

BRUTAL

Big Bad Ball Busting Bloody Battles

ORCS AMONG US



Fourth Edition Sample Adventure
Updated on 2013-11-20
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THE GM RESPONSIBILITIES

As the GM you should enliven the module with as much of your own creativity as you wish. However, "Destiny Characters" should always be allowed to escape (as they will reappear in other adventures).

GM INFORMATION

This adventure is intended as a sample adventure, and may very well be the first BRUTAL – Big Bad Ball Busting Bloody Battles adventure you've ever read. For this purpose, a lot of its content has been dedicated to a verbose, step-by-step tutorial.

This adventure begins and ends in the city of "New Bleak Spire", with a short trip to the "Skullcap" tower.

If you are not familiar with the city of New Bleak Spire, all you really need to know for now is that the citizens are a poor wretched people, who dislike adventurers and explorers, who are viewed as lazy unemployed troublemakers.

There is only one law: No Fighting within the city, but this law only applies to those who get caught

in the act. To this end, hundreds of wimpy low-level guards walk the streets. Whenever they spot a fight, they blow their magic whistles to summon 1 or 2 ultra-powerful NPC warriors who magically appear and restore peace, often by simply killing everyone involved. They have no interest in discussing anything. They merely keep the peace through a constant threat of violence.

New Bleak Spire is open to all types of creatures, good or bad. Anyone who can obey the one law (no fighting) is free to stay. Some of the orc tribes from the swamp lands to the north, have chosen to move here and try to co-exist. Some tribes have done well, but others have not. This adventure is all about one particular orc tribe, and their struggle to "fit in".

THE ADVENTURE MAP

As the GM you should give each player their own map of the New Bleak Spire city. As they find buildings (using my random city encounters) They make notes on their own maps: Where did we find that old story teller guy? Where is the black smith? etc. A large (full page) copy of this map can be found at the end of this adventure book.



A large "L" shaped wall separates the city into two distinct regions. Outside the wall is the low, rocky, wet, coastal areas where the most poor and wretched people live. Inside the wall, is a smooth flat surface filled with nice buildings, straight streets, a public park, a market place, and the queen's castle.

Terrain ratings (within the wall) = 1d

RANDOM ENCOUNTERS

This is where neighboring areas are discussed, and random encounters are explained. Who are they? What's their motivation? However, this is a very simple sample adventure, and has no random encounters.

THE ADVENTURE STATISTICS

This adventure was designed for 6 to 8 characters with Attack Rolls between 4 and 7.

No special skills are needed.

Play time: A single game session lasting between 2 and 3 hours.

PLAYER INTRODUCTION

Always read the contents of all "boxed text" out loud to the players. Never read out loud any text not inside a box.

Player Introduction:

A small group of Orcs, have been desperately trying to earn the trust of the city. Then suddenly they find themselves in danger. They need your help and offer to pay you with the gift of a magical weapon. But these are Orcs, can they be trusted?

ROLLING DICE

Just a very quick explanation of the rules.

Rolling Dice:

BRUTAL only uses 6-sided dice. Phrases like "3d" mean to Roll three 6-sided dice at the same time and add the results, generating a value between 3 and 18. The more dice you get to roll, the better.

The Brutal game uses opposing dice rolls to determine if the actions your characters attempt are successful or not. In most cases, you will be rolling your dice against the Game Master (GM). Whoever Rolls the highest wins. Ties always go to the Defender who is trying to resist the Action.

RATINGS

Not every door is the same Size or has the same Strength. We assign a number of dice to these variables and call them "Ratings".

It can often be laborious and painstaking for an adventure writer to write each and every rating for each and every object encountered. For example, there is no need to write down the Strength rating of every door. So for all unknown ratings, the Game Master can easily determine any missing rating by rolling 1d6 +1p generating a random rating between 2 and 7.

However, if a particular object (like a door) was of great importance or something, the adventure writer is free to assign a rating that makes sense to them, ..perhaps a heavy stone door has a Strength rating of 12d or even higher.

AT THE MARKET

Scene A-1

It is early morning in the open market place. Nearby is a kiosk selling dried fish shish kabobs known as "fish sticks". Passing by is a peddler with a box of red apples hanging in front of his chest by a string that goes up and around his neck. There are over 100 people going about their business: buying, selling, and swapping food, livestock, tools, building supplies, etc. There are children playing games. There are

hungry beggars holding empty cups. There are people arguing, sleeping, coughing and possibly even crying.

There are guards standing and walking about (always in pairs). There are slaves wearing chains on their feet or necks being bought and sold. There are pirates wearing flashy clothes, and there are religious monks with shaved heads.

Spot Check: IN vs. 9d

As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

You cannot be certain, but you also see what appears to be some thieves and assassins wearing dark hoods.

Spot Check: IN vs. 4d

As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

You notice a single Orc wandering about the market place all alone. "How odd is that?" You think to yourself. Then suddenly you realize that you've been staring at him bit too long, and to make matters worse, he's now looking right back at you! He stands near a narrow alley way, gestures for you to follow him, then disappears into the alley.

A LINEAR ADVENTURE

Never force your players into an adventure. Instead, let them choose it on their own. If they ignore the orc, then allow them to explore the market, buy stuff, and interact with your dynamic fantasy world. And every now and then, have them spot that same orc, who seems desperate to have the characters follow him.

FOLLOW THE ORC

Scene B-1

The orc leads you down a narrow alley way. He makes a few sharp turns left then right, stopping now and then to look back and make sure you're still following him.

Spot Check: IN vs. 3d

As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

The Orc tries to keep his distance from you. If you slow down, then he slows down too. If you speed up, then he speeds up as well.

