

## DARK PASSAGES CARDS

An Uncouth Savage Game  
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**Roll3d6 for** (+1 / point over 14)  
Strength (Melee Hit, Damage)  
Dexterity (Armour, Missile Hit)  
Constitution (Hit Points xL, Save)  
Intelligence (Spells, Perception)  
Wisdom (Resist, Languages)  
Charisma (Reactions, Followers)  
**Choose Race (hp) & Class (hp/L)**  
Dwarf (5) +1 Constitution, Night  
Elf (4) +1 Intelligence, Night  
Halfling (4) +2 Dexterity, Small  
Human (5) +1 Any one  
Cleric (5) L spells/day, All Armor  
Fighter (6) +L to hit, All Armor  
Wizard (3) 2xL spells/day  
Thief (5) + L to hide, tinker, climb

**Combat** (order Initiative 1d20)  
Move 30 or Run 60 and no attack  
Range: Thrown 30', Missile 150'  
To Hit: 1d20: None 10, Leather 12,  
Chain 14, Plate 16, Shield +2  
**Damage** (2 handed, size up)  
Tiny 1d4, Small 1d6, Medium  
1d8, Large 1d10, Huge 1d12  
Death at 0 Hit Points (hp)  
**Spells** (Save 10 + Level on 1d20)  
Zot - 1d6 / Level dmg, 100'  
Blam - 1d10 dmg, 100', 5r / Level  
Ahhh - heal 1d8 dmg, touch  
Kapwing - 15+ Level to be hit  
**Experience**-1 x gp, 10x Level Kill  
Level Up at 1000xp x 2<sup>Level</sup>

cost gp **Equipment** (weapon size)  
0 Club (M) 10 Leather  
2 Dagger (T) 50 Chain  
6 Short Sword(S) 100 Plate  
10 Sword (M) 10 Shield  
15 2H Sword (L) 3 Back Pack  
5 Hatchet (S) 1 Rope(50')  
8 Axe (M) 1 Rations(day)  
12 Halberd (L) 3 Canteen  
4 Spear (M) 10 Lantern  
9 Mace (M) 1 Torches (5)  
1 Staff (M) 1 Iron Spike  
3 Bow (S) 5 Oil (1 hour)  
6 Long Bow (M) 1 Arrows (12)  
9 Crossbow (L) 2 Quiver  
1 Sling (T) 5 Cloak

**Monsters** (L, Hit, Hp, Dmg, Stuff)  
n Berserkers (1, 12+, 12, 1d10)  
Boar (2, 12+, 18, 1d10, Move 45')  
Demon (10, 18+, 50, 1d10, Spells)  
Dragon (12, 18+, 91, 1d12, Fly 60')  
2n Goblins (0, 12+, 3, 1d6, Night)  
Horse (1, 12+, 12, 1d10, Move 45')  
Lion (3, 13+, 30, 1d8x2, Move 45')  
2n Kobolds (0, 14+, 3, 1d4, Night)  
Manticore (6, 14+, 36, 1d8x2, Fly 60)  
Mummy (4, 12+, 25, 1d8, Spells)  
n Orcs (1, 14+, 10, 1d8, night,)  
Python (3, 12+, 24, 1d10)  
n Skeletons (1, 12+, 12, 1d8)  
Troll (6, 16+, 49, 1d10, +1hp/round)  
n Wolves (1, 12+, 10, 1d8, Move 45')

**Treasures** (Suggested Level)  
Pouch (0-1): 1d10 gold pieces  
Stash (2-4): 1d10 x 10 gold pieces  
Trove (5-7) 1d10 x 100 gold pieces  
Hoard (8-10) 1d10 x 1000 gp  
**Items** (roll 1 on 1d20 for magical)  
Sword (+1) Chain (+1 tbh)  
Axe (+1) Plate (+1 tbh)  
Spear (+1) Shield (+1 tbh)  
Great Sword (+1) Cloak (+1 Hide)  
Great Axe (+1) Boots (+1 Sneak)  
Bow (+1) Wand (Spell)  
Scroll (Spell) Potion (Spell)  
Weapons (+to hit & damage)  
**Spells:** (roll 1d20), 1-5 Ahhh, 6-10  
Blam, 11-16 Zot, 17-20 Kapwing

**BOOK OF SPELLS**  
Atcha - returns missile attacks  
Bogey - Summon L Monster (s)  
Bodge - Gives - 1 to any L targets  
Bloomin' - Size step increase Ln  
Belittle - Size step decrease Ln  
Changin' - Become L creature  
Chomp - can do 1d12 bite damage  
Gloom - creates darkness in Lx5'r  
Glow - creates light in Lx5'r  
Nom - Provides Ln medium food  
NOPE! - Stops L spells  
Opps - Half movement in Lx5'r  
Poof! - Teleports L miles  
Snoop - Projects Senses L miles  
Woid - Gives + 1 to any L targets

Magic Commentary  
"L" refers to the Level of the spell.  
  
