

LAIR OF SWORD & SORCERY
ADVENTURE GAME #5

LAIRS!

LOSS





Submissions & questions:

Send any comments, rules questions or submissions to :
spookyroomproductions@gmail.com



Order print copies of LoSS at
lairofswordandsorcery.blogspot.ca

Lair of Sword & Sorcery (LoSS)

Issue 5, October 2015, The Sorcery Issue

Credits: Copyright Ripley Stonebrook 2015 ©

All art, writing, and rules by: Ripley Stonebrook
Editor and Creator. Published by Spooky Room

THE EDITOR SPEAKS

Welcome to issue 5: Lairs! (The sideways issue)

As we near the end of another year we also near the end of the 5 core books of LoSS (Lair of Sword & Sorcery)

Lets take a look at what I've done with LoSS and why.

Issue 1: Demonboard:

Detailed the making of the all important demonboard on which all the action of the game takes place. Since a battlemat was so inherently important to the proper play of the game it was necessary to dedicate most of an issue to it. But I didn't want to just send you out to buy a battlemat or even more expensive 3d dungeon materials.

If the game was to be played by anyone I had to prove that you can make a great looking 3d dungeon yourself with just a few dollars. Not only that but I had to show a way that anyone could do it, not just artists that can create a full 3d dungeon out of foam and cardboard already.

I needed something that was cheap, easy, and not at all time consuming.

I often say that you can make a perfectly suitable Demonboard in the same amount of time as it takes to watch Conan the Barbarian.

I have in fact done that very thing myself a couple of times during the past couple of years.

I also wanted to include some material for the world of Kartharka. To show people what kind of adventures I wanted to make for LoSS. To show them a world made for exploring, for Adventure. A world created for them to tear around in and either save, or conquer.

I wanted a world full of wonder, excitement, hidden places and mystery. A world where one week you could play in the snowy peaks of the Winterlands, and another week in the steaming Hunzar jungles, or ply the coasts of the Islands, or brave the Desserts of the Summerlands.

Issue 2: Combat:

In issue 2 we really get started.

The combat issue finally started presenting some rules. Most important for adventure games is obviously the combat rules. The actual rules needed for 2 people to fight it out.

Since combat doesn't happen in a void it also included rules for the basics of moving in lairs, how to set up a scenario for people to fight in and some guidelines for small scale skirmish battles between groups of people.

It also included the all important SOTA rules. The rules for doing something other than fighting.

The combat rules were created to make heroes that can easily hold their own against regular folk. But no matter how powerful they become, they can still be taken out by large groups of enemies. But the opposite is true as well. No matter how powerful their enemies are they can still kill them if they have enough manpower.

And because you need heroes to do that fighting the Hero creation rules are in this issue as well.

Issue 3: Veteran:

But combat rules do not a Role playing game create.

One of the most important things to the way we play role playing games is the idea of advancing our heroes. Of making them better, more powerful, more skilled.

In the Veteran issue the rules for earning and spending Veteran points are included. To allow the heroes to improve their abilities.

The issue also includes lots of little things. Heroes homes, more of the world of Kartharka. Animals and monsters of the World of Kartharka as well as guidelines for crafting your own enemies.



Also included are the first set of guidelines for creating and running Lairs or your own.

Issue 4: Sorcery:

The sorcery issue finally adds the magic which all great fantasy role playing games need.

Magic items, spirits, ghosts, demons, and how to use them all. Now your heroes can become great Sorcerers, but unfortunately now evil Sorcerers and their minions are at the beck and call of the Demonlord.

Issue 5: Lairs:

This issue finally gives the actual rules and templates for creating your own Lairs.

But what does all this mean?

I wanted to create a new Role playing game from scratch. Something fun and easy to play, so anyone can play without a lot of reading or learning.

I also wanted to create something that was easy to write Lairs for, with some simple guidelines for relatively balanced encounters for the heroes. I wanted adventures that were fun to write, and easy to run.

What kind of game is LoSS?

The Rules

Well I originally went far away from what people would consider standard role playing systems. But it seems to have looped back to

where games started. A simple combat system, you earn points for completing scenario which you then use to improve your hero.

More importantly when you want your hero to do something other than attacking, you describe what you are doing and the game master assigns a dice roll to see if it works.

When writing and releasing the rules I knew that they were going to be a little confusing since they are being released in small pieces. People couldn't look at the whole game at once and understand what it was.

Not only that but the rules system was not set in stone when publishing began. Things have changed over the past year from how I had originally planned them.

This means that I could not refer to other unpublished parts of the system when presenting any of the rules. We were still playing around with the game ourselves, adding things trying things and seeing what worked.

Now with the release of book 5 everything is indeed now locked in stone.

What's with the weird release format? And why the original focus on retailers and the sudden switch to pdfs?

When I started the game I was very Friendly Local Game store oriented. I wanted to only release the game through game stores. But I soon found that contacting them and getting books on the shelves was just too difficult.

So I began selling hard copies online. But I

wanted to avoid the whole pdf thing. I liked my role playing games on paper. Well the fact is shipping is expensive. It's cheaper for most people to buy the pdf and print it wherever they are if they like it enough to want to use it. I wanted to avoid people putting up the pdfs for download and sharing them around and other nonsense.

The fact is my opinions have changed over the past year. And mostly it's due to my getting involved with the online community on Google+.

If you really want people to play your game you have to just put it out there. The pay what you want pdf system is really the best one there is right now. People can download everything for your game for free and if they like it they can throw a few bucks your way.

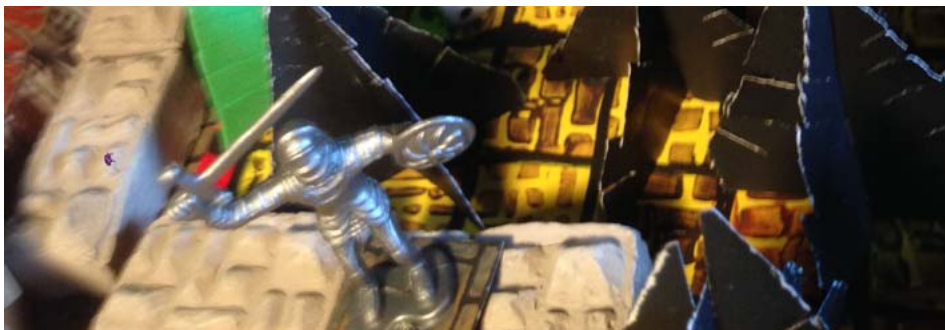
The same thinking goes for everybody publishing things for your game. If they want to put up a website writing their own adventures and rules, heck you should let them. They're all just sharing the game in their own way and the more people getting involved the better.

So what can the fans do with the game?

Whatever you want! Publish your own Lairs online, print your own fanzines, if people are willing to throw a few bucks your way to keep on doing it then feel free to sell it.

I wouldn't mind you posting a link back to the LoSS website if you can manage it.

So go on and have fun with the system, make stuff up, post your own pdfs, post content to your blogs, heck you can even put the LoSS issue pdfs up on your website if you want.





Game balance and the core of LoSS

In Lair the Demonlord sets up scenarios for the heroes to defeat. Once the scenario is set up the Demonlord is limited in what he can or cannot do but the heroes are free to do what they like.

The power of Sota is a great one and heroes can use it to great advantage.

While the demonlords minions are limited to the actions listed in the scenario and attacking the heroes are free to create traps, create cave ins, start fires, or anything else their minds can devise.

This is quite a powerful tool.

In creating lairs and deciding encounters you will see that they are referred to as 1/2 rank or full rank encounters.

These are by their nature balanced.

But what about the large set piece monsters and villains? They will usually be a certain encounter with a very specific rank. A

large monster or a powerful fighter.

In this case look to the heroes combined rank. I would suggest not having any encounters higher than double the parties starting rank.

There is a place on the story sheet to write in the Largest encounter rank. If at the beginning of the story the heroes are at less than half of that rank then you will need to supply some henchmen to bring the total up to that amount. Even if henchmen aren't technically allowed in the story.

If the heroes can't afford to pay then the henchmen will agree to work for an equal share of any treasure which may be found. In this special case these special henchmen will not have to roll after their first combat to continue fighting, they will fight on to the end in hopes of striking it rich.

They are controlled by the players in the usual way.

INTRODUCTIONS

Where to start?

Here we are with the last of the "Core" books for the LoSS (Lair of Sword and Sorcery Adventure game). Lairs!

LoSS is a special game.

When writing the game I didn't start with a combat system, magic system, or even a skill system for resolving character actions.

I started with the adventures.

With deciding what kind of adventures I wanted the players to go on, what they would do during these adventures and, most importantly, how I could write those adventures easily, and how I could run them easily in the future without any prep.

So in this issue I present to you:

The Lair templates.

They're quick, fun, and easy to fill out. You can use them to make a one shot encounter on the road, a whole series of interconnected adventures, crazy multilevel tombs crawling with monsters or sorcerers, or whole countries full of villages and mines.

Everything you need to make a LoSS adventure is on every sheet, and since everything has it's own place and easy to find, you can pull out an adventure, read it in 5 minutes and be completely ready to play. With the Loss template prepping a pre-made Lair for a game can take less time than

setting up for a board game.

The four templates all work together, with two sets of two templates.

The most often used template set are the Lair templates themselves. The Lair Outline and the Lair Details. With these two sheets you can set up a map of a group of areas along with all the extra things you need to turn it into a playable scenario like area contents and enemies

The other set are the Story background and story flowchart.

These two sheets link a number of Lairs into one long cohesive "story" or campaign.

The story background gives the Demonlord all the details they need about the story and how the lairs link together.

The Story flowchart is one of the most important tools. A simple way to create huge overlapping story lines, with one chain of events as the "Main story", a second course of events as the "Background stories" as well as a number of "miscellaneous" events they may occur at any time and a list of triggered events, things that will only happen if the characters do something or don't do something.

Using the templates:

First decide what you want your adventure to be about.

Then fill in the Story background, the story that this group of adventures tell. You

don't need a lot, just the setup of the adventure. The rest of the story will be in the Lairs themselves.

Then go to the flowchart, just write in all the things that happen our could happen on the flow chart. Draw in some arrows so that you know which one leads to which.

Then get out your Lair Lair templates. For each of the events in the flowchart fill out a set of Lair Templates.

And that's it. Just fill in all the boxes on the Lair templates and a couple of lines on the background sheets.

Each of the sections that follow give tips on how to fill in each sheet, as well as a few guidelines on how many enemies to throw in and how to use them.

Also included at the end of this issue are the sheets for the LOSS Demonlords screen.

Hopefully these will help those of you that are having a hard time keeping track of everything. I know even I could use a reference a little quicker than flipping through 4 or 5 books. Especially considering the first few issues didn't even have tables of contents or page numbers.

LAIR TEMPLATES

Lets Jump right in.

You'll see on the following pages the blank sheets for Lairs and stories.

Lets start with the Lairs first as they are the simplest part, the building blocks of the LoSS game.

LAIR OUTLINE SHEET

This information should look a little familiar as I gave some of these guidelines in the Combat issue. Here the same information is used but organized into a form to fill out. There have also been a few things added.

First lets look at all the boxes.

Map:

There is a place on the form the exact size of a Demonboard. Use it to draw in all your areas and mark down where important features and enemies are.

It is important to mark down exactly where enemies will be when the heroes enter the room so that you can be sure of being fair and not placing them to your own advantage once play has begun.

Key:

It is helpful to use symbols on your map and the key is the place where you can mark what all the symbols need.

Lair:

This is where you write the name of the current Lair you are working on. Like "cave of the witch" or "Necromancers tower level 1" This is the name of the actual Lair that the board represents.

Setting:

This is the general Location where the Lair is. Usually Lairs are organized by location, such as a nearby village or city, or by province or mountain. For example all the Lairs of the "Temple of the Blind Burrower" take place in the setting of "Throm" the village near all the action.

Scenario:

This is the name of the scenario being played out in the Lair. For example the town of Throm is used in three scenarios in the example story in this book.

One is "Enter Throm", the other is "War on Throm", and the last is "Attack of the Burrower". They all use the same "Lair" which is the village of Throm, but each scenario has different objectives.

Remember a Lair combined with objectives, punishments and rewards becomes a scenario

and scenarios linked together become a "Story".

Story:

This is the story that the Heroes have become embroiled in currently. In the example in this book the story is "Temple of the Blind Burrower". It has linked scenarios beginning with the heroes arriving in Throm, heading to the woods, entering the temple, and fighting the Burrower. Along the way they may have a war, or or fight the burrower in the town instead.

All of these things are part of the "Temple of the Blind Burrower" story.

Active:

This is a box where you can write yes or no.

This helps you to keep track of whether this Lair is part of the main story or not and help you to know whether or not it is important for the heroes to succeed or not to continue the story.

Background:

This is another yes/no box. It lets you know if this is what's known as a background scenario. They may not be important for completing the main story, they tend to be something else happening within the area so that the heroes can know that their main mission isn't the only thing going on in the area. It also serves as a welcome alternative to the heroes who may not be interested in the Main story.

Sometime it can even connect with the main story but this is not necessary.

Objective:

This is the thing which the heroes must accomplish in this scenario. If they are able to do so then they receive the reward.

If they fail or if all the heroes flee the scenario then they will have to suffer the punishment for failure.

Heroes may never return to a scenario once they have fled. They may return to the area of the Lair but the scenario ends the moment the last hero dies or flees.

Punishment:

This is what the heroes receive for failure. Sometimes it will be obvious to them what the



punishment is. For instance if their objective is to rescue someone before they are killed then the likely punishment for failure will be the death of that person.

Sometime failure will also be accompanied by infamy. Running out on people who need your help will often lead to those people despising you.

Reward:

The reward may also be obvious to the players or not. For instance the reward for finding the entrance to the next level of a tower within a layer is getting to go to the next level of the Tower. Especially if the Stories main objective is there.

