Hack -n- Slash

Gamemasters Edition

Fantasy Roleplay

Fudge™

Hack

-n-

Slash

Gamemasters Edition

Fudge™

A Return To A Simpler Time

www.hack-n-slash.com

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Introduction

Congratulations, you have found a portal to a simpler time of heroic battles and daring deeds, a time when a single simple rule book could set you upon such heroic adventures. Welcome to the world of Hack-n-Slash.

Hack-n-Slash is a complete easy to play fantasy roleplaying game designed for fans of the FUDGE gaming engine or others weary of renting a trailer to carry their rule books to the weekend game session.

What Is A Roleplaying Game?

A roleplaying game may be best described as an interactive novel, short story, movie or tv show, where the players take on the role of one (or more) of the main characters in the story and try to make him act like the character would act based upon the traits on his character sheet.

Bonus Items

Visit http://www.digital-alchemy.net/hack-n-slash-gmbonus.html for gamemaster's edition bonus downloads including PDF character sheets, combat cards and dungeon map tiles.

Hack-n-Slash Terminology

Hack-n-Slash is a FUDGE based roleplaying game (RPG). To help you understand the terms and concepts used in this game, we'll begin with a few definitions.

Adventure

A series of scenes forming the basic plot of a Hack-n-Slash game.

Gamemaster (GM)

The gamemaster is a player who guides the other players through an adventure, roleplaying the non-player characters and monsters the players meet. The gamemaster is also the final judge on any rule questions.

Player

A person who takes on the roll of a character in an adventure.

Non-Player Character (NPC)

Any character in an adventure not controlled by a player, including towns folk, patrons, monsters, etc. These personalities are controlled by the gamemaster to help her bring an adventure to life for the players.

Trait

Anything that describes a character. A trait can be an Attribute, Skill, Gift, Fault, or any other measure that describes a character.

Level

Most traits are described by one of nine adjectives. These nine descriptive words represent levels a trait may be at. In addition, the character creation process grants players free levels and demands he keep track of them. In this case one level is required to raise a trait to the next better adjective.

Attribute

The traits that everyone in the game world has, in some degree or another are called attributes. On a scale of Abysmal ... Fair ... Legendary, the average human will have an attribute of Fair.

Skill

Any trait that isn't an attribute, but can be improved through practice. The default for an unlisted skill is usually Poor, though they can vary up or down based upon the skills difficulty.

Gift

Any trait that isn't an attribute or skill but is something positive for the character. In general, if the trait doesn't easily fit the Abysmal ... Fair ... Legendary scale, it's probably a gift.

Fault

Any trait that limits a ones actions, or earns him a bad reaction from other people.

Offense

A character or creatures ability to harm or otherwise damage an opponent in combat.

Defense

A character or creatures ability to absorb, deflect or otherwise avoid damage in combat.

Mana

Magical energy. Mana is an invisible substance that magic users can detect and manipulate to alter matter, time and space.

Melee

Any combat that involves striking the opponent with a fist or handheld weapon. Any attack from further away is a ranged attack.

Situation Roll

The GM may occasionally want a die roll that is not based on a character trait, but on the overall situation or outside circumstances. This situation roll is simply a normal H-n-S 4dF die roll, but not based on any trait. That is, a result of 0 is a Fair result, +1 a Good result, -1 a Mediocre result, and so on.

Characters

Much like a movie or play, characters play out their roles in Hack-n-Slash adventures. Players create their characters to be the heroes of the story using the rules in this chapter.

Player controlled characters are referred to as heroes while those controlled by the gamemaster are called non-player characters or NPCs for short. All characters are represented by a number of traits including Attributes, Skills, Gifts and Faults.

Trait Levels

Hack-n-Slash uses ordinary words to describe the level of ability in various traits (Attributes, Skills) of a character. A specific trait's level is represented by one of the words listed below from worst to best.

-4	**Abysmal**
-3	**Terrible**
-2	**Poor**
-1	**Mediocre**
0	**Fair**
1	**Good**
2	**Great**
3	**Superb**
4	**Legendary**

To remember the order compare adjacent words. If as a beginner your eventual goal is to become an excellent game player, for example ask yourself if you'd rather be called a Fair game player or a Mediocre game player. This scale is also listed on the Character Sheet for easy reference.

Step By Step Character Creation

Characters are created by determining a general character concept or background, what trait levels they have for Attributes/Skills, and what Gifts/Faults they possess. The sections that follow provide a step by step method of creating Hack-n-Slash characters.

Step #1: Character Concept

Before you determine what abilities your character may possess you should first decide your characters profession, background, personality and other details that make him unique. This concept of what the character is like will help guide you through the remaining steps of character creation.

Step #2: Select Race

Select the race you wish your character to be from those available in the Races section. Race determines gifts, attributes and skill levels available for character creation.

Step #3: Attributes

Determine the attribute levels for your character. Attributes represent the basic physical, mental and spiritual capabilities of the character. Beginning heroes may have no attribute higher than Superb.

Players receive a number of free attribute levels as determined by their race with which to raise attributes. A player may raise his Strength attribute (which is Fair by default for a human) to Good by spending one free attribute level. He could then spend another free level to raise Strength again to Great, and a third free attribute level to raise his Reason to Good. This would exhaust a human characters free levels.

When the free attribute levels have been exhausted an attribute can be raised further by lowering another attribute an equal amount. From the previous example, Strength can be raised one more level (to Superb) if the player lowers the characters Perception to Mediocre to compensate for the increase in Strength.

Example: Billy gives his fighter Great Strength (2 levels), Good Agility (1 level), Good Perception (1 level), and lowers his Reason to Mediocre (-1 level) to compensate for his increased Perception. (Total 3 levels)

Strength

A measure of physical muscle power. It governs damage potential, maximum weight carried, ability to wield larger heavier weapons, etc.

Agility

A measure of quickness and manual dexterity. It governs out maneuvering others, evading combat, dodging thrown and missile weapons, wielding two weapons, etc.

Reason

A measure of general intelligence, problem solving ability and general experience. It Governs the ability to understand complex ideas, learn new things and find answers to problems through research and observation.

Perception

A measure of alertness & general awareness of your surroundings. It governs the ability to notice details, locate concealed objects, avoid surprise, determine if someone is lying, etc.

Will

A measure of willpower. It governs concentration, ability to resist spells and magical ability.

Health

A measure of fitness. It governs resistance to disease/poison and damage capacity.

Step #4: Skills

Skills represent a characters ability to perform specific tasks such as swinging a sword, jumping a pit or casting a spell. Skills are classified by their difficulty as Easy, Most and Hard. Most skills default to Poor, Easy skills to Mediocre, and Hard skills default to Terrible. Additionally some skills have no default at all and must be learned before they may be used.

Players receive a number of free skill levels as determined by their race with which to raise their skills. Raising a skill one level from Mediocre to Fair for example costs one free skill level. A starting character is limited to 1 Superb, 4 Great, and 8 Good skills during character creation.

Example: A character could raise his brawling skill from its default of Poor to Mediocre for one skill level and raise it from Mediocre to Fair for an additional skill level.

Combat Skills

Blade - (Weapon) Specialize

A characters ability to use knives, swords, axes and other edged weapons. Each weapon (short sword, battleaxe, etc.) is a specific skill and must be learned separately. Blades other than those specialized in may be used at -2 to skill. For example: someone Great with a broadsword, would still be Fair with a 2-handed sword.

Bludgeon - (Weapon) Specialize

A characters ability to wield hammers, flails and other unbalanced crushing weapons. Each weapon (mace, hammer, flail, etc.) is a specific skill and must be learned separately. Bludgeons other than those specialized in may be used at -2 to skill.

Brawling

Basic unarmed combat skill represents the characters ability to fight hand to hand. Brawlers receive a +1 Offensive Bonus when fighting without a weapon.

Feint - (Weapon) Specialize

Feinting allows a character to mislead his opponent about his next move giving him an advantage during the next combat round. Feint may be used in place of a characters normal combat skill. If he wins the combat round no damage is done but the opponents skill is lowered by the relative degree of success for the next combat round only. A failed feint results in the opponent receiving a +1 to her skill on the next round as she has seen through the attempt to trick her out of position.

Missile - (Weapon) Specialize

The ability to effectively use bows, slings, crossbows and other ranged weapons. Each weapon (long bow, crossbow, sling, etc.) is a separate skill and must be learned separately. Missile weapons other than those specialized in may be used at -2 to skill. Bows, slings and similar muscle powered weapons may fire once per combat round, while crossbows require a number of rounds to rearm after a shot equal to the crossbow's OB (offensive bonus) minus the users strength and may never be less than one round of rearming between shots.

Pole Arm - (Weapon) Specialize

A characters ability to proficiently use halberds, spears, staves and other shafted weapons in combat. Each weapon (quarterstaff, spear, etc.) is a specific skill and must be learned separately. Pole Arms other than those specialized in may be used at a -2 to skill.

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Throwing - (Object) Specialize
Ability to accurately throw an object at a target. Each object is a different skill which must be learned separately. Examples include: Throwing-Rock, throwing-Knife, Throwing-Axe, etc. Objects other than those specialized in may be thrown at -2 to skill.

Two Weapons (Hard) - No Default
The ability to effectively wield two one-handed weapons in melee combat. Skill at fighting with two weapons is equal to the lower of the two weapons skill and the skills for the weapons used. The effective skill may never be higher than the characters agility. Characters without ambidexterity suffer a -2 off hand weapon penalty. The offensive bonus (OB) of both weapons are added together for damage purposes. For example: two short swords would have an offensive bonus (OB) of +4.

Knowledge Skills

Animal Handling
Ability to properly handle and given enough time train animals. Use may be modified by various factors including the situation, the ease at which a specific animal may be trained, etc. The GM has final approval of which animals can be trained.

Language (Spoken) - Specialize (Varies)
Represents the characters ability to speak a specific language. A characters native language is Easy to learn, while additional languages are of a difficulty (usually Most) set by the GM for her campaign world.

Language (Written) - Specialize (Varies)
Represents the characters ability to read/write in a specific language. A characters native language is Easy to learn, while additional languages are of a difficulty (usually Most) set by the GM for her campaign world.

Lore - Specialize (Varies)
Lore represents a characters level of knowledge on a given subject. Each subject (legends, the occult, local politics, Theology, etc) is a specific skill and must be learned separately. Some subjects (necromantic rites, etc.) may be considered secret and/or forbidden knowledge and are only available at a difficulty set by the GM for her campaign world.

Survival - Specialize (Varies)
This skill reflects the characters ability to survive in various environments. Each environment, such as forest, desert, city, etc. is a separate skill. A single environment may be selected at character creation and learned as an Easy skill to represent the natural environment where he grew up. Additional survival skills may be learned for other environments but they will be the difficulty of Most or harder as determined by the GM.

Physical Skills

Climbing
The characters general climbing ability from climbing a tree to a cliff, etc. Is represented by this skill.

Fishing (Easy)
Represents a characters knowledge and skill at fishing.

Hunting
A characters ability to hunt, trap and clean game animals.

Jumping
A characters ability to jump over objects, up onto ledges, running leaps over pits, etc. is represented by this skill.

Riding - (Animal) Specialize
The characters ability to ride various animals is determined by this skill. Each animal (horse, camel, dragon, etc.) is a different skill and must be learned separately.

Swimming
A characters swimming ability. Use of this skill may have modifiers for such conditions as wearing armor, strong currents, etc.

Tracking
Represents a characters ability to follow the trail of another living thing, be it animal or man from the tracks they leave.

Thieving / Rogue Skills

Disguise (Hard)
Changing ones appearance by use of clothing, makeup or other available props.

Fast Talk
The ability to talk your way into or out of a situation when dealing with NPCs. A successful fast talk roll could result in an improved reaction from a guard, a merchant believing your wild story, etc.

Lock Picking
The art of lock picking is a characters ability to unlock locks without the aid of a key. Use of this skill may have modifiers due to factors such as the lock's complexity, using a set of lock picks, etc.

Lying
The ability to convincingly portray falsehoods as if they were true.

Pick Pocket
Pick pocket represents a characters ability to remove items from another person without their knowledge.

Poisons
The ability to recognize, gather and process poisonous concoctions.

Slight of Hand (Hard) - No Default
Slight of hand represents ones ability to perform various tricks and illusions such as disappearing coins, etc. It is Useful for entertainment or larceny.

Traps
Ability to locate, recognize, disarm and with proper time and materials create traps of a mechanical origin. Use of this skill may be modified by the complexity of the trap, tools available, skill of the person who placed the trap, etc.

Trade Skills

Apothecary
The knowledge of the healing arts, treating wounds, making herbal salves, diagnosing illnesses, etc. (See Healing)

Artist - Specialize (Hard)
A characters artistic ability. Each style of expression (painting, sculpting, rune carving, etc.) is a specific skill and must be learned separately.

Blacksmith (Hard) - No Default
The ability to use the tools of blacksmithing such as the anvil and forge to create or repair items of steel.

Carpentry (Hard)
The ability to build wooden items and structures given proper tools.

Engineer (Hard) - No Default
The ability to design, create, repair or determine the purpose of complex machinery, including siege engines.

Teaching (Hard) - No Default
Represents the ability of a character to teach others new skills previously known to the character. A good Teaching roll for the teacher, a good Reason roll for the student and an appropriate amount of training time as set by the GM allows the student to learn the skill in question at its base level. Teaching is most useful for training others skills which have no default.

Step #5: Gifts

A gift is any positive trait which doesn't fall into the Abysmal ... Legendary scale used by attributes and skills. Players may select a number of gifts as determined by their race at character creation.

Some gifts may be selected more than once with each selection adding another level of the gift in question. Exotic gifts represent abilities beyond those of mere humans and are only available as part of a racial template. (See Races)

CHARACTERS
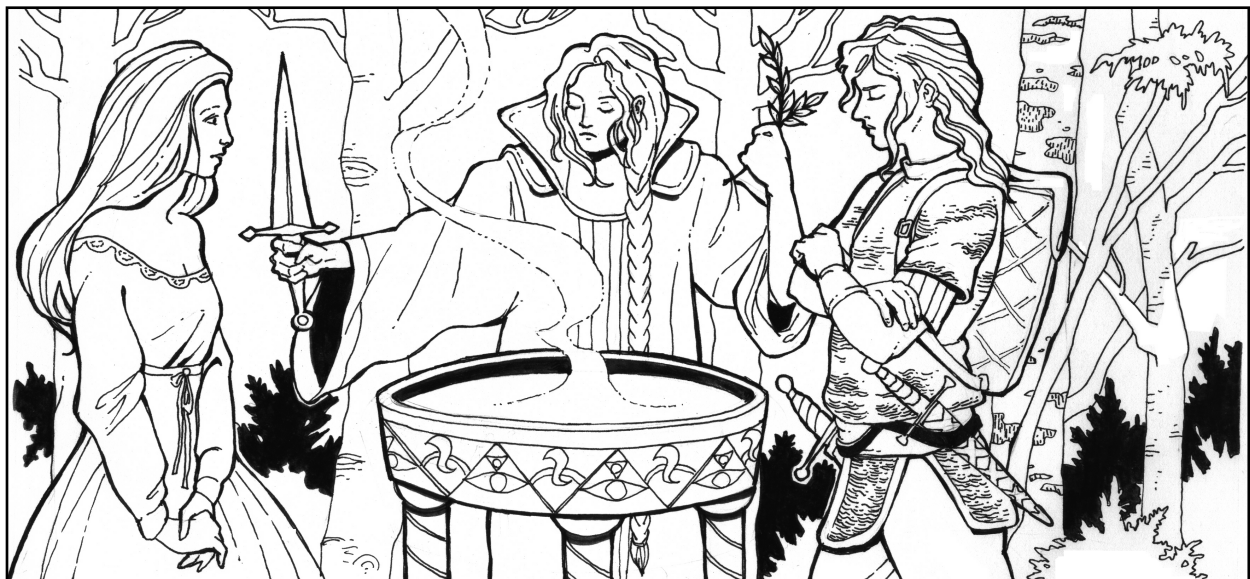
Absolute Direction
Those who possess this gift always know what direction they are facing and never get turned around or lost.

Ambidexterity
Individuals with this gift can use both hands with equal accuracy allowing the normal (-2) penalty for using a weapon in their off hand to be ignored.

Arcane Knowledge
The subject has spent many years in the service of a master magus who has imparted the basic knowledge of casting spells by using incantations, gestures and reagents. (See Magic)

Battle Rage
Beings with this ability often go into a blind rage during battle sacrificing their safety to devastate their opponents. Any time someone with this gift receives a scratch or better wound they will go into a rage granting them a +2 offensive bonus for the duration of the battle. While so enraged all attacks must use be made using +2 offensive tactics (See Combat). Heroes wishing to avoid the effects of this gift may do so by achieving a Good result on a Will check.

Charger (Exotic)
Beings with this ability who are not currently in a melee combat may move up to twice their speed to engage an opponent in melee combat. Those making a charge are at -1 to their combat skill on the turn they charge.

Charisma
Each level of charisma grants the character a +1 on all reaction rolls with non-player characters (NPCs).

Cling (Exotic)
Beings with this ability may traverse walls and ceilings as easily as the ground. All attacks made against those clinging to walls or ceilings are at -1 to skill.

Flight (Exotic)
Each level of flight grants the ability to fly for 1 hour per day. The nature of the flight ability (wings, pure magic, flight bladders, etc.) is a special effect. Flying speed is 3 times the subjects normal speed.

Grapple (Exotic)
Each level of grapple grants a -1 modifier to any attempt by opponents to evade melee combat.

Infra-vision (Exotic)
Grants the ability to see by the heat given off or reflected by objects allowing the subject to see in total darkness as long as there are heat sources (living or otherwise) present.

Magical Affinity (Exotic)
Beings with this ability understand the true nature of magic allowing them to work their spells with less difficulty. Spells cast by those with this ability are granted a +1 to any skill check involved in casting the spell.

Magic Resistance
Each level of magic resistance grants the character a -1 modifier on ALL spells cast upon them. This is not selective, affecting all harmful and beneficial spells alike due to the characters innate resistance to the forces of magic.

Night Vision
This gift grants the character the ability to see in very low light areas making the best of available light and can see fairly well in all but total darkness.

Pain Tolerance
Reduces the effects of wounds on a characters ability to function. Each level allows wound modifiers to be reduced by 1. For example, an individual with 1 level of pain tolerance would ignore the effects of Hurt and Injured wounds would only provide a -1 modifier.

Quadruped (Exotic)
Quadrupeds (horses, lizards, centaurs, etc.) have four legs and may move at up to twice their speed when traveling in a relatively straight direction.

Quick Study
Reflects the ability of certain individuals to quickly learn skills granting a +1 bonus on skill improvement rolls.

Regeneration (Exotic)
For each combat round that the possessor of this gift is not involved in combat, takes no action and does not move it may make a 4dF situation roll. On a good or better result one wound of his choice may be healed one level.

Reputation
Each level of reputation grants the character a +1/-1 to all reaction rolls with NPCs. Reputation may be a gift or a fault depending upon the situation. For example, an expert thief may have a favorable reputation (a gift) with other thieves but an unfavorable one with the law (a fault) balancing the gift with a fault so it's effectively free.

Toughness
Grants the character a +1 defensive bonus (DB) to represent the resistance his thick skin provides against damage.

Toxin Tolerance
Each level of this gift grants the character a +1 on all attempts to resist toxin.

Toxin (Exotic)
Grants the ability to poison opponents during melee combat. For each successful melee attack resulting in a scratch or better to an opponent an unopposed action is made against the opponents health with a difficulty of Fair. Failure by the target results in it taking an additional wound equal to the relative degree of failure. The targets Offense has no effect on this damage. Each level of this gift grants a -1 to the targets unopposed action.

Example: A giant spider with Toxin 2 attacks a hero and succeeds in scoring a scratch wound. Now an unopposed action is rolled against the hero's fair health with a -2 modifier added for the toxins level. The hero rolls a Mediocre result failing his attempt to resist the poison by one so he takes an additional scratch wound.

Vampirism (Exotic)
For each successful melee attack resulting in a scratch or better to an opponent, make a 4dF situation roll. On a Great result or better, heal a wound one level.

Water Breathing (Exotic)
Grants the ability to breath underwater via gills or other more supernatural means. This ability is a gift if the subject can also breathe air. For subjects that breathe water but cannot breathe air this ability costs nothing.

Step #6: Faults

A fault is any negative trait which restricts a characters actions, earns him a bad reaction from NPCs or otherwise hinders his ability to function. Various attitudes, phobias, physical disabilities and social stigmas are faults. Faults are optional and my be added to a character to give him more depth and personality.

Some faults may be selected more than once with each selection adding another level of the fault in question. Exotic faults represent limitations beyond those of mere humans and are only available as part of a racial template (See Races)

For each fault added to a character during character creation the player may also add either 1 gift, 2 attribute levels or 6 skill levels. A maximum of two faults may be added to a character during character creation.

Bad Temper
Bad Tempered characters have a hard time working out problems without conflict. Any time a disagreement comes up he must make a Will roll to avoid becoming angry. Roleplay It!

Forgetful
Some characters have the hardest time remembering things bringing along the necessary items, etc. Roleplay it! The GM may require occasional Will rolls when attempting to complete mental tasks such as remembering where something is or how to perform an incantation, etc

Fragile
The opposite of toughness. Fragile applies a -1 modifier to the characters defense. Additional levels are Exotic.

Fugitive
The character is a wanted man for some crime in his past. He could be guilty or innocent but in any case the law is actively looking for him; wanted sketches may be distributed, etc. Any time the character is in a civilized area, an unopposed survival-city, disguise, stealth or other appropriate skill roll must be made to avoid being recognized. A less than Fair result causes the character to be recognized and appropriate action may be taken by the towns people as the GM sees fit.

Greed
Greedy characters lust for wealth and the GM may require a Will roll when temptation of obtaining riches occurs. A failed roll results in the character pursuing the riches foregoing other duties. Appropriate modifiers to the will roll include the danger level involved, amount of wealth at stake, etc.

Impulsiveness
An impulsive character acts first and thinks later, preferring action to discussion. A Will roll may be required if the character must calmly discuss a situation to avoid jumping in without thinking.

Lame
Each level of this fault represents a useless or missing limb such as an arm or leg. Individuals without limbs may be limited in the tools, weapons, etc. available for their use. For example, a character with a missing arm, would be unable to wield a great sword or halberd.

Overconfidence
Over confident characters believe themselves to be better equipped for any situation than they actually are. The GM may require a Will roll if she believes the character is being to cautious. A failed roll results in the character throwing caution to the wind and acting accordingly.

Pacifist
Pacifist characters dislike violence in any form, will only fight in self defense and then will aim only to disable his foe.

Pain Susceptibility
This is the opposite of Pain Tolerance. Individuals with this fault are extremely sensitive to pain. Each level taken adds an additional -1 modifier to any hurt or injured wound.

Slow Study
Slow learning characters receive a -1 modifier on skill improvement rolls.

Social Stigma
Each level of this fault applies a -1 penalty to all appropriate reaction rolls with NPCs as you are viewed as an outcast by society for some reason. Specific social stigmas might include: racial distrust, second class citizens such as serfs, etc.

