12 IQ1 MV6; AR-2; DM 2d6; SP(PS); TR (Lair)

These massive beasts were created during the age of Titans and are found in dry or desert terrains. Giant Scorpions are the size of horses but can grow up to twice that size! Giant Scorpions can make 3 attacks per turn. The claws each do 2d6 damage and the tail does 1d6 damage. Target must pass 3/ST or suffer +1d6 damage from poison.
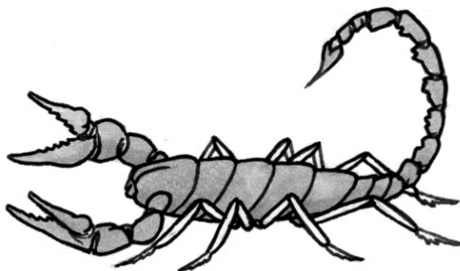
Serpent Men (Territorial)

#1d6; ST10 DX14 IQ9 MV4; AR-1; DM 2d6; SP(PS); TR (Pouch, Pack, Lair x2)

8' serpent-like beings with the head, face and tail of a cobra but the chest and arms of a Human found in deserts or jungle terrain. There are even tales of whole Serpent Men cities! They use swords or bows but can bite an opponent for 2d6 damage. If bitten the target must pass 3/ST or suffer +1d6 damage from poison. There are rumors of secret alliances between Lizard Men and Serpent Men. Their history says their rule predated the Titans and they want to rule again.

Skeleton (Aggressive)

#1d6; ST8 DX9(8) IQ1 MV4; AR-1; DM 1d6; SP(FT, IA); TR (pouch)

What animates these undead is unknown. Some say it is the spirits of the unjustly killed seeking revenge, others believe darker forces who hate the living animate them. Skeletons are immune to arrows and crossbow bolt attacks. They can be found wearing armor and using weapons and shields. Rumors of Skeleton Lords or those powered by strange magic crystals are increasing.
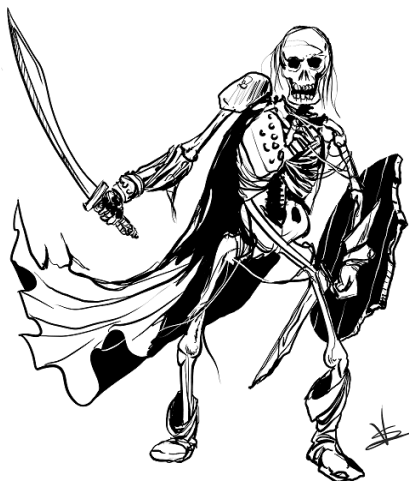
Slimes (Unpredictable)

Slimes are slow moving, gelatinous fungoids with an insatiable hunger. Found in caves and dungeons, they move about on ceilings and will try to drop down on their victim. The target gets 3/DX to avoid being hit! A Slime could be 5' to 50' in size.

Slime, Brown

#1-2; ST30 DX1 IQ1 MV1; AR0; DM 1pt/ turn; SP(PS, ND); TR (none)

Brown Slime is the least dangerous of the Slimes. It slowly dissolves its victim and can only be destroyed by acid or by cutting into small pieces.

Slime, Green

#1-2; ST16 DX1 IQ1 MV1; AR0; DM 2pts/turn; SP(PA, ND); TR (none)

Green Slime tries to dissolve its victim quickly. Cutting it only divides Green Slime into smaller moving parts. It can only be destroyed by fire.

Slime, Red (Rust)

#1-2; ST18 DX1 IQ1 MV1; AR0; DM 2pts/turn; SP(PA. MO); TR (none)

This corrosive Slime loves metal and acts like burning acid when it touches flesh. Metal touched by Red Slime immediately begins to corrode and quickly becomes rusty and useless.

Snake, Poisonous (Unpredictable)

#1-6; ST3 DX9 IQ3 MV6; AR-1; DM 1d6; SP(PS); TR (none)

This broadly represents poisonous snakes such as cobra, rattler, viper, etc. Poisonous Snakes range in sizes from 2' to 4' in length.

Snake, Giant (Aggressive)

#1-2; ST16 DX12 IQ4 MV8; AR-2; DM 2d6; SP(PS); TR (Lair)

A Giant Snake is a rare and fearsome beast. These snakes range in sizes anywhere from 20' to 60' in length and can be found in jungles or deep caverns.

Spiders (Territorial)

#3d6; ST1 DX10 IQ6 MV5; AR0; DM 1d6; SP(PS); TR (none)

Spiders are large, hand-sized insects. Their bite only does 1pt of damage, but you must pass 3/ST or take an additional 1d6 from poison.

Spider, Giant (Aggressive)
#1-2; ST16 DX10 IQ1 MV6; AR-1; DM 2D6; SP(PS, WB); TR (Lair)
Giant Spiders are massive, Human-sized insects that capture humanoids and feed upon them. Found deep in forests and underground, Goblins have been known to use Giant Spiders as mounts.

Tiger (Territorial)
#1-2; ST22 DX12 IQ5 MV6; AR-1; DM 1d6; TR (none)
Found in jungles and grass lands, the Tiger kills when hungry. They are very stealthy requiring 4/IQ to spot or hear while stalking. A Tiger's skin is worth up to 500 coins!

Tiger, Sabertooth (Territorial)
#1-2; ST22 DX14 IQ5 MV8; AR-2; DM 2d6; TR (lair)
A massive 12' long, tiger-like cat with huge fangs. Sabertooth Tigers have been known to attack horses and other large beasts when hungry. The skin is worth up to 800 coins.

Troll (Territorial)
#1-2; ST30-50 DX11 IQ7 MV6; AR-1; DM 2d6; SP(FT, HL); TR (Lair x2)
An 8'-12' tall greenish, warty humanoid creature found in forests, hills and mountains. Some Trolls have horns, some have fangs, but all have a mean streak and a fondness for Human flesh. Fire or acid does permanent damage to a troll, any other damage regenerates at 2 ST per turn. *Note: A Troll is smart enough to attack those using fire against it first! A Troll's carcass must be burned to ash to kill it permanently.*

Wasps, Giant (Territorial)
#3d6; ST2 DX10 IQ6 MV1/10 (fly); AR-1; DM 1d6; TR (Lair)
Giant Wasps live in large trees or underground in enormous hives. About 1' in length you will often hear the buzzing before seeing a Giant Wasp.

Wight (Aggressive)

#1d6; ST12 DX10 IQ1 MV5; AR0; DM 2d6; SP(PA); TR (pouch)

A Wight is a form of undead. It is a humanoid who having an uncompleted task in life lives on through hatred and anger at not being able to fulfill that task in life. Wights are normally found near graveyards or the site of their death. They seek to destroy the living out of jealousy and hatred. If killed by a Wight, the dead arises in 1d6 hours as a Wight! A Wight may use a weapon and their touch can paralyze their victim.

Wolf (Territorial)

#2d6; ST10 DX14 IQ6 MV7; AR-1; DM 1d6+1; TR (none)

Wolves travel in packs and if hungry enough will attack humanoids. Orcs and Hobgoblins favor them as hunting Dogs. Furs are worth 50 coins.

Wolf, Dire (Territorial)

#1d6; ST14 DX12 IQ6 MV8; AR-1; DM 2d6; TR (Lair)

Dire Wolves are massive beasts nearly the size of a small pony. Favored by Goblins or other small humanoids as mounts and traveling in packs. They have been known to attack small Human settlements and caravans which pass through their lands.

Wyvern (Territorial)

#1-2; ST16 DX12 IQ8 MV6/12 (fly); AR-2; DM 1d6; SP(FT, PS); TR (lair x3)

To the uninitiated the Wyvern appears to be a Dragon. Long neck, winged back and snapping tail, but without the forearms or breath weapons associated with Dragons. Colored in browns and blacks the Wyvern grows up to 20' in length and raids hills and coastlines snapping up food from animal herds. The tail of a Wyvern is like a Scorpion's and does 1d6 damage and requires a 3/ST test or take an additional +1d6 poison damage.

Zombie (Aggressive)

#1d6; ST8 DX6 IQ1 MV4; AR1; DM 1d6; SP(FT); TR (pocket)

Zombies were unleashed through the use of dark arts in the Age of Titans. Appearing as slow moving, rotting corpses, the Zombie is often found as servant to a powerful Wizard. Some believe the bite of a Zombie will turn the deceased into a Zombie. Whether this is a transfer of magical curse or a biological disease is unknown. If killed by a Zombie there is a 3 in 6 chance of turning into a Zombie daily unless the body is burned.

TREASURE
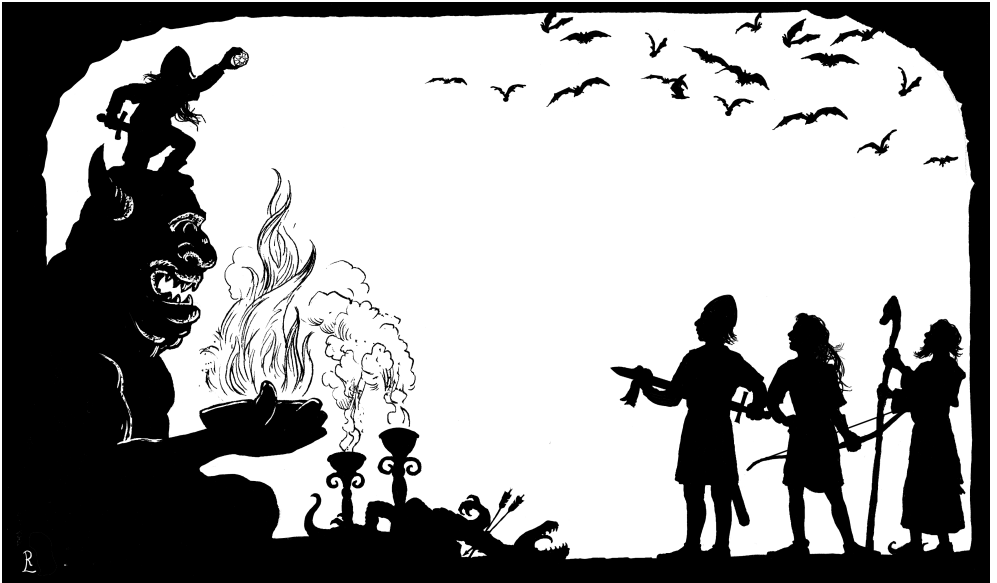
TREASURE

One of the tangible rewards from surviving a life of adventure is finding hordes of coins, gems, jewelry, legendary weapons and magical objects! Not every creature or secret lair will provide the same treasure reward! It is recommended the Referee have treasures pre-rolled for each creature in his dungeon. Write the treasure down under the monster found in that room. This will speed up game play immeasurably!

To discover what is found, below are a series of tables. You remember the TR rating of different creatures? Well here is where you find out what it holds in its pockets!

Find the treasure type below (Pocket, Pouch, etc) then roll 3d6. Sum the dice and read across to determine what category of item was found.

Roll 3d6	Cooking	Personal	Useful	Coins	Gems/Jewelry	Oddity	Magical
Pocket	3-4	5-9	10-13	14-15	16	17	18
Pouch	3-6	7-10	11-13	14-15	16	17	18
Pack	3-7	8	9-11	12-14	15	16	17-18
Chest	NA	NA	NA	3-9	10-14	15	16-18
Lair	NA	NA	NA	3-8	10-13	14	15-18

Some Treasures will list a multiplier such as Pocket x2 or Lair x10. This means roll multiple times (x2 or x10) on the chart! The Players have found multiple items from that treasure chart.

Next, consult that categories chart (Cooking, Personal, etc) and roll on that chart to see what item was found.

