

BRUTAL

Big Bad Ball Busting Bloody Battles

THIRD EDITION



A Hack-and-Slash Fantasy Horror Game

David J. Stanley

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Big Bad Ball Busting Bloody Battles

Third Edition

"The blood flows quickly and the deaths pile up, and the result is a game that is a blast to play. I can give a game no higher praise." -- Knights of the Dinner Table - Brian's Small Press Picks - No. 59 - September 2001

BRUTAL is a Fantasy Combat Horror Game
By David J. Stanley ©2000-2007

Getting Started	1
Character Races.....	9
Creating a Character.....	39
Basic Actions.....	51
Basic Combat.....	63
Advanced Combat	75
Wargame Combat.....	93
Horror and Gore.....	103
Thief Actions	111
Trap Actions.....	117
Magic Actions	121
Magic Items.....	147
Random Treasure	157

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FANTASY ROLE-PLAYING MEETS HACK-AND-SLASH WARGAME

This game is for serious players only! Hordes of heart-stopping, heavy-hitting, hack-and-slash Action adventure await! This game is not for sissy players who do not want their characters to die. In the BRUTAL game, your characters get killed all the time.

How long can your characters stay alive?

TRADEMARKS

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ZEETVAH

...is a trademark of Larry Elmore.
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LARRY ELMORE

A special thanks goes out to Larry Elmore, who created and authored **Snarf Quest**®. Larry has graciously allowed David J. Stanley to include Larry's Zeetvah character race in David's BRUTAL game.



ILLUSTRATORS

ERIX BARNETT

Horrific images of a Fearful sort.

JAMES BOLINGER

Lots and lots of Catlings.

LARRY ELMORE

The creator of the Zeetvah character race.

ZAC HENDERSON

Vampire Queen.

ANDY HOPP

Many strange and amazing monsters.

JUSTUS VON KARGER

Computer designed weapons and Armor.

DEAN KUHTA

Some dark monsters and fantasy images.

DAVID STANLEY

Some simple drawings here and there.

DAVID WONG

Cover art and the original character races.

FREE PRESS GAME

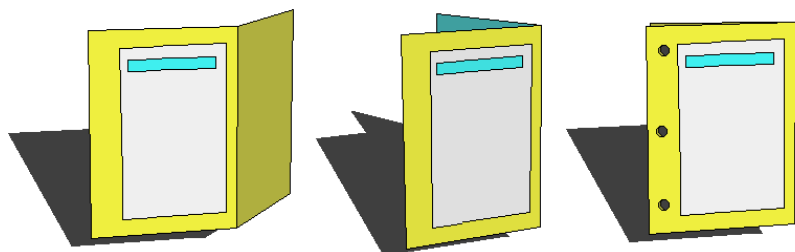
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FOLDING INSTRUCTIONS

It is expected that you will fold each page as shown below, then punch holes and add the pages to a half-sized, 3-ring binder. Another alternative is to fold each page as shown below and have a local copy/print company bind the pages using spiral binding with a clear plastic cover.



WHAT MAKES BRUTAL THE BEST FANTASY Combat GAME EVER?

EASY TO PLAY

Easy to learn so a child can play. Roll some dice against each other and whoever Rolls the highest sum wins.

COMPLEX STRATEGY

Complex enough to challenge the most serious strategy lovers. Shift dice from Attacking to defending between rounds, March Formations across Battlefields, and use interactive role-playing Actions.

FAST AND FURIOUS

Battles move very quickly, as the Game Master counts down Combat seconds at an alarming rate. During a BRUTAL battle, the players continue to move and Attack all at the same time.

UNPREDICTABLE

Opposing dice Rolls are used instead of lookup tables as much as possible. This provides more random results and Avoids wasting time flipping through a book trying to find a table of pre-determined values.

ROLE-PLAYING Or WARGAMING?

BRUTAL is both! Characters can join armies and be used within Wargame battles. Characters can hire troops and use Wargame techniques during role-playing battles.

GETTING STARTED

Chapter #1



"Getting Started" – Introduces the basics of playing BRUTAL, including how to Roll dice.

ROLLING DICE

BRUTAL only uses 6-sided dice. The more dice you get to Roll the better. 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.

Phrases like "+2d" Modifier mean you get to Roll two extra dice.

Phrases like "-1d" Penalty mean you have to Roll one less dice then normal. At no time may any Penalty ever reduce your Roll below one die.

ATTEMPTING ACTIONS

If your character wants to try and force open a locked door then you must Roll some dice.

RESISTING ACTIONS

To try and resist being forced open, the door gets to Roll some dice against your character.

OPPOSING DICE ROLLS

It's fast. It's simple. Everyone involved Rolls some dice and adds them up. Whoever Rolls the highest wins. Ties always go to the Defender who is trying to resist the Action.

The more dice the better.



ABILITIES

In the game of BRUTAL, there are no character classes and no character levels. All we care about are Abilities such as Strength, and Ratings such as 6 dice. Together these form an Ability Rating - Strength = 6d.

ABILITY RATINGS

Ability Ratings are used to determine how many dice to Roll. If your character has a Strength = 6d, then they may Roll 6 dice when Attempting to Force Open a door.

Various shorthand methods may be used to record an Ability Rating. Some equivalent examples are:
Strength = 6d, Strength=6, ST=6, and ST6.

All characters share the same set of Abilities but not necessarily the same Ratings. However all characters have at least a Rating = 1d or higher for each Ability.

When creating your role-playing character, take a moment to examine the initial Ability Ratings of the different character races available. Not all character races begin with the same pre-defined Ability Ratings. Some character races start off smarter, faster, or stronger than the other character races.

The higher the “Ability Rating” the better.



CB COMBAT

How well your character Attacks others, Intimidates others, and Defends themselves.

CN COORDINATION

How well your character Overcomes Obstacles, Sprints on Battlefields, Avoids Traps, Opens Locks, and reacts quickly.

CR CORRUPTION

How well your character Trips others, Nudges others, Lies to others, Taunts others, and Picks Pockets.

IN INTELLECT

How well your character Spots hidden Traps, hidden creatures, hidden treasure, Secret Doors and hidden Spell Glyphs.

MG MAGIC

How well your character Identifies Spell Glyphs, Cast Spells, and resists most Magic Spells.

NT NATURE

How well your character Detects Poison, Neutralizes Poison, Resists Pick Pockets, and Resists Surprise.

ST STRENGTH

How big a weapon your character may wield, and how much Impact it delivers.

WP WILLPOWER

How well your character Resists Fear, Resists Gore, Resists Horror, and Resists Mind Controlling Magic Spells.

ATTRIBUTES

Attribute Ratings are very similar to Ability Ratings, except they are permanent and can never be improved once you have finished creating your new character.

DV *DARK VISION*

How far your character can see in the dark. Dark Vision = 3d allows your character to see three inches on the tabletop.

MV *MOVEMENT*

How fast your character can move. Movement = 2d allows your character to move two inches on the tabletop.

SP *SPRING*

How well your character leaps, jumps, and lands.

SZ *SIZE*

How big a weapon your character may wield, and how much Impact it delivers.

LF *LIFE FORCE*

How many Hit Points your character has, and how well your character Resists Death Magic Spells

HP *HIT POINTS*

How much Damage may be taken before your character dies.



ATTEMPTING ACTIONS

GROUP ACTIONS

Sometimes characters may work together and Attempt an Action by Rolling their Ability Ratings at the same time, adding the results together as a single Roll. As many as three characters may join forces and add their Strength Rolls together when trying to force open a locked door.

WHAT HAPPENS IF I FAIL?

Before your character Attempts an Action, it's a good idea for you to try and understand what will happen to your character if you should Roll poorly. If you character is standing on a balcony for example, and wants to leap out and grab a rope swaying in the breeze, then the you should be aware that if your character fails either the Spring Movement or the Grab And Hold Action, your character will fall off the balcony and suffer Damage From Falling. Players may freely ask the Game Master, at any time, what will happen if their character fails an Action, before they actually Attempt that Action.

CHANGING YOUR MIND

When a player asks about one Action, then chooses to Attempt another Action, they are said to have Changed Their Minds. A character may only Change Their Mind once per round. If they can't decide what to do quickly enough they miss their chance and loose their turn.

EXPERIENCE POINTS

Experience Points (EP) are earned by all of the survivors of a battle or adventure who did not die or Run Away.

When your character earns EP, you may use their EP to improve their Ability Ratings. Once their EP is used, you need to throw it away, but any EP not used may be saved for a later time.

EP may never be used to improve your character's Attribute Ratings: Dark Vision, Movement, Spring, Size, Life Force, or Hit Points.

Each higher Ability Rating cost more EP then the previous. If your character has an Ability Rating =2d and wants to purchase an Ability Rating =3d, your character must spend 3 EP. If your character has an Ability Rating =5d and wants to purchase an Ability Rating =6d, your character must spend 6 EP. Your character may NOT skip Ability Ratings and jump from 3d to 6d without purchasing 4d and 5d first.

It costs 2 EP to advance from =1d to =2d
It costs 3 EP to advance from =2d to =3d
It costs 4 EP to advance from =3d to =4d
It costs 5 EP to advance from =4d to =5d
It costs 6 EP to advance from =5d to =6d
And so on.

RANDOM TARGETS

Whenever there are two or more random targets, they must all Roll their Corruption Ratings, where the character with the highest Corruption Roll is selected as the random target. This includes selecting a random character to suffer a Trap or monster Attack.

Random bad things seem to happen more often to Corrupt characters. This motivates "good" characters to try and keep their Corruption Ratings as low as possible.



CHARACTER RACES

Chapter #2

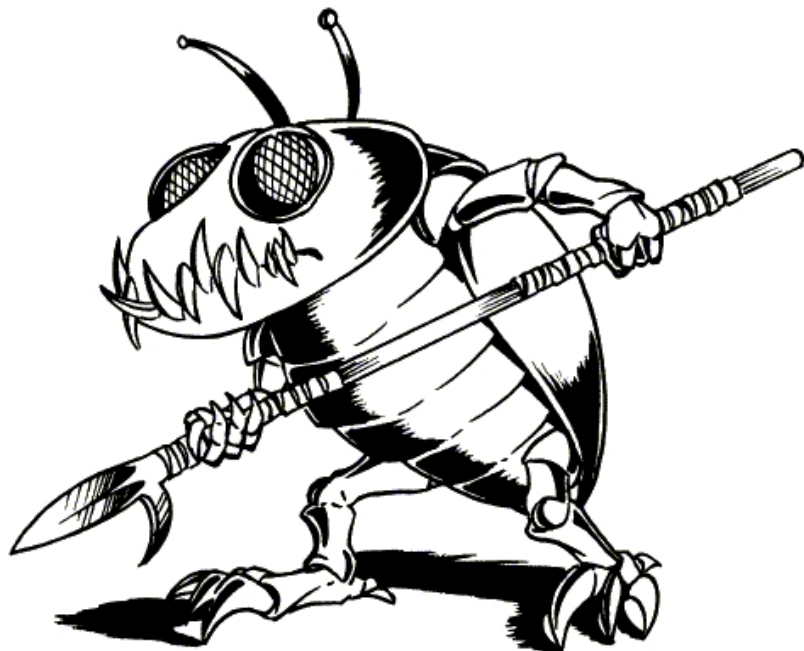


“Character Races” – Introduces the different character races available. You will need to select one before creating a character, and copy their initial Ability and Attribute Ratings.



ADVENTURE BEETLES

Say: (ad-VEN-chur BEET-ulz)



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

DV	MV	SZ	LF	SP	SHELL	BITE
6"	2/4	2	2	2/6	1	2

APPEARANCE

Adventure Beetles are a small but eager people. Easily excited, and yet a bit too ambitious. They seldom exceed two feet in height, have grayish white shells, and speak by vibrating their stomach muscles with their wings, resulting in a buzzing voice. Adventure Beetles are smart dressers. They wear fine clothes and expensive suits, typically gray.

ADVANTAGES

Adventure Beetles run two inches, but can fly four inches. However, they can never fly when wearing anything more than full-chain Armor, and under no circumstance may they ever fly higher than eighteen inches. Additionally, Adventures Beetles can only fly as many consecutive rounds as they have Strength. If an Adventure Beetle has a Strength = 5d then they can remain flying for a maximum of 5 rounds. Massive weapons, steel shields and other heavy objects reduce their flying time by 1 round per item carried. Creatures being carried reduce their flying time by 1 round per Size.

DISADVANTAGES

Adventure Beetles can only fly in straight lines (no turns). To make matters even worse, they always land on their backs with no Defense adjustments allowed while on their backs. They spin about buzzing their wings frantically for the rest of that round and all of the next round, ...before they finally flip back over in-between rounds with a loud POP sound.

SPECIAL ABILITIES

With a Strength = 8d and Coordination = 8d, or higher, Adventure Beetles can turn and land normally, but all other restrictions still apply.

CATLINGS

Say: (KAT-lingz)



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

DV	MV	SZ	LF	SP	FUR	CLAWS
15"	3	3	2	6/9	0	1

APPEARANCE

Catlings are a patient but drowsy people. Easily amused, and yet a bit too curious, they prefer to sleep and climb up on top of things as much as possible. They are not fond of dogs (or Tundra for that matter), and tend to Fear them. They typically stand between five and six feet in height and are covered with fur. Some have short hair, while others have long hair, and they come in a wide variety of colors and patterns. Catlings speak with Rolling "rrrrs" and even purr when happy. Some Catlings tend to dress like colorful pirates, with tall, black, shiny, boots, puffy white shirts, and a brightly colored silk sash if they can find one. A Catling's tail is a special thing. They keep their tails well groomed and often adorn their tails with jewelry. Catlings wear very clean clothes and shiny Armor. They keep their clothes and equipment clean by taking them off and licking them repeatedly.

ADVANTAGES

Catlings are well adapted for speed and stealth. They gain a +2d Modifier when Attempting the Sprint, Sneak and Spring Actions.

DISADVANTAGES

They occasionally cough up noisy, disgusting hairballs.

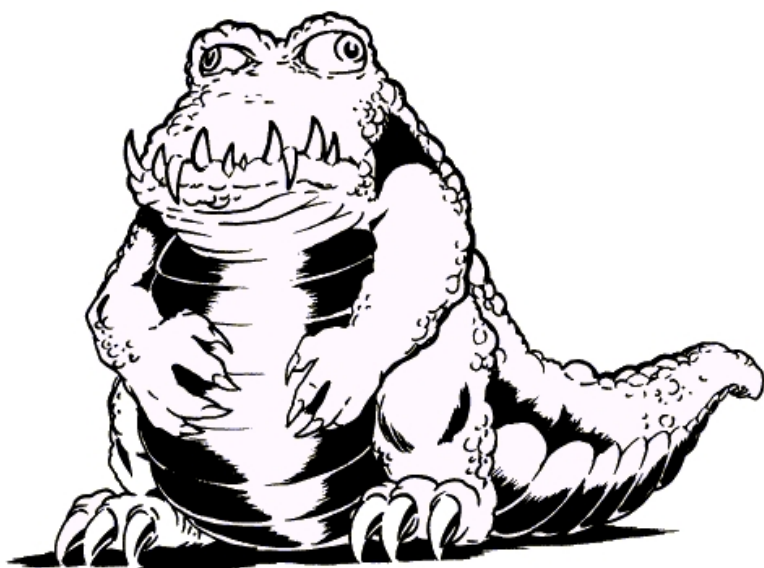
SPECIAL ABILITIES

With a Combat = 8d, or higher, a Catling may choose to attach a weapon to their tail, then jump and twirl as an Attack. A Catling may not hold a shield with their tails, because shields are too slow and bulky.

- Small sharp weapons (1d) are easily concealed.
- Big blade weapons (2d) may not be concealed
- Large iron balls (3d) require a Strength = 5d

CESSPOOLERS

Say: (SESS-pool-erz)



CB	CN	CR	IN	MG	NT	ST	WP
4	2	1	1	1	1	4	1

DV	MV	SZ	LF	SP	SKIN	BITE
6"	2	4	2	1/3	2	2

APPEARANCE

Cesspoolers are a cheerful, but short-tempered people. Easily brought to great fits of ferocious anger, and yet ticklish at the same time. They prefer to eat as often as possible and often laugh loudly if for no other reason than to display a large mouth full of disgusting, Half-chewed morsels. They typically stand between five and six feet in height, and can grow as long as twelve feet from head to tail. Their green skin is spotted with silver and purple lumps, and they speak with a loud, throaty, gargling voice. They don't care about their appearance, don't care if their clothes are dirty, and don't care if they stink profusely.

ADVANTAGES

The eyes of a Cesspooler are set very far apart and move independently. This makes them appear somewhat stupid, but provides them with all-around, 360-degree vision. Cesspoolers may not be surprised unless the Attacker is invisible, or if they are blind or sleeping. Cesspoolers are too large to be Trapped by normal nets. Four large nets will need to be sewn together.

DISADVANTAGES

It is difficult to find clothing to fit a Cesspooler, and for this reason alone, most Cesspoolers are found nude, or wrapped in large sheets. In some areas, however, Cesspoolers are far more common, and very large clothing and leather Armor is easy to find. Chain shirts are also available, but are three times as expensive.

SPECIAL ABILITIES

With a Strength = 8 and a Combat = 8d, or higher, a Cesspooler's bite Attack becomes a 5d weapon.

CYCLOPS TURTLES

Say: (SY-KLOPS TURT-ulz)



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

DV	MV	SZ	LF	SP	SHELL	CLAW BITE
6"	2	2	3	1/3	2	1/1

APPEARANCE

Cyclops Turtles are a paranoid, but untrusting people. Quick to fight, yet even faster with insults. They prefer the company of other Cyclops Turtles, and loath long conversations about topics other than battle plans and stories of war. Cyclops Turtles rarely grow larger than three feet in height. Their brown shells are studded with black spikes, and they speak with a wet, raspy voice. Cyclops Turtles don't normally wear clothing. They are after all, turtles and their shells serve as both a portable home and a natural suit of Armor. Many Cyclops Turtles carry a pair of steel shields (the more spikes the better) and Attack with their bites. Cyclops Turtles do not generally associate with other Humanoid "air breathers." Those who do are thought to be outcast traitors and will be killed on sight by other Cyclops Turtles found in the wild.

ADVANTAGES

Cyclops Turtles are excellent swimmers, can breathe under water, and suffer no Movement Penalties caused by water.

DISADVANTAGES

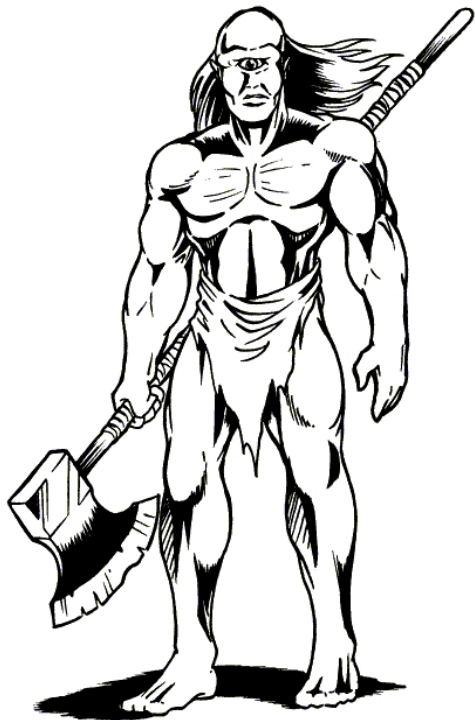
Cyclops Turtles are awkward runners. Cyclops Turtles are only permitted one Sprint per round.

SPECIAL ABILITIES

With a Coordination = 8d and a Combat = 8d, or higher, a Cyclops Turtles shell becomes a 5d Armor.

CYCLOPSLINGS

Say: (SY-KLOPS-lingz)



CB	CN	CR	IN	MG	NT	ST	WP
2	5	1	2	1	1	3	2

DV	MV	SZ	LF	SP	SKIN	FIST
6"	2	5	3	1/3	0	1

APPEARANCE

Cyclopslings are a gentle giant, yet powerful people. Often alone, yet rarely in groups, they prefer the company of other character races and Avoid their own kind. Cyclopslings always reach heights of at least six feet, and often grow as large as seven or eight feet in height. They have tan skin and are prone to baldness, but only on the top and front of their heads. They rarely speak, but when they do their booming voice naturally echoes. Cyclopslings are casual dressers. They wear hides and furs (less is more). They typically wield Massive clubs and large nets.

ADVANTAGES

Cyclopsling characters are the biggest and begin with a SZ=5d. Cyclopslings are too large to be Trapped by normal nets. Four large nets will need to be sewn together.

DISADVANTAGES

It is difficult to find clothing to fit a Cyclopsling, and for this reason alone, most Cyclopslings are found nude, or wrapped in large sheets. In some areas, however, Cyclopslings are far more common, and very large clothing and leather Armor is easy to find. Chain shirts are also available, but are three times as expensive.

SPECIAL ABILITIES

With a Strength = 9d, or higher, a Cyclopsling may act as two people when operating a siege weapon.