Spells happen and the effects generally last until combat ends. In other circumstances spells with lingering effects last about ten minutes. Attack spells like Zot and Blam are instantaneous but Chomp lasts but requires a to hit roll.  
  
When a Magic-User or Cleric levels up they learn one more spell. Thus Clerics know on 1 spell at first level and MU's 2.

**ARCANA IN A HURRY**  
Centaur (7) Move 45', -5 Climb  
Gargoyle (5) 14 to be hit, Fly 60'  
Goblin (4) +2 Dex, Sml, Night  
Orc (5) +1 Strength, Night  
Ogre (6) +2 Strength, Large  
Undead (5) touch\*, can't heal  
Archer (5) +L+1 ranged,  
Barbarian (7) +L to hit, +1 tfsc\*  
Bard (5) +L reactions, L spells/day  
Druid (4) L spells/day, +L tfsc\*  
Knight (6) +L+1 melee, All Armor  
Paladin (6) heal L hp/day, +1 to hit  
Ranger (6) +L to hit, track, tfsc\*  
\*tfsc = track, forage, sneak, climb  
\*\* 1d4 damage heals self same

The Game Master creates and runs the adventure. The other players create characters and undertake the adventure.  
Where it is found, 'n' refers to the number of player characters times their highest level.  
In general, encounters should not exceed the party's total level.  
Travel 30 miles a day on road and 15 in rough terrain except rangers and druids.  
Spears and halberds can attack from the second rank and do double damage when set against a charge instead of moving.

One ration will last four days for a tiny creature and two for a small one. Large creatures need two rations per day and huge ones eat four. Encumbrance wise it's all about the same per day.  
back pack will carry a week's rations or about 1000 gold pieces.  
Torches and lanterns illuminate a 30' radius. Torches burn for ten minutes and a flask of oil will keep a lantern burning for an hour.  
Characters heal L hp per day when resting.  
Poison causes 1 hp per round.

**SEAFARING ADVENTURES**  
Ships (Move, Crew, Cargo, hp)  
Dingy (O 15, 2, 500, 100)  
Barge (O 15, 20, 5000, 2000)  
Galley (O 20/S5, 100, 5000, 1k)  
Bireme (O 15/S10, 250, 10k, 2k)  
Trireme (O 10/S5, 350, 15k, 3k)  
Cog (S 10, 25, 1000, 2000)  
Caravel (S 5, 50, 2000, 4000)  
Cutter (S15/O5, 50, 1000, 2000)  
'O'=Oars/'S'=Sails x Wind Speed'  
Wind Direction 1d12, Speed 1d6  
**SEA MONSTERS**  
Fish Men (1, 12+, 8, Swim 30')  
Sea Serpent (10, 16+100, Swim 45')  
Dragon Turtle (25, 20+, 250, S20')

**SIEGES**  
**Structures** (Breach, Collapse, Cost)  
Tower (500, 2000, 10000gp)  
Keep (1000, 4000, 20000gp)  
Gate House (1500, 60000, 30k gp)  
Donjon (2000, 80000, 40000gp)  
Gate (250, 1000, 2500gp)  
House (100, 400, 2000gp)  
**Engines** (Range, Damage, Cost)  
Scorpion\* (75/225', 1d12, 250gp)  
Ballista\* (100/300', 4d6, 500gp)  
Oranger\* (150/450', 4d8, 750gp)  
Mangonel (200/600', 4d12, 1000gp)  
Trebuchet (300/900', 5d20, 1500gp)  
gp also equals man/hours to build  
\* can mount on ship or tower

**ADVENTURE** (for L 1 Party)  
The evil sorcerer Zarrarokok has been kidnapped by the beautiful princess Tammerica. He is being held in the tallest tower in her fair summer palace and the only way to save him is to fight through the guards and suitors before he is subjected to a fate worse than life.  
  
n Guards (1, 16+, 9, 1d8)  
n Adoring Suitors (2, 12+, 12, 1d8)  
Knight Protector (5, 16+, 29, 1d10)  
Pink Unicorn (7, 13+, 40, 1d10)  
Tammerica (10, 11+, 24, Spells)

**MAP**

**CHARACTER SHEET**  
Name: \_\_\_\_\_  
Race: \_\_\_\_\_ XP: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_  
Strength: \_\_\_\_\_ **Spells:** \_\_\_\_\_  
Dexterity: \_\_\_\_\_  
Constitution: \_\_\_\_\_  
Intelligence: \_\_\_\_\_  
Wisdom: \_\_\_\_\_  
Charisma: \_\_\_\_\_  
Armor: \_\_\_\_\_  
Weapons: \_\_\_\_\_  
Equipment: \_\_\_\_\_ Gold: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_