

A Fantasy Game

Here, then is a game of thrilling adventures, narrow escapes, deadly foes, and terrible monsters. It is, by intent, simple, flexible, and somewhat abstract. The game is played by a group representing heroic adventurers in a bygone age of magic and mystery. One player takes on the task of The Master, narrating and describing the world, events, and all the things within it while the players each take on the role of a single character, responding to the narrators descriptions by describing the actions of their character.

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Characters ¶

To create a human character roll 3d6 for Agility, Class, Fortune, Health, Knowledge, Looks, Move, Strength, Personality, and Talent. Other species roll different numbers of dice. First level adventures can divide three points between their characteristics. Every character should have a “thing” a trait that sets them apart from others. While these can be skills they can be a lot of other abilities that add a little spice to the character. Don't worry if you've got bad rolls, characters die and then you can always make another one.

Agility reflects the character's sense of balance and reflexes and is used to navigate obstacles, perform acrobatic tricks, shoot missiles, and fight.

Class gauges the character's social status and wealth. They start with one piece of silver per point of Class but it also reflects their ability to connect and call in favors from family and vassals. A Class of fifteen or higher indicates the character comes from noble blood.

Fortune indicates how lucky the character is. Luck is used to avoid the unavoidable and achieve the unachievable. Fortune points can be spent to improve a die roll before or after it is made. A fortune roll can also be used to request an event or occurrence from The Master. The Master is free to set the difficulty as high as they like.

Health measures how tough and resilient the character is. Health is used to resist poisons and fatigue, and absorb damage. Health has a sub-attribute, hit points which are reduced by damage.

Knowledge tells you how sharp and educated the character is, it is used to learn spells and tested to recall obscure bits of lore.

Move shows how fast the character can run and is compared to find out who wins races or who the wolf catches.

Perception tells you about the acuity of

the character's sight, hearing, smell, and taste. It is used to detect traps and ambushes.

Resolve the character's willpower, determination, and force of personality. It is used to resist mind control and fear.

Strength measures the character's size and muscular development. It determines what weapons the character can use. Weapons do one die of damage for every three points of Strength and one handed weapons do one die of damage for every six points of Strength.

Talent is how magically attuned the character is and is used to power spells.

Looks and Social Class

Players often want to know how good looking their characters are. This can be determined by a dice roll but isn't properly a Characteristic as it has no game function. Humans, Dwarves, and Weefolk roll 3d6 for looks, Elves and Faeries roll 4d6.

Roll 3d6 for the character's starting Social class. If the rating is five or less they're a peasant and if it's 15 or more they're nobly born. This is also how many silver pieces they begin play with. It can be multiplied by the character's level for higher level games. It's not really a characteristic and doesn't do anything in play but can be used as a guide to how well connected the character is.

Non-Human characters

If a player wishes they can be a non-human. Dwarves, Elves, Faeries, and Wee Folk from the Bestiary are particularly playable as they are generally on the side of light and not too powerful or troublesome. Some races have better characteristics than others and don't get the three extra points for first level.

Character Classes

Our heroes are capable individuals but some are better at some things than others. Character classes specifically modify adventuring activities like noticing, fighting, spell casting, and sneaking. The class is picked at first level and a character can only have that one character class ever.

Archers reduce the difficulty of their missile attacks and spotting tests by 1d6.

Burglars reduce the difficulty of climbing, sneaking, and picking locks by 1d6.

Magicians reduce the difficulty of casting spells by 1d6.

Rangers reduce the difficulty of climbing, sneaking, tracking, and foraging by 1d6.

Warriors decrease the difficulty of their melee attacks and defenses by 1d6.

Things

These are just tags for flavor and have no real mechanical effect rather enabling activity in a specific field, in some cases the difficulty of a task might be reduced by one die if it's related to the character's thing. Things should never be combat, stealth, climbing, perception, or magic related or supply an advantage in those areas. They exist to make the character more interesting not to maximize their damage per round output. New things can be learned, much like spells, but learning a thing costs 25 silver pieces and takes a year.

Actor	Blacksmith
Bowyer	Brewer
Carpenter	Clerk
Mason	Miner
Minstrel	Musician
Noble	Notary
Outlaw	Painter
Priest	Raconteur
Sage	Sailor
Scribe	Shepherd
Shipwright	Tailor
Thief	Valet
Vintner	Wainwright
Weaver	Woodsman



Experience

As a character adventures the grow in ability and skill. They need one thousand experience points per level. Each level they can spend three points to improve their Characteristics.

Encounters and adventures are rated for their appropriate character level, multiply this by 100 and divide by the level of the character to determine how much experience is earned by completing an encounter. Multiply the suggested level of an adventure by 1000 and divide by the level of the character for each session.

Spending one silver piece per day on training over and above lifestyle turns silver pieces into experience points.

Load Outs

A character can't carry everything. In practice they can carry an item in each hand, five pouches or scabbards on their belt, half a dozen concealed daggers or throwing stars, and a back pack, quiver, shield or two-handed weapon. A slung 2-handed weapon or shield has to be unslung before drawing, it's a convenient way to carry the thing around but not much for getting it into play quickly. If it's not carried around ready for action it'll cost a whole round of attacks to get it out.

Pouches can hold 100 coins, one meal, potion, or a single piece of jewelry like a tiara or bracelet. Backpacks can carry a week of food or 600 coins. But they're heavy and a full pack increases the difficulty of all Agility tests by 1d6. So it's a good idea to take a round dropping it at the start of combat.

Sample Character

Diphthong Palindrome
Wee Folk Burglar Baker
Level 1

Agility 15
Fortune 12
Health 9
Knowledge 11
Move 8
Perception 12
Resolve 7
Strength 6
Talent 5

Status 8
Appearance 13

3 Daggers 1d3+2 damage
Leather Armour 3
1 Week Rations
Pocket Handkerchief

As Weefolk are already first level Diphthong doesn't get the three points for first level.



Equipment

Two handed weapons do 1d6 damage for every 3 points of Strength, +1 per point between dice. **One handed weapons** do 1d6 damage for every 6 points of Strength, +2 per two points between dice.

Shields do one die less damage but are better at parrying attacks.

All **missile weapons** require two hands to operate. Bows can fire twice per round but do damage as a one handed weapon. Crossbows do damage as two-handed weapon. Slings do damage as a one handed weapon. But ammunition is free.

Weapons cost one piece of silver per die. 10 arrows or bolts cost 1 silver piece.

Armor gives the character extra hit points which it loses before they lose the hit points from their health. The most armor a character can wear is equal to their Strength. Armour costs 1 sp per point.

Provisions cost 1sp per week. A character can carry two weeks worth of rations by carrying dried biscuit but by the end of the second week they'll be backed up like a twelve chariot pile up.

Lanterns cost 3sp, fuel oil 1 sp per hour, a dozen torches with rags dipped in pitch cost 1sp.

Living Expenses cost as little as 1 silver piece per week when in town or free with labour in the country. But most will spend a silver piece a day.

Damage Table

Characteristic	1-handed	2-handed
1	1d2-1	1d2
2	1d2	1d3
3	1d3	1d6
4	1d3 +1	1d6+1
5	1d3 +2	1d6+2
6	1d6	2d6
7		2d6+1
8	1d6 +1	2d6+2
9		3d6
10	1d6+2	3d6+1
11		3d6+2
12	2d6	4d6
13		4d6+1
14	2d6+1	4d6+2
15		5d6
16	2d6+2	5d6+1
17		5d6+2
18	3d6	6d6
19		6d6+1
20	3d6+1	6d6+2
21		7d6
22	3d6+2	7d6+1
23		7d6+2
24	4d6	8d6
25		8d6+1
26	4d6+1	8d6+2
27		9d6

Tests ¶¶

The outcome of a characters actions are determined by rolling four six-sided dice. If the roll is less than or equal to the Characteristic being tested the action succeeds.

Easier and harder tasks are represented by increasing and decreasing the number of dice. A character's Class and Thing can also reduce the difficulty by one die.

Getting Fancy

If a roll is resisted by an opponent making a roll as when sneaking or attacking, it is possible to get fancy and add one die to your difficulty and theirs. This allows individuals with high ratings to function against each other.

Trying Your Luck

The difficulty of a task can be reduced by 1d6 by reducing the character's Fortune by the roll. Similarly damage can be increased or decreased by 1d6 by spending Fortune. Fortune refreshes to its full level at the start of each session.

Devil's Dice

If you roll three sixes on any test, it all goes wrong in the worst possible way.

Keep This In Mind

This system is intended to be flexible and simple and definite, specific lists of difficulties and Characteristic relationships are to be avoided. However, a few adventuring activities might benefit from some discussion.

Sneaking and Spotting

When a character tries to sneak, they need good cover and to not be the center of attention at the time. Sneaking would be an Agility test. In broad daylight it would be 1d6 harder and 1d6 easier in the dead of night. Spotting a sneaking foe would be a Perception test; 1d6 more difficult in the dead of night and average (4d) in broad daylight. If there's lots of dense cover and terrain as in a city or jungle it might also be one die easier. If one can sneak right up to the enemy a free attack can be made that can't be parried or dodged, essentially a free attack.

Climbing and Swimming

Climbing a staircase is 2d6 easier a particularly steep and uneven one easy 1d6 easier and a very long and rickety one average (4d6). A steep and sandy hill would be an average (4d6) climb and a sheer cliff, 1d6 more difficult. A failed Climbing roll causes damage equal to the difficulty of the climb. Armour is no help against falling damage.

Swimming in calm, shallow waters is two dice easier. It's one die easier in running or slightly rough waters and one die harder in high seas or cold water. A failed swimming roll causes 3d6 drowning damage.

Combat ୨୨୨

The order things happen in can matter a lot in combat as a dead foe can't strike back. As a general rule, the monsters and non-player characters go first and the player characters react. It can go the other way, of course, but usually the fighting starts when somebody attacks someone or starts running forward yelling "off with their heads" and that side goes first, then the other side, alternating back and forth in a series of "combat rounds".

These rules are abstract but It helps to think of the battlefield as being broken into three zones, the attacker and defender's missile range zone and the more central intercept zone where melees happen. Long range exists beyond missile range on both sides of the battle field. It is the distance at which foes can be spotted across open ground.

When a fight breaks out it can be in bowshot or melee range. If it starts at bowshot, missile weapons and spells can be used for one round before anyone on foot can close to melee range. Fighters within melee range can each chose to block one enemy, preventing them from reaching the shooters and magicians. Fighters with thrown weapons can choose to throw them as the enemy closes instead of making a melee attack.

Poison and Venom

If you bite it and you die it's poisonous, if it bites you and you die it's venomous. In any case, poisons and venoms have a rating in dice that is the both the damage done and the difficulty of health check required to shake off the effects.

Unarmed Combat

A character without a weapon is at a significant disadvantage. Increase the difficulty of their attacks and parries by 1d6 and reduce their damage by one point per die.

Test Agility to hit with thrown and missile attacks. Small targets are one die harder to hit and large targets are one die easier.

Melee and thrown attacks also test on Agility but can also test on Strength. A combatant with a pair of one-handed weapons can make a second attack or a second parry. One melee attack can be parried each round by testing Agility. Missile attacks and spells are one die harder to parry. A character with a shield or additional hand weapon can parry two attacks per round. Shields make parrying one die easier.

When an attack hits its damage is rolled and subtracted, first from the target's armour then their hit points. They are killed when their hit points reach zero.

