

BRUTAL

Big Bad Ball Busting Bloody Battles



Updated on 2016-02-04
Check on-line for the latest updates.

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BRUTAL Adventure Module
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DIFFICULTY = EASY
UNKNOWN RATINGS = 2 TO 7
ROLL (1D + 1P)



TIP

A SAMPLE ADVENTURE

This is a sample adventure, and the storyline is extremely simple and linear. There are very few decisions left up to the players. Try to think of this as a series of examples.

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.

ATTEMPTING ACTIONS

BRUTAL uses opposing dice rolls to determine if the actions your characters attempt are successful or not. Ties always go to the Defender who is trying to resist the action.

The Goblin Hunt

The Goblin Hunt places the characters into a difficult situation, where wave after wave of goblins come looking for them, while they are lost in the woods.

THE STORY SO FAR



TIP

DESCRIPTIONS

All Shaded text should be read out loud to the players. As the GM you should enliven the module with as much of your own creativity as you wish. Use voices, theme music, etc. This is a role-playing game after all.

Storm city and River city depend on trade for their mutual survival. Wagons bringing supplies back and forth are a common sight on the road between these two cities. They are 60 miles apart, and the characters are walking on foot, so this will be a 3 to 4 day journey.

Your characters have been hired by a local trade merchant to protect him and his cargo; a single wagon hauling a half dozen crates. Yes, this is a simple task, beneath a dashing hero such as yourself. But you were headed that way anyways and could use the company.

All of you must split up and share the payment; 20 gold coins now, with the promise of another 20 gold once his cargo is delivered safely.

The first two days are uneventful, but the horse pulling the wagon suddenly starts having trouble with its front-left leg and is now limping.

The merchant calls you all together for a meeting. He asks many questions, as if he is trying to decide if he can really trust you. But in the end, he really has no choice.

"Okay guys, dis is yur lucky day, ..Yes? Old Fester here is going to show you a BIG secret. I'm knowing of a very secret magic shop. If we get there quickly, we can exchange horses and be back on our way before night fall."

Fester points out that the road is traveling along the edge of the "Goblin Wilds", a thick, dark, spooky forest. And he just happens to know the way.

**TIP****GM ONLY**

The “GM Only” sections (like this) are meant to keep you (the GM) aware of what’s really going on. Do not share this information with the players.

GM ONLY

The (well trained) horse is not really hurt at all, and the characters are being tricked. Like lambs being lead to the slaughter, the characters must be lead deep into the forest, in order to be the focus of tonight’s entertainment. For tonight is the lunar festival of the Goblin Hunt.

Bluff Check: 9d vs IN

All who successfully resist Fester’s bluff, realize he is trying to lead them into a trap.

**TIP****ATTEMPTING ACTIONS**

Old fester is of course fibbing. But he might not get away with it. To see if he succeeds, he must attempt the “Bluff” action.

RESISTING ACTIONS

You (the GM) should now roll the 9d bluff attempt, while asking everyone else to roll their Intellect (IN) rating to resist it. The highest roll wins. Ties always go to the defender (trying to resist an action).

MOVING ON

Fester is quite good at lying and cheating, and it’s not likely that he failed his bluff attempt. For the sake of this sample adventure, let’s just assume that he got away with it.

ROLE PLAYING

Sometimes “Players” know something their “Characters” don’t. It’s all part of the role-playing experience. A player must as themselves, “Knowing ONLY what my character knows, what would my character do?”

**TIP****UNKNOWN RATINGS**

You may occasionally come across a missing or unknown rating. For example, “Just how hard is it to find this secret door?” If a rating is not known, the GM may determine a random rating based on the adventure’s difficulty level.

The difficulty rating should be defined at the very beginning of every adventure module. For example, at the beginning of this adventure you will see that this is an “Easy” adventure and unknown ratings = 2 to 7 found by rolling (1d + 1p).

**TIP****EXPECT THE UNEXPECTED**

Encourage your players to ask questions and become part of the story’s narrative. They can (and often do) forget important information, miss important clues, head off in the wrong direction, ask the wrong person, ask the wrong question, etc.

The players should have as much (if not more) control as to how the story unfolds. You (the GM) should allow them the freedom to explore your world.

And just as no adventure book can anticipate every possible player, neither can the Rules book. For example, a clever player may attempt to examine the horse’s leg. The Rules book defines a lot of actions: hide, sneak, move, attack, etc., but nothing about a horse’s leg.

As the GM you must now decide what ability rating they will use. For example, if you decide that rolling their nature (NT) rating makes sense, then they must “roll their nature”. So, with a nature rating of NT=3, they will roll 3 dice, with a nature rating of NT=4, they will roll 4 dice, and so on.

As the GM you must also decide how difficult it will be to succeed, by choosing how many dice they will be rolling against. You essentially just defined your own “Action”:

Examine Horse’s Leg Check: NT vs. 7d

MOVING ON

For the sake of this sample adventure, let’s just assume that no one could successfully determine if the horse’s leg was really hurt or not.



Fester stops and looks at the characters one last time. "Now remember. Dis is a secret place I'm about to show you guys. Let's all agree to keep it that way." And with that Fester climbs back on the wagon and turns it off the road and into the forest as the characters take their positions walking (and protecting) the wagon.