Sunlight Susceptibility (Exotic)
Sunlight is damaging to beings with this fault causing a scratch of damage once per hour of exposure to sunlight. Additional levels increase the frequency of the damage to once per minute at two levels and once per combat round at three levels.

Toxin Susceptibility
Each level of this fault applies a -1 penalty to all attempts to avoid damage from toxins.

Vow
The hero is sworn to or cause or idea and will defend it whenever possible. Each cause is an separate fault.

Step #7: Equipping Characters
Purchase any equipment you wish your character to possess. A beginning character is provided with 500sp to spend on weapons, armor, food and other equipment necessary for adventuring. (See Weapons & Equipment for items, prices & weights).

Step #8: Finishing Up
Your character is almost complete. All that remains is to calculate a few character traits for future reference. Calculate the following traits listed below, placing the results on your character sheet.

Encumbrance
Encumbrance is a measure of how the weight carried by a character effects his physical abilities. To determine the base weight your character may carry without suffering a penalty add the characters strength attribute to his Scale and lookup the results on the base encumbrance table below:

Basic Encumbrance Table

Str+ Scale	Wt.	Str+ Scale	Wt	Str+ Scale	Wt
-11	0.50	0	50	11	4500
-10	1.00	1	75	12	6500
-9	1.50	2	115	13	10000
-8	2.00	3	175	14	15000
-7	3.00	4	250	15	22500
-6	5.00	5	375	16	32500
-5	7.50	6	500	17	50000
-4	10.00	7	750	18	75000
-3	15.00	8	1250	19	125000
-2	25.00	9	2000	20	200000
-1	35.00	10	3000	21	300000

Determining Penalties for Weight Carried
A character may carry his base encumbrance weight without penalty and can carry up to a maximum of 5 times that amount with great difficulty. For each additional multiple of a characters base encumbrance weight a -1 modifier is applied to all physical skill use, strength or agility attribute checks and attempts to evade combat. (See combat)

Example: Dirk a human warrior of Good Strength (strength+scale = 1) could carry up to 75 lbs. without penalty; up to 150 lbs. at a -1; 225 lbs. at -2; and so on, up to a maximum of 375 lbs at -4.

Defense

(Scale + Health + Armor Bonus)

A characters defense is a representation of the total amount of damage points which will be stopped by armor, thick hide, bulk and other means (See Combat)

Offense

(Scale + Strength + Weapon Bonus)

A characters offense is a representation of the base amount of damage he may inflict when striking a foe. The relative degree of success of an attack and a 4dF roll are applied to this trait to determine the actual damage dealt in a specific attack. (See Combat)

Mana

(Will + Modifiers)

Ones mana trait represents his ability to perform magic. A characters mana is depleted as he casts spells and it recovers at a moderate rate. (See Magic)

Character Advancement

After playing a bit, a player will want their character to grow in abilities. At this point, a developing character can exceed the initial set of skill limits (such as: one Superb, four Greats, etc.). This character development is handled during the game via skill improvement through use and luck.

Skill Improvement Through Use

Becoming adept at a skill is a gradual process as the individual achieves a better understanding of the skill in question. This rule reflects this by allowing skill increases over time as skills are used.

Each time a player rolls a natural +4 or -4 result on an attempt to use a skill it is treated as a profound success or failure where the character may have learned something from the experience. A second 4dF roll is made and if the result is greater than or equal to the skill in question the skill improves one level.

Example: a +4 is made in an attempt to hunt for some game. This is applied to his Poor hunting skill for a Great result so the hunt is likely a successful one. Additionally, since a natural +4 was rolled a second roll is made resulting in a +1. Since +1 (Good) is greater than his -2 (Poor) hunting skill his skill increases to Mediocre (-1).

A single skill may only be increased a maximum of one level per play session. In addition combat skill increases are rolled for after the current combat has been resolved, giving the character time to evaluate his performance.

Luck

Luck points are meta-game gifts that may be used to buy 'luck' during a game. These are 'meta-game' gifts because they operate at the player-GM level, not the character-character level.

Starting characters receive 3 Luck points. Unused Luck is saved up for the next gaming session and the GM may award Luck points as special rewards for good roleplaying or in response to appropriate game events. Luck Points can be used in many ways including:

- Modify any single die result one level in either direction. For example: make a Good result Great or Fair.
- Lessen any single wound received by one level. Injured becomes hurt, etc.
- Provide an automatic success of any unopposed action of Superb difficulty or less.
- Learn any previously unknown 'no default' skill at its base difficulty level.
- Make an immediate skill improvement roll on a skill of your choice.
- Make an immediate attribute improvement roll on an attribute of your choice (3 luck points and GM approval)
- Additional uses as GM Permits.

Races

The world of Hack-n-Slash contains many fantastic creatures and intelligent races. This chapter includes all information necessary to use fantasy races in Hack-n-Slash adventures.

Racial Templates

A racial template is a collection of predetermined default attributes, gifts and faults used to represent an average member of a specific race. To create a character of a fantasy race the player selects one of these templates (or additional GM created templates) to determine the characters default attributes, gifts/faults, abilities, etc., then completes his character normally as described in characters.

Human

Humans are the dominant inhabitants of the civilized lands and their language is used in most commerce. All attributes default to Fair for humans and they may use 3 attribute levels, 1 gift, and 20 skill levels for character creation.

Dwarf

These stalwart underground dwellers are small in stature but exceptionally tough and strong. Dwarves start with Good strength, Mediocre agility, toughness and night vision. They may use 1 gift, 1 attribute level and 14 skill levels during character creation.

Elf

The elves live deep in the forests far from the lands of men and few outsiders have ever viewed their cities. Elves start with Good agility, Good perception, Mediocre strength, magical affinity, infra-vision. They may use 1 Gift, 1 attribute level and 11 skill levels during character creation.

Saurian

These large reptilian creatures are the lords of the deserts and other savage places of the world. Saurian start with scale 1, Great strength, Good agility, Poor reason, slow study and magic resistance 1. They may use 2 attribute levels and 14 skill levels during character creation.

Halfling

Halflings for the most part are quiet farmers. A halfling starts with Mediocre strength, Good agility, magic resistance 1 and quick study. They may use 2 attribute levels and 17 skill levels during character creation.

Creating New Racial Templates

Each racial template is built by spending 35 points to purchase the attribute levels, gifts, faults and skills the race will possess. Gifts are worth 6 points, Attribute levels are worth 3 points, and Skill levels are worth 1 point. You may also add faults to gain 6 points or lower an attribute below Fair to gain 3 points per level change. Alterations of scale cost 9 points per increase and grant 9 additional points per decrease.

Example: Hawkmen start with Flight(6), Good Agility(3), Good Perception(3), Mediocre Reason(-3), Fragile 1(-6), 3 attribute levels(9), 1 Gift(6) and 17 skill levels.

Scale

Each level of strength (from Abysmal to Legendary) is defined to be approximately 1.5 times stronger than the previous level. A character with Good strength is thus 1.5 times as strong as a character with Fair strength. Note that this progression is not necessarily true for any other attribute. There is a wider range of strength in humans than intelligence. For example: Superb reason is only about twice as good as Fair reason.
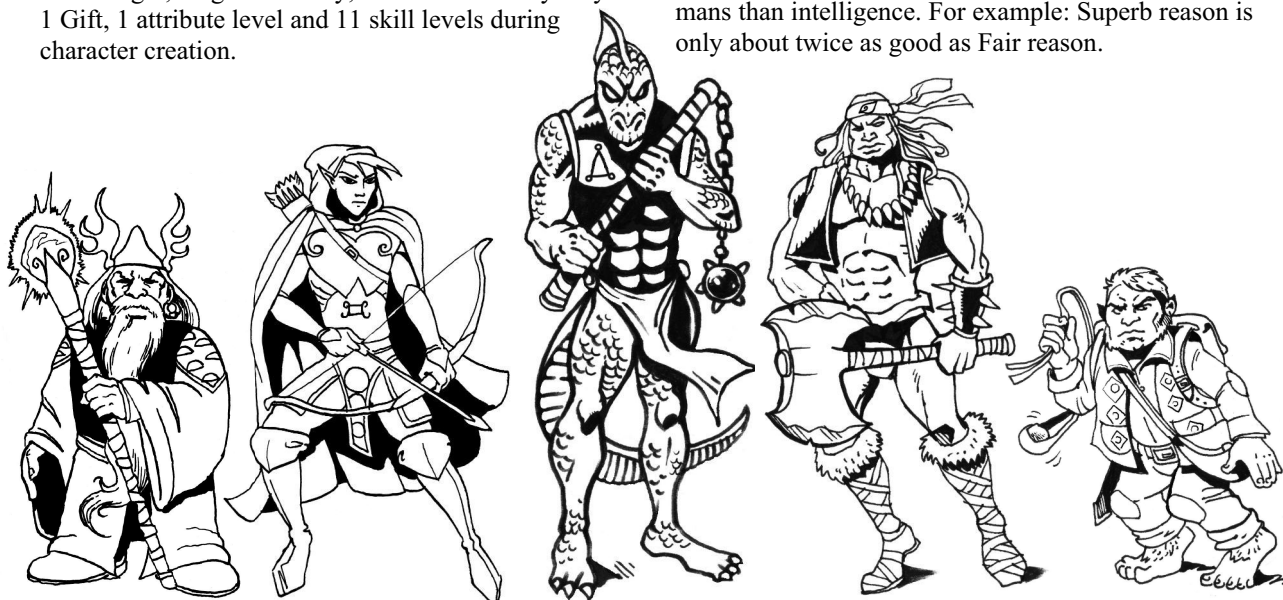
Strength Scale increases in the same way: a Scale 1, Fair strength individual is 1.5 times stronger than a Scale 0, Fair strength individual. This holds for each increase in Scale: a Scale 10 Superb strength creature is 1.5 times stronger than a Scale 9 Superb strength creature, for example.

At this point, it is tempting to say a Scale 1 Fair strength is equal to a Scale 0 Good strength. This is true for strength but not for mass. Scale really measures Mass or Density and strength just goes along for the ride.

Mass has a specific meaning: How wounds affect a character. (This may or may not coincide with the scientific definition of Mass) It takes more human powered hits to weaken a giant than a human, for example. She may not really be a healthy giant, but her sheer bulk means that human-sized sword strokes don't do as much damage relative to her as they would to a human - unless they hit a vital spot, of course. Likewise a pixie can be healthy and robust, but not survive a single kick from a human. The difference is mass and the strength related to it.

A Scale 1 Fair strength fighter has an advantage over a Scale 0 Good strength fighter, even though their strengths are equal. The Scale 1 fighter is less affected by the other's damage due to his mass. Therefore, do not blithely equate Scale 0 Good with Scale 1 Fair.

Increased Mass does not necessarily mean greater size - the race may be of denser material. Dwarves in northern European legend were derived from stone and are hence denser than humans. Such a dwarf hits harder and shrugs off damage easier than most humans. For example: he is Scale 1 though shorter than a human.

Strength/Mass Table

Str+ Scale	Wt.	Str+ Scale	Wt	Str+ Scale	Wt
-11	0.01	0	1.00	11	90.00
-10	0.02	1	1.50	12	130.00
-9	0.03	2	2.30	13	200.00
-8	0.04	3	3.50	14	300.00
-7	0.06	4	5.00	15	450.00
-6	0.10	5	7.50	16	650.00
-5	0.15	6	10.00	17	1000.00
-4	0.20	7	15.00	18	1500.00
-3	0.30	8	25.00	19	2500.00
-2	0.50	9	40.00	20	4000.00
-1	0.70	10	60.00	21	6000.00

Scale In Combat

The attacker's scale is added to his Offense and the defenders Scale is added to her Defense. If you have combat with beings weaker than humans, remember what you learned in school about adding and subtracting negative numbers.
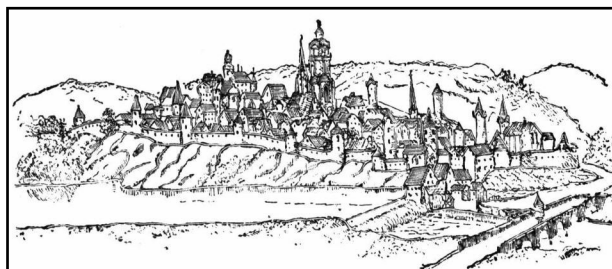
Scaled Weapons & Armor (Optional)

This optional rule extends the Strength/Mass scale rules for use with weapons and armor taking into account that larger races typically use larger equipment. Scaled weapons receive a (Scale / 2) rounded down damage bonus and Armor receives a (Scale / 2) rounded down defense bonus. Scaled equipment is also more costly to produce. Calculate the price of such equipment as the normal price * (1+Scale) to reflect the additional materials and labor involved.

Example: A Scale 3 Ogre could wear Scale 3 chainmail (+4) and carry a Scale 3 maul (+5 Damage) but it would be expensive.

Using Equipment of Different Scale

Occasionally a character may employ weapons or other equipment created for a being of a different scale. Use of such equipment is possible at -1 to the appropriate skill for each level of scale different from your own. Additionally, one-handed weapons of a larger scale become two-handed, etc., making some equipment unusable. It is up to the GM to allow or disallow the use of any such equipment.

ACTION RESOLUTION

Action Resolution
A hero is defined by his actions. What he does and how well he performs often means the difference between victory and defeat. Players roll dice, checking the result against their hero's appropriate trait to determine the success or failure of a particular action. This section details how to perform actions and determine the results.

The Dice
Hack-n-Slash uses Fudge Dice for action resolution and combat. Fudge Dice are six-sided dice with two sides marked +1, two sides marked -1 and two sides unmarked. They are commercially available from Grey Ghost Games. Alternatively, those without Fudge Dice available may use six sided dice instead treating 1-2 as a -1 result, 3-4 as an unmarked result and 5-6 as a +1 result.

Trait Checks
Any time your hero uses a skill or attribute, a check is made to see how well they performed.

Make a check by rolling 4 Fudge Dice and totaling the result. For example: a roll of [+1, +1, blank, -1] would result in a +1 for that die roll. This total is then applied to the trait being checked to determine how well your hero performed. For example: applying the +1 die result to a Good climbing skill would yield a Great result for that climbing attempt.

Modifiers
A heroes trait level may be temporarily improved or reduced depending upon the situation. For example: lock picking is at -2 without the proper tools or +1 if a fine set of lock picks are available. If the attempt is made in a dimly lit room an additional -1 would be applied.

Unopposed Actions
An Action which isn't influenced by anyone else is considered unopposed. Examples include: jumping a wide chasm, climbing a cliff, etc.

To perform an unopposed action the player simply makes a trait check comparing the result to a target difficulty level, typically set by the gamemaster. For example: the gamemaster determines walking a tightrope requires a Great agility roll. So, a hero with good agility would need at least a +1 result on 4dF for a successful tightrope walk.

Opposed Actions
Actions are opposed when other people (or animals, etc.) may have an effect on the outcome of the action. In this case, each participant makes an appropriate trait check and the results are compared to determine the outcome. For example: an arm wrestling match would be determined by each contestant making a trait check of their Strength attribute and comparing the results.

Relative Degree
This refers to how well a hero did compared to another participant in an Opposed Action and is expressed as a number of levels. For example, if a Hero gets a Trait check of Good in a fight, and his NPC foe gets a Mediocre result, he beat her by two levels. The relative degree is +2 from his perspective, -2 from hers.

Secret Rolls
Occasionally, the GM will roll in secret for the hero. There are times when even a failed roll would give the player knowledge he wouldn't otherwise have. These are usually information rolls. For example: if the GM asks the player to make a roll against the perception attribute and the player fails the character doesn't notice anything out of the ordinary. But the player now knows that there is something out of the ordinary that his character didn't notice... Far better for the GM to make the roll in secret and only mention it on a successful result.

Automatic Success or Failure
There is no need to roll the dice when a character performs an action that is so easy as to be automatic. Likewise, an action so difficult that it has no chance of success requires no roll, it simply can't be done. Dice are used solely in the middle ground, where the outcome of an action is uncertain. The GM is encouraged to keep die-rolling to a minimum. Do not make the players roll the dice when their characters do mundane things

Situation Rolls
The GM may occasionally want a die roll that is not based on a character trait but on the overall situation or outside circumstances. This situational roll is simply a normal Hack-n-Slash die roll but not based on any trait. This is most commonly used with reaction and damage rolls but can be used elsewhere as needed. For example: the player worried about witnesses asks if there are any townsfolk in the alley. The GM makes a situation roll deciding that on a Good or better result no townsfolk are present.

NPC Reactions
When the GM is in doubt as to how an NPC will react in a given situation she should secretly make a situation roll. The higher the result the better the reaction. The reaction roll can be modified up or down by circumstances, bribes, appropriate PC traits, etc.

Combat

The sound of clashing steel and battle cries fill the air, only the most mighty heroes will survive this day. As one might expect combat is often at the core of Hack-n-Slash adventures. This section details how to resolve combat, apply wounds and tend to the survivors once the dust settles.

Combat Rounds

Combat is resolved as a series of Combat Rounds, each round representing 6 seconds of time. During each round a hero may move and engage in melee combat, fire a ranged weapon, cast a spell or any other action the gamemaster rules is possible in a combat round.

Performing Tasks During Combat

Sometimes heroes need to perform non-combat tasks during a battle. For example: picking a lock while your friends keep the ratlings off of you. Heroes not engaged in melee combat may spend one or more rounds working toward any task simply by announcing to the gamemaster what they are doing each turn. Progress is made each round toward completing the task unless the hero is wounded in which case the round is wasted.

Melee Combat

Any combat which involves striking an opponent with a fist or handheld weapon is considered melee combat. Each combatant makes an Opposed action roll against an appropriate trait (usually a weapon skill). On a relative degree of 0, the combat round is a stand-off - the fighters either circled each other looking for an opening or exchanged blows on each others shields without scoring any damage.

If the result is a relative degree other than 0 and the minimum to hit (see below) is achieved or surpassed, the winner checks to see if he hit hard enough to damage the loser. In general, the better the hit (the greater the relative degree), the greater the likelihood of damage. (See Wounds)

Minimum To Hit

Hitting an opponent of equal scale requires at least a Poor result, otherwise no hit is scored. That is, a human needs to score a Poor blow (and still win the Opposed Action) in order to hit another human sized opponent. If both combatants roll worse than the minimum to hit, the round is a standoff.

Opponents significantly greater in size (2 or more scale larger) are easier to hit requiring only a Terrible result, while extremely small (2 or more scale smaller) opponents require at least a Mediocre result to hit.

COMBAT

Attacking the Unaware and Defenseless

If a combatant is unable to fight back in a round for some reason, such as, being unaware of the attacker, the combat is resolved as an unopposed action for the active fighter using the Minimum to Hit as the difficulty level.

If a character can defend himself in some way, such as, dodging out of the way, it is still an opposed action but the defending hero cannot hurt the other character even if he wins the combat round.

Melee Combat Modifiers

A combatants skill may be modified by additional factors such as being Hurt (-1), Injured (-2), using a weapon in his off hand (-2), facing an opponent with a shield (-1 or -2), kneeling, bad footing, being at a lower elevation (-1) or lying down (-2).

Offensive/Defensive Tactics

Combatants may find the need to adjust their combat style going on the offensive or defensive as appropriate to deal with different opponents and/or the current combat situation. An offensive or defensive stance increases combat skill by 0, 1, or 2 in one aspect of combat (offense or defense) and decreases the same skill by an equal amount for the other aspect of combat.

Each combat round a player secretly chooses a modifier by selecting two Fudge Dice and setting them to a result from +2 to -2. Both sides simultaneously reveal their choices.

Each fighter then makes a single Opposed action roll as normal. The result is applied to both offense and defense respectively and will thus have different results for offense and defense if anything other than a normal posture is chosen. The result of the offensive roll on each fighter is then compared to the result of the defensive roll of their opponent.

Example: A fighter with Good Blade-Broadsword skill chooses +1 to offense and -1 to defense for a particular combat round. His offensive skill is Great this round while his defensive skill is Fair. His opponent, a Great swordsman, chooses normal posture. The swordsman rolls a -1, a Good result for both her offense and defense. The first fighter rolls a 0 result so his offensive rolled result is Great and his defensive result is Fair.

His offensive result of Great is compared with her Good defense so he wins by +1. However, her offense result of Good is simultaneously compared with his defense of Fair so she also wins the Opposed action by +1. Both sides check for damage to see if they got through each others armor. (See Wounds)

Evading Combat

At times a hero may find himself in over his head and need to make a speedy withdraw from battle or simply wish to break away from his current opponent(s) to reposition himself on the battlefield. If his opponent doesn't attempt to stop him he automatically escapes, otherwise the attempt to flee is handled as an Opposed Action against each participants Agility with Encumbrance, Scale and other appropriate modifiers applied.

Example: Jox the Brave attempts to flee from an ogre. Jox has a Fair agility and an encumbrance of 1 bringing it down to Mediocre; while the ogre has an agility of Mediocre, is a scale 3 creature and has 0 encumbrance bringing her agility to great. Jox rolls a +1 giving him a Fair result while the ogre rolls -1 for a Good result. The ogre has prevented Jox from escaping this round, so Jox decides to use a +2 defensive / -2 offensive stance this round and look for a break.

Cannon Fodder (Optional)

If a PC is fighting an NPC or creature the GM can treat combat as an unopposed action by assuming the NPC will always get a result equal to her trait level. In this case, the PC will have to tie the NPC's trait level to have a stand-off round and beat the NPC's trait in order to inflict damage. This option stresses the player heroes abilities by disallowing fluke rolls by NPCs.

Multiple Combatants in Melee

When more than one opponent attacks a single fighter they have a positional advantage. To reflect this the lone fighter is at -1 to his skill for each additional foe beyond the first.

The lone fighter rolls once and the result is compared with each of the opponent's rolled degrees, one after the other. Any foes who beat the fighter apply damage normally and the fighter may choose to damage any single foe who he has beaten.

Example: Paco is facing three orcs who have rolled Good, Fair, and Mediocre results, respectively. Paco rolls a Good result, tying the best orc. He may choose to damage either of the orcs he has beaten but not both and takes no damage himself (he tied the best orc).

A well armed fighter facing weak opponents can simply concentrate on one foe and let the other try to get through his armor. In this case the lone fighter makes an opposed action against his desired target and all other opponents make their attacks as unopposed actions on the fighter. In this case, any modifiers for additional opponents are ignored. For example: This is historically accurate for knights wading through peasant levies.

There is a limit to the number of foes that can simultaneously attack a single opponent. Six is about the maximum under ideal conditions (such as wolves or spear-wielders), while only three or four can attack if using weapons or martial arts that require a lot of maneuvering space. If the lone fighter is in a doorway only one or two fighters can reach him.

Sweeping Blows

Combatants faced with many inferior opponents may elect to perform a sweeping blow allowing them to damage more than one foe each turn. When using a sweeping blow, combat is handled as above except the combatant may strike at all opponents which he has bested at a reduced offense. In this case the combatants offense is reduced by 1 for each opponent in the combat.

Example: Paco is facing three orcs, who have rolled Good, Fair and Mediocre results respectively. Paco rolls a Good result, tying the best orc. He may choose to damage either of the orcs he has beaten but not both at his full defense or he may select to do a sweeping blow damaging both orcs he bested at -3 (-1 per orc) to his Offense. Also he takes no damage himself (he tied the best orc).