Sometimes the reward may be monetary, in that case of a reward by the local townsfolk, or successfully finding a great treasure.

Usually a reward will also gain the heroes a bit of fame if the results of their adventuring are publicly known. People become famous heroes for taking down a band of outlaws or a dangerous monster.

The people the heroes are working for will also often owe the heroes a favour once they have saved their lives.

Special features:

This is one of the most important parts of each Lair. Each Lair must have something completely unique to it. This does not mean that you cannot use that feature again at some later date but you would not be able to use it as another Lairs special feature.

A special feature may be an unusual weapon used by the inhabitants of a Lair. Or a special trap, a pit full of lava, an underground river or anything else you can think of.

Or it could be a special skill had by the inhabitants or leader of a Lair.

The only necessity is that the special feature involve at least 1 new rule, usually only applicable in that one place. In the example Lair "Caverns of the Burrower" you'll see I have used wobbly pillars as the special feature. The rule is that anyone walking under them has a chance of the ceiling falling in on them. It's a simple addition but makes that Lair a little bit different than the

others. I could have used them again in the Temple Lair but in that case they would not have been the special feature of the Lair since it was already used in the Caverns but it could be added just to spice things up.

The special feature in the Temple is of course Malaks ritual, which has it's own rules as well.

Henchmen available:

This is where it will state whether or not Henchmen can be gathered up before beginning the Lair. IF they are available it usually means that heroes have time to hire people before beginning. It also means that they are in an area where there are groups of people willing to drop everything and head off to adventure, or at least crack a few skulls for a few gold coins.

Setup:

Most Lairs are set up "Blind" meaning the heroes do not know the contents of the lair. Usually they will start on one edge of the board marked "heroes enter" in a corridor or a room. The Demonlord will place this starting area only and the game begins. New areas are only placed as the heroes can "see" them.

Sometimes, though, there will be a special setup. For example in the "War on Throm" scenario the adventures start in the middle of the town with the whole town placed on the board.

Any other special setup instructions can be placed here. Usually this is also where it will say whether the lair has enough light to see or if the heroes must bring their own sources of light.

This covers the first of the Lair template sheets.

LAIR DETAILS SHEET

The second sheet, the Lair details sheet contains the meat of the Lair. What it looks like, what are in the areas, who is there, what they are



doing, and everything else that the heroes may encounter.

Areas:

This is where all the areas on the map are described. Not a lot of details are required but you can add as much as you like.

Usually they are marked with a number system like 1, 2, 3 on the map and then each area is described.

Usually you should write the rooms contents, enemies inside and anything else that may be necessary to know. Look to the example lairs to see how this is done.

You do not need to write about all the details of each monster or enemy. This is what you use the force List for. Also if there is a special item in a room it is usually best just to put the items name in the area section and then write the details

about that item in the "notes" section so that they can be easily found later.

Force List:

This is where you right in all the combat stats of all the enemies in the Lair. It has places to write in their name, what they are armed with or other equipment, what their combat stats are, and a notes section for any special powers.

Again if an enemy has a special power you can just write the name of the ability on the force list, and the details about this ability in the Notes section.

Notes:

This is where you can track notes on special monsters, abilities, items and areas of the Lair as well as any special rules or features of the Lair. Again look to the example scenarios to see how this and the other sections are used.

**LAIR:
SETTING:**

**SCENARIO:
ACTIVE:**

**STORY:
BACKGROUND:**

LAIR OUTLINE

OBJECTIVE:

PUNISHMENT

REWARD

SPECIAL FEATURES

HENCHMEN AVAILABLE

SETUP

KEY:

[illegible]

DEF/ATTK/END/DAM

EQUIP

DEF/ATTK/END/DAM

EQUIP

DEF/ATTK/END/DAM

EQUIP

DEF/ATTK/END/DAM

EQUIP

DEF/ATTK/END/DAM

EQUIP

[illegible]

NOTES

NOTES

NOTES

NOTES

NOTES

THE STORY TEMPLATES

Here's something a little bit special, the story sheets.

It includes all the background the Demonlords need to put all of the Lairs and scenarios into perspective, so that they can understand how everything fits together.

It also includes important details which must be known for the Demonlord to run the scenarios for the players.

STORY BACKGROUND SHEET

This part is very important but was one of the last sheets added. If you have written the story yourself fairly recently then the flowchart and accompanying Lairs contain more than enough information to run the story. But if your story is to be run by someone else or, if it's been a while since you wrote it, will be helpful to have a few written paragraphs describing the story and how all the parts work together and lead to each other.

The lair flowchart described the order things happen in and the lairs describe what happens, but the all important whys, are left out and without a bit of context to pull it all together the whole thing will be a bit of a mess.

Story:

This is the name of the Story

Location:

This is the general area where the story takes place, be it a village, town, country or valley

Highest Encounter rank:

This is used to see if the party is up to the challenge and controls how many henchmen are available if and when they become available.

This will be the rank of the largest group of enemies in the entire story. If the party is not equal to at least half of this then they should be allowed at least enough henchmen to reach this number, whether the scenario allows it or not.

Hook:

This is how the heroes get involved in the adventure. Whether it is as simple as taking a job, having a family member killed, or buying a strange scroll in the bazaar, this is how the story gets started.

Wander in:

If the heroes are randomly travelling the countryside they may stumble across the story as they enter the area. In this section is where you detail what would happen if the heroes stumble upon the story in this way.

Read aloud text for the heroes:

Some people don't approve of read aloud text, but I feel a couple of paragraphs are always welcome. I find that when everyone sits down at the table to play you need a special signal or device to separate the game world from the regular world, a way to transport the heroes to the world of the game.

I find that a couple of paragraphs of read aloud text is the perfect way to set the tone and mood for the game. It doesn't need much detail, it just needs to set the scene for the adventure to come.

Story Background for the Demonlord:

This will give the bare bones facts of the story to let the Demonlord know what is going on. Especially if there is some information which they need to know that is hidden from the players for much of the game.

It will help the Demonlord, along with the flowchart, know how to run the game, and what events came before the heroes arrive and how the lairs will be encountered and in what order.

The best way to understand all this is to flip to the included sample story and read the story sheets there.

THE FLOWCHART

Now let's talk about the story and linked Lairs and the flowchart sheet

Let's go over LoSS lingo again. A lair is an area on the Demon board, if you add objectives rewards and rules to a Lair, then it becomes a scenario.

If you like scenarios together it becomes a Story.

Here on the story flowchart sheet you see how a number of Linked Lairs can be organized and strung together into a fairly complex story which is however extremely easy to track. This means that you can pick up a Story written by someone else, read it through quickly and be running the game in no time.

There is no need to memorize everything or work out all the relationships between the parts of the story as the flowchart tracks everything for you.

On the night of the game you can simply reread the



story sheet to refresh your memory and then every lair has the pertinent information right within it so there isn't any need to put in any elaborate preparation.

First head to the example flowchart sheet later in this issue and take a look at how it is filled out for the example story.

Setting:

This is the setting

Active Story:

This chain is used to track the active story, these series of events usually go roughly in order though they may sidetrack occasionally to the background story, miscellaneous events and triggered events depending on choices the heroes make or just through their nose snooping.

Background Story:

It is usually a good idea to have at least one background story occurring in the same setting. It may be partially connected to the main story or completely independent. The heroes may encounter it during investigation into the main story, or perhaps just by wandering about. It helps to keep the characters from getting bored or feeling like the only thing they are allowed to do is the main "adventure"

Miscellaneous:

These are more like places or events of interest in town. Perhaps something interesting happens in the basement of the local bar, or in that new temple down the street, or the docks. Something that doesn't have enough complications to warrant a whole story of its own but it may be of interest to the players. Not every Lair requires a complex chain of events, it may simply be a nest of Vulpin that need seeing to.

Triggered:

This is an important part of the flow chart. When heroes find a way to move on to the next part of the main adventure, like finding the

entrance to the next level of a tower it is pretty obvious what part of the adventure comes next.

But what if a scenario only occurs if the heroes fail in a certain mission, or only occurs if they enter an area at a certain time, or only occurs if the heroes find a certain magic item, this is where the "triggered" section comes in. This tracks all of the scenarios that only occur at a certain time. Ordinarily the referee of a game would have to have memorized when and how all these things would have occurred but with the chart everything is tracked for them, thus requiring much less prep time than a traditional role playing game.

Using the story sheet you can decide what you want to happen.

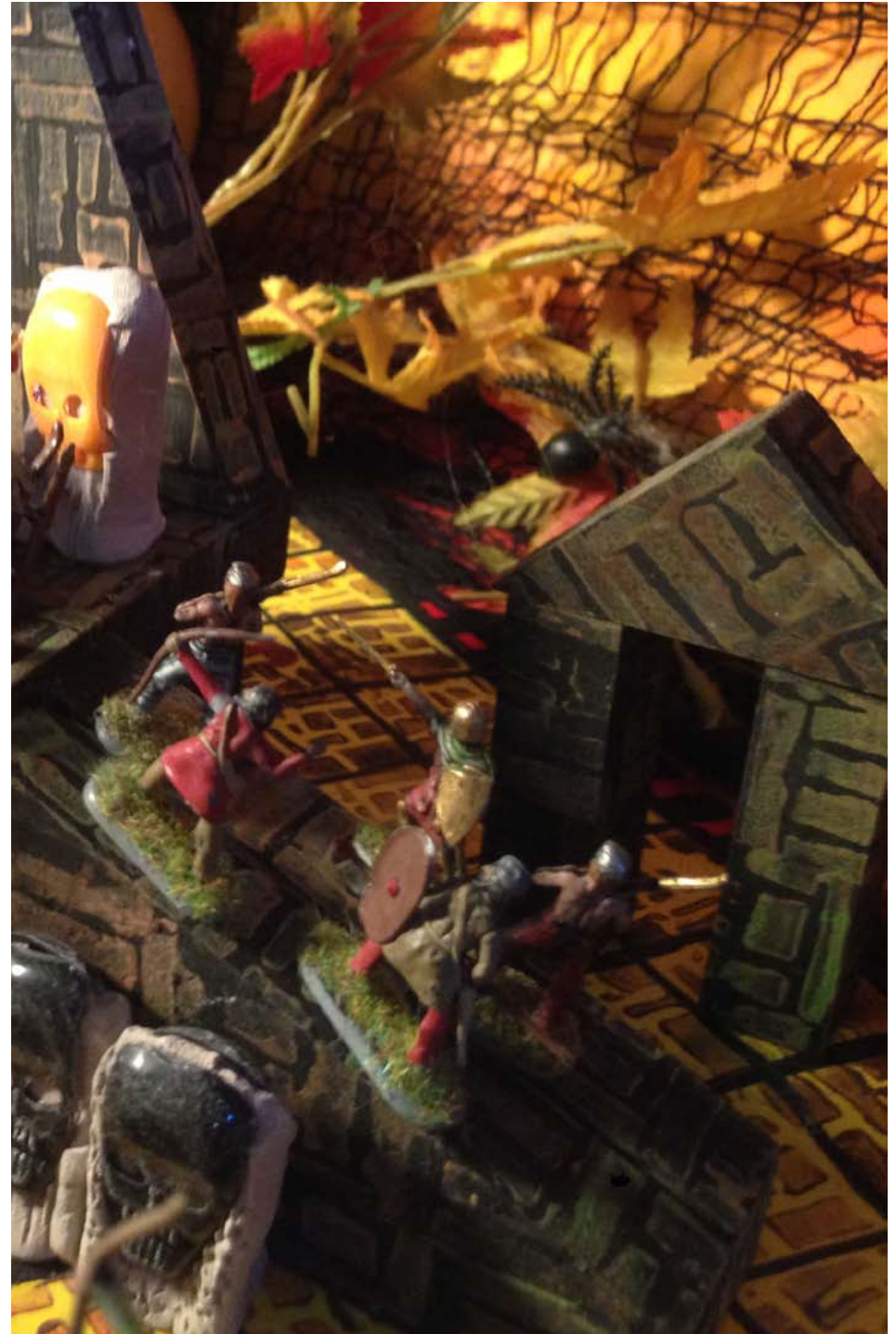
Use the flowchart to break the story down into small lairs. Large areas can be broken down into separate Lairs. Like a large tower can be broken down into separate levels, or a one large cavern complex can be broken down into series of rooms.

Simply write a single Lair in each box. Use arrows like in the example sheet to track which one leads to which.

Then get out your lair templates and fill out one template for each.

And that's it. Lucky for you the templates do all the heavy lifting and thinking for you. They make sure all of the necessary things are taken care of leaving you free to think of cool enemies for the heroes to fight, or strange and mysterious groves for them to explore.

You might think that it would take more detailed explanation on how to fill all these charts out properly but really the Loss rules system is built to make all of this easy. The rules are written in a way to make adventuring simple leaving more time for fun. They are written to work with the templates and the adventures all take place in a world made for adventure.



STORY _____
HOOK

STORY BACKGROUND FOR DEMONLORD

READ ALOUD TEXT FOR THE HEROES

PG10

STORY FLOWCHART

SETTING:

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

ACTIVE
STORY

BACKGROUND
STORY

MISC

TRIGGERED

TIPS FOR THE DEMONLORD

Give the heroes choices about where they go....

When you're getting started and all the heroes are brand new, it's hard to know what they want to do. Usually you can have an adventure in the town they are starting in (Usually Stroh-Branoch to start) or have a job opening to an adventure just outside of town.

They may show little interest in the adventure you have chosen because they didn't get to decide where they want to go. So pay attention to what they are saying. If it sound like they are more interested in a specific area or doing something else specific, then plan on making that happen. Next week run an adventure in the town they want to go to, or before the adventure starts let them do what they want to do. If this means trying to visit the local Targ leader and trying to kill him then fine, let them. You may have to wing it a bit but they'll have fun because it's what they want to do.