Roll d6	Cooking
1	Salt/Spices
2	Dried Fruit/Meat
3	Moldy Bread/Cheese
4	Bottle Water/Wine
5	Mess Kit/ Utensils
6	Rotten Meat/Fruit

Roll 3d6	Personal Item	Useful Item	Oddity
3	Strange Coin	Lock Picks	Large Blue Egg
4	Map	Hammer & 3 Spikes	Mechanical Bug
5	Deck of Cards	Fish Hooks & Line	Mummified Head
6	Unholy Symbol	3 Candles	Eyeball in Vial
7	A Key	Blanket	Insect in Cage
8	Smoking Pipe	2d6 Caltrops	Small Wings
9	Tobacco	Small Cauldron	Assorted Teeth
10	Holy Symbol	4 pcs. Chalk	Small Skull
11	Bandages	Vial Oil	Miniature Figure
12	Dice	Small Lantern	Odd Key
13	Rabbit's Foot	Water/Wine Skin	Glowing Worms
14	Flute/ Ocarina	Ink & Quill	Forked Tongue
15	Comb/Brush	Tinder Box	String of Ears
16	Razor	Thread & Needles	Whispering Skull
17	Hand Mirror	Parchment	Burnt Paw
18	Small Vial	Manacles & Key	Talking Toad

For coins and gems roll on the chart below. *Note: For gems or jewelry the dice determine how many were found and the multiplier tells how much each is worth in coins. For example a 1d6 x 50 means you will find 1 to 6 gems or jewelery pieces and each will be worth about 50 coins.*

Roll d6	# coins	Gems/Jewelry
Pocket	1d6	1d6 (x20c value)
Pouch	1d6x5	1d6 (x50c value)
Pack	3d6x10	1d6 (x100c value)
Chest	3d6x100	3d6 (x100c value)
Lair	3d6x1000	4d6 (x1000c value)
Loose	1d6 x10	2d6 (x100c value)

Magical Items
Magical items, by their very nature, are rare and treasured. These are the sorts of items that are highly prized, difficult to find and very sought after!

Magical Items, a Warning
Magical Items are usually discovered as part of a treasure horde or they may be the object of a quest. As such it is recommended that they be unique and special items. You, the Referee control how many Magical Items are in your game!

There is an often repeated error of Magical Items becoming so commonplace that Players no longer care if they find one, and often just ignore it or leave it behind. This is called the *Sword+1 Syndrome*. In many early gaming adventures and modules the sword+1 would be found again and again. Once everyone who wanted one had one, Players would simply ignore it or worse, mock the treasure.

The more magic you put into your game through treasure, or alchemy shops, or beggars looking to sell exploding gems 2 for 10 coins, the less magical these items will be. A smart phone in 1995 would have been a miraculous device, but today it is common place. Think about that when placing Magical Items into your adventures. A good rule of thumb is the old adage, "less is more".

What is Found?

Below is a table you can use to determine what sort of Magic Item is found. Roll 1d6:

Dice Roll	Magic Item
1	Ring/Talisman
2	Scroll/Book
3	Weapon/Armor
4	Clothing/Item
5	Wand/Staff
6	Potion

Remember, do NOT tell Players what the magic item does! Describe what the item looks like, but let Players puzzle out how to determine what the item is or does! That is part of the fun of the adventure! If they want to have a specialist look at it, they will be charged at least 1000 coins and it will take 30 days...and if the person is dishonest they may swap it out for a non-magical item.
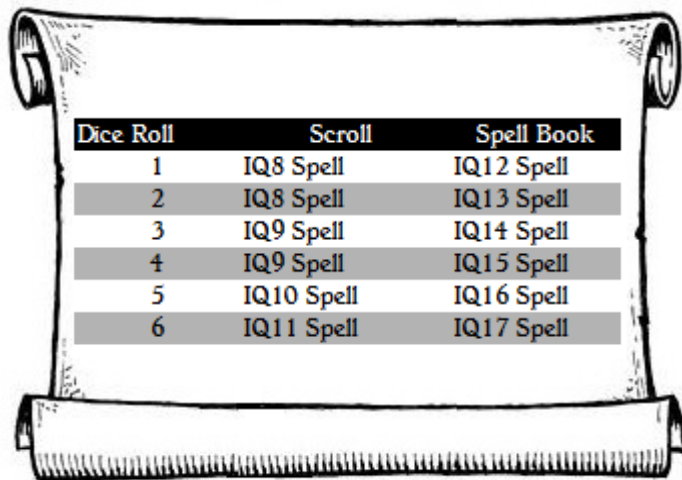
Rings and Talismans

Rings and Talismans can be very powerful and much sought after items. Determine which was found (1-3 ring, 4-6 talisman) and then roll for its power below.

1) **Water Breathing:** Wearer may breathe under water as if it was air.
2) **Protection:** Damage taken from any source is at -2.
3) **Charm:** +2 to interaction with others and can influence their decisions and actions to favor the wearer's commands.
4) **Protection from Undead:** Undead creatures who attack or cast spells on wearer are at +1 die when doing so.
5) **Invisibility:** Wearer becomes invisible while worn but is not silent and can be seen by magical or dark sight.
6) **Withering:** Wearer cannot regain more than 1 EN per day. Must pass 5/IQ to remove item.

Scrolls and Spell Books

These contain a spell of the Referee's choice. Spell books contain higher IQ spells than do scrolls. Determine which was found by rolling 1d6 (1-4 scroll, 5 spell book, 6 cursed). Next, roll on the table below to determine what IQ of spell is found. A cursed scroll or spell book removes a spell **permanently** from the reader. Roll on the scroll chart to determine the IQ of spell forever removed from the reader.
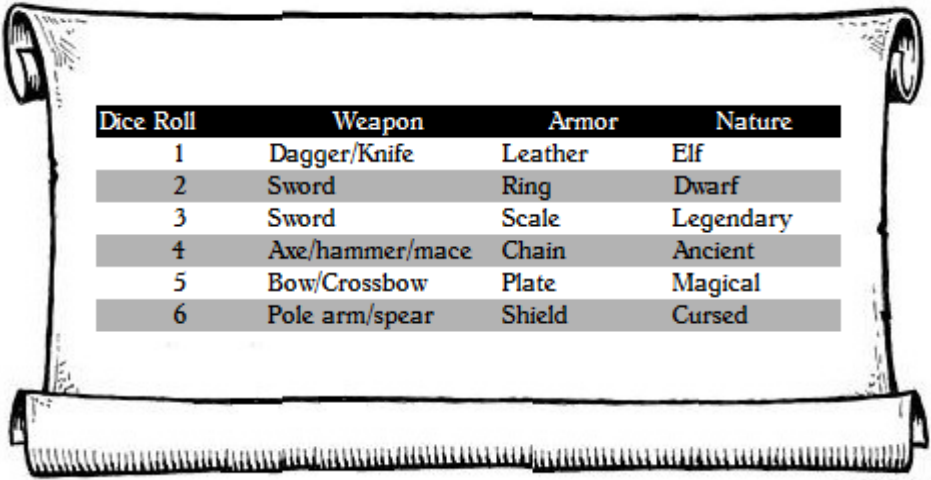
Dice Roll	Scroll	Spell Book
1	IQ8 Spell	IQ12 Spell
2	IQ8 Spell	IQ13 Spell
3	IQ9 Spell	IQ14 Spell
4	IQ9 Spell	IQ15 Spell
5	IQ10 Spell	IQ16 Spell
6	IQ11 Spell	IQ17 Spell

An Adventurer can use a scroll or spell book to attempt to cast the spell, but can not learn it permanently. On the other hand, a Wizard Hero can learn the spell from a scroll or spell book permanently or just decide to cast it one time. Whether it is cast or learned, the scroll or spell book becomes blank once an action is taken. The coin value is equal 500 x the IQ level of the spell.

Weapons and Armor

Next is a table to determine the magical weapons or armor found. Roll 1d6 (1-4 weapon, 5-6 armor). Once you determine what item was found roll another 1d6 to determine what specific item was found. Lastly, roll 1d6 to determine the nature of the weapon. Many weapons are expertly forged or ancient, but it is the rare item that is truly magical!

Dice Roll	Weapon	Armor	Nature
1	Dagger/Knife	Leather	Elf
2	Sword	Ring	Dwarf
3	Sword	Scale	Legendary
4	Axe/hammer/mace	Chain	Ancient
5	Bow/Crossbow	Plate	Magical
6	Pole arm/spear	Shield	Cursed

Dwarf Crafted items
Armor and weapons created by Dwarves are expertly crafted. While not necessarily
magical, they are the finest one can find and are rare outside of Dwarf hands. Many are
ancestral weapons or armor and it is rare the Dwarf who grants an item from his clan
to a non-clan Dwarf, let alone another species hands. Yet the time of the Dwarf
kingdoms is coming to an end and their treasures have been looted by many other
races over the centuries.

Dwarf weapons add **+2** to damage when they strike due to their keen edge and expert
craftsmanship. Dwarf created armor stops an additional 2 hits of damage.

Elf Crafted Items
The Elves are not renowned for the craftsmanship of weapons and armor. What they
create tends to be not deadlier or more protective items, but rather lighter and quicker
items. The Elves believe striking first or moving faster will be of more use than standing
like a rock and absorbing damage. As a result their items are strong and light. Much
like Dwarves, Elves do not trade their equipment as it gives them an advantage over
their foes. Yet many Elf items were scattered about the world during the Age of Titans
and the many wars of survival they fought.

Elf weapons give the user **+1 DX** when using it to attack. Elf armor does not protect
more, but it is lighter and the DX adjustment is 1 less than listed on the armor chart.

Legendary Items
These items were crafted by expert Human armorers and blacksmiths. Their skill
insures these weapons will not break and the armor can stand up to more punishment.
Legendary weapons do +1 damage and Legendary armor protects against 1 more hit
than does its normal armor.

Ancient Items

Ancient weapons and armor were forged centuries past in the Age of Titans, some say even before those times. Ancient weapons have strange glyphs and writing upon them as well as being forged from a metal which shimmers like liquid in the light. These items were mean to slay and defend against beasts larger than men. They add +1d6 to damage done to humanoids 10' or larger and dragons. Armor protects an extra 1d6 from damage done to the wearer from humanoids larger than 10 feet or dragons.
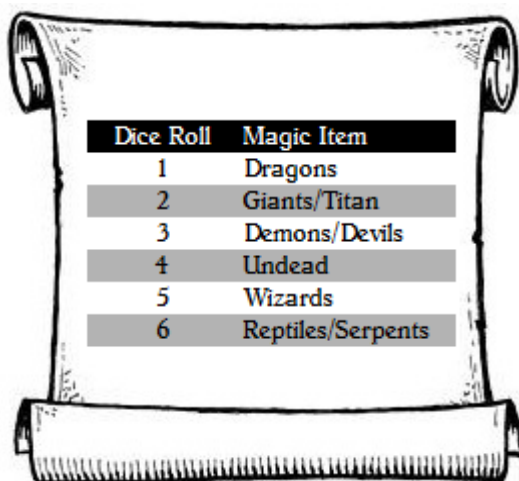
Magical Weapons

Forged with magic and spells during the shaping process. The spell energy was hammered into the weapons as it was forged. Roll below to see what magic was absorbed by the weapon:

1) **Warning:** Weapon begins to glow faintly red when mortal danger is within 100' of the bearer.
2) **Flaming:** Weapon becomes consumed in flames when used in battle, +1d6 fire damage whenever it strikes.
3) **Poisonous:** Weapon does an additional +1d6 in poison damage if the target fails a 3/ST test when hit.
4) **Night Sight:** When held, the user can see invisible creatures and in the dark as clearly as if it were day.
5) **Fury:** Weapon allows 2 attacks per turn with no DX modifier or additional die.
6) **Vampire**: Once per day, the damage done to an opponent is transferred as healing to the bearer's ST.