DWARVES

Say: (DWARVZ)



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

DV	MV	SZ	LF	SP	SKIN	FIST
15"	2	2	3	0/2	0	0

APPEARANCE

Dwarves are a small but militant people. Always training for war, and sharpening their axes. Dwarves prefer a front-on Attack, with nothing to hide. Dwarves seldom exceed four feet in height, are normally quite portly, and have tan to dark-colored skin. Their voices are a bit throaty and they tend to speak a bit slowly, but with much confidence. Dwarves love Armor, almost as much as they love body hair. Hairy armpits, hairy ears, hairy toes, and oh, yes, long thick beards. Even their females have beards. Most Dwarves spend a lot of time grooming their beards. Sometimes they tie them in braids, use fancy Celtic knots, and perhaps even string in a few beads and pretty bows. A Dwarf with no beard is considered ugly, while a Dwarf with a large beard is considered attractive. Some rare Dwarves prefer the challenge of building sturdy boats on the water and call themselves Viking Dwarves. They have wiry unkempt beards, and wear helmets sprouting a pair of large, white horns.

ADVANTAGES

Dwarves gain a +2d Modifier when Detecting Secret Doors and hidden treasure, a +2d Modifier when Resisting "Impact" and "Crushing Blow", and a +2d Modifier when Avoiding Attacks with nets. Dwarves are immune to the effects of alcohol and can never get drunk, ...though they do tend to get just a tiny bit tired.

DISADVANTAGES

Dwarves are the worst jumpers and can only Sprint once per round.

SPECIAL ABILITIES

With a Strength = 7d and a Combat 7d, or higher, a Dwarf gains a +2d Modifier when Attacking with any axe.

ELVES

Say: (ELVZ)



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

DV	MV	SZ	LF	SP	SKIN	FIST
15"	2	3	2	2/6	0	0

APPEARANCE

Elves are a quiet but deadly people. They are the origins of Magic, the way of Nature, and yet sly and Sneaky.

Elves are just a bit smaller than Humans, and a tad thinner. Their skin is either very light or very dark. Elves love to sing, and speak in soft whispers. Elves love Nature and feel at home in any place where water flows, plants grow, or animals can be found. An Elf would be just as comfortable in a fungi-filled cavern as they would be in a dense forest. Most Elves wear green and brown clothes, but some Elves prefer to wear dark clothing, tie their hair back, wield sharp weapons, and are very, very Sneaky. "Never trust an Elf", is what the Dwarves always say. The ancient Elves who lived thousands of years ago were the original masters of Magic, and many of the greatest Magical items of all times were created by these ancient Elves. However the Elves of today remember little to none of their ancient Magic.

ADVANTAGES

Elves are known for their skill with the bow. They gain a +1d Modifier when Attacking with the bow.

DISADVANTAGES

Elves have one of the worst Life Forces

SPECIAL ABILITIES

With a Magic of 8d, or higher, Elves with light skin may Attempt the Blinding Light spell from memory up to 3 times a day, while Elves with dark skin may Attempt the Shadowy Darkness spell from memory up to 3 times a day. No Spell Glyph is needed when casting spells from memory.

HALF-ELVES

Say: (HAFF-elvz)



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

DV	MV	SZ	LF	SP	SKIN	FIST
6"	2	3	3	2/6	0	0

APPEARANCE

Half-Elves are a shy yet aggressive people. They are the result of the love between a Human and an Elf. Though not exactly a race unto themselves, they are a well established racial mix. Most of them are Elf-like in appearance but one in six of them appear Human. When speaking, most of them sound like Humans, but one in six of them speak in soft whispers like an Elf. Half-Elves love to explore and hunt. They often carry bows and wear camouflage, earth tones, and dark clothing. Half-Elves who appear as Elves will retain their parents Dark or Light skin appearance, but they do not have any Ability to cast any spells from memory. Neither do they have the skill Modifier with the bow like the Elves, or the Ability to Lie, cheat and Refuse Death as Humans. Half-Elves are excellent hunters and spend a lot of time moving through the bush, under logs, and over thorny shrubs. They are also excellent Climbers, racing up trees and down cliff sides.

ADVANTAGES

Half-Elves gain a +1d Modifier to all Coordination Rolls.

DISADVANTAGES

Half-Elves are looked down upon by both Elves and Humans who both tend to be cruel and mean to them.

SPECIAL ABILITIES

With an Coordination = 8d, or higher, Half-Elves treat all ground Terrain Ratings = 3d or higher as 2d, and all Climbing Terrain Ratings = 4d or higher as 3d.

HALF Troll

Say: (HAFF-troll)



CB	CN	CR	IN	MG	NT	ST	WP
4	1	4	1	1	1	2	2

DV	MV	SZ	LF	SP	SKIN	FIST
18"	2	4	3	1/5	2	0

APPEARANCE

Half-Trolls are an ugly yet disgusting people. They are almost always the rare result of unwanted affection by a male Troll who Attacked a Humanoid female and got a little over-excited. Their Humanoid Half-may be of any other character race, and has no effect other than the occasional pointed ears or hairy feet. When speaking, they tend to spit and drool from time to time. Half-Trolls love to explore dungeons and ruins. They love the dark realm below the surface and get annoyed very easily when forced to explore fluffy trees and shrubs. Half-Trolls stand a bit shorter than Humans but have very dense bodies. Their skin has a slightly greenish hue, and feels thick yet clammy to the touch. They love to smile and show off their square, over-sized yellow teeth.

ADVANTAGES

A Half-Troll naturally regenerates (1d +1) lost Hit Points at the beginning of every hour. If a fully Healed Half-Troll gets Harmed in battle, they immediately gain (1d +1) lost Hit Points at the instant they are Harmed. The next (1d +1) regeneration doesn't come again for another hour.

DISADVANTAGES

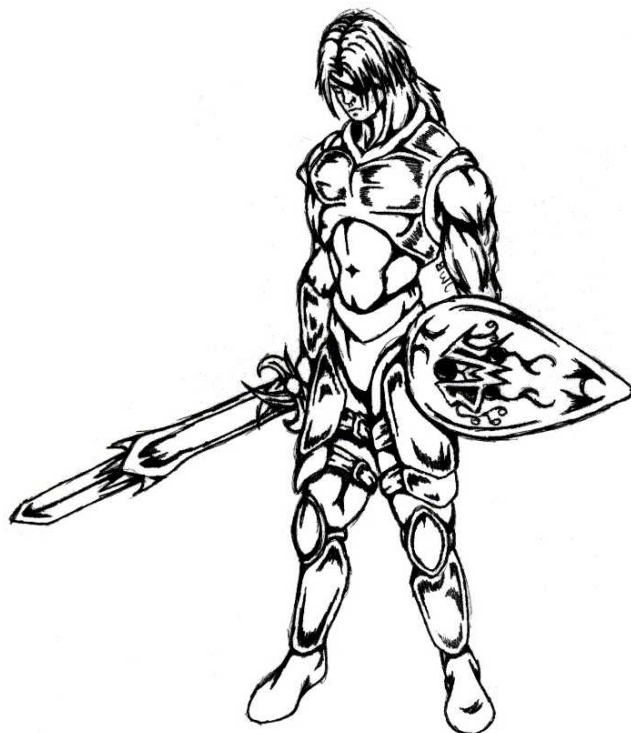
Half-Trolls do not regain lost Hit Points like the other character races. Sleeping, resting, chicken soup, healing potions, healing Magic, and binding wounds all have no effect on a Half-Troll.

SPECIAL ABILITIES

With a Nature = 8d, or higher, a Half-Troll can re-grow lost limbs in a single night.

HUMANS

Say: (HYOO-manz)



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

DV	MV	SZ	LF	SP	SKIN	FIST
0"	2	3	4	1/5	0	0

APPEARANCE

Humans typically stand from five to six feet tall, and come in a variety of skin colors. Humans came to this land only recently. Their history is not important to them and they have already forgotten from where they came. They have no obvious advantage over the other races. They can't breath under water, they can't fly, and they can't see in the dark. Yet in just a few centuries, they have forged some of the most inspiring legends, both good and bad, and are now the most common of all the races. Some of the greatest wizards and rulers of all times were Human. Humans love to get involved, love to join forces, and love to brag of their mighty deeds. They also create chaos with false tales of deeds never done. They lie, cheat, and steal almost naturally, and are perhaps the most dangerously unpredictable of all the creatures in the realm.

ADVANTAGES

Humans may at any time choose to use a +1d Modifier or a -1d Penalty to their Corruption Rolls. Humans may freely pretend to be more good, or more evil then they truly are.

DISADVANTAGES

Humans may not see in the dark.

SPECIAL ABILITIES

With a Nature = 8d, or higher, Humans may Refuse Death. This allows Humans to survive past death for 2 additional rounds, during which time they may continue to Attack regardless of any Damage they may sustain, but after which time they immediately die. During this time they may also Attempt to heal themselves by Binding Wounds, etc.

NIGHTSTALKERS

Say: (NITE-stalk-erz)



CB	CN	CR	IN	MG	NT	ST	WP
6	3	1	1	1	2	1	1

DV	MV	SZ	LF	SP	SHELL	CLAW BITE
18"	3	1	1	4/7	2	3

APPEARANCE

Nightstalkers are a small yet savage people. Cruel and vicious, often Attacking in wolf-like packs. They typically stand only two feet tall, with dark blue skin and shiny black shells, but they are very fast runners. They speak using wet, raspy, drooling growls. Most Nightstalkers wear no Armor and carry no weapons. They rely on their natural Armor, claws and sharp teeth to get the job done.

ADVANTAGES

Nightstalkers are immune to Fear and Horror at all times. Nightstalkers climb at a rate of two inches per Move, while all other character races climb at a rate of one inch per Move.

DISADVANTAGES

Nightstalkers have the lowest Life Force Rating and die very quickly.

SPECIAL ABILITIES

With a Willpower = 8d and a Nature = 8d, or higher, Nightstalkers may Attempt the Howling Action. The character Attempting the Howling Action will use one Action, and Roll their Willpower causing all Nightstalkers within nine inches to Roll their own Willpowers to resist the Howling. All Nightstalkers who fail stop what they're doing and follow the Howling Leader. They follow and Attack whoever their Howling Leader Attacks. This can even be used to control Nightstalkers in opposing armies. Nightstalker followers remain with the character until the Howling Leader is killed or stops Howling, one Action each Round.

TUNDRAS

Say: (TUN-draz)



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

DV	MV	SZ	LF	SP	SKIN	FIST
0"	2	3	3	1/5	0	0

APPEARANCE

Tundras are a barbaric yet colorful people. They have dog-like features, yet they are afraid of frogs. They typically stand five to six feet tall and are covered with very short soft fur. Most of them are white to tan though a few are dark brown or even black. They are prone to fits of barking and their voices are very rough and scratchy. Tundras live in swamps, jungles and grass lands. They travel in small colorful wagon trains, like nomadic gypsies, with shaman priest and gypsy-like fortune tellers. Tundras are not fond of felines (or Catlings for that matter), but they're not afraid of them, either. Tundras tend to wear leather pants with cotton shirts, and wield a club in one hand and a sword in the other. Some Tundras prefer very colorful silk clothing, while others prefer black leather and paint their Armor black as well.

ADVANTAGES

Tundras are naturally proficient at wielding two weapons at the same time and gain a +1d Modifier to each Attack when wielding two weapons (even if they only Attack once per round).

DISADVANTAGES

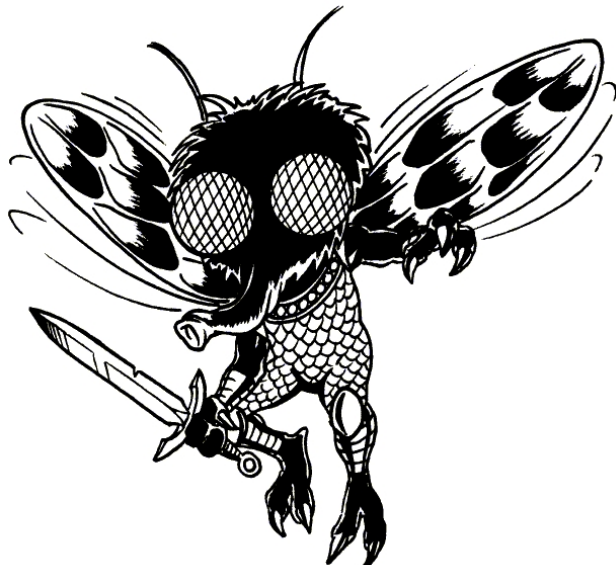
Tundras may not see in the dark.

SPECIAL ABILITIES

With a Coordination = 8d and a Combat = 8d, or higher, other character races gain a +1d Modifier to each Attack when wielding two weapons, but Tundra already have a +1d Modifier, so they up their Modifier to +2d.

WARRIOR FLIES

Say: (WAR-yer FLIIZ)



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

DV	MV	SZ	LF	SP	SKIN	FIST
6"	2/3	1	3	2/6	0	0

APPEARANCE

Warrior Flies are a dark, but hairy people. They don't like being called a bug, but they do possess a great sympathy for smaller insects. They seem to have difficulty understanding the difference between an open window, a closed window, and a mirror. Warrior Flies typically stand only two feet tall (when not flying). They have dark, black skin covered with thick, black hair. They speak with a high pitched, squeaky voice. Warrior Flies prefer to live where they can find rotting stuff, decay, or high quantities of sugar. They eat by vomiting up on their food, which dissolves it. Then they suck up the liquid results through their straw-like mouth.

ADVANTAGES

Warrior Flies can fly all day long without resting, move at a rate of three inches when flying, and gain a +2d Modifier to their Defense when flying, but their wings and body mass won't let them fly higher than twenty-four inches.

DISADVANTAGES

They rarely wear Armor and can't fly when wearing anything heavier than leather with no shield. Some Warrior Flies have been known to join parties of adventurers who often abuse them as advance scouts. Additionally, Warrior Flies can't swim. In fact, they hate the water and are unable to fly for (1d +1) rounds after their wings get wet.

SPECIAL ABILITIES

With a Nature = 8d and a Combat = 8d, or higher, Warrior Flies may become Invisible for (1d +1) rounds while flying. They can only do this three times a day and their Invisible Rating is equal to their Nature Rating.

ZEETVAHS

Say: (ZEET-vaz)



CB	CN	CR	IN	MG	NT	ST	WP
1	4	1	1	1	1	1	1

DV	MV	SZ	LF	SP	SKIN	FIST
0"	2	2	2	1/5	0	0

Created by: Larry ElmoreSpecial Thanks!

APPEARANCE

Zeetvahs are a small yet greedy people. Quick to hide, but lousy to Sneak, they only grow as big as three to four feet in height. They have tan colored skin with patches of gray spots, large soft eyes, and are prone to blushing. Their ears are large floppy Dragon wings, which they can lift and flap but still, they may not fly. They speak wit da zzz's a lotz and day dontz know many of da wordz. Zeetvah males are very lucky with the ladies, especially the very beautiful Human females and Elf females who don't seem to wear much clothing. However, Zeetvahs are totally unaware of their charming effect on them. All Zeetvahs care about is fancy Armor, Magic swords, and big bags of gold.

ADVANTAGES

Zeetvahs love mushrooms and are immune to all effects of all mushrooms. Zeetvahs get a +3d Modifier to Hide

DISADVANTAGES

Zeetvahs begin with the worst initial Ability and Attribute Ratings of all the character races. Zeetvahs suffer a -2d when Attempting to Sneak. Zeetvahs may not see in the dark.

SPECIAL ABILITIES

With a Nature = 8d and a Coordination = 8d, or higher, Zeetvahs gain a five in six chance of Avoiding all Traps. The Traps still spring, slam, zip, etc. but the lucky Zeetvah somehow manages to get out of the way most of the time.

CREATING A CHARACTER

Chapter #3



“Creating a Character” – Introduces the steps used to create your character and provides a list of available armor, weapons, and equipment.

SELECT A RACE

The first step when creating a character is to select a character race. Use a pencil to copy their initial Ability and Attribute Ratings.

In BRUTAL there are no classes and no levels. Every character may Attempt every Action. Success is based on opposing dice Rolls. Dice Rolls are based on Ability and Attribute Ratings. The more dice the better.

It's probably a good idea to select a character race that has high initial Ratings in the Abilities and Attributes you intend to use right away.

Combat, Movement and Coordination are extremely important when fighting. Size and Strength don't come into play unless you try to wield a Massive Weapon.

Intellect, Willpower and Nature are good for solving mysteries and leading others.

Magic and Intellect are used for casting spells. However, there are no wizards. Your character needs to Find and Identify Spell Glyphs. Only then may they cast spells by Reading Spell Glyphs.

Coordination and Corruption are needed for thieving, Sneaking, Hiding, Picking Pockets, etc.



RACE SUMMARY

Adventure Beetles	Fast, Flying, Clumsy
Catlings	Curious, Acrobatic
Cesspoolers.....	Ugly, Hungry, Strong
Cyclops Turtles.....	Angry, Fierce, Swimmers
Cyclopslings	Big, Impact, Crushing Blows
Dwarves	Axe Wielding, Miners
Elves.....	Magical, Archers
Half-Elves	Sure-Footed, Wanderers
Half-Trolls	Stupid, Dangerous
Humans	Lying, Cheating, Bragging
Nightstalkers.....	Fast, Ferocious, Fragile
Tundras	Well Balanced, Good Survivors
Warrior Flies	Fast, Flying, Small
Zeetvahs.....	Foolish, Greedy, Lucky

CREATE A CHARACTER

Creating a new character is very fast and very easy. You'll be thankful for this later, once you discover how quickly your characters can get slaughtered!

1. Start with a blank piece of paper (or character sheet), select a character race, and use a pencil to copy down their initial Ability and Attribute Ratings.
2. Make up a name, sex, age, hair color, etc. Make them unique and add some life to your characters.
3. If you're creating a role-playing game character (not a peasant, common citizen, monster, or soldier) then add +2 to your character's Life Force (only +1 for Nightstalkers).
4. Select one Attribute and four Abilities, and increase these Ratings by +1.
5. Select two Abilities and increase these Ratings by +2, **or** Select one Ability and increase it by +3.
6. Roll your character's Life Force Rating one time. This Roll determines your character's Maximum Hit Points. Good or bad, you're stuck with it! If you are new to BRUTAL, then turn your lowest die to a six before adding them up.
7. All new characters begin with 1d+1 gold coins in their pocket plus 60 gold coins worth of equipment that must be spent on equipment immediately, or else lost forever.

Character Name	Rock E. Cliff
Race, Sex, Age	Human, Male, Mature
Appearance	Sinister with a lot of dark armor
Mannerisms	Cracks his neck to look tough
Speech	Grizzley
Notes	

Combat	12	Magic	3
Coordination	6	Nature	4
Corruption	3	Strength	5
Intellect	5	Willpower	9

Dark Vision	0	Spring	1 / 5
Movement	3	Skin	0
Size	3	Fist	0
Life Force	6		

Armor and Weapons	Rating
(A) Full Plate - painted black	4
(A) Enchanted Steel Shield - black too	2
(A) Large sword in one hand	1
(W) Large sword (one hand / two hands)	2 / 3
All Out Defense = 7 + 3 + 1 = 11	

Miscellaneous Equipment

He has a 45 pack, three water skins, a silver dagger, and three weeks of standard rations.



Defense Roll:

Total Armor	7
Adjustment	3
Total Dice:	10

Attack Roll:

Weapon	Rating
Sword	2
Adjustment	5, 4
Total Dice:	7, 6

Counter Attack:

Weapon	Rating
Sword	2
Adjustment	3
Total Dice:	5

Hit Points:

Max Hit Points	20
Keep Track of Current Hit Points:	20

Saved EP	None
----------	------

PURCHASE EQUIPMENT

The equipment tables provided below include standard recommended prices. Feel free to use these prices when creating a new character. Once the adventure begins, your Game Master might require your characters to find a store and haggle for the best prices they can get.

WEAPON NAMES

Weapons are defined by how big they are and how they are used. Examine the two tables of weapons below and find the description of the weapon that best fits the weapon you're looking for. If you are looking for a Katana (a thick Oriental blade that may be used as either a one-handed or two-handed melee weapon) then you might choose to purchase melee weapon #3 and simply call it a Katana.

WEAPON SIZE

The Size of a weapon is determined by the Size of creature it was originally created for. All of the weapons listed in the tables below, as well as most weapons found during the game, will have a Size Rating between 2d and 3d. If you happen to find a bigger one (perhaps made for a Troll, Ogre, Giant, etc.) then you will need to refer to Massive Weapons described in detail within the Advanced Combat chapter (see page 86).

ONE OR TWO HANDS

Some weapons offer two different Ratings based on the number of hands used to wield it. Melee weapon #3 with one hand serves as a 2d weapon, but when using two hands the same weapon serves as a 3d weapon.

BOWS AND ARROWS

Bows and arrows require two hands to load and shoot. You may Counterattack with an arrow as a 1d hand-held melee weapon.

RANGE MODIFIERS

Ranges are listed as short, medium, and long
Short range gains a +1d Modifier
Long range suffers a -1d Penalty

ARROWS

20 steel arrows cost 2 gold coins
Don't forget to purchase plenty of arrows!

SILVER WEAPONS

Silver weapons cost six times as much.

CROSSBOWS AND SLINGS

Crossbows and slings may be shot with one hand, but require two hands to reload them.
Crossbows require one Action to reload.

NATURAL ATTACKS

Most monsters and some character races have a natural weapon Rating based on their fist, claws, tails, teeth, etc. These may be used in lieu of purchased weapons, or combined with purchase weapons when Attempting Multiple Attacks.

ARMOR

Armor is divided into two categories: Worn and Carried. Only one worn Armor may be used at a time, but may be combined with one or two carried Armor items.

POLE-ARMS

A staff or pole-arm when wielded with two hands has a carried Armor Rating = 2d. This is the same as two shields but offers an Attack as well and cost a lot less. Many peasants wield the staff.

