

Introduction

We believe that roleplaying is more important than rules-playing. This is why we have condensed these rules into a single page.

The cardinal rule is: if there isn't a rule for it – make it up as you go along. Have fun!

Adventurer Creation

Attributes

New Adventurers have ten points to divide between the four attributes below. Each attribute must be given between one & four points.

Strength	STR	Dexterity	DEX
Intellect	INT	Spirit	SPT

Skills

Skill	Aptitude	Examples
Agility	DEX x 2	<i>Climb, Leap</i>
Craft	DEX + INT	<i>Make, Repair</i>
Fighting	STR + INT	<i>Kill, Maim</i>
Knowledge	INT x 2	<i>Lore, Memory</i>
Perception	INT + SPT	<i>Spot, Hear</i>
Persuasion	SPT x 2	<i>Charm, Con</i>
Shooting	DEX + INT	<i>Sniper</i>
Speed	STR + DEX	<i>Run, React</i>
Stealth	DEX + SPT	<i>Sneak, Hide</i>
Toughness	STR + SPT	<i>Grit, Courage</i>

Training

New Adventurers are Trained in two skills & Familiar with three others of their choice. The remainder are Untrained.

Training level	Bonus
Untrained	-1
Familiar	+0
Trained	+1
Experienced	+2
Mastered	+3

Skill Check

Roll less than Aptitude + Training + Race + Profession on 1D20.

When using a skill a roll of 1 is an automatic success & a roll of 20 an automatic failure.

Race

Human: Big, ugly & everywhere.

SPT+1, can be any Profession.

Elf: Pointy-eared, slender & mysterious.

INT+1, can only be a Fighter, Wizard or Thief.

Dwarf: Short, greedy & tough.

STR+1, can only be a Fighter, Thief or Priest.

Hobbit: Little, larcenous & lucky.

DEX+1, can only be a Thief or Barbarian.

Profession

Fighter: Well armed & armoured the Fighter is often the leader of a party of Adventurers.

His job is to defend his friends & kill monsters.

Fighting +2, Double Trouble, any Armour & Shield.

Wizard: The master of magic, he starts with three spells of his choice in his spellbook.

Knowledge +2, Spells, no Armour allowed.

Thief: This is the burglar & scout of the party.

He stops his friends getting killed by traps.

Craft +2, Stealth +2, Burglary, only Light Armour.

Priest: A powerful ally against the Undead & the only Adventurer who can heal their friends wounds. He is not bad in combat either.

Persuasion +2, Holy Light, Healing, only Light or Medium Armour & Shield.

Barbarian: A complete maniac from the savage tribes of the far north who lives to kill monsters.

Toughness +2, Survival, only Light Armour & Shield.

Professional Abilities

Double Trouble; A Fighter can attack twice in a turn if he has not moved.

Burglary; A Thief can use his Craft skill to pick locks, or to find & disarm traps.

Holy Light; As long as the Priest stands still & holds up his holy symbol this light will prevent Undead approaching closer than 10'.

Healing; A Priest's touch makes a KO'd figure just wounded, or a wounded one whole.

Survival; Can track animals or enemies, & find food, shelter & water in the wilderness.

Improving Adventurers

After an adventure the Adventurers divide the loot between them equally. They can then spend some of this on training to improve themselves.

Cost Improvement

500	Improve Attribute by +1
100	Improve a Skill's training level by +1
200	A Wizard can choose a new spell to add to his spellbook.

Costs are in Gold Pieces.

An Adventurer can also improve by buying better equipment, or by finding & using magical armour, weapons & other stuff.

Equipment

All new Adventurers begin with a set of suitable clothes, a Hooded Cloak & a Backpack containing: *a Bedroll, Rope (30'), Flint & Steel, Knife, Flask of Oil, Lantern, Sack, Three Sea Shells & Water-flask.*

In addition an Adventurer will have:

Fighter	Light Armour, Shield, Sword/Axe.
Wizard	Staff, Pointy Hat, Spellbook.
Thief	Dagger, Burglary Tools.
Priest	Light Armour, Mace, Holy Symbol.
Barbarian	Light Armour, Battle Axe, Furs.
Human	3 Hunting Spears (range 30').
Elf	Longbow (range 100'), 12 Arrows.
Dwarf	A Crossbow (range 75') & 16 Bolts.
Hobbit	A Sling (range 50') & 20 bullets.