Ranged Combat

Ranged combat may or may not be an opposed action. If the target is aware of the attack and chooses to Dodge as his action for the combat round the attack is resolved as an Opposed Action of the attackers ranged combat skill versus the defenders Agility attribute, otherwise the attack is an un-opposed action. In either case, a difficulty level for the shot is determined and is the minimum rolled degree needed to hit as well as the trait level used in determining the relative degree of success for damage purposes.

Determining Difficulty Level

The base difficulty level is determined by range with short range being a Fair shot, medium a Good shot, and long a Great shot. Specific weapon ranges in yards are listed on the Ranged/Thrown Weapons table as short/medium/long.

The difficulty of a shot may be modified by such factors as being at a positional advantage to the target (-1 or -2) or if the target is under partial cover (+1), lying down (+2), involved in a melee combat (+1), in a dimly lit area (+1 to +3) etc. Additionally, the targets scale inversely effects the shot difficulty. For example: a Good difficulty shot would become Fair if the target was Scale 1, Mediocre for Scale 2, Great for Scale -1, etc.

Example: Attempting to hit a target a medium range who is behind a field wall 3ft high on a moonlit night would be a Superb shot. If the target was scale 2 the difficulty would be lowered to Good.

Ranged Combat Modifiers: Attacker

The attackers skill may be modified by additional factors such as the defender carrying a shield (-1 or -2) or if the attacker is Hurt (-1), Injured (-2), spends a turn aiming (+1), etc.

Example: Jox the Brave is Great with a bow but is Hurt from a previous combat. He attempts the shot in the previous example choosing to spend a turn to aim before firing giving him an effective skill of Great for this shot.

Ranged Combat Modifiers: Defender

If the ranged weapon is thrown, there is no modifier to the defense roll. However, a propelled weapon, such as a bow or crossbow is much harder to avoid. In this case, reduce the defenders agility by the weapons defense modifier (DM). Obviously, the defender isn't trying to dodge the bolt but dodging the presumed path of the bolt when an attacker points a crossbow at him.

COMBAT

Example: Bill Scarlet is shooting a longbow from the greenwood at Dicken, the Sheriff's man, who has a crossbow. Dicken knows Bill is there because the man next to him just keeled over with an arrow through his chest. Dicken is in the open, in good light, about 30 yards away making it a Fair shot. The range for Dicken to hit Bill is of course the same, but Bill is partially hidden behind a log (partial cover) making it a Good shot. Dicken rolls a Fair result missing Bill. Bill rolls a Fair result which hits Dicken.

In the example, the fighters forfeited their Dodges in order to shoot simultaneously. Each combatant needed to make the appropriate Difficulty Level to hit. Under these conditions, it's possible for both combatants to succeed in the same combat round. Had Dicken's shot hit, Bill and Dicken would have skewered each other.

Crossbows and similar weapons that do no rely on muscle power are rated for damage and do not receive the wielders strength attribute bonus to damage.

Wounds

Combat damage to a character can be described as being at one of seven stages of severity. The stages are:

Undamaged:
No wounds at all. The character is not necessarily healthy - he may be sick, for example. But, he doesn't have a combat wound that's recent enough to be bothering him.

Just A Scratch:
No real game effect except to create tension. This may eventually lead to being Hurt if the character is hit again. This term comes from the famous movie line, "I'm ok, it's only a scratch" The actual wound itself may be a graze, cut, abrasion, etc., and the GM whose game is more serious in tone may choose to use one of those terms instead.

Hurt:
The character is wounded significantly, enough to slow him down; -1 to all traits which would logically be affected. A Hurt result in combat can also be called a light wound.

Injured:
The character is seriously hurt, possibly stumbling; -2 to all traits which would logically be affected. An Injured result can also be called a Severe Wound.

Incapacitated:
The character is so badly wounded as to be incapable of any actions except possibly dragging himself a few feet

every now and then or gasping out an important message. A lenient GM can allow an incapacitated character to perform such elaborate actions as opening a door or grabbing a gem...

Near Death:
The character is not only unconscious, he'll die in less than an hour - maybe a lot less - without medical help. No one recovers from Near Death on their own unless very lucky.

Dead:
He has no more use for his possessions, unless he belongs to a culture that believes he'll need them in the afterlife.

Automatic Death:
Sometimes you don't have to roll the dice. Holding a knife to a helpless characters throat is a good example - no roll is needed to kill such a character but the killer's karma suffers.

Determining Wound Level

When determining how wounded a character is when hit in combat, first determine the Offense of the attacker and the Defense of the defender.

Offense =	**Scale + Strength + Weapon Bonus + Relative Degree of Success + 4dF**
Defense =	**Scale + Health + Armor Bonus**

To determine the severity of a wound subtract the defenders Defense from the attackers Offense and apply the result to the Wound record track on your character sheet to determine wound severity.

The number above the wound levels represents the amount of damage needed in a single blow to inflict the wound listed under the number. For example a blow of 5 or 6 points inflicts a very hurt wound.

Grazing

Any relative degree of +1 can do at most a Hurt Wound level (plus any Scale differences). It may do no damage at all, depending on the opponents defense. A fist hitting plate mail won't hurt the armored knight in the slightest, unless it's a giants fist. If an attack results in a graze the damage points are determined as above but are applied as follows: <0 = Undamaged, 0-4 Scratch, and 5+ Hurt.

Recording Wounds

Once the final damage is determined, it is recorded on the wounded fighter's character sheet by checking off the appropriate box on the Wound record track. Each individual wound is described as a Scratch, Hurt, etc.

The boxes below the wound levels represent how many of each wound type a fighter can take. When a wound is received, mark off the appropriate box. If there are no open boxes for a given wound result the character takes the next highest wound for which there is an open box.

Non Lethal Combat

A player can announce that his character is using non-lethal combat rather than attempting to damage his opponent(s). Using a fist or the flat of a blade, instead of the edge can accomplish this. Damage is determined normally but damage scored is recorded as non lethal damage.

In this case a Scratch result is called "Bruised", a Hurt result "Bloody", an Injured result becomes "Dazed" and a result of Incapacitated or worse is called a "Knockout". Skill modifiers work the same as for normal wounds except they only apply during the combat round after they were received and all non lethal wounds are healed like scratches after the combat is over. Knocked-out heroes don't need healing to recuperate to full health, just time.

Likewise, a player may choose to have his character do reduced damage in a given attack. This is known as "pulling your punch" even if you are using a sword. This commonly occurs in duels of honor where it is only necessary to draw "first blood" to win and killing your opponent can get you charged with murder. A Scratch will win a "first blood" duel - it is not necessary to Hurt someone. To pull your punch, simply announce the maximum wound level you will do if you are successful.

A fencer can say he is going for a Scratch, for example. In this case, even if he wins the Opposed action by +8, and adds in +3 for his sword, the worst he can do is nick his foe. He was just trying for a Scratch - but the Scratch is probably in the shape of the letter "Z" with such a result.

Avoiding Accidental PC Death (Optional)

Sometimes the dice try to kill a PC. In most campaigns, PC death shouldn't occur through a bad die roll but only if the characters actions were truly self-sacrificing (or stupid) enough to warrant death.

A character cannot take more than three levels of wounds in one blow. For example: an unwounded character could be Scratched, Hurt or Injured in one blow but

any excess damage points beyond that would be lost. A Hurt character could go all the way to Near Death in one blow but not be killed outright.

Combat and Wounding Example

It seems Smegot and Bryn were destined to do battle. Smegot had spent most of the evening trying to goad Bryn into a fight. Bryn ignored him the best she could but eventually needed to defend her honor.

The fight takes place in a bar room, which quickly empties of other occupants once weapons are drawn. No one noticed that the innkeeper's son had actually left much earlier then this when the belligerent Smegot was merely exchanging insults with the proud Bryn. Both fighters are human (Scale 0) so Scale is left out of this discussion.

Combat information for Smegot and Bryn is listed below:

	Bryn	Smegot
Strength	Good (+1)	Great (+2)
Agility	Fair	Fair
Reason	Fair	Good
Perception	Great	Good
Will	Fair	Fair
Health	Good (+1)	Fair
Armor	Leather (+2 Defense)	Leather (+2 Defense)
Shield	None	Kite Shield (-1 DM)
Weapon	Great Axe (+4 Offense)	Mace (+2 Offense)
Combat Skill	Blade-Great Axe (Great)	Bludgeon-Mace (Good)
Total Offense	+5	+4
Total Defense	+3	+2

Round #1

Smegot gets a Great result on his weapon skill (die roll = +1), and Bryn gets a Fair result (die roll = -2). Smegot wins with a relative degree of +2 scoring a hit on Bryn. Smegot then rolls 4dF getting a poor (-2) result, adds his relative degree of success (+2) and his offense (+5) for a total of 5 points of damage. Bryn first subtracts her Defense (+2) from the damage to account for her armor bringing the total down to 3. Since Bryn is an NPC, the GM looks at the wound chart on Bryn's character sheet and finds three "a Hurt wound". The GM marks off a box under the word "Hurt", and the next round is fought. Bryn is now at -1 for the rest of the combat.

Round #2

In the second round both combatants get Good results - a standoff. The GM describes it as a give-and-take of blows that are all parried or blocked as the fighters circle each other. Another six seconds have passed this round, the GM decrees.

Round #3

In the third round, Smegot gets a Great result and Bryn only a Good result - Smegot has hit again. Since the relative degree is a +1, this is a Graze. Smegot's Offense of +4 with a Fair (+0) 4dF roll comes to +4 after subtracting Bryn's Defense means a Scratch on a Graze. (See Grazing)

Round #4

Smegot decides to finish off the Hurt Bryn in one blow taking a +2 offensive combat stance, which gives him a +2 modifier to his offensive weapon skill and a -2 to his defensive weapon skill for this round. Bryn has decided to try for a situational advantage spending this turn at a +2 defensive combat stance, hoping to spot some way to get an advantage over Smegot for the fifth round.

Smegot rolls 4dF for a -1 result giving him a Great result for offense and a Poor result for defense. Bryn rolls 4dF for a -2 result giving her a Poor result for offense and a Great result for defense. Smegot's Great offense fails to penetrate Bryn's Great Defense, and Bryn's Poor offense ties Smegot's Defense resulting in a standoff this round.

The GM requires a Good perception roll from Bryn in order to spot a situational advantage. Her perception attribute is Great, so she easily makes it. She notices a drink on the floor, spilled earlier by a customer in full flight. Since she successfully defended that round the GM rules she maneuvers Smegot into the slippery puddle for one round.

Round #5

The GM gives Smegot a -1 to skill this round (down to Fair) for bad footing. Smegot tries an ordinary attack getting a Fair result, while Bryn, wounded, desperate and sensing this may be her only chance now tries a +2 offensive combat stance getting a +1 result on 4dF for a Legendary offensive result and a Fair defensive result.

Bryn has finally hit Smegot, and hit him well with a +4 relative degree. Bryn adds -2 from her 4dF damage roll and her +5 offense for a total of 7 damage leaving Smegot on the floor unconscious.

The combat is interrupted at this point by the town guards who had been alerted by the innkeeper's son. Smegot and Bryn are hauled off to separate cells, probably only too glad to get out of what had become a potentially deadly duel.

Healing

Wounds are healed through a medical skill or by more arcane means.

A scratch is too insignificant to require a roll on a healing skill. Scratches are usually erased after a battle provided the heroes have five or ten minutes to attend to them.

A Good result on Apothecary skill heals all wounds one level (Hurt to healed, Injured to Hurt, etc). (Scratches do not count as a level for healing purposes. That is, a Hurt wound that is healed one level is completely healed). A Great result heals all wounds two levels, and a Superb result heals three levels.

Healing with realistic medical skills takes time. The success of the roll merely insures the wounds will heal given enough rest. In an epic medieval campaign recommended recuperation times are 1 hour for a light wound (Hurt), 1 day for a severe wound (Injured) and a week or more for those Incapacitated or Near Death. Although after treatment the character may be able to continue activity, all penalties for his wounds will linger until the wound is fully healed and strenuous activity may cause the wound to reopen. The GM may require strength or agility rolls whenever strenuous activity is undertaken. A terrible result or worse may result in the wound reopening as if it had just occurred.

Example: a character with three wounds (two Hurt results and one Injured) is healed with a roll of Good. After the appropriate time, the two Hurt wounds will be fully healed, while the Injured wound will now be a Hurt wound (and carries a -1 modifier as such).

Otherwise, wounds heal on their own at one wound level per week of rest - or longer, if the GM is being more realistic. That is, after a week of rest, an Incapacitated character becomes Injured etc. Someone Near Death should take a long time to heal.
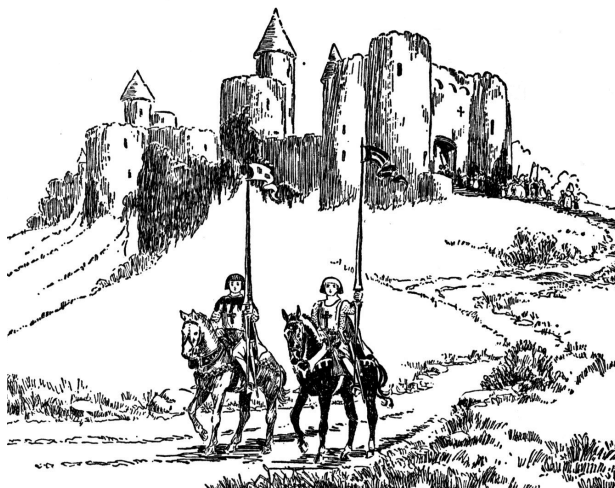
Movement

Basic Movement

Hack-n-Slash basic movement is handled in an abstract fashion. Players tell the gamemaster where they wish their characters to move and she makes rulings about how long it takes to reach a destination or if a figure can reach another during a combat round. This style of play keeps the game flowing and is often preferable when the details aren't to important. Gamemasters may freely mix basic movement with the more detailed movement rules that follow at their discretion.

Tactical Movement (Optional)

Gamemasters wishing to add a more tactical feel to their Hack-n-Slash battles can play out their combats on a tabletop using figures to bring the action to life. Battles may be played out on a hex/square grid or gridless using a ruler to measure movement distances/ranges in inches.

Speed

A heroes speed score is calculated as 3 + Health + Agility + Scale and determines the number of yards (hexes, squares, or inches) he may move per combat round.

Speed Modifiers

A heroes speed at any given time may be modified by the current situation. Possible modifiers include: wounds, bad footing (-1), encumbrance and other modifiers as determined by the gamemaster.

Combat Round Sequence

Each combat round is broken down into the following steps.

   I   **Movement**
All combatants move in order of speed from highest to lowest. Combatants engaged in a melee combat may attempt to evade combat prior to their move if desired.

   II   **Combat**
Perform all melee/ranged combat actions, other actions such as spell casting, etc., and allocate wounds. All effects (wounds, spells, etc.) of a combat round are considered simultaneous. (See Combat).

Movement Order & Engagement

Combatants move in order of their speed from fastest to slowest. On their move a combatant can move a number of yards (hexes, squares or inches) equal to its speed unless it is engaged in a melee combat in which case it must first successfully evade it's opponent(s) prior to moving.

Engagement

A combatant is considered engaged in a melee combat if it is adjacent to and in front of an armed enemy. While engaged in combat a combatant has limited options: it may fight, attempt other actions allowed by the gamemaster or attempt to escape (See Evading Combat).

Facing

A combatant's facing effects it's ability to strike at and defend against foes around him. Enemies to the sides or rear of a figure are considered to have a positional advantage making fighting them more difficult. Apply the modifiers in the diagrams below to a combatant's weapon/combat skill trait level.
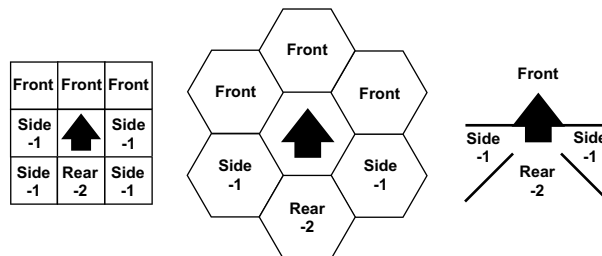
A combatant may change its facing to any direction at the end of its movement or any time a new enemy moves into melee combat range.

Waiting

A combatant may choose to wait allowing others with lower speeds to move before him. In such a situation the waiting combatant can choose to move at ANY time, even during another's movement. For example: Jox with a high speed chooses to wait and see what his slower foe is up to. His foe then turns and runs attempting to avoid combat. At this point, Jox realizes he must stop him before he sounds the alarm and moves to engage his foe before he gets away.

Changing Positions

Instead of moving, a combatant may spend his movement for a combat round to change positions between crawling, kneeling and lying prone. Crawling figures may move up to half their speed, while kneeling and prone figures may not move at all. For example: Jox drops his sword in fright as a horde of orcs moves towards him. They are a few turns away so he spends one turn to kneel and pick up his sword and a second turn to return to a standing position as the orcs close on him.

MAGIC

Magic

With magic all things are possible. At least that's what the mundane's think and no self respecting magus would tell them otherwise. This section details how to become a magus, wielding magic as a warrior wields his blade.

Becoming a Magus

Anyone may learn a limited number of Fair spells equal to their Reason attribute. For example: a hero with Great Reason may learn two Fair spells. To truly master magic a hero must become a magus possessing the gift of arcane knowledge (See Gifts) representing his general knowledge of magical workings, then he may learn the various spells he desires as described below.

Learning Spells

Spells are skills with a hard difficulty and no default. Spells are further classified by their power and usefulness as Fair, Good, Great, Superb or Legendary. No magus may learn a spell of a higher level than his Reason attribute. For example: a magus with good Reason may learn Fair spells and Good spells, but Great spells are beyond his understanding.

Powerful spells depend upon knowledge gained from more basic incantations, thus requiring a magus to learn many lower level spells for every powerful spell they learn. For every Good or better spell a magus knows he must also know two spells of the next lowest level. For example: a magus who knows two Great spells would also be required to know four Good spells and eight Fair spells.

Mana

Mana is the magical energy in all living things that a magus manipulates to produce magical effects. The amount of mana a magus has available for casting a spell is equal to his Will attribute. For example: a magus with great Will would have 2 mana available. Mana expended in spell casting is recovered at a rate of one point per minute (10 combat rounds).

A magus may also draw upon his own life force to fuel his spells gaining one mana for each bruise of non-lethal damage taken. For example: a magus of Fair Will casts a spell requiring two mana marking off two bruise boxes on his character sheet. Damage taken in this manner is treated like other non-lethal damage and erased after five minutes of rest.

Reagents

A magus may use various material components in his spell casting, such as, a pinch of sulfur for a fire spell, a feather for a flight spell or a piece of a door you wish to shatter. Not just any item may be used; it must conform to the magical laws of Similarity or Contagion. A seasoned magus will often carry a pouch of such items for when the need arises. The gamemaster has final say on if a reagent conforms to the magical laws and may be used.

Law of Similarity

The law of Similarity states that like produces like, so components similar to the desired effect may be used. A pinch sulfur for a fire spell, a vial of water for a water spell and a drawing of a creature being summoned are all examples of similar reagents.

Law of Contagion

The law of Contagion states that objects once together stay together so components which were once part of the spells subject may be used. A personal item belonging to

the spells subject, a victims hair or a piece of a wooden door to be shattered are all examples of contagious re-agents.

Using Reagents

The magus must have the reagent ready before casting the spell. It takes one combat round to retrieve a reagent from its pouch and ready it for use. Only one reagent may be used for each spell cast and it is consumed during the casting to provide one mana toward the casting of the spell. In the case of a failed spell, the consumed reagent provides the one mana such failures normally require.

Casting Spells

To cast a spell a magus simply announces what spell is being cast, determines how the mana cost of the spell will be paid and performs a skill check against the spell skill. The magus must have his hands free during the casting to make the required magical gestures and only one spell may be cast per combat round. Spells may be opposed or unopposed as listed in the spells description.

Minimum To Cast

Most spells require at least a Fair result for successful casting. Ranged spells have their range listed in yards for short/medium/long ranges and require a Fair result at short range, Good at medium and a Great result at long range.

Unopposed Spells

Most spells are unopposed requiring only that the result equal or exceed the minimum to cast (usually Fair) for the spell. If the minimum to cast is achieved on the skill check the spell is successfully cast, the mana cost is paid and its effect takes place otherwise, the magus pays one mana and there is no effect.

Opposed Spells

Some spells have an opposing trait requiring the spell to be resolved as an opposed action with a minimum result equal to the Minimum to Cast (usually Fair) to successfully cast the spell. For example: a spell listed as 'Opposed - Will' would be resolved as an opposed action against the subjects Will attribute. If a Minimum to Cast (usually Fair) or better result is achieved on the skill check the spell is successfully cast, the mana cost is paid and the spells effect takes place if the opposed action was also won, otherwise, the magus pays one mana and there is no effect.

Concentration

Sometimes a spell requires the magus to concentrate for a number of combat rounds prior to casting. The magus simply announces he is concentrating on the desired spell as his action for the combat round. After the required number of rounds of concentration have been completed the magus may cast the spell during the next combat round or continue concentrating until the right time to cast the spell. If he engages in melee combat or is wounded, his concentration is broken causing the spell to fail.

Spell List

Fair Spells

Addle (Opposed Will)
Cost: Varies
Range: Sight
Duration: 1 Minute
Concentration: 1 Round
Subtract 1 from the subjects Wisdom for every 2 mana the magus uses in casting the spell.

Clumsiness (Opposed Will)
Cost: Varies
Range: Sight
Duration: 1 Minute
Concentration: 1 Round
Subtract 1 from the subjects Agility for every 2 mana the magus uses in casting the spell.

Create Food
Cost: 2
Range: Sight
Duration: Permanent
Concentration: 1 Minute
Creates a nourishing meal for one person.

Detect Magic
Cost: 1
Range: Sight
Duration: Instant
Concentration: 1 Round
Determines if the subject is magical or has any active spells cast upon it.

Drop (Opposed Strength)
Cost: 1
Range: Sight
Duration: Instant
Concentration: None
Causes the subject of the spell to drop whatever he is carrying in the hand specified by the caster.

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Familiar
Cost: 4
Range: Touch
Duration: Permanent
Concentration: 1 Minute
Enchants a common animal, such as a cat, owl or ferret to become the loyal familiar of the magus. The creature will obey the casters mental commands while it lives. The caster can concentrate to see through his familiars eyes and immediately takes an injured wound if his familiar is killed. A magus may only have one familiar.

Favor
Cost: 2
Range: Sight
Duration: 1 Minute
Concentration: None
Successful use of this spell makes the subject more likely to respond favorably to the caster resulting in a +1 to all reaction rolls the subject makes with regards to the caster.

Flame Pillar
Cost: 1
Range: Sight
Duration: 1 Minute
Concentration: 1 Round
Creates a 6 ft high pillar of flame covering one square yard. Living things receive a Scratch wound on any round which they had contact with the fire. Animals will not enter or pass through the fire.

Harm (Opposed Will)
Cost: 2
Range: Sight
Duration: Instant
Concentration: None
Causes the subject of the spell to receive a Scratch wound.