"Be alert!" Fester whispers, and with that hidden path is revealed. The trees seem to move and open the road before him, then move back to cover the road behind him. Within minutes everyone is lost but the driver.

The horse continues to pull the wagon as limp its way deeper and deeper into the forest. The hidden road has been anything but straight. Eventually, after an hour or so, the forest opens up to a large clearing. The road where you entered is now gone, but it continues onward the clearing quite visibly. Off to the right is an old yet sturdy stone building. "Thar she bee, the magic shop, just as old Fester promised."

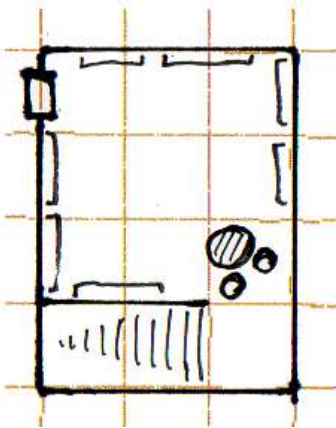


TIP

AREA NUMBERS (SUCH AS #1)

Most adventure modules include a map or two, typically found at the end of the booklet.

#1 OLD LADY'S MAGIC SHOP



TIP

MAPS

Most maps (if not defined) use 5 feet tile. So the map above shows a 20 x 15 foot building.

As Fester begins to unhitch the horse, he notices you interest in the small brick building. Looking about he says, "I tink I bee safe here. Go ahead and takes a look. But be quick about it."



TIP

SPOT CHECKS

The "Spot" action is a well-defined action within the game rules book. Everyone rolls their intellect rating (IN) one time to attempt to look around and see what there is to be seen.

Meanwhile the GM rolls numerous times, presumably for each thing that might be seen. The GM then shares what was successfully spotted, and keeps everything that was not spotted a secret.

KEEP THE PLAYERS GUESSING

Even if there is nothing to see, the GM should roll a few times anyway just to keep the players guessing.

SPOT CHECK

IN vs. 5d

The building has a broken wooden door, barely hanging by its hinges, and the windows are too small to climb through.

IN vs. 9d

There is no stable, and no replacement horse.



TIP

CRAFTY PLAYERS

So what do you (the GM) do when a player fails the second spot check (above) but thinks to ask about the replacement horse, all on their own?

I recommend you say something like this, "Good job, that's a great question, but unfortunately your character is not as smart as you are. So I am awarding you a bonus "Experience Point" (XP) but asking you to forget the question."

THE MAGIC SHOP

The magic shop is a sturdy brick building with no markings and no signs outside. Within its walls are many shelves filled with strange and bizarre items. Many glass jars, clay pots, wooden boxes, and such hold bird bones, frog legs, etc.

You enter from a door on the corner of the building. In the far corner sits an old lady at a table, quietly sipping a nice hot cup of tea on the table in front of her.

GM ONLY

Wait as long as you can, until most (if not all) of the characters have entered the shop, then ...

Suddenly, from outside, the characters hear Fester yell “Good night suckers”. And with that, he rapidly rides away into the forest, leaving his wagon behind.

Meanwhile, the old lady exits quickly down the staircase that leads to the cellar below the shop.

GM ONLY

If any of the characters, stayed outside to protect the wagon or keep an eye on Fester, they will see him leaping onto the back of the horse and galloping away, but there is nothing they may do to stop it.

Fester disappears into the woods (that move to close behind him) so quickly, that none of you have a chance to stop him.

GM Only

Fester must get away, but the characters will meet up with him later on in the adventure.

The old lady must also get away, because she is a “Destiny Character”.



TIP

DESTINY CHARACTERS

Some destiny characters are good, and others are evil. But all of them reappear in other adventures. So they must always be allowed to escape.

You (the GM) should not necessarily tell the players any of this. Roll some dice and tell the players that they escaped.

Fester has taken his horse and rode off leaving you stranded in the woods, but why? There is no way to follow him and night will be here all too soon.

SPOT CHECKS

IN vs. 3d

There seems to be signs of an old road. Maybe you should follow it?

IN vs. 4d

The old lady is spotted flying away on a broom stick.

THE WAGON

The wagon is useless. It turns out all Fester was actually caring were broken boxes, empty barrels and old rags. A lantern in working condition hangs from a pole mounted on the wagon, next to the driver’s seat.

THE FOREST

The trees seem to move to block your way and surround you. They bend down and lean in as their branches reach to grab you. Dozens of dark figures watch you with their yellow glowing eyes. Snakes slither, and insects begin to swarm. Feint whispers can be heard in all directions, mixed with the sounds of small children singing and laughing. Eventually, you push your way into a clearing only to find yourself back at the magic shop.

SPOT CHECK:

IN vs Hidden (9d)

A secret tunnel leads underground, to the cellar of the magic shop.

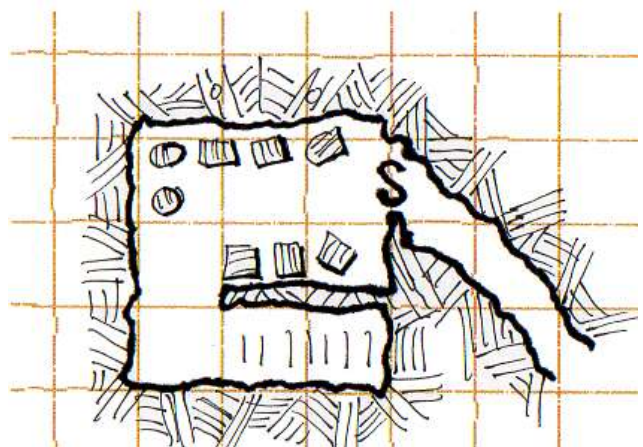
THE SHOP

The shop is a sturdy brick building. The windows are too small to climb through and the front door is old, broken, and barely hanging by its hinges.