If an attack does ten more damage than the target's Strength they cannot parry and must dodge.

A character heals 1d6 Hit Points and 1d6 Magic Points per day spent resting and per night's sleep.

Binding Wounds restores 1d6 Hit Points, 2d6 if the character doing it can pass a Knowledge test.

Magic ᠑᠑

The arcane arts provide many abilities but it can be hard to find teachers and scrolls and books of ancient lore are dearly treasured. Learning a spell requires an Intelligence score ten points higher than the spell's level. If a teacher can be found it costs 10 pieces of silver per level to learn a spell. When a spell is cast it uses 1d6 of the caster's Magic Points if they don't have enough Magic Points the spell fails and they take damage equal to the remaining cost.

Spell effects are generally immediate and persistent but not necessarily permanent.

It is quite common for a magician to create a focus or talisman containing an enhance talent spell of the highest level they can manage to provide extra power for spell casting. This is rolled at the time of casting and must be recharged from the caster's own Magic Points.

Bestow	
Blast	Conjure
Control	Detect
Deflect	Enchant
Enhance	
Heal	Illusion
Impair	Protect
Scrye	Smite
Summon	Teleport
Telekinesis	
Transform	Zap

Bestow provides the target with an ability like natural weapons, night vision, natural armour, or flight

Blast fires off a flashy explosion catches numerous foes. Any group in melee range can be targeted. The damage is based on the caster's Resolve as if it were a one handed weapon plus 1d6 per 2 levels.

Conjure magically fills a volume with a material. The volume is determined by the density of the material. Eight cubic paces per level of air, four of mist, two of feathers, one of water, a quarter that of earth, and eighth of stone or metal. The material evaporates after an hour.

Control magically takes control of a target within missile range of the caster making them follow the caster's orders. The target gets to resist the

effects by making a Resolve test with a difficulty of 1d6 per level of the Control spell.

Detect makes one desired type of thing per level glow for a minute per level within missile range of the caster.

Deflect parries a number of attacks and spells equal to the spell's level.

Enchant creates a magic item that is permanently imbued with another spell effect of equal level. Enchantment is a slow and expensive task, requiring 100 pieces of silver in materials and one month per level of the spell. On top of all the crafting and procuring of materials, both Enchant and the spell being bound to the item must be cast each day during the process.

Enhance increases one characteristic of a target in melee range by 1d6 per level.

Heal restores hit points equal to the spell's level to a subject within melee range of the caster.

Impair reduces one characteristic of a target in melee range by 1d6 per level.

Illusion creates an image with sounds and even smells, but is it real or was it summoned? The illusion is two cubic paces per level and lasts for a minute per level. A Perception test on 4d6 will reveal the trickery as will making physical contact with it.

Protect provides a target within melee range of the caster with 3 armour points per level that stick around for an hour if not destroyed.

Scrye projects the caster's senses one hundred paces per level for one minute per level. The caster is oblivious to events immediately around them while scrying.

Smite adds 1d6 per level to the damage of a melee attack made by a subject within melee range of the caster.

Summon calls up a creature or creatures with a total level equal to the spell's level. The creatures appear at melee range around the caster and vanish after one minute per level.

Telekinesis moves a target object around with a Speed and Strength of 1d6 per level.

Teleport instantly transports a subject in melee range of the magician to within melee range of the enemy. Allowing them to enter melee combat without getting shot at for a round.

Transform changes a target within melee range into something else. The greater the change, the harder the spell. At the most basic, this is the three plus the difference in levels between the target and the new form. It doesn't matter if you're going from a kitten to a dragon or a dragon to a kitten. It's the distance that makes it difficult. But changing from one class of animals, say mammals to fish adds three to the level of the spell, from animal to plant

or fungus adds six, and from living to mineral is nine levels harder times harder. The new form's Characteristics are based on their current ratings modified by the difference between their species and the new one. For example a dragon with 6d6 Strength, turned into a kitten with 1d3 strength would reduce it's Strength by 4d6 + 1d3.

Zap shoots a target at missile range for 1d6 damage per level. The damage is based on the caster's Resolve plus 1d6 per level.



Bestiary

Monsters don't usually need a full stat block, just Agility, Health, Move, and Strength are generally sufficient but the full block is listed. You can multiply their Class by their level to get their treasure value in silver pieces. The monsters have an average rating listed that can be used instead of rolling for their Characteristics just to speed things up.

The level of creatures assumes 3d6 for each stat at first level and 3 levels for each additional die above those twenty-seven. Combat balance is based on Agility, Health, and Strength with the average being 12 dice between them.

A creature with **natural weapons'** bite does damage as a two handed weapon and their claws do damage as one handed weapons.

A creature with **natural armor** has additional hit points equal to its Strength.

Bears

If you go out in the woods today you might encounter one of these large omnivores. That means they'll eat pretty much anything, including you.

Level 5, Combat Level 4
Natural Weapons
Agility 3d6 (10)
Fortune 3d6 (10)
Health 5d6 (17)
Knowledge 1d6 (3)
Move 5d6 (17)
Perception 5d6 (17)
Resolve 4d6 (14)
Strength 5d6 (17)
Talent 2d6 (7)

Centaur

The half-human / half horse people of greek myth have the upper body of a human joined to the body of a horse where the neck would start. There's probably a species with the head of a horse and the pelvis and legs of a human out there somewhere. Centaurs have a split Strength score representing the lower strength of their arms and the greater strength of their bodies. They use the strength of their arms to wield weapons but the strength of their body to kick.

Level 5, Combat Level 3
Agility 3d6 (10)
Fortune 3d6 (10)
Health 5d6 (17)
Knowledge 3d6 (10)
Move 5d6 (17)
Perception 3d6 (10)
Resolve 3d6 (10)
Strength 3d6 (10) / 5d6 (17)
Talent 3d6 (10)

Crocodiles

These large reptilian predators are easily mistaken as logs.

Amphibious
Natural Weapons
Agility 2d6 (7)
Fortune 3d6 (10)
Health 4d6 (14)
Knowledge 1d6 (3)
Move 4d6 (14) on land
5d6 (17) in water
Perception 3d6 (10)
Resolve 3d6 (10)
Strength 4d6 (14)
Talent 1d6 (3)

Dragons

The huge, fiery, winged serpents of legend are spiteful and greedy. All too aware that they can be trapped and killed they prefer extortion and robbery over violence to feather their gilded nests.

Level 9 Combat Level 5
Natural Weapons
Natural Armour
Venomous 5d6
Flies
Blast Level 5
Agility 2d6 (7)
Fortune 3d6 (10)
Health 6d6 (21)
Knowledge 4d6 (14)
Move 4d6 (14)
Perception 4d6
Resolve 5d6 (17)
Strength 6d6 (21)
Talent 3d6 (10)

Dwarfs



Deep beneath the earth the Dwarves delve for treasure and security. Low corridors and gates designed to trap and kill dragons are a feature of their underground strongholds.

Level 1, Combat Level 2
Agility 3d6 (10)
Fortune 3d6 (10)
Health 4d6 (14)
Knowledge 3d6 (10)
Move 2d6 (7)
Perception 3d6 (10)
Resolve 4d6 (14)
Strength 4d6 (14)
Talent 2d6 (7)

Eagles

The greatest of hunting falcons, Eagles are capable of carrying off cats and rabbits.

Level 1, Combat Level 0

Natural Weapons

Fly

Agility 4d6 (7)

Fortune 4d6 (14)

Health 2d6 (7)

Knowledge 1d6 (3)

Move 7d6 (24)

Perception 5d6 (17)

Resolve 3d6 (10)

Strength 2d6 (7)

Talent 2d6 (7)

Elephants

The largest land mammals have a tentacle like nose and long tusks which count as a bit attack. Elephants are known for remembering slights and holding grudges.

Level 8, Combat Level 5

Natural Weapons

Agility 1d6 (3)

Fortune 3d6 (10)

Health 6d6 (21)

Knowledge 2d6 (14)

Move 4d6 (14)

Perception 4d6

Resolve 4d6 (17)

Strength 6d6 (21)

Talent 3d6 (10)

Elves

The lords of the fae still dwell deep in their enchanted forests. Reclusive and distrustful though they may be, some of their younger folk still desire to travel and see the world. Elves see equally well in daylight and darkness.

Level 1

Agility 4d6 (14)

Fortune 2d6 (7)

Health 2d6 (7)

Knowledge 3d6 (10)

Move 3d6 (10)

Perception 4d6 (14)

Resolve 2d6 (7)

Strength 3d6 (10)

Talent 4d6 (14)

Faeries

The common fae are small, winged humanoids who dwell beneath enchanted hills and dance in fairy rings but they still have some outcasts and naer do wells who wander the world making trouble. Faeries can fly and see best in twilight.

Level 1

Agility 4d6 (14)

Fortune 3d6 (10)

Health 1d6 (3)

Knowledge 3d6 (10)

Move 4d6 (14)

Perception 3d6 (10)

Resolve 2d6 (7)

Strength 1d6 (3)

Talent 4d6 (14)

Falcons

The smaller raptors are beautiful to behold in flight. They are often kept as familiars and some shape changing magicians use the form due to its speed and agility.

Level -8 Combat Level -2

Flight
Agility 4d6 (14)
Fortune 1d6 (3)
Health 2d6 (3)
Knowledge 1d6 (3)
Move 3d6 (10)
Perception 4d6 (14)
Resolve 1d6 (7)
Strength 2d6 (3)
Talent 1d6 (3)

Giants

Ranging from twelve to eighteen feet tall, prone to ague and chills, giants are hungry and angry creatures.

Level 2, Combat Level 4
Agility 2d6 (7)
Fortune 3d6 (10)
Health 6d6 (21)
Knowledge 2d6 (7)
Move 4d6 (14)
Perception 3d6 (10)
Resolve 4d6 (16)
Strength 6d6 (21)
Talent 2d6 (7)

Goatlings

Half man and half goat, the goatlings haunt the high passes. Goatlings horns count as a bite attack and their sharp hooves as claws. They are expert climbers and reduce the difficulty of any climbing test by 1d6.

Level 1, Combat Level 1
Agility 3d6 (10)
Fortune 2d6 (7)
Health 4d6 (14)
Knowledge 2d6 (7)
Move 4d6 (14)
Perception 4d6 (14)
Resolve 3d6 (10)
Strength 3d6 (21)
Talent 3d6 (10)

Goblins

The dark and corrupted side of the magical fae races are as ugly on the outside as they are on the inside. If asked why the elves aren't, goblins have observed that elves are bloody liars.

Sees best in darkness
Level -3 Combat Level -1
Agility 3d6 (10)
Fortune 2d6 (7)
Health 3d6 (10)
Knowledge 3d6 (10)
Move 3d6 (10)
Perception 4d6 (14)
Resolve 2d6 (7)
Strength 2d6 (7)
Talent 4d6 (14)

Gryphons

These strange beasts have the head, wings and front legs of an eagle and the hindquarters and legs of a lion. They are deadly aerial predators.

Level 4, Combat Level 4
Natural Weapons
Flight
Agility 3d6 (10)
Fortune 3d6 (10)
Health 5d6 (19)
Knowledge 1d6 (3)
Move 5d6 (19)
Perception 4d6 (16)
Resolve 4d6 (7)
Strength 5d6 (19)
Talent 1d6 (3)

Hippogriffs

A strange hybrid of eagle and horse, hippogryphs are less aggressive and easier to train than gryphons.