Image
Cost: 2
Range: Sight
Duration: 1 Minute
Concentration: None/Special (See below)
Creates an illusionary image of any object or living creature occupying a space up to 6 ft high by 1 yd square. The image remains motionless unless the caster concentrates to control its actions. The image may move at speed 4 and make any actions the caster desires while he is actively concentrating. The image is unable to inflict any real damage and is destroyed by a single hit of damage.

Minor Healing
Cost: 2
Range: Touch
Duration: Instant
Concentration: None
Heals the subject removing one Scratch/Bruise wound.

Night Vision
Cost: 3
Range: Self
Duration: 1 Minute
Concentration: 1 Round
The caster gains the Night Vision gift for spells duration.

Pummel (Opposed Will)
Cost: 1
Range: Sight
Duration: Instant
Concentration: None
Causes the subject of the spell to receive a Bruise wound.

Torchlight
Cost: 2
Range: Touch
Duration: 1 Hour
Concentration: None
Causes the subject of the spell to glow producing light equivalent to a torch.

Sense Direction
Cost: 1
Range: Self
Duration: 1 Minute
Concentration: None
The caster gains the absolute direction gift for the duration of this spell.

Slow (Opposed Strength)
Cost: 2
Range: Sight
Duration: 1 Minute
Concentration: None
Reduces the subjects speed score by 1 for the duration of the spell.

Spark (Opposed Agility)
Cost: 1-3
Range: 5/10/15
Duration: Instant
Concentration: None
Creates a small spark of energy and propels it toward the target as a 5/10/15 ranged attack. A successful casting results in the target being struck by an attack with an Offense equal to the mana used to cast the spell. Defense provided by metal armor is ignored by this attack.

Ward
Cost: 2
Range: Touch
Duration: 1 Day
Concentration: 1 Minute
Creates a protective enchantment on a doorway or one square yard sized patch of ground which will notify the caster if any creature with hostile intentions passes through or travels over it.

Good Spells

Detect Lies
Cost: 2
Range: Sight
Duration: 10 Minutes
Concentration: None
Allows the caster to know if the subject of the spell is lying to him for the duration of the spell. He won't know the truth, only that its not what he's being told.

Glamour
Cost: 2
Range: Touch
Duration: 1 Hour
Concentration: 1 Round
Alters the subjects facial features, hair and general build to that of the casters choosing. Glamour may be used to conceal ones true appearance, imitate a specific person or even to appear to be of another humanoid race.

Healing
Cost: 3
Range: Touch
Duration: Instant
Concentration: 1 Round
Heals the subject removing one Hurt, Bloody or less serious wound.

Fireball (Opposed Agility-2)
Cost: 1-3
Range: 10/25/50
Duration: Instant
Concentration: 1 Round / Mana Spent
Creates a large ball of flame and propels it toward the target. A successful casting results in the target being struck by an attack with an Offense equal to twice the mana used to cast the spell.

Speak With Dead
Cost: 2
Range: Sight
Duration: 1 Minute
Concentration: 1 round
Allows the caster to speak with nearby spirits of the deceased. The spirits are not compelled to help the caster or provide any meaningful information. They will react to the caster as any other NPC would. The subject falling down as a result of this spell is not awakened by the fall.

Speed
Cost: 2
Range: Sight
Duration: 1 Minute
Concentration: 1 Round
Grants the subject +1 speed for the duration of the spell.

Staff
Cost: 4
Range: Touch
Duration: Permanent
Concentration: 1 Hour
Enchants a quarterstaff or staff to act as if it was an extension of the casters body, thus enabling the weapon to be ready while the magus casts spells.

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Magic Lock/Unlock
Cost: 3
Range: Touch
Duration: Permanent
Concentration: 1 Minute
Places a magical lock on a door, gate, container or other lockable object. Once locked by this spell the object may only be opened by casting this spell again or by physical destruction. A magus has a special connection with objects he has locked in this manner and may open/close them freely without disturbing the magic lock.

Sleep (Opposed Will)
Cost: 3
Range: Sight
Duration: Varies
Concentration: 1 Round
Puts the subject of the spell to sleep until they awaken naturally in a few hours, take any damage or they are awakened by someone else.

Staff of Power
Cost: 6
Range: Touch
Duration: Permanent
Concentration: 1 Hour
Enchants a quarterstaff or staff to act as if it was an extension of the casters body, thus enabling the weapon to be ready while the magus casts spells. Additionally the wielder of this weapon may substitute his Will attribute for Strength when determining his Offense.

Summon Spirit
Cost: 2
Range: 5/10/15
Duration: 10 Minutes
Concentration: 1 Round
Summons a spirit to do the casters bidding for the duration of the spell. The spirit cannot effect the physical world, but can become visible or invisible at will, communicate with the caster and move through solid objects making it ideal for information gathering.

Wall of Shadow
Cost: Varies
Range: Sight
Duration: 1 Minute
Concentration: 1 Round
Creates a wall of total darkness 3 yards high, 1 yard thick and a number of yards long equal to the mana spent. Attacks made into or through the wall of shadow are at -4. The wall may be passed through freely and attacks made out of the shadow are without penalty.

Wall of Stone
Cost: Varies
Range: Sight
Duration: 1 Minute
Concentration: 1 Round
Creates a stone wall 3 yards high, 1 yard thick and a number of yards long equal to the mana spent. The wall blocks line of sight and movement.

Great Spells

Animate Skeleton
Cost: 4
Range: Touch
Duration: 1 Minute
Concentration: 1 Round
Animates the corpse of a nearby humanoid creature, creating an undead warrior to do the casters bidding for the duration of the spell. The skeleton will obey the casters commands without question. See Skeleton in the Beastiary for the skeletons combat abilities.

Greater Healing
Cost: 4
Range: Touch
Duration: Instant
Concentration: 2 Rounds
Heals the subject removing one Injured, Dazed or less serious wound.

Lightning (Opposed Agility-3)
Cost: 1-4
Range: 10/25/50
Duration: Instant
Concentration: 2 Rounds
Brings a bolt of lightning down upon the target. A successful casting results in the target being struck by an attack with the Offense equal to twice the mana used to cast the spell. Defense provided by metal armor is ignored by this attack. This spell may only be cast outdoors.

Magus Blade
Cost: 6
Range: Touch
Duration: Permanent
Concentration: 1 Day
Enchants any bladed weapon to act as if it was an extension of the casters body, thus enabling the weapon to be ready while the magus casts spells. If the spell fails the weapon is also destroyed if less than a Fair result is achieved on a 4dF situation roll. Upon a successful casting the spell effects are permanent until removed by a Remove Enchantment spell.

Mass Sleep (Opposed Will-1)
Cost: Varies
Range: Sight
Duration: Varies
Concentration: 2 Rounds
Puts the subjects of this spell to sleep until they awaken naturally in a few hours, take any damage or they are awakened by someone else. Each subject adds 2 to the mana cost of this spell. Subjects falling down as a result of this spell are not awakened by the fall.

Repel Undead
Cost: 3
Range: Self
Duration: 1 Minute
Concentration: None
Undead creatures such as zombies and skeletons will avoid the caster at all costs staying a minimum of 5 yards away from the caster. Any undead within 5 yards of the caster must move away from the them whenever possible.

Scroll
Cost: 6
Range: Touch
Duration: Permanent
Concentration: 1 Hour
Creates a magic scroll of any spell the the caster knows. Parchment and other materials for the scroll must be purchased for $25 and are consumed as the scroll spell is cast. Casting a spell from a scroll is identical to casting a spell normally except the spell is treated as one level lower allowing a magus with Good Reason for example to cast a Great spell. Once a scroll is successfully used to cast a spell it is destroyed.

Shield
Cost: 1-4
Range: Self
Duration: 1 Minute
Concentration: 1 Round
Creates a magical barrier protecting the caster from harm providing a Defense bonus equal to the mana spent casting the spell.

Summon Wolf
Cost: 2
Range: 5/10/15
Duration: 1 Minute
Concentration: 1 Round
Summons a wolf to aid the caster for the duration of the spell. The wolf is completely under the casters control for the duration of the spell. See the Beastiary for the wolf's abilities.

Telekinesis
Cost: 3
Range: Self
Duration: 1 Minute
Concentration: 2 Rounds
Allows the caster to move objects by shear force of will. The caster may do anything with any object within site that he could do if his body was there to perform those actions directly. It is possible to wield weapons using this skill, but any attempt to do so is at -2 to skill.

Wall of Fire
Cost: Varies
Range: Sight
Duration: 1 Minute
Concentration: 1 Round
Creates a wall of fire 3 yards high, 1 yard thick and a number of yards long equal to the mana spent. Attacks made into or through the wall of fire are at -2. The wall may be passed through freely and attacks made out of the fire are without penalty. Living things receive a Scratch wound on any round which they had contact with the fire. Animals will not enter or pass through the fire.

Superb Spells

Greater Familiar
Cost: 6
Range: Touch
Duration: Permanent
Concentration: 1 Minute
Enchants an exotic creature such as a dragonet, imp, or tiger to become the loyal familiar of the magus. The creature will obey the casters mental commands while it lives. The caster can concentrate to see through his familiar's eyes and immediately takes an Injured wound if his familiar is killed. A magus may only have one familiar. The gamemaster has final say on what creatures may be used as familiars.

Invisibility
Cost: 3
Range: Sight
Duration: 10 Minutes
Concentration: 4 Rounds
Renders the subject of the spell and all items on his person at the time of casting invisible for the duration of the spell. The subject may still leave footprints, make noise, etc., to give away his location. Any items dropped while invisible become visible and any new items picked up remain visible. All attacks made against invisible figures are made at -4.

Magus Blast
Cost: 1-4
Range: Self
Duration: Instant
Concentration: None
Creates a blast of magical energy potentially damaging all opponents in melee combat with the caster. A successful casting results in all opponents in melee combat with the caster who fail to achieve a Great result on an Agility check being struck by an attack with the Offense equal to twice the mana used to cast the spell.

Remove Enchantment
Cost: 6
Range: Touch
Duration: Permanent
Concentration: 1 Hour
Removes one enchantment of the casters choosing from an existing enchanted item.

Restoration
Cost: 5
Range: Touch
Duration: Instant
Concentration: 4 Rounds
Heals the subject removing all wounds.

Summon Cave Bear
Cost: 4
Range: 5/10/15
Duration: 1 Minute
Concentration: 1 Round
Summons a cave bear to aid the caster for the duration of the spell. The bear is completely under the casters control for the duration of the spell. See the Beastiary for the cave bears abilities.

Sunburst
Cost: 1-4
Range: Self
Duration: Varies
Concentration: 2 Rounds
Creates a burst of bright sunlight centered on the caster's position for a number of combat rounds equal to the mana spent on the spell.

Teleport
Cost: 4
Range: Self
Duration: Instant
Concentration: 1 Round
Successful casting of this spell instantly moves the caster to any desired location within sight facing a direction of his choosing.

Weapon Enchantment
Cost: 8
Range: Touch
Duration: Permanent
Concentration: 1 Week
Enchants a weapon imbuing it with the ability to do increased damage. A successful casting adds a +1 OB or -1 DM to the item as the caster wishes. This spell may be cast upon an item multiple times, although with each successive casting the difficulty increases by one with the first casting having a Good difficulty, a Great difficulty for the second, Superb for the third and so on. Any failure results in the destruction of the item. This

spell requires $100 in common ingredients which are consumed as the spell is cast.

Zombie
Cost: 5
Range: Touch
Duration: 1 Hour
Concentration: 2 Rounds
Animates the corpse of a nearby humanoid creature creating a powerful undead warrior to do the casters bidding for the duration of the spell. The zombie will obey the casters commands without question. See Zombie in the beastiary for the zombies combat abilities.

Legendary Spells

Alteration (Opposed Will)
Cost: 10
Range: Touch
Duration: Permanent
Concentration: 1 Hour
Enchants a living being, adding or removing any single gift or fault including those labeled as exotic. This spell tampers with the natural order of the universe and is quite dangerous. Failed attempts at this spell will result in the caster loosing a gift or gaining a fault of the gamemasters choosing. This spell may only be attempted once per month and willing subjects may elect not to oppose this spell..

Armor Enchantment
Cost: 8
Range: Touch
Duration: Permanent
Concentration: 1 Week
Enchants a set of armor imbuing it with the additional damage resistance. A successful casting adds a +1 DB to the item. This spell may be cast upon an item multiple times, although with each successive casting the difficulty increases by one with the first casting having a Good difficulty, a Great difficulty for the second, Superb for the third and so on.   Any failure results in the destruction of the item. This spell requires $100 in common ingredients which are consumed as the spell is cast.

Firestorm
Cost: 1-6
Range: 10/25/50
Duration: Instant
Concentration: 3 Rounds
Engulfs an area in flames potentially damaging everyone in an area equal to the mana cost in square yards. A successful casting results in all living things in the effected area which fail to achieve a Great result on an Agility check being struck by an attack with the Offense equal to twice the mana used to cast the spell.

Example: Casting Firestorm with 4 mana would create a 4x4 yard area of flames which would score an 8 offense attack on any creature within the area which fails a Great Agility check.

Mass Drop (Opposed Strength-2)
Cost: Varies
Range: Sight
Duration: Instant
Concentration: 1 Round
Causes the subjects of the spell to drop whatever they are carrying in the hand specified by the caster. Each subject adds 1 to the mana cost of this spell.

Permanent Glamour
Cost: 6
Range: Touch
Duration: Permanent
Concentration: 1 Hour
This spell works exactly as Glamour except the effects are permanent until removed by a Remove Enchantment spell.

Resurrection
Cost: 8
Range: Touch
Duration: Instant
Concentration: 1 Day
Restores life to one recently deceased hero. The caster suffers a -1 skill penalty for every full day the subject has been dead before the spell is attempted. If the spell fails make a 4dF situation roll. On a Mediocre or worse result the body has been damaged and no further attempts at resurrection may be made.

Summon Dragon
Cost: 6
Range: 5/10/15
Duration: 1 Minute
Concentration: 2 Rounds
Summons a dragon to aid the caster for the duration of the spell. The dragon is completely under the casters control for the duration of the spell. See the Beastiary for the young dragons abilities.

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Spell Chart

Name	Min. Reason	Opposed	Mana Cost	Range	Duration	Concentration
Addle	Fair	Will	Varies	Sight	1 Minute	1 Round
Alteration	Legendary	Will	10	Touch	Permanent	1 Hour
Animate Skeleton	Great		4	Touch	1 Minute	1 Round
Armor Enchantment	Legendary		8	Touch	Permanent	1 Week
Clumsiness	Fair	Will	Varies	Sight	1 Minute	1 Round
Create Food	Fair		2	Sight	Permanent	1 Minute
Detect Lies	Good		2	Sight	10 Minutes	
Detect Magic	Fair		1	Sight	Instant	
Drop	Fair	Strength	1	Sight	Instant	
Familiar	Fair		4	Touch	Permanent	1 Minute
Favor	Fair		2	Sight	1 Minute	
Fireball	Good	Agility-2	1-3	10/25/50	Instant	Varies
Firestorm	Legendary		1-6	10/25/50	Instant	3 Rounds
Flame Pillar	Fair		1	Sight	1 Minute	1 Round
Glamour	Good		2	Touch	1 Hour	1 Round
Greater Healing	Great		4	Touch	Instant	2 Rounds
Greater Familiar	Superb		6	Touch	Permanent	1 Minute
Harm	Fair		2	Sight	Instant	
Healing	Good		3	Touch	Instant	1 Round
Image	Fair		2	Sight	1 Minute	Special
Invisibility	Superb		3	Sight	1 Minute	4 Rounds
Lightning	Great	Agility-3	1-4	10/25/50	Instant	2 Rounds
Magic Lock/Unlock	Good		2	Touch	Permanent	1 Minute
Magus Blade	Great		6	Touch	Permanent	1 Hour
Magus Blast	Superb		1-4	Self	Instant	
Mass Drop	Legendary	Strength-2	Varies	Sight	Instant	1 Round
Mass Sleep	Great	Will-1	Varies	Sight	Varies	2 Rounds
Minor Healing	Fair		2	Touch	Instant	
Night Vision	Fair		3	Self	1 Minute	1 Round
Permanent Glamour	Legendary		6	Touch	Permanent	1 Hour
Pummel	Fair	Will	1	Sight	Instant	
Remove Enchantment	Superb		6	Touch	Permanent	1 Hour

Spell List (Continued)

Name	Min. Reason	Opposed	Mana Cost	Range	Duration	Concentration
Repel Undead	Great		3	Self	1 Minute	
Restoration	Superb		5	Touch	Instant	4 Rounds
Resurrection	Legendary		8	Touch	Instant	1 Day
Scroll	Great		6	Touch	Permanent	1 Hour
Sense Direction	Fair		1	Self	1 Minute	
Shield	Great		1-4	Self	1 Minute	1 Round
Sleep	Good	Will	3	Sight	Varies	1 Round
Slow	Fair	Strength	2	Sight	1 Minute	
Spark	Fair	Agility	1-3	5/10/15	Instant	
Speak With Dead	Fair		2	Sight	1 Minute	1 Round
Speed	Fair		2	Sight	1 Minute	1 Round
Staff	Fair		4	Touch	Permanent	1 Hour
Staff of Power	Good		6	Touch	Permanent	1 Hour
Summon Cave Bear	Superb		4	5/10/15	1 Minute	1 Round
Summon Dragon	Legendary		6	5/10/15	1 Minute	2 Rounds
Summon Spirit	Good		2	5/10/15	10 Minutes	1 Round
Summon Wolf	Great		2	5/10/15	1 Minute	1 Round
Sunburst	Superb		1-4	Self	Varies	2 Rounds
Telekinesis	Great		3	Self	1 Minute	2 Rounds
Teleport	Superb		4	Self	Instant	1 Round
Torchlight	Fair		2	Touch	1 Hour	
Wall of Fire	Great		Varies	Sight	1 Minute	1 Round
Wall of Shadow	Good		Varies	Sight	1 Minute	1 Round
Wall of Stone	Good		Varies	Sight	1 Minute	1 Round
Ward	Fair		2	Touch	1 Day	1 Minute
Weapon Enchantment	Superb		8	Touch	Permanent	1 Week
Zombie	Superb		5	Touch	1 Minute	2 Rounds

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Gamemastering

The gamemaster plays an essential role in Hack-n-Slash adventures acting as a story teller and referee while guiding the players through adventures and playing the part of friends, shopkeepers, monsters or anything else the heroes encounter in their travels. This section provides guidelines, suggestions and tips to help gamemasters run their games.

Getting Started

It is recommended that first time gamemasters begin by either running the "What's The Catch?" adventure or using the "Roll As You Go" random dungeons both of which are found in this book.

After they have a few games under their belt aspiring gamemasters can begin tailoring existing adventures to suit their needs or create entirely new adventures using their imaginations, drawing on TV shows, movies and books for inspiration.

Structure

The Epic storylines often played out in RPGs can become much to large for a single gaming session. Creating and running such adventures can be challenging. Organizing games into small pieces can be immensely useful not only in creating the adventure but in running it as its already broken down into manageable bits which can be played out in a typical gaming session.

There is no *right* way to organize RPG adventures and gamemasters are free to create and structure them to suit their taste but we recommend the following structure to keep your games fun and headache free.

Campaigns

Think of a campaign as a series of adventures which follow a common theme. Each adventure moves the heroes closer to their ultimate goal. Overthrowing an evil king or vanquishing a great evil are examples of campaign themes.

Adventures

Think of adventures as the heroes journey to resolve a problem, perform a job or complete a quest. Adventures may be stand alone such as guarding a merchant caravan or part of a larger campaign. Traveling to and exploring a long forgotten dungeon in search of a mythical weapon capable of vanquishing a great evil would be an example of an adventure which is part of a campaign.

Scenes

Think of a scene as a particular place and time where something important happens in an adventure. A typical adventure may have 3-5 scenes with the number of scenes varying by the complexity of the adventure. Brigands ambushing a merchant caravan or retrieving a sword from its guardian are examples of scenes. Ideally a scene should be able to be played in the 2-3 hours of a typical game session.

Balance

Gamemasters should balance the challenges the heroes must face to keep the game exciting without outright killing the heroes. Its no fun for the players when their heroes are needlessly slaughtered. That said, adventuring is dangerous work otherwise everyone would be doing it. The possibility of heroes meeting their fate should always be present otherwise there is no excitement and adventure in the game.

Its the gamemasters job to balance their adventures keeping it fun and challenging for the players. Heroes will die occasionally, hopefully in some heroic fashion but it shouldn't be very common.

Just Fudge It

Just as they say, best laid plans often go astray. Even the most prepared GM with a finely crafted adventure will encounter unexpected situations or things not clearly covered by a specific rule. When this happens, just fudge it... Make a ruling appropriate to the issue at hand that keeps the game moving. The GM's ruling on all such matters is final.
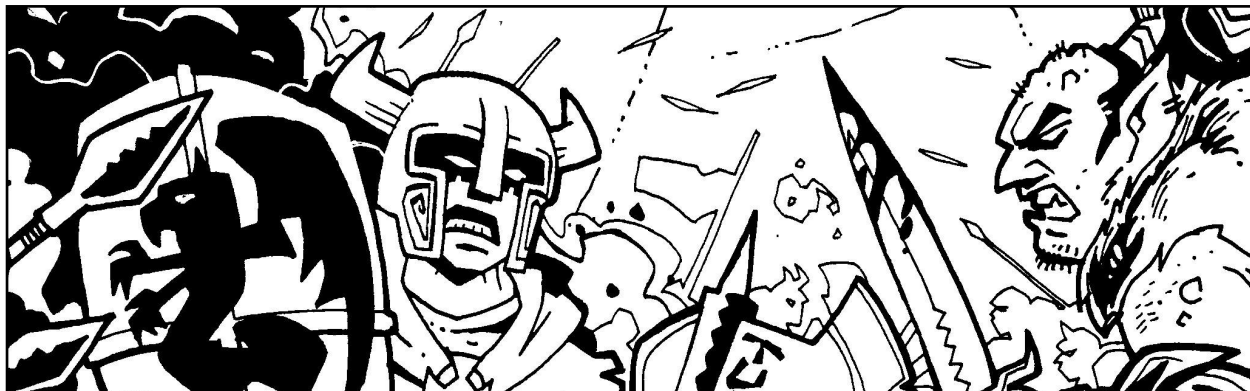
Dungeons

Dungeons are the heart of many a brave tale. Forgotten strongholds with vast riches, ripe for the taking by those brave enough to delve into the dark places of the world. This section provides rules to randomly determine the layout, challenges and treasures found in such places.

Usage

Gamemasters (or players wishing to run solitaire or group games without a gamemaster) may create 'Roll As You Go' adventures simply by using the rules and tables found in this section to randomly generate dungeons as the heroes explore them.

Map Tiles

These rules use 8x8 square dungeon tiles to map out dungeons as they are explored. Players may draw these tiles out on paper as they go or those wishing to play with miniatures may find printable map tiles on our web site.