Move Check: MV vs. 4d

As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

You manage to catch up to the orc who stops, looks down, and tries to avoid eye contact. He says nothing and merely gestures you to follow him.

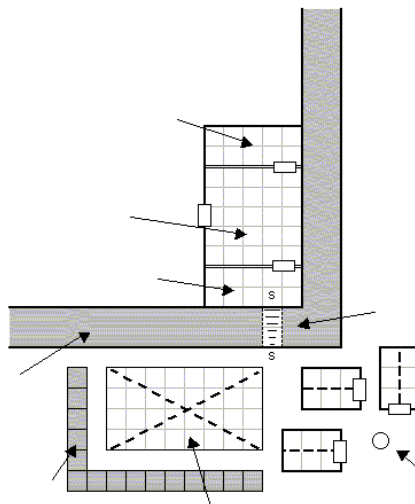
If the orc is threatened:

The Orc stops, looks around as if to ensure no one is listening, and simply says, "Not much father. This way. Follow me please."

THE ORC DWELLING

Scene C-1

The Orc eventually leads you to a single story brick building, nestled into the inside corner of the Wall of Dead. The simple looking building has a flat, stone roof, no windows and a single nondescript door centered along its longest wall. The door is opened. It is very dark inside. Standing on both sides of the door is an Orc Guard.



The building is 25 feet wide, 45 feet long.

The orc you have been following moves near the door and gestures you to enter. Meanwhile, the two orc guards maintain their post. None of the orcs look directly at you.

Spot Check: IN vs. 2d

As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

Through the door you peer into the darkness. The large room within has only dim lighting. The floor is dry and dusty, and perhaps a dozen orcs can be seen scattered about, squatting near the floor and panting like wolves trying to stay cool in the shade.

As soon as the characters decide to enter the building, read the following.

A loud grunting sound from within the dwelling causes the two guards to snap to attention, ...stiff as boards. Then with the clank-clank of metal armor, a larger than normal Orc steps out of the darkness and stops at the doorway. He's wearing full plate armor, and has a large steel shield slung over his back. He carries in front of him a large wool blanket in both hands. Across

this blanket like a spectacular two-handed sword, which he holds out to you. With a snort and a few grunting sounds, he manages to clear his throat and speak to you in the language of Humans (the most common language in these parts), "This is all we have." He states. "Please help us, and the sword is yours."

Spot Check: IN vs. 2d

As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

The sword is a larger than normal, 2-handed sword. It looks a bit horrific, or perhaps really awesome looking ... depending on your point of view I suppose. It's steel blade is flawless, and the hilt and guard are ornately sculpted with ivory claws and golden scales encrusted with 7 sardonix (bands of sard "red" and onyx "white").

Obviously, we want the characters to accept the mission. Otherwise the adventure ends here.

TIME TO EXAMINE THE SWORD

Scene D-1

With the sword wrapped safely in a wool blanket, you head out of town. Once you are far enough away from prying eyes, you decide to stop and examine the sword more closely. The orc leader said the sword works automatically by simply touching it, so a careful visual inspection of the sword will have to do for now.

Shown below (in the gray box) are the basic stats and a few sample ratings for a typical magic item. The "Size" rating defines the size of creature it was intended for. If not provided, assume Size=3d (human-size).

All text with a gray background describes traps, magic items, monsters, obstacles, NPCs, etc. This information is for the GM only!

Magic +1 Two-Handed Sword
Attack = 5d
Size = 5d
Treasure = 3d
Value: 2,500gp

Most magic items do not have any spell glyphs, but some do.

Glyph: "Rage"
Hidden = 3d
Magic = 12d
Autocast: at will 3/day

A few rare magic items have special properties. Special magic items are very powerful, but not necessarily unique. A "Holy Avenger" sword is a good example of a "Special" magic item.

Special Item: "Sword of Rage"
Lore = 5d
Willpower = 12d
Willpower check WP vs. 12d
"Rage" each time you pick up this sword, until you win the Willpower check.

The "Rage" spell

Rating: 12d
Range: 3 inches
Duration: 2 to 12 rounds
Resist: Willpower x2

Causes someone to be filled with Rage, defined as a +1d to their Move rating, a +4d to their Strength rating, a +3d Modifier to all their Attack Rolls, and a -1d Penalty to all their Defense Rolls. Also, they are immune to fear and can use Power Ups every round consecutively. However they cannot determine friends from foes and will always attack the closest targets first.

There are no "wizards" in the BRUTAL game, and characters do not memorize spells from a list of available spells. In order to cast spells, characters must raise their Intellect (IN) rating and use it to find "Spot" hidden spell glyphs. Then they must raise their Magic (MG) rating and use it to "Identify" the spell glyphs that they find. Then finally, they must carry all the items with spell glyphs that they have found so they use their MG to read the spell glyphs.

IS THE SWORD MAGICAL?

As you examine the sword, a common question you might ask is "Is the sword magical?". All characters should roll their Magic rating.

Detect Magic is always resisted by 6d.

Detect Magic: MG vs. 6d
As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

"Yes" the sword is in fact magical.

WHAT IS THE SWORD WORTH?

Next you might wonder how much the sword is worth. All characters should roll their Intellect rating.

The sword has a Treasure rating = 3d

Appraise: IN vs. 3d
As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

The sword is worth 2500 gold.

DOES THE SWORD HAVE ANY SPELL GLYPHS?

Some magic items have hidden spell glyphs. You need to find and identify spell glyphs, before you can learn to cast spells. Let's now look for hidden spell glyphs. All characters should roll their Intellect rating.