Level 3, Combat Level 3
Natural Weapons
Agility 2d6 (7)
Fortune 3d6 (10)
Health 5d6 (19)
Knowledge 1d6 (3)
Move 5d6 (19)
Perception 4d6 (16)
Resolve 3d6 (10)
Strength 5d6 (19)
Talent 1d6 (3)

Horses

Ideally suited for riding and pulling loads, these quadruped mammals are almost always found in human lands.

Level 0, Combat Level 3
Agility 2d6 (7)
Fortune 2d6 (7)
Health 5d6 (19)
Knowledge 1d6 (3)
Move 5d6 (19)
Perception 4d6 (16)
Resolve 2d6 (7)
Strength 5d6 (19)
Talent 1d6 (3)

Humans

Humans are versatile, as their characteristics are all rolled on 3d6 the player may assign each roll to whichever characteristic they like. This does not include Class and Looks, the human race's reproduction rate would soon match that of the prudish elves.

Agility 3d6 (10)
Fortune 3d6 (10)
Health 3d6 (10)
Knowledge 3d6 (10)
Move 3d6 (10)
Perception 3d6 (10)
Resolve 3d6 (10)
Strength 3d6 (10)
Talent 3d6 (10)

Hydra

A giant serpent with seven heads would be a deadly foe, even if it wasn't venomous and regenerating. In Greek mythology the hydra was so venomous that a shirt washed in the blood of a centaur killed with an arrow dipped in it was lethal to Hercules.

Level 8, Combat Level 6
Heals 3d6 per round!
Natural Weapons
Poisonous 6d6
7 Attacks!

Agility 3d6 (10)
Fortune 3d6 (10)
Health 6d6 (19)
Knowledge 1d6 (3)
Move 5d6 (19)
Perception 4d6 (16)
Resolve 4d6 (14)
Strength 6d6 (21)
Talent 3d6 (10)

Lions

Large predatory felines hunt in prides, a number of females and one male. Their usual tactic is for the male to frighten the prey into fleeing towards hidden females.

Level 1, Combat Level 0
Natural Weapons
Agility 3d6
Fortune 3d6
Health 3d6
Knowledge 1d6
Move 5d6
Perception 5d6
Resolve 3d6
Strength 3d6
Talent 2d6

Lizard Kin

The lords of the swamp are crocodile headed, scaly humanoid who have never progressed past stone tools but their sorcery is as developed as that of the elves.

Level 1, Combat Level 1
Amphibious
Natural Weapons
Agility 3d6 (10)
Fortune 3d6 (10)
Health 3d6 (10)
Knowledge 2d6 (7)
Move 3d6 (14)
Perception 4d6 (14)
Resolve 3d6 (10)
Strength 4d6 (14)
Talent 3d6 (10)

Ogres

Grotesquely corpulent monstrosities in form like the children of men, ogres are always hungry and love the taste of human flesh.

Level 1 Combat Level 3
Agility 2d6 (7)
Fortune 2d6 (7)
Health 5d6 (17)
Knowledge 2d6 (7)
Move 4d6 (14)
Perception 2d6 (7)
Resolve 4d6 (14)
Strength 5d6 (17)
Talent 2d6 (7)

Orcs



Bred by the forces of darkness or spawned from magical chasms the bestial orcs are the foot soldiers of the children of darkness. While they are not prone to charity or cordial manners some strong willed individuals have been known to serve the forces of light if doing so served their own interests.

Level -2, Combat Level 1
Sees best in darkness.

Agility 3d6
Fortune 2d6
Health 4d6
Knowledge 2d6
Move 3d6
Perception 3d6
Resolve 3d6
Strength 3d6
Talent 2d6

Pegasi

In Greek myth, the winged horse sprang from medusa's blood after she was killed by Perseus. These popular flying mounts are beautiful, intelligent, and magical.

Level 7, Combat Level 4
Fly
Agility 3d6 (10)
Fortune 4d6 (14)
Health 5d6 (18)
Knowledge 3d6 (10)
Move 5d6 (19)
Perception 4d6 (16)
Resolve 3d6 (10)
Strength 5d6 (19)
Talent 3d6 (10)

Rats

These oversized vermin are tough for their size, clever, and hungry.

Level -9 Combat Level -3
Nocturnal
Constitution -2d resist poison
Agility 4d6 (14)
Fortune 1d6 (3)
Health 1d6 (3)
Knowledge 1d6 (3)
Move 3d6 (10)
Perception 4d6 (14)
Resolve 2d6 (7)
Strength 1d6 (3)
Talent 1d6 (3)

Satyrs

The smaller, Greek, relatives of the Goat-Kin are less violent and more lecherous. Like Goat-Kin they are very good at climbing, reducing the difficulty of a climb by 1d6. Their horns are too small to count as weapons.

Level 0, Combat Level -1
Agility 3d6 (10)
Fortune 3d6 (10)
Health 3d6 (10)
Knowledge 3d6 (10)
Move 4d6 (14)
Perception 4d6 (14)
Resolve 2d6 (7)
Strength 2d6 (7)
Talent 3d6 (10)

Skeletons

The bones of the dead risen to slay the living. Skeletons are animated by evil spirits rather than the spirit of the body's original owner making them faster and smarter than zombies.

Level -4, Combat Level -1
Agility 3d6
Fortune 1d6
Health 2d6
Knowledge 2d6
Move 3d6
Perception 2d6
Resolve 4d6
Strength 3d6
Talent 3d6

Sparrows

These small, common birds are of little notice. They can represent any common bird but are mainly used for the shape changing spell.

Level -11 Combat Level -5
Flight
Agility 4d6 (14)
Fortune 1d6 (3)
Health 1d3 (2)
Knowledge 1d6 (3)
Move 3d6 (10)
Perception 4d6 (14)
Resolve 1d6 (7)
Strength 1d3 (2)
Talent 1d6 (3)

Trolls

The Trolls of the mountains are cunning artificers and enchanter.

Level 5, Combat Level 4
Agility 3d6
Fortune 3d6
Health 5d6 (17)
Knowledge 3d6
Move 4d6
Perception 3d6
Resolve 4d6 (14)
Strength 5d6
Talent 3d6

Tyrant Lizards

The predatory kings of the swamps and jungles are creatures out of time with teeth and claws like daggers and a hide as tough as a dragon's.

Natural Weapons
Natural Armour
Level 4 Combat Level 5
Agility 2d6 (7)
Fortune 3d6 (10)
Health 6d6 (21)
Knowledge 1d6 (3)
Move 5d6 (17)
Perception 4d6
Resolve 5d6 (17)
Strength 6d6 (21)
Talent 1d6 (10)

Unicorns

The innocent guardians of the forest are magical creatures. Aloof from all impurity to slay one is the foulest of deeds. They are often experts in healing magic.

Level 16, Combat Level 5
Natural Weapons
Agility 4d6 (14)
Fortune 6d6 (21)
Health 5d6 (19)
Knowledge 3d6 (10)
Move 6d6 (21)
Perception 5d6 (18)
Resolve 2d6 (7)
Strength 5d6 (19)
Talent 6d6 (21)

Vampires

The lords of the undead are forever seeking new feeding grounds and may be found just about anywhere.

Agility 4d6
Fortune 1d6
Health 4d6
Knowledge 3d6
Move 4d6
Perception 3d6
Resolve 4d6
Strength 4d6
Talent 2d6

Cannot cross running water.
Repelled by garlic and holy symbols and places. Cannot enter a place uninvited.
Can transform into a bat, wolf, and mist.

Weefolk

These short folk are closely related to humans but only half their height. They are known in various lands by names like Pixie, Brownie, and Leprechaun. Distrustful of larger folk, their homes are often well hidden and underground.

Agility 4d6
Fortune 4d6
Health 3d6
Knowledge 3d6
Move 2d6
Perception 3d6
Resolve 3d6
Strength 2d6
Talent 2d6

Wolves

Pack hunting canine predators are the close cousins of dogs, which embarrasses them to no end. They will often join with the forces of darkness in hopes of pushing back civilization and reclaiming the wilderness for their own.

Level 1, Combat Level 0
Natural Weapons
Agility 3d6
Fortune 3d6
Health 3d6
Knowledge 1d6
Move 5d6
Perception 5d6
Resolve 3d6
Strength 3d6
Talent 2d6

Zombies

The walking dead may result from bad water, drugs, chemical experiments, or black magic.

Agility 1d6

Fortune 1d6

Health 4d6

Knowledge 1d6

Move 2d6

Perception 2d6

Resolve 5d6

Strength 4d6

Talent 1d6

Running A Fantasy Game ¶¶

The system presented here is intended to be quick and dirty, clean and easy to learn and functional enough to bend to any task. That being said it is also quite abstract and does little to create descriptive detail or shape the course of play. Such systems can be difficult to run because they don't do much to help the master set their course. The setting and adventures presented here are intended to be quite generic and open to interpretation and tailoring. Roleplaying adventure games are creative endeavors. Don't be afraid to reach into your own psyche for ideas or swipe them from favorite books and movies.

In the end, the master must be the final arbitrator of the rules. The game is theirs. This shouldn't be taken to mean they can just block any player ideas that don't fit with their plans. Indeed, such behaviour will quickly lead to a player revolt. Roleplaying adventure games are a group activity and one must be flexible and open to ideas even when that thing you didn't consider will ruin everything you have planned. It is far better to have a living world where events are taking place than a fixed narrative for the players to pantomime their way through.

As characters are fairly simple, experienced players should be allowed to play two or three at a time if they wish as long as their money and possessions are kept separate and not passed between them freely. That said, the combat rules are quite deadly but this is mitigated by armour and using fortune. The players should be willing to accept failure and character death as a natural consequence of adventuring. Playing a tailor who never leaves town is safer but not much fun.

As the Player Characters gain experience, the challenges they face should also increase. More difficult and impressive circumstances should be encountered. Instead of climbing an easy trellis the wall is sheer and slick with rain. At lower levels the master should endeavor to keep things fairly easy but the difficulty of tests should increase to meet the capabilities of the heroes.

The rules don't simulate or narrate much of anything. They're really just a simple tool to resolve events. It's up to the players and master to breathe life into the game. When it comes to arguments about how things would work in the "real world" it can help to remember that your playing a game with dragons and wizards. It's best to focus on the rules results and describe those rather than trying to force the rules results to match reality. If a player wants to pick at the details, don't be afraid to say "shut up and play the game."

The monsters are pretty generic examples from myth and legend and years of roleplaying games. They're here to serve as examples and benchmarks. Monster creation is pretty simple with their level being the number of dice over the 30d6 human total plus a level for each level of any power possessed.

The following rules provide tools for handling a couple common events in fantasy tales without a lot of fuss. It cannot be stressed enough that they are not tactical or logistical simulations. They will not bear the weight of exact numbers or close examination. The focus should be on the actions of the player characters at all times. Thus it is best to use somewhat vague statements like lots or way more than you have or several to describe things.

Mass Combat

Fantasy novels and movies often feature big, epic battles. A detailed treatment is well beyond the scope of these rules but a very basic method of determining who won may come in handy. Roll 1d6 for each side, +1 for better than two to one odds, +1 for defending a fortress, having a large monster, having more or superior magic, having better equipment and/or having cavalry. The side with the highest total wins the battle with about half of the force surviving by fleeing. If the winning side's total is twice that of their enemy only a tenth of the force survives to flee. The undead and other forces that don't flee have no survivors but the other side takes casualties as if they had lost.