Entrance

Dungeon maps begin with a stairway tile (legendary) and a 4-way intersection tile (fair). The stairway is the exit from the dungeon, and the character(s) begin play in the 4-way intersection tile.
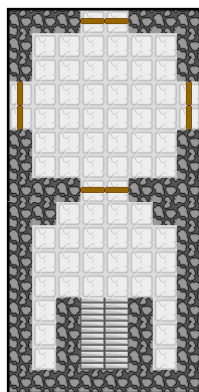
Moving Between Tiles

Heroes move from one map tile to another by exiting their current tile via one of its exits (doors or archways). Map tiles may not be moved through as long as there are unresolved challenges or active traps. Once any traps have been sprung or disarmed and any monster challenges dealt with the tile may be moved through freely.

Running Away

Heroes can exit a tile by leaving the way they entered it if they cannot disarm a discovered trap or have successfully evaded combat with a monster challenge. Any monsters will not follow them (unless a GM wishes it) but will remain there awaiting the heroes return.

Layout

If a hero moves through an exit where no map tile has been placed roll 4dF and consult the following table to determine which tile to place.
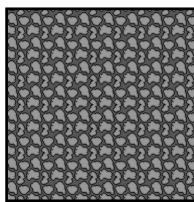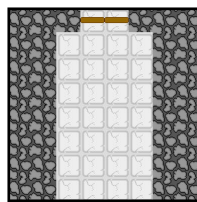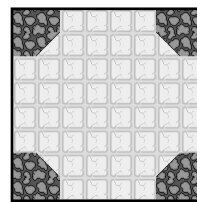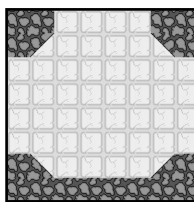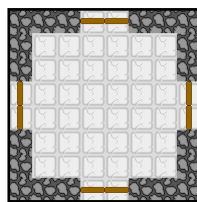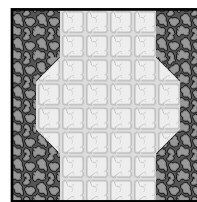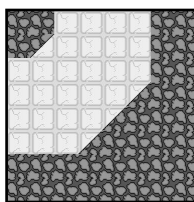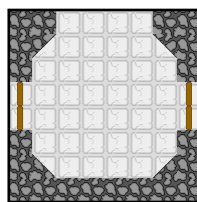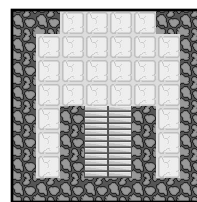
Abysmal (-4)	Terrible (-3)	Poor (-2)
Mediocre (-1)	Fair (0)	Good(+1)
Great (+2)	Superb (+3)	Legendary (+4)

Tile Placement

Once the dungeon tile has been determined it may be placed in any orientation at the players discretion although if there is not a clear passage between tiles then heroes may not travel between them.

Stairways & Levels

Dungeons are typically organized into levels with the heroes starting on level 0. Stairway tiles have a special purpose, allowing heroes to travel down to find a whole new dungeon level. Each new level starts like the first with a stairway (leading up to the previous level) and a 4-way intersection. New dungeon levels have a level number one greater than the level from which they are reached. For simplicity each dungeon level should only contain one down stairway with subsequent stairway tiles being re-rolled.
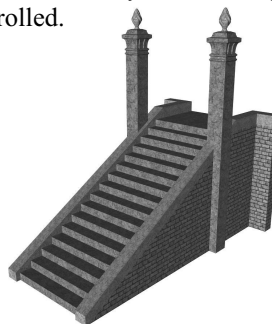
DUNGEONS

Doors

Some map tiles have doors blocking passage in one or more directions. The first time a hero wishes to move through such a door it may be locked. To determine if a door is locked roll 4dF adding the current dungeon level to the result. On results of Mediocre or greater the door is locked with a Lock Picking difficulty equal to the result. Locked doors must be unlocked before the hero may move through them. Once a door is unlocked it remains so until someone or something locks it again.

Challenges

Dungeon treasures are often guarded otherwise it wouldn't take heroes to recover them. The first time a hero moves into a new map tile roll 4dF adding the current dungeon level to the result to determine the challenge level of the threat. Results below Fair are considered Fair and those above Legendary are considered Legendary. Once the challenge level is known roll 4dF and consult the following tables to determine what challenge awaits the heroes.

Fair Challenges

Abysmal	Nothing
Terrible	Giant Rat
Poor	Darkwing
Mediocre	Ratling Archer
Fair	Wolf
Good	Ratling Warrior
Great	Trap
Superb	2 Skeletons
Legendary	Zombie

Good Challenges

Abysmal	Nothing
Terrible	Skeleton w/Broadsword
Poor	Darkling
Mediocre	Zombie
Fair	Cave Spider
Good	Trap
Great	Orc Shaman
Superb	Orc Warrior w/Mace & Heavy Leather
Legendary	Cave Bear

Great Challenges

Abysmal	Trap
Terrible	2 Zombies
Poor	3 Skeletons w/Broadswords
Mediocre	Orc Shaman, 2 Orc Warriors w/Mace
Fair	Trap
Good	Giant Spider
Great	2 Cave Spiders
Superb	Orc Lord w/Broadsword
Legendary	Dragon-Young (+1 on treasure rolls)

Superb Challenges

Abysmal	Giant Spider
Terrible	5+4dF Darkling
Poor	Cave Bear
Mediocre	Trap
Fair	Orc Shaman, 3 Orc Warriors w/Mace
Good	Trap
Great	Troll
Superb	Ogre
Legendary	Dragon-Adult (+2 on treasure rolls)

Legendary Challenges

Abysmal	Cave Bear
Terrible	Troll
Poor	Orc Shaman, 3 Orc Lords w/Mace
Mediocre	Giant Spider, 2 Cave Spiders
Fair	Trap
Good	5+4dF Zombies, 3 Skeletons
Great	Dragon-Young (+1 on treasure rolls)
Superb	Giant (+1 on treasure rolls)
Legendary	Dragon-Ancient (+3 on treasure rolls)

Traps

Devious dungeon builders don't depend solely on guards to secure their lairs, but lay traps to defeat the unwary.

Concealment

Most trap makers conceal their creations in some way to add to their effectiveness. Roll 2dF adding the current dungeon level to the result to determine how well the trap is hidden.

Springing Traps

Heroes entering a map tile with a trap must make an unopposed action using the greater of Perception or the Traps skill with the traps concealment as the difficulty. Heroes failing to notice a trap spring it on themselves. Roll 4dF and consult the following table for the traps effects. Traps are resolved as opposed actions versus agility unless otherwise listed.

Trap Effects

Abysmal	Pit (Fair, OB 2)
Terrible	Floor Spikes (Good, OB 3)
Poor	Flood (Good vs Swimming, OB 4)
Mediocre	Poison Darts (Great, OB 1, Toxin 3)
Fair	Spiked Pit (Fair, OB 5)
Good	Swinging Blades (Great, OB 6)
Great	Crushing Walls (Great vs Str, OB 6)
Superb	Fireballs (Great, OB 6)
Legendary	Acid Pit (Good, OB 10)

Complexity

Trap complexity varies widely from simple covered pits to pressure plate activated crushing walls. Roll 4dF adding the current dungeon level to the result to determine the complexity of a trap.

Disarming Traps

A Hero may disarm a trap by making an unopposed action of his Traps skill using the traps complexity as the difficulty. A critical failure on any attempt to disarm a trap will spring it on the hero. Roll 4dF and consult the Trap Effects table for the traps effects.

Treasure

Treasures are only present on dungeon tiles where heroes encounter trap or monster challenges. Once any such challenge have been dealt with roll 4dF adding the current dungeon level to the result and consult the Master Treasure Table to see what treasure has been uncovered. Any Results greater than Legendary+4 are considered to be Legendary+4.

Magic Items

An additional roll is required on the appropriate treasure table to determine the properties of magic items. Scrolls function as per the Scroll Spell. Wands are self powered, usable by anyone and have a limited number of uses. Rings draw their power from the one wearing the ring and may only be used by its wearer once per day.

Master Treasure Table

Abysmal (-4)	Only Cobwebs
Terrible (-3)	Scroll
Poor (-2)	5+4dF Silver Pieces
Mediocre (-1)	5+4dF Silver Pieces, Scroll
Fair (0)	10+4dF Silver Pieces, Scroll
Good (1)	5+4dF Gold Crowns
Great (2)	Weapon/Armor
Superb (3)	Wand
Legendary (4)	Ring
Legendary+1	50+4dF Silver Pieces, Scroll
Legendary+2	10+4dF Gold Crowns and Roll Again
Legendary+3	Wand and Roll Again
Legendary+4	Ring and Roll Again

Treasure - Scrolls

Abysmal	Torchlight
Terrible	Lightning
Poor	Healing
Mediocre	Summon Wolf
Fair	Invisibility
Good	Magic Lock/Unlock
Great	Greater Healing
Superb	Summon Cave Bear
Legendary	Resurrection

Treasure - Weapon / Armor

Abysmal	Morning Star
Terrible	Light Leather
Poor	Bastard Sword
Mediocre	Heavy Leather
Fair	Chainmail
Good	Enchanted Kite Shield (-2 DM)
Great	Enchanted Heavy Leather (3 DB)
Superb	Defending Broadsword (4 OB, -1 DM)
Legendary	Enchanted Longbow (3 OB, -2 DM)

Treasure - Wands

Abysmal	Drop (8+4dF Uses)
Terrible	Harm (8+4dF Uses)
Poor	Pummel (8+4dF Uses)
Mediocre	Spark (5+4dF Uses, 3 Offense)
Fair	Fireball (5+4dF Uses, 4 Offense)
Good	Sleep (5+4dF Uses)
Great	Lightning (5+4dF Uses, 6 Offense)
Superb	Fireball (10+4dF Uses, 6 Offense)
Legendary	Firestorm (8+4dF Uses, 8 Offense)

Treasure - Rings

Abysmal	Speed
Terrible	Detect Lies
Poor	Glamour
Mediocre	Greater Healing
Fair	Shield
Good	Telekinesis
Great	Invisibility
Superb	Teleport
Legendary	Summon Dragon

Playing The Monsters

The Gamemaster (or player in a solitaire game) plays all the monsters the heroes face during the adventure. Most monsters fight to the death although some may run away if wounded (use the bestiary as a guide). Monsters often drop their loot when running away so treasure is still rolled for but a -1 modifier is applied to the treasure roll as they are more likely to keep their best treasures.

Scaling The Challenges

When running adventures with multiple heroes or more experienced ones its often necessary to scale the challenges to keep things interesting. This may be done by starting at a higher dungeon level and/or by rolling once on the challenge tables for each hero.

Ironman Dungeons

Those wishing a real challenge can assume previously cleared rooms are repopulated each time they are visited.

Bestiary

Where would heroes be without beasts to better and monsters to vanquish? Adventurers may encounter many creatures in their travels. This chapter provides a sampling of creatures to challenge would be heroes.

Wounds

A creatures wounds are treated in a similar way to character and NPC wounds, with creatures having 3 Scratch, 1 Hurt, 1 Injured, 1 Incapacitated and 1 Near Death box on their wound track.

Traits

For simplicity attributes and skills are not explicitly listed for creatures. Unless otherwise stated for an individual creature it is assumed that all attributes and appropriate skills are at Good.

Beast Listings

Beasts are classified by the challenge they represent as Fair, Good, Great, Superb and Legendary. A new hero might be a match for creatures which present a Fair or Good challenge but would be greatly overmatched upon meeting a Superb or Legendary beast.

Format

Each creature is listed in a standard format for easy reference. This format is explained below.

Title

The title for each creature includes their name, combat skill and Offense / Defense. Offense and Defense take into account any traits the creature possesses which have an effect on them.

Speed

Speed represents the number of yards the beast may travel in a single combat round.

Scale

The beasts scale represents the size of the creature in relation to humans and is provided for reference.

Special

This section lists any gifts, faults or skills that the beast may possess.

Descriptive Text

This section describes the creatures, including anything unique about them; how they live or fight.

Fair Challenge

Cat (Great, 0/0)
Speed: 4
Scale: -7
Special: Quadruped, Grapple 1
Common cats are often used by townsfolk as mousers or by young magus as familiars. Cats are killed by the third wound they take of any kind.

Darkwing (Good, 1/1)
Speed: 4/12
Scale: -6
Special: Flight, Vampirism, Infra-Vision
Dark Wings are nocturnal hunters similar to bats searching for food in flocks varying in size from a few individuals to hundreds. They will often land on their prey to feed and will continue to attack every turn until they are dealt with. A hero may remove one per combat round by achieving a Good result on an Agility check. Any Darkwing removed in this manner should be considered killed.

Ferret (Good, -1/0)
Speed: 3
Scale: -8
Special: Quadruped
Ferrets are playful creatures who often collect shiny objects for their nests. Ferrets are killed by the second wound they take of any kind.

Giant Rat (Good, 2/1)
Speed: 4
Scale: -2
Special: Quadruped
Giant rats may be found singly or in groups and attack by biting their prey.

Horse (Fair, Varies/4)
Speed: 6
Scale: 3
Special: Quadruped
These readily trainable herbivores make fine mounts and beasts of burden. They may attack by biting (Offense 1) or by kicking to the front or rear (Offense 4)

Nauga (Fair, 2/2)
Speed: 3
Scale: 3
Special: Quadruped
The Nauga is a large horned herbivore often domesticated for use in pulling wagons or tilling soil. The Nauga hide is also used in the creation of leather armor and other goods.

Owl (Great, 0/0)
Speed: 4/12
Scale: -8
Special: Flight
Owls are reclusive, great hunters and prized by magus as familiars. Owls cannot fly if wounded and are killed by the second wound they take of any kind.

Ratling Archer (Good, 1,0)
Speed: 5
Scale: -1
Special: Night Vision
Ratlings are intelligent bipedal rodents which live in large often over populated colonies so they are seldom encountered alone. Ratling Archers may make a 2/10/15 Offense 2 ranged attack instead of their normal attack.

Ratling Warrior (Great, 2/1)
Speed: 5
Scale: -1
Special: Night Vision
Ratling warriors fight with small bladed weapons suited to their size and often flee when receiving a Hurt or better wound.

Skeleton (Great, 1/1)
Speed: 6
Scale: 0
Special: Toxin Tolerance 3
Skeletons are the animated bones of dead humanoids, usually fighting under the control of their creator. Skeletons fight bare handed using their listed stats, but may be provided any weapons or armor to increase their abilities.

Example: A magus animates a skeleton and gives him a broadsword to wield resulting in the skeleton having a 4 Offense instead of the 1 Offense he would have had bare handed.
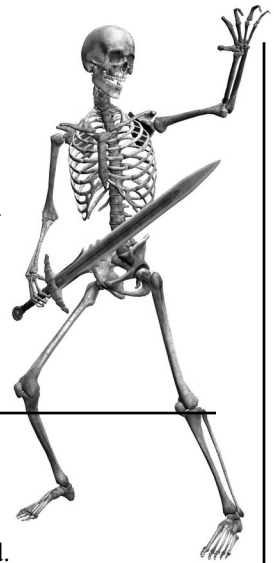
Wolf (Good, 2/2)
Speed: 6
Scale: 0
Special: Quadruped
Wolves hunt in small packs of 2-12 individuals lead by an alpha male. A wolf pack is capable of coordinated attacks and surrounding their prey before moving in for the kill.

Good Challenge

Cave Bear (Good, 5/4)
Speed: 4
Scale: 3
Special: Quadruped, Battle Rage
These aggressive omnivores are opportunistic hunters always on the watch for their next meal. Extremely single minded in combat, once they have selected their prey, they will continue to pursue it ignoring all others until their prey has fallen or they have been driven off.

BESTIARY

Cave Spider (Good, 2/2)
Speed: 8
Scale: 1
Special: Cling, Toxin 3, Infra-Vision
This common form of large spider is about 4 ft. in diameter and weighs about 200 lbs. Its a hunting spider actively searching for its prey.

Darkling (Great, 3/4)
Speed: 6
Scale: -1
Special: Cling, Grapple 2, Sunlight Susceptibility 3,
Night Vision
Darklings live in the dark places of the world hunting in small parties of 3-6 individuals. They are intelligent, have been known to use tools and crave the flesh of other sentient beings. .

Dragonet (Good, 1/2)
Speed: 6/18
Scale: -3
Special: Flight
Dragonets are small semi-intelligent relatives of dragons. They inhabit caverns and mountainous regions, build nests and collect shiny things to decorate them. Dragonets may breath fire as a 5/10/15 Offense 3 ranged attack instead of their normal melee attack. Dragonets are highly prized as familiars.

Feral Nauga (Fair, 4/2)
Speed: 3
Scale: 3
Special: Quadruped, Battle Rage
Feral Nauga freely wander the plains in great heards and are usually quite docile unless provoked.

Giant Scorpion (Great, 3/3)
Speed: 5
Scale: 1
Special: Charger, Grapple 2,
Toxin 2
Giant scorpions reach a length of 6 to 8 feet long and weigh about 150 lbs. Often found in the dark places of the world such as underground caverns, abandoned mines and dense forests.
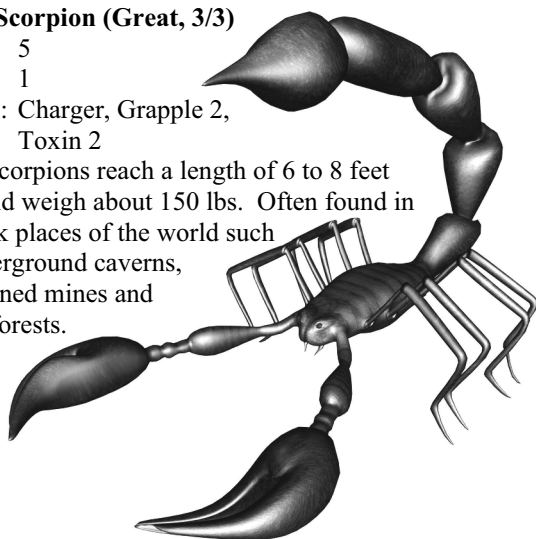
Imp (Good, 1,1)
Speed: 4/12
Scale: -4
Special: Flight, Night Vision
These small demonic creatures are mischief makers, loving nothing better than to lead would be heroes on a merry chase. Imps have a limited understanding of magic allowing them to cast the Image and Clumsiness spells once per hour as if cast by someone with Good skill. Although they can be annoying at times many elder magus employ Imps as familiars.

Orc Archer (Great, 2/2)
Speed: 5
Scale: 0
Special: Pain Tolerance 1, Night Vision,
Sunlight Susceptibility 1, Heavy Leather,
Long Bow, Hand Axe
Orc Archers prefer fighting from a distance, letting their less skilled brethren keep their quarry busy while they pick them off one by one with arrows. In emergencies they will fight in melee combat but will usually flee if given the opportunity.

Orc Shaman (Fair, 1/1)
Speed: 3
Scale: 0
Special: Night Vision, Sunlight Susceptibility 1
Orcish shaman have a limited understanding of magic allowing them to cast any Fair spell as if cast by a magus with Fair skill. All mana used in such spells is drawn from the shamans life force.

Orc Warrior (Good, Varies/Varies)
Speed: 4
Scale: 0
Special: Pain Tolerance 1, Night Vision
          Sunlight Susceptibility 1
Orcs are a savage race seeking to end the age of man. A warriors Offense and Defense are determined by the weapons and armor he uses. For example: an orc in chainmail wielding a halberd would have an Offense of 4 and a Defense of 3.

Tiger (Great, 4/4)
Speed: 5
Scale: 2
Special: Quadruped, Charger
Tigers are solitary hunters which will usually steer clear of humanoids given the opportunity. Tigers will fight when backed into a corner, desperate for food or in defense of their cubs.

Zombie (Great, 1/2)
Speed: 4
Scale: 0
Special: Toxin Tolerance 3, Toxin 2
Zombies are animated corpses of dead humanoids, usually fighting under the control of their creator. Zombies fight bare handed using their listed stats, but may be provided any weapons or armor to increase their abilities.

Great Challenge

Dragon - Young (Great, 4/4)
Speed: 6/18
Scale: 3
Special: Quadruped, Flight
Young dragons are inquisitive often wishing to explore the world and may befriend humanoids for a time. Highly magical, even young dragons have a fair understanding of magic allowing them to cast any Fair spell as if known at Fair. All mana used in such spells is drawn from the dragons life force. Young dragons may breath fire as a 10/25/50 Offense 4 ranged attack to a single target instead of their normal melee attack.

Giant Spider (Good, 5/4)
Speed: 8
Scale: 3
Special: Toxin 4, Grapple 2
This large spider prefers dense forests where it can move in on its prey undetected. Its about 12 ft. in diameter and weights about 700 lbs. This spider actively hunts its prey then cocoons them for a later meal.

Gryphon (Great, 5/6)
Speed: 4/12
Scale: 4
Special: Quadruped, Flight
Mythological creatures with the body of a lion, the head and wings of an eagle, and its back covered in feathers. They often create nests like birds made from gold an other precious items making them tempting targets for would be treasure hunters. Although quite hard to capture, and even harder to tame, those few who have done so find them outstandingly loyal mounts.

Orc Lord (Great, 2+Weapon/2+Armor)
Speed: 5
Scale: 0
Special: Pain Tolerance 2, Night Vision
          Sunlight Susceptibility 1
Orcish lords are the leaders of orc war parties, ruling their warriors and shaman with an iron fist. An orcish lords Offense and Defense are determined by the weapons and armor he uses. For example: an orcish lord in chainmail wielding a halberd would have an Offense of 6 and a Defense of 5.

Troll (Great, 5/4)
Speed: 5
Scale: 3
Special: Regeneration, Magic Resistance 1,
         Sunlight Susceptibility 2
Trolls are solitary creatures which inhabit most types of wilderness. The only way to truly kill a troll is to burn its body otherwise it will simply grow back given time.

Wyvern (Great, 5/3)
Speed: 6/18
Scale: 4
Special: Flight, Pain Tolerance 2,
         Toxin Tolerance 1,
         Toxin 3
Wyverns are winged
reptilian creatures similar
to dragons which walk
on two legs and possess
a cat-like intelligence
and temperament. Unable
to breath fire like their more
Intelligent
cousins
they
defend
them-
selves
not only
with
tooth & claw but a barbed poisonous tail.
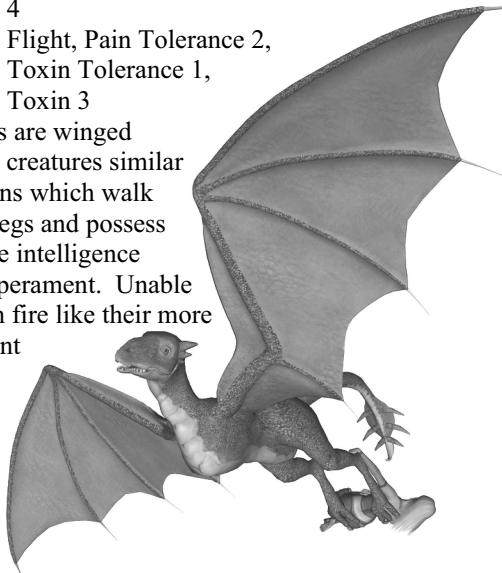
Superb Challenge

Dragon - Adult (Great, 7/6)
Speed: 5/15
Scale: 5
Special: Quadruped, Flight
Adult dragons have overcome their wanderlust, found a
lair and started acquiring a treasure horde. Adult drag-
ons have a good understanding of magic allowing them
to cast any Fair or Good spells as if known at Good.
They have 4 points of mana for spell casting in addition
to the ability to draw mana from their life force. Adult
dragons may breath fire as a 10/25/50 Offense 5 attack at
up to 2 targets instead of their normal melee attack.