Don't be afraid to change Lairs that you have.

Try to download as many as you can, it's in their nature to be quick to prep so you might as well keep a lot of them on hand. Why make up your own adventures for everywhere in the Winterlands when other people already have.

Or if someone has made an adventure in Brytax and the heroes want to go to Bitwyn then just relocate the adventure there and change some things to match the local flavour. Just because the adventure occurs in and abandoned mine outside of one town doesn't mean you can't move it anywhere else in the Winterlands.

Heck even the Blind Burrower can be played anywhere. If the players don't feel like travelling all the way to Throm then find out what town they would like to go to, change Throm to that town and you're good to go. Or if it's a large town, you can always say the event occurs near a small

neighbourhood just outside of town. Change things as you go and have fun with it.

An adventure can happen anywhere but a players plans for their heroes lives can't. So let them act on their plans and you'll see how much more they respond to your games.

How many enemies and how often

When setting up your own Lairs the hardest thing to decide is how many enemies to put into the Lair, how many rooms should have fighting in them and tough should each combat be. If you look in the example sheets you'll see that I usually define combats as a "full rank" or "half rank" of enemies.

A full rank of enemies is a group of enemies who's combined rank is equal to the combined rank of the group of heroes.

A group of heroes should be able to beat a "full rank" of enemies without dying.

But only if they effectively use Sota. They must be creative and use their wits to come up with interesting and tactically advantageous things for their heroes to do. Because the demonlords enemies are allowed only to attack normally and may only do other actions as described by the scenario, they are limited in what they can do. Don't be fooled though, their usually complete disregard for their own health will give them a great advantage in combat. And the Demonlord always has more at their disposal.

After fighting a full rank of enemies however they will usually be quite worn out with very low endurance. Most will have only 1 or 2 endurance points left if not already at 0.

A half rank of enemies can usually be defeated by a group while losing only about half their endurance. When the combat is over they can rest and be get half of their remaining points back.

But a few encounters like this will leave them again only at a couple of endurance.

That's why it's a good idea to sprinkle in a few encounters with only 1 or two enemies to give the

heroes a chance to recover. However to make this fair (to the Demonlord anyway) there should be a risk or receiving serious damage during these encounters. For instance a single enemy which runs leading them to a trap.

Depending on what the heroes must accomplish it is useful to use your minions wisely.

It is a good idea to use full ranks encounters sparingly, usually no more than 1 per Lair, and not in the same Lair as a rank that is above the heroes.

You can have another 2 or 3 half rank encounters in the same lair but think about replacing one of these with a 1 or 2 enemy encounter with an edge, like lying in wait for the heroes when they pass.

Remember that the heroes are also free to flee at any time they choose. The punishment is usually only an infamy loss at most though many innocents may be hurt.

No adventure should ever be easy.

Victory should never be certain. In Lair of Sword & Sorcery high adventure is around every corner, but if it was easy everyone would be a rich adventurer.

But it's not easy. Even though our heroes are definitely a cut above the average citizen they aren't super humans. Every adventure involves a great amount of risk but a great amount of reward as well.

Not just in jewels and gold but fame and glory. In LoSS a large pile of money can get you whatever you want, but so can a high fame score and a handful of favours. All the great provinces of the Winterlands have money so building an army will take more than money it will take a lot of influence and leadership.

In Loss the players throw their heroes into the face of danger, the chance of failure is high, but if they are careful they can live to fight another day. In fact protecting your good name can be a lot harder than protecting your hide. Remember to remind them of the possibility of fleeing often.

So to sum up don't put too many enemies in the Lairs but if you do, they're still able to flee.

That's why the game rules make it so easy to get away.

When and where should Role playing options be...

Sometimes the heroes will want to do something other than attack the bad guys. It's shocking I know. During the times when they are not in a Lair there are usually plenty of people to talk to and plenty to do, especially when they are in a town or settlement.

But in a Lair heroes can get caught up in the hack and slash of adventure. For the most part this is a perfectly suitable plan, like wandering through caverns full of monsters. But when sneaking through an evil temple it is entirely possible that there are other humans there to interact with that may not know that the heroes are there to kill them.

In these cases and others the heroes may wish to make nice with the inhabitants, try to blend in.

Or they may try bargaining with the monsters instead of attacking, or other strange tactics.

In these cases use your judgement, sure you as the Demonlord are looking to take out a few heroes, but like in cases of adjudicating Sota, you must stay impartial. IF the heroes have a good chance of interacting with the enemies then let them do so, especially if they have something fun in mind. Don't let them push it too far though, even though the game takes place in a world of magic and demons and other bizarre things, you have to keep a firm foot in reality or it will all just seem silly.

Not every guard is going to fall for every stupid trick they come up with.

As long as the heroes are just talking and are not actually trying to get anyone to do anything you can play out these interactions in any way that seems valid but as soon as they try to talk people into doing something they want they should need to make some Sota rolls. If they have come up with a particularly convincing scheme or argument then change a very difficult roll to difficult or even easy. A characters stats can have an effect on

these, mind and more particularly camaraderie are most important in these encounters.

Rewards: how much to give, treasure..., fame, infamy, cash, favours

This is always a difficult one for Adventure gaming. How much treasure should a hero find on an adventure.

In Lair of Sword and Sorcery money is relatively useful to normal folk. They can use it to buy a nice home, fill it with nice things, and live comfortably for the rest of their lives, protected by guards and iron bars.

Of course none of this is of interest to a hero.

What a hero wants is fame, and glory, and things it brings.

Treasure and gold can indeed buy steel armour and weapons but that's about it. Once they have these things gold can buy little more for them.

Gold is also useful for hiring henchman and other helpers. But this all only supports their one real goal, fame and glory in a world of adventure!

So feel free to pour treasure onto the heroes. Everything they want to buy is extremely expensive anyway so it'll be gone soon. And even if it isn't the dangers of the road can deal with that.

Or the heroes may use that gold to hire passage to new and more exciting places full of adventure. They may dream of travelling all the way to the summerlands, to take on the Black Emperor himself. Let them amass the treasure they wish.

The other thing to remember is that the world of Kartharka is not like ours. Most things are traded on a barter system. Money is not even used by most common folk. A gold candlestick from a temple may technically be worth a fortune but spending it is harder than you'd think. Most of the people the Heroes would be dealing with couldn't make change for gold piece much less a 5 lb candelabra.

They may find themselves also being horribly overcharged, heroes are rich people say, and can afford it.

Also remember that shopping malls don't exist in Kartharka. If a hero wants a well made steel

sword it will be far more difficult to find a weapon smith who has the skill then it was to steal all that gold from the temple of the lizard men. Make spending the gold an adventure in itself and you'll find that the heroes can amass quite a fortune without the game becoming stale.

So what should they find in the average lair.

Well if 5 heroes enter and find 20 gold coins worth of treasure that's 4 coins each. That means they can pay their henchman for the next Lair, buy a couple of pieces of armour and still have a gold coin to spend lavishly in town buying rounds of drinks and finding all sorts of mischief to get into.

That means if they find 50 gold coins they have found a fortune, they can afford to hire teachers, build homes, hire servants, get training.

But then it's all gone again. 50 gold coins can buy a lot but not forever. Don't worry about heroes having too much money they business of adventuring itself is an expensive one.

Try to make them earn their money however. A simple Lair with 2 or 3 half rank encounters may sever up only a handful of coins.

A grand temple with 3 half encounters, one full encounter, and then an encounter with a terrible creature the heroes should certainly be given a rich reward. Up to 100 gold coins could be had with such a risky adventure, considering they could have turned back at any time.

Fame is a commodity to be watched even more carefully.

Even the greatest exploits must have a limited fame award. Look to the fame chart in the Demonlords screen. A fame of 0 is completely unknown to all, a fame of 100 gives a hero the kind of glory that usually only gods and emperors would enjoy.

Sure the heroes found an ancient hidden temple in the wilds of a great jungle. But if nobody has ever heard of it in the first place and no one saw them do it, then they will hardly to be likely to believe their outlandish tales about defeating the

8 armed hippopotamus god of the insect people who lived there even if they do have some strange scrolls and bizarre looking necklaces.

But if the Sages had sent them to the temple, because it's insect people had been raising an army to destroy the people of the Winterlands then their reports are far more likely to be believed and spoken of far and wide.

I would hesitate to give more than 5 points of fame for anything at a time unless it was truly world changing. Remember the world is a small place. Just because your exploits are the talk of every villager in your hometown doesn't mean they've even heard of you two towns over.

Most adventures would garner a hero only 1 or 2 fame at a time.

Favours

Favours are another thing that heroes will rack up like gold coins.

But not to worry, favours can get spent more easily than gold sometimes. Heroes always have so much that they want to do that they are likely to use them right away most of the time, especially when they are low on money, as heroes often are.

Eventually they will start keeping them though and this should make you happy.

Heroes will save the favours with certain people and places because they have a plan or a goal. And plans are usually fun and interesting. Support your players in their goals.

And when they are cashed in it's usually a lot more interesting than simply buying another sword. Also unlike gold and fame they can't be combined to make one big favour. A multitude of small favours can't be combined to earn the hero and army. Though with a lot of travel and a lot of favours they could conceivably build an army one man at a time.

Punishments:

When failing a scenario is punishment enough, failure is it's own punishment.

This is the one that will be most difficult for

Demonlords to come up with.

Most scenarios will include infamy as part of the punishment, but if the heroes care little about fame, or are indeed trying to build their infamy then this will have little impact on them.

Sometimes the punishment can be a lack of reward.

For example if the reward for braving an underground mine in search of a lost cache of platinum is the lost cache of platinum, then failing the lair would be the loss of said platinum. In this case the creative part of the process is determining why, if the heroes turn back, they can't return again, thereby making it a failure.

For example, in our platinum scenario the mine could be prone to tremors, with the tremors increasing in severity, our heroes braving the depths is their last chance to find it before it falls into the earth forever.

In the case of saving a town or village, the punishment will be the deaths of all the villagers, and the infamy of abandoning them in their time of need.

Sometimes the punishment for not succeeding will be not being able to continue on. For example the heroes are searching for the entrance to a deeper level of sewers past the one they are adventuring in. Failure would mean that they do not get to continue their adventure to the end.

There may be other punishments as well but this need not necessarily be true.

If the only reward for success is moving on with the adventure that this is a perfectly acceptable punishment.

In the case of infamy I wouldn't hand out more than 5 infamy at any one time, and even then only for grievous failure. Usually 1 or 2 should be enough to spur most players on.

Making up special features

Special features are an important part of Lairs, more importantly they make the game more interesting and more fun. It may seem like it is difficult to come up with wholly new features for each and every Lair you create, but really the Lairs

create them themselves.

Every adventure will have an objective, be placed in a special area, have their own villains, have their own layouts. All of these things lend themselves to special features.

For instance in the example story, In the caverns of the Blind Burrower, I had placed a few pillars in some of the rooms just to break up the areas, but I knew that there were tremors and that the ceilings were weak so I made up some special rules for the pillars. In this case the special feature presented itself.

So too in the case of the Malaks ritual, the scenario was all about stopping Malaks ritual, so adding the rules for the ritual were necessary anyway.

I needed something to spur the heroes on to complete the burrower scenarios so I came up with the war on Throm, once I knew an attack was going to happen I thought the heroes may try to get help from the villagers. Once I knew that I wrote up some rules for rallying the villagers.

The special features will usually suggest themselves once your start writing the scenarios.

So don't try to sit down and think of cool special features, think up cool and different Lairs, and the special features will automatically fill themselves in.

Making up your own monsters, villains, etc...

When making up your own villains it can be difficult to know how powerful to make them.

Keep in mind who they are and compare them to an average man. A few small bonuses will make them extremely powerful compared to regular humans.

Remember that an enemy is far more likely to have a great number of minions than to be extremely powerful. A warlord will not necessarily be able to kill an entire party of heroes with his bare hands, but he will make his fortress with many chokepoints to force the heroes to fight them one at a time.

He will also have many well armed and

armoured soldiers, who will be disciplined and unlikely to run.

So enemies need not be extremely powerful to be dangerous.

Loners may be more powerful, but an enemy with a lot of high stats is difficult to kill but also boring to fight.

Instead try to give your villains and enemies a special power, ability or weapon. They will be weaker but still far more interesting to fight.

Remember that the combat system of LoSS is brutal enough without using overpowered enemies try to keep things interesting instead of difficult.

Coming up with a story.

This is the hardest part. The story is the thing that drives the story.

I usually start with an idea, maybe I get an idea from a movie, a book, or even a comic book.

The burrower idea was a simple one. Some giant bug living in a temple underground. Everything else that comes after is just working on that.

The temple is useless if there isn't a way to lead the heroes to it, so I came up with Malak, one of the Sages, to lead the heroes to the temple.

Since he learned about the Arrowblack from the stonecrawlers, they got involved as well, and so the war was added as a driving force for the players.

The branchlings were invented because I needed something for all those kidnapped villagers to be used for as well as needing a cool monster for the heroes to fight in the Arrowblack, something to justify the cursewoods legends.

And so on and so on.

Since there is so little work involved in making things game ready you can pretty much invent anything you want without having to convert it into something that works in game.

Keep it simple to start, with just single Lairs, and build up to large multilevel lairs.

Once you have gotten the hang of making up the main story you can add background stories,

miscellaneous and triggered Lairs.

Remember the most important thing is to have fun, if you're having fun hopefully the players will too.

Let the heroes mess with the world in any way that they want.

There's a whole lotta Kartharka out there. The players are going to want to see a lot of it. Since only so much material can be published so fast it's guaranteed they are going to want to go to a place that I haven't covered in the issues.