Hidden = 3d

Find hidden spell glyph: IN vs. 3d
As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

You find a hidden spell glyph.

WHICH SPELL GLYPH IS IT?

Okay, we found a spell glyph on the sword. We should now try to identify which spell it can cast. All characters should roll their Magic rating.

Magic = 12d

Identify spell glyph: MG vs. 12d
As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

The hidden spell glyph is "Rage", a 12d spell.

IS THIS MAGIC SWORD "SPECIAL"?

And finally, is this a special magic item, such as a "Holy Avenger"? All characters should roll their Intellect rating.

Lore = 5d

Check Lore: IN vs. 5d
As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

The sword is special. Not too surprisingly at this point, this is a "Sword of Rage".

Special abilities = Cast Rage at will 3 / day.

Willpower check vs. 12d each time it is held (not just 3/day). If the character loses, then they rage instantly and automatically for 2 to 12 rounds.

Once your character wins the Willpower check against this particular sword, the Willpower Check goes away for your character holding this specific sword.

WHAT DOES IT ALL MEAN?

Apparently, the Orcs had hopes that you would try to use the sword to protect yourselves from the archer assassin. If you had truly tried to use the sword, you would have gone mad with rage and began attack your friends.

But now you know the truth and you won't try to use the sword, ..right?

Meanwhile, let's continue on to Skullcap Tower...

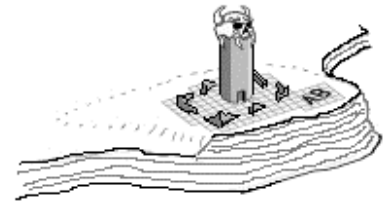
SKULLCAP TOWER

Scene E-1

The journey goes smoothly enough and in a few short hours you find yourselves standing before one of the oldest of ancient light houses. Skullcap tower was built to look like a huge giant skull, stuck on top of a tall round tower, 30 feet across and 60 feet high. The lights that once burned in the eye sockets of the skull, are now nothing more than a spooky legend. The face of

the skull gazes over to the sea. Some rusted hinges are all that remain of a mighty door that was burned down long ago. Within the round tower can be seen the unsafe remains of an ancient spiral staircase.

Surrounding Skullcap Tower once stood a simple rectangular wall of stone. Now all that remains of the wall are crumbled ruins, collapsed into a half dozen piles of large rubble. Nearby are some large stones that are moved around somewhat regularly to spell various Greek letters for some odd reason or another. Currently they spell "Alpha Beta".



Terrain = 2d
Mostly flat, outside natural setting

+2d modifier to hide amongst the crumbled walls.

+1d modifier to defense rolls vs. ranged weapons when taking cover behind the crumbled walls.

For more information on the Tower refer to the adventure: "Skullcap Tower".

SURPRISE ATTACK!

There are 6 orcs hiding in throughout the crumbled walls. One of the orcs fires an arrow at a random character. He hopes the characters will then grab the "Sword of Rage" and begin killing each other.

One of you is being attacked by a hidden archer. Every character must now roll 3d6 to produce a value between 3 and 18. The highest roll always "WINS", so the lowest roll is the randomly selected as the unlucky target.

The GM does NOT determine the random target. They do this themselves.

The "Assassin" must first attempt to "Surprise" your character. The assassin must roll their "Coordination" (CN) rating vs. your character's "Nature" (NT) rating. Ties go to the defender (your character), but if the assassin rolls higher, then your character is surprised and the assassin gains a +2d attack modifier. Roll your Nature now.

The Orc has a "Coordination" (CN) = 2d

Surprise Attack: CN vs. NT
As this is a sample adventure, the surprise attack fails, regardless of the die results.

Surprised or not, the assassin still fires his bow before the normal combat begins. This is known as a "Free Attack". You must now find your character's "Defense Roll" (DFR) on your character sheet and roll your dice.

The orc's "Attack Roll" (AKR) = 7d

Attack: AKR vs. DFR

DID HE ARROW HIT?

Whoever rolls the highest wins. Ties always go to the defender, and if the defender wins, then the attack was a miss. But if the attacker rolls higher, then damage is found as the difference between the attack roll and the defense roll.

HIT POINTS

If you take damage, subtract it from your current Hit Points. If this falls below zero, then your character is dead.

DON'T GRAB THE SWORD OF RAGE

If anyone tries to grab the sword at this point, stop playing for a minute and explain that the orcs wanted them to do that and if they do, then they'll go mad and attack their own friends.

For now, let's assume that no one tries to grab the magical sword.

LOOKING AROUND

To look around, your characters must attempt the "Spot" action. This is the same action your characters used to find the hidden spell glyph. The "Spot" action is used to find hidden, invisible, concealed, and secret things.

All characters should roll their "Intellect" (IN).

ORCS ARE HIDING

The Orc has a "Coordination" (CN) = 2d +2d modifier to hide amongst the crumbled walls.

Spot: IN vs. 4d

As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

There are 6 orcs hiding throughout the rubble of the collapsed walls.

ORCS ATTACK!

The 6 Orcs all scream madly, draw their swords, and rush into battle. "New Battle"!!!

ORC STATISTICS

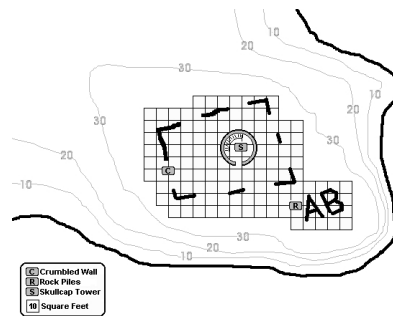
Look for new monster stats, and spell details in the back of this (and other) adventures.