SEARCH THE SHOP

Searching the shop reveals it is not really a shop at all. Upon closer inspection, and all the things on the shelves are worthless jars of dirt, cans of dead butterflies, twigs tied together, neat looking stones, sea shells, dead rodents, etc.

#1 Cellar



There is a staircase leading down to a cold, dark cellar. There are a few crates, a couple of barrels, and one locked chest. The crates and barrels all prove worthless, but the locked chest looks inviting.

SPOT CHECK

IN vs. 5d

The secret door, leading to a tunnel to the edge of the forest.

THE CHEST

Pick Lock: CN vs. Lock (8d)

Requires a lock pick set.

Bash to Bits: HP = 25

Requires a hammer or axe

Causes 1 Hit Point (HP) of damage per Strength (ST) each round.

INSIDE THE CHEST

Within the chest, you find a small bag holding 25 silver and 12 gold coins. You also find scroll welcoming you to “The Goblin Hunt”.

THE GOBLIN HUNT SCROLL

“Welcome weary traveler to the Goblin Hunt. During tonight’s hunt, you will be attacked three times. Each attack will be larger and more deadly than the previous. Of course we could easily unleash our entire goblin army upon you and be done with it, but where would be the glory in that. This lunar festival is all about initiating our young into their adult lives as goblin warriors. There is no shame in your deaths. No one ever survives our hunt. How could your soft flesh and simple minds compete against our superior might?” Signed by the Goblin King.

THE CHOKING CLOUD SPELL

Choking Cloud

Rating: 4d

Range: 9 Inches

Duration: 10 rounds

Resist: Willpower

Produces an green cloud that expands 3 inches ear round for 10 rounds. Each round, everyone who remains in the cloud must resist with Willpower, or suffer -1 HP.

AUTOCAST SPELLS

The scroll has two hidden spell glyphs: Choking Cloud” and “Autocast” and the autocast spell is set to automatically cast the choking cloud spell each time it is activated.



TIP

AUTOCAST ACTIVATIONS

There are an infinite number of gestures and/or command words to activate an autocast. Each autocast activation is defined by the wizard who originally placed the autocast spell glyph on the item.

(See “Making Magic Items”)

For example:

- (1) When someone puts the ring on
 - (2) When someone rubs the lamp
 - (3) Every time someone walks through the doorway
 - (4) When someone says “open-says-a-me”
 - (5) Once every full moon at midnight
- Etc.

For this sscroll, the choking cloud spell is automatically (and instantly) casts each time “The Goblin King” is said out loud.

NOTE: An autocast may only be used 3/day.

More than likely, the first time they read the scroll will be where they found it, in the cellar of the old lady’s magic shop. They will likely be choked out of the building, and onto the battlefield with the goblins waiting for them outside.



TIP

KEEP THE SCROLL?

Smart players will keep the scroll and try to make good use of it later.

THE HUNT BEGINS

Off in the distance, a horn blows three times, followed by the beating of many drums.

As darkness falls, you could almost swear you hear the singing and laughing of little children coming from all around you.

Unseen wolves can be heard panting as they circle around you while keeping their distance for now. Occasionally they stop just long enough to howl at the moonlight.

GM ONLY

Just for the "sport" of it, the goblin king only sends what he thinks is fare. The first wave will consist of 1 goblin per character plus 2 wolves.

TRAINED WOLVES

The wolves are all trained to never enter caves, buildings, etc. Instead, they circle about and howl. Their primary duty is to chase down and kill anyone who attempts to run away from a battle, including the goblins.

THE CHARM BEAST ACTION

Trained wolves are already "charmed". So "Charm Beast" has no effect on them.



TIP

MONSTER STATS

All monster stats are found in the "Monster" book. However, since this is a sample adventure, the monsters have been copied from the Monster book, and placed in the back of this adventure book.



TIP

THE BATTLEFIELD

Before combat can begin, the battlefield needs to be defined by you (the GM). Borders, exits and landmarks are typically located first. Miniatures representing the characters and monsters are then placed where the GM feels they make the most sense.

A Battlefield may be as simple as a small square room, or as complicated as a massive valley with trees and a river.

You may use a blank table top and rulers to measure inches, or a large battle grid with preprinted square tiles or hexes, and count 1 inch per tile like game pieces on a chess board.

Your character's "Movement" (MV) defines how far they may travel. For example, a MV=2" translates into "2 inches" when measured by a ruler, or "2 tiles" when playing on a pre-printed battle grid.

GM ONLY

Out battlefield for this battle is a large clearing in the wood with a small stone shop off to one side.

The 2 wolves are not shown, because they circling the clearing, moving easily through the forest.

Place the goblins, one per character in a semicircle arc, about 8 inches from the door of the stone building.

Place the characters wherever makes sense. Presumably, they come rushing out of the stone building single file (one at a time) as they try to escape the choking cloud spell.