Well in that case you're just going to have to make it up. There are plenty of hints and clues as to what may be in those places just pick one of them and run with it, or make something up completely yourself.

Sure your world might not match mine, but after a while it's not going to look anything like mine anyway, due to the heroes actions.

Your heroes will want to take down the leaders of Stroh-Branoch and run it them selves, they are gong to want to travel to the summerlands and take on the Black Emperor, they are going to want to build armies.

You should let them try. I'm not saying make it easy for them to build an army. I'm saying that you shouldn't deny them an army just because you know they'll use it to overthrow the Black Emperor. Let them attempt things that will change the world, the world needs to change to make it

interesting.

Your world will grow and change and become different then my Kartharka and that is how it should be.

And don't be scared to mess with the world yourself.

If you want to have a village of half goblins next to Stroh-Branoch then do it. It doesn't matter that they aren't there in my Kartharka.

If you want the Black Emperor to travel to the Winterlands then do it. Have him burn Stroh-Branoch to the ground if you want. Don't feel that the background is too precious to mess with.

If you go too far in destroying the Winterlands, then there is still the Autumnlands and the Summerlands to mess with. Or maybe it's time for the heroes to retire to hang up their swords, consider it a job well done. And start out afresh, in a whole new version of Kartharka, maybe you'll give it a different name, or it'll look different, maybe even have different people and places.

Make it your own, make it someone else's, add more magic, less magic, more monsters, more evil lurking in the corners of every house.

The important thing is that you're playing and adding and growing.

There is no right or wrong way to play, no perfectly balanced and fair scenarios.

There is just the game.



STORY BACKGROUND

STORY Temple of the Blind Burrower

HOOK The heroes have accepted a mission from the Sages Tower of Stroh-Bronoch. They are to deliver a package of documents and small items to the Sages Tower of Throm. They will be paid 10 gold.

WANDER IN The heroes happen to wander into Throm on their travels. Whether through a wrong turn in the road or due some other mission has brought them to Throm or its environs. There are mining jobs in the mountains, forestry jobs in the Arrowblack forest or security for shipments.

READ ALOUD TEXT FOR THE HEROES The heroes enter Throm finding it deserted. They see some of the villagers peering at them from behind closed doors. They refuse to talk to the heroes and are clearly afraid. The heroes find that the only building not locked up tight is the Sages hall. They enter to find it abandoned. Near the door on a podium is a scroll clearly written for any who may come into the tower. The scroll reads "To any who may follow, We have woken a great evil in the cursewoods near Throm. One of our number, the Sage Malak, has been living with the Stonecrawler tribe on the far side of the Cursewood, learning their legends, and their stories of the cursewood. He had become obsessed with discovering what lay within. As all know, each cursewood, from which our precious hardwood is gathered is said to have a black heart. A place in it's tangled centre where great evil, and great power, is said to sleep, waiting for the return of the Sorcerers to the land. We have made a cursory study of our local cursewood, The ArrowBlack and did find that though the outskirts are easy to traverse, full half of the wood, the interior, is so overgrown that none may pass. Making a brief exploration we found the interior to be choked with deadfalls, thorns the size of a mans leg, as well as all number of dangerous and poisonous animals and plants. We received a number of injuries and turned back quickly before our lives were imperilled. But Malak became obsessed. From the Stonecrawlers he began to learn of the secret ways through the Arrow black, secret paths, mysterious rites which allowed him to pass all the way to the heart of the Arrowblack. What he found there we do not know. The Stonecrawlers came to us in the night. They told us Malak had disappeared into the cursewood some time ago. Thinking he had been killed trying to travel too deep in the black they thought no more of it, dismissing it as another foolish builder being taken by the land they don't understand. But in the night something had come to their camp. Something that stole their people away with only a whisper. To prove to the stonecrawlers that we were not responsible we have asked them to lead us as far in the Arrowblack as they can, to see what has become of Malak. We go now to enter the Black, to rescue Malak and stop whatever has attacked the Stonecrawler people, likely some animal that has been roused from the cursewood by Malaks exploring.

LOCATION Village of Throm: Begin in the sages tower **HIGHEST ENCOUNTER RANK** 30

STORY BACKGROUND FOR DEMONLORD Don't read this part to the heroes.

The following story is broken up into separate lairs.

When the heroes first leave Throm, whether to head to the Cursewood or to leave the area entirely, they will encounter the stonecrawler tribesmen entering town to deliver their ultimatum. Use the Enter the "Meet Stonecrawlers" Lair encounter when the heroes leave town for the first time.

IF the heroes decide to stay in town to find more information first then consult the "Enter Throm" Lair.

IF they decide to head into the Arrowblack use the Enter the "Cursewood"

IF they manage to enter the Temple then use the "Caverns of the Burrower" Lair.

IF they are able to open the great door in the Caverns use the "Temple of the Blind Burrower" Lair.

IF the heroes ever decide to turn back or retreat from "Enter the cursewood", "Caverns of the Burrower", then the next day the "Attack on Throm" Lair is triggered, use the instructions in the Attack on Throm Lair.

IF the heroes Retreat from the "Temple of the Burrower" Lair then they will receive the punishment for that lair.

The Story: Malak the sage has succeeded in penetrating to the center of the Cursewood. There he entered the temple and inside it, the Blind Burrower. The Burrower got inside his head and drove him insane. Under the burrowers powers Malak called up the burrowers minions, the branchlings, to kidnap people from the stonecrawlers and Throm to use in a great sacrifice to bring the Burrower to our world. He is in the process of completing this sacrifice as the heroes enter the cursewood.

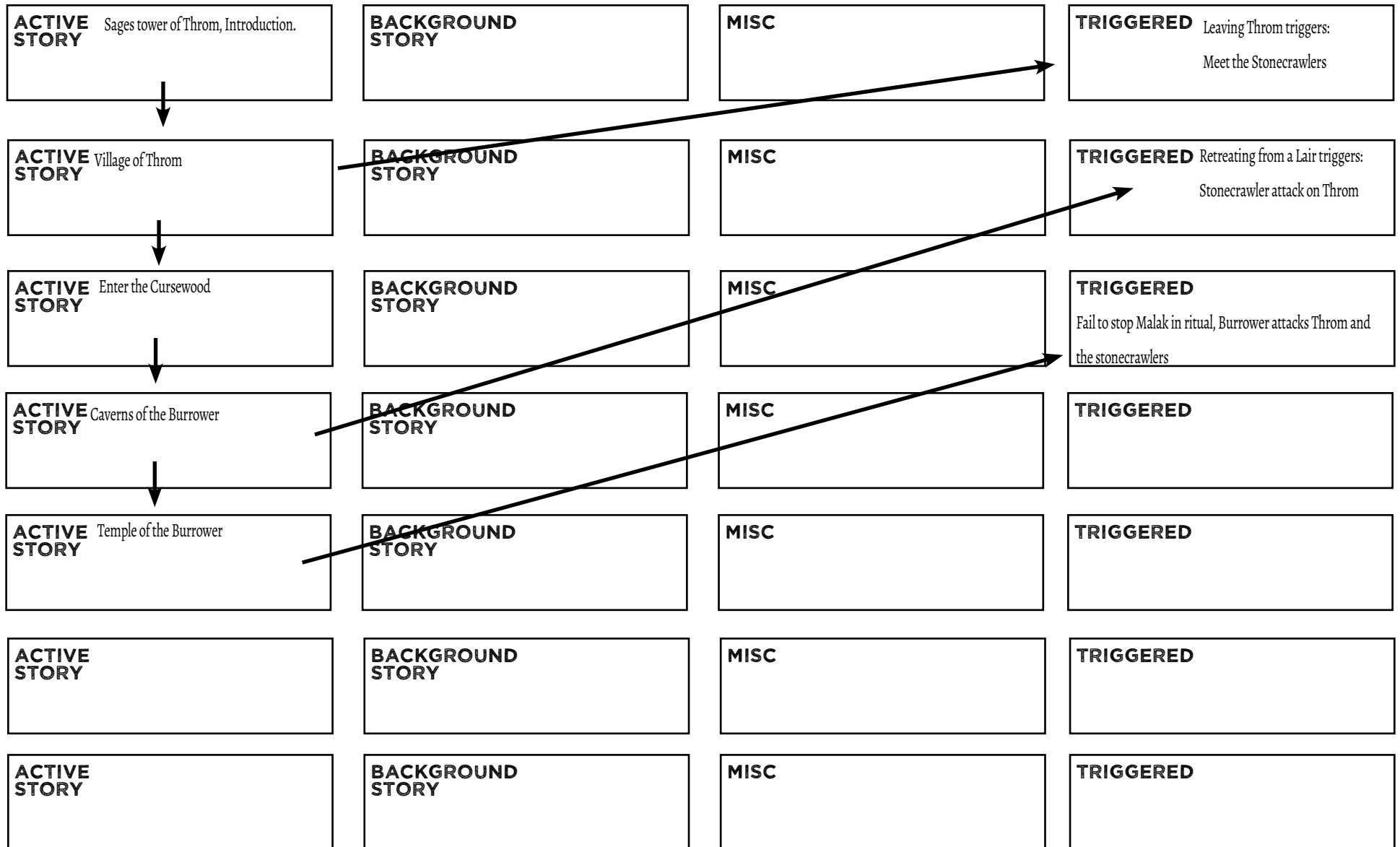
The Stonecrawlers think the kidnapping was done by the sages or the people of Throm and are declaring war on them if their people are not returned. IF the heroes cannot prove that the people of Throm were not responsible then a war will occur between the tribes people and the villagers. And the heroes will be stuck in the middle, forced to fight with the villagers as the tribes people think that they are "builders" like the townspeople. Each Lair will give full details on how to run that section, whatever "secrets" the Demonlord must know are listed in each Lair and shouldn't take more than a few minutes to read.

The Demonlord should read the whole story once to know what is happening but will certainly not need to memorize everything. Simply refreshing yourself with each Lair before you run it should be enough.

To know which Lair leads to which simply consult the story chart which leads the Demonlord through the story.

STORY FLOWCHART

SETTING: Temple of the Blind Burrower, the village of Throm



LAIR: Throm
SETTING:Throm

SCENARIO: Enter Throm
ACTIVE: Yes

STORY: Lair of the Blind Burrower
BACKGROUND:No

LAIR OUTLINE

OBJECTIVE: The heroes must decide what to do, whether they will enter the cursewood and search for the sages, or whether they will simply pick up the shipment they were to get and leave. The villagers will attempt to convince the heroes to help them.

PUNISHMENT If the heroes decide to leave without helping the villagers they will earn 5 infamy each.
This is because the villagers will know that they are "heroes" and will tell any who ask that the heroes came and left without offering any help.

REWARD The reward for this mission is adventure, as well as the chance of earning fame and fortune.

SPECIAL FEATURES Rumours: See the next sheet for the rumours the heroes will hear

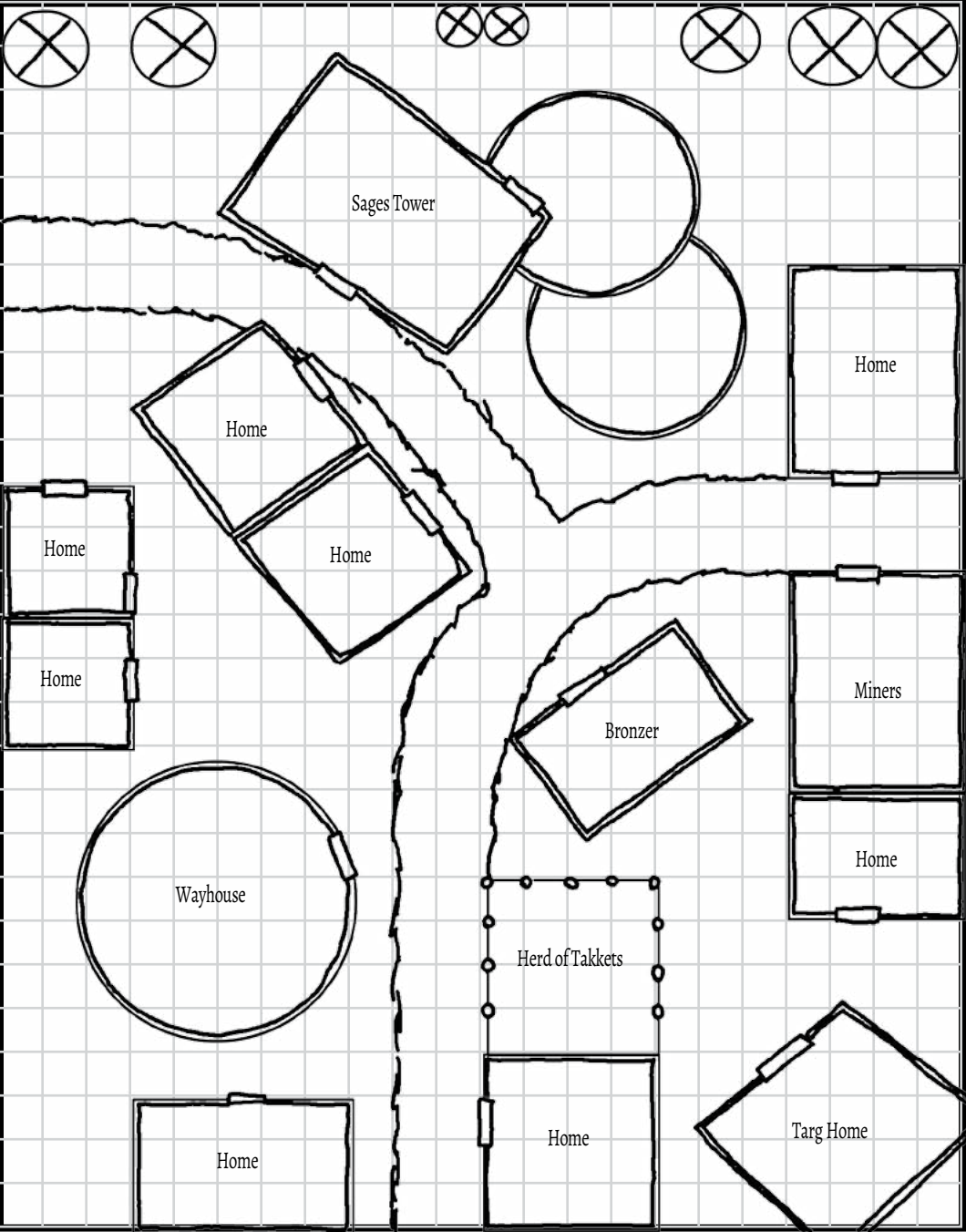
HENCHMEN AVAILABLE None of the Villagers are able or willing to come with the heroes.