PARRY WITH FIRST ONE-HANDED SWORD

The first sword wielded with only one hand has a carried Armor Rating = 1d. This only counts for the first sword and must be held with only one hand.

TWO SHIELDS

Two shields may be used at the same time, but your character will only be able to Attack by biting, kicking, using their tails, casting spells, etc.

NATURAL DEFENSES

Most monsters and some character races have a natural Armor Ratings based on their shells, thick hides, scales, etc. These may be used in lieu of purchased Armor worn, but may still be combined with carried Armor like shields.

SIEGE WEAPONS

Siege weapons are very large weapons intended for Attacking stubborn doors, castle walls, wizard towers, Troll bridges, and other inanimate objects. Most siege weapons require two or more characters working together to operate.

INANIMATE OBJECTS

Doors, walls, bridges, etc. all have Hit Points just like the characters do. As Damage occurs the points are subtracted from the object's Current Hit Points. When the object's Current Hit Points fall to zero or below, the object is said to be broken.

NORMAL WEAPONS AGAINST INANIMATE OBJECTS

When using a non-siege “blunt” weapon against an inanimate object, the character will only inflict one point of Damage each round per Strength Rating. A Strength = 6d can cause six points of Damage per round.

SIEGE WEAPONS AGAINST INANIMATE OBJECTS

When using a siege weapon against an inanimate object, the Damage is found by Rolling the siege weapon Rating each round.

SIEGE WEAPONS AGAINST CHARACTERS

When using a siege weapon against a single living target, the standard Attack Rolls and Defense Rolls apply. If using the Wargame rules (see page 101), siege weapons may also be used against multiple living targets as they were intended.

OTHER EQUIPMENT

BRUTAL is not about pages and pages that try to list every possible thing you might happen to find on the back of the very top shelf. If you don't see something you're looking for, then make it up and agree on a price with the other players.

45 PACK

For the cost of only 45 gold coins, a character may QUICKLY purchase a complete adventurer's backpack kit including: 1 backpack, 6 candles, 1 flint and steel, 2 weeks dried food, 3 skins of water, 1 skin of wine, 1 skin of lantern oil, 1 hooded lantern, 24 torches, 2 wool blankets, 1 rope (50 feet long), 1 small steel hammer, and 12 iron spikes. This saves both time and money.

MELEE WEAPONS (SHARP, POINTED, EDGED)

	1-HAND	2-HANDS	GOLD	EXAMPLES
#1	1d	1d	10	dagger, knife
#2	2d	2d	25	small sword, axe
#3	2d	3d	50	big sword, big axe
#4	-	4d	100	2-hand sword

MELEE WEAPONS (FLAT, BLUNT)

	1-HAND	2-HANDS	GOLD	EXAMPLES
#1	1d	1d	5	small club
#2	1d	2d	10	big club
#3	2d	2d	25	rod, mace
#4	-	2d	15	staff, pole-arm
#5	-	3d	50	war hammer

RANGE WEAPONS (THROWN, SHOT)

	RATING	RANGE	GOLD	EXAMPLES
#1	1d	3",9",15"	10	dagger, knife
#2	1d	3",12",18"	10	sling
#3	2d	3",18",27"	25	bow
#4	3d	3",18",27"	150	crossbow

SIEGE WEAPONS (FLAT, BLUNT)

	PERSONS	RATING	GOLD	EXAMPLES
#1	2-man	3d	50	small ram
#2	8-man	8d	550	large ram

SIEGE WEAPONS (THROWN, SHOT)

	PERSONS RANGE	RATING	GOLD	EXAMPLES
#1	2-man 9",18",27"	4d	1,250	ballista
#2	2-man 18",27",36"	6d	2,000	catapult

ARMOR WORN

	RATING	GOLD	EXAMPLES
#1	0	2	common clothes, sheets
#2	1d	10	leather Armor, furs, and hides
#3	2d	50	leather Armor with a chain shirt
#4	3d	150	padded clothing with full-body chain mail
#5	4d	400	padded clothing with full-body plate mail

ARMOR CARRIED

	RATING	GOLD	EXAMPLES
#1	1d	10	wooden shield (floats)
#2	1d	25	steel shield (doesn't burn)
#3	2d	15	2-handed staff / pole-arm

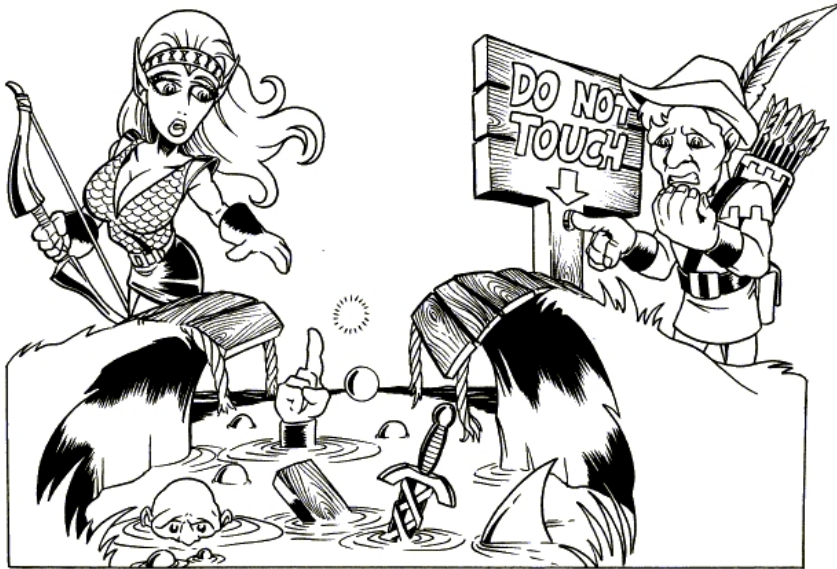
OTHER EQUIPMENT

	EQUIPMENT	GOLD
#1	Backpack	3
#2	Leather belt + common belt pouch	2
#3	Large sack	1
#4	Candles - 1 dozen (last 1 hour each)	2
#7	Flint and steel - a kit for starting fires	1
#8	Food - some fresh fruit, or bread, or cheese	1
#9	Food (1-week) dried meat and dried bread	5
#10	Food - fancy dinner for two by candle light	5
#11	Hammer (small steel) and 12 iron spikes	5
#12	Lantern - Hooded (last 10 hours)	15
#13	Lock Picks	35
#14	Oil, 1 Skin	3
#15	Torches - bundle of 24 (last 15 minutes each)	3
#16	Water, 1 Skin	1
#17	Wine, 1 Skin	8
#18	Wool blanket	2
#19	50 feet of rope (15 inches)	2



BASIC ACTIONS

Chapter #4



“Basic Actions” – Introduces a few common role-playing Actions and describes how and when to Attempt them.

ROLE-PLAYING ACTIONS

What follows are some of the more common role-playing Actions defined in BRUTAL.

An alphabetical list of ALL Actions can be found at the end of this book, (see page 163).

If you can't find an Action (such as how to safely cook a dead Orc) then try to use one of the existing Actions (such as Detect Poison). If you must make up a new Action, then please define it in writing for your own records so it stays consistent for the other players in your group.

APPRAISE

The Appraise Action may be Attempted on a gem, jewelry, piece of art, etc. The character Attempting the Appraise will Roll their Intellect vs. the Treasure Rating of the object. Failure indicates that your character has no idea what the item is worth. If not listed, the default is Treasure Rating = 4d

BASH TO BITS

The Bash to Bits Action may be Attempted by any character Attempting to chop a door down, break open a chest, smash a lock, etc. The character Attempting the Bash to Bits will strike the object with a blunt instrument and cause only one point of Damage each round per Strength Rating. A character with Strength = 6d can cause six points of Damage per round.

BATTLE OF STRENGTH

The Battle of Strength Action may be Attempted by any character Attempting to bend bars, lift gates, force open a locked door, etc. The character Attempting the Battle of Strength Action will Roll their Strength vs. the opponent's Strength.

CHECK LORE

The Check Lore Action may be Attempted by any character who is trying to remember the legend of some ancient artifact or something. This Action only applies when the Game Master has a secret and challenges the characters to see if any of them know it. Each character Attempting the Check Lore Action will Roll their Intellect vs. the Lore Rating. Some of the characters may succeed while others may fail. Success indicates knowledge of the secret, and the Game Master may reveal the information out loud to all of the players, or as a private note written down and passed to the specific players who were successful.

When a GM has two or more secrets, it is recommended that the players check for each of them separately. Some characters might know the one secret while other characters might know another secret. If everyone Rolls only once, then the characters who Rolled well will know everything, while the characters who Rolled poorly will know nothing.



CLIMBING

Climbing is both a Movement and an Action. Climbing requires both hands and both feet. Nightstalkers climb at a Movement Rate of two inches. All other characters climb at a Movement Rate of one inch per Move.

Movement Actions require your character to Roll their Movement Rating against the Terrain Rating they are currently walking on, running on, flying in, swimming in, climbing on, etc. If your character fails then they slip and fall.

COMPREHEND LANGUAGES

The Comprehend Languages Action may be Attempted by any character trying to understand spoken or written words in a foreign language. The character Attempting to Comprehend Languages will Roll their Intellect vs. a 10d Roll. Each time a character successfully comprehends a specific language, they gain a cumulative +1d Modifier to comprehend that same language next time. A character may Attempt to comprehend a language as many times as they want, but they may only earn one +1d Modifier per week per language. After achieving a total of +10d Modifiers for that language they are said to have learned the language.

DETECT DISGUISE

The Detect Disguise Action may be Attempted by any character Attempting to determine the true appearance of another character (or monster). The character Attempting the Detect Disguise Action will Roll their Intellect vs. the Corruption of the disguised character. Success not only identifies the existence of the disguise, but also reveals the character's true appearance.

DETECT LIE

The Detect Lie Action Attempts to determine if a character is telling the truth or perhaps omitting something. To Attempt the Detect Lie Action, a character must Roll their Intellect vs. the Corruption of the character suspected of lying.

DETECT POISON

The Detect Poison Action may be Attempted by any character who stops and checks for Poison before touching, eating, or drinking something. The character Attempting the Detect Poison Action will Roll their Nature vs. the Poison Rating. If successful, the character recognizes the presence of the Poison, understands the Nature of the Poison, and knows how it will react.

DETERMINE DIRECTION

The Determine Direction Action may be Attempted by any character needing to determine which direction is North, or from which direction they have recently come. The character Attempting the Determine Direction Action will Roll their Nature vs. the Terrain Rating.

ENCOURAGE

The Encourage Action may be used to provide a +1d Modifier to all Willpower Rolls of any friends within 9 inches for (1d +1) rounds. The character Attempting the Encourage Action does not gain the +1d Modifier.



FLYING

Flying is both a Movement and an Action. Warrior Flies Fly at a Movement Rate of three inches per Move. Adventure Beetles Fly at a Movement Rate of four inches per Move. All other characters require a flying mount or some sort of flying Magic Item. When using a flying mount or flying Magic Item, be sure to know its Flying Movement Rate.

Going Up...

When Flying, it is important to keep track of your character's altitude, defined as a number of inches they are above the ground. A character who is Flying may choose to use part (or all) of their Movement Rate in inches to increase their altitude instead of Moving forward.

The maximum altitude (when not defined) is always eighteen inches. Sometimes a Flying character gets too high. Perhaps they were shot from a catapult, or flew off the edge of a cliff. From these extreme altitudes, a Flying character gets dizzy and becomes an easy target as they suffer a -3d Penalty to all their Defense Rolls. From an extreme altitude, a Flying character may choose to maintain the altitude or descend, but they may never climb to a higher altitude.

Coming Down...

At any time, a flying character may freely give up two inches of altitude in exchange for one inch of additional forward Movement across the tabletop.

GRAB AND HOLD

The Grab And Hold Action may be Attempted by any character catch a rope swaying in the breeze, pull an Ogre's hair, or hold onto a log while floating down stream, etc. The Grab And Hold Action may be Attempted by a character already Climbing something, who wishes to hold on with only one hand while using the other hand to perform a different Action such as fighting off a gaggle of Gargoyles or perhaps tie a knot in some rope. The character Attempting the Grab And Hold Action will Roll their Coordination vs. the Terrain Rating.

GRAB AND HOLD - TACKLE

The Grab And Hold Action may also be used with both hands to restrain a character (or monster). Once your character Grabs And Holds "Tackles" someone, the person being held must use a Battle of Strength Action to break free. As many as four characters may work together to Grab And Hold a really strong person or monster. The character(s) Attempting the Grab And Hold Action will Roll their Coordination(s) vs. the Coordination of the character or monster they are Attempting to tackle.

INTIMIDATE

The Intimidate Action may be Attempted by any character who wants to convince one or more other characters (or monsters) to Run Away. The character Attempting the Intimidate Action will Roll their Combat one time vs. the Willpower Ratings of all enemies within nine inches (rolled separately). All who fail must Run Away for (1d +1) rounds. This is an excellent way to break the ranks of a Wargame Formation on the Battlefield.

LISTEN

The Listen Action may be Attempted by any character who is trying to eavesdrop and overhear something that they are not supposed to hear. Listening through doors is a common example. The character Attempting the Listen Action will Roll their Nature vs. the Nature Rating of who they're trying to listen to.

The listener suffers a -2d Penalty for every 3 inches they are away from the listener as well as -1d Penalty for every wooden door or wall and a -3d Penalty for every stone door or wall that separates them. If there are two or more individuals talking, then it is possible that the character successfully listens to one of them but not the other, and therefore only picks up half the conversation.

OVERCOME OBSTACLE

The Overcome Obstacle Action may be Attempted by any character Attempting to overcome any obstacle set within an adventure by the author. The character Attempting to Overcome Obstacle will Roll their Coordination vs. the Obstacle Rating.

For example, an adventure may include a situation where the characters must swing from a rope, though an open window. The adventure may define the Obstacle as having a Obstacle Rating = 8d and specify that if the character fails they will swing into a solid brick wall and suffer 3d of immediate Damage.

Some obstacles may require your character to Roll their Spring vs. the Obstacle Rating defined. You may Squat first if time permits (see page 60).

READ RUNES

The Read Runes Action may be Attempted by any character who is Attempting to read strange writings or decipher the meaning behind a series of strange drawings. The character Attempting the Read Runes Action will Roll their Intellect vs. the Lore Rating. Be warned, some runes will curse those who read them, or hear them being read, while others may offer helpful reminders or perhaps provide important clues.

RIDE BEAST

Before the Ride Beast Action may be Attempted, the character must already be on top of the beast with a firm grip (just like in a rodeo). A common method is to use the Spring Action followed by the Grab And Hold Action during the previous round. Once on their back, the Ride Beast Action must be the first Action Attempted each round in order to stay on the beast and force the beast to move in the direction the character desires. The character Attempting the Ride Beast Action will use one Action each round, and Roll their Coordination vs. the Coordination Rating of the beast.

This Action has been used by small characters who force big characters to carry them about.

SPRING

Springing is a Movement and is used for leaping and jumping. Most creatures have an Initial Spring Value = 1d and may Spring (leap or jump) one inch up into the air, and/or one inch forward. Some creatures, like the Dwarf character race, have an Initial Spring Value = 0d and can not Spring at all, until they first use the Squat Action.

SQUAT – “THEN SPRING!”

The Squat Action is optional and occurs before a Spring Movement in an effort to Spring higher and farther.

The longer your character Squats, the greater they will Spring. Before Squatting, a character may only Spring as much as their Initial Spring Value. For every second they hold the Squat, they gain a +1d Modifier to their Spring Value, but no matter how long they hold their Squat, they may never exceed you Maximum Spring Value.

If a Squatting character is disturbed (attacked for example), they loose all of their Spring Modifiers and must start the Squat Action from the beginning.

Some obstacles require your character to Roll their Spring vs. the Obstacle Rating. You may Squat first if time permits.

LEG UP

A character who is Springing may be assisted by another character who cups their hands together, catches the jumper's foot and uses one of their own Actions to lift and throw the jumping character into the air higher and more quickly than normally possible.

Another option is to hunker down and allow another character to Spring off your character's back.

There is no “Squat” time involved when using the “Leg Up” Action, and the character instantly and automatically reaches their Maximum Spring Value.

SPOT

The Spot Action may be Attempted by any character who takes the time to pause and look around. The character Attempting the Spot Action will Roll their Intellect (only once) vs. everything that might be spotted.

- **Hidden characters** - must Roll their Coordination vs. the Intellect Roll to remain Hidden.
- **Invisible characters** - must Roll their Invisible Rating vs. the Intellect Roll to remain Invisible.
- **Hidden objects** - (Secret Doors, Hidden Traps, Hidden Spell Glyphs, etc.) must Roll their Hidden Rating vs. the Intellect Roll to remain Hidden.

SWIMMING

Swimming is both a Movement and an Action. Swimming requires both hands. Cyclops Turtles swim at a Movement rate of two inches per Move. All other characters swim at a Movement rate of one inch per Move.

Pay close attention to flowing water, and how fast the current is moving. If the current is flowing at a rate of three inches per round, and your character manages to swim two inch per round in the opposite direction, then the result is that the character actually loses one inch each round.



TAUNT

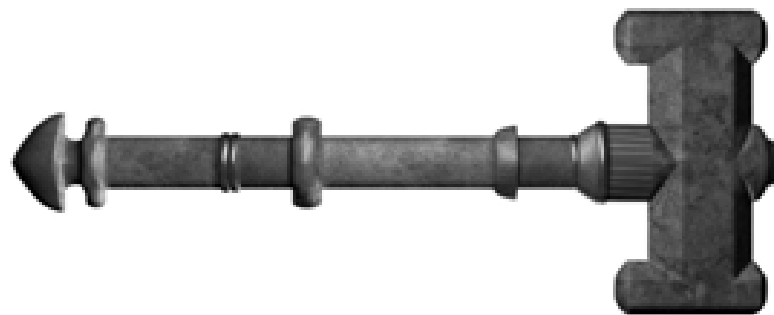
The Taunt Action may be Attempted by any character Attempting to convince all opposing forces to stop what they are doing and move toward the character as fast as they can to Attack them. The character Attempting the Taunt Action will Roll their Corruption vs. the Willpower Ratings of all enemies within twelve inches.

This is an excellent way to break the ranks of a Wargame Formation on a Battlefield.

TRACKING

The Tracking Action may be Attempted by any character Attempting to follow the tracks left behind by someone or something. The character Attempting the Tracking Action will Roll their Nature vs. the Nature Rating of who or what is being Tracked.

The Defender (being followed) gains a +1d Modifier for every 6 hours passed for a total of a +4d Modifier per day.



BASIC COMBAT

Chapter #5



“Basic Combat” – Introduces the play-by-play steps of Combat including what Actions your characters may Attempt and when they may Attempt them.

COMBAT ABILITY RATINGS

COORDINATION – WHO GOES FIRST

To find out when your character may start Moving and Attempting Actions, you need to find your character's Initiative by Rolling 1d. The higher you Roll, the sooner you get to move. You will need to Roll your character's Initiative Roll at the start of each new round of Combat.

- With a Coordination = 6d or higher Roll 2d.
- With a Coordination = 12d or higher Roll 3d.
- All Initiative Rolls above 10 are treated as 10.

MOVEMENT - MOVING ON THE TABLETOP

BRUTAL battles are played using metal miniatures (or other place holders) that are strategically moved about on large flat tables. All distances are defined using inches on the tabletop, where a Movement = 2d translates into two inches on the tabletop.

COMBAT – ATTACKING AND DEFENDING

Combat is the delicate balance between Attacking others, while Defending your character at the same time.

You must split your character's Combat (CB) into two separate piles of dice called an Attack Adjustments (AK) and a Defense Adjustment (DF). If your character has a CB = 5d you might choose to split this into an AK = 3d and a DF = 2d where $3d+2d = 5d$. This would indicate that your character is using 3d of their CB for Attacking other, while keeping 2d of their CB for Defense.

The maximum Attack Adjustment (AK) is 5d.
The maximum Defense Adjustment (DF) is 3d.

BASIC Combat

OVERVIEW

The Game Master counts down seconds of battle time as players reach out and move their miniatures on the tabletop. Very often two or more miniatures are moved at the same time. When one of them get close enough to engage an opponent, a player may announce they are Attacking and Roll their Attack Roll. The Defender then Rolls their Defense Roll. Whoever Rolls the highest wins.

DEFENDING YOUR CHARACTER

Your character's Defense Roll (DR) is found by adding their Defense Adjustment (DF) to their Armor Rating (AR) based on the Armor they are wearing and holding.

If an Orc has a (DF = 2d) + (Leather Armor = 1d) + (Shield = 1d) + (Parry = 1d ..for wielding a sword in one hand), then the Orc Rolls a Defense Roll (DR) = $2d+1d+1d+1d = 5d$ when Defending themselves.

If a Nightstalker has a (DF = 3d) + (Natural Shell Armor = 2d) + (Two Shields = 1d each), then the Nightstalker Rolls a Defense Roll (DR) = $3d+2d+1d+1d = 7d$ when Defending themselves.

Defending your character is not considered to be one of their Moves or Actions and they may freely Defend themselves again and again as often as needed without any limitations.

When standing behind a tree, rock, wall etc. your character gains a +1d Modifier to all their Defense Rolls.

ATTACKING OTHERS

Your character's Attack Roll (AR) is found by adding their Attack Adjustment (AK) to the Weapon Rating (WR) of the weapon they are currently wielding.