Allow the players decide in what order they come out of the building.



TIP

BASIC COMBAT RULES "NICE AND SLOW"

In the BRUTAL game, the battles have been designed to feel "rushed". Mistakes should happen from time to time. That's okay. Don't look back. Just keep pushing forward.

However, since this is a sample adventure, you (the GM) should take things nice and slow. Make sure everyone understands what happened and why, before moving on. Then, as soon as everyone is ready, you should start to quicken the pace: (1) Less time to prepare for a new round, and faster countdowns.

**TIP****NEW ROUND**

You (the GM) call out, “New Round”.

FREE MOVE

Everyone (including the monsters) gets a free move of 2 inches, or 2 tiles on a battle map.

Most GM’s will move the monsters right away, then allow the characters to react. Some GM’s insist on moving the monsters last. It’s really up to you.

Often, a player will try to wait and see where everyone else moves, before moving their character. If this happens, be sure to remind them that once you start counting down initiatives, all free moves not taken, are lost.

Also, all moves are final. Once a move is made, it cannot be changed.

**TIP****INITIATIVES**

Everyone rolls 1d and adds their initiative bonus (usually +3p) to find a number between 4 and 9 (1d + 3p).

You (the GM) are responsible for rolling the initiatives for all the monsters. To save time, most GM’s will roll a single initiative and use it for all the monsters. It is totally up to you.

The higher you roll, the sooner you may start moving and attacking. However, regardless of how low your initiative is, you may always defend yourself

As this is the first battle the players have likely been in, we don’t want to kill them before they at least have a chance to move and attack once.

So don’t roll the goblin’s initiative. Instead just assign a value of 1, and force them to go last, at the end of the round.

Some GM’s will write down everyone’s initiative, then inform players when it is their character’s turn.

Some GM’s simply rely on the players to pay attention to the game, and signal the GM when it’s their turn.

Some GM’s use 12-sided dice, placed next to the miniatures, that display their initiative.

**TIP****THE COUNTDOWN**

Each round is seen as 12 seconds of time to the characters. (5 rounds) x (12 seconds) = (1 minute).

You (the GM) begin by calling out, “12”, “11”, “10”, “9”, “8”, and so on.

During the countdown phase, all characters and monsters must wait until their initiative is called. Then, once their initiative is called out, they are said to be “In Play” and may now move and attack the monsters.

Do not allow a player to stop a battle to go back and do something they forgot to do earlier. They had their chance and they missed it.

Do not allow a player who is not ready to fight, stop a battle and contemplate their next move. If the player stands dazed and confused, then so does their character.

Do not allow one player to ruin it for everyone else. If one of your players struggles with the fast and furious battles of BRUTAL, you might offer to help them practice outside of normal game time.

THE GOBLINS

Don’t forget to have the goblins move and attack, at the end of the round.

Move = 2 inches
Attack = roll 7 dice
Defend = roll 6 dice

**TIP****ATTACK, DEFEND, DAMAGE**

Characters using range weapons (such as a bow) should use their Movement (MV) to keep their distance.

Character using melee weapons (such as a sword) should use their Movement (MV) to move into an adjacent map tile in order to attack.

To attack, the players roll their character’s attack dice. To defend, you (the GM) roll the goblin’s defense dice.

If the attack roll is higher than damage is found as the difference between the attack roll and the defense roll. Ties go to the defender.

**TIP****ATTACK EXAMPLE**

A character attacks with 7d and rolls = 27
 A goblin defends with 6d and rolls = 21
 The attacker rolled higher, so the attack was successful
 The damage is the difference (subtract) = 27 – 21 = 6 damage

A goblin begins with 7 HP
 7- 6 damage = 1 HP remaining
 When HP = 0 or less, the defender dies!

GM ONLY

If things go as planned, then the characters should quickly dispatch with the goblins with few or no casualties of their own.

If at the end of the round, 1 or more goblins still live, you (the GM) call out, “New Round and the battle continues, round after round until all the monsters, or all the characters are dead.

**TIP****BINDING WOUNDS**

The “Bind Wounds” instantly heals (restores) 2 to 7 (1d+1p) of your lost Hit Points.

Bind Wounds may never be used to raise a character’s current Hit Points above their maximum Hit Points.

Bind wounds does not work on characters and creatures who naturally regenerate, such as Half-Trolls.

Bind Wounds may only be used 1/day. It can be used during a battle but it requires the whole round, so you cannot move and attack during that round.

**TIP****EXPIERENCE POINTS (XP)**

After a battle, Experience Points (XP) are awarded immediately.

GM ONLY

Each goblin has an XP value of 3. We add up the total XP then divide it up among all the surviving characters, rounding up.

So all surviving characters should probably be receiving something like 3 or 4 XP.

**TIP****BUYING UPGRADES**

Ability ratings CAN be improved by surviving battles and completing adventures to earn “Experience Points” (XP).
 = CB, CN, CR, IN, MG, NT, ST, WP

Attribute ratings CANNOT be improved.
 = DV, MV, SP, SZ, LF, HP

Characters earn and save up XP until they have enough XP to afford an ability rating upgrade.

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.

GM ONLY

There is no need to wait. It is typically a good idea to improve your ability ratings as quickly as possible.