Fire Elemental (Good, 5/4)
Speed: 5
Scale: 2
Special: Toxin Tolerance 1
Fire elementals are beings of living flame created by
long forgotten magic. Anything given a Hurt or better
wound by a fire elemental is set on fire. Fire elementals
may make a 5/10/15 Offense 5 ranged attack instead of
their normal melee attack.

Ogre (Fair, 7,2)
Speed: 5
Scale: 3
Special: Charger, Battle Rage, Pain Tolerance 1
These semi-intelligent humanoids crave the flesh of oth-
er sentients and view humans as a delicacy. They often
hunt in bands of 4-6 individuals. Ogres use an oversized
club or uprooted tree as their weapon of choice.

Legendary Challenge

Dragon - Ancient (Great, 10/8)
Speed: 5/15
Scale: 5
Special: Quadruped, Flight
Ancient dragons have become old, knowing constant
pain making them dangerous creatures to be trifled with.
Ancient dragons have a great understanding of magic
allowing them to cast any Fair, Good or Great spell as if
known at Great. They have 8 points of mana for spell
casting in addition to the ability to draw mana from their
life force. Ancient dragons may breath fire as a 10/25/50
Offense 5 attack at 3 targets instead of their normal me-
lee attack.

Giant (Great, 5+Weapon, 5+Armor)
Speed: 8
Scale: 4
Special: Pain Tolerance 2, Magic Resistance 1, Battle
         Rage
Giants once lived in good numbers but have been all but
hunted to extinction in recent times. Today giants live
reclusive lives and often try to kill any of the little peo-
ple they encounter before they can return with an army.

Money, Weapons & Equipment

The economy of the civilized world is based upon the standard Gold Crown (gp), but most common people will rarely see one as most daily commerce uses the Silver Pence (sp) which is 1/10 the value of a crown. Both the Gold Crown and the Silver Pence have approximately the same weight with 25 coins equaling one pound for encumbrance purposes.

Hand Weapon Table

$	Wt.	Str	Weapon	OB	DM
0	n/a	n/a	Bare Hands	-1	
30	n/a	n/a	Studded Gloves	0	
30	1/2	n/a	Knife	+1	
75	2	Poor	Short Sword / Saber	+2	
100	3	Fair	Broadsword	+3	
125	5	Good	Bastard Sword**	+3/+4	
150	6	Good	2-Handed Sword*	+4	
50	5	Good	Mace	+2	
75	6	Good	Morning Star	+2	-1
75	8	Good	Flail*	+4	-1
50	4	Good	Warhammer	+3	
75	10	Great	Maul*	+4	
50	2	Fair	Hand Axe	+2	
75	4	Fair	Battleaxe*	+3	
100	8	Good	Great Axe*	+4	
50	2	n/a	Quarterstaff	+1	
75	4	Poor	Staff*	+2	
150	10	Great	Halberd*	+4	-2
50	3	Poor	Spear	+2	

* Indicates weapons which require two hands.
** Indicates weapons which may be used one or two handed.

Ranged / Thrown Weapon Table

$	Wt.	Str	Weapon	Range	OB	DM
10	1/2	n/a	Sling	10/50/100	+0	0
30	n/a	n/a	Shortbow	20/100/150	+1	-1
30	1/2	n/a	Longbow	30/150/200	+2	-2
75	2	Poor	Pistol-XBow	20/40/80	+2	-1
100	3	Good	Crossbow	30/150/200	+3	-3
125	5	Great	Hvy. Crossbow	50/200/250	+4	-4
150	6	Good	Axe-Thrown	2/10/15	+2	0
50	5	Good	Knife-Thrown	2/10/15	+1	0
75	6	Good	Spear-Thrown	5/25/50	+2	0
75	8	Good	Rock-Thrown	2/10/15	+0	0

Range and difficulty are specified as Short-Fair / Medium-Good / Long-great.

OB	Offensive Bonus Added to Users Offense.
DB	Defensive Bonus Added to Users Defense
DM	Defensive Modifier. Applied to Foe's Combat Skill

Armor Table

$	Wt.	Armor	DB
100	15	Cloth / Light Leather	+1
175	25	Heavy Leather	+2
350	50	Chainmail	+3
1000	100	Platemail*	+4
4000	150	Full Plate*	+5

* -1 To Perception Rolls

Shield Table

$	Wt.	Size	DM
50	7	Wooden Shield*	-1
75	15	Kite Shield	-1
100	20	Tower Shield	-2

* Indicates Shield is onlly useful in Melee Combat.

Equipment Table

$	Wt.	Equipment
100	55	Adventurer's Kit: Backpack, bedroll, tinderbox, knife, rope, waterskin, 1 weeks rations.
50	10	Backpack - 50 lb. Capacity.
50	12	Bedroll
10	1/2	Chisel (use with hammer to carve stone)
50	10	Travelers Clothes: Tunic, cloak, pants/skirt,
80	8	Travelers Clothes (Superb Quality)
100	1	Grapnel
10	1	Hammer
1000	n/a	Horse - Riding
5	n/a	Iron Spike / Piton
50	1/2	Lamp / Lantern
25	1/2	Lamp Oil - Burns for 4 hours
100	n/a	Lock Picks (skill at -2 without)
250	n/a	Lock Picks - Fine (+1 to Lockpicking Skill)
50	n/a	Mirror (Silver)
10	n/a	Pouch (Leather) - 1 lb. Capacity
25	6	Quiver and 20 arrows or crossbow bolts.
5	2	Rations - 1 day supply fair quality.
20	2	Rations - 1 day supply superb quality.
20	15	Rope, 50 ft.
10	n/a	Sack (Small) - 10 lb. Capacity.
25	1	Sack (Large) - 30 lb. Capacity.
25	n/a	Tinderbox
1	1/2	Torch - burns for 1 hour.
10	n/a	Vial (Glass) - Holds one dose of potion.
10	1/2	Water / Wine Skin - 1 quart Capacity.
10	1/4	Wine - 1 quart fair quality.
50	1/4	Wine - 1 quart superb quality.

"What's the Catch?"

by Ann Dupuis, Paul Dupuis, and Steffan O'Sullivan

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The halfling spoke truth: there is indeed an abandoned dragon hoard in these remote mountains. No sign of a dragon in years. What's the catch?

The Setting

"What's the Catch?" can be set anywhere near mountainous wilderness. We've provided information on Baron Sherfield and the village of Sherville as the jumping-off point for the adventure, but you can substitute these with a local lord and village or town of your choosing.

About Baron Sherfield

Aidan Sherfield is a middle-aged, strong, tall, bearded fighter. Several years ago, as a reward for exemplary military service to the Crown, Aidan was awarded the title Baron and a large tract of land on the edge of the kingdom. The Baron and his family and followers have been struggling to carve a home out of this remote wilderness location. While the land they've cleared is proving productive beyond all their hopes, it's a dangerous corner of the world, far from the comforts of civilization and close to the perils of the mountainous wilderness. The Baron has proven himself a generous lord (at least as generous as his means allow) and a strong leader.

Baron Aidan Sherfield (Human)

Attributes:
Strength (Good), Agility (Fair), Reason (Good), Perception (Fair), Will (Great), Health (Fair)

Skills:
Animal Handling (Fair), Survival-Forest (Good), Survival-Mountain (Good), Hunting (Fair), Riding-Horse (Fair), Tracking (Fair), Lore-Administration (Good), Blade-Bastard Sword (Great), Missile-Long Bow (Fair), Teaching (Fair).

Gifts:
Reputation (+1), Magic Resistance

Faults:
Vow (to make his Barony and its people prosperous)
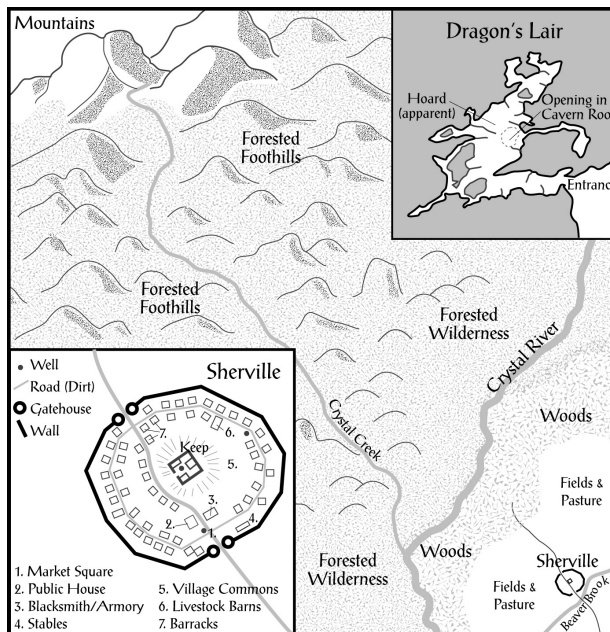
About the Barony of Sherfield

The tract of land officially comprising the Barony of Sherfield is large (several square miles). In actuality, though, the barony consists of a single outpost precariously situated in the wilderlands beyond the expanse of civilized lands. The Baron's holdings consist of a stone keep on a hill ("Castle Sherfield") surrounded by the village of Sherville. A strong wall with turreted gates protects the village and keep. About 300 people live in Sherville.

The mercenaries and soldiers in the Baron's employ stay busy protecting Sherville from attacks by hostile humanoids and chasing off or hunting down dangerous wildlife. They also do manual labor; wall- and road-building, barn-raising, forest clearing, and the like. Barracks and stables within Sherville house the Baron's soldiers and horses.

Sherville's bakery and granaries are also within the village wall. There's a mill on the river ("Beaver Brook") outside the village's walls, near newly-cleared fields. As the Baron and his men gradually make the area safer from humanoids and other menaces, a few intrepid souls have been building their houses and farms outside the village walls.

There are very few amenities in Sherville. For example, the village isn't prosperous enough to support an inn. The closest thing to a tavern is the Public House, which serves as the town meeting house as well as a place where villagers can gather to quaff a quick ale at midday break or while away the evening hours with their friends.

Visitors usually lodge within the keep (if they're there on official business) or in barns or residences with the tenants' permission.

About the Player Characters: Cassandra's Cohort

Cassandra's Cohort is a small mercenary band that hires its services out to anyone who can meet their fairly low payment requirements (including food and lodging) *and* whose cause is just. They've been in the Baron's employ long enough to earn his trust and respect – and vice versa.

Note: If you wish to use player-generated PCs, they should be in the employ of Baron Sherfield. If they don't' start out working for the Baron, set things up so that they receive an attractive invitation to enter the Baron's employ. Baron Sherfield is desperate for good people to help secure his barony, rid the surrounding wilderlands of dangers, and expand his holdings. He can be generous with land and possibly gold for those who serve him well.

Cassandra (Human)

Cassandra is the leader of the mercenary band. She's a competent soldier, and very chivalrous. She proudly displays a gold clasp molded in the shape of a dragon rampant — a gift from her first noble employer.

Attributes:
Strength (Good), Agility (Fair), Reason (Good), Perception (Good), Will (Fair), Health (Fair)

Skills:
Blade-Broadsword (Great), Blade-Knife (Fair), Climbing (Fair), Hunting (Fair), Lore-Combat Tactics (Fair), Missile-Longbow (Good), Pole Arm-Spear (Fair), Riding-Horse (Fair), Survival-Forest (Fair), Survival-Mountains (Fair), Throwing-Spear (Fair)

Gifts:
Pain Tolerance.

Faults:
Vow (to Defend the Weak).

Equipment:
Sword (Enchanted: +1 Offensive Bonus), Bow w/ 30 arrows, Knife, Shield (Enchanted: –2 Defensive Modifier), Heavy Leather Armor, 2 sets travel clothes, wool cloak, tinder box, mess kit, canteen, etc.

Cloak Clasp (Gold dragon with ruby eye – a splendid gift from a previous employer)

Delin (Elf)

Delin is a ranger, more at home in the woods than in towns or cities. She prefers the company of animals to that of most humans. Delin is reluctant to fight under most circumstances, but will do so to defend herself or her comrades. She usually "pulls her punches," delivering non-lethal damage.

Attributes:
Strength (Fair), Agility (Good), Reason (Fair), Perception (Good), Will (Fair), Health (Fair)

Skills:
Tracking (Good), Survival-Forest (Fair), Climbing (Fair), Pole Arm-Staff (Fair), Missile-Bola (Good), Riding-Horse (Fair), Animal Handling (Fair), Lore-Map-making (Fair)

Gifts:
Magical Affinity, Infra-vision, Absolute Direction

Faults:
Pacifist

Equipment:
Light leather armor, Quarterstaff, Bolas (OB +1 plus Entangle), Survival gear, Rope (20 m), Clothing, mess kit, canteen, etc.

Parchment, pen, ink in waterproof scrollcase

Shift (Human)

Shift is a bit of a rogue. Well-traveled, he uses his thieving skills for covert operations for legitimate rulers. He's very short, and tries to compensate by being the best at what he does.

Attributes:
Strength (Fair), Agility (Great), Reason (Fair), Perception (Good), Will (Fair), Health (Fair).

Skills:
Blade-Axe (Mediocre), Blade-Knife (Good), Brawling (Good), Climbing (Fair), Disguise (Fair), Jumping (Mediocre), Lock Picking (Fair), Lying (Good), Pick Pocket (Fair), Riding-Horse (Fair), Throwing-Knife (Good), Traps (Fair).

Gifts:
Ambidexterity.

Faults:
Fugitive.

WHATS THE CATCH

Equipment:
Brace of 3 throwing daggers , Knife, Small Axe, Lock picks, Climbing gear, Clothing, mess kit, canteen, etc.

Sleep drug (must be ingested; works on 150 lb creature for 1 hour, may be awakened by vigorous shaking or loud noises)

Invisibility potion (1 dose, 1 creature invisible for 10 minutes. Opponents are at –4 to combat skill against invisible target.)

Thaddeus (Human)

Thaddeus is a mage. He learned magic from his father, and showed great aptitude at an early age. He is passionate about his chosen profession, and continually seeks knowledge and new spells.

Attributes:
Strength (Fair), Agility (Fair), Reason (Great), Perception (Fair), Will (Great), Health (Fair)

Skills:
Riding-Horse (Fair), Slight of Hand (Fair), Pole Arm-Quarterstaff (Good), Lore-Alchemy (Fair).

Spells:
Harm (Fair), Image (Good), Slow (Fair), Speed (Fair), Wall of Shadow (Good).

Gifts:
Arcane Knowledge

Faults:
Greed (especially for all things magical), Overconfidence

Equipment:
Ebony staff (Staff of Power, Offense based on Will rather than Strength)

Clothes, including: black cloak embroidered in silver with stylized stars; knee-high black boots with silver stars sculpted on the heels; some less fancy travel clothes (black, but with less embroidery)

Travel gear (mess kit, canteen, etc.)

Pouch of Rare and Interesting Items for use in Performing Magical Feats (Reagents)

The Opening Scene

One rainy autumn evening, the PCs receive a summons to the Baron's keep.

The Baron, dressed in his fur cloak with a sword at his side, is pacing excitedly in the Great Hall. The only light comes from the fire in the hearth; the array of torches that are usually burning during an audience have not yet been lit. The Baron greets them with excitement and concern in his voice. "Welcome! Come in, come in everyone! Important news! You must investigate at the crack of dawn! This will mean a great boon for our struggling community… or a great danger! You must investigate at once!" Sherfield continues in this vein, without giving them any real information — unless the PCs interrupt. The player characters' attention should be focused on the baron, rather than anything else in the room.

Finally, the Baron says "I've called you here to learn the news from this poor halfling, Brogard, here…." He gestures to his high-backed chair at the head of the great oak table which serves variously as dinner table and a solid surface for the Baron to pound his fist upon during strategy meetings.

The PCs see nothing unusual at first (the light is fairly poor). Then they see a pathetic little halfling, dwarfed by the table, perched on the edge of the chair. His torn and ripped clothes are well decorated with ground-in dirt and mud; there are makeshift bandages here and there. The halfling, wet and miserable, hunches over a mug of steaming brandy in his tiny hands. He looks up with wide, nervous eyes.

Note: Brogard the halfling should seem as small and pathetic as possible. He is actually a dragon in disguise. The dragon intends to lure Cassandra and her cohort to his lair, to rid the Baron of his staunchest defenders – and also to claim Cassandra's dragon clasp for himself.

He has coveted the clasp since spying it from afar. One of the PCs may notice a momentary gleam in the halfling's eyes as he looks at Cassandra, but this should be brushed off as a trick of the firelight or an understandable yearning of a miserable halfling for some attractive female companionship. (If using different player characters, substitute some item of interest that already belongs to one of the PCs – or arrange to have the Baron gift the clasp to one of the PCs.)
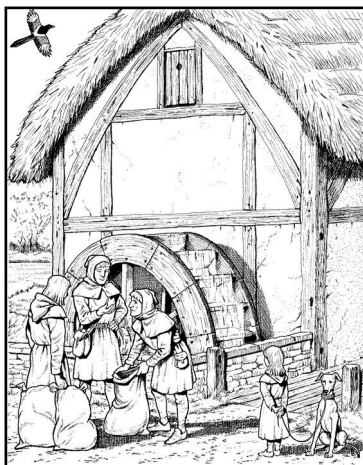
Brogard relates his story in a tremulous voice, about how he'd set off with his pony and tinker's gear and gotten lost in the mountains. He finally found a mountain pass that proved dangerous – he lost his pony to a rockfall that swept the poor beast over a cliff. Weary and desperate, he stumbled into a cave to seek shelter, and discovered a dragon's hoard. Unguarded. No sign of a dragon in years.

He goes on about how impressive the hoard is – more treasure than he's ever seen; there wasn't any way a little guy like him could haul it back. Brogard says, "I brought this back, 'cause it was small enough to carry" – producing a ruby-encrusted gold necklace. He claims to have found two potions of healing; one cured his injuries and wounds. After resting, he made his way down the other side of the mountain, through the forest, to the Baron's keep, which he'd been able to see from the mountain. The trip down proved as dangerous as the other side – he used the other potion of healing to cure a broken leg after falling down a crevasse. But at last he made it to Castle Sherfield – and to safety.

"Yes, well," says the Baron when Brogard's finished, "you can see why I called you here!" Sherfield explains Brogard will reveal the location of the dragon's hoard and lead Cassandra's troop to it in return for the halfling getting a share of the hoard. The Baron wants the group to investigate and to verify that there is indeed no live dragon about. If the hoard is truly unguarded, they're to determine how best to get any valuables back to the castle. Baron Sherfield gives them leave to equip themselves from the limited supplies available in the castle's armory and stores.

The Baron concludes by saying "I have the utmost confidence in you all. Your Cohort is my best troubleshooting team!"

Running the Adventure

For a short adventure, gloss over the time spent organizing the expedition, and even most of the journey to the dragon's cave. Include only one or two obstacles along the way, and some interaction between Brogard the Halfling and the player characters. If you allow the PCs to reach the dragon's cave (and the adventure's climax) quickly, the adventure will last about two hours.

For a longer adventure, include as many distractions and obstacles and incidents as you wish. Brogard has a more complex scheme than simply luring the characters to his lair and killing them; he plans to do away with some of the PCs during the journey itself, remaining the "poor, miserable halfling" while secretly arranging for "accidents" to occur.

Preparations for an Expedition

The PCs can make any preparations you, as GM, deem reasonable. The Baron's resources are limited, though. He employs two other bands of adventurers and a handful of "militia" troops recruited from the villagers. Cassandra may recruit some of them (as NPCs or PCs) if necessary.

Equipment is as scarce as manpower. The PCs may take one packhorse, their own riding horses, and a donkey for the halfling. There are foodstores, and some survival and climbing gear. Miscellaneous equipment may also be available.

The Journey through the Woods

The Baron's keep and small town are walled. Beyond lie fields and pastures. Not far off lies thinned forest, harvested for firewood and building materials. The deep forest begins beyond that. From this point on is nothing but wilderness, rough terrain, and unknown dangers.

The cohort can follow a cart track into the thinned forest, but will need to make do with game trails and bushwhacking through the deeper woods. Brogard the Halfling will try to point out the way he came, but will get hopelessly confused and turned around. (The dragon actually flew over this area on his way to Castle Sherfield, so there will be no trace of the halfling's supposed passage.)

The dragon's lair is a hard day's journey through the deep forest to the mountains, and another up to the treacherous pass. (Double these times for a longer adventure.) Brogard claims it took him days and days to reach Sherville, but he is, after all, only a halfling.

Offer a few distractions in the woods – eyes staring out of the dark foliage, sudden noises that startle the PCs, and so on – mostly to get the PCs' nerves on edge.

Use every opportunity to portray the halfling as a sympathetic character, a bit on the comical side. He tries to help out – with great difficulty and many mournful sighs, if the task is physical – but is rarely actually useful.

Or make the halfling annoying in a pathetic sort of way, continually whining and complaining and muttering "No, I'm all right, really" to every offer of assistance. This works best if the PCs will feel guilty about being annoyed at such an obviously helpless halfling.

If something happens to make the PCs suspicious of Brogard, he may change plans, transform back to his dragon form, and attack. If Brogard the Dragon is defeated this early in the adventure, the PCs can continue their

search for the dragon's lair without any guide. You may introduce another, smaller dragon, who took up residency in the cave during Brogard's absence.

Obstacle: The Crystal River is a swift river with strong currents, and will be difficult to cross. The PCs will need to find a suitable ford. Brogard may use the river crossing to play on the PCs' sympathies for the poor halfling; or this may be an opportunity for him to cause an "accident."

Suggested Distraction: They hear something very large crashing through the trees some distance away. If a PC climbs a tree to investigate, he sees a large dinosaur-like creature making its noisy way through the woods. Further investigation should reveal that the creature appears to be a plant-eater (it's browsing the tree-tops), is not heading toward the town (so poses no immediate danger to Sherville), and is probably too large for them to do anything about right now.

Possible encounter in a longer adventure: Cassandra's cohorts come upon a band of humanoids or brigands preparing to raid Sherville. This would take precedence over the expedition to the dragon's lair. The PCs may ambush the raiders (a head-on attack when they first discover the raiders would be suicidal), and may find Brogard surprisingly helpful in setting up clever traps. (The dragon would not want to risk having Cassandra's dragon clasp fall into the brigands' hands, as that would make things more difficult for him.)

When they get through the forested foothills to the base of the mountain the halfling pointed out as "Dragon Mountain," there's a place they can camp. It's a dry, level patch sheltered among boulders, with Crystal Creek flowing down the slope nearby. Brogard will claim he slept here, and there will be some evidence of this (planted there earlier by the dragon in halfling form, of course).

Throughout the night, have the PCs wake up to rustlings in the woods, red glowing eyes, howling of wolves, and anything else you care to throw at them. Brogard will whimper or startle at any sudden or eerie or loud night noise. If you want the night to be truly miserable for the PCs, add a steady, cold drizzle.