If an Orc has an (AK = 3d) + (Sword = 2d), then the Orc Rolls an Attack Roll (AR) = $3d+2d=5d$ when Attacking others.

If a Nightstalker has an (AK = 3d) + (Natural Bite = 3d), then the Nightstalker Rolls an Attack Roll (AR) $3d+3d = 6d$ when Attacking others.

The Attack Action is an Attempt to strike an enemy with the intent to injure (and possibly kill) them. Before your character may Attack an enemy, they must already be within weapon range of the enemy.

Your character is permitted to Move and Attack at the same time, as long as they are in range at some point during the Move.

To Attack you simply announce your Action and Roll your character's Attack Roll (AR). The Defender must then Roll their Defense Roll (DR).

DAMAGE IS QUICK AND PAINFUL

Ties always go to the Defender, but If the Attacker Rolls higher then the Defender, Damage is calculated as the difference between the two die Rolls.

Damage = Attack Roll (AR) - Defense Roll (DR)

HACK AND SLASH BATTLES

BRUTAL is best known for it's Ability to handle massive swarms of individual warriors on large Battlefields.

GETTING STARTED

Before a battle begins, the Battlefield is defined and the miniatures are placed at their initial starting locations. A Battlefield may be as simple as a 20 x 20 foot room (nine inches square on the table), or as complicated as a Massive piece of plywood with various Terrains painted on it along with some miniature trees, rocks, and perhaps a couple of obstacles such as a river or some quicksand. When role-playing an adventure the Game Master will be the final decider as to who is where before the battle begins. When starting a Wargame battle, the players may place their troops along the edge of the Battlefield nearest them.

ROUNDS OF COMBAT

A battle is separated into one or more sequential rounds of Combat. Character's view each round of Combat as ten seconds of time, though the players may take more or less time as needed to play them. A twelve round battle is only two minutes as seen by the characters.

Before each new round begins is known as Strategy Time. This is when the players are free to consider their character's situation, discuss strategies with other players, and perhaps re-think their next move. This is also the only time when players are allowed to shift dice between their character's Attack Adjustment and Defense Adjustment.

COUNTDOWN COMBAT SECONDS

A round of Combat is divided into ten individual seconds of Combat time. Everything that occurs during the same second of Combat time is said to happen at the same time, or simultaneously. It is possible for two characters to Attack and kill each other during the same second of Combat time.

During each round of Combat, the Game Master counts down seconds of Combat time: 10, 9, 8, 7 and so on until number 1 is reached, also known as Last Call.

INITIATIVE - WHEN IS IT YOUR TURN?

To find out when your character may start moving and Attempting Actions, you need to find your character's Initiative by Rolling 1d. The higher you Roll, the sooner you get to move. You will need to Roll your character's Initiative Roll at the start of each new round of Combat.

- With a Coordination = 6d or higher Roll 2d.
- With a Coordination = 12d or higher Roll 3d.
- All Initiative Rolls above 10 are treated as 10.

THE FIRST MOVE

Regardless of any Initiative Rolls, all characters (and monsters) must Attempt their first move (two inches for everyone) at the start of each new round, when the Game Master calls out number 10. At this starting point of each Combat round, the players all reach out and move their miniatures at the same time. This is hilarious, and introduces some group strategies where characters need to plan ahead or fail to move together as a group.

THE SECOND MOVE

Once your character's Initiative has been called, your character is permitted to Attempt a second Move. Your character may Move right away, or wait and Attempt their Move later on during the same round of Combat.

Movements not used by the end of the round are lost.

Movement Attempts require your character to Roll their Movement Rating against the Terrain Rating they are currently walking on, running on, flying in, swimming in, climbing on, etc.

In many cases the Terrain Rating = 1d and the Movement Attempt is assumed successful in an effort to keep the game moving more quickly.

Your character's Movement Rating determines how far your character may travel each time they successfully Attempt a Move. A character with a Movement = 2d would be permitted to travel up to two inches on the tabletop in any direction.

Some Terrains like mud may have a -1d Penalty to all Movement so a Movement = 2d will only move one inch on the tabletop..

Strong winds for example, may produce a one inch Movement to the South each round. If not careful a character can be blown off the Battlefield.



TWO ACTIONS PER ROUND

Once your character's Initiative has been called, your character is permitted to Attempt two Actions. Your character may start Attempting Actions right away, or wait and Attempt their Actions later on during the same round of Combat.

Actions not used by the end of the round are lost.

Your character may only Attempt one Action at a time. This means that each Action must be Attempted during different second. However, your character is permitted to Attempt a Movement and an Action at the same time.

SPLAT MARKS

Splat Marks are small bits of red felt cut into blood splatter shapes roughly one inch in diameter. Before each battle, the Game Master should be sure to distribute plenty of Splat Marks to each player.

As kills are made, the players remove dead miniatures and replace them with a splat mark as they yell out the word, "SPLAT!"

As the Splat Marks pile up, the Game Master may optionally increase the Movement Penalty and/or Terrain Rating of an area on the Battlefield, so it gets more and more difficult to move about as the dead bodies pile up.

Splat Marks seem to work best when using a large sheet of black felt as the tablecloth. They look better and stay where you put them.

SURVIVING A BATTLE

TRYING TO STAY ALIVE

When creating a new character you should have Rolled your new character's Life Force to find their Maximum Hit Points. If you have not yet done so, please do it now. You may only Roll for your character's Maximum Hit Points one time.

When you first begin playing your new character, they are said to be in good health and their Current Hit Points are equal to their Maximum Hit Points.

As your character suffers Damage you must subtract the points of Damage from their Current Hit Points.

When your character's Current Hit Points falls below zero, they die.

HEALING AND RECOVERY

As your character heals and recovers you may add points back to their Current Hit Points. However, no healing (other than Magic) may ever be used to raise a character's Current Hit Points above and beyond their Maximum Hit Points. There are a variety of ways to Heal.

With the exception of the Half-Troll character race and other creatures who naturally regenerate, the following recovery methods apply to every character and most monster equally.

Once a day, a character may receive the benefits of the Bind Wounds Action. This Action instantly Heals (1d +1) of points. If a character is unconscious someone else may bind their wounds for them.

All Characters always recover three points a day. These points are applied in the morning hours after a minimum of two hours sleep.

Characters also recover an additional two points a day if they stay in bed and do not move for the entire day. Or one point for resting only half-a day.

Characters also recover one additional point if they drink plenty of hot chicken noodle soup, plenty of water, or perhaps some hot tea with honey.

With complete rest, good food, and the Binding Wounds Action, every character should be able to recover d6+6 (7 to 12) Hit Points each day.

When a character's Current Hit Points reaches their Maximum Hit Points they are said to be fully recovered and in good health.

Typically, a character may only use Bind Wounds once a day. However, if a character becomes fully recovered, then enters another battle and becomes wounded again during the same day they may receive the benefits of the Bind Wounds a second time. A third Bind Wounds Action is never permitted within a single day.

HEALING POTIONS

Drinking a Healing Potion instantly recovers 7 to 12 points (1d+6) and there is no limit to the number of Healing Potions that may be consumed each day. Of course your character will need to find some Healing Potions first.

A dead character may be forced to drink as many as three Healing Potions within the first ten minutes after they die. After that there is nothing more your characters can do to help them.

Healing potions do not enable a character's Current Hit Points to exceed their Maximum Hit Points.

HEALING SPELLS

It's a bit early in this book to start talking about Magic Spells, but it should at least be mentioned that Healing Spells do exist.



ADVANCED COMBAT

Chapter #6



“Advanced Combat” – Introduces an optional set of advanced Combat rules that vastly increase the intensity and enjoyment of the BRUTAL Combat system.

BIG BAD BALL BUSTING BLOODY BATTLES

It is strongly recommended that none of these advanced Combat rules be used during a player's first game. Please allow new players to become accustomed to the Basic Combat rules first.

COUNTER ATTACKS

A Counterattack is an immediate response to the first enemy who Attempts a hand-held melee Attack upon your character.

A Counterattack always has an Attack adjustment $AK = 3d$. Your character simply adds the Weapon Rating (WR) of the weapon they are already holding.

If your character is holding a chair, iron spike, or any other non-weapon item, treat the item as it were a 1d weapon. This includes an arrow, which may not normally be used as a weapon without a bow.

The Counterattack may be used if the enemy hits or misses your character. It doesn't matter.

The Counterattack does not count as one of your character's standard two Actions allowed each round.

The Counterattack may only be used once per round.

The Counterattack may not be used in response to a range weapon (shot or thrown).

The Counterattack may be used prior to your character's Initiative.

ALL OUT ATTACK

If a character chooses a Defense Adjustment $DF = 0d$, then they receive a +1d Modifier to all of their Attack Rolls.

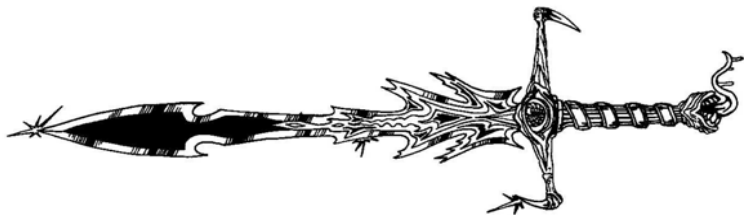
Though not exactly the safest option, the All Out Attack does have its moments and is a common approach used by many archers. Remember that the maximum Attack Adjustment (AK) = 5d still applies, but gains a +1d Modifier on top of it.

ALL OUT DEFENSE

If a character chooses an Attack Adjustment $AK = 0d$ and Attempts no Attacks, then they receive a +1d Modifier to all their Defense Rolls.

Though your character will not be able to use the Attack Action, this is actually a really good idea when exploring dark, dangerous dungeons. Remember that the maximum Defense Adjustment (DF) = 3d still applies, but gains a +1d Modifier on top of it.

A character using an All Out Defense is not permitted to Attack anyone, but they may still run around pretending to Attack others, so it's difficult for others to realize they are cowards. Also, the Counterattack is still permitted when using an All Out Defense.



BATTLE CRY

The Battle Cry Action can be described as a short yet wild scream that helps the character who is screaming by providing them with a +1d Modifier to their WP, ST and CB for the rest of the current round. This is typically used as the first Action, just before using the Attack as their second Action.

BATTLE SONG

The Battle Song is a long song (that last as long as the character concentrates). During the song, the character singing may perform no other Actions, however they may still continue to move about normally. All friendly forces within eighteen inches of the singing character gain a +1 Modifier to their WP, ST and CB. Two or more characters singing Battle Songs at the same time may not combine their benefits, but might manage to reach a larger audience.

BLIND FIGHTING

The Blind Fighting Action may be Attempted when fighting in the dark, blinded, or against invisible opponents. Normally a blind character suffers a -2d Penalty to all of their Attack Rolls. The character Attempting the Blind Fighting Action will Roll their Nature vs. the Nature of the opposing character. Failure has no effect, but success removes the -2d Penalty and allows them to Attack that opponent normally for (1d +1) rounds.

CONCENTRATING ARCHER

If an archer stands still (stops Moving for two or more seconds) and uses their first Action to Concentrate, they gain a +1d Modifier to range weapon Attack Rolls. This may be combined with the All Out Attack Modifier.

ADVANCED MOVEMENTS

SPRINTING

The Sprint Action is an Attempt to give up an Action in exchange for another Move (two inches for everyone). To Attempt the Sprint Action your character must Roll their Coordination Rating against twice the current Terrain Rating. If successful then your character may immediately travel as many inches as their Movement Rating normally allows.

When a character fails a Sprint Action their turn comes to an abrupt end. They lose all remaining Moves and Actions not yet used. And there is a 1 in 6 chance that they Trip And Fall.

HIT AND RUN

Every character is already permitted to Move and Attack at the same time, as long as they are in range at some point during the Move. The Hit And Run is a special maneuver where a character may Move + Sprint + Attack at the same time.

The Hit And Run must begin with the player declaring his intentions. They must say "Hit And Run" out loud for all to hear.

After the call out, the player must Roll to Attempt the Sprint Action first. If they fail then their turn ends and they lose the Move and Attack. Additionally, there is a 1 in 6 chance they Trip And Fall.

The Hit And Run maneuver may be combined with Multiple Attacks (see page 83).

RUNNING AWAY

When a player announces out loud that their character is "Running Away!" their character automatically gets to move first at the beginning of the every round, beginning with the next round.

Declaring that your character is Running Away has no effect when called out during the middle of a round, but guarantees you get to start Running Away at the start of the next round.

Declaring that your character is Running Away does NOT guarantee their safety. They must still manage to move off the edge of the Battlefield.

A character who is Running Away must continue to Move toward a consistent exit out of the room or off the Battlefield. Leaving the room or Battlefield forfeits all Experience Points, and any claim to all treasures that might be found.

A character who is Running Away MUST always Attempt at least one Sprint Action per round. If a character who is Running Away happens to Trip And Fall then they MUST use their next two Actions to return to their feet immediately. They are not permitted to turn, look around, or pick up items that they may have dropped.

If a character who is Running Away does choose to Attempt anything other than Sprinting, Tripping, and getting back up on their feet, they must stop Running Away and Roll Initiative like everyone else.

FALLING DOWN

TRIPPING AND FALLING

Tripping And Falling typically occurs when a character fails an Attempt to Sprint. However other things may 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 two Actions to return to their feet.

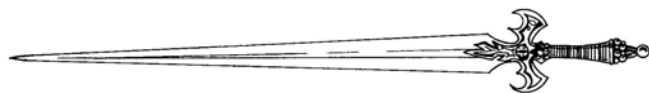
When a character trips and falls, there is a 1 in 6 chance that they also drop something in their hands like their weapon, shield, or anything else they might be holding. It requires 1 Action to pick up each item that was dropped, but only if no one else has picked it up first.

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

While on the ground a character suffers a -2d Penalty to their Defense Rolls and a -1d Penalty to their Attack Rolls.

QUICK STAND

The Quick Stand Action may be Attempted by any character who has fallen down, and wants to stand back up in a single Action. Normally it requires two Actions to stand back up. The character Attempting the Quick Stand Action will Roll their Coordination vs. Terrain. If they fail, they remain on the ground, the Action is lost, and their turn ends.



AIRBORNE COMBAT

SPRINGING INTO BATTLE

The Spring Action may only be Attempted once per round of Combat. While in the air, your character is vulnerable and suffers a -2d Penalty to all Defense Rolls. Still, the Spring Action is useful for getting over Formations or reaching those pesky flying archers. Additionally, if your character can manage an Attack as they land, the Modifiers may be well worth it.

LANDING ATTACK

Attacking after a Spring is called a Landing Attack. A Landing Attack gets a +2d Modifier and all Damage (if any) is doubled! A Landing Attack from a height of six inches or higher gains a +3d Modifier to the Attack Roll. A Landing Attack from a height of twelve inches or higher gains a +4d Modifier to the Attack Roll.

CATLINGS SPRING FASTER

The two tables below shows the maximum distances that can be traveled during a single Combat round for Humans, Catlings, and Dwarves.

	Move + Move + Sprint + Sprint	
Human	2 + 2 + 2 + 2	= 8
Catling	3 + 3 + 3 + 3	=12
Dwarf	2 + 2 + 2 + n/a	= 6

	Move + Move + Sprint + Spring	
Human	2 + 2 + 2 + 1	= 7
Catling	3 + 3 + 3 + 6	=15
Dwarf	2 + 2 + 2 + n/a	= 6

BETTER ATTACKS

MULTIPLE ATTACKS

According to the Basic Combat rules, your character may divide their Combat into one Defense Adjustment (DF) and one Attack Adjustment (AK). Since the maximum Defense Adjustment (DF) = 3d, and the maximum Attack Adjustment (AK) = 5d, the maximum Combat Rating possible is (3d + 5d = 8d).

With the Advanced Combat rules, your character may now have two or more different Attack Adjustments.

The maximum Attack Adjustment (AK) is still 5d, for each Attack.

The Multiple Attack Adjustments do not need to be equal or identical.

Using Multiple Attacks is considered to be a single Action.

Multiple Attacks may be used all at once, or spread out over two or more different seconds of Combat.

Multiple Attacks may be used on a single target, or spread out and used against two or more different targets.

There is no requirement to wield two weapons

MULTIPLE WEAPONS

A character with a Coordination Rating = 8d and a Combat Rating = 8d, or higher, gains a +1d Modifier to each and every Attack when they use two weapons at the same time.

While wielding two weapons, they gain the +1d Modifier even if they only Attack one time per round, using only one of the two weapons.

When combining Multiple Attacks with Multiple Weapons, it is possible to Attack someone with two weapons at the same time. This gains another +1d Modifier to both Attack Rolls.

While Attacking with two weapons at the same time, a character is not permitted to use any shields, unless they use the shields as 1d weapons.



FEINT DICE

A Feint Dice can be used as a +1d Modifier to a single Attack or single Defense during Combat. Imagine throwing a fake punch with the left (also known as a “feint”) followed quickly by a really good punch with the right.

Before a character may use a Feint dice they need to get one. When dividing your character's Combat Rating into their Defense Adjustment (DF) and Attack Adjustment(s) (AKs), they may also exchange five of their Combat dice in for one single +1d Feint Dice Modifier.

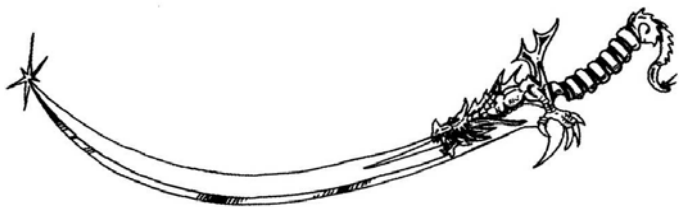
Characters with extremely high Combat Ratings may have as many as five Feint dice at the same time.

Feint Dice may NOT be used with range weapon Attacks (shot or thrown).

All Feint dice not used during a round of Combat are lost.

Each feint dice serves as a +1d Modifier that may be used only once, but at any time during the round.

Multiple Feint dice may be used separately or combined.



MASSIVE WEAPONS

The Size of a weapon is determined by the Size of the creature it was originally intended for. Humans have a Size = 3d, so Human-Sized weapons all have a Size = 3d as well. This means that a Human dagger and a Human battle axe both have a Size = 3d.

Most weapons found will have a Size Rating between 2d and 4d, but some larger weapons (Ogres and Giants for example) can occasionally be obtained, and bigger weapons mean more Damage.

Weapon Size	Weapon Modifier
1d to 4d	+0d
5d to 7d	+1d
8d to 9d	+2d
10d to 11d	+3d
12d to 13d	+4d
14d+	+5d

Not every character is big and strong enough to wield really large weapons. To find out how big a weapon your character may wield, use the following math equation, and always round up.

$$\text{Max Weapon Size} = \frac{(\text{Character Size} + \text{Character Strength})}{2}$$

A Human (Size = 3d) with a Strength = 12d can wield weapons as large as 8d because...

$$\begin{aligned}(3+12) \div 2 &= \\ 15 \div 2 &= \\ 7.5 \text{ (rounding up)} &= \\ 8\end{aligned}$$

BIG AND STRONG

An Attacker is Big And Strong if they are Bigger and Stronger than their opponent.

IMPACT

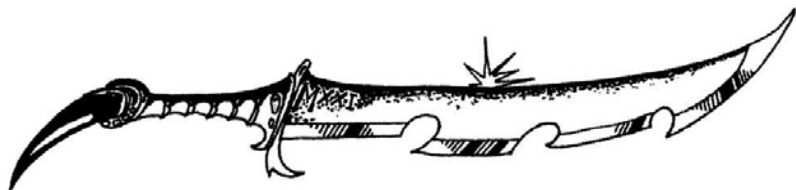
Every time a Big And Strong character successfully Attacks and causes Damage with a hand-held blunt weapon (Staff, Hammer, Club, etc.), there is a chance that the Defender stumbles backward, breaks out of any Formation they may have been in, and possibly even Trips And Falls.

After a successful Attack with a hand-held blunt weapon, a Big And Strong character may immediately check for Impact by Rolling their Strength vs. the Coordination of the Defender. If the Impact is successful, the Defender stumbles backwards (1d +1) inches.

Impact does not count as one of your character's Actions.

If the Defender stumbles back four or more inches then there is a 1 in 6 chance they Trip And Fall.

If the Defender stumbles back into a solid wall, tree, large rock, etc. they suffer two additional points of Damage for each inch they would have stumbled if the solid object had not there.



CRUSHING BLOW

Crushing Blow is identical to Impact, except the Defender is already standing within one inch of a solid wall, tree, etc.

Instead of stumbling back, they get SLAMMED against the wall and suffer three additional points of Damage for each inch they would have stumbled backwards.

***** WARNING *****

Some very large Attackers can use Crushing Blows on small Defenders by declaring a downward blow before Rolling their Attack.

Just like swatting flies, or stomping ants.

An Attacker using a downward Crushing Blow suffers a -1d Penalty to their Attack Roll.



FALLING AND BURNING

DAMAGE FROM FALLING

When your character falls unexpectedly or in a way that is out of their control, they may suffer Damage from falling.

The Game Master will Roll 1d for every inch the character falls. Characters resist Damage from falling by Rolling their Coordination Rating. If the Game Master Rolls higher then Damage is found as the difference between the two Rolls.

All characters may safely jump down from a height equal to their Maximum Spring value.

DAMAGE FROM FIRE

When a character is on fire the Game Master Rolls 3d of burning each round. Some fires may cause some initial Damage as well. For example, a Fire Trap might cause 6d of initial burning + 3d of burning each round until extinguished.