Magical Armor

These armors protect not just from normal damage and combat but have an additional protection against a specific type of enemy. While wearing the armor, the attacker must add 1die to any attacks against the wearer. Roll on the table below to determine who the armor defends against:

Dice Roll	Magic Item
1	Dragons
2	Giants/Titan
3	Demons/Devils
4	Undead
5	Wizards
6	Reptiles/Serpents

Cursed Items

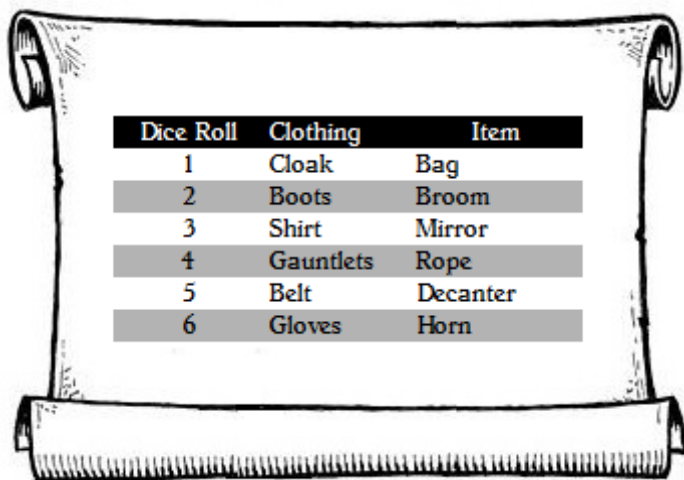Cursed weapons and armor are rare, but a bane of the bearers existence. To get rid of one once touched requires a 5/IQ test, and this can only be done once per day. The bearer of the Cursed item will have a mania to use it and will not exchange, sell or trade it for anything. They will be convinced jealousy, greed, or other evil intent is trying to rob them of the precious treasure.

A Cursed weapon does 1pt damage (no armor save) to the bearer each time it strikes a foe. Cursed armor adds 1 point of damage to any damage done to the Hero that soaks through its protection.

Magical Clothing or Item

These are uniquely charmed items whose reasons for original creation are lost in ages gone by. First determine if you have clothing or an item. Roll 1d6: 1-3 clothing and 4-6 it is an item. Next roll on the chart to determine what kind of clothing or item was found.

Dice Roll	Clothing	Item
1	Cloak	Bag
2	Boots	Broom
3	Shirt	Mirror
4	Gauntlets	Rope
5	Belt	Decanter
6	Gloves	Horn

Clothing

Each clothing option has 2 possibilities. Roll 1d6 (1-3: Option 1 / 4-6: Option 2)

Cloak
1) **Elven Cloak:** 4/IQ test to spot wearer.
2) **Cloak of Protection:** -1 from any damage.

Boots
1) **Elven Boots:** Walk quietly over any terrain requiring 4/IQ to detect.
2) **Winged Boots:** Fly up to 5 miles per day.

Shirt
1) **Protector Shirt:** -1 from any damage.
2) **Weathered Shirt:** Warms or cools as needed to maintain 72 degree temperature.

Gauntlets
1) **Ogre Strength:** **+2** ST of the wearer.
2) **Giant Strength:** **+4** ST of the wearer.

Belt
1) **Belt of Sight:** **+2** IQ when testing to spot hidden things.
2) **Belt of Endurance:** **+1** EN for each hour worn.

Gloves
1) **Sticky Fingers:** **+2** DX in attempts to steal or conceal items with hands.
2) **Nimble Fingers:** **+2** DX when trying to disarm traps or pick locks.

Items
Each magical item has 2 possibilities. Roll 1d6 (1-3: Option 1, 4-6: Option 2)

Bag
1) **Bag of Holding:** Carries up to 1000 coins in weight and still feels as if it is empty.
2) **Bottomless Bag:** Anything that can fit within its 2' x 2' mouth is swallowed up and lost forever to another plane of existence.

Broom
1) **Broom of Flying:** Carry one person up to 50 miles/day.
2) **Finreth's Fire:** Shoots a gout of flame (DM 2d6) 2 times/day up to 10'.

Mirror
1) **Spirit Sight Mirror:** Shows the current location of an object or person you have seen before once per day.
2) **Medusa's Mirror:** Attempt to freeze anyone looking into it once per day. (4/IQ or become frozen for 3d6 turns).

Rope
1) **Khalil's Rope:** 60' magical rope stretches, moves, and secures itself giving the user +2 ST when using it to climb.
2) **Surgo's Strangler:** A black 30' thin coil of rope. When commanded it can entangle and wrap up a victim requiring a 5/ST test to break free. If not freed in 6 hours, the rope will strangle the entangled victim.

Decanter
1) **Elvenclear Decanter:** Creates up to 5 gallons of pure water per day.
2) **Leshl's Decanter:** Creates up to 3 flasks of oil per day.

Horn
1) **Horn of Bellows:** Sounds like a Titan's war cry. Any enemy hearing must pass 4/IQ fear test or become frozen in fear for 2 turns. Can be used once per day.
2) **Horn of Courage:** Adds +1 to every allies attribute (ST/DX/IQ/EN) for the next turn. Can be used twice per day.

Wand/Staff

Roll 1d6 (1-3 wand, 4-6 staff). Now roll to determine what kind of wand or staff you found below. All magic Staffs do 2d6 damage in melee. All wands do 1d6 damage in melee.

1) **Stars:** 2d6 lightening, 3 times per day or provide a lantern-like light for 6 hours a day.

2) **Serpent:** Becomes a poisonous snake when thrown to the ground. Damage in melee requires target pass 3/ST or take 1d6 extra damage from poison.

3) **Warning:** Detects hidden, secret, or invisible things or people within 100' of caster four times a day.

4) **Banish:** Undead must pass 3/ST or take double damage from the attack.

5) **Healing:** +1d6 (ST or EN) 3 times per day.

6) **Fear:** Target must save 3/IQ or flee in terror for 1d6 turns. Roll 1d6, on a 5 or 6 target drops anything they are carrying while fleeing.

Potions

Roll 1d6 to determine what sort of potion you found. Also roll 1d6 to determine how many uses (drinks) are in the potion bottle when found.

1) **Healing:** Heals back instantly 1d6 ST.

2) **Invisibility:** Makes user invisible for 1d6 hours.

3) **Fire Resistance:** All damage from fire is halved for 1d6 hours.

4) **Giant Strength:** +4 ST for 1d6 hours.

5) **Acid:** Causes 1d6 damage, destroys metal objects.

6) **Poison:** Causes 1d6 damage.

Orcs of the High Mountains

A Programmed Adventure from Dark City Games © 2009
Story by Jerry Meyer Jr.

Orcs of the High Mountains is an introductory programmed adventure from **Dark City Games**. **Dark City Games** adventures are ready-to-play programmed adventures! They are designed for solitaire or group play. In purchased adventures, all components (except dice) are included--the adventure booklet, rules, pieces and board.

In the adventure, you play as your characters, making the decisions that they face in the adventure. The story changes, based on the decisions you make. When confronting enemies, you can play out combat on a playing board with counters or adventure pieces.

Download a **FREE** battle map and adventure pieces for **Orcs of the High Mountains**, at WWW.DARKCITYGAMES.COM

This entire adventure takes place over the course of a single day. Once your Players have created their starting characters (4 to 6 is best) Go to 001 and begin the adventure!

001

You have been traveling for two days through the foothills of the High Mountains after leaving the city-state of Cretia. You have stopped in the small village of Leaf's Hill to resupply before attempting the long trek through Rockhail Pass. After you purchase some food and drink for the week long journey ahead, an elderly couple approaches. They are wringing their hands and have the look of desperation on their faces. They explain that they're worried about their niece, Graentel, who went out yesterday to pick wild flowers and has not been seen since. Salmanno, the old man, tells you that he went to look for her and found many booted tracks and signs of struggle, including a torn piece of Graentel's kerchief. He is certain that a tribe of mountain Orcs have taken her. They have been kidnapping people, and those taken are never heard from again.

Everyone in town is afraid of the Orcs so no one will go after his niece. He and his wife are not wealthy, but they can muster 50 coins if you will rescue their niece. The can afford to pay you 20 coins up front, and 30 coins upon the safe return of their niece. You feel compassion for the couple, so you accept. The couple weeps with gratitude and tells you where to find the tracks leading off into the mountains. Unless you have TRACKING (017), you must hire the local tracker, Aspur (003).

002

You are in a long tunnel that slopes downwards about 20 yards from south to north. The lower north end of the tunnel smells damp, as if water hangs in the air. Even in the darkness you can see long scratch marks along the walls as if someone resisted being dragged off. You can exit north (031) or south (014).

003

Though he is reluctant, Aspur the woodsman, will agree to track the Orcs for you, though he will insist on 15 coins for his service. Deduct the money from your reserve and follow the scout to the caves of the Orcs (025).

004

You look carefully along the platform. You find a belt pouch with 15 coins. And, of course, there is the gong. It weighs 12 p o u n d s and is not worth much. But then again, some people just like having a gong (031)

005

Carefully picking your way around the room, you uncover a secret cubby holding rough notes and a few noteworthy sketches. Some of the sketches
are on paper, others on sheepskin--or what appears to be skin, but with a different texture (008).

If anyone has LITERACY in the Common Tongue, they find a brief tale of how the elder demon Orm-Umbar escaped from imprisonment and captured Pyrus the summoner (008).

006

As you saunter up to the caves, three Orcs stand up from behind the bushes and attack– the Orcs have initiative (021).

007

Looking up, you find a faint drawing high on the wall. It depicts a mountain and at the very top, tiny dragons appear to fly about (024).

008

You are in the Shaman's room, a large, irregular room with cave entrances on the east and north walls. A large cauldron sits simmering in the center of the room, under a smoke-hole in the ceiling. A stone butcher block sits next to the cauldron, covered in cutting implements, blood and bits of flesh that are best left unidentified. A small chest sits in the corner, next to a pile of rags and pillows. The shaman Snargfist stands next to the cauldron, stirring some foul brew, while his bodyguard Moak picks an axe up from the butcher block.

You have initiative. You start on or adjacent to the D spaces. Snargfist is at X and Moak is at Z. The cauldron at W and the butcher block at Y give anyone standing behind them +1 point of Armor vs. missile weapons as they use the large objects for cover. If you win, you can examine the spell book (012), open the chest (015), or on passing 3/IQ, search the room (005). You can also exit north (018) or east (014).

• *Snargfist (X): ST11 DX14(13) IQ10; staff D6+1; cloth AR-1; 21 coins, spell book. Snargfist shoots a "magic fist" spell at one opponent per turn. He hits by passing 3/IQ; if he hits, he does 1D6+2 damage.*

• *Moak (Z): ST15 DX12(10) IQ9; battleaxe 3D6; ringmail AR-3; 20 coins.*

009

As you look across the rocky entrance, you see a rough sketch of a fist grabbing a pair of manacles scribbled next to the opening. You seem to recall that this symbol has some sort of significance, but the memory is hazy at best. You have the codeword MANACLE (021).

010

The chest yields 74 coins, 3 gems, and a vial of liquid. You decide to pocket the treasure (008).

If anyone has RECOGNIZE VALUE, they can tell that the gems are worth 60 coins each. They may be sold in town when you return. If anyone knows SORCERER'S TONGUE, they can tell that the vial is a Demeran rejuvenation potion which will heal 1D6+1 ST (008).

011

You find a gleaming broadsword. As you draw the sword from its scabbard, the magnificent blade glows with an intense blue light. This is a fine blade indeed, and magical one to boot. It does 2D6+2 and requires ST12 to wield (035).

012

Snargfist's spell book contains copies of the 4 spells he knows: *Fire, Mist, Magic Fist, and Drop Weapon*. A magic user with IQ12 or better and Sorcerer's Tongue may cast the spells from this book as if they were scrolls. Casting each spell in this way incurs no ST cost, but the spell is erased from the book once it is cast (008).

013

The clean white bones have mysterious runes burned in strange but curious patterns. You do not get a good feeling about the bones (031).

014

You are in the entrance cave, a large room of uneven stone. Clay pots filled with lit oil and straw provide just enough light to make out the piles of dirty furs and discarded rags that make up the bedding for the Orc bandits. Dark openings in the cave walls lead to tunnels north, east, and west, while sunlight filters in through the hanging vines covering the exit to the south. As you enter, two Orcs and two goblin archers stand up and prepare to attack.

You begin on or adjacent to A. The Orcs are at V and S. The Goblins are at Z and U. You have initiative. If all enemies are defeated, you can exit north (002), south (021), east (024), west (008), or on passing 3/IQ, search the furs and bedding(026), or search the rest of the room (023).