Player character actions like taking on large monsters or eliminating enemy battle wizards should be resolved before rolling to see how the overall battle went.

Naval Combat

A Fantasy Game is set before the development of gunpowder. This means naval battles are largely about ramming and boarding actions which is where the fun is. The player characters should be leaping and swinging and climbing all over the place.

The mass combat rule is good enough to rule on the outcome of fleet actions. That leaves us with the question of chases and overtaking and ramming. Flight is the usual response to a superior foe. Ramming is, of course restricted to galleys and rowed vessels with rams. Sailing ships have a speed based on their rigging and the wind speed though, for the most part both sides are using the same wind. Both events are determined by rolling a Speed for both vessels with the high roll achieving manueuvre advantage. Being able to increase or reduce the range by one step.

Oars 1d6
Square Sails 2d6
Advanced Sails 3d6
Freighter - 1d6
Cutter +1d6
Heavy Laden -1d6
Becalmed -1d6 for sails
High Winds + 1d6 for sails

Missile fire is mainly restricted to sweeping the decks with arrows and flaming arrows. A mass combat d6 roll for each side determines the result with the winner reducing the other side's ability to crew their vessel and return fire. If the total is double the decks are largely cleared leaving only major characters alive.

Boarding actions are accomplished with "corvus" boarding planks with hooks on the end or by swinging on ropes. Agility tests are required for the later with swimming tests being required immediately after failure. Again, a simple mass combat roll off determines the outcome of the overall battle.

As with mass combat, Player Character action should be resolved before the mass combat roll.

Creating Spells

The master can create new spells at the behest of the players or to suit their own needs. There are some guidelines to spell creation that are used to set the level of the spell. The effects must be considered as should the scope in terms of range, duration, and area. The system is somewhat fast and loose and is particularly prone to abuse by players. Giving a herd of cows the ability to eat stone can be a game breaker.

Duration:

- 0 Instant
- 1 Combat / Minutes
- 2 Hour
- 3 Day
- 4 Season,
- 5 Year

Range:

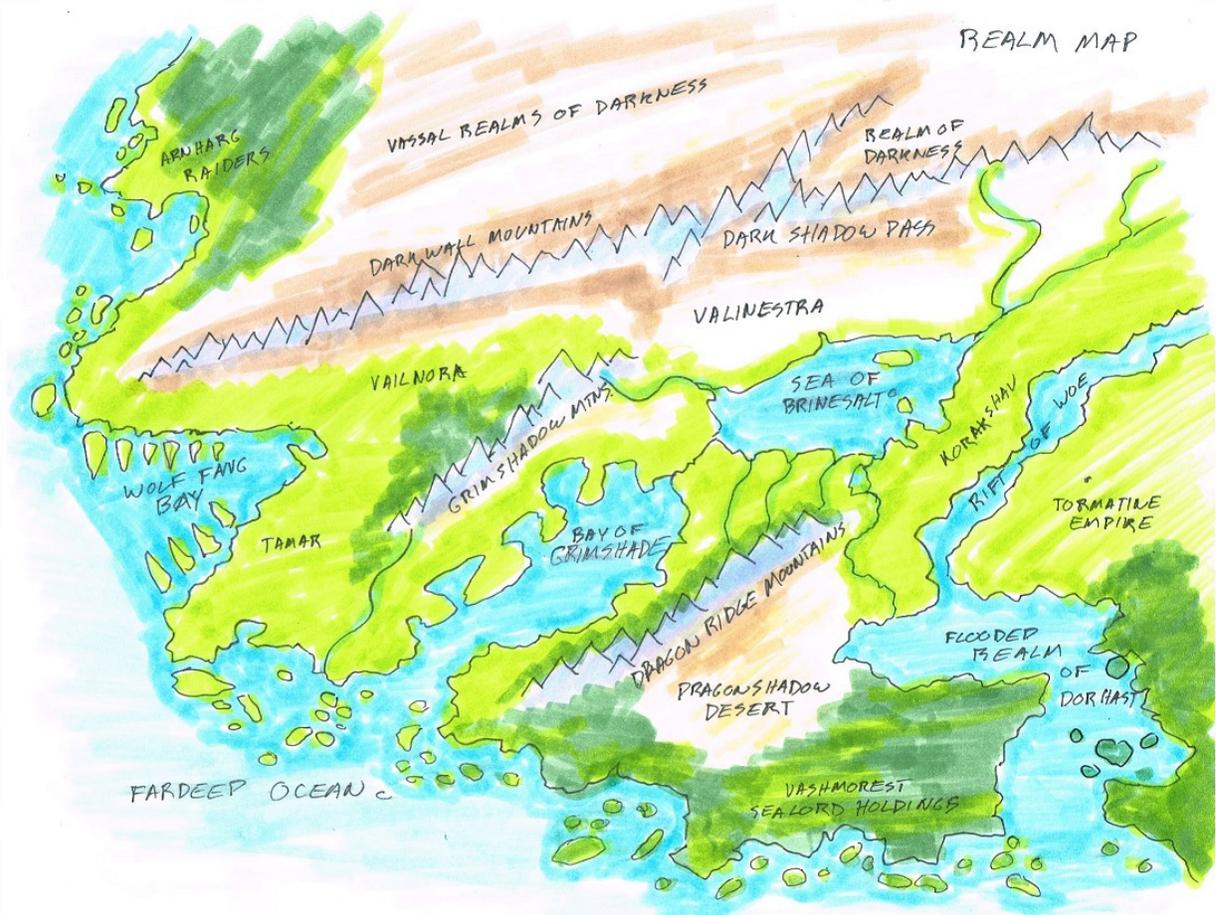
- 0 Melee
- 1 Missile
- 2 Long
- 3 Day's Journey
- 4 Realm

Area

- 0 Individual
- 1 Melee
- 2 Missile
- 3 Long
- 4 Day's Journey
- 5 Realm

Attack spells do 3d6 +1d6 damage per level. Summoning spells use the level of the summoned entity. Illusions are just area effect and range. Spells that improve or impair a characteristic or task add 1d6 per level but should be limited to one or two dice on any one thing. Movement is either a boost to a characteristic or, in the case of teleportation a range and area effect.

A Fantasy Game World



In the beginning the gods were united in their purpose to create the world. The foundations of heavens and earth were laid in the firmament, the stars hung and oceans filled, but Joraash loved light and Baaraakaar loved darkness and they were ever in opposition. Taaldrassk the unifier ruled between them that the world would be in darkness half of the time and in light the other half but gave Baaraakaar the shadows and the darkness beneath the earth. For a time the creation continued, plants were planted and animals born and at last the children of the gods were given life to live and to create and to worship the gods.

Then there was once again dissent for Baaraakaar's children had dominion over metal and stone and the children of Joraash had dominion over wood and grain and meat. The children of Baaraakaar could not live without food but the children of Joraash could live without metal and jewels though they much desired them and required much for little food. Deep beneath the earth, where the other gods could not see, Baaraakaar did council with his servants and his children and in the darkness the first weapons were forged and the seeds of the first defiance raised. Emerging under cover of night, the hosts of Baaraakaar issued forth with fire and

the sword to seize the granaries of the children of Joraash. Many were slain and the survivors were driven into the wilderness.

So it was that the children of the gods learned to make war and thus have things stood from the first. In the lands of the Baaraaki the cities stand in the shadow of the mountains and the fields are worked by slaves taken of the children of Joraash. The lands of the children of Joraash lie across the great plains between the mountains and the sea. Temples to Taaldraassk are found in both lands but her children dwell among the mountains. The children of Aadaazaah live in the fair wood lands and the children of Boraadaan live along the sea shores.

The world is a place where the armies of light and darkness make war. The grievances extend to times before the creation of the world and both sides can claim lay claim to treachery and atrocities. While there are two great empires, many smaller kingdoms exist both as children of other gods and due to division and within. It is almost universally believed that faithful worshipers of the gods become their servants and live eternally in paradise with their patrons. The elves and dragons reject this idea and claim the spirits of the dead are either reborn into the world or absorbed into their god as energy.

Taaldraassk god of justice and unity
Dwarves and Trolls
Baaraakaar god of darkness Orks,
Goblins, Ogres
Joraash god of light Humans
Aadaazaah god of nature Elves
Boraadaan god of the oceans Merfolk

As divine intervention and appearances are relatively common, the concept of faith relates very directly to confidence in the deity's willingness to act rather than their existence.

The gods are considered to be siblings in that they came into existence in the same place and time. There is a heresy that there is a parental overgod but like most heresy the details are infinitely divisible. Taaldraassk and Aadaazaah are generally thought to be lovers but there is not doctrinal support for this idea.

The Dwarves and Trolls were once of one kind but as the Dwarves favored Baaraakaar and the trolls favored Boraadaan their kindred were sundered and diverged to become separate races. Dwarves and trolls have a competitive relationship but the dwarves are more interested in crafting and warfare and the trolls are more interested in magic and sailing.

The children of Baaraakaar have been divided into castes with cunning goblins managing the details, orcs laboring and fighting, and ogres doing heavy labour and fighting. The goblins achieved this balance by convincing the ogres that they were subservient and employing their might to oppress the orcs.

The Elves are probably the truest servants of Taaldraassk even though they are the children of Aadaazaah. It is said they were given immortality because Aadaazaah couldn't be bothered to learn so many names all the time. The elves see their role in the world to be the protection of nature from the endless wars between the followers of Baaraakaar and Joraash.

Dragons were originally servitors of Baaraakaar but have become so selfish and greedy that they can't really be said to serve any god. It is said that they became immortal as punishment for abandoning their master's cause, thus being forced to live in the world forever.

"Over the mountains" is a colloquial term for unretrievable losses. For instance, a merchant might describe stolen goods as having gone "over the mountains" or a general might say the battle went "over the mountains". "The bear went over the mountains is a popular song at funerals."

The Dark Wall Mountains

Early in the first strife, by his godly powers over the Earth, Baaraakaar raised up a vast range of mountains to guard his realm from those of the other gods. These mountains are deeply tunneled and heavily fortified, garrisoned by endless hordes of Orcs and Goblins which often cross the barren lands south of the mountains to raid Vailnora and Valinestra.

Realm of Darkness

Here in the valley of Dark Shadow Pass are the great armories and garrisons of Baaraakaar. It is said that he personally dwells in the darkest dungeons forever seeking the keys to eternal night. The Realm of Darkness is mainly populated by Goblins, Orcs, and Ogres but the dark lord of the high tower is usually a Human or Troll. The position is a precarious one and few rise to hold it for more than a season. The current dark lord, the woman known as Darursula is an exception having ruled with an iron fist for twenty years.

Vassal Realms of Darkness

The cold and dry lands beyond the Dark Wall Mountains are mostly inhabited by humans who have been conquered by the Realm of Darkness. Local authorities are human but the Orcs and Ogres of the dark lord have garrisons in each of the dozens of small kingdoms lying under the shadow. There is a legend that speaks of a small kingdom, fortunate enough to have a fertile and well fortified position that holds out against the Realm of Darkness. Many great heroes have set forth to discover it but none have ever returned.

Arnharg Raiders

The coasts west of the Vassal Realms of Darkness are inhabited by a hardy seafaring folk. Tribes of human bondsmen ruled by trolls. Their ships sail down in the spring to raid and pillage the coasts of Vailnora and Tamar.