They may also choose up to three items from the following list: *Belt Pouch, Chalk, Chisels, Crowbar, Grapnel, Hammer, Ladder (10'), Small Mirror, Pick, Pole (8'), Pot of Grease, Spade, Iron Spikes (x6), Tent, Writing Set, or a Potion of Healing (as Priest).*

Wizard Spells

The Wizard cannot cast a spell if he is in an adjacent square to an enemy.

Befriend: One person likes you for five minutes. He will help & defend you, but not do anything suicidal. He will remember afterwards what you did.

Befuddle: Target can't cast spells & may only take non-offensive actions. Lasts 3 turns.

Blind: Enemy is blinded for 3 turns. Range 30'

Countermagic: This disrupts a spell targeted at the Wizard & nullifies it. This is the only spell that can be cast as an immediate reaction and not on the Wizard's turn.

Daze: Enemy cannot attack for 3 turns. He can still move & defend himself. Range 30'.

Dodge: Reduces the Combat skill of anyone who attacks the Wizard by 1 for 3 turns.

Dragon Scale: Wizard has equivalent of Heavy Armour for 3 turns. Doesn't work with Dodge.

Enchant Weapon: Touch a Weapon to give it +1 to Fighting/ Shooting skill for 3 turns. Weapon can only have one enchantment.

Fire Bolt: If Wizard makes a Shooting check this automatically causes a wound (i.e. no armour can stop it). Range 30'.

Float: Touch person to let them float up/down 30' per turn.

Haste: Wizard can move again in Magic phase.

Ignite: This sets fire to a single flammable object that is touched by the Wizard.

Invisibility: Wizard cannot be seen for 3 turns unless he attacks an enemy in any way.

Lock & Bar: Touch holds a door shut against anything except an *Open Says I* spell.

Open Says I: Touch opens a locked door or lid.

Teleport: Wizard disappears & reappears at any point he can see within 60'.

Terrify: Enemy must pass a Toughness check to attack wizard. Lasts 3 turns.

Rules of Play

When things get interesting the game is played in Turns of about ten seconds in length.

Each turn follows the sequence below:

1. Movement

Adventurers can choose to move before or after their enemies. Note that squares are 5' across.

They can move up to 3 + Speed in squares, -1 if in Medium Armour, -2 if in Heavy/Very Heavy.

You cannot move through a solid object over waist high or another figure (unless they let you). You can climb over or up an object but this is at half speed. Swimming & Stealthy movement is also at half speed.

2. Use Magic

A Wizard can cast one spell from his Spellbook in a turn. Spells can be cast repetitively but require a successful Knowledge check. An enemy will resist a spell cast upon him so deduct the enemy's INT from the Wizards Knowledge skill.

To cast a spell on an enemy you must be able to see him.

A Priest can use Holy Light or Healing once in a turn, but not both.

3. Bloody Combat

Adventurers & monsters can attack once each in a turn. The Adventurers always attack first.

You can only engage another figure in close combat in a square next to your own (including diagonally).

You can shoot at any figure that is in line of sight & range, even if they are fighting.

The attacker makes a Fighting or Shooting skill check minus their opponent's DEX.

If there is more than one attacker attacking a single opponent in close combat each one gets +1 to their Training Level. Thieves get +2 in this situation.

The difference between what the attacker needs & what he scores is the damage. For example a Adventurer needs an 8 or less and then rolls a 2, he causes six points of damage to his opponent.

If his weapon is Two-handed, a Crossbow or a Hunting Spear he gets +1 to damage.

Armour stops the first few points of damage. Light Armour stops 1 point, Medium 2, Heavy 3, Very Heavy 4. A light shield stops 1 extra point on top of armour or a heavy shield stops 2 extra points.

If his armour doesn't stop all the damage the defender must make a Toughness skill roll.

He must roll less than his Toughness minus the remaining damage, or he becomes Wounded.

A Wounded figure has all his skills reduced by 3 points (including Toughness).

If wounded a second time he is knocked out.

A KO'd figure can be easily killed or captured.

4. Use other Skills

Anything not listed above can now be done.