- *Orc (V): ST14 DX10(9) IQ8; mace 1D6+2; cloth AR-1; 12coins.*

- *Orc (S): ST13 DX11(9) IQ8; shortsword 2D6-1; leather AR-2; 14 coins.*
- *Goblin (Z): ST10 DX11(10) IQ9; bow D6, dagger D6; cloth AR-1; 22 coins.*

- *Goblin (U): ST10 DX13 IQ9; bow D6, javelin D6; 12 coins.*

015
The chest is locked. If the heroes have the codeword BIGKEY, go to (010). If one hero has Lock Picking, he can open the chest (010). Otherwise, the chest weighs 4 kg and may be carried (008).

016
As you approach the caves, you spot movement among the piles of debris. Three Orcs lazily lie about, obviously waiting to ambush anyone approaching the caves. However, they have not yet seen you. You have initiative (021).

017
You follow the tracks to a cave located in a ravine at the edge of the High Mountains. Up close, there seems to be a worn path leading to the largest cave opening. Sparse trees, sickly bushes, and piles of rocks and debris surround the largest cave. One Hero checks 3/IQ. If he passes go to (016), otherwise, approach the caves and go to (006).

018
A crude door and lock block the opening. If the party has the codeword BIGKEY, or if anyone has LOCKPICKING, go to (037). If not, the party can break the door down (029), or give up and go elsewhere (008).

019
The entryway opens into a well-furnished cave. Candles and lanterns light the room, and old furs cover the floor. Clothing, backpacks, and other gear are strewn against the walls, and a long chain connects a frightened looking girl to the north wall. A bed rests against the east wall, and a table with 3 mismatched chairs dominates the center of the room, occupied by three figures. As you enter, a rough-looking man rises from his chair, motioning to the other seated figures to do likewise. He smiles and offers you 100ss, and your lives, to leave now and forget about the girl and the Orc bandits. You can take his offer (032), exit to the west (024) or attack (035).

020
In a dark corner, almost unnoticeable, lies an odd-shaped lump. You pick it up, brush off some dirt and grime, and a finely crafted key emerges in the shape of an Oak leaf (024)

021

You are in a field outside of a cave, on or adjacent to the spaces marked A. The cave entrance is at C. The three Orcs are near the cave entrance at E, F, and G. All other lettered spaces are piles of rubble. Moving through them uses an extra MA per hex. Each of the Orcs will shoot/throw missile weapons for one turn before changing weapons and then charging. Although they are guards, they will let you flee. If you defeat the Orcs, you may loot the bodies and enter the cave entrance to the north (014) or passing 3/IQ, search the cave entrance (009).

- *Orc (E): ST12 DX11(10) IQ10; bow 1D6, mace 1D6+2; cloth AR-1; 8 coins.*

- *Orc (F): ST14 DX10(9) IQ9; 2 javelins D6, morningstar 2d6+1; cloth AR-1, 7 coins.*

- *Orc (G): ST11 DX14(12) IQ10; bow 1D6, short sword 2D6-1; leather AR-2; 19 coins.*

022

You come across an old beaten map on stained paper. The map portrays a large island off the coast of a village named "Seaside." Next to the large island is a small island, connected with a dotted line (035).

023

You find a nicely made silver talisman on a leather neck chain. When you return to town, you can sell it for 5ss (014). *If you have the Dark City Games adventure "Crown of Kings," you now have a talisman that works in the mountain (014).*

024

You are in a tunnel running east and west. Despite being somewhat dim, it is cleaner than the rest of the caves. On passing 3/IQ, you can search the tunnel (020), examine the walls (007), or you can depart through the opening on the east (019) or west (014).

025

The Orc caves are located in a ravine at the edge of the High Mountains. Aspur points in the direction of the largest cave opening, tells you that the tracks lead there, then makes a hasty retreat. Sparse trees, sickly bushes, and piles of rocks and debris surround the largest cave. One Hero checks 3/IQ. If he passes go to (016), otherwise, approach the caves and go to (006).

026

Searching through the assorted rages and piles of disgusting furs you uncover a leather pouch with two vials of liquid labeled with strange lettering. You pocket the vials for sale when you return to town (014).

If one of the characters has the ALCHEMY skill or reads SORCERERS TONGUE you discern that the vials are Demeran rejuvenation potions. Each one instantly heals no more than 1D6+1 points ST for one Hero (014).

027

You look over the edge of the stone platform, peering into the deep black water several feet below. Shards of old and new clothing hang from sharp rocks by the base of the platform, and splatters of black blood stain the rocks. You think you see movement under the surface, but quickly pull yourself back (031).

028

Buried under the sacks is Snargfist's treasure hoard. Inside a box are 35cp, 24ss, and 2gc. There are also maps of the surrounding area and

several large, feathered hats. While the hats are
of no real value (though they are impressive), the maps will be worth something when the heroes return to town (037).

029

The door is crude, but sturdy. The heroes can attempt to bash it in by attacking it with weapons. Up to two party members per turn may attack the door. The door has 20 ST and an armor of 3. When the door is out of ST, it cracks and collapses.

This will make a lot of noise. Roll 1D6 each turn. On a 1 or 2, Orc hunters will hear the noise and enter the caves to investigate. To resolve this battle, place your characters adjacent to the C spaces. The 3 Orcs enter on or adjacent to the D spaces. Keep in mind, the cauldron is still at W and the butcher block is at Y. You have initiative. If you survive you may continue to attack the door. If you break it down go to (037), otherwise return to (018).

- *Orc1 (D): ST12 DX12(10) IQ9; shortsword 2D6-1; leather AR-2 14 coins.*

- *Orc2 (D): ST13 DX11(9) IQ9; spear D6+1; leather AR-2; 16 coins.*

- *Orc3 (D): ST12 DX11(9) IQ9; crossbow 2D6; shortsword 2D6-1; leather AR-2; 16 coins*

030

As you look through the shelves, you suddenly find yourself peering into the vacant stare of empty eye sockets. What sits before you is a Human skull. More unsettling is the fact that the skull seems somewhat fresh. "Cleaned" tissue still clings to it and the odor of death is heavy in the air (037).

031

You are on a stone platform in a large, underground chamber. There are only a few lit oil pots directly to either side of the door, but even with that feeble illumination, you can see that the cavern is huge. It stretches out for well over a hundred feet to the north, well beyond the light given off from the pots. The majority of the chamber is filled with water, and only a small, 20' x 15' stone platform extends out into the lake from the entryway. In the distance, water can be heard slowly dripping from the ceiling into the enormous underground lake. Several large ripples can be seen, indicating movement out about 10 feet from the platform. The water is unfathomably deep, and you would never be able to swim to the far side of the lake, if it exists. The only other fixture here is a large gong. You can search the platform (004), look over the edge of the platform (027), ring the gong (036), or exit back up the tunnel (002).

032

You agree to his offer. The girl whimpers, then bawls as you leave the room, followed by Grim and his bodyguards. He escorts you to the cave entrance and gives you your money, gleefully smirking. You can re-enter the cave (014) or leave the helpless girl to a hideous doom and return to town (039).

033

In the piles of gear and clothing, assorted garments emerge that certainly belonged to different people. They are items that no Orc would ever wear. Some garments betray a splattering of blood, others are torn or appear to have been used to bind a victim (035).

034

A sheet of paper on the table catches your eye. At the top of the sheet there is an icon of a fist holding a pair of manacles. You can take the page and sell it in town for 5ss (038).

If anyone reads COMMON TONGUE, you see that the page is some sort of list. The first column is the species; the second column gender; then age; weight; condition and price (038).

035

You are in or adjacent to the B spaces. Graentel is chained to the wall at C. There is a bed at C and a table at W. Grim the Man is at Z, Throng the Orc is at X and Gospit the goblin is at Y. You have the initiative. If you win the encounter, you can search the room and free the girl (038), search the table (022), look along the walls (033), or on passing 3/IQ, do a thorough search (011).

You may also exit to the West (024) or return to town (040).

- *Grim (Z): ST11 DX13(11) IQ11; shortsword 2D6-1; leather AR-2/2; 114 coins; Big Key (BIGKEY).*

- *Throng (X): ST15 DX11(9) IQ9; battleaxe 3D6, daggers D6; leather AR-2; 44 coins.*

- *Gospit (Y): ST10 DX12(11) IQ11; 4 javelins D6; cloth AR-1; 25 coins. Gospit will throw 3 javelins, saving the last for melee combat.*

036

Suddenly an enormous tentacle rises out of the water, followed by a hideous, beaked head. An enormous cave kraken attacks anyone on the platform.

You are on or adjacent to the A spaces. Only the lightly shaded hexes extending from the A spaces are solid; all others are water hexes (including B, C and D). The kraken is a monster with a 5 hex reach; its head is in the water at W. The Kraken has initiative. If you survive, you can search the platform (004).

Characters in the water are in trouble. When a Hero falls in, he immediate drops everything not attached to his body. Characters with SWIMMING skill can swim one space per turn (or climb one space to shore). Any Hero wearing armor or clothes who can swim must pass 3/ST minus the restriction of the armor he is wearing. For example, a Hero with ST12 wearing chainmail must roll nine (12-3=9) or less to successfully swim one space. Each time a Hero fails, he takes D6 EN. A Hero who can swim can spend one turn taking off his gear (it sinks and is lost forever), but assuring he will not have to take further swim checks. Any Hero reaching ST0 falls unconscious and drowns,

sinking slowly to the bottom of the lake before he is torn apart and eaten by the Kraken.

• *Cave Kraken: ST22 DX11 IQ5; beak 3D6; AR-2. The kraken can attack up to 3 targets per turn both on land and in the water. Each tentacle grapples one target, only rather than attacking, the tentacle checks 3/DX to drag the Hero one space towards the head. Ultimately, the Kraken hopes to drag a victim into its head space where the Kraken will attack with its beak and try to eat the victim. If the Kraken gets a meal, he immediately submerges, leaving the party to go on its merry way. The kraken will not be killed until its head is slain. Tentacles can be attacked individually. Each tentacle is protected by rubbery skin AR-2 and is severed after 9 hits of damage. The kraken will retreat if it loses all three attack tentacles. (It has more, but there is easier food to find) (004).*

037

With the door no longer blocking the entrance, you enter a small room filled with sacks and broken boxes. Most hold food of questionable origin, old rags, and torn uniforms. A horrible rotting stench hangs in the air. On passing 3/IQ, you can search the shelves (030), the sacks (028) or exit to the south (008).

038

Graentel, petrified with fear after just witnessing the killing of Grim and his Orcs, doesn't quite know whether to weep with joy or cringe in fear. However, she quickly figures out that you are here to save her. She cries hysterically for a few minutes, but gets a handle on herself. She tells you that Grim's BIGKEY will open her manacles, and you free her.

Graentel is scared and would like to leave the caves as quickly as possible. However, she clings to her rescuers and will follow where they go. After all, these brave heroes are obviously powerful enough to clear the caves. Graentel will not enter combat under any conditions, though she will defend herself if attacked. In the event that her skills are useful to the party, she will do her best to aid them.

Under Grim's bed you find a chest with 55 coins. There are also 4 vials with writing on them. If you have the codeword MANACLE go to (034). You can search the table (022), exit to the west (024) or return to town (040).

A Hero with ALCHEMY or SORCERERS' TONGUE realizes that the vials contain Elvish Greensalve. One vial will instantly heal 1D6+1 ST for one Hero. The other two vials contain Assist Potions. Each potion will allow a Hero to raise one stat of their choice by +1 for one encounter.

• *Graentel: ST9 DX11 IQ10; Farming+1, Animal Handling+1.*

039

You return to town. The farmers wail in agony when they realize that their niece is lost, and of course the characters will not receive the additional 30 coin reward. The party quickly packs up its belongings and leaves town before the locals find out what REALLY happened (END).

040

The heroes return to Leaf's Hill with Graentel in tow. She runs to her family, who weep with joy. Hugs and kisses are exchanged, and the heroes find themselves hugged if they stand too close. After this emotional reunion, uncle Salmanno turns to the heroes and hands them a small pouch containing 30 coins.