Initiative = 1d+3
Move = 2d
Attack = 7d
Defend = 5d
HP = 10 each

SETTING UP THE BATTLEFIELD

Before the battle can begin, the GM must position all of the landmarks, walls, exits, characters, monsters, etc. on the table. When setting up the battle field, use pencils, small pebbles, extra dice, small sticks, etc. to position the various land marks.

In this case we're going to need to identify a rectangle of crumbled walls around a 30 foot diameter circle (representing the round tower). A map of the battlefield is provided here.



BRUTAL battles are fought using miniatures on a table top. If you don't have RPG miniatures (available at most hobby shops and game stores) you may use whatever you have lying around your home: dice, coins, etc.

After laying out the battlefield on your table, you must now place all the miniatures on the map at their starting positions.

The characters are likely near the front door of the round tower, unless a player stated otherwise, sometime BEFORE the surprise attack was attempted.

The 6 orcs are hiding in the rubble of the crumbled wall. Two or three of the orcs should be **VERY CLOSE** to the characters. Ideally, we want the characters to be able to move in and attack the orcs during their first round of combat, so with 4 inches (4 map tiles) or even closer.

Try not to over think this. Just place the characters and monsters where you feel they make sense. It's up to you.

MOVING ON THE BATTLEFIELD

Moving on the battlefield...

1 inch on the battlefield represents 10 feet for your characters. A Move rating of 2d translates into 2 inches on the battlefield.

It's best if you have a large tabletop mat with one inch square tiles or hexes. You can easily make one out of poster board, and maybe even have it laminated. Or better yet, buy a cloth (felt) pad with square tiles printed on one side and hexes printed on the other side. A Move rating of 2d then translates into sliding two tiles (or hexes) on the battlefield. Then always end your move inside a single square or hex.

ROUNDS OF COMBAT

Rounds of combat...

BRUTAL Battles are divided into rounds of time, where everyone gets a chance to turn, move, and attempt an action.

A round of combat represents 12 seconds of time as seen by your characters. 5 rounds = 1 minute. Let's now explore our first round of combat together using only the most basic and simple rules possible.

NEW ROUND

Round #1

New Round...

A round of combat begins when the Game Master GM calls out "New Round".

We will take it nice and slow for now, but the pace will get much faster. That's when it gets really fun!

There are 2 things everyone should do at the start of each new round of combat:

1. "FREE MOVE"
Move your miniature up to 2 inches (or 2 map tiles) on the battlefield. It doesn't matter who moves first, but if you are waiting for someone else to move first and you wait too long, then the round may start and your "Free Move" is lost. Also, you're not allowed to change your mind and change your move. Once you make your move you are stuck with it.
2. "INITIATIVE"
Roll your initiative by rolling 1d6+3 to find a number between 4 and 9. Use a 12-sided dice as your initiative dice, place this dice down on the battlefield next to your character to display your initiative. Or optionally, place it next to your character sheet if the GM allows it.

For this battle, the Orcs are waiting for the characters to grab the sword of "Rage" so they hold back. Regardless of their initiative rolls, they all chose to stay in the rubble until the countdown reaches 1, "Last Call".

Count Down Seconds...

The round officially begins when the GM calls out "12". This is the highest initiative possible. Only characters with a 12 on their initiative dice may do anything at this point. Everyone else must wait. But don't walk away. You might need to roll your defense dice if your character is attacked. Also, when "12" is called out, the new round has begun, and all free moves not yet used are lost.

YOUR FIRST ATTACK

The GM continues counting down . 11, 10, 9, etc. until he reaches "1" also known as "Last Call".

As you are new, the GM will count down slowly. For experienced players, the GM should set a faster pace and keep the "urgency of battle" alive!

When your initiative is called out you may Move and Attack. You get the GM's attention so he stops counting down, and you explain what action you will be attempting.

How far can you Move?

Find your character's "Movement" (MV) rating on their character sheet. A Move rating of 2d translates into sliding two tiles or hexes on the battlefield.

Are you in weapon range?

If wielding a melee weapon (sword, axe, claws, bite, etc.) you must be adjacent or directly next two your intended target. If wielding a range weapon (bow, sling, etc.) you must have a clear line of sight path between you and the target.

ATTACK !!!

Find your character's "Attack Roll" (AKR) on their character sheet. An AKR of 6d means, roll 6d6 and add them together to produce a value between 6 and 36.

As you roll your attack roll, the GM rolls the Orc's "Defense Roll" (DFR) = 5d.

Defend = 5d

HP = 10 each

The Orcs are still in the rocks and rubble and gain a +1d defense modifier vs. ranged weapons.

Whoever rolls the highest wins. Ties always go to the defender. If your attack rolled higher than the orc's defense, then you successfully hit the orc.

DAMAGE !!!

Damage to the target is found as the difference between the attack roll and the defense roll. So if you attacked with a total roll of 15, and the orc defended with a total roll of 7, then the orc suffers $15 - 7 = 8$ points of damage.

Killing The Orcs...

Each of the orcs begins the battle with 10 Hit Points. As they individually suffer damage, the GM subtracts the damage from their current hit points, again and again, until their current hit points falls to zero (or below).

Continue counting down until you reach initiative "1". Stop as each player's initiative is called, and help them move and attack the orcs.

THE ORCS ATTACK

Move = 2d

Attack = 7d

The orcs attack...

The orcs all chose to wait until Initiative of 1. So when the GM finally calls out "1" or "Last Call", they try to move and attack you.