**TIP****BUYING UPGRADES**

CN = Avoid traps, climb, sneak, hide, pick locks
 IN = Spot, identify, know things
 MG = Understand and use magic items
 WP = Resist magic, courage, stamina

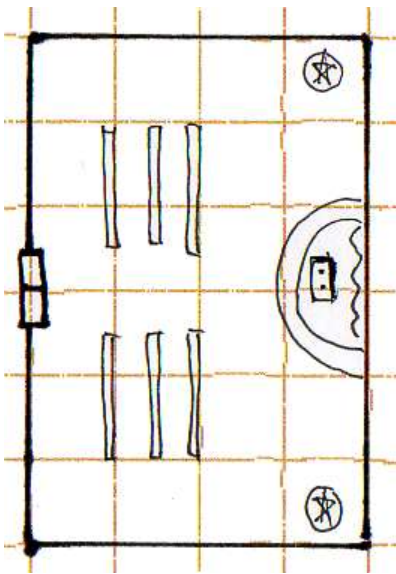
THE FIRST GOBLIN ATTACK IS OVER

After the battle ends, a distant horn blows a single time, and the howling wolves leave the area.

The forest seems to treat you with new found respect, and moves away to reveal the old road, going forward, but not backward.

As you travel down the road you occasionally see a pair of red glowing eyes watching you. Every now and then a wolf howls. And the forest seems to echo with the far off sound of children laughing,

#2 LOST TEMPLE



THE LOST TEMPLE

The old road leads you on a 30 minute hike to the remains of a lost temple or shrine. The road ends here.

The temple is made of brick walls, with a wooden roof, sagging slightly in the middle, some 30 feet above.

The front and back walls are 30 feet long. Centered on the front wall is a large door, with a large window on either side. Centered on the back wall is a stone altar on top of a small dais. The two side walls are 20 feet long with two windows.

The windows once held lovely stained glass, but are now wide open. There are a total of 8 windows and 1 door.

Inside the temple are 6 sturdy wooden pews (benches) facing the altar. All 6 are still in good condition.

In the back two corner are life-sized stone statues of holy men, posed as if casting spells.

GM ONLY

A smart party might use the 6 pews and 2 statues to block the 8 windows. This would make it far easier to fight off the next wave of goblins, by funneling them all through the front door.

SPOT CHECKS:

1d = You spot a distant light in the woods.

(See area #3)

2d = The front door is broken and cannot be closed or locked.

3d = Behind the alter, piled on the floor, is the fallen remains of a once beautiful tapestry. The tapestry falls apart when inspected, but reveals a silver holy symbol

4d = Under the right statue is a small cubby in the floor holding a leather bag with 25 gold coins, and 4 gems.

4d = Under the left statue is small cubby in the floor holding 3 potions

GM ONLY

The 3 potions are "Heal Light Wounds". Each potion restores 2 to 7 (1d + 1p) of lost hit points (HP). However, the players should be encouraged to identify the potions first, before using them.



TIP

MAGIC POTIONS

Once a potion is used (drank), it is gone forever. Drinking only a portion of a potion does nothing, so a single potion may not be shared between two or more characters.

Drinking a magic potion is just like having a spell cast. A healing potion will autocast one of the 3 healing spells. A potion of invisibility, will autocast the invisibility spell.

Character's may blindly drink a potion, and see what happens, but it is usually a better idea to try and identify it first.

Identify Potion

(Action)

Attempt with MG vs. 6d

The "Identify Potion" action attempts to determine what spell will be cast, when a potion is drunk.

ATTACKED ON THE ROAD

The characters should hold up here and wait for the next goblin attack. Before they head out toward the distant light. Otherwise, they will be attacked on the open road.

SECOND ATTACK

Off in the distance, a horn blows three times, followed by the beating of many drums. Once again, the forest is filled with sounds like the singing and laughter of little children. Unseen wolves can also be heard panting as they circle around you while keeping their distance for now. Occasionally they stop just long enough to howl at the moonlight.



TIP

ADVANCED COMBAT RULES

Before you move and attack, you may try to accomplish one free action, but NOT a move or attack.

For example;

- Look around, by attempting the spot action
- Swap weapons
- Pick up something
- Hide
- Tip over a table
- Take cover
- Drink a potion
- etc.

TWO MOVES EVERY ROUND

So, if we include the free 2" move during the "New Round" phase and the move during the "Move and Attack" phase, we see that everyone gets 2 moves every round.

TWO ACTIONS EVERY ROUND

And if we include the new additional free action, and the attack action, we see that everyone gets 2 actions every round.

Along the left margin of the character sheet is a list of the most common free actions.

NO ATTACK?

And before you ask, ..Yes. You do not have to attack. Perhaps no one is in range. In such cases, you may attempt two free actions.



TIP

FOR THIS BATTLE

For now, let's limit the new players to just 2 free actions.

BATTLE CRY

Yell out a ferocious scream before you move and attack. This gives you 1 bonus dice to your melee weapon attack roll.

AIM

Concentrate before you move and attack. This gives you 1 bonus dice to your range weapon attack roll.

COUNTDOWN INITIATIVE

If your initiative roll = 7, then you would normally move and attack when the GM calls out your number, 7. But if you use a free action on 7, then your move and attack must wait until 6 is called.

GM ONLY

The second attack has 2 goblins for each character in the group.