Wolf Fang Bay

This bay is lined with triangular islands and so, in the minds of some, resembles the gaping mouth of a wolf. There are a particularly savage race of Merfolk who dwell in the depths with their half wolf, half shark companions. The fate of those who fall overboard is grisly and greatly feared by even the Anharg Raiders.

Vailnora

The North Western kingdom of Vailnora faces raids from the Arnharg Raiders and the Orcs of the Darkwall Mountains. The chivalry of her knights is a practical thing. Their armor is not shining or polished but their swords are sharp and their valor unquestionable. The king of Vailnora is an aging giant of a man fully seven feet tall and broad in the shoulders. His joints are swollen with rheumatism and he is hard pressed to stand and walk but he is a generous patron of heroes and his treasury seems limitless.

Tamar

The fertile ground of Tamar is often swampy and they employ few mounted troops in battle being ruled by an ancient sect of rangers rather than kings and knights. The Tamarites have a great love of the natural world and are on friendlier terms with the elves than is common in these days.

Grim Shadow Mountains

There are three score dwarven holds in the Grim Shadow Mountains, each of which claims to be the seat of the true king of their folk. While the civil war that sundered them is long past, their rivalries have an outlet in contests of craft and sport with tunnel ball being the current favorite.

Valinestra

The dry plains of Valinestra are home to the legendary Weefolk riders of Valinestra with each tribe taking the name of their favoured mount. The tribes herd sheep and cattle but ride ostriches, raptor lizards, and even mammoths, giant turtles and snails. The champions of Valinestra share the common duty of watching over Dark Shadow Pass but it is said that they raid the Dark Shadow Mountains more often than the Orcs raid them.

Bay of Grimshade

The Grimshadow mountains can be seen from the far shore of this great bay which is surrounded by small human kingdoms. Who's navies and trading ships ply the southern coasts and join with the navies of Tamar to do battle with the Anharg raiders every spring.

Sea of Brinesalt

The northern shores of this salty sea are the winter quarters and farmed fields of Valinestra. There are four kingdoms of men which dwell between the rivers and the Dragon Ridge Mountains on the southern shore.

Korakshav

The Warriors of Korakshav share heritage with the Nomads of Valinestra and the Legions of the Tormatine Empire which claims those lands lying on the northern shores of the Rift of Woe. The Korakshav riders are famous for their winged battle banners, rowdy temperament, and wild courage.

Rift of Woe

In ancient days Korakshav and Tormatine were one land but they were sundered when the realm of Dorhast sank beneath the waves. Odd items from the sunken realm occasionally wash up on the shores and are seen as omens of ill tidings.

The Flooded Realm of Dorhast

There are those who claim that Dorhast sank beneath the waves for her wickedness or as a result of greedily delving for gold by Dwarves in the Gilded Mountains. There are also those who say that Baaraakaar himself smote the ground deep beneath the earth to destroy a goodly people who had done no wrong. Whatever may be the case, a remnant of the inhabitants of Dorhast still dwell in sealed underwater cities beneath the waves and trade with the merfolk. Occasionally daring souls will swim up or down but there is little trade or commerce as the transition is often deadly within a day or two.

Dragon Ridge Mountains

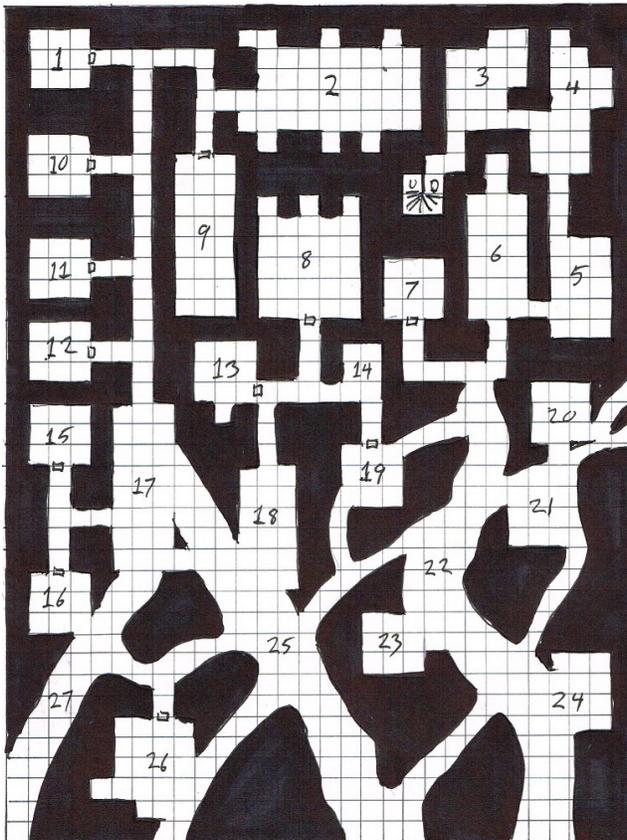
These mountains were once the home to many Dwarven holds but their wealth and fame drew down many dragons and now only their dragon haunted ruins remain. The dragons are numbered and studied by an order of monks who believe they will one day find the key to bring the dragons to the side of light in the final battle with Baaraakaar and his forces of darkness.

Vashmorest Sealords

The southern rain forests are claimed by the knights of the sea, who's coastal holdings lie in sheltered bays where they can weather the wild storms of the Southern Ocean. There can be no doubt the Vashmorest are the boldest naval warriors in the world. Each great ship is captained by a knight of the order of the leviathan.

Dungeon Adventure

The town of Rocky Crest was once a thriving mining and quarry town. The dwarven hold delved into the mountain side for iron, gems, and silver while the humans in the trade town in the valley quarried the rocky crest that gave the town its name for hard granite. Then, one a fine spring morning the ground shook with a great rumbling and the mountainside came cascading down, burying the town, leaving only the watch tower on the ridge untouched. Many believe the cataclysm was caused by the dwarven mines but legend tells no dwarves ever emerged from the mountain after the slide. Because the town was largely built of local stone, many survivors climbed from the wreckage and as the weeks of rescue efforts went by and food became scarce, they drifted away down the river on the remaining barges that once hauled stone to the cities to the south.



Ages passed and the tower still stands there above the strewn boulders. And ever, the restless and the desperate; adventurers journey to the ruins in search of treasure.

The dungeon can be set in the Dragon Ridge mountains or moved where ever the master sees fit, as long as there are some mountains, of course.

There is a small village just south of the slide where remnants of the town's population eak out a living by herding sheep.

There are a number of large tunnels that lie open in the slide. Most simply come to a dead end but a few others go down, deep into the ground.

1 Functionary's Living Chamber

The door is locked. The lord's chief advisor and manager's room contains a lavish bed, that looks solid but is full of giant bed bugs. Anyone touching the bed is swarmed for 1d6 damage, anyone laying in it takes 3d6 damage. The bedding is dry and flammable. There is also a desk and book shelf in reasonable condition. The books have all crumbled to dust but under the infested mattress there is a treatise on the dangers of black magic. The whole thing is a hoax but very collectable.

2 Great Hall

Here the hold lord held court and banquets. There are a number of alcoves in the walls, each alcove contains a Skeleton. These will attack when the adventurers are in the middle of the room and try to surround them.

3 Ready Room

This room was used to prepare expeditions, put on coats and boots, and have a good smoke. There is a small ventilation shaft in the roof that lets in a bit of dim light. There are coat pegs and indentations for boots in the far corner nook.

4 Kitchen and Dining Area

There is a broken workbench / table here. The wood is worm eaten and rotten. Each of the nooks has a chimney but only one is still clear and there is a large puddle to show it.

5 Sitting Room

The lords and ladies used to sit and play cards and dice to pass the time or work on embroidery and sewing. The floor is scattered with the wreckage of a large table and chairs.

6 Chapel

Here, the gods were worshiped and there are bas-reliefs on the walls showing all of them. The room is still faintly holy so undead and demonic beings will avoid it.

7 Priest's Chamber

The door is locked. A largely sound wooden bedframe, chairs and table remain. An ancient work of scripture sits on the table. It contains earlier versions of present day scripture and would cause quite a stir if not a holy war should it be brought to light. The paper is very dry and brittle.

8. Training Room

A number of old cloth and straw training dummies are moldering here. A few wooden training weapons are in the alcoves but they are all fragile with age.

9. - The door is locked but behind it lies a storage chamber full of barrels and baskets. Most of the supplies are long since spoiled but if searched there are two casks of oil that are unspoiled.

10. Captain's Living Chamber

The hold's military leader's chamber features a solid bed and neatly folded clothing and blankets on a shelf. There is a good shortsword, (2d+2), a battle axe (5d), and shirt of Dwarven mail (Armour 15) hanging on a wooden crosspiece stand in the corner.

11. Chamberlain's Living Chamber

The lord's accountant and quartermaster dwelt here. There is a large shelf of ledgers on engraved slates in obscure Dwarven runes, a desk, and a simple bed.

12. Champion's Living Chamber

The mightiest warrior in the hold was rewarded his own chamber. There are heavy stones drilled through, a simple pallet, and a bar hanging by chains from the ceiling. A crosspiece stand in the corner might have once held a suit of fine armour.

13. Arms Master's Chamber

The master at arms trained the hold's warriors. There is a padded suit, steel helmet, and a number of wooden training weapons hanging on pegs along the wall. The bed is low and the straw in the mattress has decayed to dust.

14. Sitting Nook

This quiet nook contains a stack of empty oak barrels and wooden benches made by placing planks on empty oak barrels.

15. Maiden's Living Chamber

The lady's maidens shared this room with two rotting bunk beds and pile of rags in the corner that were once elaborate gowns.

16. Lady's Living Chamber

This room features colorful wall hangings tattered and moth eaten at the edges, a silvered mirror, small table, and a large bed.

17. Miner's Barracks

The eight broken bunk beds in this room once housed the miners. There are some old, dented tin lanterns and pickaxe heads lying in the rubbish.

18. Guard's Barracks

There are 8 rotting bunk bed frames in various states of disrepair here. An illegible tally on the wall tracks the arm wrestling league's progress.

19. Living Chamber -

20. Living Chamber - This was once someone's room but they and all their things are long gone now. Something has tunneled through the walls here.

21. Living Chamber - There are remnants of mosaics depicting daily life on the wall. Something has tunneled through the walls here.

22. Rock Maggot Tunnel

This wide tunnel was bored out by a gigantic rock maggot. This gives the tunnel a strange ribbed texture.

23. Living Chamber

Something has tunneled through the walls here.

24. Living Chamber

Something has tunneled through the walls here.

25. Rock Maggot Tunnel

This wide tunnel was bored out by a gigantic rock maggot. This gives the tunnel a strange ribbed texture. A section of the wall plastered up with hardened rock maggot vomit contains half a dozen eggs, two of which are hatching. The creatures will lash out at any light source.

26. Audience Chamber

This chamber was used for private audiences. Something has tunneled through the walls here.

27. Rock Maggot Tunnel

This wide tunnel was bored out by a gigantic rock maggot. This gives the tunnel a strange ribbed texture.

Troglodytes

These pale, large eyed humanoids are descended from humans trapped beneath the Earth in ages past. They live by tending and herding the gigantic rock maggots which make their tunnels and cultivate a pale, glowing fungus, which they brew and eat.

They fight with simple stone weapons, and prefer to eliminate any lights the enemy may have.