Characters who are burning do not always suffer Damage each round. Characters may Attempt to Resist Burning by Roll their Life Force Rating against the Game Master. If the GM Rolls higher then Damage is found as the difference between the two Rolls.

Some Magical fires will require your characters to resist the burning by Rolling their Magic Rating instead of their Life Force Rating.

FIGHTING FIRES

It requires one Action to remove burning apparel, and it requires two Actions to Roll on the ground and extinguish all flames.

It requires one Action for another character to use a large blanket and wrap it around a burning character to extinguish all flames, ..of course they will need to get their hands on a large blanket first.

FLAMING ARROWS

Despite what you may have seen or heard, flaming arrows cause no special Damage and often extinguish themselves upon striking their target.

A flaming arrow is only good for igniting flammable objects such as straw huts and tapestries. Perhaps (just maybe) they might also be able to ignite a loose fitting dress or long flowing cape.

BURNING OIL

Burning oil comes in many forms. The most common form is a lit lantern. Other forms may include a small glass bottle with a cloth stuck in the top.

A lantern (or bottle) has a WR = 1d, and range of 3 inches, 9 inches, and 15 inches. If Damage occurs, then the victim suffers 6d of burning the first round and 3d of burning there after. As a 1d weapon it's difficult to cause the initial Damage, but well worth it when it succeeds.

GOOD HITS And BAD MISSES

FUMBLE DICE

When Rolling for an Attack, identify two of the existing dice in your Attack Roll by using a different Size or color.

Good Hits

If both Fumble Dice (FD) Roll sixes:

1	You gain a free Move this round.
2	You gain a free Attack this round.
3	Roll a +1d and add it to your current Attack Roll.
4	Double the Damage if any there was any.
5	Defender must Roll Coordination vs. your Attack Roll to Avoid dropping something in their hand.
6	Turn all of your Attack dice for the current Attack Roll into sixes.

BAD MISSES

If both Fumble Dice (FD) Roll ones:

1	You miss and your turn ends.
2	A nearby friend must Roll their Defense against your Attack Roll, because you accidentally Attacked them by mistake.
3	Remove your highest dice from your current Attack Roll.
4	You are off balance and suffer a -1d Defense Penalty for the rest of this round and all of the next round.
5	You drop your weapon.
6	You must Roll your Coordination vs. the Defender's Defense Roll to Avoid Tripping and Falling.



WARGAME COMBAT

Chapter #7



“Wargame Combat” – Introduces Formations. In BRUTAL you characters easily translate between role-playing adventures and Wargaming battles.

STRENGTH IN NUMBERS

BACK TO BACK DEFENSE

When two or more (A Couple) individuals work together to keep their backs near each other they gain a +2d Modifier to all Defense Rolls, but suffer a -1d Penalty to all Attack Rolls. Defenders working together often combine this technique with the All Out Defense technique for an even better Defense.

ARCHERS WORKING TOGETHER

When three or more (A Few) archers stand side by side and work together to fire at the same target at the same time, they can be more effective.

One of the archers must be identified as the Leader and use one of their Actions to call out commands such as, “Ready, Aim, Fire.”

Archers working together are said to be in a “Formation” and use the Leader’s Coordination Rating for Initiatives Rolls. They then Attempt a single Attack Roll using the WORST Attack Roll found in the group, but gain a +2d Modifier.

A Formation of Archers often combine their “Formation” Attack technique with the All Out Attack and the Concentrating Archer techniques for even more Damage.



FORMATIONS

Characters who want to work together and Attempt Moves and Actions as a single entity must first stop and create a Formation by positioning themselves side-by-side, shoulder to shoulder. Formations do not need to be made up of identical characters, but they do all need to move and Attack in a similar fashion.

Your characters may optionally join a Formation (by moving into position) or separate from a Formation whenever they please, even in the middle of a round of Combat.

Enemies are NOT permitted to move through any Formation. Instead, they must move around the Formation, over the Formation, or Attack the individuals within the Formation.

Formations are extremely valuable to the mighty siege weapons, powerful spell casters, and cowardly generals who hide behind them.

TAKING SHAPE

Formations do not need to be straight lines. The characters must stand side by side but they may form arcs, circles, squares, etc.

Circle and square Formations may face outward to protect those within, or face inward to entrap those within.

LEADERS

In order for a Formation to Attempt Moves and Actions as a single unit, every Formation must include one character, the Leader, who uses one of their Actions to call out commands to keep the Formation moving and acting as a single entity.

The Initiative Roll is found using the Coordination Rating of the Leader.

If the Leader is lost or killed, then a new Leader must be identified immediately, or the Formation is lost.

MARCHING FORMATIONS

There are only 2 ways to move a Formation: the Blitz and the March.

The term Blitz is used to describe when the original Formation breaks apart and every character races at full speed on their own to a new location where they Attempt to form a new Formation.

The term “Mach” is used to describe when a Formation Moves as a single unit. This is much slower than the Blitz, but the Formation is maintained throughout the Move.

To March a Formation, the Leader simply Attempts a standard Move. If the leader fails, then so does the entire Formation.

Marching Formations are NOT permitted to Sprint.

ATTACKING AS ONE

A Formation Attacks using the WORST Attack Roll found in the group, but gains some Modifiers.

SIZE DOES MATTER

The bigger the Formation, the better the Modifiers.

SIZE	NAME	DEFENSE	ATTACK
3+	A Few		+2d
5+	Several		+3d
10+	A Gang	+1d	+4d
25+	A Bunch	+1d	+5d
50+	A Swarm	+2d	+6d
100+	A Horde	+2d	+7d
500+	An Army	+3d	+8d
1000+	A Legion	+3d	+9d

A Formation's Attack Roll is found as the WORST Attack Roll in the group + any Modifiers that may apply

A Formation's Defense Roll is found as the WORST Defense Roll in the group + any Modifiers that may apply.

If all of the characters within a Formation are using Multiple Attacks, then the Formation may use Multiple Attacks.



WARGAME COMBAT

FORMATION VS. FORMATIONS

When one Formation Attacks another Formation using hand-held melee weapons, the two Formations exchange blows together at the same time. Both Formations Attempt their Attack Rolls and Defense Rolls immediately and simultaneously. This often results in Damage to both Formations at the same time.

Each point of Formation Damage translates into a lost character, ..but only half of the lost characters are killed. The other half are merely Panicked and declare Running Away as they Attempt to Move off the Battlefield as quickly as possible. Panicked characters will continue to Run Away for (1d +1) rounds of Combat, until they manage to leave the Battlefield, or until another character manages to calm them down by using the Encourage Action or some other creative approach.

THE ADVANTAGE OF MOVING FIRST

When one Formation Moves forward and Attacks another Formation, they receive an additional +2d Attack Modifier for the first round of Combat. This Modifier only applies to Formations using hand-held weapons. And this Modifier only applies to Formations Attacking other Formations.



THE ADVANTAGE OF ARCHERS

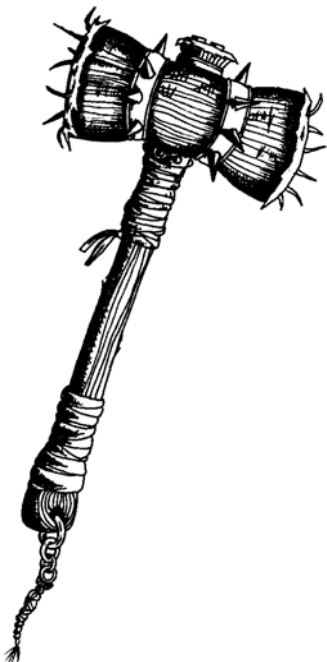
When one Formation launches a range weapon Attack upon another Formation they do not exchange simultaneous Attack Rolls. Each point of Formation Damage still translates into lost characters, with half of them dead and the other half Running Away.

FORMATION VS. CHARACTERS

Formations may Attack individual characters and monsters. The same single Attack and Defense Rolls are used, including any Modifiers that may apply for the Size of the Formation. Damage from a Formation Attack is subtracted from the character's Current Hit Points just like any other Damage.

CHARACTERS VS. FORMATIONS

Individual characters and monsters may Attack the individuals within a Formation one at a time as if the Formation did not exist.



HOLDING THE LINE

WALL OF SHIELDS

When a Formation remains stationary (no Moving) for one or more rounds, they are said to be Braced For Impact and gain a +1d Defense Modifier.

WALL OF SHIELDS AND ARROWS

A Formation of shields using All Out Defense protecting a Formation of archers using All Out Attack is a very effective, yet predictable approach.

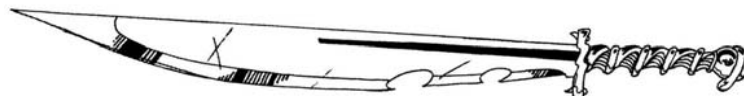
DIGGING IN – HOME COURT ADVANTAGE

It requires one full day of Digging In to create a long, narrow trench protected by jagged spears. These usually belong to the army with the Home Court Advantage who tries desperately to hold on to some land or position that is already theirs.

Spear-protected trenches offer a +5d Defense Modifier against both hand-held weapon and range weapon Attacks.

BREAKING A FORMATION

The Impact, Taunt and Intimidate Actions are just a few of the ways a character may Attempt to break a Formation. However, characters belonging to a broken Formation may use their next move to try and close the gaps, thus repairing the broken Formation.



SIEGE WEAPONS

When using a siege weapon against a Formation of living characters (or monsters) Damage translates into lost characters, but only half of the lost characters are killed. The other half are merely Panicked and declare Running Away as they Attempt to Move off the Battlefield as quickly as possible. Panicked characters will continue to Run Away for (1d +1) rounds of Combat, until they manage to leave the Battlefield, or until another character manages to calm them down by using the Encourage Action or some other creative approach. Most siege weapons require two or more characters to operate them. Of course the increase range and firepower may be well worth it, and a four-person team using a ranged Attack against a large Formation is very useful. Massive two-handed weapons with a Size = 9d, or higher, may be used as siege weapons thus allowing very big strong characters to Attack entire Formations instead of the individual characters with them.

WARGAME ARMIES

The first step to creating a Wargame army is to create a role-playing character to serve as the general. The next step is to spend 250 Experience Points (EP) to purchase troops and improve the Ability Ratings of the general and/or their troops. If a monster is worth 20 EP to kill it, then it costs 20 EP to purchase it. Be sure not to buy what you can't control. All character race troops cost 10 EP each. The final step is to spend 1000 gold coins to purchase Armor, weapons and equipment for you general and their army.

BATTLEFIELD WARGAMES

Two or more players create their armies and line them up within the first 6 inches of the table's edge where they are sitting. Some Battlefields are simple flat Terrains. Others have obstacles, flowing rivers, and perhaps even a nest of giant spiders or something.

COMMUNICATIONS

Troops may never advance more than twenty-four inches from the General without being accompanied by a communication officer who uses a flag, drum, horn, etc. to send and receive commands from the General's communication officer. Communication officers can not Attack, and if killed they must be replaced immediately by a surviving troop.

INFILTRATORS

Troops with a Willpower of 8d and a Combat of 8d, or higher, may operate independently without communications with the General. They are simply given their orders and perform them (or die trying). Infiltrators may begin a battle as far in as eighteen inches from the edge of the table and often involve a lot of Hiding and Sneaking.



HORROR AND GORE

Chapter #8



“Horror And Gore” – Introduces some Actions that can be added to the game to make the adventures more spooky, disgusting, sick and twisted.

INTRODUCTION

BRUTAL has been designed to be a Combat / Horror game. Some adventures may be intended for mature audiences. Feel free to include or exclude these rules as you see fit.

POISON Creates death and Disease.

DISEASE Creates death and Gore.

GORE Causes characters to collapse and vomit.

HORROR Causes characters to freeze or flee.

RESIST HORROR

The Resist Horror Action may be Attempted by any character Attempting to muster the courage to approach a bleeding tree, not turn to stone when catching a glimpse of a Medusa, not run in terror when spotting a Dragon, etc. The character Attempting the Resist Horror Action will Roll their Willpower vs. the Horror Rating. Some samples of Horror are listed below.

SUPERSTITION

Horror Rating = 3d

A superstitious symbol has been made out of Human bones and now hangs oddly from the branch of a dead tree. The characters must resist Horror to advance beyond this point, otherwise they are filled with Fear and strongly feel the need to turn around and go back.

BLOOD

Horror Rating = 6d

A tree is slowly bleeding Human blood. Dripping from its branches, the blood forms a muddy puddle on the ground. There's something scratched into the bark of the tree but characters must resist the Horror to approach close enough to read it.

MEDUSA

Horror Rating = 6d

A woman's head is covered with living snakes that squirm about hissing and biting. Characters who catch a glimpse of her hideousness must resist the Horror to Avoid turning to stone, and even if they do resist the Horror, they are still forced to look away.

DRAGON

Horror Rating = 9d

As the Dragon swoops by far overhead, the panicked villagers scatter to the four winds. Characters must resist the Horror or flee as fast as they can in a random direction for 2d6 rounds.

EVIL KNIGHT

Horror Rating = 9d

As the mighty evil knight suddenly appears. He stares at you grimly and slowly approaches. You find yourselves suddenly frozen stiff with Fear. Characters must resist the Horror in order to Speak, Move, Attack or even Run Away.

VAMPIRE

Horror Rating = 9d

The gaze of the seductive male-vampire pierces through your heart. All male characters feel the burning eyes upon them and must resist the Horror or Run Away for 2d6 rounds. Meanwhile all the female characters begin to understand his plight, despair and pain. The female characters must resist his Horror or succumb to him and serve their new dark master. 1 in 6 females will even be willing to die for him.

RESIST GORE

The Resist Gore Action may be Attempted by any character Attempting to stomach a disgusting site without loosing their lunch. The character Attempting the Resist Gore Action will Roll their Willpower vs. the Gore Rating. Some samples of Gore are listed below.

DISEMBOWELED

Gore Rating = 3d

Some disgusting beast has pulled the head and spinal cord out of its latest victim, and hung it from a large tree branch to warn away intruders. The characters must resist the Gore, or gag and spit uncontrollably for (1d +1) rounds.

CANNIBALISM

Gore Rating = 6d

As the savage creatures are killed in battle, other creatures stop Attacking you and begin to feed upon their own dead friends and family members. You see them rip off the hard outer shells of their own deceased and ravenously slurp on the juicy wet inner muscles and veins. The characters must resist the Gore, or spend their next two Actions vomiting.

CURE DISEASE

The Cure Disease Action may be Attempted only after the proper natural components have been acquired. To Attempt the Cure Disease Action, the character uses the natural components to make a medicine (i.e., a brew, tonic, salve, wrap, etc.), and administers the medicine to the diseased individual then Rolls their Nature vs. the Disease Rating. If successful, the disease will be cured in (1d +1) hours. Some sample diseases are listed below.

Note:

The Cure Disease Action may not be used to cure the vampire disease, lycanthrope, or any other unnatural disease.

FEVERISH TICKWORMS

Severe aching of the mind accompanied with hundreds of skin sores that swell first then burst to reveal tiny squirming worm like growths that cover the body and appear to be worm-like parasites but are in fact mutated hair follicles.

Gore Rating = 4d

Characters who first encounter this disease must resist the Gore, or Attempt to burn off the infection

Disease Rating = 6d

Cure: Simmer the flowers of Chamomile with mashed elderberries, dried Stinging Nettle, Stinking Iris and dried Willow Bark then strain to make a strong tonic.

DIARRHEA AND FLATULENCE

Occasional farting and intermittent loss of bowels causing embarrassing moments and loud noises making it impossible to Attempt the Hide, Sneak, and Surprise Actions for (1d +1) days.

Gore Rating = 5d

Loss of bowels (crapping your pants) creates a disgusting stench. Characters must resist the Gore or move away as fast as they can in a random direction for until they are at least nine inches away.

Disease Rating = 9d

Cure: Chew Catnip leaves and flowers fresh out of the ground, and use the leaves of Purslane crushed and blended with a 1/2 cup of Shepherds Purse to make a strong astringent.

RETCHING VOMIT:

Constant barfing and dry heaves causing a -2d Penalty to all Strength Rolls for (1d +1) days.

Gore Rating = 8d

Characters who witness retching vomit must resist the Gore or begin retching vomit as well.

Disease Rating = 9d

Cure: Stops when the characters collapse and pass out from exhaustion for ten to sixty minutes (1d x 10). Passed out character awoken again after (1d +1) hours of sleep and if they are still lying in vomit they must resist the Horror or repeat the process again and again.

NEUTRALIZE POISON

The Neutralize Poison Action may be Attempted by any character who is Attempting to stop the effects of a Poison, either before or after a character has come in contact with it. The Neutralize Poison Action may be Attempted only after the proper natural components have been acquired. To Attempt the Neutralize Poison Action, the character uses the natural components to make a medicine (i.e., a brew, tonic, salve, wrap, etc.), and administers the medicine to the affected item or individual then Rolls their Nature vs. the Poison Rating. If successful, the Poison will be Neutralized within (1d +1) rounds. Some sample Poisons are listed below.

AMMONIA

Internal bleeding causes spastic coughing up of bits of lungs and stomach lining causing 1 point of Damage each round for two to twelve rounds or until Neutralized.

Poison Rating = 3d

Cure: One entire Purplemoon fungus (mushroom) must be eaten raw immediately.

IODINE

The lips and tongue turn black, the face becomes very pale and the pupils dilate causing a -1d cumulative Penalty to Strength Rating every other round for two to twelve rounds. If their Strength Rating falls below zero they collapse, pass out, and remain unconscious for (1d +1) hours or until the Poison is Neutralized.

Poison Rating = 6d

Cure: Elephant Ear leaf ground with mandrake root and made into a tonic.

ARSENIC

Fever, irritation of the throat and stomach, cramps in the calf muscles and restlessness cause random occurrences of fainting. There is a 1 in 6 chance each round that the character faints, and once they have fainted they wake up in (1d +1) rounds or until slapped. These random fits of fainting continue for (1d +1) hours or until the Poison is Neutralized.

Poison Rating = 9d

Cure: Epicap syrup will cause the victim to vomit up and out the arsenic Poison.

DIGITALIS

Severe nausea, vertigo, fatigue, dilated pupils cause the loss of sight (blindness) for twenty-four hours or until the Poison is Neutralized.

Poison Rating = 9d

Cure: Verbena leaf and or Vervain root mixed with a sprig of Wolvesbane to make a salve rubbed over the eyes.

ERGOT

Drooling, diarrhea, mental depression, a staggering gait and labored breathing cause bouts with self pity, hours of sobbing and crying, and a -3d Modifier to WP for (1d +1) days or until the Poison is Neutralized.

Poison Rating = 9d

Cure: Rub the leaves of Mullein on Stinging Nettle all over the body.

THIEVES

Chapter #9



“Thieves” – Introduces Thieves, Pick-Pockets, Assassins, etc. and the Actions used by them.

INTRODUCTION

This chapter is for all the “bad guys and girls” who don’t play fair and justify their means by a favorable end.

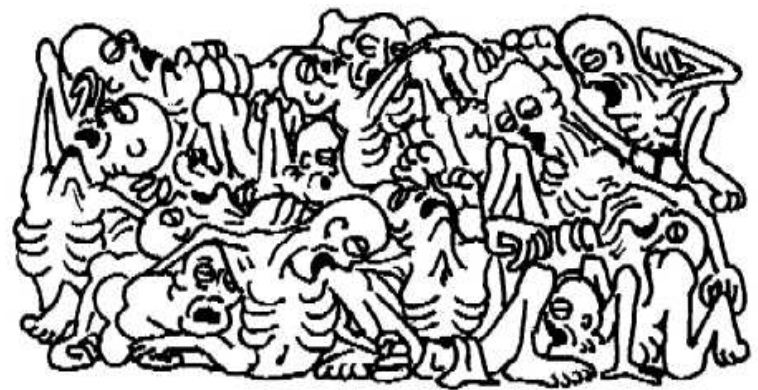
IF YOU DON’T LOOK FOR IT – YOU WILL NEVER FIND IT

A Secret Door does not actively do anything. It simply sits there in a hidden state until someone tries to find it.

In the same manner, your characters use one Action to Hide themselves and then remains Hidden until they Move, or someone (or something) tries to find them.

In one of my own adventure a Hidden thief died of Poison. He is packed with treasure, including some Magic Items, but remains hidden to this day.

In another of my adventures I have a Hidden spider who waits in a spot that seems to be a favorite of thieves. The thieves come and hide there again and again, never stopping and looking to see what might already be hiding there already, ..Feeding Time!



HIDE AND SNEAK ACTIONS

HIDE

The Hide Action may be Attempted by any character who stops moving and gets behind, inside, or under something. 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 page 61).

SNEAK

Before a character may Sneak, they must already be Hidden. The character then Attempts the Sneak Action, ..usually followed by another Hide Action, to Sneak from one hiding place to another.

The character Attempting the Sneak Action may not be wearing more Armor than leather with a chain shirt, though shields and weapons may be carried.

There is no Roll Attempt made for Hiding, but there is a Roll Attempt made for Sneaking.

The Sneaking character must Roll their Coordination vs. the Intellect of everyone within twelve inches.

Note:

Just because one character notices a Sneaking character, doesn't mean that everyone else does.