SETUP The heroes are standing in the Sages hall. You may setup the Demonboard if you wish with the heroes moving from house to house but it is not necessary to use the board unless the heroes get into a fight with one of the villagers, at which point you can set up the area they are fighting in.

The heroes can visit any of the buildings and homes but the villagers will speak only through the door. They are all terrified, and have all had family members kidnapped in the night.

They only know that they disappeared silently and without a struggle.

Only the wayhouse is unlocked. The bartender will gladly serve the heroes and allow give them supplies in return for staying to protect him. If the heroes choose to stay at the wayhouse overnight the stonecrawler diplomats will meet them at the wayhouse instead of the outskirts of town.



KEY:  tree  Low fence

AREAS: Rumours: The village is full of rumours. Only some of them will be true of course.

Each of the villagers will have heard at least one of the rumours below:

1: The stonecrawlers are sneaking it at night to kidnap villagers for their dark rituals.

2: The sages have taken the villagers for a sacrifice in the cursewood

3: Evil monsters have been awoken in the cursewood and are attacking the village

4: Demons have been summoned by a sorcerer in the cursewood

5: The Sages have found an enormous pile of treasure in the cursewood, but must trade the souls of the villagers to get it.

6: A sorcerer is living in the town and is sacrificing the villagers in the cursewood.

FORCE LIST

DEF/ATTK/END/DAM			
0	0	4	0

DEF/ATTK/END/DAM			
0	0	5	1

DEF/ATTK/END/DAM			
0	0	4	0

DEF/ATTK/END/DAM

DEF/ATTK/END/DAM

NOTES

Remember that when the players try to leave town they will encounter the Stonecrawler diplomats.

The stats above can be used if the heroes decide to start a fight with any of the villagers, or try to have a bit of fun with the Takkets.

LAIR DETAILS

NAME	Takkett
EQUIP	

NAME	Bronzer
EQUIP	Large Hammer

NAME	Villager
EQUIP	Axe

[illegible][illegible]

NOTES

herd of 6 takkets Move 5

NOTES
Very Strong/ Lives in Bronzing shed

NOTES

Lives in "Homes"

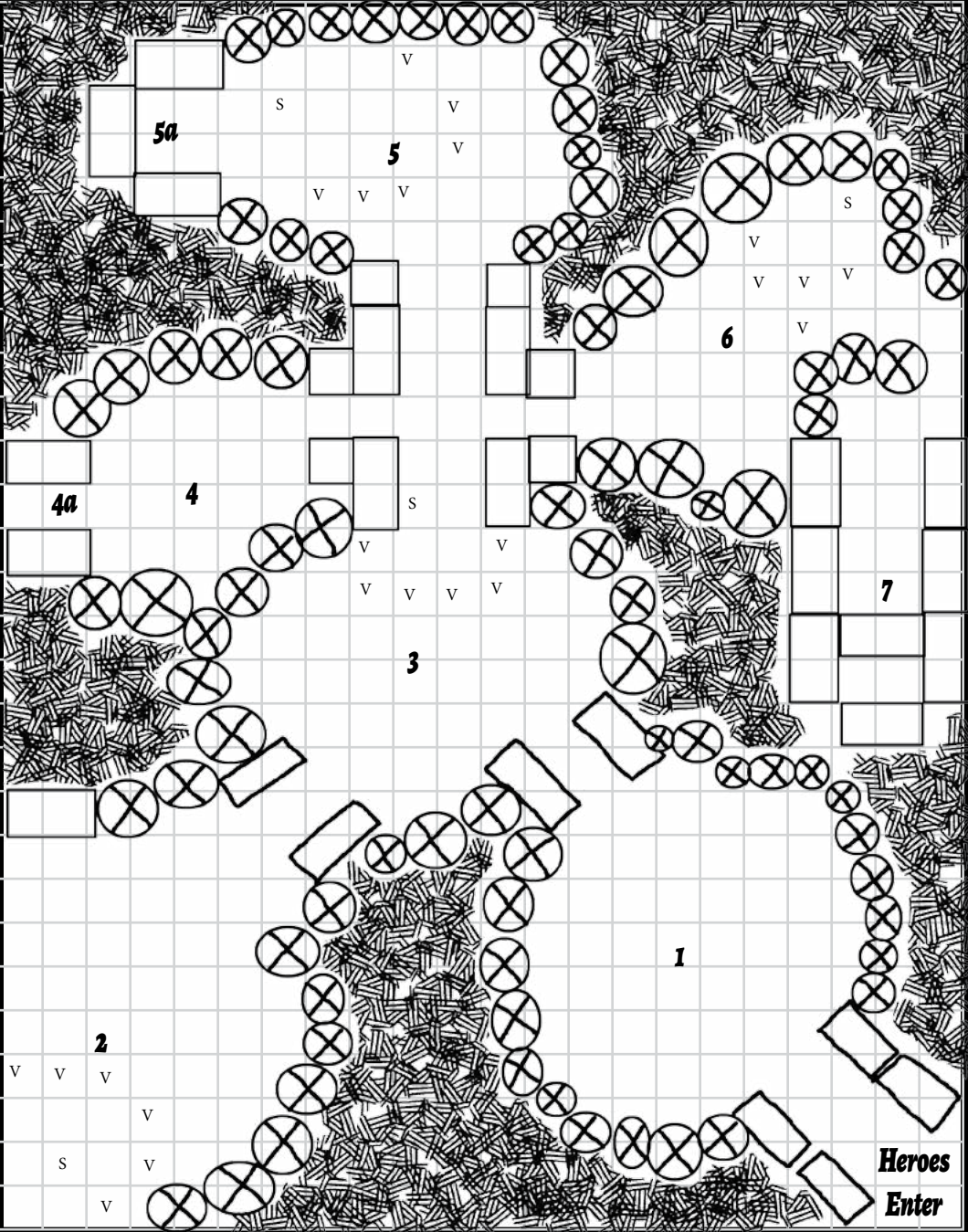
NOTES

NOTES

LAIR: The Cursewood
SETTING:Throm

SCENARIO: Enter The Wood **STORY:** Lair of the Blind Burrower
ACTIVE: Yes **BACKGROUND:** No

OBJECTIVE: Find the kidnapped villagers and stonecrawlers, and lost Sages from the village of Throm



PUNISHMENT Turning back from this scenario will lead to the attack on Throm scenario. If they have learned of Malaks ritual then if they turn back it will be completed, triggering the attack of the burrower.

REWARD The chance to continue the adventure by searching the temple of the Blind Burrower.

SPECIAL FEATURES Branchlings, the white tree and altar, the door to the temple, fire, pits

HENCHMEN AVAILABLE None

SETUP The demonboard is blind. Do not set up areas until the Heroes can "see them. The areas between the trees are too full of dense brush and growth to enter. The cursewood is extremely dark and the heroes must carry torches to see. The paths between glades are framed by great stone arches represented by demonblocks or walls.

The heroes can hear mysterious rustling in the woods, branches breaking and things moving in the underbrush. Some of these sounds seem to come from large creatures. The torchlight flickers in an evil way off the slimy branches and thorns.

Enemies on the board are placed on the squares marked with a letter such as S for shrieker, or V for villager.

The forest is too dense to move through the areas marked as trees or the forest between glades.

SPECIAL RULES: FIRE: If a torch or other fire is dropped or thrown into the woods roll 2 dice.

If the total is 11 or 12 then a fire is started. Place a marker on that square to represent the fire. But the cursewood is a terrible and mysterious place. The demonlord rolls a die every turn. 1-3, fire doubles. For every fire marker on the board the demon lord places 1 fire marker in any square bordering the fire. 4-6 fire dies, the demonlord takes off half of the fire markers on the board. The Demonlord gets to choose which where to place markers or discard markers. Any hero on a fire square loses 1 die of endurance.

KEY: tree

AREAS: **1:** This glade is empty.

2: In this glade are half as many trapped villagers as heroes (round up) and one shrieker.

3: same as glade 2

4: This glade is empty. The Path leading off of the board actually ends in a deadfall a few feet in. But this cannot be seen in the gloom. Pit trap, If a hero walks on the square marked "4a" then they have encountered the pit, deep and filled with sharpened branches and covered with bracken. Make an attack roll between the hero and the pit with

the pit having a +2 to attack. If the pit wins the combat the hero falls in taking 4 endurance damage. They can easily crawl out after falling in. If the hero wins the combat then they avoid falling in. Once the pit is discovered the heroes can easily move over it.

5: In this glade is a great white tree, before it is an elaborately carved white marble altar. Later in this issue you will find a picture of the tree that you can cut out and put on the board. The altar can be represented by demon blocks or anything else at hand. The glade contains as many trapped villagers as heroes as well as one shrieker. If the heroes survive and are able to, they may inspect the carvings on the altar. Their is a picture later in this issue of what the carvings look like. You can show it to the heroes. The pictures illustrate a group of worshippers taking a branch from the tree and using it to strike the door of the temple. It also shows what appears to be a human covered in branches being placed on the altar. These pictures are a hint that if the heroes are able to capture one of the trapped villagers or shriekers and place them on the altar then they will be freed from their curse. If the heroes actually accomplish this the trapped villager will be a stonecrawler who will be incredibly thankful but also very scared. They will also explain that Malak has taken up residence within the temple. He is in the midst of a great ritual to call up the very heart of the dark wood, the great evil that lies within its centre. Even now his ritual is approaching its climax with the sacrifice of many of the kidnapped people of the area. The released stonecrawler will stay with the heroes until they enter the temple at which point they will flee back to their people. They will explain what has happened, that they were kidnapped by the branchlings and not the settlers of Throm. This will avert the war.

6: Contains a number of trapped villagers equal to the number of heroes and one shrieker.

7: This area contains the entrance to the temple of the Blind burrower, represented by an arch of demon blocks or whatever may be at hand. The temple sits in the glade covered in vines and branches, except in front of the doors. In front of the doors the heroes can see the fallen branches where the doors have been cut free by someone recently. The doors are stone and solidly sealed. Nothing the players do will have any effect. The carvings in the picture show the same images as those on the altar of the white tree which should be a clue to the heroes on what to do. They

FORCE LIST

DEF/ATTK/END/DAM	NAME	Trapped Villager Rank:4	NOTES
3 0 4 0	EQUIP	horrible branches	move 4, see notes below
DEF/ATTK/END/DAM	NAME	Shrieker Rank:4	NOTES
3 0 4 0	EQUIP	Thorny Claws	move 4, shriek, see notes
DEF/ATTK/END/DAM	NAME	Branchling Rank:1/2	NOTES
0 0 2 0	EQUIP	thorny claws	move 5, tree walk, see notes

must break a branch from the white tree and strike the door of the temple with it. They may make a medium Lore roll if they have the skill to figure this out. They may also make a difficult skill check on mind to do the same. If these do not work then they may check the library at the sages hall where they will find the answer. However this will mean a retreat from this lair which will lead to an attack on Throm if a stonecrawler has not been freed yet.

If they do not think check the library at the sages hall then one of the villagers will suggest it After the attack on Throm.

Once they have entered the temple they continue on to the next Lair . Caverns of the Blind Burrower.

NOTES **Trapped villager:** These are either from Throm or Stonecrawlers. They have been captured and corrupted by the evil Branchlings of the cursewood. Their bodies have been covered with vines and branches which seem to move them against their will. They will beg the heroes for help or death, even while attacking. The branches and vines which cover them force them to attack, moving their limbs and giving them a form of armour. They have no weapons but the knotty thorny branches are equivalent to a normal weapon. They are damaged and killed in the normal way in combat, and after dying the branches and vines fall away leaving the body dead and withered.

Shrieker: These are the same as a trapped villager, covered in vines and begging for mercy. They will also occasionally "shriek". The branches take control of the villagers voice and force it to emit a terrible shriek which summons Branchlings. On a shriekers turn it can choose to shriek instead of attacking. Roll a die for the shriek. 1-2: no branchlings appear, 3-4: 1/2 of heroes rank worth of branchlings appear, 5-6 full rank of branchlings appear. The branchlings will emerge from the space in front of the temple in glade 7.

Branchlings: A horrible collection of leaves, vines, bugs and thorns, all disturbingly black and dripping with a tar like slime. They make no sound except for the rustling of trees. They can move through the trees and deep forest parts of the board but not through the stone walls that line the pathways between glades.

LAIR: Caverns of the Burrower
SETTING:Throm

SCENARIO: Burrower
ACTIVE: Yes

STORY: Caverns of the Burrower
BACKGROUND:

OBJECTIVE: If the attack on Throm has not happened yet the heroes are acting to prevent it. They are also trying to find the missing villagers, and the missing sages.