TIP

THE BATTLEFIELD

Before combat can begin, the battlefield needs to be defined by you (the GM). Borders, exits and landmarks are typically located first. Miniatures representing the characters and monsters are then placed where the GM feels they make the most sense.

GM ONLY

In this case, the battlefield hopefully the lost temple map. No one should be outside. But as the GM, you might have to think on your feet.

In one game session, the group had a lot of archers, and they decided to climb up to the roof of the temple and shoot at the goblins like snipers. This meant a bigger battlefield, with the lost temple situated in the middle of an open area, and the results were very successful. Their strategy worked so well, that it was difficult to convince them to leave the temple's rooftop, and investigate the distant light.

**TIP****NEW ROUND**

You (the GM) call out, “New Round”.

FREE MOVE

Everyone (including the monsters) gets a free move of 2 inches, or 2 tiles on a battle map.

INITIATIVES

Everyone rolls 1d and adds their initiative bonus (usually +3p) to find a number between 4 and 9 (1d + 3p).

THE COUNTDOWN

You (the GM) begin by calling out, “12”, “11”, “10”, “9”, “8”, and so on.

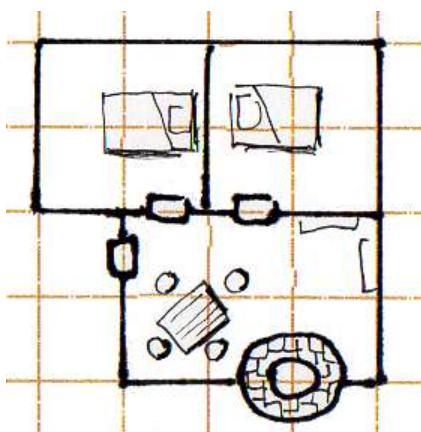
During the countdown phase, all characters and monsters must wait until their initiative is called. Then, once their initiative is called out, they are said to be “In Play” and may now move and attack the monsters.

HEAD TOWARDS THE LIGHT

Going towards the light, the characters eventually find a small wooden cabin. There are no windows, but there is a wooden porch with a lit lantern and a large sturdy looking door.

It takes just over one hour to walk from the shop to the kid’s cabin.

Within the cabin are two kids, left home alone. They sympathies with the characters, but no better than to get involved.

#3 KID’S CABIN**GM ONLY**

The two children are young unicorns, making use of their human form.

KNOCKING ON THE DOOR

Two young kids slide open a tiny peep hole and greet you. “You should not be roaming the forest at night” they tell you. “You should find a place to hide.”

If the characters ask to come inside.

“Oh we cannot do that. If we help you out in any way, we’ll become part of the goblin hunt.”

If the characters ask what is the goblin hunt.

The goblin hunt is a “coming of age” festival. The goblin king sends out a new goblin hunting party every hour. Each hunting party is bigger than the last.

If the characters tell the kids that they are being hunted.

“Oh dear. You should definitely hide quickly.” The two kids then whisper with each other briefly then say, “Well goblins are afraid of trolls, so if you’re being hunted by goblins then maybe your best bet is to hide in a troll’s cave. Trolls hunt during the night so the cave should be empty. Hide in the cave. When the troll returns, stay hidden. Then, when the sun rises, the goblins will give up their hunt. That’s it. All you need to do is sneak out of the troll’s cave.”

If the characters ask where they can find a troll cave.

The kids draw a map and pass it through the peep hole.

FORCING YOUR WAY INTO THE KID’S CABIN

The only way in seems to be the front door. It has no lock to be picked, so it is likely locked using a cross beam on the inside.

Sturdy door:
ST15, LF15, HP75

Oh now you’ve done it! We’re now part of the hunt. This is your fault. You’ve got to protect us.

SEARCHING THE KID’S CABIN

Searching the kids cabin will find nothing to help fight the goblins. Just the typical things of value like firewood, blankets, a lantern, some oil, clothes, etc.

LOOKING FOR THE TROLL'S CAVE

As it turns out, the troll cave is easy to find.

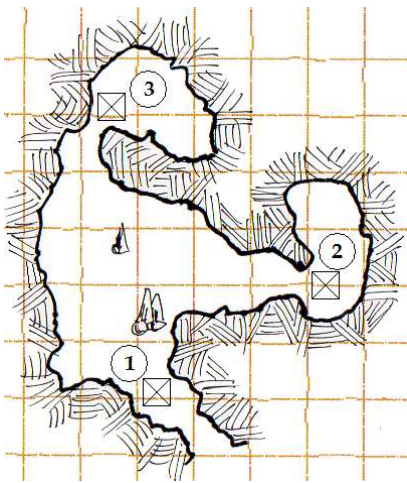
GM ONLY

The following "Nature Check" is similar to the "Spot Checks" we've used before. Only this time, all the characters roll their Nature "NT" rating. Against the GM who rolls the number of dice shown. Every character who rolls higher than the GM, knows something.

NATURE CHECK:

2d = Troll caves are protected by traps, so we should be very careful.

#4 TROLL CAVE



Traps

Hidden = variable

Find Traps

(Action)

See "Spot"

Remove Trap

(Action)

Attempt with CN vs. Trap

Before you may remove a trap, you must first "Spot" it. Failure to remove the trap, results in the trap immediately being set off, and must now be avoided!

GM ONLY

There are 3 scenarios:

1. Found and removed

The characters are safe. The hidden trap is no longer a threat.