They may Move up to 2 tiles on the map. They attack by rolling their "Attack Roll" (AKR) = 7d.

If you are attacked, you must find your "Defense Roll" (DFR) on your character sheet, and roll your defense dice.

If the orc rolls higher than you did, you must find the damage as the difference between the ATR and the DFR, and subtract this damage from your current hit points.

Move (if necessary) and attack the nearest character with each of the orcs.

This ends round #1

NEW RULES

Before we begin with round #2 of our battle, let's stop and introduce a few new rules. The "Game Rules" book has all the details on all the rules. In this sample adventure, we are attempting to introduce the more common ones, a few at a time.

BINDING WOUNDS

Binding Wounds...

Instead of moving and attacking, your character may decide to spend the entire round of battle "Binding Their Wounds". Any character who is hurt but not dead, may stop and tend to their wounds. But if they do this, this is all that they may do, and nothing else.

Bind Wounds instantly heals (restores) 2 to 7 (d6+1) lost hit points.

- Your character might be attacked, even while they bind their wounds.
- Bind wounds may only be used once per day
- Bind wounds may not give you more than your max hit points.

SPRINTING

Terrain = 2d

Sprinting...

The "Sprint" action is an attempt to move two additional inches or map tiles on the battlefield. To Attempt the Sprint action your character must Roll their Coordination (CN) Rating against twice the current Terrain Rating. The grassy terrain of this battlefield = 2d, so twice that = 4d.

- The Sprint must be attempted before you attack.
- If you fail the Sprint your turn ends and you lose your attack.
- If you fail, there is a 1 in 6 chance you trip and fall, then lie on the ground for the rest of this round, suffer a -2d penalty to all defense rolls, and it takes all of the next round to stand back up.

RUNNING AWAY

Running Away...

If your character is not dead but fears they will be, they may decide to "Run Away". If your character is going to run away, you must yell out "Run Away" **BEFORE** the countdown begins.

- You always have an initiative of 12.
- You may not attack anybody.
- You must always Move toward the nearest safest exit as quickly as possible.
- You must always attempt the "Sprint" action.
- If you make it off the map, then have successfully "run away" off the battlefield.

NEW ROUND

Round #2

"New Round!"

If you want to "Run Away" let the GM know now!

It's time again to roll your character's initiative, and move your miniature up to 2 tiles on the battlefield.

Roll their initiative (one dice shared by all orcs) as 1d6+3 and move them all 2 tiles toward characters' still alive.

Everyone should try to do this within 15 seconds. Whether the players are ready (or not) the GM should wait 15 seconds then start counting down seconds of combat time beginning with "12" and so on. However, we can still take it slow for a while, until everyone gets into the swing of things.

BRUTAL battles are meant to feel "rushed" and missed moves and forgotten actions all part of the experience.

The countdown begins as the GM calls out "12" and continues down with 11, 10, 9, 8 until "Last Call". As the initiative values are called, the characters (and the orcs) move, attack, etc.

Continue counting down until the 2nd round of combat is completed.

Don't forget to attack with the orcs.

TWO MOVES AND TWO ACTIONS

Two moves and two actions...

Everyone is permitted a free move at the beginning of each new round. Everyone is also permitted a second move during the round.

Everyone is permitted a chance to Sprint and Attack during the round. These are the two most common actions.

Notice that everyone gets two moves and two actions each round.

- You may Move and Attack and the same time.
- The two actions may not be the same action.
- In most cases, the two actions occur separately during different countdown seconds.
- The "Sprint" action may be attempted after the second move, but must be the first action attempted before the second action. If the sprint fails, then second action is lost.
- The "Bind Wounds" action requires both actions.
- Standing back up after falling down requires both actions.

NEW ROUND

Round #3

Try running through a round of combat on your own. Continue counting down until the 3rd round of combat is completed.

Orc Soldiers

Initiative = 1d+3
Move (MV) = 2d
Attack Roll (AKR) = 7d
Defense Roll (DFR) = 5d
HP = 10 each
XP = 5



CHECK LIST

- € Call out "New Round"
- € Move the monsters right away. The players tend to wait and see who moves where, before they move their characters.
- € Roll one initiative (1d+3) for all the monsters. You may use one initiative roll for all the monsters, or you may roll out individual initiatives separately. You might also roll one initiative for the leader, and one "shared" initiative for all his soldiers.
- € Get done as fast as you can, then start counting down "12". At this point, wave a hand across the board and do not allow any more free moves.
- € Continue counting down, "11", "10" etc. Expert players may simply reach out and move their characters when their initiative is called, without stopping your countdown.
- € Some actions do not need any opposing dice rolls. For example "standing up" requires two actions. So as you count down, a player might simply touch his miniature and say "standing up". There is no need to stop the countdown.
- € Don't forget to stop and attack with the monsters, controlled by you.
- € Continue counting down until the round of combat is completed.

NEW RULES

Time now for some more new rules.

BATTLE CRY

Battle Cry...

Use your first action to scream out loudly "la-la-la-la" or "ayieeee!" etc. and gain a +1d attack modifier to your next attack.

- Only usable every other round or less, never two rounds in a row, back to back.

LANDING ATTACK

Landing Attack...

This is a **Move**, not an Action!

If you can time it just right, you may leap into the air before attacking. Then if you land and attack at the same time, you get a +1d attack modifier.

For example:

Initiative 7 = Use your "Spring" (SP) instead of your "Move" (MV) to leap into the air.
Initiative 6 = You are now in the air and vulnerable. (-2d penalty to your defense)
Initiative 5 = You land (and attack) with a +1d modifier.