PUNISHMENTthe heroes are not able to find out what happened to the missing villagers then the attack on Throm will occur. If they know of the temples evil then they go on to see that it causes no more harm. If they have learned of Malaks ritual then if they turn back it will be completed, triggering attack of the Burrower

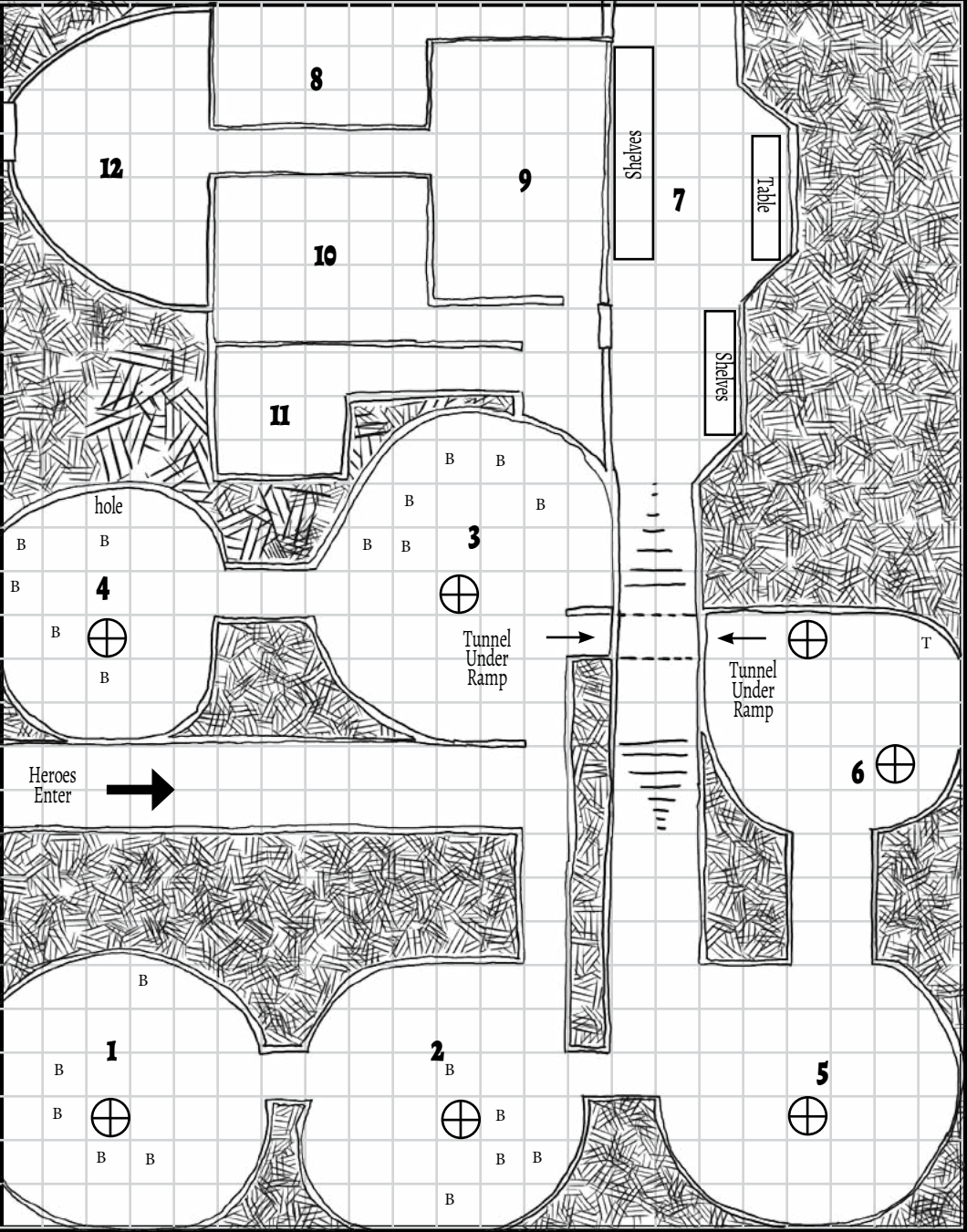
REWARD The heroes will be able to move on to the next scenario to find the source of the missing villagers.

SPECIAL FEATURES Pillars: : The caverns of the burrower are unstable. The roofs are held up with pillars in the middle of each room. If any of the heroes enter a square bordering the pillar and for every turn they stay there roll a die on the Demonlords turn. If the roll is a 6 the hero is covered with a pile of stones and rocks from above reducing their endurance by 4.
The branchlings scuttling throughout the caverns may move on or through these squares due to their light weight and knowledge of the caverns.

HENCHMEN AVAILABLE None

SETUP The heroes descend to the caverns and enter the corridor marked, "Heroes Enter".

Read Aloud to the players "Entering the great doors you see a corridor leading into darkness. These corridors have been hidden from man for centuries. Rubble, dirt, and shards of broken pottery and tools seem to be laid out in piles and rows for later study. Someone has not only been here but has obviously been studying the area closely. Fain sounds of moving stones echo in the darkness, something stirs within!" - stop reading-
The first series of round chambers are made of earth walls braced with round stones. The remaining branchlings scuttle amongst the rooms clearing pats in the rubble, obvious cave ins dot the corridors but these have been cleared recently. As the part walks they hear tremors and see dust fall from the ceiling.



KEY:  Pillar

AREAS: 1: Branchlings equal to half of heroes rank.

2: Branchlings equal to half of heroes rank.

3: Branchlings equal to half of heroes rank.

4: Branchlings equal to half of heroes rank. If the heroes defeat the branchlings and decide to search this room carefully they will find a dark hole in the wall. If they look into the hole out will jump a Tarken Wolf, which will attack.

If they defeat the Tarken they will find it was defending a litter of pups. Only one of which still lives. They may do what they wish with the pup.

5: Empty of anything but rubble and many broken pots, likely this room was once used as some kind of storeroom.

6: The rooms floor is covered in rubble but may be moved through. There are two pillars in this room that act in the same way as the other pillars. In the rubble the heroes can see a huge seated figure in a stone Throne (marked with a "T". It appears to be the skeleton of a giant human, seven feet tall, covered with dead branches and vines, like the trapped villagers. If the heroes pass the area between the pillars the skeleton will stand, it's branches falling to the ground. It will then draw a steel broadsword and attack the characters. The giant is subject to the falling rocks in the same way as the heroes. . If the heroes win the combat they will find various crude gold jewellery, totalling 20 gold pieces.

7: Former lair of the necromancer of the Arrowblack: The furniture can be represented by demon blocks.

Read aloud "This rooms walls all hold decayed and mouldering shelves, rotted and fallen scrolls and animal skins spill from them across the floor. Rotten and mouldering they form a pile of debris around edges of the room. Spread amongst them are broken urns of foul smelling dusts, powders, and liquids. There appears to have been some digging and sorting done here. A pile of papers and scrolls lie on a clean table near the door. They appear to be of the same age and material as the others on the floor, however they seem to still be intact." - stop reading-. The heroes may do what they like for the moment.

A quick perusal of the scrolls will show that they contain evil and terrible descriptions and rituals. Not much can be determined from them without careful study, as well as access to a sages hall library for reference. This would take a difficult mind roll by any with these things after a weeks study. Once they have given up their secrets it will be found that most of the pages are incomplete, or are parts of larger works. However reading of them will give the reader enough information to summon a familiar spirit. It is likely that anything summoned by these dread scrolls would be an evil and vile spirit. But for one who craves the first step on the treacherous road of sorcery this would be a way to begin.

FORCE LIST

DEF/ATTK/END/DAM	NAME	Branchling Rank: 1/2	NOTES
0020	EQUIP	thorny claws	move 5, tree walk, see notes
DEF/ATTK/END/DAM	NAME	Tarken wolf	NOTES
0051	EQUIP	sharp teeth and claws	Move 6, see notes for description
DEF/ATTK/END/DAM	NAME	Giant	NOTES
2382	EQUIP	Steel sword (already added to stats)	move: 3
DEF/ATTK/END/DAM	NAME	Dead Trapped Villager Rank:4	NOTES
3040	EQUIP		move 3

Rooms 8,9,10, and 11: Each of these rooms have identical contents. Each room is guarded by things similar to the trapped villagers. But these things, though covered with vines and branches in the same way, are rotting things, with dead soulless eyes. They shamble and stumble with difficulty but with purpose. After the heroes have dealt with the horrible zombie like creatures they may search the room. Each holds a crude altar. upon each of these altars is a strange multifaceted circular stone. There will be four of these in all one on each altar of the 4 rooms. Each of the eyes is made of a beautiful lustrous semiprecious stone. Their large size makes them valuable. Each is worth 20 gold coins.

12: Show the players the illustration on the following page, or place the Lair Set piece on the board. This great carved monstrosity on the walls is actually a doorway. The "eyes" are hollows, the size and shape of the 4 strange items they found on the altars. Once all of the eyes are in place the great mouth will open revealing a corridor leading deep within the earth.

NOTES Tarken wolves are smaller than the usual wild wolves of Kartharka. More along the lines a large dog.

Giants Sword: A sturdy ancient sword its steel blade is blackened with grease and age. It is free of rust however and still strong and sharp. A steel sword of this quality will give its wielder +1 to attack.

LAIR: Temple of the Burrower
SETTING:Throm

SCENARIO: Burrower
ACTIVE: Yes

STORY: Caverns of the Burrower
BACKGROUND:

OBJECTIVE: Stop Malak's ritual before he summons the Blind Burrower. If the heroes don't know about the ritual yet then they are seeking the source of the mysterious disappearances in Throm and avoid a war with the Stonecrawler tribe.

PUNISHMENT The burrower will be wakened leading to the burrower attacks scenario.

REWARD Defeating the burrower will earn the heroes 5 fame. The villagers of Throm will owe them a favour, the sages will owe them a favour. If the burrower is defeated and the heroes have managed to save any of the stonecrawlers, then the stonecrawlers will owe them a favour.

SPECIAL FEATURES Malak's summoning ritual: As you will see Malak is in the middle of a ritual to summon the burrower. He will need 8 sacrifices to complete his ritual. However any human killed in the temple will count as a sacrifice, including the heroes and the trapped villagers and shriekers. The heroes will need to either avoid the minions entirely or at least try to avoid killing them. If any of the minions or heroes are killed the same magical noises that they heard when the first sacrifice was made will occur, giving hem a clue that they should try not to kill anyone.

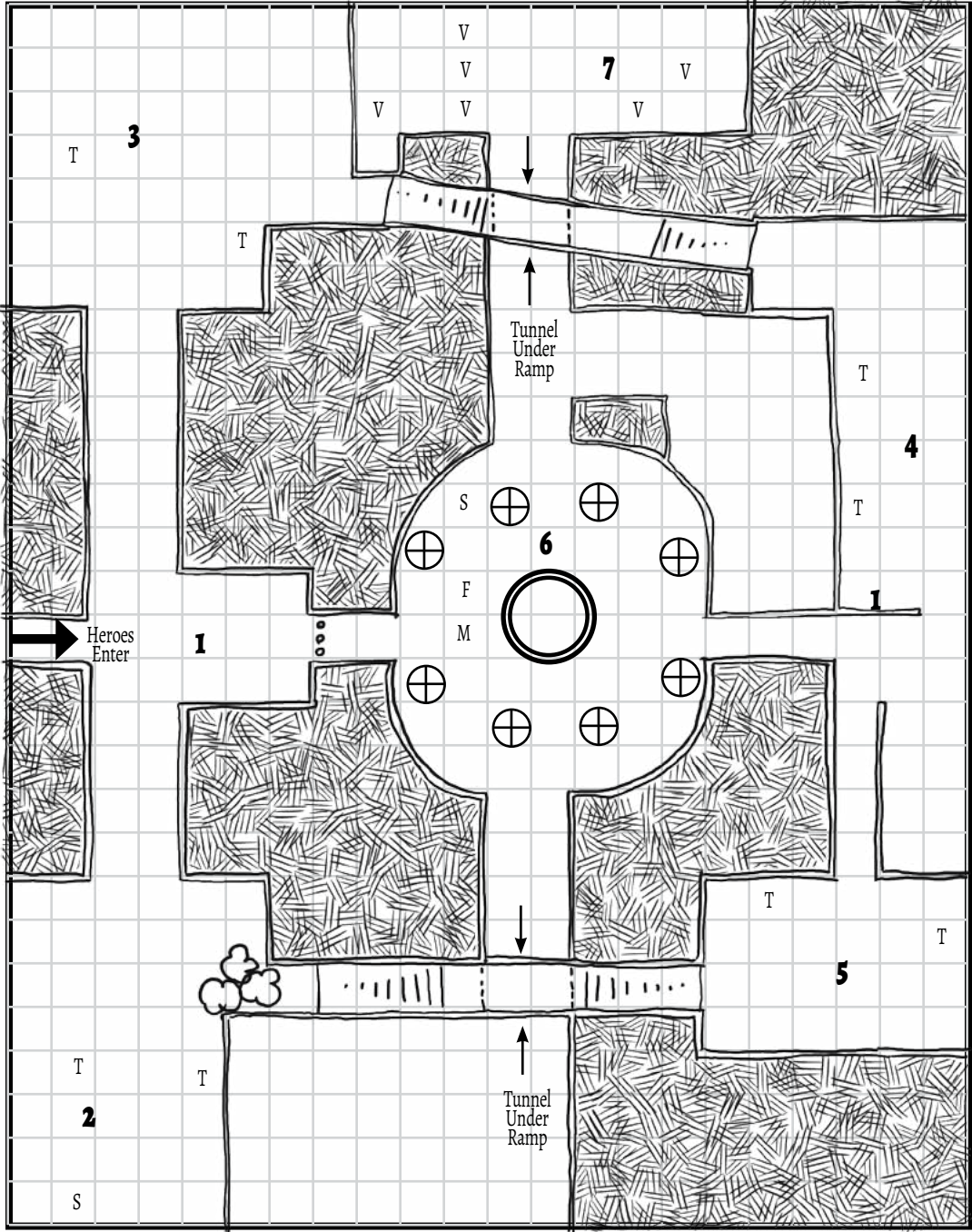
The pillars are solid and normal.