2. Found, but failed to remove

While trying to remove a trap, the trap is accidentally set off. The character attempting to remove the trap must not try to avoid it.

3. Not found

A random character near the trap, unintentionally sets off the trap. Have all characters near the trap roll their Corruption "CR" rating. Whoever rolls the highest, has the unlucky misfortune of being the individual who must now attempt to avoid it.

Avoid Trap

Resist with CN vs. Trap

You failed to Spot the trap, or you failed to remove it, and now the trap has sprung! Your only hope now is that your reflexes help you avoid the trap. Success means the trap was avoided entirely.

- You may NOT try to avoid an attack roll trap

GM ONLY

TRAP #1

Roll your defense vs a 9d attack

A large rock is held in place using a sturdy tree branch, but this branch has been placed on an off balanced stone. If the stone is stepped on then the branch falls, and the large rock crushes the unlucky victim.

TRAP #2

Roll your defense vs a 9d attack

A straight branch with many sharp sticks tied to it, has been pulled back, then held in place with a small iron spike tied to a string that is stretched across the archway. The string is hidden by spider webs.

TRAP #3

Roll your defense vs a 9d attack

A crossbow has been loaded, then buried in the dirt and rocks, pointing straight upward. It will shoot a crossbow bolt if anyone happens to walk over it.

ENTRANCE

The entrance to the troll cave is dark, quiet and imposing. It is a natural cave filled with awful stench.

SPOT CHECK:

4d = Trap #1

MAIN CAVE

The troll cave is round, roughly 20 feet across. It is a dry cave with two narrow exits out the back leading to deeper, darker caves. The cave is littered with old rags, blood stains, chewed up bones, and worthless broken equipment.

In the center of this cave is a fire pit.

SPOT CHECK:

5d = Beneath the fire pit is a steel shield. Hidden under this shield is a large sack with 30 gold, 18 silver

SIDE CAVE

This small cave is filled with trash and refuse.

SPOT CHECK:

4d = Trap #2

BACK CAVE

This small cave is filled with piled rags and appears to be where the troll sleeps.

SPOT CHECK:

4d = Trap #3

THE TROLL RETURNS

With a thump, thump, thump, the heavy footed troll returns. The troll is chewing on the back leg of a horse and is dragging the crushed, broken, dead body of Fester, the merchant who abandoned you earlier.

GM PAUSE

2 or 3 seconds

The troll tosses Fester's dead body to the ground, spilling a few coins from Fester's belt pouch. The troll then proceeds to light a fire.

Will you

1. Fight the troll (brave heroic thing to do)
2. Hide for now, and try to sneak out later (the wise choice)
3. Run away, (the troll can't kill all of us, right?)

FIGHT

If they choose to fight, they get a chance to examine Fester's dead body for loot.

+1 ring of defense

A belt pouch with 45 gold, 32 silver

HIDE & SNEAK



TIP

Hide and Sneak

Before you may "Sneak", you must already be hidden. In order to minimize their exposure, most players prefer to "Hide" immediately after they sneak. So the pattern goes like this:

Round 1 = Hide

Round 2 = Sneak, then Hide

Round 3 = Sneak, then Hide

Round 4 = Sneak, then Hide

And so on.

Hide

(Action)

No roll needed.

If You Don't Look For It – You Will Never Find It

The "Hide" action may be attempted by any character who stops moving and gets behind, inside, or under something – or simply nestles down into a shadow. The character attempting the Hide action is instantly hidden. It is then up to the others to attempt the "Spot" action to find them.

(See "Spot")

Sneak

(Move)

Attempt with CN vs. IN (all within 12 inches)

The "Sneak" action is usually followed by a hide action (to sneak from one hiding place to another.

(See "Hide")

The "Sneak" action is sometimes followed by an attack action (See "Sneak Attack").

The troll does not expect anyone to be hiding in his cave, so he is not looking. (No "Spot" action)

The only time the characters are at risk, are when they sneak. If a character fails a sneak attempt, they should immediately declare "Running Away".

RUN AWAY

Run Away

Exactly what it sounds like !!!

When you declare, "Run Away!" you automatically get to move first (Initiative = 12) every round, beginning at the start of the NEXT countdown phase.

SPRINT

When the GM calls out "12", all characters and monsters who are running away must attempt the "Sprint" action toward the nearest relatively safe exit. If the sprint fails then their turn ends and there is a 1 in 6 chance that they Trip and Fall.

(See "Sprint")

(See "Trip and Fall")

DROPPED ITEMS

A trip and fall, may result in a dropped item. You may never try to pick up dropped items while you are running away.

Sprint (Action) as a (Move) Attempt with CN vs. Terrain x2

The "Sprint" action is an attempt to give up your first action in exchange for an additional 2 inches of move.

If you fail your Sprint action, then your turn ends, you lose all remaining moves and actions not yet used and there is a 1 in 6 chance that you Trip and Fall.

(See "Trip and Fall")

- Sprint when climbing = additional 1 inch only
- Sprint when swimming = additional 1 inch only

Trip and Fall

A "Trip and Fall" typically occurs when a character fails an attempt to Sprint. However other things may also cause your character to Trip and Fall.

When a character Trips and Falls they land awkwardly on their stomachs or backs. They must then use 2 actions to return to their feet.