This ends the **Orcs of the High Mountains** introductory adventure from **Dark City Games.**
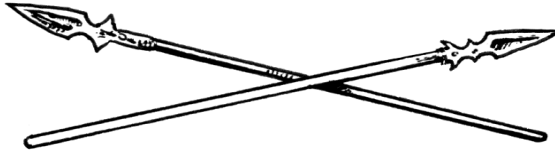
If you enjoyed this adventure you can find many more Programmed Adventures at DARK CITY GAMES! Each adventure comes with a battle map, color counters and is compatible with Heroes & Other Worlds!

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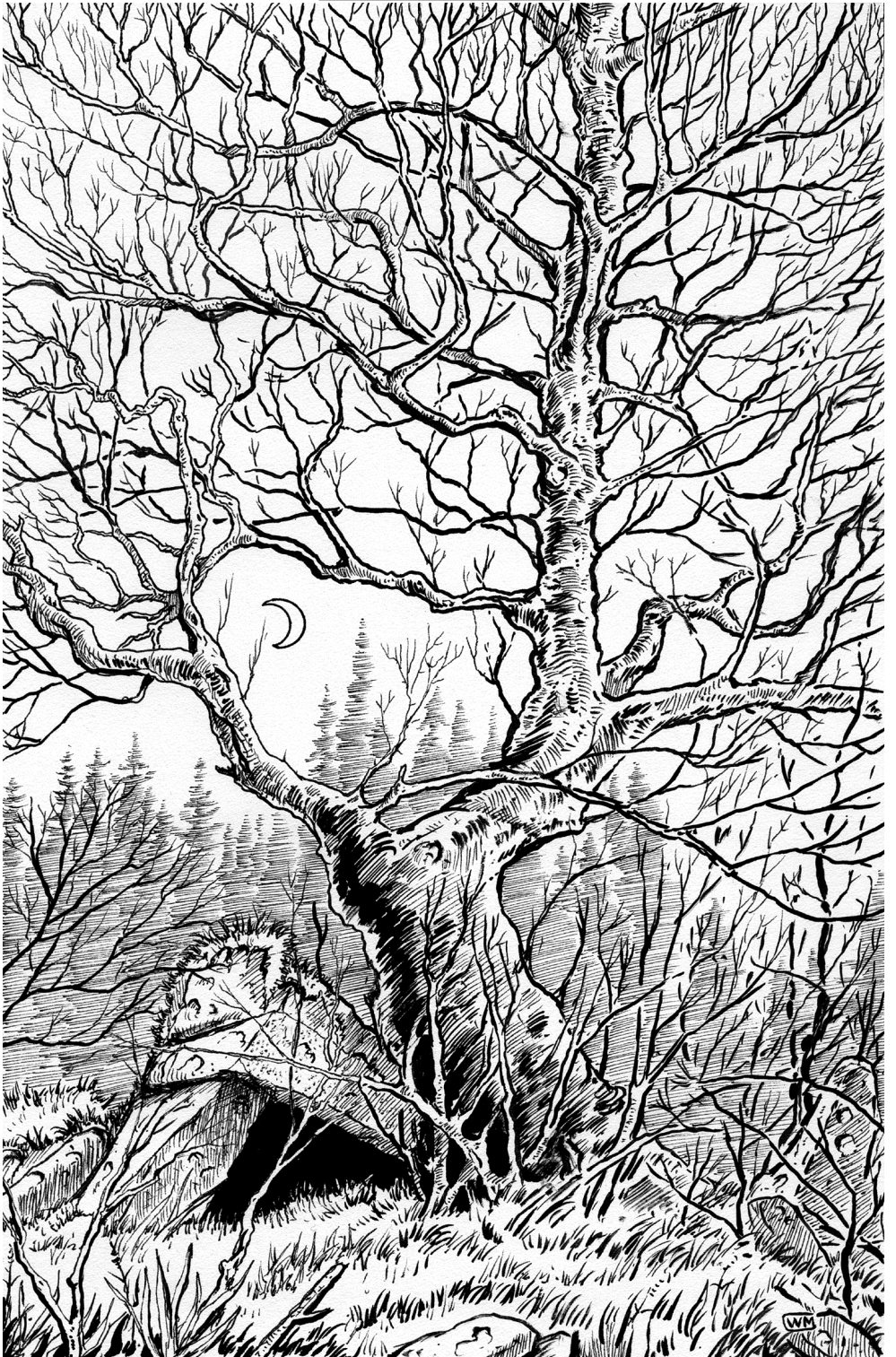
CREATING YOUR OWN DUNGEON

Now that you have experienced an adventure, you should have some good ideas for making your own! One of the easiest and most fun adventures for your Players is an underground dungeon to explore! With a few dice, a map, and some random tables, you can create an adventure!
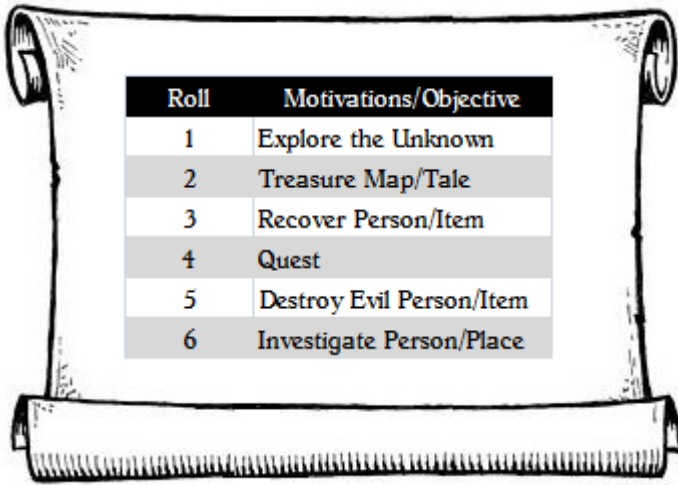
1. Create a Scenario

Why are the Heroes going to go out and brave danger? It can be anything you imagine: from a quest to defeat an ancient curse to simply exploring a cave system. Below is a simple chart to help determine the scenario. Roll 1d6 to create a reason for adventure!

Roll	Motivations/Objective
1	Explore the Unknown
2	Treasure Map/Tale
3	Recover Person/Item
4	Quest
5	Destroy Evil Person/Item
6	Investigate Person/Place

Explore the Unknown: This could be a recently discovered cave, dungeon, old ruins, or wild lands the Heroes are hired to map or scout.

Treasure Map or Tale: The Heroes hear an ancient tale of treasure or discover a map of location which may hold treasure, as well as terrors.

Recover Person or Item: The Heroes are hired to recover a lost item or missing person. It may have been stolen or abducted or could have vanished magically.

Quest: The Heroes are hired, commanded, or for their own reason must adventure to right a wrong, heal the land, or change the world.

Destroy Evil Person or Item: The Heroes are sent forth to destroy an item, monster or person who is subjugating the land, causing chaos, or threatening the people and lands they love.

Investigate a Person or Place: The Heroes are hired to determine what is going on with a person or place. There is some reason to be suspicious but the Heroes are better able to investigate, discover, and report on what's going on.

2. Who or what are we looking for?

If your scenario requires a person or item as part of its creation below you will find two simple charts that can help you determine who or what you need.
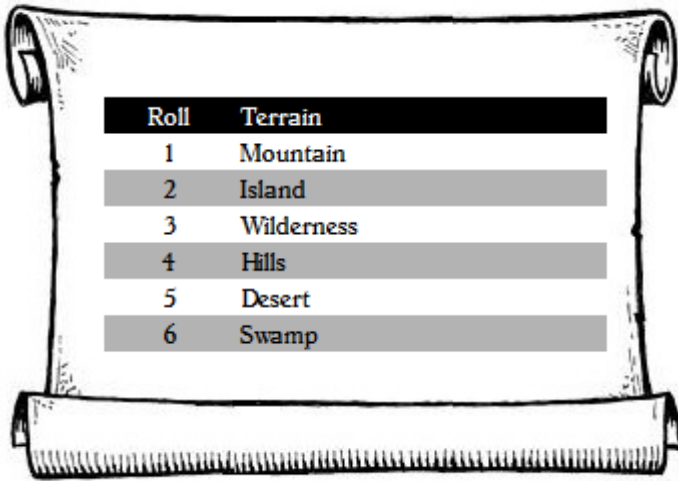
Roll	Person	Roll	Item
1	Child	1	Weapon
2	Priest	2	Book/Scroll
3	Wizard	3	Potion/Curative
4	Merchant	4	Box/Chest
5	Noble	5	Jewelry/Idol
6	Adventurer	6	Magic Item

3. Where do I go?

You will now need to determine where the Heroes must go to complete their adventure. Roll 1d6 to create a location for adventure!

Roll	Location
1	Caves/Caverns
2	Crypt/Tomb
3	Dungeon/Sewers
4	Ruins/Outpost
5	Tower/Temple
6	Castle/Town

Next you will want to know what sort of terrain this location might be found in. This can influence what creatures are found and how difficult it may be to reach the location.

Roll	Terrain
1	Mountain
2	Island
3	Wilderness
4	Hills
5	Desert
6	Swamp

4. Map of your Dungeon

Maps are usually drawn on graph paper. Each square normally equals 10' on the map, but could be 5' per square if you choose. When mapping a dungeon, use a pencil as it will give you the ability to change features or designs.

The size and design of the dungeon are important. The bigger the dungeon the more time it will take to explore and the more stocking you will have to do. To start, it is recommended you use 4x6 or 3x5 note cards with graphs on them. This will allow you to create quick adventures that can be played in a single night! When you start using full graph paper sheets, you will want to have a big adventure or scenario in mind as these maps will take multiple adventure sessions to explore.
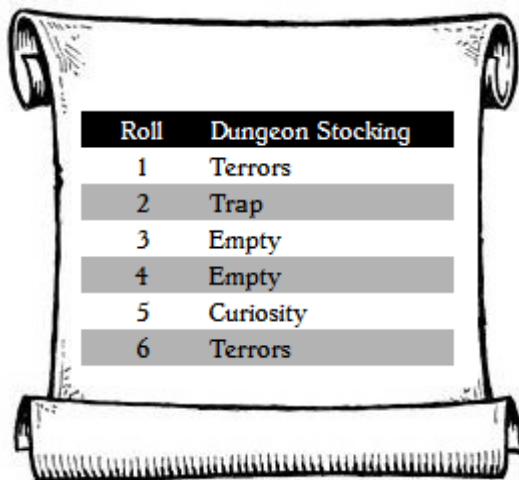
Dungeon Design

The shape of a dungeon depends upon what you are creating. If it is a cave then you'd expect to find rough shaped walls and strangely or naturally shaped rooms. If it is a tower you'd find rounded or square walls. A dungeon could be a mix of all 3 depending who...or what made it!

To determine how many rooms are in your dungeon roll 1d6+2 if using a 3x5 note card sized map. If using 4x6 sized card, roll 2d6+1. If using a full page sized sheet, roll 6d6+2.

5. Stocking the Dungeon
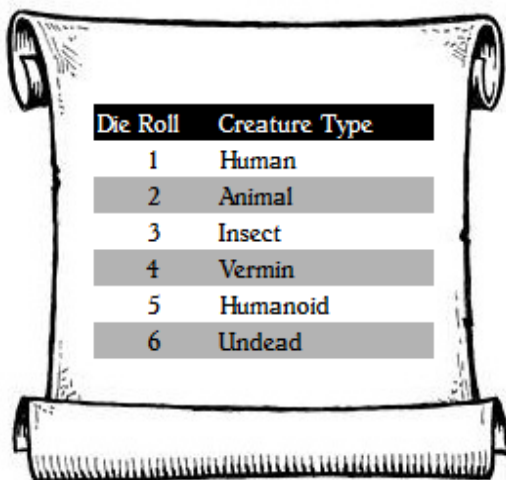
Roll	Dungeon Stocking
1	Terrors
2	Trap
3	Empty
4	Empty
5	Curiosity
6	Terrors

Now that you have all of these rooms and hallways, you need to fill them up with all sorts of terrors, traps and treasures! You may wish to select a special villain, monster or treasure and place them first in your dungeon. You will want them to be somewhere deep, hidden, or hard to get to in your dungeon. This may be the easiest way to start seeding the rest of your dungeon. Next you can begin going room by room to determine what (if anything) might appear in your dungeon. For each room, roll once on the chart below to stock that room.