- Only usable every other round or less, never two rounds in a row, back to back.
- How far can you Spring? Find your character's "Spring" (SP) rating on their character sheet. It should have 2 numbers and look something like this "2/4". The first number "2" is how far you may "Spring" (jump, leap, etc.)

CONCENTRATING ARCHER

Concentrating Archer...

If you use a range weapon, and stand still and wait 2 countdown seconds after moving (to concentrate) you gain a +1d attack modifier to your next range weapon attack.

- Only usable every other round or less, never two rounds in a row, back to back.
- If you give up your "Free Move" at the beginning of a new round, then you may use this right away.

NEW ROUND

Round #4

Continue counting down until the 4th round of combat is completed.

Continue with round 5, 6, and so on until all the orcs are defeated and the battle is over.

HEALING AND RECOVERY

Lost HP naturally recover at a rate of 1 point every 4 hours, or 6 points every day.

- Characters who are poisoned, do not heal.
- Bind wounds heals 2 to 7 additional HP once per day.
- Characters who regenerate do not heal like other characters. How they heal will be detailed in the "rule book" (Half Trolls) or "monster book" (Vampires).

TREASURE

After searching all of the orcs, you find a total of only 1 gem, 3 gold pieces (gp) and 18 silver pieces (sp).

Gems...

Gems come in a variety of colors, shapes and sizes. Your character's may appraise a gem to find it's TRUE value, However, getting someone to pay that price for it is NOT very likely.

Since gems are plentiful, and gem appraisals are rare and cannot be trusted, most gems simply trade for a standard rate of 25 gold pieces.

EXPERIENCE POINTS

In most RPG adventure games, the characters must wait until the end of the adventure to be awarded any experience points.

In BRUTAL, character's die all the time. It is best to award "Experience Points" (XP) right away after each battle.

There were 6 orc soldiers worth 5 xp each, for a total of 30 xp, divided equally (round up) among all the surviving characters who did not successfully "run away" off the battlefield.

As this is your first BRUTAL battle, you all earn a 10 xp bonus as well.

I like to give new characters a 10 xp bonus for surviving their first battle. They learned a lot and this just "feels right".

Since there are no character classes and no character levels, Experience Points (XP) are used to directly improve your character's Ability Ratings. Each higher Ability Rating cost more XP than the previous rating.

It costs 2 XP to advance from 1d to 2d
It costs 3 XP to advance from 2d to 3d
It costs 4 XP to advance from 3d to 4d
And so on.

Your character may NOT skip Ability Ratings and jump from 3d to 6d without first purchasing 4d then 5d.

IMPROVING YOUR CHARACTER

Use your xp to improve your ability ratings: CB, CN, CR, IN, MG, NT, ST, WP

You may NEVER use xp to improve your attributes: DV, MV, SZ, LF, SP

If any of you chose to improve your "Combat" (CB) rating, then you get to update your Defense Roll (DFR) and Attack Roll (AKR) values.

Take a moment to examine your character sheet and notice that your "Defense Adjustment" (DFA) and your "Attack Adjustment" (AKA) add up to equal your "Combat" (CB) rating.

DFA + AKA = CB

Combat is a balance between defending yourself while attacking others. If you feel more cautious, then place more of your CB into your defense adjustment. If you feel more aggressive, then place more of your CB into your attack adjustment.

- Defense Adjustment (DFA) = 1 to 3
The max DFA is 3.
- Attack Adjustment (AKA) = 1 to 5
The max AKA is 5
- If you have a CB greater than 8, simply use the max values DFA=3 and AKA=5 for now. You will eventually need to read the "game rules" book and learn about multiple attacks and feints.

NEWE RULES

Counter Attack...

Time now to introduce one new combat rule.

The first enemy to attempt a melee attack against your character (even if they miss) invites your character with the opportunity to attempt a free "Counter Attack" upon them.

Find your character's "Counter Attack Roll" (CTR) on their character sheet, and roll the dice in an immediate attack.

- Only one counter attack per round.
- Must be used against the first enemy to attack you, even if they miss you.
- If you forget to use it, you loose it!
You may not use it later, even if you are attacked again during the same round.
- May be used before your initiative roll



GETTING EVEN WITH THE ORCS

Return all the characters to their max hit points "Fully Healed" if needed, and explain that the rested up overnight in tavern, before going after the orcs who tried to trick you. Also allow them to add new recruits (add more sample characters) to their team, if needed.

Now let's go get even with those pesky, cheating, ambushing orcs in the city, who tried to trick you into using the sword of rage.

You soon find yourself standing in front of the orc dwelling. Standing in front of the building is the large orc leader in plate armor. With him stand 12 orc soldiers (6 on each side). They stand side by side as if to display their force and deter the fight.

There are no city guards this far from the main streets. A short battle will likely (hopefully) go unnoticed.

The orcs are 20 inches away. Are you really going to fight a massive, armored orc leader and a dozen orc soldiers?

Orc Leader

Initiative = 1d+3
Move (MV) = 2d
Attack Roll (AKR) = 8d
Defense Roll (DFR) = 8d
Counter Roll (CTR) = 6d
HP = 10 each
XP = 8

12 Orc Soldiers

Initiative = 1d+3
Move (MV) = 2d
Attack Roll (AKR) = 7d
Defense Roll (DFR) = 5d
Counter Roll (CTR) = 5d
HP = 10 each
XP = 5

SET THE BATTLEFIELD

Before the battle can begin, we must setup the battlefield and position our characters and monsters.

For this battle, we need to identify a large open battle area 200 x 200 feet (20 x 20 inches).