When a character Trips and Falls, there is a 1 in 6 chance that they also drop something in their hands like their weapon, shield, or anything else they might be holding. It requires 1 action to pick up each item that was dropped, but only if no one else has picked it up first.

If a character chooses to, they may pick up dropped items first, before returning to their feet.

If everyone tries to run away all at once, have all characters running past the troll roll their Corruption "CR" rating. The highest two rolls, have the unlucky misfortune of being attacked by the troll.

The troll will avoid sun light, and will not follow those who leave the cave.

LEAVING THE FOREST

GM ONLY

If the two kids are with the characters, then they leave and return home.

The character's make it out of the forest and back to the road, where they can catch a wagon train on its way back to Storm city.

OPTIONAL ENDINGS

Here are two optional segues

BLOODSTORM CITY SEWERS

While trying to find your way out of the forest, the characters stumble upon a strange stone structure (like a tiny pyramid) maybe 12 feet square at the base, and 18 feet high at the center. There is an opening on one side with stairs leading down into a damp, smelly corridor.

THE HAUNTED BOG

The character's make it out of the forest and back to the road, where they notice a young woman being marched by two men. The first man (walking in front of her) is tugging at ropes tied around her neck. The second man (walking behind her) is pulling back at ropes tied around her wrists (tied behind her back). They keep the ropes taut so she stays between them both as they march her off the road and into the swamp. The two men act as if they cannot see you, but she looks up and stairs directly at you. Suddenly, her head detaches from her body, grows 10 times the size, and flies toward you. As her head approaches, she says, "I have been forsaken." Then all three of them disappear. Was this a vision? What did it mean?

Goblin

Say: (GOB-lin)



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	2	2	7	3

7 Hit Points	Quantity 2 to 7 (1d+1p)
2" Move	Treasure Types A, C (each)
6 Defense	Keywords Goblin, Evil
7 Small Sword	Natural Defense & Attacks Skin (Torso) = 0d Fist (Hand) = 0d

Goblins appear as small ugly men with a large diversity of facial features. They live in villages or clans, but can also join up with bandits, evil cults, etc.

STANDARD EQUIPMENT

(D) Half Chain Armor (Torso) = +2d

(D) Wooden Shield (Hand) = +1d

(A) Small Sword (Hand) = +2d

TROLL

Say: (TROL)



CB	CN	CR	IN	MG	NT	ST	WP
8	2	3	2	1	4	10	4

DV	MV	SP	SZ	LF	HP	XP
0"	2	2/4	6	12	42	19

42 Hit Points	Quantity 1 or 2
2" Move	Treasure Types A, C, K (each)
9 Defense	Keywords Goblin, Evil
12, 12 Massive Club x2	Natural Defense & Attacks Skin (Torso) = 6d Claws (Hand) = 6d

Trolls are the ugly, dim witted, grotesque cousins of the ogres. Ogres occasionally give birth to trolls. No one really knows why. Most troll babies are discarded and left to grow up on their own.

STANDARD EQUIPMENT

Massive 2HD Club (Both Hands) = Size =8d , +4d Attack, Reach = 2"

STONE SKIN

Trolls have skin that resembles stone. When they sleep during the day, many characters think that they are petrified by the sun. Trolls are extremely nocturnal and fall asleep in sun light. If attacked while sleeping, they wake up, but only for 2 to 7 (1d + 1p) rounds.

SPECIAL ABILITIES

+3d Attack with club.

REGENERATE

They regenerate 2 to 7 (1d + 1p) when first hit, then continue to regenerate 2p each round until fully healed again.

UNICORN

Say: (YOO-nee-KORN)



CB	CN	CR	IN	MG	NT	ST	WP
13	10	1	18	18	20	10	18

DV	MV	SP	SZ	LF	HP	XP
12"	5	3/8	4	12	42	32

42 Hit Points	Quantity 1
5" Move	Treasure Types B, D, E, G, J, K (hidden nearby)
11 Defense	Keywords Invulnerable, Quick
13, 13 Claws x2	Natural Defense & Attacks Skin (Torso) = 8d Claws (Hand) = 8d

Unicorns appear as horse like humanoids with a single horn growing out of the center of their forehead. This horn is precious to them.

SPECIAL ABILITIES

- They can speak with all animals at will.
- They can see invisible, secret, hidden, etc. at will.

HORSE FORM

They can shape shift into a horse form with a single forehead horn.

HUMAN FORM

They can shape shift into a human form (with no horn). Every unicorn has their own human form that is unique to them.

INNATE SPELLS

They have the innate ability to cast 2 to 7 (1d + 1p) random spells from "Random Spell Glyphs Table #2" found at the end of the "Rules" book.

WOLF

Say: (WOLF)



CB	CN	CR	IN	MG	NT	ST	WP
13	4	1	1	1	6	6	3

DV	MV	SP	SZ	LF	HP	XP
0"	3	2/6	6	6	21	8

21 Hit Points	Quantity 2 to 7 (1d+1p)
3" Move	Treasure Types None
7 Defense	Keywords Beast
9, 9 Claws	Natural Defense & Attacks Skin = 4d Claws = 4d

Wolves are large furry creatures typically found in forest. They normally live in packs, but hunt alone. If they find prey that is too big to take down on their own, they howl to summon other wolves, then attack together as a pack.