Up the Mountainside

Brogard will recommend that the horses remain behind before leading the PCs up a rocky, twisted gorge that follows the stream's route. If the PCs decide to bring the horses anyhow, they'll eventually find that Brogard was right, horses can't traverse this route.

Obstacles: Make this part of the trek as difficult as you wish. There should be a crevasse (which Brogard points out as the one he fell into), a cliff by a waterfall that requires some climbing, and a stretch of loose shale that threatens to cause an avalanche. Brogard may take advantage of these to cause one or more "accidents." There may be a ravine they have to find a way across. (Magic may come in handy here! Or perhaps there's a rickety rope bridge and a strong wind.) You can even have them encounter traps (trip wires releasing boulders, etc.) set by the dragon in the hopes of weeding the PCs out before they get to his lair. Along the way the PCs may find the skeletons of others who long ago tried to make this journey and failed.

Suggested Event: At one point the stream peters out, although the gorge it cut through the mountain continues on and up. Brogard says the way lies up the gorge, but he has to take a quick stop to relieve himself – "Go on ahead, I'll catch up!" Once out of sight, the dragon uses magic to release a spell he had set earlier, that was damming the stream behind a wall of force further up the gorge. The wall of water that comes rushing down the gorge will require several dexterity checks on the part of the characters to avoid being swept down the gorge with it. The flash flood can be blamed on the recent rains.

The PCs may begin to notice that "accidents" tend to happen while the halfling's off "doing his business" or scouting ahead or trailing behind….

The Dragon's Lair

Finally, they reach the cave-riddled mountain peak. The dragon cave has two entrances: the main entrance in the cliff's side that's large enough for several people to walk through abreast, and a larger one that an adult dragon could fly through, high up in the cavern roof.

The cliff-side entrance leads through a tunnel-like cave to the main cavern. The area immediately beyond the main entrance benefits from some light from the outside but this dims as the PCs approach the central cave.

When the PCs reach the end of the tunnel and can peer into the larger cave, their attention should immediately be drawn to the center of the cavern. A stream of light coming through the upper entrance illuminates the floor – and a hoard of treasure. There are piles upon piles of

coins, and jewelry, and gems, and swords and armor that gleam with the hint of magic, and more....

Perceptive characters (Good Perception check) may notice more details. Most of the cavern lies in shadow, the darkness deepening towards the back of the cavern where there are hints of additional openings and tunnels that may lead down into the mountain's interior. (As Gamemaster, you may have any of the side-tunnels lead to more extensive cave networks if you wish to design lower levels for the PCs to explore.)

The cave floor is uneven, with shallow depressions and scattered cracks and crevices. The outer rim of the cave bears the marks of many rock slides, with boulders strewn across the floor where great slabs of rock have fallen away from the cavern walls.

There are other, more disturbing things hidden in the shadows, behind boulders and within crevices in the walls as though cowering in cover: the corpses of Brogard the Dragon's previous victims. Some are mere skeletal remains, their bones scattered. Others seem almost life-like, warriors still in their armor but their faces and bodies shriveled in death. One lies beneath his shield, scorch marks rendering the heraldic device on its face unrecognizable.

While the PCs' attention is on what's before them rather than behind, the halfling hanging back near the entrance transforms into a dragon. The transformation takes mere seconds – only characters immediately next to the halfling when the transformation begins can react in time to do anything.

Once transformed, Brogard the Dragon launches into a monologue about how easily misled the Baron and his followers are, and how easy it is to lure greedy adventurers into his lair and slay them (and take their stuff!). This may give the PCs time to recover from their surprise at the transformation before Brogard actually attacks.

Brogard the Dragon (Adult Dragon)

Brogard is an adult dragon, although still fairly young. His hoard is quite impressive, though, as he stole it from an older dragon.

Combat skill:	Great
Offense:	7 (claws & teeth), 5 (flame breath directed at up to 2 targets with a range of 10/25/50, any flamable object, including a character's clothing, must make a Fair or better Situational Roll to avoid bursting into flames for an additional point of damage per round)
Defense:	6
Speed:	5/15
Scale:	5
Special:	Quadruped, Flight
Mana:	4
Spells:	All Fair and Good spells known at Fair. Brogard also knows a special version of the Glamour spell that allows him to take on humanoid form for extended periods of time.

Help for the Player Characters

Brogard the Dragon is a serious threat, and the PCs may need all the help they can get. If the players tackle this fight as a typical "beat-the-dragon-'til-he's-dead" combat, the characters will quickly become Very Hurt or worse.

There are several ways to stack the odds in the characters' favor:

Encourage bold (if desperate!) plans and the clever use of magic. Heroic actions should have a better-than-normal chance of success (assign a Difficulty Level of Fair or Good – no more than Great – even if you'd normally assign a higher Difficulty Level).

Remember the "Multiple Combats in Melee" rule, which puts Brogard at a –1 penalty to his Combat skill for every additional attacker beyond the foe he's concentrating on. While every character has a chance to hit Brogard in a given round, Brogard can only damage one of them (two at most, if he breathes fire on them).

Due to differences in Scale, Brogard needs at least a Mediocre result to be able to win a round with a humanoid fighter, while even a Terrible result is enough to hit Brogard (assuming the fighter wins the combat round). Periodically describe the scene in terms that will remind the players that they may have other options besides attacking Brogard directly. There are plenty of places to hide or take cover in the cavern, at least for a while –

although the remains of some of Brogard's previous victims show such tactics to be risky at best. Speaking of those remains, some of Brogard's victims may have been equipped with magic items or potions that Brogard missed or forgot about and just left where they fell. Those items may not have helped their former owners, but perhaps they'll better serve the PCs. (As GM, feel free to create any nifty magic items or potions that may help the PCs, and give the characters a chance to find them.)
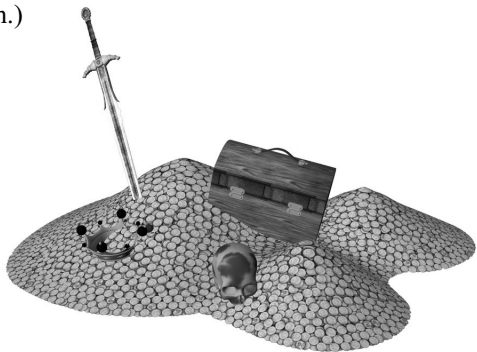
There has indeed been no sign of a dragon in years – because Brogard had been lying low until recently. His latest victims put up a good fight, injuring him severely.

While Brogard believes himself to be fit again, a perceptive character might notice patches of skin here and there where scales failed to regrow over now-healed wounds. If a character could hit one of those precise spots (Difficulty Level Great) Brogard's usual Defense Modifier of 6 would be only 3 due to the old injury.

Finally, if it looks as though the PCs will be completely overwhelmed despite "fudging" the combat on your part, and you don't want the PCs to all die, you may have the following happen:

Cassandra's Clasp

Cassandra's dragon rampant clasp is a magical amulet. In the heat of combat, just when things are looking at their worst, you may allow some of Brogard's blood to spatter the clasp on Cassandra's cloak, activating its magic. You may choose whether the clasp magically transforms into a golden dragon, or transforms its wearer into a dragon. The former can happen if Cassandra sacrifices herself bravely in the fight; Cassandra's player can take the part of the golden dragon after her character dies. If you choose to have the clasp magically transform the wearer, any Wounds sustained previously will be reduced by one level during the transformation. (If Cassandra was Very Hurt, and also had two Scratches, she'd become a golden dragon with one Hurt wound and no other injuries.) In either case, the golden dragon is a bit smaller than Brogard the dragon but impressive nonetheless.

Golden Dragon:

Combat skill:	Great
Offense:	6 (claws & teeth), 4 (flame breath directed at up to 2 targets with a range of 10/25/50)
Defense:	6
Speed:	5/15
Scale:	4
Special:	Quadruped, Flight

Mana and Spells: none (unless the wearer of the clasp was a magus)

The golden dragon will disappear (or turn back to its wearer) if it's killed, or at the end of 20 minutes, whichever comes first. It's up to you whether this was a one-time magical ability that has now drained from the clasp, or if dragon blood can be used to activate it again in the future. (It should be "live" dragon's blood, not dried or old….)

The Aftermath:

If the PCs manage to destroy the dragon, the hoard disappears — it was an illusion. The PCs can find a misplaced coin or a bent crown, but Brogard hid his hoard when he first hatched this scheme.

The Cohort can at least return with proof that the dragon is dead. Further adventures can involve searching for the hidden hoard and exploring the network of caves within the mountain.

If the PCs all die, the dragon wins! (If you wish to continue this adventure anyhow, allow one or more PC to escape, barely alive, to bring word of the expedition's failure back to Baron Sherfield – and to prepare to rid the area of this menace.)
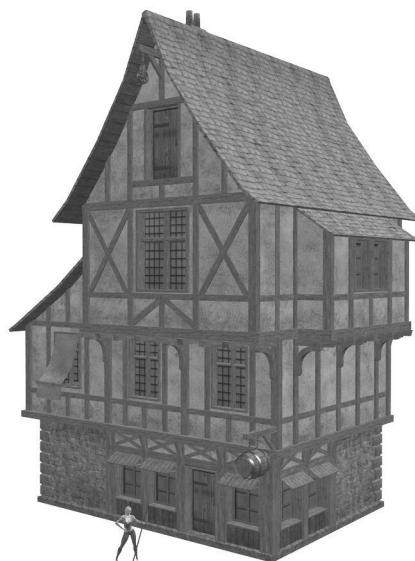
Character Sheet

Hack-n-Slash
Fantasy Roleplay

Name:	Cassandra		
Race:	Human		
Luck:	3	Speed:	3
$:	50	Scale:	0

Gifts / Faults	1	2	3	4	5
Pain Tolerance	X				
Vow (to Defend the Weak)					

Possessions
Broadsword +3 OB, Enchanted +1 OB
Longbow (30/150/200) +2 OB, -2 DM
- 30 Arrows
Knife
Shield (Enchanted -2 DB)
Heavy Leather Armor
2 sets of travelers clothes
Wool cloak
Adventurers Kit

Offense
Scale+Strength+Weapon Bonus

5

Defense
Scale + Health + Armor Bonus

2

Encumbrance*

Enc.	-1	-2	-3	Max
Weight	x2	x3	x4	x5
75	150	225	300	375

Mana
Will + Modifiers

0

* Encumbrance is applied as a negative modifier to Strength, Agility, Combat Skills, and Etc.

Attributes	Abysmal -4	Terrible -3	Poor -2	Mediocre -1	Fair 0	Good 1	Great 2	Superb 3	Legendary 4
Strength						X			
Agility				X					
Reason						X			
Perception						X			
Will					X				
Health					X				

Skills	-4	-3	-2	-1	0	1	2	3	4
Lang (S) - Own				D					
Survival - Forest				D	X				
Survival - Mountains			D		X				
Throwing - Spear			D		X				
Blade - Broadsword			D				X		
Blade - Knife			D		X				
Climbing			D		X				
Hunting			D		X				
Lore -Combat Tactics			D		X				
Missile - Longbow			D			X			
Pole Arm - Spear			D		X				
Riding - Horse			D		X				

Maximum of 1 superb, 4 great, 8 good skills.

Wounds				
1-2	3-4	5-6	7-8	9+
Scratch	Hurt (-1)	Injured (-2)	Incapacitated	Near death

Non-Lethal Wounds			
Bruised	Bloody (-1)	Dazed (-2)	Knockout

Graze: Relative Degree +1, <5=Scratch, 5+=Hurt
Bloody: 1 round no attacks, -1 defense. **Dazed :** 2 rounds no attacks, -2 defense.

Character Sheet

Hack-n-Slash
Fantasy Roleplay

Name:	Delin		
Race:	Elf		
Luck:	3	Speed:	4
$:	50	Scale:	0

Gifts / Faults	1	2	3	4	5
Magical Affinity					
Infra-Vision					
Absolute Direction					
Pacifist					

Possessions

Light Leather Armor (+1 DB)
Quarterstaff (+1 OB)
Bolas (+1 OB plus Entangle)
Survival Gear
Rope (20 m)
Travelers Clothes
Adventurers Kit

Attributes	Abysmal -4	Terrible -3	Poor -2	Mediocre -1	Fair 0	Good 1	Great 2	Superb 3	Legendary 4
Strength					X				
Agility						X			
Reason					X				
Perception						X			
Will					X				
Health					X				

Skills	-4	-3	-2	-1	0	1	2	3	4
Lang (S) - Own				D					
Survival - Forest				D	X				
Tracking			D			X			
Climbing			D		X				
Pole Arm - Staff			D		X				
Missile - Bola			D			X			
Riding - Horse			D		X				
Animal Handling			D		X				
Lore - Map Making			D		X				

Maximum of 1 superb, 4 great, 8 good skills.

Offense Scale+Strength+Weapon Bonus	**Defense** Scale + Health + Armor Bonus
1	**1**

Encumbrance*					**Mana** Will + Modifiers
Enc.	-1	-2	-3	Max	**0**
Weight	x2	x3	x4	x5	
75	150	225	300	375	

* Encumbrance is applied as a negative modifier to Strength, Agility, Combat Skills, and Etc.

Wounds				
1-2	**3-4**	**5-6**	**7-8**	**9+**
Scratch	Hurt (-1)	Injured (-2)	Incapacitated	Near death

Non-Lethal Wounds			
Bruised	**Bloody (-1)**	**Dazed (-2)**	**Knockout**

Graze: Relative Degree +1, <5=Scratch, 5+=Hurt
Bloody: 1 round no attacks, -1 defense. Dazed : 2 rounds no attacks, -2 defense.

Character Sheet

Hack-n-Slash
Fantasy Roleplay

Name:	Shift		
Race:	Human		
Luck:	3	Speed:	5
$:	50	Scale:	0

Gifts / Faults	1	2	3	4	5
Ambidexterity					
Fugitive					

Possessions

Possessions
Brace of 3 throwing daggers (+1 OB)
Knife (+1 OB)
Hand Axe (+2 OB)
Lock Picks
Climbing Gear
Clothing
Adventurers Kit
Sleep Drug
Invisibility Potion (1 dose, 10 minutes)

Offense
Scale+Strength+Weapon Bonus

2

Defense
Scale + Health + Armor Bonus

0

Encumbrance*

Enc.	-1	-2	-3	Max
Weight	x2	x3	x4	x5
75	150	225	300	375

Mana
Will + Modifiers

0

* Encumbrance is applied as a negative modifier to Strength, Agility, Combat Skills, and Etc.

Attributes	Abysmal -4	Terrible -3	Poor -2	Mediocre -1	Fair 0	Good 1	Great 2	Superb 3	Legendary 4
Strength					X				
Agility							X		
Reason					X				
Perception						X			
Will					X				
Health					X				

Skills	-4	-3	-2	-1	0	1	2	3	4
Lang (S) - Own				D					
Blade - Axe			D	X					
Blade - Knife			D			X			
Brawling			D			X			
Climbing			D		X				
Disguise		D			X				
Jumping			D	X					
Lock Picking			D		X				
Lying			D			X			
Pick Pocket			D		X				
Riding - Horse			D		X				
Throwing - Knife			D			X			
Traps			D		X				

Maximum of 1 superb, 4 great, 8 good skills.

Wounds				
1-2	3-4	5-6	7-8	9+
Scratch	Hurt (-1)	Injured (-2)	Incapacitated	Near death

Non-Lethal Wounds			
Bruised	Bloody (-1)	Dazed (-2)	Knockout

Graze: Relative Degree +1, <5=Scratch, 5+=Hurt
Bloody: 1 round no attacks, -1 defense. Dazed : 2 rounds no attacks, -2 defense.

Character Sheet

Hack-n-Slash
Fantasy Roleplay

Name:	Thaddeus		
Race:	Human		
Luck:	3	Speed:	3
$:	50	Scale:	0

Attributes

Attributes	Abysmal -4	Terrible -3	Poor -2	Mediocre -1	Fair 0	Good 1	Great 2	Superb 3	Legendary 4
Strength					X				
Agility					X				
Reason							X		
Perception					X				
Will							X		
Health					X				

Gifts / Faults

Gifts / Faults	1	2	3	4	5
Arcane Knowledge					
Greed (especially magical things)					
Overconfidence					

Skills

Skills	-4	-3	-2	-1	0	1	2	3	4
Lang (S) - Own				D					
Riding - Horse			D		X				
Slight of Hand		D			X				
Pole Arm-Quarterstaff			D			X			
Lore - Alchemy			D		X				
Spells									
Harm					X				
Image						X			
Slow					X				
Speed					X				
Wall of Shadow						X			

Maximum of 1 superb, 4 great, 8 good skills.

Possessions

Ebony Staff (+2 OB, Staff of Power)

- Offense uses Will instead of Strength

Adventurers Kit

Pouch of Rare/Interesting Items (Reagents)

Clothes, including: black cloak embroidered

In silver with stylized stars; knee high black

Boots with silver stars sculpted on the heels;

Some less fancy travel clothes (black, but

With less embroidery)

Offense
Scale+Strength+Weapon Bonus

4

Defense
Scale + Health + Armor Bonus

0

Encumbrance*

Enc.	-1	-2	-3	Max
Weight	x2	x3	x4	x5
75	150	225	300	375

Mana
Will + Modifiers

2

* Encumbrance is applied as a negative modifier to Strength, Agility, Combat Skills, and Etc.

Wounds

1-2	3-4	5-6	7-8	9+
Scratch	Hurt (-1)	Injured (-2)	Incapacitated	Near death

Non-Lethal Wounds

Bruised	Bloody (-1)	Dazed (-2)	Knockout	

Graze: Relative Degree +1, <5=Scratch, 5+=Hurt
Bloody: 1 round no attacks, -1 defense. Dazed : 2 rounds no attacks, -2 defense.

Character Sheet

Hack-n-Slash
Fantasy Roleplay

Name:	
Race:	

Luck:		Speed:	
$:		Scale:	

Attributes	Abysmal -4	Terrible -3	Poor -2	Mediocre -1	Fair 0	Good 1	Great 2	Superb 3	Legendary 4
Strength									
Agility									
Reason									
Perception									
Will									
Health									

Gifts / Faults	1	2	3	4	5	6	7	8	9

Skills	-4	-3	-2	-1	0	1	2	3	4

$	Wt	Equipment	OB	DB	DM

Maximum of 1 superb, 4 great, 8 good skills.

$	Wt	Weapon / Armor	Range (**S/M/L**)	OB	DB	DM

Wounds				
1-2	**3-4**	**5-6**	**7-8**	**9+**
Scratch	Hurt (-1)	Injured (-2)	Incapacitated	Near death

Non-Lethal Wounds			
Bruised	Bloody (-1)	Dazed (-2)	Knockout

Offense
Scale+Strength+Weapon Bonus

Defense
Scale + Health + Armor Bonus

Encumbrance*

Enc.	-1	-2	-3	Max
Weight	x2	x3	x4	x5

Mana
Will + Modifiers

* Encumbrance is applied as a negative modifier to Strength, Agility, Combat Skills, and Etc.

Graze: *Relative Degree +1, <5=Scratch, 5+=Hurt*
Bloody: *1 round no attacks, -1 defense.* ***Dazed :*** *2 rounds no attacks, -2 defense.*

Character Sheet

Hack-n-Slash
Fantasy Roleplay

Name:	Dirk		
Race:	Human		
Luck:	3	Speed:	5
$:	65	Scale:	0

Gifts / Faults	1	2	3	4	5	6	7	8	9
Pain Tolerance	X								
Night Vision									
Impulsiveness									

$	Wt	Equipment	OB	DB	DM
100	55	Adventurers Kit			
50	10	Travelers Clothes			

$	Wt	Wpn / Armor	Range (S/M/L)	OB	DB	DM
100	3	Broadsword		3		
175	25	Hvy Leather			2	
10	1/2	Sling	10/50/100	0		0

Offense
Scale+Strength+Weapon Bonus

5

Defense
Scale + Health + Armor Bonus

3

Encumbrance*

Enc.	-1	-2	-3	Max
Weight	x2	x3	x4	x5
115	230	345	460	575

Mana
Will + Modifiers

0

* Encumbrance is applied as a negative modifier to Strength, Agility, Combat Skills, and Etc.

Attributes	Abysmal -4	Terrible -3	Poor -2	Mediocre -1	Fair 0	Good 1	Great 2	Superb 3	Legendary 4
Strength							X		
Agility						X			
Reason				X					
Perception				X					
Will				X					
Health					X				

Skills	-4	-3	-2	-1	0	1	2	3	4
Lang (S) - Own				D	X				
Blade - Broadsword			D				X		
Survival - Wilderness				D					
Survival - Dungeons			D	X					
Climbing			D		X				
Riding - Horse			D		X				
Missile - Sling			D			X			
Brawling			D				X		
Swimming			D	X					
Lock Picking			D		X				

Maximum of 1 superb, 4 great, 8 good skills.

Wounds				
1-2	3-4	5-6	7-8	9+
Scratch	Hurt (-1)	Injured (-2)	Incapacitated	Near death

Non-Lethal Wounds			
Bruised	Bloody (-1)	Dazed (-2)	Knockout

Graze: *Relative Degree +1, <5=Scratch, 5+=Hurt*
Bloody: *1 round no attacks, -1 defense.* **Dazed :** *2 rounds no attacks, -2 defense.*

Character Sheet

Hack-n-Slash
Fantasy Roleplay

Name:	Marcus		
Race:	Human		
Luck:	3	Speed:	2
$:	65	Scale:	0

Attributes	Abysmal -4	Terrible -3	Poor -2	Mediocre -1	Fair 0	Good 1	Great 2	Superb 3	Legendary 4
Strength				X					
Agility				X					
Reason							X		
Perception				X					
Will								X	
Health					X				

Gifts / Faults	1	2	3	4	5	6	7	8	9
Arcane Knowledge									
Absent Minded									

Skills	-4	-3	-2	-1	0	1	2	3	4
Lang (S) - Own				D	X				
Survival - Wilderness				D					
Fast Talk			D		X				
Apothecary			D	X					
Teaching		X							
Polearm - Staff			D		X				
Spells									
Mass Sleep (Great)					X				
Staff of Power (Good)				X					
Wall of Stone (Good)		X							
Ward (Fair)		X							
Spark (Fair)		X							
Create Food (Fair)		X							
Image (Fair)		X							

Maximum of 1 superb, 4 great, 8 good skills.

$	Wt	Equipment	OB	DB	DM
100	55	Adventurers Kit			
50	10	Travelers Clothes			

$	Wt	Wpn / Armor	Range (S/M/L)	OB	DB	DM
75	4	Staff		2		
175	25	Hvy Leather				2

Wounds				
1-2	3-4	5-6	7-8	9+
Scratch	Hurt (-1)	Injured (-2)	Incapacitated	Near death

Non-Lethal Wounds				
Bruised	Bloody (-1)	Dazed (-2)	Knockout	

Offense
Scale+Strength+Weapon Bonus

1

Defense
Scale + Health + Armor Bonus

3

Encumbrance*

Enc.	-1	-2	-3	Max
Weight	x2	x3	x4	x5
35	70	105	140	175

Mana
Will + Modifiers

3

* Encumbrance is applied as a negative modifier to Strength, Agility, Combat Skills, and Etc.