Ground Terrain = 1d
Flat city streets

Keep on fighting until the orcs or characters win.

TREASURE

After searching all of the Orcs, you find a Plate armor, a magic shield, a magic sword, 3 gems, 18gp, 45sp and 1 potion of healing.

Each potion of healing only works once, and instantly restores 7 to 12 (1d6+6p) points of lost hit points.

If the players specifically say to search the Orc chief, then they also find a steel key on a string around his neck.

EXPERIENCE POINTS

68 divided by the number of characters who survived the battle without running away.

(round up)

LOOK AROUND

Excellent work. The Orcs are destroyed. But we're not done yet. We need to see what lies beyond those two inner doors.

The left door is already opened and leads into a sweaty, humid room with heaps of blankets and piles of pillows. They're just rags and have little to no value.

The other door is shut tight and locked by an internal key-mechanism.

LOOK FOR THE KEY

Spot: IN vs. 8d

As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

You find a steel key on a string around the neck of the orc leader's neck.

LOCKED DOORS

This Locked Door:

Wooden Door: ST=12d, LF=15d, HP=45

Keyhole Lock: ST=6d, LF=6d, HP=22, Lock=8d

Locked doors...

Each door, chest, coffin, gate, pad lock, secret door, hidden treasure, trap, etc. have their own ratings. Some are better hidden. Some are stronger. All are different.

There are a few ways to open this locked door.

1. Find and use the key.
2. Burn the door with oil from a lamp. This takes 2 rounds to set up and burns 5 points per round for 9 rounds.
3. Bash it down with weapons, causing 1 point of damage + Strength each round.
4. Break it down with a siege weapon, such as a massive stone war hammer which causes 3d points of damage + Strength each round.
5. Push the door down using a combined strength of 1 to 3 characters vs. 12d
6. Pick the Lock (requires thief tools) and can be picked in a single round. Try as many rounds as you want until you succeed or give up.

STORAGE ROOM

Beyond the locked door lies a storage room with barrels of water and wine, additional armor and weapons, and plenty of food.

If they stop and take inventory...

20 x leather armor, 20 x wooden shield, 25 x staff, 35 x sword, 87 days food, 1 barrel wine, and 2 barrels water.

SECRET DOOR

This Secret Door

Secret Door: Hidden=3d

There is a secret door here, can you find it?

To find a secret door, you must attempt the Spot action vs. the Secret door's "Hidden" rating.

Spot: IN vs. 3d

As this is a sample adventure, the real answer is provided if any of the characters succeed or not.

SECRET STAIRCASE

Beyond the secret door is a dry, dark staircase that descends beneath the Wall of Dead. The faint smell of the ocean tickles your nose.

TRAP

The second step is trapped, "Spear Attack" thrusting upward from the floor. Wait until the players decide which character descends down the steps first.

Up thrust Spear Trap

Hidden=5d, LF=3d, HP=14, Trap=5d, Attack=8d

The second step down is trapped. It sinks in a bit, like a button being pushed, when the first character going down the stairs steps on it. There is an immediate Click sound as your throats tighten with fear, then a spear suddenly thrusts upward attacking the poor fool who stepped on the trap (i.e., the first character down the stairs).

In BRUTAL, traps must be found using the Spot action vs. the trap's Hidden rating. Once found, a trap may be removed by using the Remove Trap action. But more often than not, a trap is found the hard way, by accidentally setting it off.

AVOIDING TRAPS THAT HAVE ALREADY BEEN SET OFF

Avoiding traps that have already been set off...

To Avoid the consequences of a Trap that your character has accidentally set in motion, your character will need to Roll their Coordination vs. the Trap Rating. If they Roll higher than the Trap, then your character manages to get out of the way just in time.

In this instance, the Trap has a Trap rating = 5d. So you must now roll your CN vs. 5d to avoid it all together.

Avoid Trap: CN vs. 5d

Assuming they fail to avoid the trap...

Okay, so you fail to avoid the trap...

This trap is an attack trap. Attack traps work just like attack rolls in combat. The character rolls their defense to avoid taking damage.

The second step down the staircase is trapped with a spear attack that thrust upward with an attack roll of 8 dice. The character who set off the trap (i.e., the first one down the stairs, must roll their defense to defend against the trap. If the trap rolls higher then damage is found as the difference between the trap's attack roll and the character's defense roll.

Roll the 8d attack against the first character in line who rolls their defense roll. If you win then the spear hits the character and damage is found as the difference between the attack roll and the defense roll

HIDDEN TREASURE

No doubt they are attempting the Spot action more often now, as they continue down the steps. With any luck they'll find the hidden treasure near the bottom.

Hidden Treasure:

Hidden=3d

To find hidden treasure, they must attempt a Spot action and roll their Intellect vs. the Hidden rating. In this case the treasure is hidden with a Hidden rating of 3 dice. If they look for it, and if they find it, read the following:

Hidden under a loose step in the stair case is a large leather bag filled with 94 gold coins.

ANOTHER SECRET DOOR?

At the bottom of the stairs, you come to a dead end.