Terrors

When stocking your dungeon, its often good to have a theme for the types of creatures that live within it. A theme means the monsters are all of a similar kind. Alternatively, you could choose to have all sorts of different creatures appear in the dungeon never knowing who or what might appear. Roll 1d6 to determine the theme of creatures found in your dungeon.

Die Roll	Creature Type
1	Human
2	Animal
3	Insect
4	Vermin
5	Humanoid
6	Undead

Next is a chart that can help you fill the room with terrors of a specific theme. Feel free to change, add or ignore your rolls. These are meant to give you an easy start to filling your rooms. You can find more details about these creatures in the Terrors sections of this rules book.

Die Roll	Human	Animal	Insects
1	Cultists	Wolf	Fire Beetle
2	Bandits	Dire Wolf	Stone Beetle
3	Merchants	Bear	Giant Wasp
4	Warriors	Cave Bear	Giant Spider
5	Peasants	Mountain Lion	Giant Ant
6	Neanderthals	Boar	Giant Centipede

Die Roll	Humanoid	Vermin	Undead
1	Goblin	Rats	Skeleton
2	Orc	Bats	Skeleton
3	Hobgoblin	Scorpions	Zombie
4	Gnoll	Snake	Zombie
5	Lizard man	Spider	Ghoul
6	Kobolds	Giant Snake	Wight

Traps and Secret Doors

One of the hallmarks of exploring creepy caverns, dangerous dungeons and haunted houses are traps. These are damaging and devious devices meant to deter, capture, or kill intruders. They work to provide an extra layer of cheap defense to catch the unaware or unobservant, as well as slowing down or even stopping intruders from making further progress. Traps should have a reason to be there even if it is only to make Players pay attention to their surroundings! Below is a table to help generate traps. Roll a d6 one time for each column, adjust a trap to have it makes sense.

ROLL d6	SPOT	DISARM	TYPE	LOCATION	DAMAGE
1	3/IQ	3/DX	Arrow	Door	Poison 3/ST or 1d6 damage
2	3/IQ	3/DX	Pit	Ceiling	1d6
3	3/IQ	3/DX	Explosive	Floor	2d6
4	4/1Q	4/DX	Darts	Wall	Acid destroys 1 worn/carried item
5	4/IQ	4/DX	Gas	Lock	Paralysis Save 3/ST or paralyzed 1d6 turns
6	5/IQ	5/DX	Blades	Multiple	Sleep save 3/ST or sleep 1d6 turns

Other traps are possible: falling nets, water pits, webbing, magic ropes, or even alarms (silent or otherwise) which bring trouble to the Players when they least expect it!

Secret doors are another fun way to hide terrors and treasures. Use the Spot Table for creating hidden doors to determine how well hidden is the door!

NEVER tell Players to roll when they get near a trap or pass a secret door! If their Heroes are not actively looking, they will never see it and must suffer the trap or miss the door! *Players need to actively look for these things to find them and then test.*

Don't ever let a Player simply say "I'm looking for traps (dice roll) and passed my test what do I see?"

When a Player is looking for a trap or hidden door, have them say where they are looking and how are they searching for it. A Hero who is looking at the floor will not see a ceiling trap, one who is searching the north wall will miss the hidden door in the east wall. If they are looking in the right place and honestly searching for something hidden, you should roll the dice and look for a result.

Go ahead and make them test anytime they ask to spot something, even if nothing is there! The mystery and tension this can build is fun!

Curiosities

Curiosities are strange or odd items, objects, sounds or experiences that characters may find while exploring. There is no limit to what you can create! A bloody hand, a giant eyeball, broken statues, or creepy cackling head. You can think of lots of things, but below are a few possibilities.

Roll d66	1	2	3
1	Dead Rodents	Foul Liquid	Faint Howling
2	Bloody Blanket	Acid Fountain	Whispers
3	Torn Clothing	Bloody Skull	Faint Crying
4	Broken Weapon	Melted Candles	Call for Help
5	Dented Shield	Rotten Food	Growling
6	Fresh Feces	Broken Pottery	Laughter

Roll d66	1	2	3
1	Twinkling Lights	Runic Writing	Rot Smell
2	Moving Shadows	Wood Statue	Smoke Smell
3	Green Fog	Stone Idol	Sour Smell
4	Misty Form	Carved Floor	Mildew Smell
5	Shattered Glass	Wall Carving	Sulfur Smell
6	Broken Boxes	Tapestry	Manure Smell

A d66 roll means you roll 2d6. Using two different colored dice is recommended. Choose one die to be read as tens (10,20,30 etc.) the other to be read as ones (1,2,3 etc.) then roll and consult the chart. A 4 and 1 would be 41; Twinkling Lights. A 2 and a 4 would be 24; Melted Candles.

Empty Rooms

Empty rooms mean the room should be devoid of creatures or treasures, but could still provide a reason for exploration. Players may look for a secret room, traps, or hollow stones. Even though there may nothing there, let them spend time looking and let it build tension! Put scratch marks or blood stains on the walls. Scatter bones, burned equipment or rotten food on the floors. You can add details or broken items that will keep Players engaged and investigating. NEVER say, "this room is empty" let the Players discover it.

Wandering Monsters

In a dungeon, if Players are noisy and arguing, or simply taking their time exploring, there is a chance something will hear them and come to investigate! For every 20 minutes of play time during the adventure, roll 1d6. If the result is a 6, a monster has wandered into the Heroes! To determine what kind of monster, pick one, or roll on the creature theme chart. Alternatively, there may be a creature in a nearby room who is alerted to the Player's presence. Have that monster come on out to investigate!

Reactions

When characters interact with NPCs or creatures, the Referee can choose the reaction or roll 2d6 on the chart below to determine reactions.

Dice Roll	Reaction
2	Friendship
3-5	Willing to Bargain
6-8	Uncertain
9-11	Threatening
12	Attacks

SAMPLE REFEREED ADVENTURE

Once you have played through **Orcs of the High Mountains** a time or two, you will be ready to referee your own adventure. The first level of a dungeon hidden in the hills is presented below. This is an introductory dungeon adventure that will help you see how one is made and will give you experience in managing your own adventures! This adventure is good for 4 to 6 starting Heroes.

As the Referee you will want to read through the adventure and be familiar with its rooms, encounters, curiosities and traps. Sections to read to the Players are highlighted in gray boxes.
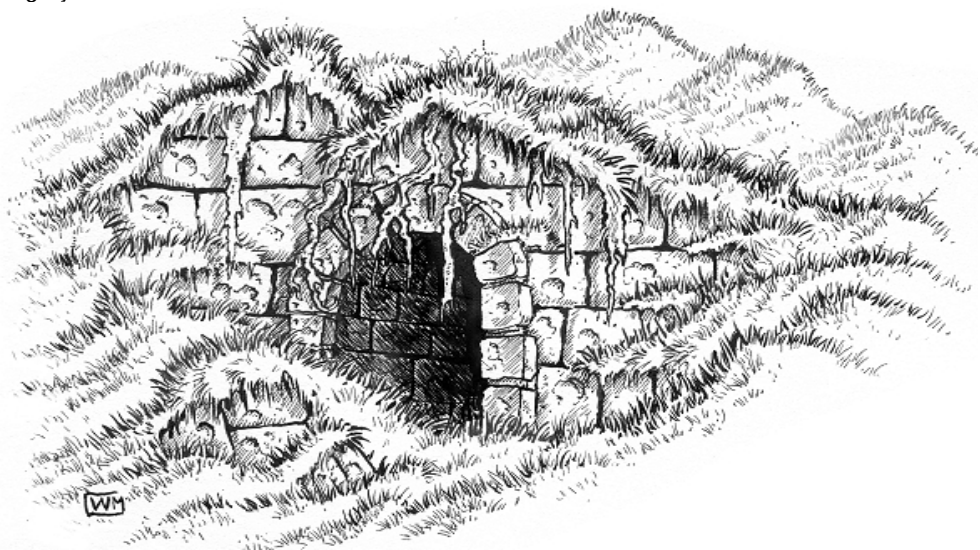
The Hollows of Helsmuth

First you will see a map of **The Hollows of Helsmuth**. This map is for the Referee to see only. The Players should have a sheet of graph paper and pencil to make their own map based on descriptions you provide. You should use cardinal directions (North South, East, and West) in describing directions. Then use a scale of 10 feet per square to describe how long a passage or how big a room is. For example let's describe the entrance to Helsmuth: *The slimy stairs descend 20 feet to the west ending in a 10 feet landing under neath the hill. To the north in the landing, a rusty ancient door blocks further progress.*

It is up to the Players to make their own map, but a good Referee should help new Players just learning and make sure their map is roughly accurate. As they become more experienced, the Referee should let Players map on their own, and do not correct their mistakes!
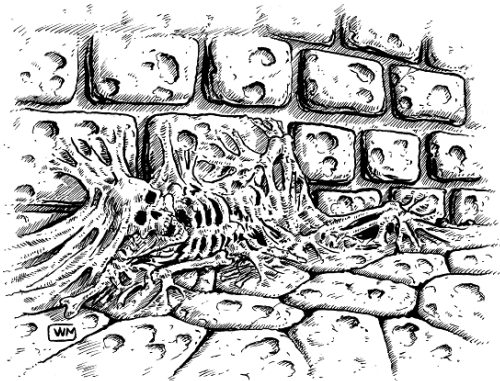
Map Key

Take a look at your map. You will notice the map has numbers in the rooms and letters in other locations. The numbers refer to specific rooms. Each room will have a brief description you can read to the Players. Then there will be more details underneath that for you the referee. The Players will have to search and discover what else is in the room beyond what you described.

Next are the letters which represent curiosities or oddities within the dungeon. As the Heroes explore the dungeon the lettered icons on the map represent curiosities or events that Players will experience when they are close to or in that location. These are usually not harmful-but should keep Players on their toes, create mystery, and possibly harm if the Heroes are lazy or careless. This is an opportunity for you as Referee to make something happen if you choose to!

Map Symbols

These are icons on the map that represent the core construction elements of the dungeon. When you are creating your own dungeon you will use these same symbols on the map.
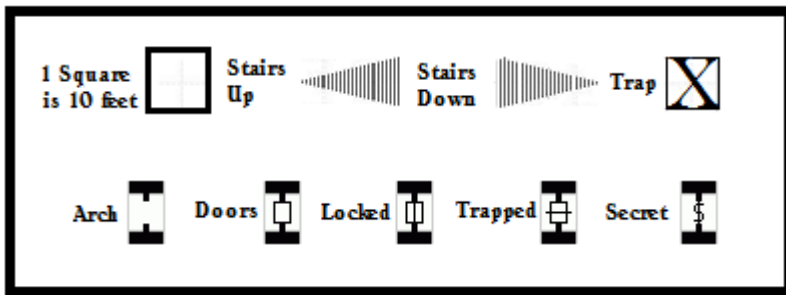
There are many different and additional dungeon map details you can use when drawing your own dungeons, but for now, focus on the basics and use words in your room description notes to flesh the details. Using fewer symbols will help in case a Player sneaks a peek of your map!

Wandering Monsters

As Heroes spend time exploring or getting into trouble, there is a chance something will wander into them. Every twenty minutes while the party is exploring roll a die, if you roll a 6 then roll on the wandering monster table to see what's come to find the Heroes!