If Malak is killed and the ritual stopped, the branchlings will all run off and the trapped villagers will all be freed. At

HENCHMEN AVAILABLE least half of them will be stonecrawlers.

SETUP None available

Read aloud "As the heroes walk down the darkened corridor, they hear a voice echoing through the air. Chanting in a terrible and powerful language, it's power seems to charge the very air around the heroes as the stalk ever closer."



KEY: ⊕ Pillar

AREAS: **1:** in front of the heroes is a great iron gate. Locked and barred it is immovable. It has a keyhole through which the heroes may look. Looking through they can see “a man in strange robes, chanting and standing above a villager lying at his feet. As his words reach a crescendo he plunges an ornate dagger into the mans chest. With a scream he dies. But his scream does not, it rises in volume until the entire temple shakes at it’s power. One of the 8 pillars in the room begins to glow with a terrible light” The key hole is too small to fire an arrow through.

2: Contains a shrieker (S) and two trapped villagers (T).

3: 2 trapped villagers. A pile of rubble blocks the passage, it could be cleared but would take a 6 turns.

3: 2 trapped villagers

4: 2 trapped villagers

5: 2 trapped villagers

6: This room contains Malak(M), Malak’s Branchling Familiar(F), and a shrieker(S)

When the heroes enter room 6 Malak will be plunging his dagger into another victim (unless the burrower has already been summoned), if this brings the total sacrifices up to 8 then the burrower is summoned.

If the total has not been reached yet then Malak will have his Branchling Familiar fetch another villager from those chained in area 7 (he has enough villagers here to bring his total up to 8) The familiar can move at full speed when dragging a villager, the villagers seem to have no weight at all the familiar is carrying them.. Once the unconscious villager is brought to Malak and is in range he may make an automatic attack to sacrifice the villager.

The shrieker will try to summon branchlings. On a roll of 1-3 on a die the shrieker summons 1 dies worth of branchlings. They appear out of the well in the middle of the room.

When Malak makes the final sacrifice the burrower emerges from the well on the following turn. When it appears it will first eat Malak (taking one turn). It will then go to eat the remaining unconscious villagers in area 7 (eating 2 per turn). If the heroes attack the burrower before it finishes it’s meals, it will turn it’s attention to them. The burrower is too large to fit through the passageway between 3 and 4. or 2 and 5.

If the heroes defeat Malak and the Burrower they may search this room. They will find that Malak has burned the scrolls and notes he made pertaining to the burrower, the arrowblack and the ritual. The room is scattered with rare powders, liquids, metals and gems. In total thwy would be worth 30 gold coins if sold in a large city like Stroth Branoch or to the sages.

FORCE LIST

DEF/ATTK/END/DAM	NAME	NOTES
3 0 4 0	Trapped Villager Rank:4	move 4
DEF/ATTK/END/DAM	EQUIP	
3 0 4 0	horrible branches	
DEF/ATTK/END/DAM	NAME	NOTES
3 0 4 0	Shrieker Rank:4	move 4, shriek
DEF/ATTK/END/DAM	EQUIP	
0 0 2 0	Thorny Claws	
DEF/ATTK/END/DAM	NAME	NOTES
0 0 2 0	Branchling Rank:1/2	move 5,
DEF/ATTK/END/DAM	EQUIP	
0 0 2 0	thorny claws	
DEF/ATTK/END/DAM	NAME	NOTES
0 0 2 0	Branchling familiar rank 1	move 7
DEF/ATTK/END/DAM	EQUIP	
0 0 4 0	thorny claws	
DEF/ATTK/END/DAM	NAME	NOTES
0 0 4 0	Malak Rank 1	move 4
DEF/ATTK/END/DAM	EQUIP	
3 3 10 2	Dagger	
DEF/ATTK/END/DAM	NAME	NOTES
3 3 10 2	The Blind Burrower rank 23	Move 8
DEF/ATTK/END/DAM	EQUIP	
	Attacks with pincer claws as a weapon	

7: Malak started off with 8 villagers (V). He killed one when the heroes first entered the temple, and another when the heroes entered area 6. he should now have 6 left unless some other circumstances have occurred.

NOTES The Burrower: A giant centipede like insect with massive strong forelimbs with claw like pincers. Huge, fast, and vicious it is the heart of evil of the Arrowblack. Once worshipped by the people of this area it’s evil intelligence is beyond the understanding of man. It must be destroyed before it kills all the people of Throm and then the Stone crawlers.

If the heroes leave the temple without defeating the burrower then it will burst it’s way through the top of the temple and start heading for Throm. This will take long enough for the heroes to arrive there first.

LAIR: Throm
SETTING: Throm

SCENARIO: War in Throm
ACTIVE: Yes

STORY: Lair of the Blind Burrower
BACKGROUND: No

OBJECTIVE: The heroes have failed to prevent the stonecrawlers from declaring war on Throm. Now it is their task to either defend the settlement from the stonecrawlers, or abandon the people of Throm to their fate.

PUNISHMENT Abandoning the villagers to their fate will earn the heroes 10 infamy points as survivors will tell all that the heroes abandoned them.

REWARD Successfully defending the settlement of Throm against the Stonecrawlers will earn each hero 2 fame. The town of Throm will also owe the heroes a favour.

SPECIAL FEATURES Rally the Defenders.

HENCHMEN AVAILABLE None can be hired, they must be Rallied to their own defence.

SETUP The heroes return to Throm just ahead of the Stonecrawler forces. Arriving in town they can see the attackers on the horizon and know they will arrive in mere minutes. They start on the square marked heroes. The Barkeep from the Wayhouse is next to the heroes.

The heroes must try to convince the villagers to rise up to defend themselves. The heroes have 5 rounds before the Stonecrawlers arrive.

If the heroes do not think of rallying the townsfolk to their own defence then the barkeep will suggest it to them, joining their cause himself.

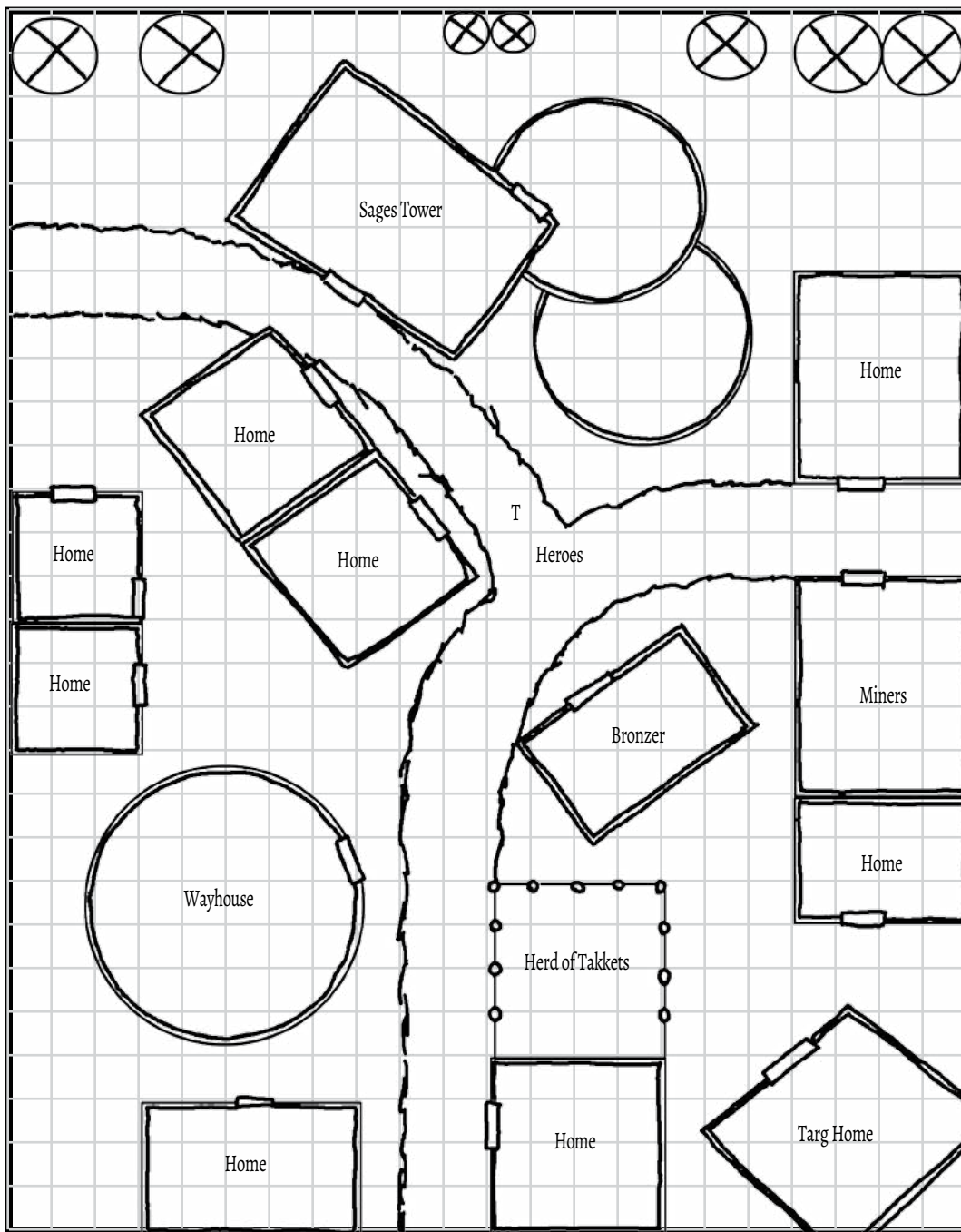
Rallying. A hero must be at the door of a building to rouse its inhabitants. They must make a difficult camaraderie roll to succeed. If they succeed roll 1 die to see how many fighters they have rallied for their cause. (each hero controls the fighters they have rallied). Mark the house as Rallied.



1-2 one fighter, 3-4 two fighters, 5-6 five fighters.

The Bronzer: The building marked Bronzer is a medium difficulty on camaraderie to rally. One of the fighters rallied will be the bronzer.

After 5 turns the Stonecrawlers will begin their attack.

See Stonecrawler attack on the next page.



KEY:  tree  Low fence

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

DEF/ATTK/END/DAM	NAME	fighter Rank: 1	NOTES
0040	EQUIP	Axe	Move 4
DEF/ATTK/END/DAM	NAME	barkeep rank:2	NOTES
0050	EQUIP		Move 4
DEF/ATTK/END/DAM	NAME	bronzer Rank: 3	NOTES
0051	EQUIP	Large Hammer	Move 4 Lives in Bronzing shed
DEF/ATTK/END/DAM	NAME	Stonecrawler Warrior	NOTES
1140	EQUIP	spears	Move 4
DEF/ATTK/END/DAM	NAME		NOTES
	EQUIP		

NOTES

Stonecrawler attack: ON the sixth turn the stonecrawlers attack. They begin with 3 stonecrawler warriors. They may enter the settlement from any edge of the board. Their main intent will be sacking the town but will fight heroes if necessary.

Every turn 2 more warriors will enter the settlement, until all the buildings are either sacked or rallied.

Sacking::A Stonecrawler warrior must be next to a door of a building to “sack” it. Any house the heroes have failed to rally or that has not yet been rallied by the heroes may be sacked. All the inhabitants are killed if the building is “sacked”. Mark it with a “sacked” marker.

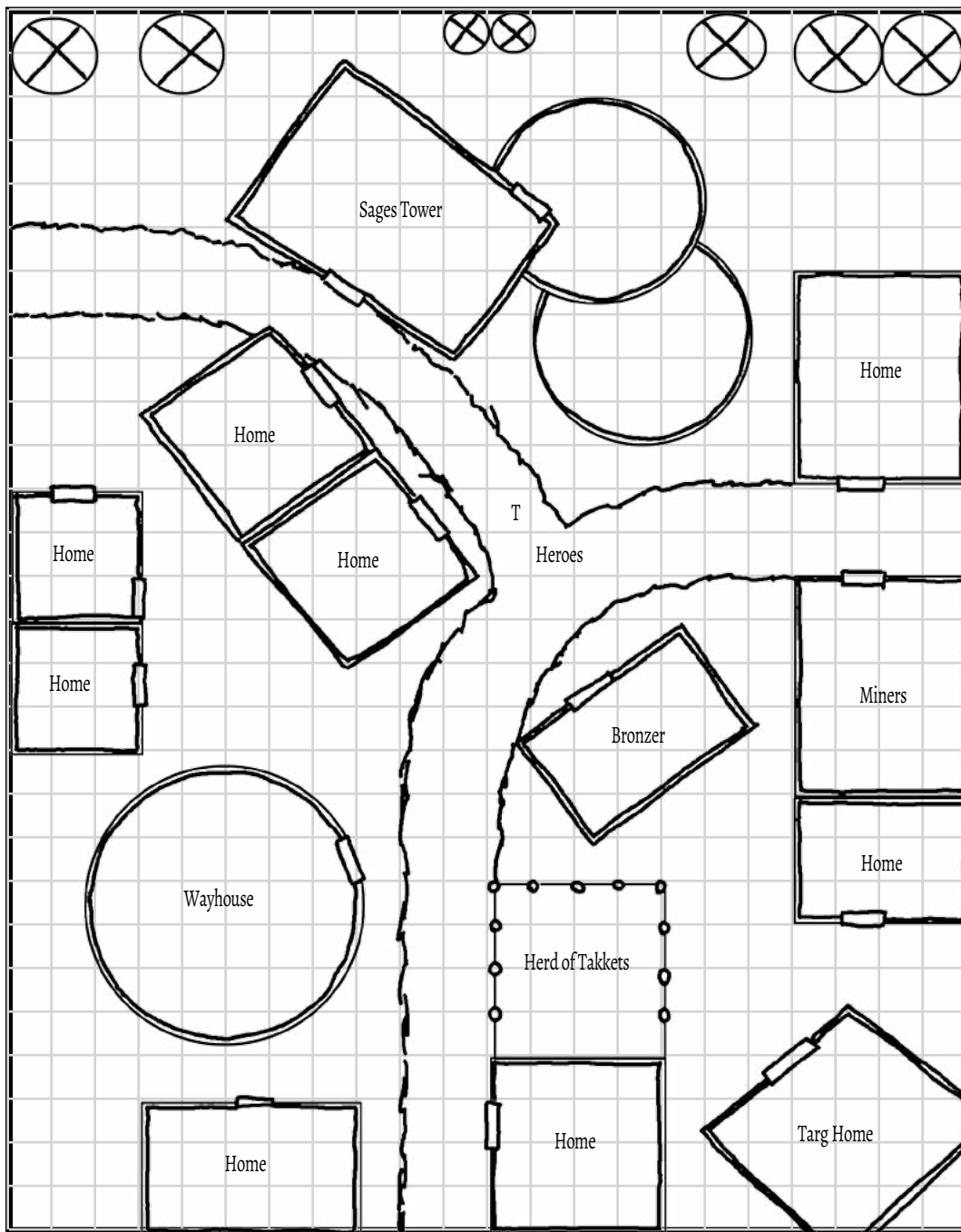
Once all the buildings are either sacked or rallied the Stonecrawlers will continue their attack until either all the heroes are dead or all the stonecrawlers are dead.