Graze: *Relative Degree +1, <5=Scratch, 5+=Hurt*
Bloody: *1 round no attacks, -1 defense.* **Dazed :** *2 rounds no attacks, -2 defense.*

Hero Cards / Miniatures

Human Magus

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐ ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Human Magus

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐ ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Human Hero

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐ ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Human Hero

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐ ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Dwarf Magus

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐ ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Dwarf Hero

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐ ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Elven Hero

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐ ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Elven Magus

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐ ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Halfling Hero

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐ ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Saurian Hero

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐ ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Monster Cards / Miniatures

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

1

Name
[   ]
Speed: _____
Skill: _____
Offense: _____
Defense: _____
Special
[   ]

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

2

Name
[   ]
Speed: _____
Skill: _____
Offense: _____
Defense: _____
Special
[   ]

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

3

Name
[   ]
Speed: _____
Skill: _____
Offense: _____
Defense: _____
Special
[   ]

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

4

Name
[   ]
Speed: _____
Skill: _____
Offense: _____
Defense: _____
Special
[   ]

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

5

Name
[   ]
Speed: _____
Skill: _____
Offense: _____
Defense: _____
Special
[   ]

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

6

Name
[   ]
Speed: _____
Skill: _____
Offense: _____
Defense: _____
Special
[   ]

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

7

Name
[   ]
Speed: _____
Skill: _____
Offense: _____
Defense: _____
Special
[   ]

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

8

Name
[   ]
Speed: _____
Skill: _____
Offense: _____
Defense: _____
Special
[   ]

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

9

Name
[   ]
Speed: _____
Skill: _____
Offense: _____
Defense: _____
Special
[   ]

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

0

Name
[   ]
Speed: _____
Skill: _____
Offense: _____
Defense: _____
Special
[   ]

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Cave Bear

Speed: 4
Skill: Good
Offense: 5
Defense: 4

Special
Quadruped, Battle Rage

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Ferret

Speed: 3
Skill: Good
Offense: -1
Defense: 0

Special
Quadruped

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Dragonet

Speed: 6/18
Skill: Good
Offense: 1
Defense: 2

Special
Flight

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Imp

Speed: 4/12
Skill: Good
Offense: 1
Defense: 1

Special
Flight, Night Vision

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Cave Spider

Speed: 8
Skill: Good
Offense: 2
Defense: 2

Special
Cling, Toxin 3
Infra-Vision

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Giant Spider

Speed: 8
Skill: Good
Offense: 5
Defense: 4

Special
Toxin 4, Grapple 2

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Giant Rat

Speed: 4
Skill: Good
Offense: 2
Defense: 1

Special
Quadruped

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Cat

Speed: 4
Skill: Great
Offense: 0
Defense: 0

Special
Quadruped, Grapple 1

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Giant

Speed: 8
Skill: Great
Offense: 5+Wpn
Defense: 5+Armor

Special
Pain Tolerance 2, Magic
Resist 1, Battle Rage

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Adult Dragon

Speed: 5/15
Skill: Great
Offense: 7
Defense: 6

Special
Quadruped, Flight

Tiger

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: **Tiger**

Speed: 5
Skill: Great
Offense: 4
Defense: 4

Special
Quadruped, Charger

Nauga

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: **Nauga**

Speed: 3
Skill: Fair
Offense: 2
Defense: 2

Special
Quadruped

Feral Nauga

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: **Feral Nauga**

Speed: 3
Skill: Fair
Offense: 4
Defense: 2

Special
Quadruped, Battle Rage

Horse

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: **Horse**

Speed: 6
Skill: Fair
Offense: Varies
Defense: 4

Special
Quadruped

Owl

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: **Owl**

Speed: 4/12
Skill: Great
Offense: 0
Defense: 0

Special
Flight

Spirit

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: **Spirit**

Speed: 6
Skill: n/a
Offense: n/a
Defense: n/a

Special
See Spell Desc.

Troll

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: **Troll**

Speed: 5
Skill: Great
Offense: 5
Defense: 4

Special
Regeneration, Magic Resist 1, Sunlight Sus 2.

Young Dragon

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: **Young Dragon**

Speed: 6/18
Skill: Great
Offense: 4
Defense: 4

Special
Quadruped, Flight

Darkwing

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: **Darkwing**

Speed: 4/12
Skill: Good
Offense: 1
Defense: 1

Special
Flight, Vampiration, Infravision

Gryphon

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: **Gryphon**

Speed: 4/12
Skill: Great
Offense: 5
Defense: 6

Special
Quadruped, Flight

Ratling Warriors

Ratling 1
Scratch (1-2) ☐ ☐ ☐
Hurt (-1) (3-4) ☐
Injured (-2) (5-6) ☐
Incapacitated (7-8) ☐
Near Death (9+) ☐

Name: Ratling 1
Speed: 5
Skill: Great
Offense: 2
Defense: 1
Special: Night Vision

Ratling 2
Scratch (1-2) ☐ ☐ ☐
Hurt (-1) (3-4) ☐
Injured (-2) (5-6) ☐
Incapacitated (7-8) ☐
Near Death (9+) ☐

Name: Ratling 2
Speed: 5
Skill: Great
Offense: 2
Defense: 1
Special: Night Vision

Ratling 3
Scratch (1-2) ☐ ☐ ☐
Hurt (-1) (3-4) ☐
Injured (-2) (5-6) ☐
Incapacitated (7-8) ☐
Near Death (9+) ☐

Name: Ratling 3
Speed: 5
Skill: Great
Offense: 2
Defense: 1
Special: Night Vision

Ratling 4
Scratch (1-2) ☐ ☐ ☐
Hurt (-1) (3-4) ☐
Injured (-2) (5-6) ☐
Incapacitated (7-8) ☐
Near Death (9+) ☐

Name: Ratling 4
Speed: 5
Skill: Great
Offense: 2
Defense: 1
Special: Night Vision

Ratling 5
Scratch (1-2) ☐ ☐ ☐
Hurt (-1) (3-4) ☐
Injured (-2) (5-6) ☐
Incapacitated (7-8) ☐
Near Death (9+) ☐

Name: Ratling 5
Speed: 5
Skill: Great
Offense: 2
Defense: 1
Special: Night Vision

Ratling 6
Scratch (1-2) ☐ ☐ ☐
Hurt (-1) (3-4) ☐
Injured (-2) (5-6) ☐
Incapacitated (7-8) ☐
Near Death (9+) ☐

Name: Ratling 6
Speed: 5
Skill: Great
Offense: 2
Defense: 1
Special: Night Vision

Ratling 7
Scratch (1-2) ☐ ☐ ☐
Hurt (-1) (3-4) ☐
Injured (-2) (5-6) ☐
Incapacitated (7-8) ☐
Near Death (9+) ☐

Name: Ratling 7
Speed: 5
Skill: Great
Offense: 2
Defense: 1
Special: Night Vision

Ratling 8
Scratch (1-2) ☐ ☐ ☐
Hurt (-1) (3-4) ☐
Injured (-2) (5-6) ☐
Incapacitated (7-8) ☐
Near Death (9+) ☐

Name: Ratling 8
Speed: 5
Skill: Great
Offense: 2
Defense: 1
Special: Night Vision

Ratling 9
Scratch (1-2) ☐ ☐ ☐
Hurt (-1) (3-4) ☐
Injured (-2) (5-6) ☐
Incapacitated (7-8) ☐
Near Death (9+) ☐

Name: Ratling 9
Speed: 5
Skill: Great
Offense: 2
Defense: 1
Special: Night Vision

Ratling 10
Scratch (1-2) ☐ ☐ ☐
Hurt (-1) (3-4) ☐
Injured (-2) (5-6) ☐
Incapacitated (7-8) ☐
Near Death (9+) ☐

Name: Ratling 10
Speed: 5
Skill: Great
Offense: 2
Defense: 1
Special: Night Vision
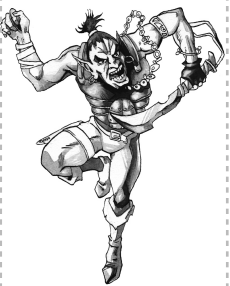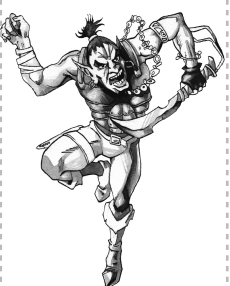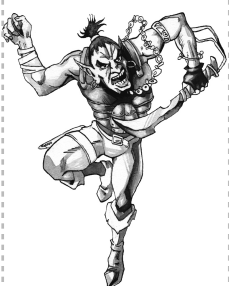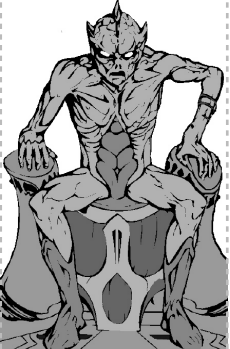
Skeletons

Skeleton 1
Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name: Skeleton 1
Speed: 6
Skill: Great
Offense: 1
Defense: 1
Special: Toxin Tolerance 3

Skeleton 2
Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name: Skeleton 2
Speed: 6
Skill: Great
Offense: 1
Defense: 1
Special: Toxin Tolerance 3

Skeleton 3
Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name: Skeleton 3
Speed: 6
Skill: Great
Offense: 1
Defense: 1
Special: Toxin Tolerance 3

Skeleton 4
Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name: Skeleton 4
Speed: 6
Skill: Great
Offense: 1
Defense: 1
Special: Toxin Tolerance 3

Skeleton 5
Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name: Skeleton 5
Speed: 6
Skill: Great
Offense: 1
Defense: 1
Special: Toxin Tolerance 3

Skeleton 6
Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name: Skeleton 6
Speed: 6
Skill: Great
Offense: 1
Defense: 1
Special: Toxin Tolerance 3

Skeleton 7
Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name: Skeleton 7
Speed: 6
Skill: Great
Offense: 1
Defense: 1
Special: Toxin Tolerance 3

Skeleton 8
Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name: Skeleton 8
Speed: 6
Skill: Great
Offense: 1
Defense: 1
Special: Toxin Tolerance 3

Skeleton 9
Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name: Skeleton 9
Speed: 6
Skill: Great
Offense: 1
Defense: 1
Special: Toxin Tolerance 3

Skeleton 10
Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name: Skeleton 10
Speed: 6
Skill: Great
Offense: 1
Defense: 1
Special: Toxin Tolerance 3
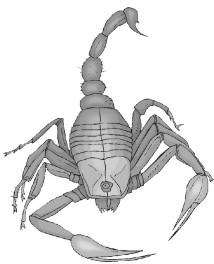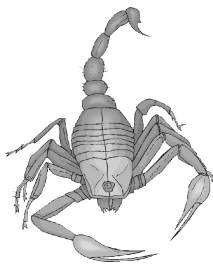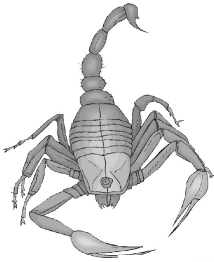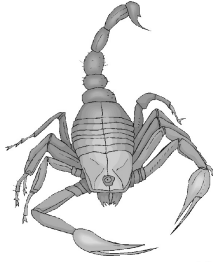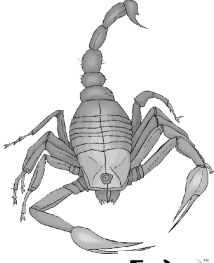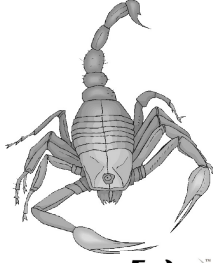
Skeletons - Various Weapons

Skeleton 1a

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Skeleton 1a

Speed: 6
Skill: Great
Offense: 1
Defense: 1

Special
Toxin Tolerance 3

Skeleton 2a

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Skeleton 2a

Speed: 6
Skill: Great
Offense: 1
Defense: 1

Special
Toxin Tolerance 3

Skeleton 1b

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Skeleton 1b

Speed: 6
Skill: Great
Offense: 3
Defense: 1

Special
Toxin Tolerance 3
Shortsword

Skeleton 2b

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Skeleton 2b

Speed: 6
Skill: Great
Offense: 3
Defense: 1

Special
Toxin Tolerance 3
Shortsword

Skeleton 1c

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Skeleton 1c

Speed: 6
Skill: Great
Offense: 4
Defense: 2

Special
Toxin Tolerance 3,
Shortsword & Lt Leather

Skeleton 2c

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Skeleton 2c

Speed: 6
Skill: Great
Offense: 4
Defense: 2

Special
Toxin Tolerance 3,
Shortsword & Lt Leather

Skeleton 1d

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Skeleton 1d

Speed: 5
Skill: Great
Offense: 4
Defense: 4

Special
Toxin Tolerance 3,
Broadsword, Chainmail

Skeleton 2d

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Skeleton 2d

Speed: 5
Skill: Great
Offense: 4
Defense: 4

Special
Toxin Tolerance 3,
Broadsword, Chainmail

Skeleton 1e

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Skeleton 1e

Speed: 6
Skill: Great
Offense: 5
Defense: 1

Special
Toxin Tolerance 3,
Halberd

Skeleton 2e

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Name
Skeleton 2e

Speed: 6
Skill: Great
Offense: 5
Defense: 1

Special
Toxin Tolerance 3,
Halberd

Orcs

Orc Warrior 1

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: Orc Warrior 1

Speed:	4
Skill:	Good
Offense:	3
Defense:	0

Special
Pain Tol. 1, Night Vision Sunlight 1, Broadsword

Orc Warrior 2

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: Orc Warrior 2

Speed:	4
Skill:	Good
Offense:	3
Defense:	0

Special
Pain Tol. 1, Night Vision Sunlight 1, Broadsword

Orc Warrior 3

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: Orc Warrior 3

Speed:	4
Skill:	Good
Offense:	3
Defense:	0

Special
Pain Tol. 1, Night Vision Sunlight 1, Broadsword

Orc Warrior 4

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: Orc Warrior 4

Speed:	4
Skill:	Good
Offense:	3
Defense:	0

Special
Pain Tol. 1, Night Vision Sunlight 1, Broadsword

Orc Warrior 5

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: Orc Warrior 5

Speed:	4
Skill:	Good
Offense:	3
Defense:	0

Special
Pain Tol. 1, Night Vision Sunlight 1, Broadsword

Orc Warrior 6

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: Orc Warrior 6

Speed:	4
Skill:	Good
Offense:	3
Defense:	0

Special
Pain Tol. 1, Night Vision Sunlight 1, Broadsword

Orc Shaman1

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: Orc Shaman1

Speed:	3
Skill:	Fair
Offense:	1
Defense:	1

Special
Night Vision, Sunlight 1, Broadsword, Fair Spells

Orc Shaman2

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: Orc Shaman2

Speed:	3
Skill:	Fair
Offense:	1
Defense:	1

Special
Night Vision, Sunlight 1, Broadsword, Fair Spells

Orc Lord 1

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: Orc Lord 1

Speed:	5
Skill:	Great
Offense:	5
Defense:	5

Special
Pain Tol 1, N Vision, Sunlight 1, Broadsword, Chain

Orc Lord 2

Scratch 1-2 ☐ ☐ ☐
Hurt (-1) 3-4 ☐
Injured (-2) 5-6 ☐
Incapacitated 7-8 ☐
Near Death 9+ ☐

Name: Orc Lord 2

Speed:	5
Skill:	Great
Offense:	5
Defense:	5

Special
Pain Tol 1, N Vision, Sunlight 1, Broadsword, Chain

Scorpion, Orc Archer and Wyvern

Scorpion (card)

www.hack-n-slash.com

Scorpion

Good

Speed:	5
Skill:	Great
Offense:	3
Defense:	3

Special

Charger, Grapple 2, Toxin 2

Scale **1**

Fudge

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Orc Archer (card)

www.hack-n-slash.com

Orc Archer

Good

Speed:	5
Skill:	Great
Offense:	2
Defense:	2

Special

Pain Tolerance 1, Night Vision, Heavy Leather, Long Bow, Hand Axe

Scale **0**

Fudge

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

Wyvern (card)

www.hack-n-slash.com

Wyvern

Great

Speed:	6/18
Skill:	Great
Offense:	5
Defense:	3

Special

Flight, Pain Tolerance 2, Toxin Tolerance 1, Toxin 3

Scale **3**

Fudge

Scratch
1-2 ☐ ☐ ☐

Hurt (-1)
3-4 ☐

Injured (-2)
5-6 ☐

Incapacitated
7-8 ☐

Near Death
9+ ☐

1 Yard
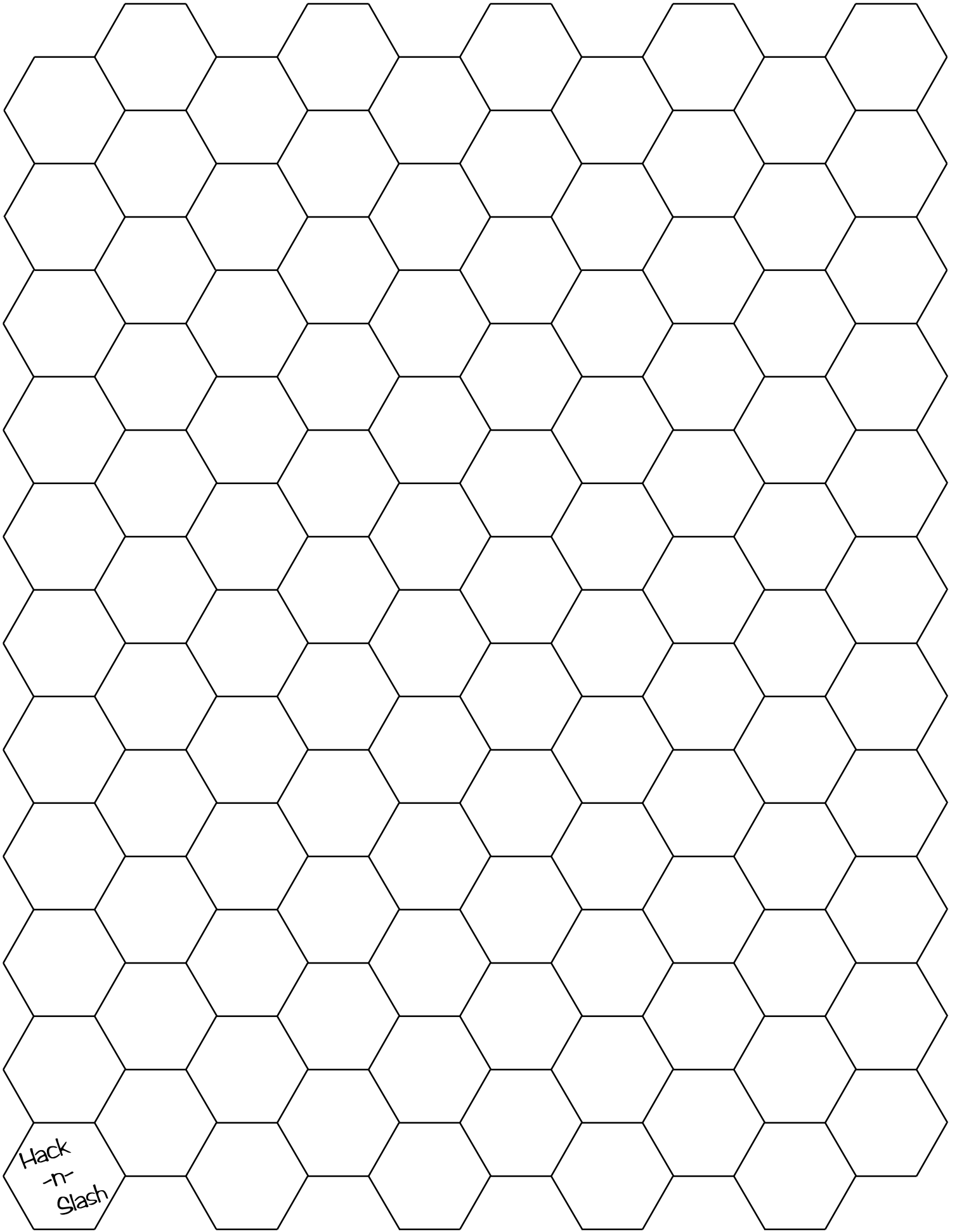
Hack
-n-
Slash

Fudge Accessories for Your Hack-n-Slash Game

Fudge: 10th Anniversary Edition!

Want to add more options to your *Hack-n-Slash* game? This ultimate edition of the **Fudge** roleplaying game system pulls together all the rules from the Expanded Edition (published 2000) with a whole lot of new material. Explore many ways to customize the **Fudge** system. Master lists of character traits (gifts, faults, and skills) provide ample options for your *Hack-n-Slash* player characters. Sections on weapons and armor, alternate magic systems, a Fantasy Bestiary, and how to "Just Fudge It!" will help you mold *Hack-n-Slash* to fit your game campaign perfectly –and vice-versa.

Stock #GGG1020, $34.99

Gamemastering Secrets

In *Gamemastering Secrets,* Aaron Rosenberg and guest contributors cover everything about running a roleplaying game, from choosing a game system to closing out a long-running campaign. Includes tips on how to handle various situations, pointers on potential dangers and how to avoid them, and advice on how to get the best gaming experience for everyone involved.

If you're new to GMing, they show you where to start and how to proceed, and enough tricks to convince anyone that you're a veteran.

For experienced GMs, they give you new tricks, ways to keep your players on their toes, and ways to spice up your games.

For use with any roleplaying game.

Stock #GGG4010, $34.99

Fudge Dice!

These six-sided "plus/minus/neutral" dice are perfect for use with **Fudge** and *Hack-n-Slash*. Roll four at a time for results from –4 to +4 ("Abysmal" to "Legendary")

Stock #GGG9020MC (Black, Blue, Ivory, Red, White) or GGG9020MC2 (Green, Orange, Pink, Purple, Yellow), 20 dice, $15.00

Stock #GGG9008DA ("Deryni Dice" – 4 black and 4 white Fudge dice in a pop-top storage box), 8 dice, $9.00
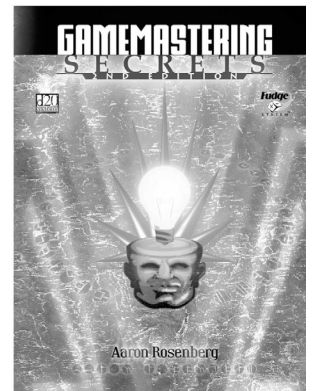
A Magical Medley

A Magical Medley is a magic-rich supplement for Fudge and other role-playing games. We've compiled a variety of magic systems and magic-related miscellany for use with **Fudge** and other role-playing games. Magic systems include: African Spirit Magic, Bioenergetics, Celtic Magic, Chinese Magic, The Gramarye, and Occultism.

Plus: How to design your own magic system to suit any campaign; interesting magic items and tips on designing more, and adventure seeds to help GMs create their own magic-related adventures. There's also "The Tomb of Shrak Ironfist," a complete fantasy adventure loaded with magical traps and tricks.

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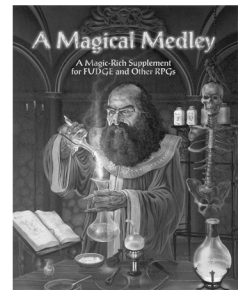
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