Die Roll	Monster
1	2d6 Rats
2	1d6 Giant Rats
3	1d6 Scabbers
4	1d6 Centipedes, Giant
5	1d6 Centipedes, Dire
6	1d6 Beetles, Fire
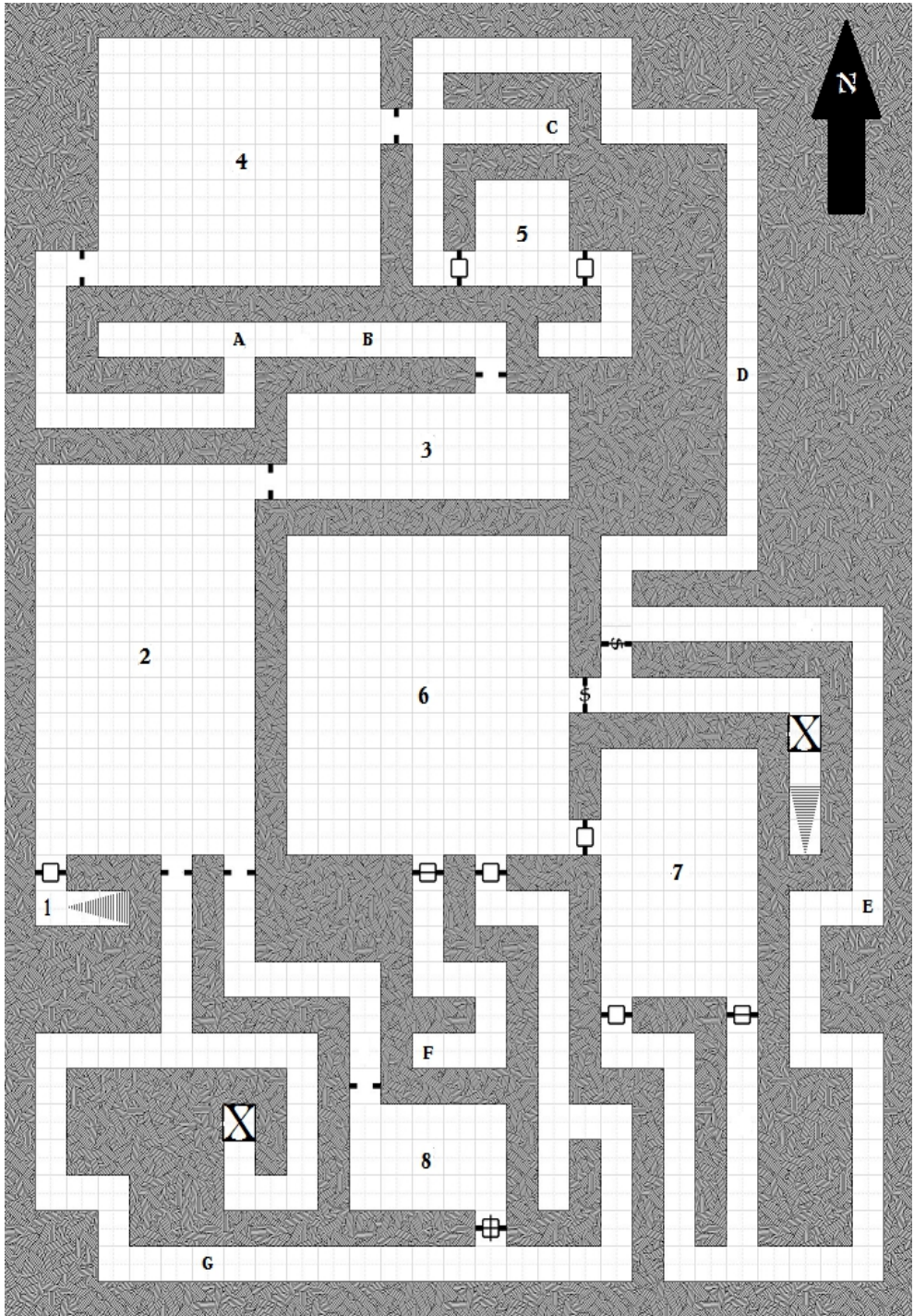
1 Square is 10 feet ▢ | Stairs Up | Stairs Down | Trap | Arch | Doors | Locked | Trapped | Secret

The Hollows of Helsmuth

For the Players:

Deep beneath the Helsmuth hills lies a long forgotten chamber. Carved out by the the Wizard Helsmuth for his mystical pursuits, he has not been seen for many decades. Some claim he passed on from this world, and others believe he is still secretly working away discovering things man was not meant to know.

You over hear a shepherd talking about a strange dark stairway he took shelter in during a storm recently. He claims the feeling of evil in those hills drove him to seek refuge elsewhere. With the aid of a little drink and a few coins the shepherd manages to give you the general area where he found the stairs. Gathering your friends and equipment, you hike a few days into the Helsmuth hills and spot the hidden slimy stairway near the gnarled oak the shepherd described. Into the moldering blackness your group descends the stairs...

For the Referee

Helsmuth is indeed occupied, but not by the Wizard any longer. Instead Scabbers (humanoid rat like beings) discovered the hollows and have taken up residence. They have explored the first level and have made their way down to a second level. Their goal is to create an outpost to invade nearby Human settlements. The first level is mapped for you. If you wish to explore deeper into Helsmuth you will have to design it!

Curiosities

As your Players explore the dungeon the lettered icons on the map represent curiosities or events that their Heroes will experience when they are close to or in that location.

A. Floor is covered in fungus. It could be harmless, a Howler, or a Slime if you choose.
B. Scattered bones (maybe Human, maybe not) and a bloody blanket.
C. The walls show scratches about 3 feet off the ground in multiple places.
D. A cool breeze makes torch light flicker and sends a chill up the Hero's spine, not sure but I thought I heard laughter too...
E. A large humanoid skull with a faint glow coming for it is visible 30 feet away. Strange glowing worms have made a home in the brain cavity.
F. A broken ax, a splintered shield, and strange symbols carved on the floor are all that remain.
G. The sounds of large Rats can be heard, squeaking and seeming running just on the other side of the dungeon walls.

Traps

Both traps are pit type traps 10' deep and are 4/IQ to spot. Falling causes 1d6 damage, no armor protection. They are meant to capture intruders for future use.

Secret Doors

The two secret doors are 4/IQ to find and require Heroes to look and search to figure out how to open them.

The Rooms

#1 The Door

You make your way down to the landing. An old and rusty door stands before you. Black with slime it has a rusted leering face carved into its surface in the center of the door. Its rusty mouth agape, it appears to be about the right size to fit your hand.

The door is rusted shut and requires a 5/ST test to pull open. The Heroes could secure a rope around the lower jaw and multiple Heroes could try to pull the door open. Each Hero (if 3 or more are trying) needs to pass 3/ST to pull it open. Alternatively they could try to bash it down, but each Hero needs to pass 4/ST at the same time to make that happen. Make sure to let Players know its pitch black inside and they need lighting to see.

#2 The Entry

A large room opens before you. At one time this may have been a grand entry but it is now filled with overturned furniture, shredded tapestries, and a smell like an old sewer.

The Heroes should spend time exploring the Entry. They will find broken furniture destroyed books and scrolls, broken lanterns and mirrors, large Rat droppings and the remains of some small eaten humanoids. If the Heroes spend more then twenty minutes exploring, roll for a wandering monster.

#3 The Banquet Hall

A large narrow chamber lies before you. A massive ebony table fills the center of the hall and a few skeletons sit in chairs slumped over long rotted meals never to be finished. Your light glints off long dusty plates, silverware and brass sconces set into the walls.

The skeletons are not magical nor will they come to life. If disturbed by Heroes, each skeleton contains a nest of 2 Giant Centipedes. 4 Skeletons in the room means 8 total Centipedes will come out once any skeleton is disturbed.   Within the room Heroes will find a necklace worth 100 coins and a gem encrusted goblet worth 200 coins.

Giant Centipede

ST1 DX8 IQ2 MV6; AR-1; DM 1pt; SP(PS); TR (none)

(if bitten test 3/ST or take 1d6 extra damage from poison.)

#4 The Study

Formerly book lined walls filled this room and their burnt remnants lay in ashes about the room. Stuffed chairs and couches appear burned or gnawed upon and the smell of ashes and smoke seem to emanate from every corner of the room.

Under the ashes and shredded furniture live a group of 4 Fire Beetles. Once the Heroes start poking around the Beetles will swarm out from under furniture and ashes to attack.

Fire Beetles

ST11 DX8 IQ2 MV4; AR-3; DM 1d6 (bite); SP(BW); TR (none)

Fire Beetles can bite for 1d6 damage or excrete a flaming oil 5 feet away once per day. The oil lasts 1d6 turns and does 1d6 damage per turn. If defeated, continued searching (40 minutes total) reveals an undamaged Scroll (IQ9: Summon Wolf)

#5 Guest Chambers

This formerly ornate room is now a mess of shredded linens, feathers and straw. The smell of feces is strong in the air and what appears to be a huge mound lies in the north east corner of the room.

Both doors are unlocked. The room contains a family of 5 Giant Rats.

Giant Rats

ST4 DX11 IQ4 MV6; AR0; DM 1d6; SP(PS); TR (none)

Giant Rats are the size of small dogs. The bite of a Giant Rat can cause Blood Fever. Test 3/ST, if failed target develops a fever making all tests +1 die until cured by healing potion or spell. Underneath all the debris are scattered 43 coins. It will take 1 hour to find and collect all the coins.

#6 The Practice Chamber

This massive room has strangely carved symbols carved deep into the polished black surface of the room on the floor and on the walls. The black appears to be almost liquid like, as if when touched it would stick to you and be impossible to remove. There appears to be no other furniture of any kind in the room except a massive chain that hangs in the center of the room from some unknown spot high above in the domed ceiling.

This room it is empty. As the Referee you should have the carved symbols glow when Heroes move close to them, have the chain jingle every now and again, have a noise like murmurs or moving liquid occur. Maybe have black in the walls or floor appear to ripple every now and then. One door to the south is locked (4/IQ to pick the lock) and all others are stuck (4/ST to open). There is a secret door to the east (4/IQ to spot).

OPTION: If Heroes stand in the 4 cardinal directions at the same time, equal distant in

the room, you could have a Minor Void Elemental appear in the center of the room as if summoned and then attack or at least threaten too!

#7 The Study

Arranged haphazardly around this room are odd pieces of crudely repaired furniture surrounding a recently finished meal. Eating the meal are five 4 foot tall Rat like beings who upon seeing you pick up shields and draw their weapons!

Scabbers

ST7 DX10(9) IQ7 MV6; AR-1; DM 1d6; SP(PS); TR (pocket, pack, lair)

Scabbers are 3 to 4 feet tall humanoid rats people. Known to carry disease their bites require a 3/ST test or you take an additional 1d6 damage. They carry small shields. If defeated Heroes discover a pouch containing 32 coins, an emerald necklace worth 200 coins and a 3 gems worth 100 coins each.

#8 Guard Room

A table and chairs sit against the south west corner of this room. Bunk beds are in the North East corner and a fire pit in the center of the room is still filled with smoldering wood, paper and cloth.

This was a former guard room. If the fire pit is poked and prodded a pair of Fire Beetles emerge from their breeding nest to attack. The door to the south is locked with a poison need trap. It is a 4/DX trap and does 1d6 poison damage (no AR protection) if it is triggered.

Fire Beetles

ST11 DX8 IQ2 MV4; AR-3; DM 1d6 (bite); SP(BW); TR (none)

Fire Beetles can bite for 1d6 damage or excrete a flaming oil 5 feet away once per day. The oil lasts 1d6 turns and does 1d6 damage per turn. If the Beetles are killed the Heroes find 3 Fire Beetle eggs. These could be sold for 50 coins each or used as an explosive fire grenade doing 2d6 damage to the target with no AR protection reduction.

THE END

At this point (assuming the Heroes did not discover the secret doors) the adventure is over. The Heroes can return to town victors and rest up or buy new equipment for their next adventure. If they discovered the stairs leading deeper into the Hollows, its up to you the Referee to determine what, or who, they might find. Maybe there are more than 2 levels to explore? The choice is up to you! Good Fortune!