Level 0 Combat Level 0

Nocturnal

Agility 3d6 (10)

Fortune 2d6 (7)

Health 3d6 (10)

Knowledge 2d6 (7)

Move 3d6 (10)

Perception 2d6 (7)

Resolve 4d6 (14)

Strength 3d6 (10)

Talent 3d6 (10)

Rock Maggots

These giant soft worms slowly gnaw through solid stone. Their saliva softens the rock and their mouths are lined with hard rock with which they grind away at the stone over the long years. Rock maggots are the larval form of the Bale Flies of the apocalypse. This is a fairly average specimen, fifty feet long and fifteen wide.

Level 4.5 Combat Level 5

Natural Weapons

Agility 1d6 (3)

Fortune 2d6 (7)

Health 8d6 (28)

Knowledge 1d3 (2)

Move 1d6 (3)

Perception 2d6 (7)

Resolve 4d6 (14)

Strength 6d6 (21)

Talent 2d6 (7)

Hatchlings

Level -6.5 Combat Level -2

Natural Weapons

Agility 1d6 (3)

Fortune 2d6 (7)

Health 3d6 (28)

Knowledge 1d3 (2)

Move 1d6 (3)

Perception 2d6 (7)

Resolve 4d6 (14)

Strength 3d6 (10)

Talent 2d6 (7)

Solitaire Adventure

Marauding Orcs have been waylaying travellers and shepherdesses in the peaceful fields around your village of late. The local folk are afraid to go out after dark. It is said that long ago, the haunted ruins on the old hill, deep in the forest were the tower of an evil sorcerer and such creatures were said to guard the ruins. What folks need is a hero to head out and investigate place for them and they're willing to pay a hundred pieces of silver to that noble soul, should they return. A number of disaffected youth have gone off after the prize but none have come back and some of them were your friends. So, equipped and provisioned as best as you can manage, you head off into the woods to find your friends and win your fortune.

It is dark in some parts of this adventure. If your character can't see in the dark they'll need a lantern or a torch which means they can't have a shield, second weapon, or two-handed weapon equipped.

1 The Forest

There is a faint path through the woods leading to the ruins. A rogue wolf attacks you Test your Perception on 3d if you fail it gets to attack first in melee otherwise you can shoot at it while it closes.

If you want to camp turn to 15.

If you want to go on turn to 19.

If you go back to town turn to 89.

2 The Kitchen

There is a large fireplace which dimly lights this long, narrow room. A crude wooden counter and several dismembered human bodies hanging from hooks on the wall, a burned leg is spitted over the smouldering coals.

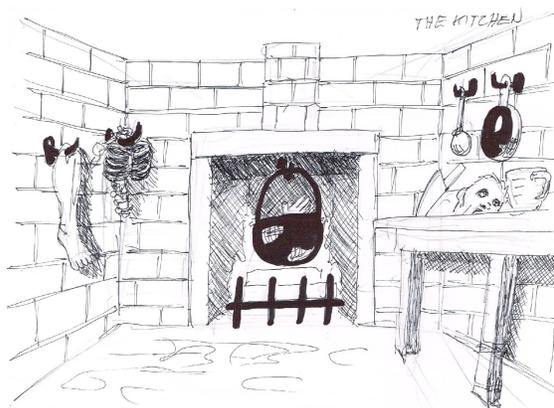
There is a closed door in the south end of the room it is ajar.

A passage opens in the west wall at the far end of the room.

If you go back East Hall 6

If you go west East - West Hall 50

If you open the door to the south Larder 93



3 The East - West Hall

This darkened hall runs from east to west. The beams and roof are solid and there are few roots and no spider webs hanging down.

There is a side passage to the north in the middle of the hall. The eastern end is dimly lit with a flickering orange light but the other passages are dark. You can hear guttural voices arguing down the north passage.

If you go east turn to 62.

If you go west turn to 51.

If you go north North Passage turn to 73.

4 Guard Room

Standing over your fallen foes you look around. A slight breeze blows from the hall to the north. The passage to the east smells of smoke and burning fat. There is a darkened passage to the west.

If you go north turn to 61.

If you go west turn to 34

If you go east turn to 17

5 Barracks

This large, dark room holds two crude, wooden bunk beds. There is a deep, dark pit in the southeast corner of the room, it smells faintly of excrement and rotting meat. There are dark passages in the east and south walls.

If you go east turn to 13.

If you go south turn to 22.

If you want to climb down the pit. 56

6 The East Hall

This hall has cracks in the ceiling and you can see some sunlight through the cracks. You can smell burning grease, pork, and smoke.

If you go west turn to 70.

If you go East turn to 2.

7 Barracks Fight

The orcs are groggy but fight back savagely.

Agility	12	12
Health	8	15
Move	10	9
Perception	8	5
Strength	13	10
Scimitar	2d	1d+2

Having defeated the orcs in the barracks.

if you go east turn to 53.

if you go south turn to 22.

If you want to climb down the pit turn to 16.

8 The North Hall

The hallway beyond is walled with stone and shored up with aging timber beams. Spider webs and roots dangle from the ceiling. Two orcs come running towards you from the south. The passage is narrow so they can only come at you one at a time, you can attack first. If you flee, they both get a free attack that you can't parry, then, if your Speed is higher than both of theirs turn to 89. If you win you can go back out to the north or farther in to the south.



Agility	7	14
Health	14	12
Move	6	11
Perception	10	6
Strength	12	12
Falchion	4d	4d
Armour	6	6 Stinky Leather

If you go back turn to 24.

if you go south turn to 20.

9 Hid

Test the orc's Perception on 5d6 if they fail they leave. Otherwise you will have to fight them. You return to the kitchen turn to 30.

10 The East Hall

This hall has cracks in the ceiling and you can see some sunlight through the cracks. You can smell burning grease, pork, and smoke.

If you go west turn to 28

If you go East turn to 30

11 Rest Again

The door's broken now but you hide as best you can. You regain 1d6 Hit Points and 1d6 Magic Points if you've used any. But soon there is talking in the kitchen and a large armoured orc and a old bald guy in a robe look into the room. The orc guards the old guy while he casts a spell,

If you shoot the orc the old guy casts a level 3 Blast into the larder. Reduce the sorcerer's Magic Points by the 3d6. If you survive that you must charge the orc or get blasted again. If you fight the orc, the magician casts a level 1 Smite on him each round until the orc goes down. After that he'll run away. If you have a higher Speed you can make a free attack on him as he turns.

If he gets away you go back to the kitchen turn to 2.

12 The East Hall

This hall has cracks in the ceiling and you can see some sunlight through the cracks. You can smell burning grease, pork, and smoke.

If you go turn to 62.

If you go turn to 82.

13 The West Hall

This hallway is dark. If you don't have a light, roll your Perception or less on 3d6 or whack your head on a low hanging, broken beam for 1d6 damage.

If you go east turn to 82.

If you go west turn to 5.

14 The East - West Hall

This darkened hall runs from east to west. The beams and roof are solid and there are few roots and no spider webs hanging down.

There is a side passage to the north in the middle of the hall. The eastern end is dimly lit with a flickering orange light but the other passages are dark.

If you go east turn to 85.

If you go north turn to 8.

If you go west alarm barracks 43.

15 Camp

It's dark as you rest beneath the stars. Roll 1d6 and if you roll a 6, another wolf arrives and attacks you before you can rest. Once you rest you get back 1d6 Hit Points and 1d6 Magic Points.

If you want to go on turn to 19.

If you want to go back to town turn to 89.

16 The Pit

The sides of the pit are slippery and spotted with filth. If you have a rope, test your Agility on 3d6 otherwise test it on 5d6. If you fail, the bottom is soft and squishy so you only take 1d6 damage that ignores armour but any food you are carrying is spoiled. There is a heap of filth and bones down here, that rises to your knees, you are attacked by giant maggots. There is no treasure here. The orcs aren't that stupid. To climb back out you have to test your Agility again.

You crawl back out into the barracks turn to 5.

17 The East Hall

This hall has cracks in the ceiling and you can see some sunlight through the cracks. You can smell burning grease, pork, and smoke. An enormously fat orc in a blood-splattered apron lumbers towards you wielding a cleaver. If your speed is higher than his you can run away.

If you fight him turn to 31.

If you run away run away turn to 54.

Chef

Agility 11

Health 17

Move 10

Perception 12

Strength 15

5d Cleaver

18 The North Hall

The hallway beyond is walled with stone and shored up with aging timber beams. Spider webs and roots dangle from the ceiling. To the north you can see daylight through an overgrown opening, to the south there is darkness.

If you go north turn to 67.

if you go south turn to 82.

19 The Entrance



There is an overgrown opening in the hillside. There is an Orc sentry on guard. If you want to sneak up on him test your Agility on 3d6 and his Perception on 4d6. If successful you

get to attack first. Or you could just shoot him with a ranged weapon.

If he survives your attack turn to 97.

If you want to go back to town and report what you've seen turn to 89.

If you want to go in turn to 61.

20 The Guard Room

A dim lantern lights this small room. There are crude benches and a table here. An empty barrel of local ale lies in the corner. There is an open passage to the east and another to the west. You can smell smoke and burning fat in the dimly lit east hall but the west hall is dark.

If you go west turn to west hall turn to 34.

if you go east turn to east hall turn to 17.

If you want to go north turn to 69.

21 Kill Sleep

The first orc dies with a lot of horrible squawking and thrashing the other orc wakes up and attacks you. Turn to Barracks fight 7.

22 The East - West Hall

This darkened hall runs from east to west curving north at each end. The beams and roof are solid and there are few roots and no spider webs hanging down.

There is a side passage to the north in the middle of the hall. The eastern end is dimly lit with a flickering orange light but the other passages are dark. You can hear guttural voices arguing down the north passage.

If you go east turn to 36.

If you go west turn to 5.

If you go north turn to 99.

23 The West Hall

This hallway is dark. If you don't have a light, test your Perception on 4d6, if that fails test your Agility on 3d6 to avoid making a racket as you fall on your face.

If the alarm hasn't been raised and you make a racket turn to 42.

If you go east turn to 82

If you go west turn to 51.

24 The Entrance

There is an overgrown opening in the hillside.

If you want to go back to town and report what you've seen turn to 89.

If you want to camp out in the forest turn to 35.

If you want to go in turn to 61.

25 Searching

You find a bottle of whiskey hidden at the bottom of a bushel of Rutabegas. Then you hear shouting from the kitchen and an orc barges into the room. You can attack him as he looks around. If you try to hide amongst the barrels, test your Agility on 2d6 and his Perception on 5d6, if he sees you he attacks first.

If you hid successfully turn to 71.

If you win you can return to the kitchen by turning to 30 or close the door and rest by turning to 26.

26 Rest

You rest for a while and have a bite to eat. You regain 1d6 Hit Points and 1d6 Magic Points if you've used any. After about ten minutes, there's a commotion in the kitchen. Someone tries to open the door. Then something heavy thuds against it. After about three hard thuds, the door bursts open. There are three orcs in the kitchen. They can only come in one at a time and you can attack first.

Agility	12	6
Health	16	12
Move	5	12
Perception	10	11
Strength	10	13
Scimitar	1d+2	2d
Stinky Leather	5	5

If you survive you can rest again by turning to 11 or go back to the kitchen by turning to 30.

27 The Larder

This darkened room is stacked with barrels and bushel buckets full of food stolen from local travellers and farmers. If you have a light, you might be able to scrounge up some rations here. If you scrounge for rations Much of the fruit and vegetables are rotting but you can scrounge a week of rations from the unspoiled containers. As you dig through the bushels you disturb a pair of large rats. Test your Perception on 4d6 if you succeed you attack first, if not they do.