SURPRISE ATTACK

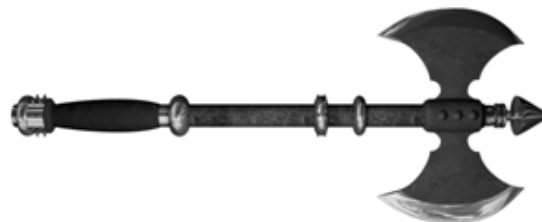
The Surprise Attack Action may be Attempted by any character who Attacks from a Hidden location within range, or by any character who successfully Sneaks within range from a Hidden location.

The character Attempting the Surprise Attack Action will Roll their Coordination vs. the Nature Rating of the intended victim. Success indicates surprise, where the character may then Attack the unsuspecting opponent with a +2d modifier to their Attack Roll, then double the Damage if there is any. The Surprise Roll and Attack Roll are considered a single Action.

With Multiple Attacks, the Surprise Attack Modifier and double Damage Modifier only counts for the first Attack.

With multiple weapons combined with Multiple Attacks, the first two Attacks may both occur at the same time and both Attacks then gain the Surprise Attack Modifier and double Damage Modifier.

Surprise Attacks using a range weapon get the +2d Attack Roll Modifier, but do not get the double Damage Modifier.



OTHER THIEF ACTIONS

DISGUISE

The Disguise Action may be Attempted by any character wanting to alter their physical appearance. Disguises enable characters to appear as either sex, use wigs and change clothes. Humans and Elves may also pretend to be Elves and Humans. The character Attempting the Disguise Action is already disguised. It is up to the others to Attempt the Detect Disguise Action to see them as they truly are. To Attempt a Detect Disguise Action, a character must Roll their Intellect vs. the Corruption Rating of the disguised character.

LIE

The Lie Action may be Attempted by any character who tries to tell a false statement or omit part of the truth. The character Attempting the Lie Action has already lied. It is up to the others to Attempt the Detect Lie Action to notice it. To Attempt a Detect Lie Action, a character must Roll their Intellect vs. the Corruption Rating of the character who is telling the lie.

NUDGE

The Nudge Action may be Attempted by any character who wants to move another character one inch in any direction. Typically, the Nudge Action is used to Nudge another character off a balcony or down a flight of stairs, or forward during Combat so that the monster Attacks them first. The character Attempting the Nudge Action will Roll their Corruption vs. the Coordination of the character (or monster) being Nudged.

PICK LOCKS

The Pick Locks Action may only be Attempted by a character with a set of lock picks. Without a set of lock picks, this Action may not be Attempted. The Pick Locks Action may be Attempted again and again (once per round) for as long as it takes. The character Attempting the Pick Locks Action will Roll their Coordination vs. the Lock Rating.

PICK POCKETS

The Pick Pockets Action may be Attempted by any character trying to take something from someone else without being noticed. The character Attempting the Pick Pockets Action will Roll their Coordination vs. the Nature Rating of their intended victim. If they fail, they miss their chance and a second Coordination vs. Nature is Rolled to determine if the Attempt was noticed.

Many expensive belt pouches have been designed so as to resist being picked (jingle bells, twisted wire knots, etc.). These often provide a +1d or possibly a +2d Modifier to the Defender. Other belt pouches have been known to contain Traps!

TRIP

The Trip Action may be Attempted to force another character to Trip And Fall. This is an excellent Action to be used when being chased by a monster. To Attempt the Trip Action, a character must Roll their Corruption vs. the Coordination of the character being Tripped.

BRUTAL TRAPS

Chapter #10



“Traps” – Introduces the different types of Traps that exist in BRUTAL and the Actions associated with them.

INTRODUCTION

In BRUTAL we don't Detect Traps, we Spot them. Just like we spot a Hidden thief or a Secret Door. Only if and when a Trap is found, may we may Attempt the Remove Trap Action to disable its mechanism. But more often then not, characters seem to find Traps by setting them off accidentally. They must then do their best to Avoid the consequences.

TRAP TYPES

There are 3 types of Traps:

CAPTURE TRAPS

Capture Traps are Traps that, move, slide, teleport, block or capture one or more individuals in some manner that contains them. These types of Traps do not normally cause any Damage, but some do.

The sliding wall and pit Trap are examples of a Capture Traps with no Damage.

The deep pit Trap with sharp spikes at the bottom is an example of a Capture Trap that also causes Damage.

To remove a Capture Trap your character must find the Trap and jam a wedge, spike or other “monkey wrench” into the mechanism.



SPELL TRAPS

Spell Traps are powered by Hidden Spell Glyphs that curse the characters, release a Magical lightning bolt to cause devastating Damage, or any other Spell Glyph effect.

To remove a Spell Trap your character must find the Hidden Spell Glyph and destroy it by scratching it off the wall, etc.

MOUSE TRAPS

Mouse Traps are complex engineering mechanism with rolling balls, moving knives that cut strings, levers, pulleys, etc. They usually result in something fantastic, like a spray of oil followed by a burst of flame.

To remove a Mouse Trap your character must find the Trap and jam a wedge, spike or other “monkey wrench” into the mechanism.

TRAP DAMAGE

ATTACK ROLL

Some Traps create an Attack Roll, like the ones that shoot an arrow out of a small hole in the wall. Attack Roll Traps require the characters to resist the Damage by Rolling their Defense Roll as if they were in Combat.

BURNING

Some Traps cause burning, like the ones who spray acid or oil followed by a flame. Burning Traps require the characters to Resist the Burning and possibly extinguish the flames.

RANDOM DAMAGE

Some Traps cause random Damage, like the ones with pointy spikes at the bottom of a deep pit. Random Damage Traps require the characters to Roll for random Damage such as (1d +1) spikes cause 2 points of Damage each.

TRAP ACTIONS

FIND TRAPS

See the Spot Action (see page 61)

REMOVE / DISABLE TRAP

The Remove Trap Action may be Attempted by any character who has already Spotted a Hidden Trap. The character Attempting the Remove Trap Action will Roll their Coordination with a +2d Modifier vs. the Trap Rating. If they fail, then the Trap is immediately released.

AVOIDING TRAPS

Players seem to find more “fun” when barely escaping a shooting dart, then they do by checking brick after brick to eventually find the dart and safely remove it.

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



MAGIC RULES

Chapter #11



“Magic Rules” – Introduces the concept of finding, identifying, then reading Spell Glyphs.

MAGIC RULES

NECROMANCERS, WIZARDS, MAGIC USERS, SORCERERS, WARLOCKS AND WITCHES

Terms like "Necromancer" are nothing more than titles (or job description) and mean nothing to BRUTAL. In order to use Magic in BRUTAL your character needs to improve their Magic Rating and find some Spell Glyphs.

SPELL GLYPHS

Spell Glyphs are complicated (and often secret) rune markings that may be found just about anywhere: Armor, Weapons, Equipment, Stones, Scrolls, Books, Furniture, Curtains, Paintings, Doors, Chests, Walls, Floors, Shoes, Rugs, etc.

Characters cast spells by reading Spell Glyphs out loud in an Attempt to evoke the Magic contained within them. Reading a Spell Glyph can take a long time. A Spell Rating = 10d requires ten consecutive Actions, or five full rounds of Combat to read it.

INTELLECT RATING

Characters use their Intellect Rating to Spot (ie, find) Spell Glyphs.

MAGIC RATING

Characters use their Magic Rating to Identify then Read Spell Glyphs. A Spell Glyph may not be Read until it is Identified.



MAGIC ACTIONS

DETECT MAGIC

The Detect Magic Action may be Attempted by any character who believes they have found a Magical item or a Magical place. The character Attempting the Detect Magic Action will Roll their Magic vs. 6d. Success will indicate to them the presence of Magic, if there is any.

FIND SPELL GLYPH

Use the Spot Action (see page 61). Most Spell Glyphs are Hidden and not easily found. Some Glyphs however are easy to find, such as a scroll with a single Spell Glyph written clearly in the center of one side.

IDENTIFY SPELL GLYPH

Finding a Spell Glyph is not enough. Your character may not use it until they identify it first. To Attempt the Identify Spell Glyph Action, a character must Roll their Magic vs. the Spell Rating of the unknown Spell Glyph.

If the character successfully identifies a Spell Glyph, then the meaning of that Spell Glyph is forever known to them, no matter where else it is found.

If the character fails to identify a Spell Glyph, then they must use Experience Points to increase their Magic Rating before they may try again. With each failed Attempt to Identify a Spell Glyph, they must first increase their Magic Rating again and again.



READ SPELL GLYPH

The Read a Spell Glyph Action Attempts to release the Magical power of a Spell Glyph that has already been found and Identified.

- They must be found and Identified first.
- They must have them in their possession.
- There must be ample light to read them.
- They must be read out loud.

Reading a Spell Glyph can take a long time. A Spell Rating = 10d requires ten consecutive Actions, or five full rounds of Combat to read it. On the last Action of Reading, the character Rolls their Magic vs. the Spell Rating in an Attempt to see if they successfully Read the Spell Glyph.

SPEED READ SPELL GLYPH – (OPTIONAL)

A character may Attempt to Read a Spell Glyph faster. This takes less time and requires fewer Actions, but the difficulty of success increases proportionally.

A Spell Rating = 10d normally requires 10 Actions to Read it, and Roll 10d against the caster when completed. However your character may reduce the number of rounds by increasing the difficulty of success. For example: a Spell Rating = 10d may be read in 9 Actions with a difficulty = 11d, or read in 8 Actions with a difficulty = 12d, or even read in a single Action with a difficulty = 19d.

It is not permitted to slow read a difficult Spell Glyph with the hopes of improving your characters chance to be successful.

COMMON SPELL GLYPHS

All of the electrical, shocking and lightning Spell Glyphs have elemental variations such as burning, freezing, etc. However, each variation is a different Spell Glyph altogether (similar yet different) and must be found and Identified separately.

This list in no way represents all the Spell Glyphs possible. Authors of adventures are encouraged to create their own new Spell Glyphs.

3d Rating	4d Rating	5d Rating
Blinding Light	Shield	Courage
Shadowy Darkness	Shock	Enlarge
Spell Arrow	Stink	Strength

6d Rating	7d Rating	8d Rating
Appear Dead	Appear Undead	Bleed
Catch Stones	Coordination	Cure Wounds
Night Vision	Open Lock	Speed

9d Rating	10d Rating	12d Rating
Command Undead	Curse	Fly
Lightning Bolt	Invisibility	Heal
Throw Weapon	True Vision	Rage

14d Rating	16d Rating	18d Rating
Destroy Undead	Animate Dead	Copy Glyph
Horror	Regenerate	Death
Falling Rocks	Wall of Flames	Earth Quake

3D Glyph SPELLS

BLINDING LIGHT

Rating:..... 3d Range:..... 6-inch radius
Duration: Variable Resist: Willpower

The Blinding Light spell causes something to glow with the light of a standard lantern, six-inch radius for one hour.

When used against living targets, it can be used to cause blindness for (1d +1) rounds of Combat to every living creature in a six-inch radius.

When used against undead targets, it can be used to cause 1d points of Damage to every Vampire in a six-inch radius.

SHADOWY DARKNESS

Rating:..... 3d Range:..... 6 inches
Duration: 10 rounds Resist: Willpower

The Shadowy Darkness spell surrounds a friend (or the spell caster) with a dark, foggy, cloud-like sphere, with a 3-inch radius, that provides them with a +2d Modifier to Hide and Sneak.

When used against an unsuspecting target, they falsely assume that the entire area has suddenly become filled with the dark foggy cloud. Others may then Attack the stumbling balls of darkness with a +2d Modifier.

Vampires using Shadowy Darkness gain a +2d Modifier to resist Damage from sunlight and Magical light spells.

3D Glyph SPELLS - CONTINUED

SPELL ARROW

Rating:3d Range:12 inches
Duration: None Resist:.....None

The Spell Arrow spell conjures up a Magical bolt of energy that unerringly strikes a single victim and causes 1d of Damage. After striking the victim, the Magical arrow expires and no longer exists.

Though it doesn't cause a lot of Damage, it does enough to disrupt other spell casters or Squat And Springers who must start over from the beginning each time they are disturbed.

This simple spell is a favorite for speed-readers who read and cast it within a single Action with a 3d + 2d = 5d difficulty Rating. This then allows the caster to fire off two spell arrow Attacks each round.



4D Glyph SPELLS

SHIELD

Rating:..... 4d Range:..... 3 inches
Duration: 10 rounds Resist:None

The Shield spell gives a friend (or the caster) a +2d Modifier to all Defense Rolls. The character is also 100% immune to all Spell Arrow Attacks – not disturbed.

SHOCK

Rating:..... 4d Range:.....Touch
Duration:None Resist: Willpower

The Shock spell Attempts to zap a single victim and inflict 3d of Damage.

STINK

Rating:..... 4d Range:..... 9 inches
Duration: 10 rounds Resist: Willpower

The Stink spell causes a single victim to emit a foul odor that is embarrassing and attracts the attention of nearby monsters.



5D Glyph SPELLS

COURAGE (REVERSIBLE)

Rating:5d Range:3 inches
Duration: 10 rounds Resist:.....Willpower

The Courage spell gives a friend (or the caster) a +2d Modifier to their Willpower.

The reverse of this spell, Cowardice, Attempts to inflict a single victim with a -2d Penalty to their Willpower.

ENLARGE (REVERSIBLE)

Rating:5d Range:3 inches
Duration: 10 rounds Resist:.....Willpower

The Enlarge spell gives a friend (or the caster) a +2d Modifier to their Size, making them bigger. Enlarge may be used to make a creature too big to fit through a doorway.

The reverse of this spell, Shrink, Attempts to inflict a single victim with a -2d Penalty to their Size, making them smaller. Shrink may be used to make a creature unable to wield a Massive weapon.

STRENGTH (REVERSIBLE)

Rating:5d Range:3 inches
Duration: 10 rounds Resist:.....Willpower

The Strength spell gives a friend (or the caster) a +2d Modifier to their Strength.

The reverse of this spell, Weakness, Attempts to inflict a single victim with a -2d Penalty to their Strength.

6D Glyph SPELLS

APPEAR DEAD

Rating:..... 6d Range:..... 3 inches
Duration:Special Resist: None

The Appear Dead spell enables a friend (or the caster) to appear as a dead corpse for as many rounds as they remain still and motionless. Their eyes may be open and they make look around without risk of being Detected.

- Spot and Detect Disguise are fooled by this spell.
- Detect Magic will reveal that Magic is found but will not reveal what kind of Magic.
- True Vision will see through the illusion.
- No undead creatures are fooled by this spell.

CATCH STONES

Rating:..... 6d Range:..... 3 inches
Duration: 10 rounds Resist: None

The Catch Stone spell enables a friend (or the caster) to safely catch one large stone every second, even if they were thrown by a giant or shot from a catapult. The spell automatically assists the caster to place each large stone they catch safely on the ground beside them.

NIGHT VISION

Rating:..... 6d Range:..... 3 inches
Duration: 1 hour Resist: None

The Night Vision spell enables a friend (or the caster) to see in the dark with a Dark Vision Rating of twelve inches.

7D Glyph SPELLS

APPEAR UNDEAD

Rating: 7d Range: 3 inches
Duration: 1 hour Resist: None

The Appear Undead spell enables a friend (or the caster) to appear as a Zombie. They do not gain any of the powers or Abilities of a Zombie, but they do not gain any of their weaknesses either.

- Spot and Detect Disguise are fooled by this spell.
- Detect Magic will reveal that Magic is found but will not reveal what kind of Magic.
- True Vision will see through the illusion.
- Only Skeletons, Ghouls and Zombies are fooled
- Other undead creatures are not fooled by this spell.

COORDINATION (REVERSIBLE)

Rating: 7d Range: 3 inches
Duration: 10 rounds Resist: Willpower

The Coordination spell gives a friend (or the caster) a +2d Modifier to their Coordination.

The reverse of this spell, Clumsy, Attempts to inflict a single victim with a -2d Penalty to their Coordination.



7D Glyph SPELLS - CONTINUED

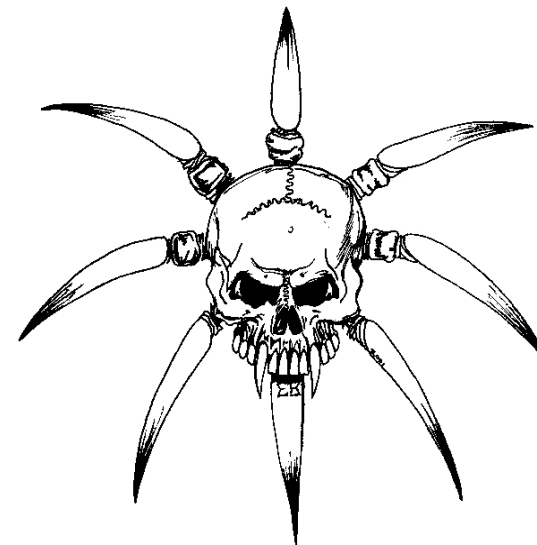
OPEN LOCK (REVERSIBLE)

Rating: 7d Range: Touch
Duration: None Resist: None

The Open Lock spell automatically opens any lock with but a simple touch.

The reverse of this spell, Magic Lock creates a real-looking lock that lasts until picked using the Pick Lock Action, destroyed using the Bash to Bits Action, or Magically opened using the Open Lock spell.

The lock appears as a normal lock with a Life Force and Lock Rating equal to the Magic Rating of the caster who created it. At any time, the caster who created the Magical lock can remove it in a single Action by simply touching it.



8D Glyph SPELLS - CONTINUED

BLEED

Rating:8d Range:3 inches
Duration: 10 rounds Resist:.....Willpower

The Bleed spell causes something like a wall or weapon to drip blood. This causes a tiny bit of Horror when seen by others within three inches, who must Roll their Willpower vs. 3d or Run Away for (1d +1) rounds.

It seems very effective when cast on some Armor or a Weapon, so all would-be-attackers must check their Willpower before Attacking.

CURE WOUNDS

Rating:8d Range: Touch
Duration: 10 rounds Resist:.....Willpower

The cure Wounds spell restores 2d lost Hit Points, but can never be used to raise a character's Current Hit Points above their Maximum Hit Points.

SPEED (REVERSIBLE)

Rating:8d Range:3 inches
Duration: 10 rounds Resist:.....Willpower

The Speed spell gives a friend (or the caster) a +1d, one inch Modifier to their Movement and gives them one additional Action each round of Combat.

The reverse of this spell, Slow, Attempts to inflict a creature with a -1d, one inch Penalty to their Movement, and reduces them to only one Action per round.

9D Glyph SPELLS

COMMAND UNDEAD

Rating:..... 9d Range:..... 12 inches
Duration: Variable Resist: None

The Command Undead spell enables the caster to give orders to all Skeletons, Ghouls and Zombies within range. These new orders replace any existing orders, and must be kept to ten or less words.

- "Stay within twelve inches and do not harm me."
All undead under this command move about freely Attacking everything but the caster within the range set by the caster.

LIGHTNING BOLT

Rating:..... 9d Range:..... 18 inches
Duration:None Resist: Defense Roll

The Lightning Bolt spell releases an electric burst of energy and light (followed by a Rolling thunder). The energy travels in a relatively straight line in the direction the caster points, with a three-inch wide and eighteen-inch long path. Everyone in the path must Roll their Defense against a 10d Attack Roll.

Lightning Bolt may also be used as a 10d siege weapon Attack .



9D Glyph SPELLS - CONTINUED

THROW WEAPON

Rating:9d Range:12 inches
Duration:10 rounds Resist:.....None

The Throw Weapon spell enables a friend (or the caster) to toss, twirl, spin and catch their weapon smoothly and easily without Fear of dropping it.

With a little practice (must have used the spell at least one time already), the character can Fling the weapon out and Attack others as far as twelve inches away yet still manage to retrieve the weapon that returns to them automatically without missing a beat.

The Throwing of a weapon requires one Action to Fling, and one Action to Attack. The catch happens automatically.



10D Glyph SPELLS

CURSE (REVERSIBLE)

Rating:.....10d Range:.....3 inches
Duration:None Resist:Willpower

The Curse spell Attempts to inflict someone with one of the following six random curses.

1. **Quest** Causes a character to retrieve a specific object or complete a specific task as defined by the caster, such as, "Stay here and guard this room for me."
2. **Weakness** Causes a -2d Penalty to Strength and Willpower
3. **Stupidity** Causes a -2d Penalty to Intellect and Nature
4. **Clumsy** Causes a -2d Penalty to Movement and Coordination
5. **Amnesia** Causes a character to believe they are someone or something else as defined by the caster such as, "You are a chicken!"
6. **Peasant** Causes a character to forget all of their experience and treat all of their Abilities as they are originally defined for the character race, until such time as the curse is lifted.

The reverse of this spell, Remove Curse or Lift Curse removes all curses from a single character.

10D Glyph SPELLS

INVISIBILITY

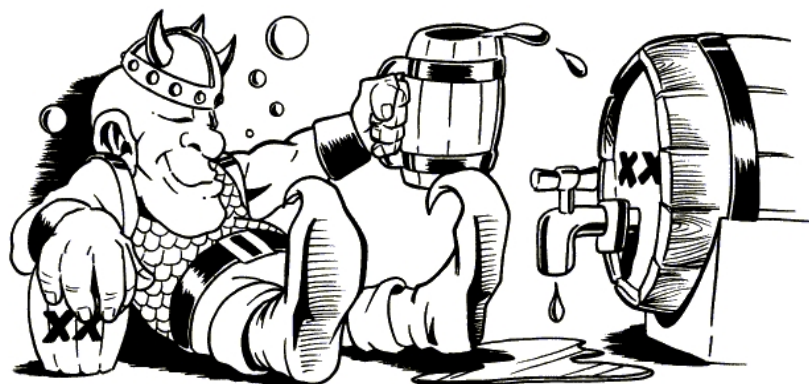
Rating: 10d Range: 3 inches
Duration: 10 rounds Resist: None

The Invisibility spell causes someone or something to become invisible. Invisible creatures and objects may be seen using the True Vision spell (below) or the Spot Action (see page 61). For more information, refer to Blind Fighting (see page 78) and Surprise (see page 114).