WEAPONS & EQUIPMENT

Weapons & Armor

SWORDS	Damage	STRQ	COST	ENC
Dagger (T)	1d6	1	10	1/2
Rapier	1d6	7	40	1/2
Sabre	1d6+1	8	60	1
Cutlass/Machete	1d6+2	8	80	1
Short Sword	2d6-1	8	100	1
Broad Sword	2d6+2	10	150	1
Bastard Sword	2d6+3	10	300	1 1/2
Great Sword (2H)	3d6-1	12	500	2
CLUBS & HAMMERS	Damage	STRQ	COST	ENC
Wizard's Staff	1d6+1	6	20	1/2
Club	1d6	6	10	1
Hammer	1d6+1	8	25	1
Mace	1d6+2	8	50	1
Military Pick (2H)	2d6+1	10	100	2
Morningstar	2d6	8	80	1
Warhammer (2H)	2d6+2	10	120	2
Maul (2H)	3d6-2	12	140	2
AXES	Damage	STRQ	COST	ENC
Hatchet (T)	1d6	7	20	1/2
Axe	1d6+3	8	40	1
War Axe (2H)	2d6	10	80	2
Battle Axe (2H)	3d6	12	150	2
POLE ARMS	Damage	STRQ	COST	ENC
Javelin	1d6	6	10	1
Trident	1d6+3	9	40	2
Spear	1d6+2	8	20	1
Halberd (2H)	2d6	10	60	2

NOTES

Damage shows what is rolled based on a successful attack.

STRQ is the minimum ST required by the Hero to wield the weapon.

COST is the price of the weapon or item in coins.

ENCUMBRANCE (ENC) Your Hero's ST represents the amount of items he or she can carry. Each item has an ENC rating. Total up the ENC from your equipment carried and compare it to your ST. If you are equal or below your ST there is no problem. For each point of ENC above your strength (ST), you subtract 1 (-1) from your DX. Every point of ENC is roughly 15 lbs or 150 coins. Clothing has no ENC rating and neither does armor. Armor already has a DX modifier depending upon what you wear or use.

UNIQUE	Damage	STRQ	COST	ENC
Blowgun	Poison	1	10	1/2
Boomerang	1d6	8	10	1/2
Lasso	4/DX escape	5	5	1
Manriki Gusari	1d6	8	15	1/2
Net	4/DX escape	8	15	2
Nunchucks	1d6+1	6	15	1/2
Shuriken/ Darts (T)	1d6-2	1	2	1/4
Whip	1d6-1	6	30	1/2
BOWS (2 handed)	Damage	STRQ	COST	ENC
Thrown Stone	2 pts	1	0	1/4
Sling	d6-1	6	2	1/4
Bow	d6	8	40	1
Longbow	d6+2	10	60	1
Crossbow	2d6	10	80	2
Heavy Crossbow	3d6	10	120	2
Pistol Crossbow (1H)	1d6-1	6	40	1/2
Quiver/20 Arrows	NA	NA	40	1
Quiver/ 20 Bolts	NA	NA	40	1

ARMOR	AR	DX Mod	Cost
Padded/Robes/Furs	-1	-1	40
Leather	-2	-2	100
Ring/Studded/Scale	-3	-2	250
Chain Mail	-4	-3	500
Segmented/Half Plate	-5	-4	1500
Plate Mail	-6	-5	3000

| SHIELDS	AR	DX Mod	Cost
Buckler/ Target	-1	0	40
Round/Heater	-2	-1	70
Tower/Kite	-3	-2	120

EQUIPMENT

On the next pages you will find a few tables of clothing, equipment, transportation and travel purchases Heroes might make. To determine if an item is available, you can roll a d6 depending on the availability the item will be more difficult to find.

- **Common:** Roll of 1 to 5 yes, 6 no
- **Uncommon:** 1 to 3 yes, 4 to 6 no
- **Rare:** 1 yes, 2 to 6 no

| Equipment	Cost	Availability	ENC
Back pack, canvas (+4 ENC)	5	common	1
Back pack, leather (+4 ENC)	10	common	1
Bedroll	5	uncommon	1
Belt pouch (+1 ENC)	2	common	1/4
Blank book	5	rare	1/2
Caltrops, 24	2	uncommon	1/2
Candles, 3 (4 hours)	1	common	1/2
Chain, 20'	5	uncommon	2
Chalk, 12 pcs	5	common	1/4
Chest, large (+6 ENC)	30	uncommon	4
Chest, small (+2 ENC)	15	uncommon	2
Crowbar	10	common	1
Empty glass vial	4	uncommon	1/2
Fishing hooks and line	1	common	1/4
Flask of oil (2 hrs)	5	common	1/2
Flint& steel	2	common	1/4
Garlic	1	common	1/4
Grappling hook	5	common	1
Holy symbol, silver	100	rare	1/2
Holy symbol, wooden	5	common	1/2
Vial holy water	20	uncommon	1/2
Ink & quill	5	uncommon	1/2
Instrument, bagpipes	50	uncommon	2
Instrument, fiddle	50	uncommon	1
Instrument, flute	10	common	1/2
Instrument, harp small	30	uncommon	1
Instrument, lute	20	uncommon	1
Instrument, ocarana	10	common	1/2
Instrument, penny whistle	5	common	1/2
Iron lock & key	5	uncommon	1/2
Iron spikes, 12	2	common	1
Lantern, large (4 hrs)	20	common	1
Lantern, small (2 hrs)	10	common	1/2
Lock pick set	10	uncommon	1/2
Manacles	10	uncommon	1/2
Mess kit	5	uncommon	1/2
Needle & thread	1	common	1/4
Net fishing	10	common	1

Equipment	Cost	Availability	ENC
Parchment, 5 sheets	5	common	1/4
Pick	10	common	1
Pipe & tobacco	10	common	1/4
Rope, hemp 50'	5	common	2
Rope, silk 50'	25	uncommon	1
Sack, canvas (+3 ENC)	2	common	1/2
Sack, leather (+3 ENC)	5	common	1/2
Scroll, blank	5	uncommon	1/2
Scroll/ map case	5	uncommon	1/2
Shovel	5	common	1
Small hammer	5	common	1/2
Small iron pot	20	common	1
Small mirror	25	uncommon	1/2
Tent, canvas 4 people	20	common	4
Tent, leather 4 people	50	uncommon	4
Torches, 6 (1 hour each)	5	common	1
War horn	20	uncommon	1/2
Waterskin	5	common	1/2
Whistle	1	common	1/4
Wolfsbane	5	uncommon	1/4
Wooden stakes (8)	2	common	1
Wood pole, 10'	5	common	1
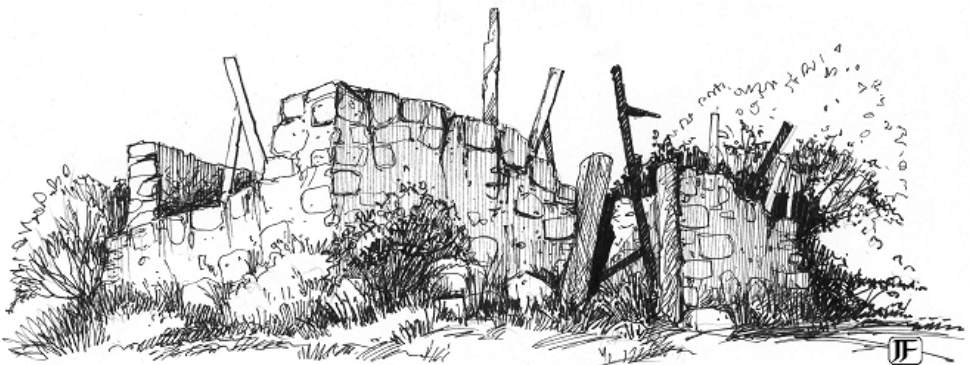
Clothing	Cost	Availability
Boots , winter	30	uncommon
Boots hard leather	20	common
Boots, soft leather	10	common
Boots, velvet	50	uncommon
Cloak, summer	5	common
Cloak, travel	10	common
Cloak, velvet	100	rare
Cloak, winter	20	uncommon
Clothes, commoner	4	common
Clothes, merchant	20	uncommon
Clothes, noble	100	rare
Clothes, peasant	2	common
Clothes, street rat/ beggar	1	common
Clothes, summer	5	common
Clothes, traveling	10	common
Gloves, leather	5	common
Gloves, velvet	20	rare
Gloves, winter	10	uncommon
Gloves, wool	1	common
Robes, heavy	15	common
Robes, simple	10	common
Robes, summer	5	common
Shoes, fur	5	common
Shoes, leather	10	common
Shoes, marching sandals	10	common
Shoes, summer sandals	5	common
Shoes, velvet	25	rare
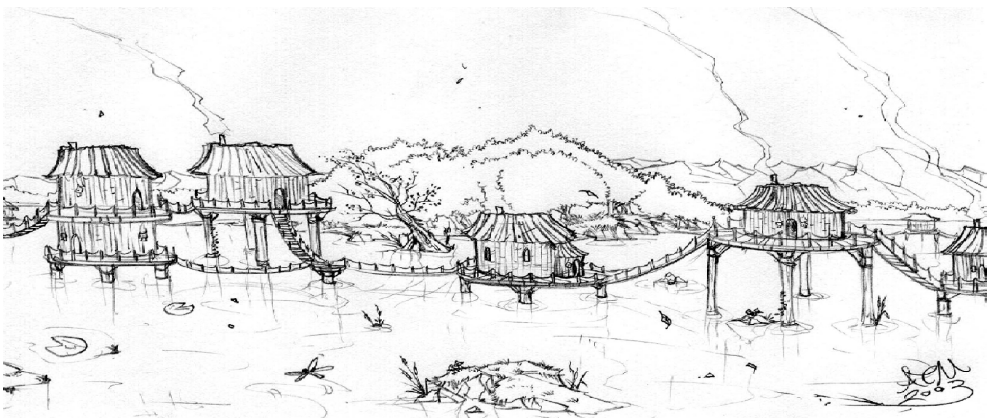
Food & lodging	Cost	Availability
Night cheap inn	5	common
Night average inn	10	common
Night expensive inn	20	uncommon
Cheap meal	1	common
Average meal	3	common
Nice meal	5	uncommon
Royal meal	40	rare
Rations, travel 1 wk	5	common
Rations, dried 1 wk	10	uncommon
Beer/ale/mead	1	common
Wine, cheap	1	common
Wine, expensive	10	rare

Transport	Cost	Availability
Boat, canoe large (4 people)	100	uncommon
Boat, canoe small (2 people)	50	uncommon
Boat, Galley large	4,000,000	rare
Boat, Galley small	1,000,000	uncommon
Boat, row small	200	common
Boat, row, large	400	common
Boat, sailing war	5,000,000	rare
Boat, sailing, cog	2,500,000	uncommon
Boat, sailing, small	750	common
Cart, hand	30	common
Cart, animal pulled	150	common
Chariot	300	uncommon
Coach, common	20,000	uncommon
Coach, royal	100,000	rare
Horse, draft	200	common
Horse, riding	500	common
Horse, War	5,000	rare
Mule	100	common
Pony	100	common
Wagon, covered	1,000	uncommon

What's on the Horizon?

Blades & Black Magic will add more Hero options, more spells, more creatures, more treasures, wilderness adventure construction rules and charts! More of what YOU want in your game play!

The Cauldron

A magazine to support **Heroes & Other Worlds** with interesting articles, adventures and additions for your game! Have an idea you want to share? You can add your ingredients for better gaming into **The Cauldron!**

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Name		Name		Name		Name	
Class		Class		Class		Class	
Race		Race		Race		Race	
ST ( )		ST ( )		ST ( )		ST ( )	
IQ ( )		IQ ( )		IQ ( )		IQ ( )	
DX ( )		DX ( )		DX ( )		DX ( )	
EN ( )		EN ( )		EN ( )		EN ( )	
Mv AR		Mv AR		Mv AR		Mv AR	
XP Coins		XP Coins		XP Coins		XP Coins	

Armor	Protection	Armor	Protection	Armor	Protection	Armor	Protection

Weapons	DMG	Weapons	DMG	Weapons	DMG	Weapons	DMG

Spells/ Skills

EQUIPMENT

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