This Secret Door

Secret Door: Hidden=2d

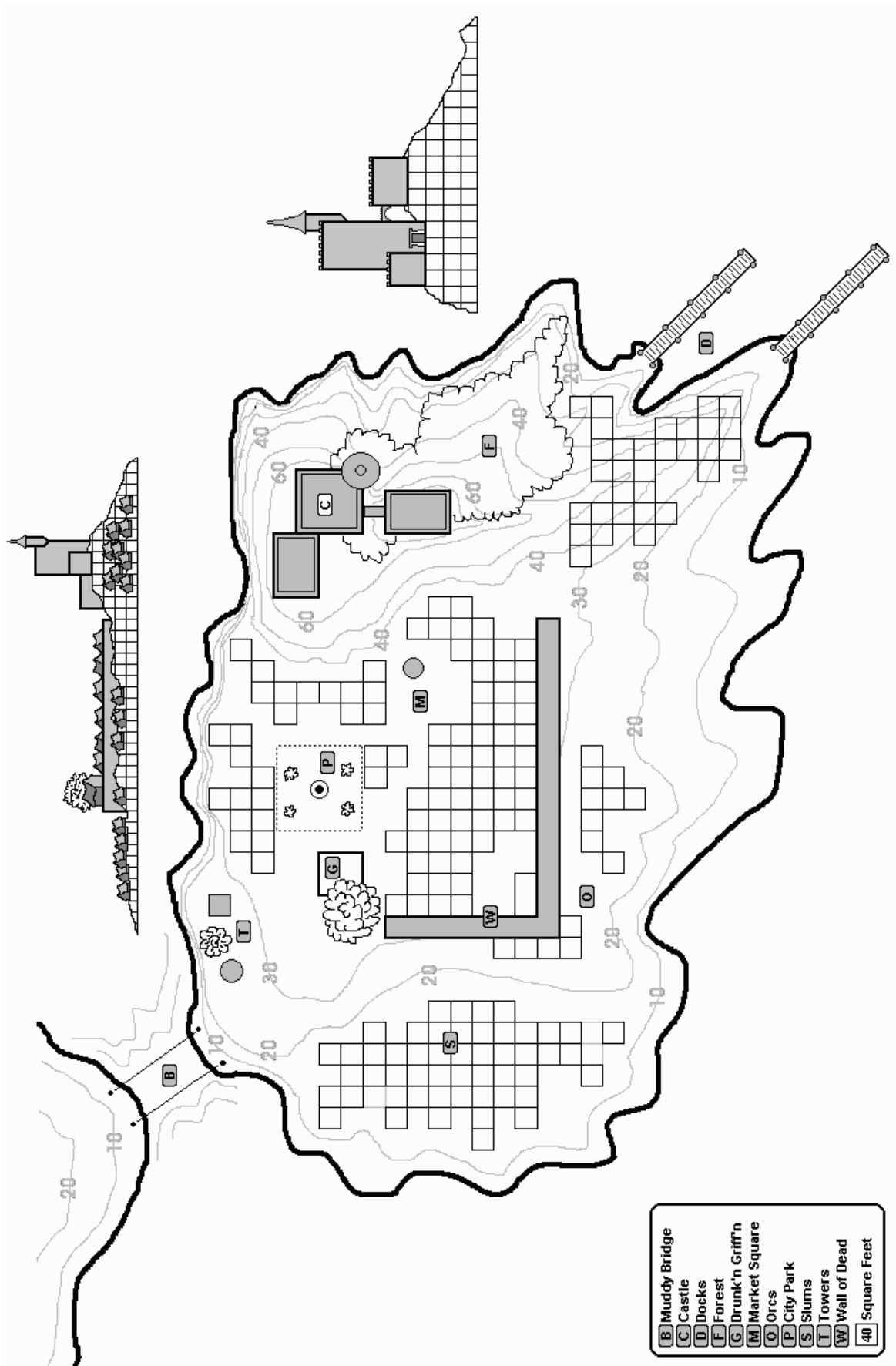
If they find this secret door and open it, read the following:

A burst of fresh ocean air rushes in as you crack open the secret door at the bottom of the stairs. You have emerged on the other side of the Wall of Dead and are now outside of the main city!

Directly in front of the secret door is a large tent and three wooden shacks surrounding a nice fire pit. Orc females and their children immediately scream in fear and scatter in all directions.

Congratulations. You have defeated the Orcs and found a spectacular place to use as a home base for future adventures. Why you even have a secret way into and out of the city!

The End



ORC
Say: (ORK)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	3	2	1	2	2	2

DV	MV	SP	SZ	LF	HP	XP
0"	2	1/3	3	3	11	4

Monster Type = Humanoid
Treasure Type = A, C
Encounter Type = Wandering, Violent

Natural Defense "half chain, shield" = 3d
Natural Attack "axe, flail, etc. (not sword)" = 2d
DFR: (3d) + 3d = 6d
CTR: (3d) + 2d = 5d
AKR: (5d) + 2d = 7d

Orcs appear as pig-like men with large pig-like faces. They live in villages or clans, but can also join up with bandits, evil cults, etc..and be found almost anywhere.

Orcs are bent on the conquest of the entire world, and seek nothing more then to make war with everyone they meet.

Some Orcs have higher ability ratings then others. Their training varies from tribe to tribe, and from warlord master to warlord master. There are countless tribes across the realm and you may feel free to make up a tribe of your own. The most famous of all tribes are the "Legions of Froth Nose". These Orcs all have a Movement = 6d, and a Combat = 10d. Additionally, general Froth Nose has the ability to bark out special commands that cause them to spread out and "Rage" (see magic rules) using two "All Out Attacks" madly as they blitz across the battle field and slaughter everyone they meet. Oddly enough, a raging Orcs never attacks other Orcs.

All Orcs can be caused to spread out and "Rage" if the Orc language is known and the proper (highly secret) commands are known.

Most orcs live in tribal villages, similar to barbaric humans. Many orcs live in castles, dungeons etc. where they serve evil masters. A few orcs try to live peacefully among humans and other character races.