TRUE VISION

Rating: 10d Range: 12 inches
Duration: 10 rounds Resist: None

The True Vision spell enables someone to see all things as they truly are, within range. This includes Hidden, Concealed, Disguised, Secret, and Invisible objects.



12D Glyph SPELLS

FLY

Rating: 12d Range: Touch
Duration: 10 rounds Resist: None

The Fly spell enables a friend (or the caster) to fly as a Warrior Fly. If they are not safely on the ground at the end of the spell, they fall and may suffer Damage.

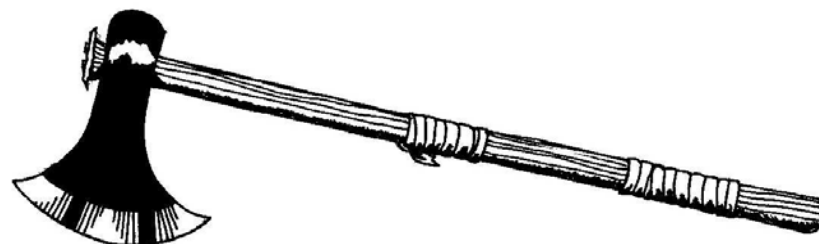
HEAL (REVERSIBLE)

Rating: 12d Range: Touch
Duration: None Resist: LF

The Heal spell immediately adds 3d points to a wounded creature's Current Hit Points.

Using the Heal spell enables a creature to have more Hit Points than they normally have. Unfortunately, the Heal spell can only be used on hurt individuals, so once a creature is Healed equal to or above their Maximum Hit Point value, the Heal spell has no effect.

The reverse of this spell, Harm Attempts to cause 3d of immediate Damage to one creature.



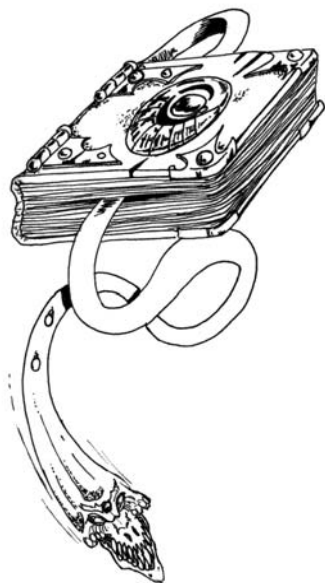
12D Glyph SPELLS - CONTINUED

RAGE

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

The Rage spell causes someone to be filled with Rage, defined as a +3d Modifier to Strength and Combat, a +2d Modifier to all Attacks, and a +3, three inch Modifier to Movement, but with the side effect that they Attack any and all things including friends and family.

The enraged character (or monster) will Attack the closes targets first. If there are multiple targets at the same distance have each target must Roll their Corruption Rating, where the highest Roll gets Attacked first.



14D Glyph SPELLS

DESTROY UNDEAD

Rating: 14d Range: 12 inches
Duration: None Resist: None

The Destroy Undead spell causes all Skeletons, Ghouls and Zombies within range to burst into flames then immediately turn to dust. Meanwhile, all other undead creatures within range suffer 2d of immediate Damage.

HORROR

Rating: 14d Range: 3 inches
Duration: 10 rounds Resist: Willpower

The Horror spell Attempts to fill something or someplace with Horror created and described by the caster. Others who try to touch the thing, or enter the place must Roll their Willpower vs. the Magic Rating of the caster or Run Away for (1d +1) rounds.

FALLING ROCKS

Rating: 14d Range: 18 inches
Duration: Variable Resist: None

The Falling Rocks spell conjures up a shower of falling rocks that randomly strike those within the area of the spell, defined as a twelve-inch radius circle surrounding a point designated by the caster, up to eighteen inches away from the caster. If the caster places the area of the spell too close, then they too are subject to the random Attacks from falling rocks. Every round a creature remains in the spell area, there is a 2 in 6 chance that they get struck by a falling rock. Falling rocks are treated as 10d Attacks.

16D Glyph SPELLS

ANIMATE DEAD

Rating: 16d Range: 12 inches
Duration: Permanent Resist: None

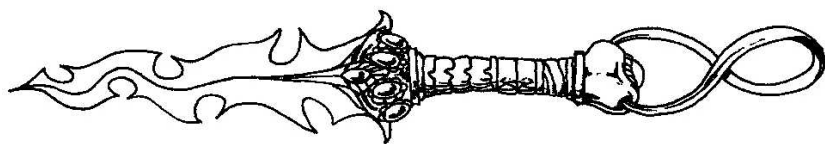
The Animate Dead spell causes all corpses within range to come to life as undead monsters. Corpses of creatures who died within the past 24 hours and are now buried under the ground will become Ghouls. Corpses of creatures who died within the past 24 hours and are above the ground will become Zombies. All other corpses above the ground will become Skeletons.

REGENERATE

Rating: 16d Range: 3 inches
Duration: None Resist: None

The Regenerate spell restores 1d of Damage and re-grows one lost limb instantly, but this spell may not Heal a creature above their Maximum Hit Points and may not be used to re-grow a lost head.

The reverse of this spell, Wither can be used to Attempt to Wither and loose a random limb off a living creature. The Wither spell may never withers off a creature's head or any other life-required appendage.



16D Glyph SPELLS - CONTINUED

WALL OF FLAMES (REVERSIBLE)

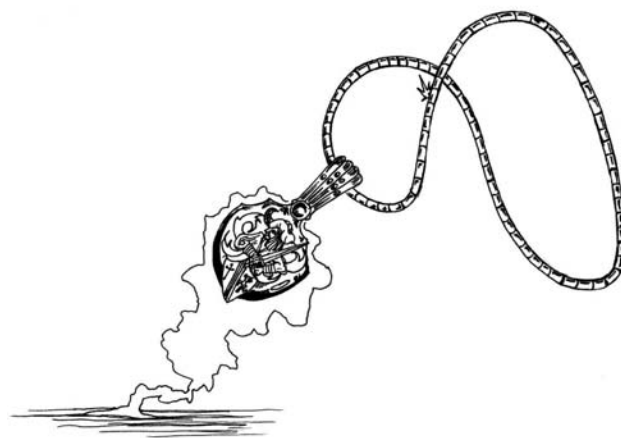
Rating: 16d Range: 9 inches
Duration: 10 rounds Resist: Willpower

The Wall of Flames spell creates a burning wall three inches tall, and eighteen inches long, starting up to nine inches away. The flames burn for ten rounds and act as a 10d Attack each round to all creatures who remain in the flames or cross through them.

The wall does not need to be straight and does need to start so far away.

This spell may also be used to completely fill a four-inch square area with flames.

The reverse of this spell, Extinguish Flames, instantly smothers any and all flames within a nine inch radius.



18D Glyph SPELLS

COPY GLYPH

Rating: 18d Range: Touch
Duration: Permanent Resist: None

The Copy Glyph spell allows the caster to touch a known Spell Glyph, then touch something else. The original Spell Glyph is instantly copied to the new location. The original Spell Glyph is not Harmed.

To copy a Spell Glyph requires 50 Experience Points and 1000 gold pieces of precious gems.

Autocast

The caster may choose to have the new Spell Glyph automatically cast itself (instantly) whenever a specified condition is met, such as; item is touched, opened, etc. This requires the sacrifice one Life Force point and ages the caster ten years.

Typically the Autocast is used on cursed items to try and Harm or control the victim in some way.

Sometimes the Autocast is used to create awesome Magic Items like a Cloak of Invisibility, or a Rod of Lightning.

18D Glyph SPELLS - CONTINUED

DEATH

Rating: 18d Range: 18 inches
Duration: None Resist: Willpower

The Death spell Attempts to cause Damage and hopefully kill one or more creatures in a variety of methods. The caster must choose one of the following methods before starting to read the spell...

- Cause 2d of instant Damage to all creatures within an eighteen-inch radius.
- Cause 3d of instant Damage to all creatures within a 3 x 3 inch square up to eighteen inches away.
- Cause 5d of instant Damage to a single creature up to eighteen inches away.



18D Glyph SPELLS - CONTINUED

EARTHQUAKE

Rating: 18d Range: 24 inches
Duration: .. 2 to 12 rounds Resist: None

The Earthquake spell causes the earth to shake and crack within a 12 x 12 inch square up to twenty-four inches away.

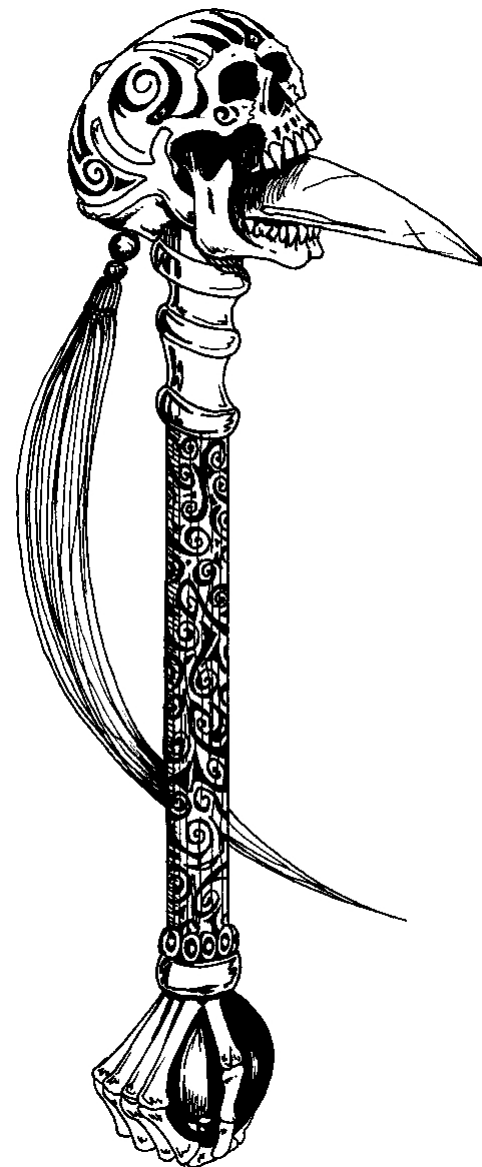
The Terrain Rating of the area is increased by a +3d Modifier making it more difficult to move out of the area.

All creatures in the area suffer a 10d Attack Roll each round they remain in the area.

All buildings, bridges, etc. in the area suffer a 10d siege weapon Attack Roll each round.

Characters who die and buildings that are destroyed within an Earth Quake spell are all swallowed up by the earth along with all of their possessions and treasures.

The devastation continues each round for 2d6 rounds. The caster is unable to stop the Earth Quake spell once it has been started and must allow the spell to work completely through its 2d6 rounds.



MAGIC ITEMS

Chapter #12



“Magic Items” – Introduces enchanted, legendary and cursed Magic Items and explains the differences between them.

INTRODUCTION

Without Magic Items there would be no Magic Spells. All Magic comes from Spell Glyphs magically Copied onto swords, wands, rings, etc. A Magic Item is merely a normal thing that happens to have one or more Spell Glyphs copied onto it.

The most commonly found of all the Spell Glyphs is the Enchantment Spell Glyph:

ENCHANTMENT

Rating:..... 12d Range:.....Touch
Duration: Forever Resist:None

When copied on to a weapon, it gives the item a +1d Attack Modifier. When copied to Armor, it gives the item a +1d Defense Modifier.

The Copy Glyph spell must be used in order to fabricate new Magic Items. It does no good to copy the Enchantment Spell Glyph more than once onto the same item.

In some cases, like the staff, the Enchantment Spell Glyph provides a +1d Modifier to both Attack and Defense Rolls.

Two very common examples are a +1d Sword of Attack, and a +1d Ring of Defense.

ENCHANTED ITEMS

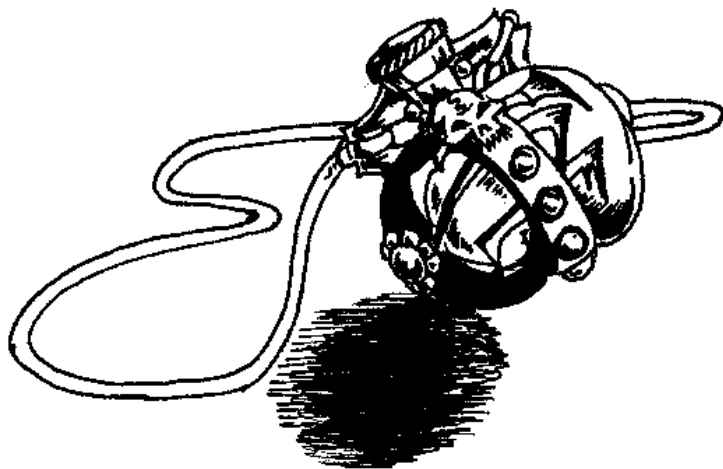
Enchanted items are standard Magic Items that have the Enchantment Spell Glyph on them. Occasionally they may also have one or more other Spell Glyphs as well.

LEGENDARY ITEMS

Legendary items are unique, one-of-kind Magic Items with a name, history, legend, etc. All legendary Magic Items have a +3d Attack or Defense Modifier.

CURSED ITEMS

Cursed items typically have a -1d Penalty (Reverse Enchantment) and sometimes include one or more other Spell Glyphs that use an Autocast condition with intent to Harm or control the victim in some way.



FAMOUS Magic ITEMS

What follows is a list of some of the most famous legendary and cursed Magic Items found within the fantasy world of "Zella 'Tier" by David J. Stanley.

AXE OF HACKING

It is believed that the gods gave this oversized pickaxe to King Codiack of the Viking Dwarves, with his promise to kill or enslave all non-Dwarf creatures.

Operates as a +3d two-handed Battle-Axe.
Provides the wielder with a +5d Combat Modifier

Spell Glyph:

(1) Throw Weapon: Secret=3d, Magic=9d, Autocast

Note: The Glyph will auto-cast when touched while speaking, "Throw Weapon" in the Dwarf language, sounds something like: (narth-GUHN-der).

BLOODY ARMOR

This gruesome looking Armor is made of black leather stretched across steel plate Armor. The leather is pierced with bloody bones and bleeding profusely. It is believed to have been created especially for the Black Knight.

Operates as +3d plate Armor of Defense, and protects the wielder with a continuous "Bleed" spell

Spell Glyph:

(1) Bleed: Secret=3d, Magic=8d

BONE SHIELD

This gruesome looking shield is made of black leather stretched across a steel shield. The leather is pierced with bloody bones. It is believed to have been created especially for the Black Knight.

Operates as a +3d shield of Defense, and protects the wielder with a continuous Shield spell

Spell Glyph:

(1) Shield: Secret=3d, Magic=4d

CLOAK OF VAMPIRE WANNA-BE

Appears as long black cape with a shiny red silk lining and a huge collar. Once a character puts it on, they become convinced that they have just been turned into a Vampire.

Operates as a +3d Cloak of Defense
Provides the wearer with the Ability to Fly at will

Spell Glyph:

(1) Fly: Secret=12d, Magic=12d, Autocast

Side Effects;

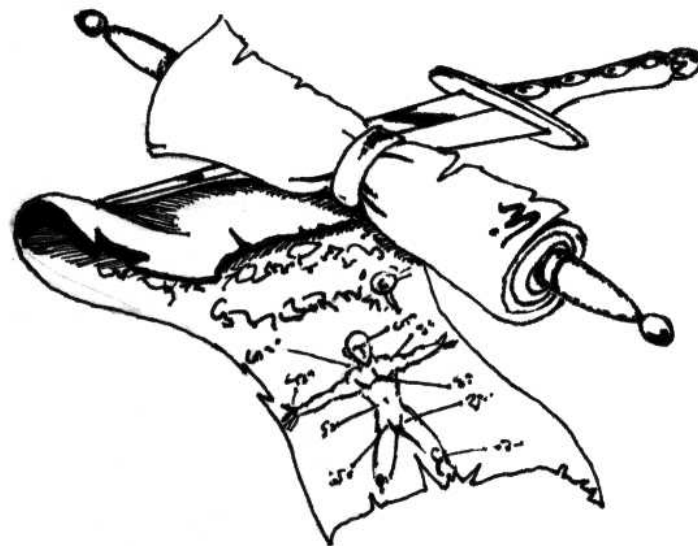
- (1) Extreme Fear of sun light
- (2) Crave blood, and eat small uncooked rodents
- (3) 1 in 6 chance that all they can say is "BLAH, BLAH" when they try to speak.
- (4) 1 in 6 chance that they suddenly start counting, "1 AH-AH-AH, 2 AH-AH-AH, 3 AH-AH-AH, etc." when they see three or more things in a row.

DRAGON PEARLS

These Magic pearls will float when first released and automatically orbit the head of the person who released them. There are at least six of them known to exist.

BLACK	Provides the user with True Vision
WHITE	Cures Wounds = 2d each round
RED	Makes the user Immune to Fire
CLEAR	Allows the user to Breath under water
BLUE	Allows the user to Fly like a Warrior Fly
YELLOW	Makes the user Immune to Poison

There are no Spell Glyphs on these pearls. How they function has puzzled the most brilliant wizards for many ages.



DRAGON'S REACH

This ancient Elf blade was created through the cooperation of fifteen different Elf elders. They each added some of their Magic to the blade in hopes of creating a weapon that could be used against the evil Dragons from the North. The sword appears as a Massive two-handed sword with tiny metal claws on the hilt. One claw holds a large black pearl, while the other holds a large white pearl. Dragon's Reach has a purpose to stand guard against all Dragons in the courtyard of Dracona Tierdrom, an ancient Elf outpost that has long since crumbled and is currently home to Cesspoolers who now call it Cesspool Caverns.

The wielder may not put down the weapon or leave his post unless they can defeat the sword in a battle of wills, during which the +7d Modifier to Willpower is turned against the wielder as a -7d Penalty. Dragon's Reach can speak all languages and has a will of its own: WP=18d, IN=18d. In Combat the claws of the sword will release the two pearls that float into the air and orbit about the wielder's head, ...Dragon Pearls.

Operates as a +3d two-handed sword, Size = 7d
Provides the wielder with a +2d Size Modifier
Provides the wielder with a +7d Willpower Modifier
Makes the wielder immune to Fear, Horror and Gore
Makes the wielder immune to Poison and Alcohol
Makes the wielder never Sleep, Drink, or Hunger

Spell Glyphs:

- (1) Lightning Bolt: Secret=3d, Magic =9d, Autocast
- (2) Falling Rocks: Secret=3d, Magic =14d, Autocast

Note: Both Glyphs auto-cast when touched while speaking the name of the Glyph.

MASHING MALLET

Little is known about this extremely large stone hammer, other than it came from a land ruled by Cyclopslings.

Operates as a +3d two-handed hammer, Size = 9d

Spell Glyphs:

- (1) Enlarge: Secret=4d, Magic=5d, Autocast

Command Words:

"Fee Fi" increases the wielder's Size with a +5d Modifier
"Fo Fum" returns the wielder to their normal Size.

ROD OF INERTIA

This spooky green glowing rod floats motionless in mid air. In fact, you can't seem to move it at all! Where did it come from? Why is it here? Originally, the Green Mage created it as a locking device to keep his doors from being broken down. Later it was picked up by some adventures who choose to leave it behind as a locking device used to keep a powerful Vampire Trapped within a stone tomb.

Operates as a +3d rod when used as a weapon

Command Words:

"Glow" to turn the green glow on.
"Dark" to turn the green glow off.
"Stop" to cause the rod to literally stop in mid air
"Go" to release the rod from a stopped position.

It requires a Battle of Strength vs. 25d to force the Stopped rod to Move.

Oddly, there are no Spell Glyphs found on the Rod?!

STAFF OF NECROMANCY

Appears as a long, old, withered stick.

Operates as a +3d staff, Attack and Defense Modifiers

Provides the wielder with a +5d Magic Modifier

Provides the wielder with a +5d Corruption Modifier

Spell Glyphs:

(1) Appear Dead: Secret=3d, Magic =6d, Autocast

(2) Appear Undead: Secret=3d, Magic =7d, Autocast

(3) Command Undead: Secret=5d, Magic =9d, Autocast

(4) Destroy Undead: Secret=5d, Magic =14d, Autocast

(5) Animate Dead: Secret=7d, Magic =16d, Autocast

(6) Death: Secret=7d, Magic =18d, Autocast

Note: All six Glyphs auto-cast when touched while speaking the name of the Glyph.