The stonecrawler warriors are a suicide squad caring nothing for their own lives.

The heroes may escape at any time and take the infamy punishment by leaving the board.

LAIR: Throm
SETTING: Throm

SCENARIO: Burrower attacks **STORY:** Lair of the Blind Burrower
ACTIVE: Yes **BACKGROUND:** No



OBJECTIVE: The heroes must either kill the burrower themselves or rally the villagers of Throm to help them Kill the Burrower.

PUNISHMENT Abandoning the town will result in the heroes earning 10 infamy points

REWARD Due to the way events shake out the Burrower may attack during the attack on Throm. In this case the heroes would earn the heroes 5 fame as well as being owed a favour by the sages, the town of Throm and the stonecrawlers. If the war has been averted then they will still earn 5 fame and be owed favours by Throm and the sages.

SPECIAL FEATURES Rally the Defenders.

HENCHMEN AVAILABLE None can be hired, they must be Rallied to their own defence.

SETUP The heroes return to Throm just ahead of the Burrower and/or Stonecrawler forces. Arriving in town they can see the attackers on the horizon and know they will arrive in mere minutes. They start on the square marked heroes. The Barkeep from the Wayhouse is next to the heroes (unless he is already dead from a previous war on Throm)

The heroes must try to convince the villagers to rise up to defend themselves. The heroes have 5 rounds before the burrower/stonecrawlers arrive.

If the heroes do not think of rallying the townsfolk to their own defence then the barkeep will suggest it to them, joining their cause himself.

Rallying. A hero must be at the door of a building to rouse its inhabitants. They must make a difficult camaraderie roll to succeed. If they succeed roll 1 die to see how many fighters they have rallied for their cause. (each hero controls the fighters they have rallied). Mark the house as Rallied.

1-2 one fighter, 3-4 two fighters, 5-6 five fighters.

The Bronzer: The building marked Bronzer is a medium difficulty on camaraderie to rally. One of the fighters rallied will be the bronzer (Unless he is already killed in a previous war on Throm)

After 5 turns the Stonecrawlers/Burrower will begin their attack.

See Stonecrawler attack on the next page.

KEY: tree Low fence

[illegible]

DEF/ATTK/END/DAM	NAME	fighter Rank: 1	NOTES
0040	EQUIP	Axe	Move 4
DEF/ATTK/END/DAM	NAME	barkeep rank:2	NOTES
0050	EQUIP		Move 4
DEF/ATTK/END/DAM	NAME	bronzer Rank: 3	NOTES
0051	EQUIP	Large Hammer	Move 4 Lives in Bronzing shed
DEF/ATTK/END/DAM	NAME	Stonecrawler Warrior	NOTES
1140	EQUIP	spears	Move 4
DEF/ATTK/END/DAM	NAME		NOTES
	EQUIP		

NOTES

Stonecrawler attack: ON the sixth turn the stonecrawlers attack. They begin with 3 stonecrawler warriors. They may enter the settlement from any edge of the board. Their main intent will be sacking the town but will fight heroes if necessary.

Every turn 2 more warriors will enter the settlement, until all the buildings are either sacked or rallied.

Sacking::A Stonecrawler warrior must be next to a door of a building to “sack” it. Any house the heroes have failed to rally or that has not yet been rallied by the heroes may be sacked. All the inhabitants are killed if the building is “sacked”. Mark it with a “sacked” marker.

Once all the buildings are either sacked or rallied the Stonecrawlers will continue their attack until either all the heroes are dead or all the stonecrawlers are dead.

The stonecrawler warriors are a suicide squad caring nothing for their own lives.

The heroes may escape at any time and take the infamy punishment by leaving the board.

Once a stonecrawler can “see” the burrower they will stop sacking buildings, and attacking villagers or heroes and begin attacking the burrower. No new stonecrawlers will appear after this.

If the burrower is not defeated in this scenario it will move on to attack the Stonecrawler encampment. The shamans of the stonecrawlers will have incantations which will drive the burrower back to it’s home in the arrowblack.



DEMONLORD SCREEN

CHARACTER CREATION

- +5 points to stats
- -5 points distributed to stats

STARTING EQUIPMENT

- fur mittens
- Fur or leather cloak
- Fur foot covers
- Two weapons (throwing weapons, bandolier of 5)
- 4 pieces of armour (a shield is considered armour)
- Weeks supply of matten fuel for fires
- Weeks supply of Matten flour
- Flint and Striker
- 2 large items
- 5 small items
- Large leather carry sack (may hold up to 20 small items)
- Drag sled may carry up to 5 Large items and 40 small items

CARRYING LIMITS:

- As much as the Large sack and Drag sled will allow.
- Characters are considered to “wear” up to:
- their armour
- a coil of rope
- two weapons
- A bandolier of throwing weapons
- Ammunition
- Carry something in each hand
- The rest is kept on the drag sled.

CONTAINERS

- Large leather carry sack (may hold up to 20 small items)
- Drag sled may carry up to 5 Large items and 40 small items

SMALL ITEMS

- Leather straps
- Flask
- Wineskin
- Tarp
- Dice
- Candle
- Torch
- 10 ft of rope
- Parchment
- Writing sticks
- Chalk
- Spikes
- Hammer

ARMOUR AREAS

- Head
- Arms
- Legs
- Body
- Shield

LARGE ITEMS

- 6 foot pole
- Shovel
- Pick
- Snow axe
- Snow shoes
- 50 ft rope

WEAPON LIST

- Axe
- Sword
- Knife or dagger(thrown)
- Kartharkan mace
- Spear
- Composite bow
- 2 handed sword (+2 to damage)
- 2 handed axe (+2 to damage)
- 2 handed kartharkan mace (+2 to damage)
- Long weapons: Halberd, war spear, hunting spear

MONEY

- 10 coppers=1 silver
- 10 silver=1 gold
- 10 gold=1 iron
- 10 iron=1 platinum

ARMOUR TYPES

- Cloth
- Leather
- Rings
- Plate

SOTA:

- Roll 2 dice
- Add any stat bonuses the Demonlord deems applicable.
- Easy: 4 or higher
- Difficult: 7 or higher
- Very difficult: 10 or higher

FAME

- 1=Well known in their local town
- 2=Known withing local area
- 4=Known throughout the province
- 5=Known throughout the land
- 7=Known throughout the world of Kartharka
- 8=All sing songs of your exploits
- 10=Your legends will be told for generations

FLEEING:

If at any time a hero leaves the demonboard they have “fled” and may not return. Any Severely injured heroes are considered to have been taken with them.

RESTING:

Any time after a combat when there are no enemies on the Demonboard the heroes may rest to recover half their lost endurance (round up)

EARNING VETERAN POINTS

- Earn 1 vp for:
- Surviving encounter with a group of enemies of equal or greater Rank.
- Survive making any death roll
- Successfully complete a Scenario (at least 1 vp, scenario may state a higher reward)
- Succeed at Very Hard Sota roll which would have harmed the hero had it failed
- Impressive Role Playing moment

SPENDING VP

- Buy a new skill 10VP
- Improve skill to 2nd rank 20 VP
- Improve skill to 3rd rank 30 VP
- Etc

SOTA EXCEPTIONS

- Minions can undo Sota with the same roll
- Opening doors is an easy sota roll
- Minions may open unlocked doors as well but not into areas that have not been revealed.

UNARMED COMBAT

- Creatures are considered “armed” with teeth and claws.
- If two unarmed combatants fight each other conduct combat as normal.
- If an opponent has armour you cannot cause more damage than the mimimum 1 point of damage.
- If an opponent has a weapon they roll damage as normal and the unarmed combatant can cause only the minimum 1 endurance damage.

MOVE

Standard move is 4



COMBAT SPECIAL RULES

- Long weapons: Attack 2 squares away.
- When attacking 2 squares away the defender does not get to make a damage roll if they win. Both still take minimum of 1 damage.
- If 2 squares away and both have long weapons, combat is normal.
- Someone with a long weapon may attack through a square with a friend
- If attacked in square to square combat fight as if unarmed.
- Defense
- 3 pieces of armour=+1 defense
- -Defense is added to damage rolled against them but not to minimum damage of 1
- Attack
- Shield gives +2 to attack
- Damage:
- Negative Damage
- a -damage score is subtracted from any damage the hero does, still cause the minimum 1 damage

REGULAR COMBAT

- In combat attacker and defender each roll 2 dice and add their attack bonus.
- Attacker wins:
- If attacker wins he rolls a die cause 1d6 endurance damage to the enemy adding any damage bonus. Deduct any damage for the defenders defense bonus, but will always be a minimum of 1
- The attacker also takes 1 endurance damage.
- Defender wins
- If the defender wins they cause 1d6 endurance damage to the attacker, adding any damage bonus the defender has and subtracting any defense modifier the attacker has, but will always be a minimum of 1
- Defender also takes 1 endurance damage.
- Tie
- Both attacker and defender take 1 endurance damage regardless ignoring damage bonus and defense.

0 ENDURANCE.

- Once Endurance reaches 0 any additional damage will force a death roll.

DEATH ROLL

- 1-3 stuck down. Unable to fight for rest of battle. Demonlord minions are dead.
- Heroes must make a fate roll after battle is finished.
- 4-6 able to avoid blow, continue to fight but still at 0 endurance.

FATE ROLL

- 1-2 Hero has died. Sorry
- 3-4 severely injured: the hero's role in the current adventure is over, but may play again in further adventures
- 5-6 hero was stunned but able to continue, this counts as a rest.

DETERMINING RANK

- Start with 1
- Add bonuses, attack(+2 for shield), defense, damage, and any endurance over 4, and any move over 4.
- Special attack causing 1d6 add 1
- Special attack causing 2d6 add 4
- Special attack causing 3d6 add 10
- Add the rank of any controlled spirits
- If they have an item that give a special attack add a bonus as if it was the their attack.

FOLLOWERS:

- Will be hired by the heroes.
- In a city or when travelling, after 1 combat, followers will demand another gold piece before fighting in another combat.
- When in a lair they will fight the first combat. After that they are subject to flee rolls even after being paid.
- When combat begins each player rolls a die add the heroes camaraderie.
- On a total of 1-3 that players followers flee. Every turn they will run toward the exit as fast as possible. They will defend themselves if necessary but will run when they can.
- Always Flee on a die roll of 1, always stay on a die roll of 6
- If fleeing followers are still on the board after all enemies are gone the hero may make a recall roll
- Same as flee roll, Instead of heroes camaraderie use parties total camaraderie.
- 1-3 disappear forever
- 4-6 they return, place them next to the hero

MISSILE COMBAT:

- Bow: range unlimited
- Throwing weapon: range 4 squares
- Roll for combat in the usual way
- If the shooter wins they cause the usual damage but do not take the usual minimum 1 damage.
- If the target wins the shooter takes no damage and the target takes no damage, not even the usual minimum of 1.
- Ties: same as a miss for the shooter.

FAME AND FAVOUR

- Cashing in a favour:
- When rolling to cash in a favour the hero will use the fame stat when dealing with essentially good people, or infamy when dealing with essentially evil people.
- First determine Reception Base Score
- If working with fame subtract the heroes infamy from their fame and divide the total by 10
- Second Determine Request Value
- Demonlord determines a number between 1-10
- Third Determine Act value
- A number between 1 and 10 representing the original act which earned the favour.
- Petition Roll
- First: Favour value-Request value,
- Add this total to reception base
- This final number is the roll the hero must match or roll below on 2 dice to receive what they are asking for.
- If they fail the request is declined.
- Repayment roll:
- Now the hero rolls the dice again trying to match or roll below the score again.
- If they succeed then the debtor still considers the debt still owing.
- If they fail and also failed the previous petition roll then their request was too greedy or demanding.
- The debtor considers the debt null and void and the heroes gain 1 infamy (or 1 fame if the debtor is evil).





CONTRIBUTE

How to Join the world of Kartharka

Website:

You best place to start is the Lair of Sword and Sorcery Site at:

lairsofswordandsorcery.blogspot.ca

Here you can comment on updates, and respond to what you would like to see, or not see, in the game.

Please follow the site to get your regular updates

Google+:

Those who are on Google+ can get their lair updates there by adding:

+Ripley Stonebrook

Price



SpookyRoom Productions Presents:
Lair of Sword & Sorcery: The Adventure Game
Issue 5: LAIRS October 2015