Rats

Natural Weapons

Agility	14	15
Health	7	9
Move	17	10
Perception	13	13
Strength	3	1
Bite	1d6	1

There might be something more here, do you spend some time searching?

If you spend some more time searching turn to 25.

If you return to the kitchen turn to 30.

28 Guard Room

It's dark in this small room. There are crude benches and a table here. An empty barrel of local ale lies in the corner. There is an open passage to the east and another to the west. You can smell smoke and burning fat in the dimly lit east hall but the west hall is dark.

If you go west turn to 87.

if you go east dead 10.

29 The Pit

The sides of the pit are slippery and spotted with filth. If you have a rope, test your Agility on 3d6 otherwise test it on 5d6. If you fail, the bottom is soft and squishy so you only take 1d6 damage that ignores armour but any food you are carrying is spoiled.

There is a heap of filth and bones down here, that rises to your knees, you are attacked by giant maggots. There is no treasure here. The orcs aren't that stupid. To climb back out you have to test your Agility again.

You crawl back out into the barracks.

Turn to 5.

30 The Kitchen

There is a large fireplace which dimly lights this long, narrow room. A crude wooden counter and several dismembered human bodies hanging from hooks on the wall, a burned leg is spitted over the smouldering coals. There is a closed door in the south end of the room it is locked. A passage opens in the west wall at the far end of the room.

If you go north west turn to 10.

If you go south west turn to 85.

If you try the door to the south turn to 32.

31

The brute expires noisily. You notice a key on a thong around his neck.

If you win you can continue east 30 or go back to the guard room by turning to 28.

32 Locked Door

The door is locked, you can try to pick the lock or try a key. If you try a key turn to key. Test your Knowledge on 4d6. If successful you pick the lock.

Turn to larder 27

If not you can follow one of the west passages, there is one in the north and another in the south end of the room.

North end west passage turn to 10.

South end west passage turn to 85.

34 The West Hall

This hallway is dark. Cobwebs brush against your face and tangle in your hair.

If you go east turn to 20.

If you go west turn to 43.

35 Camp In Forest

Breathing deeply of the dead air you lie down beneath a stately pine and go to sleep. You regain 1d6 Hit Points and 1d6 Magic Points. Waking well rested you back to the ruins turn to 24.

36 The Kitchen

There is a large fireplace which dimly lights this long, narrow room. A crude wooden counter and several dismembered human bodies hanging from hooks on the wall, a burned leg is spitted over the smouldering coals.

An enormously fat orc is hacking at a bleeding torso on the counter with an enormous cleaver. Test your Agility on 3d6 and his Perception on 4d6 to sneak away. Otherwise, he's a bit distracted and you can attack first.

There is a closed door in the south end of the room it is locked.

A passage opens in the west wall at the far end of the room.

If you go west at the south end of the room turn to 86.

If you go back west turn to 95.

If you open the door to the south turn to 32. Xxxnot 32

37 The Larder

This darkend room is stacked with barrels and bushel buckets full of food stolen from local travellers and farmers.

If you have a light, you might be able to scrounge up some rations here. Turn to 98. Or return to the kitchen by turning to 78

38 Rest

You rest for a while and have a bite to eat. You regain 1d6 Hit Points and 1d6 Magic Points if you've used any. After about ten minutes, there's a commotion in the kitchen. Someone tries to open the door. Then something heavy thuds against it. After about three hard thuds, the door bursts open. There are three orcs in the kitchen. They can only come in one at a time and you can attack first.

If you survive you can rest again by turning to 11 or go back to the kitchen by turning to 30.

39 Sneak Past

With great care you creep past the sleeping orcs. Test their Perception on 4d6 if they succeed they wake up. Turn to barracks fight 7

If you sneak by successfully:

if you go east 23

if you go south east - west hall 3

If you want to climb down the pit turn to sneaky pit 47

40 The Void Of Non-Being

You don't belong here, go back where you came from.

41 The Entrance alerted

There is an overgrown opening in the hillside.

if you want to go back and report what you've seen turn to 89.

If you go in alarmed north hall turn to 8.

42 You pick yourself off the floor and, putting a hand against the wall, carry on to 43.

43 The Barracks

This large, dark room holds two crude, wooden bunk beds. There is a deep, dark pit in the southeast corner of the room, it smells faintly of excrement and rotting meat. There are two orcs lurking in the shadows. Test your Perception on 5d6, if you fail they attack first.

Barracks

Agility	12	12
Health	8	15
Move	10	9
Perception	8	5
Strength	13	10
Scimitar	2d	1d+2

There are dark passages in the east and south walls.

if you go east turn to 13.
if you go south turn to 22.
If you want to climb down the pit turn to 29.

44 North Hall

The hallway beyond is walled with stone and shored up with aging timber beams. Spider webs and roots dangle from the ceiling. To the north you can see daylight through an overgrown opening, to the south there is darkness.

If you go north turn to 91.
if you go south turn to 28.

45 Entrance

Emerging onto the hill side you take a deep breath of fresh air and bask in the sunlight. You can go back in

You can go camp in the forest by turning to 64.

You can go back in by turning to 65.
Go back to town by turning to 89.

46 Guard Room

It's dark in this small room. There are crude benches and a table here. An empty barrel of local ale lies in the corner. There is an open passage to the east and another to the west. You can smell smoke and burning fat in the dimly lit east hall but the west hall is dark.

If you go west turn to 58.
if you go east turn to 86.

47 Sneaky Pit

The sides of the pit are slippery and spotted with filth. You don't have a chance to tie a rope to anything so test your Agility on 5d6. If you fail, the bottom is soft and squishy so you only take 1d6 damage that ignores armour but any food you are carrying is spoiled.

There is a heap of filth and bones down here, that rises to your knees, you are attacked by giant maggots. There is no treasure here. The orcs aren't that stupid. To climb back out you have to test your Agility again.

Maggots

Natural Weapons		
Agility	8	10
Health		11 6
Move	1	3
Perception	4	4
Strength	3	10
Bite	1d6	1d6

You crawl back out into the barracks turn to 51.

48 The Entrance empty

There is an overgrown opening in the northern face of the hill.

If you want to go in turn to 80.
If you go back to town turn to 100.

49 The Barracks

This large, dark room holds two crude, wooden bunk beds. There is a deep, dark pit in the southeast corner of the room, it smells faintly of excrement and rotting meat. There are two orcs lurking in the shadows. Test your Perception on 5d6, if you fail they attack first.

Barracks

Agility	12	12
Health	8	15
Move	10	9
Perception	8	5
Strength	13	10
Scimitar	2d	1d+2

There are dark passages in the east and south walls.

If you go east west hall turn to 58.

If you go south hall turn to 95.

If you want to climb down the pit turn to 56.

50 The East - West Hall

This darkened hall runs from east to west. The beams and roof are solid and there are few roots and no spider webs hanging down. There is a side passage to the north in the middle of the hall. The eastern end is dimly lit with a flickering orange light but the other passages are dark.

If you go north turn to 84.

If you go east turn to 2.

If you go west turn to 88.

51 The Barracks

This large, dark room holds two crude, wooden bunk beds. There is a deep, dark pit in the southeast corner of the room, it smells faintly of excrement and rotting meat. There are dark passages in the east and south walls. There are two orcs sleeping in the beds, they are snoring loudly.



If you want to go back east turn to 87.

If you kill them in their sleep turn to 21.

If you want to sneak past them turn to 39.

52 Key

The key fits and unlocks the door with a click.

Turn to 37.

53 The East Hall

This hall has cracks in the ceiling and you can see some sunlight through the cracks. You can smell burning grease, pork, and smoke.

If you go turn to 82.

If you go East turn to 36.

54 Guard Room

He's hot on your heels as you run into the guard room. If you run into any encounters from this point in, add him to the list of foes in any future room until you manage to kill him. If you fight him now and win you can carry on to the east by turning to 30.

If you flee north turn to 44.

If you flee west turn to 49.

55 Entrance

Emerging onto the hill side you take a deep breath of fresh air and bask in the sunlight.

You can go camp in the forest and regain 1d6 Hit Points and Magic Points but if you do, roll 1d6, on a 5 or 6 you are attacked by a rogue wolf.

You can go back in by turning to 18.

Go back to town by turning to 89.

56 The Pit

The sides of the pit are slippery and spotted with filth. If you have a rope, test your Agility on 3d6 otherwise test it on 5d6. If you fail, the bottom is soft and squishy so you only take 1d6 damage that ignores armour but any food you are carrying is spoiled. There is a heap of filth and bones down here, that rises to your knees, you are attacked by giant maggots. There is no treasure here. The orcs aren't that stupid.

Maggots

Natural Weapons

Agility	8	10	
Health		11	6
Move	1	3	
Perception	4	4	
Strength	3	10	
Bite	1d6	1d6	

To climb back out you have to test your Agility again.

You crawl back out into the barracks turn to 52.

57 The Entrance

There is a darkened passage heading into the north side of the hill. You can go back to town by turning to 89.

You can go south into the passage by turning to 69.

You can camp out in the woods by turning to 59.

58 West Hall

This hall is very dark, if you don't have a light, roll your Perception or less on 3d6, if you fail you get bitten by a spider. Roll your Health or less on 3d6 or take 1d6 damage.

If you want to go west turn to 52.

If you want to go east turn to 46.

59 Camp In The Woods

You sleep under the stars, recovering 1d6 Hit Points and 1d6 Magic Points.

If you go back to the ruins turn to 57.

If you go back to town turn to 89.

60 Rest

You take a nap under a shelf and regain 1d6 Hit Points and 1d6 Magic Points. Turn to 79.

61 The North Hall

The hallway beyond is walled with stone and shored up with aging timber beams. Spider webs and roots dangle from the ceiling.

If you go south turn to 92.

If you go north turn to 24.

62 The Kitchen

There is a large fireplace which dimly lights this long, narrow room. A crude wooden counter and several dismembered human bodies hanging from hooks on the wall, a burned leg is spitted over the smouldering coals.

An enormously fat orc is hacking at a bleeding torso on the counter with an enormous cleaver. Test your Agility on 3d6 and his Perception on 4d6 to sneak away and turn to 66. Otherwise, he's a bit distracted and you can attack first.



Chef	
Agility	11
Health	17
Move	10
Perception	12
Strength	15
	5d Cleaver

There is a closed door in the south end of the room it is locked.

A passage opens in the west wall at the far end of the room.

If you go back east turn to 10.

If you go west turn to 85.

If you open the door to the south turn to 52.

63 The North Passage

There is a curtain hanging across the opening at the north end of the hall. There is a T intersection at the south end of the hall. You can hear a scratchy voice arguing with a guttural voice in an unknown language.

If you go north turn to 83.

if you go south turn to 85.

64 Camp In The Forest

You can go camp in the forest and regain 1d6 Hit Points and Magic Points but if you do, roll 1d6, on a 5 or 6 you are attacked by a rogue wolf.

You can return to town by turning to 89 or go back to the ruins by turning to 45.

65 The North Hall

The hallway beyond is walled with stone and shored up with aging timber beams. Spider webs and roots dangle from the ceiling. To the north you can see daylight through an overgrown opening, to the south there is darkness.

If you go north turn to 45.

if you go south turn to 49.

66 East hall

If you go east turn to 62.

If you go west turn to 82.

67 Entrance

Emerging onto the hill side you take a deep breath of fresh air and bask in the sunlight. You can go camp in the forest and regain 1d6 Hit Points and Magic Points but if you do, roll 1d6, on a 5 or 6 you are attacked by a rogue wolf.

You can go back in by turning to 18.

Go back to town by turning to 89.

68 Searching

You find a bottle of whiskey hidden at the bottom of a bushel of Rutabegas. Then you hear shouting from the kitchen and an orc barges into the room. You can attack him as he looks around. If you try to hide amongst the barrels, test your Agility on 2d6 and his Perception on 5d6, if he sees you he attacks first.

If you hid successfully turn to 9.
If you win you can return to the kitchen by turning to 79 or close the door and rest. 60

69 North Hall

The hallway beyond is walled with stone and shored up with aging timber beams. Spider webs and roots dangle from the ceiling.

If you go north turn to 57.
If you go south turn to 20.

70 The Guard Room

It's dark in this small room. There are crude benches and a table here. An empty barrel of local ale lies in the corner. There is an open passage to the east and another to the west. You can smell smoke and burning fat in the dimly lit east hall but the west hall is dark.

If you go north turn to 80.
If you go west turn to 81.
If you go east East Hall 6

71 Hid

Test the orc's Perception on 5d6 if they fail they leave. Otherwise they attack you first.

Go back to the kitchen 30.

72 The Barracks

There are two bunk beds here. There is a pit in the corner and passages leaving to the south and the east.

South East 95
East 86
Pit 56

73 The North Passage

There is a curtain hanging across the opening at the north end of the hall. There is a T intersection at the south end of the hall.

If you go north inner chamber turn to 75.
if you go south east west hall turn to 3.

74 Search Room

The books are written in gothic script but the language is ancient and you can't read them. The pictures are grotesque and disturbing. The box contains 20 silver pieces. There is half a bottle of decent wine under the divan.

Go back to 84.

75 The Inner Chamber

Drawing aside the curtain you see that this room is hung with heavy, moth-eaten drapes and curtains. There is a cushioned divan, and a small round table with a crystal ball in a brass stand shaped like a clawed hand against the north wall. A brazier full of glowing coals lights the room. A shelf on the east wall holds a small chest and a couple books bound in black leather.

A large, armoured orc and an aged bald man wearing a robe turn to face you as your draw aside the curtain. You can attack first if you use a thrown or ranged weapon, otherwise, the orc attacks you immediately while the old man begins to cast a spell.

If you win you can search the room turn to 74 or just go south by turning to 84.

	Boss
Agility	12
Health	18
Move	10
Perception	8
Strength	15
Attacks	5d Falcheon
Armour	18 Rusty Metal
Sorcerer Level 3	
Agility	10
Fortune	10
Health	13
Knowledge	19
Move	9
Perception	12
Resolve	11
Strength	8
Talent	19
Attacks	1d Dagger
Spells	Blast Level 3
	Zap Level 2
	Enhance Level 1

76 Guard Room

If not, they see you coming and charge into melee, attacking first. Since you can stay back in the hall, only one of them can attack you at a time. The second one will be shouting and raise the alarm while you fight the first.

There is an open passage to the east and another to the west. You can smell smoke and burning fat in the dimly lit east hall but the west hall is dark.

If you go west turn to 39.
if you go east turn to 17.

77 North Passage

There is a curtain at the north end of this dark hall.
If you go north turn to 83.
If you go south turn to 95.

78 Oh well, a life of adventure was never for you. The rest of your life is spent working as a hired farm hand and laborer.

79 Kitchen

There is a large fireplace which dimly lights this long, narrow room. A crude wooden counter and several dismembered human bodies hanging from hooks on the wall, a burned leg is spitted over the smouldering coals.

There is a closed door in the south end of the room, it is ajar.
A passage opens in the west wall at the far end of the room.

If you go west turn to 27.
If you go out the south west opening west turn to 83.
If you open the door to the south turn to 37.

80 The North Hall

The hallway beyond is walled with stone and shored up with aging timber beams. Spider webs and roots dangle from the ceiling. To the north you can see daylight through an overgrown opening, to the south there is darkness.

If you go north turn to 48.
if you go south turn to 70.

81 The West Hall

This hallway is dark. If you don't have a light, test your Perception on 4d6, if that fails test your Agility on 3d6 to avoid making a racket as you fall on your face.

If you go east turn to 70.
If you go west turn to 88.

82 Guard Room

It's dark in this small room. There are crude benches and a table here. An empty barrel of local ale lies in the corner. There is an open passage to the east and another to the west. You can smell smoke and burning fat in the dimly lit east hall but the west hall is dark.
If you go west 13.
if you go east turn to 53.

83 The Inner Chamber

This room is hung with heavy, moth-eaten drapes and curtains. There is a cushioned divan, and a small round table with a crystal ball in a brass stand shaped like a clawed hand against the north wall. A brazier full of glowing coals lights the room. A shelf on the east wall holds a small chest and a couple books bound in black leather.

There is an aged and bald man in a robe arguing with a big orc here. The orc attacks immediately and the old man starts to cast a spell. If you shoot the orc the old guy casts a level 3 Zap at you. Reduce the sorcerer's Magic Points by the 3d6. If you survive that

you must charge the orc or get blasted again. If you fight the orc, the magician casts a level 1 Smite on him each round until the orc goes down. After that he'll run away. If you have a higher Speed you can make a free attack on him as he turns.

Boss	
Agility	12
Health	18
Move	10
Perception	8
Strength	15
Attacks	5d Falcheon
Armour	18 Rusty Metal

Sorcerer Level 3

Agility	10
Fortune	10
Health	13
Knowledge	19
Move	9
Perception	12
Resolve	11
Strength	8
Talent	19
Attacks	1d Dagger
Spells	Blast Level 3 Zap Level 2 Enhance Level 1

If you win you can search the room by turning to 74 or just go south by turning to 84.

84 The North Passage

There is a curtain hanging across the opening at the north end of the hall. There is a T intersection at the south end of the hall.

If you go north turn to 96.
if you go south 50.

85 East - West Hall

This darkened hall runs from east to west. The beams and roof are solid and there are few roots and no spider webs hanging down. There is a side passage to the north in the middle of the hall. The eastern end is dimly lit with a flickering orange light but the other passages are dark.

If you go north north hall turn to 63.
If you go east kitchen turn to 30.
If you go west barracks turn to 49.

86 East Passage

This hall has cracks in the ceiling and you can see some sunlight through the cracks. You can smell burning grease, pork, and smoke.

If you go east turn to 79.
If you go west turn to 46.

87 The West Hall

This hallway is dark. If you don't have a light, test your Perception on 4d6, if that fails test your Agility on 3d6 to avoid making a racket as you fall on your face.

If you go east turn to 28.
If you go west turn to 49.

88 The Barracks

This large, dark room holds two crude, wooden bunk beds. There are dark passages in the east and south walls. There is a deep, dark pit in the southeast corner of the room, it smells faintly of excrement and rotting meat.

If you go east turn to 81.
If you go south turn to 50.
If you want to climb down the pit turn to 90.

89 Town

Nobody believes you and everyone seems uncomfortable when you ask them about the money. If you want to rest up and go back to the ruins on the hill restore your Hit Points and Magic Points to full and turn to 19. If you've had it and want to turn up turn to 78.

90 The Pit

The sides of the pit are slippery and spotted with filth. If you have a rope, test your Agility on 3d6 otherwise test it on 5d6. If you fail, the bottom is soft and squishy so you only take 1d6 damage that ignores armour but any food you are carrying is spoiled. There is a heap of filth and bones down here, that rises to your knees, you are attacked by giant maggots. There is no treasure here. The orcs aren't that stupid.

Maggots

Natural Weapons

Agility	8	10
Health	11	6
Move	1	3
Perception	4	4
Strength	3	10
Bite	1d6	1d6

To climb back out you have to test your Agility again.

You crawl back out into the barracks turn to 88.

91 Entrance

Emerging onto the hill side you take a deep breath of fresh air and bask in the sunlight. You can go camp in the forest and regain 1d6 Hit Points and Magic Points but if you do, roll 1d6, on a 5 or 6 you are attacked by a rogue wolf.

You can go back in by turning to 44.
You can go back to town by turning to 89.

92 The Guard Room

A dim lantern lights this small room. There are crude benches and a table here. An empty barrel of local ale lies in the corner. There are two orcs seated at the table playing cards. Roll your Agility on 3d6 and their Perception on 4d6 to sneak up on them.

Guard Room

Agility	7	14
Health	14	12
Move	6	11
Perception	10	6
Strength	12	12
Falchion	4d	4d
Armour	6	6 Stinky Leather

If you sneak up on them turn to 94.
If you don't turn to 76 .

93 The Larder

This darkened room is stacked with barrels and bushel buckets full of food stolen from local travellers and farmers. There's nothing unspoiled left.

You go back to the Kitchen turn to 2.

94 Guard Room

You do you can attack them with a ranged or thrown weapon. If not, they see you coming and charge into melee, attacking first. Since you can stay back in the hall, only one of them can attack you at a time. The second one will be shouting and raise the alarm while you fight the first. There is an open passage to the east and another to the west. You can smell smoke and burning fat in the dimly lit east hall but the west hall is dark.

If you beat them but the alarm is raised turn to 4.

If you go west West Hall turn to 23.

if you go east East Hall turn to 12.

If you go north turn to 69.

95 East - West Passage

This darkened hall runs from east to west curving north at each end. The beams and roof are solid and there are few roots and no spider webs hanging down. There is a side passage to the north in the middle of the hall. The eastern end is dimly lit with a flickering orange light but the other passages are dark. You can hear guttural voices arguing down the north passage.

If you go east turn to 79.

If you go west turn to 72.

If you go north turn to 77.

96 The Inner Chamber

Drawing aside the curtain reveals a room hung with heavy, moth-eaten drapes and curtains. There is a cushioned divan, and a small round table. A brazier full of glowing coals lights the room. There is an empty shelf on the east wall.

You go back to the south turn to 84.

97 Orc Fled

The Orc sentry flees before you! You can attack him once before he's off screaming and raises the alarm. If you're shooting at him, you've got one more shot. If you're in melee you get a free attack if your Speed is higher than his.

If you want to return to town and report what you've seen turn to Town 89.

If he gets away turn to 8.

If you get him turn to 61.

98 Larder

If you scrounge for rations Much of the fruit and vegetables are rotting but you can scrounge a week of rations from the unspoiled containers. As you dig through the bushels you disturb a pair of large rats. Test your Perception on 4d6 if you succeed you attack first, if not they do.

Rats

Natural Weapons

Agility	14	15
Health	7	9
Move	17	10
Perception	13	13
Strength	3	1
Bite	1d6	1

There might be something more here, do you spend some time searching?

If you spend some more time searching turn to 68.

If you go back to the turn to 79.

99 The North Passage

There is a curtain hanging across the opening at the north end of the hall. There is a T intersection at the south end of the hall. You can hear a scratchy voice arguing with a guttural voice in an unknown language.

If you go north turn to 83.

if you go south turn to 22.

100 You Go Back To Town

You return with proof of your exploits and the happy villagers gladly reward you. But somehow, it's not the same, you've changed. They're all a little afraid of you. There's a whole world out there. You could sell those books and that crystal ball in the city, you could travel to distant lands. You could get out of this tired little town and see the world. So sooner or later (and probably sooner) you pack your things and head out on the road in search of adventure.