SWORD OF RAGE

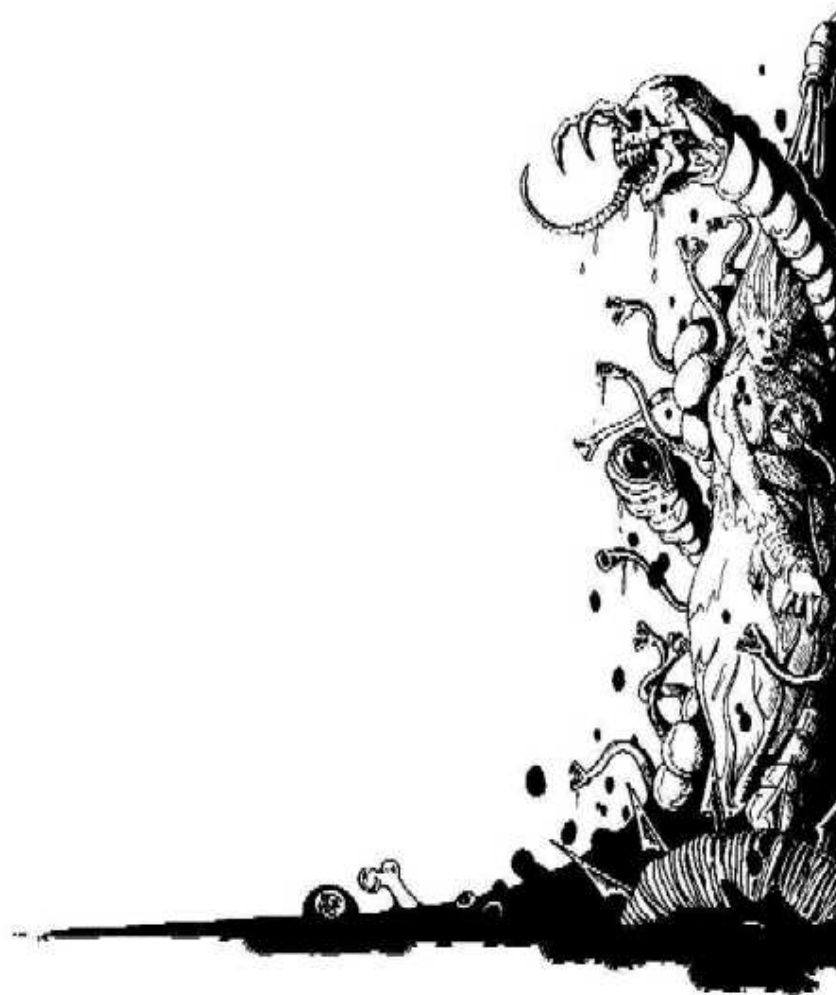
A brilliant strategist devised this weapon to be let loose among their enemies. This could very easily be the death for every poor soul standing nearby.

Once a character holds the sword, they must Roll their Willpower vs. 15d to resist the auto-casting of the Rage Spell.

Operates as a +3d two-handed sword

Spell Glyph:

(1) Rage: Secret=9d, Magic =12d, Autocast



RANDOM TREASURE

Chapter #13



“Random Treasure” – Provides some simple random treasure tables that may be used when creating your own adventures.

START TABLE

Begin with this table, and only visit sub-tables when directed to do so.

<u>Roll 2d</u>	<u>Results</u>
2	“Cursed Table”
3	“Potion Table” x 2
4	“Potion Table”
5	Chest with 100 gold coins
6	Sack with 20 gold coins
7	(1d +1) + 2 gold coins
8	Pouch with 10 gold coins
8	“Gem Table”
10	“Jewelry Table”
11	“Start Table” (Twice)
12	“Magic Table”

GEM TABLE

Randomly add 10 to 60 to the value of each gem below.

<u>Roll 2d</u>	<u>Results</u>
2	Glass (cracked) = worthless
3	Ruby (dark red) = 25 gold
4	Jasper (blackish-brown) = 20 gold
5	Bloodstone (red flecks) = 15 gold
6	Amethyst (deep purple) = 10 gold
7	Pearl (lustrous white) = 5 gold
8	Amber (watery gold) = 8 gold
9	Jade (waves of green) = 12 gold
10	Onyx (bands of black) = 17 gold
11	Moonstone (pale blue) = 22 gold
12	Diamond (crystal clear) = 30 gold

JEWELRY TABLE

Randomly add 10 to 60 to the value of each piece of jewelry below. Also, there is a 1 in 6 chance of being encrusted with a random Gem.

<u>Roll 2d</u>	<u>Results</u>
2	Decaying Wood = worthless
3	Chalice (gold) = 50 gold
4	Statuette (ivory) = 40 gold
5	Headband (silver) = 30 gold
6	Necklace (silver) = 20 gold
7	Ring (silver) = 10 gold
8	Earring (silver) = 15 gold
9	Armband (silver) = 25 gold
10	Bracelet (gold) = 35 gold
11	Ring (gold) = 45 gold
12	Crown (gold) = 55 gold

CURSED TABLE

All of these items appear as “good” Magic Items and all negative Penalties feel like positive Modifiers.

<u>Roll 2d</u>	<u>Results</u>
2	-2d Ring of Defense
3	Potion of Harm = -1d Hit Points
4	-1d Boots of Movement
5	-1d Cloak of Defense
6	-1d Sword of Attack
7	-1d Ring of Defense
8	-1d Bow of Attack
9	-1d Arrows of Attack, Quantity = (1d +1)
10	-1d Shield of Defense
11	-1d Boots of Sneaking
12	-1d Cloak of Hiding

POTION TABLE

Unlike most other Magic Items, Potions only have a limited number of uses. Most have a single use. There is a 1 in 6 chance of having multiple doses. If so, then Roll (1d +1) + 2 to find out how many doses they have.

Also, feel free to Roll on the Potion Type table to see how the potion appears.

<u>Roll 2d</u>	<u>Results</u>
2	Poison causes (1d +1) of Damage instantly
3	Invisibility for twenty rounds
4	+3d Strength Modifier for ten rounds
5	+3d Size Modifier for ten rounds
6	Neutralize any Poison
7	Courage (immune to Fear) for ten rounds
8	Cure (1d +1) points of Damage instantly
9	+1d Movement Modifier for ten rounds
10	Cure (2d +2) points of Damage instantly
11	Flying for twenty rounds
12	Cure (3d +3) points of Damage instantly

POTION TYPE TABLE

Magic Potions come in many forms.

<u>Roll 1d</u>	<u>Results</u>
1	Leafy Chew
2	Leafy Smoke
3	Bubbling Liquid
4	Gentle Lotion
5	Rough Salve
6	Sticky Balm

MAGIC TABLE

These items are fairly common

<u>Roll 2d</u>	<u>Results</u>
2	"Cursed Table"
3	+1d Arrows of Attack, Quantity = (1d +1)
4	+1d Half-Chain Armor
5	+1d Leather Armor
6	+1d Cloak of Defense
7	+1d Ring of Defense
8	+1d Sword of Attack
9	+1d Shield of Defense
10	+1d Bow of Attack
11	"Random Glyph Table" on a scroll
12	"Magic Table II"

MAGIC TABLE II

These items are less common, and there is a 1 in 6 chance that they have a hidden Spell Glyph. If so, then Secret Rating is (1d +1) and use the "Random Glyph Table" to determine which spell was scribed.

<u>Roll 2d</u>	<u>Results</u>
2	"Cursed Table"
3	Gloves of Climbing as a Nightstalker
4	Bottle of Endless Wine
5	Spoon of Safe Eating
6	Tankard of Endless Water
7	Wand of Blinding Light
8	Cloak of Shadowy Darkness
9	Helm of Night Vision
10	Ring of Invisibility
11	+2d Modifier, Boots of Movement
12	"Magic Table III"

MAGIC TABLE III

These items are rare, and there is a 1 in 6 chance that they have a hidden Spell Glyph. If so, then Secret Rating is (1d +1) and use the "Random Glyph Table" to determine which spell was scribed.

<u>Roll 2d</u>	<u>Results</u>
2	"Cursed Table"
3	Flying Carpet: five persons
4	Collar of Water Breathing
5	Cloak of Flying: one person
6	+1d Sword of Speed (+1 Action / round)
7	+1d Bow of Speed (+1 Action / round)
8	Sack of Endless Space
9	+2d Gloves of Picking Pockets
10	+3d Armband of Defense
11	Key of Opening Locks: opens any lock
12	Head Band of True Vision



ACTIONS

<u>Action</u>	<u>Attempt</u>	<u>Resist</u>	<u>Page</u>
Appraise	Intellect	Treasure	52
Avoid Traps	Coordination	Terrain	120
Bash to Bits	Automatic	--	52
Battle Cry	Automatic	--	78
Battle of Strength	Strength	Strength	53
Battle Song	Automatic	--	78
Blind Fighting	Nature	Nature	78
Changing Your Mind	Automatic	--	6
Check Lore	Intellect	Lore	53
Climbing	Movement	Terrain	54
Comprehend Languages	Intellect	10d	54
Concentrating Archers	Automatic	--	78
Cure Disease	Nature	Disease	107
Detect Disguise	Intellect	Corruption	54
Detect Lie	Intellect	Corruption	55
Detect Magic	Magic	6d	123
Detect Poison	Nature	Poison	55
Determine Direction	Nature	Terrain	55
Disable Traps	Coordination	Trap	120
Disguise	Automatic	--	54
Encourage	Automatic	--	55
Find Spell Glyph	Intellect	Secret	123
Find Traps	Intellect	Hidden	120
Flying	Movement	Terrain	56
Grab And Hold	Coordination +2d	Terrain	57
Hiding	Automatic	--	113
Hit And Run	(Sprint + Move + Attack)	--	79
Identify Spell Glyph	Magic	Spell	123
Intimidate	Combat	Willpower	57
Jump	Automatic	--	59
Landing Attack	(Spring First)	--	81

<u>Action</u>	<u>Attempt</u>	<u>Resist</u>	<u>Page</u>
Leap	Automatic	--	59
Leg Up	Automatic	--	60
Lie	Automatic	--	55
Listen	Nature	Nature	58
Neutralize Poison	Nature	Poison	109
Nudge	Corruption	Coordination	115
Overcome Obstacles	Coordination	Obstacle	58
Overcome Obstacles	Spring	Obstacle	58
Pick Locks	Coordination	Lock	116
Pick Pockets	Coordination	Nature	116
Pick up Dropped Items	Automatic	--	82
Quick Stand	Coordination	Terrain	82
Read Runes	Intellect	Lore	59
Read Spell Glyph	Magic	Spell	124
Remove Traps	Coordination +2d	Trap	120
Resist Gore	Willpower	Gore	106
Resist Horror	Willpower	Horror	104
Ride Beast	Coordination	Coordination	59
Running Away	Automatic	--	80
Sneaking	Coordination	Intellect	113
Speed Read Spell Glyph	Magic	Spell +?d	124
Spot	Intellect	Coordination	61
Spot	Intellect	Invisible	61
Spot	Intellect	Hidden	61
Spot	Intellect	Secret	61
Spring	Automatic	--	59
Sprinting	Coordination	Terrain x 2	79
Squat	Automatic	--	60
Standing Up	Two Actions	--	82
Surprise Attack	Coordination	Nature	114
Swim	Movement	Terrain	61
Tackle	Coordination	Coordination	57
Taunt	Corruption	Willpower	62
Tracking	Nature	Nature	62
Trip	Corruption	Coordination	116

INDEX

45 Pack.....	47
6-Sided Dice (See Rolling Dice).....	2

A

Ability Ratings (See Ratings).....	3
Actions.....	2,6,54-63,70,78-85,104-109,113-1116,120-124
Appraise	52
Archers - Concentrating	78
Attempting	2,6
Avoid Traps	120
Bash to Bits	52
Basic Actions.....	51
Basic Combat.....	63
Battle Cry.....	78
Battle of Strength	53
Battle Song.....	78
Blind Fighting	78
Changing Your Mind	6
Check Lore.....	53
Climbing	54
Combat.....	63
Comprehend Languages.....	54
Concentrating Archers	78
Cure Disease	107
Detect Disguise	54
Detect Lie	55
Detect Magic	123
Detect Poison.....	55
Determine Direction	55
Direction	55
Disable Traps	120
Disguise.....	54
Disguise.....	115
Encourage	55
Failing an Action.....	6
Feint Dice	85
Find Spell Glyph.....	123
Find Traps	120
Flying.....	56

Grab And Hold.....	57
Group Actions.....	6
Hiding.....	113
Hit And Run	79
Identify Spell Glyph.....	123
Intimidate	57
Jump.....	59,60
Landing Attack.....	81
Languages.....	54
Leap.....	59,60
Leg Up	60
Lie.....	55,115
Listen	58
Look Around	61
Lore.....	53
Multiple Attacks	83
Multiple Weapons	84
Neutralize Poison	109
Nudge	115
Obstacles.....	58
Overcome Obstacles	58
Pick Locks	116
Pick Pockets.....	116
Pick up Dropped Items	82
Poison.....	55
Quick Stand.....	82
Read Runes.....	59
Read Spell Glyph.....	124
Remove Traps	120
Resist Gore.....	106
Resist Horror	104
Resisting.....	2
Ride Beast	59
Role-Playing	52
Rolling Dice	2
Runes	59
Running Away	80
Sneaking.....	113
Speed Read Spell Glyph	124
Spot	61
Spring	59, 60,81
Sprinting	79
Squat	60

Standing Up	82
Strength.....	53
Surprise Attack.....	114
Swim.....	61
Table of Actions	163
Tackle.....	7
Taunt	62
Tracking.....	62
Trip	116
Two per Round of Combat.....	70
Adjustments.....	64
Attack	64
Combat.....	64
Defense.....	64
Advanced Combat.....	75
Advanced Movements.....	79
Adventure Beetles	10
Airborne Combat	81
All Out Attacks.....	77
All Out Defense	77
Ammonia - Poison	109
Animate Dead Spell.....	141
Appear Dead Spell	130
Appear Undead Spell	131
Apposing Dice Rolls	2
Appraise	52
Archers - Concentrating	78
Archers - Working Together	94
Armor	45
Armor List	49
Armor Rating	65
Arrow Spell	127
Arrows (and Bows)	45
Arsenic - Poison	110
Attack Adjustment	64,66
Attack Roll	66
Attack Spell Glyph	148
Attacking.....	66
Attacking as One - Formations.....	97
Attacks.....	45-47,64,66,71,76,77,81,86-88,90-95
Airborne Combat	81
All Out Attacks.....	77
Archers - Working Together.....	94

Attack Adjustment.....	64,66
Attack Roll	66
Attack Spell Glyph	148
Attacking.....	66
Bad Misses	91
Big And Strong	87
Burning Oil.....	90
Combat Adjustments	64
Counter Attacks.....	76
Crushing Blow	88
Current Hit Points	66
Damage	66,71
Formations.....	95
Fumble Dice	91
Good Hits.....	91
Hit Points	66
Impact.....	87
Initiative	64
Landing Attack.....	81
Massive Weapons	86
Max Hit Points	66
Natural Attacks	45
Pole Arms	45
Range Modifiers	45
Siege Weapons	46,47
Spring	81
Strength in Numbers.....	94
Weapon Rating.....	66
Who Goes First.....	64
Working Together - Archers	94
Attempting Actions.....	2,6
Attribute Ratings (See Ratings)	5
Auto Cast Spell Glyphs.....	143
Avoid Traps.....	120
Axe of Hacking - Legendary Item	150

B

Back Stab (See Surprise Attack)	114
Back to Back Defense	94
Bad Misses	91
Bash to Bits.....	52
Basic Actions	51

Basic Combat	63
Battle Cry	78
Battle of Strength	53
Battle Song	78
Big and Strong	87
Bind Wounds (Healing)	72
Bleed Spell	133
Blind Fighting	78
Blinding Light Spell	126
Blitz - Formations	96
Blood - Horror	104
Bloody Armor - Legendary Item	150
Bone Shield - Legendary Item	151
Bows and Arrows	45
Breaking a Formation	100
Burning - Damage	89
Burning Oil	90

C

Cannibalism - Gore	106
Capture Trap Types	118
Catch Stones Spell	130
Catlings	12
CB - Combat Rating	4
Cesspoolers	14
Changing Your Mind	6
Character Race List	41
Character Races (See Races)	9
Characters - Creating	39,42
Check Lore	53
Chicken Soup (Healing)	72
Climbing	54
Cloak of Vampire Wanna-Be - Legendary Item	151
Clumsy Spell	131
CN - Coordination Rating	4
Combat	63-100
Advanced	75
Advanced Movements	79
Airborne Combat	81
All Out Attacks	77
All Out Defense	77
Archers - Concentrating	78

Archers - Working Together	94
Armor Rating	65
Attack Adjustment	64,66
Attack Roll	66
Attacking	66
Back to Back Defense	94
Bad Misses	91
Battle Cry	78
Battle Song	78
Big And Strong	87
Blind Fighting	78
Burning Oil	90
Combat Adjustments	64
Concentrating Archers	78
Countdown Seconds	68
Counter Attacks	76
Crushing Blow	88
Current Hit Points	66,71
Damage	66,71
Defense Adjustment	64,65
Defense Roll	65
Falling Down	82
Feint Dice	85
Formation of Archers	99
Formation vs. Character	99
Formations	95-100
Attacking as One	97
Blitz	96
Breaking a Formation	100
Digging In	100
Formations vs. Formations	98
Holding the Line	100
Leaders	96
Marching	96
Moving First	98
Sizes	97
Wall of Shields	100
Wall of Shields and Arrows	100
Fumble Dice	91
Good Hits	91
Hit And Run	79
Hit Points	66
Hit Points	71

Impact.....	87
Initiative	64,68
Landing Attack	81
Massive Weapons.....	86
Max Hit Points	66,71
Movements - Advanced	79
Moving on Tabletop.....	64
Moving on the Tabletop.....	69
Multiple Attacks	83
Multiple Weapons.....	84
Quick Stand.....	82
Running Away	80
Splat Marks	70
Spring	81
Sprinting	79
Standing Up	82
Staying Alive	71
Strength in Numbers	94
Surviving a Battle	71
Tabletop Movement	69
Tripping	82
Two Actions per Round.....	70
Wargames.....	93
Weapon Rating	66
Who Goes First	64,68
Working Together - Archers.....	94
Combat Adjustments	64
Combat Rating (CB).....	4
Command Undead Spell	134
Comprehend Languages.....	54
Concentrating Archers.....	78
Coordination Rating (CN).....	4
Coordination Spell	131
Copy Glyph Spell.....	143,148
Corruption - Random Targets.....	8
Corruption Rating (CR).....	4
Countdown Seconds	68
Counter Attacks	76
Courage Spell.....	129
Cowardice Spell	129
CR - Corruption Rating.....	4
Creating a Character	39,42
Creating a Character Steps.....	42

Crossbows	45
Crushing Blow.....	88
Cure Disease Action	107
Cure Wounds Spell.....	133
Current Hit Points	42,66,71
Curse Spell	136
Cursed Items	149
Cyclops Turtles	16
Cyclopslings.....	18

D

d6 (See Rolling Dice).....	2
Damage	66,71,89
Burning	89
Falling	89
Fire.....	89
Dark Vision Rating (DV).....	5
Death Spell	144
Defense	45,64-65,71,77,80,94-95
All Out Defense	77
Armor Rating	65
Back to Back Defense	94
Combat Adjustments	64
Current Hit Points	71
Damage	71
Defense Adjustment	64-65
Defense Roll	65
Defense Spell Glyph.....	148
Formations.....	95
Hit Points	71
Max Hit Points	71
Natural Defenses.....	46
Parry with Sword	46
Pole Arms	45
Running Away	80
Shields (Two at Once)	46
Staying Alive	71
Strength in Numbers.....	94
Surviving a Battle.....	71
Two Shields	46
Defense Adjustment	64-65
Defense Roll	65

Defense Spell Glyph.....	148
Destroy Undead Spell	140
Detect Disguise	54
Detect Lie	55
Detect Magic	123
Detect Poison	55
Determine Direction.....	55
Diarrhea and Flatulence - Disease.....	108
Dice (See Rolling Dice)	2
Digging In	100
Digitalis - Poison.....	110
Direction	55
Disable Traps	120
Disease.....	104,107-108
Cure Disease Action	107
Diarrhea and Flatulence.....	108
Feverish Tickworms	107
Retching Vomit.....	108
Disemboweled - Gore.....	106
Disguise.....	54115
Dragon - Horror	105
Dragon Pearls - Legendary Item	152
Dragon's Reach - Legendary Item	153
DV - Dark Vision Rating	5
Dwarves.....	20

E

Earthquake Spell.....	145
Elves	22
Enchanted Items	149
Encourage	55
Enlarge Spell.....	129
EP - Experience Points	7
Equipment	44-47,86,90
45 Pack	47
Armor.....	45
Lanterns	90
Massive Weapons.....	86
One Handed Weapons.....	44
Purchasing	44
Range Weapons	45
Two-Handed Weapons	44

Weapon Size	44
Weapons	44
Equipment List.....	49
Ergot - Poison	110
Evil Knight - Horror	105
Experience Points (EP).....	7
Extinguish Flames Spell	142

F

Failing an Action	6
Falling - Damage	89
Falling Down	82
Falling Rocks Spell	140
Feint Dice.....	85
Feverish Tickworms - Disease	107
Fighting Fires	90
Find Spell Glyph	123
Find Traps.....	120
Fire - Damage.....	89
Fire - Fighting Fires.....	90
Flaming Arrows.....	90
Fly Spell	38
Flying	56
Formations.....	95-101
Archers	99
Attacking as One	97
Blitz	96
Breaking a Formation	100
Digging In	100
Formation of Archers.....	99
Formation vs. Character	99
Formation vs. Formation.....	98
Holding the Line.....	100
Leaders.....	96
Marching.....	96
Massive Weapon vs. Formation	101
Moving First.....	98
Siege Weapon vs. Formation	101
Sizes.....	97
Wall of Shields.....	100
Wall of Shields and Arrows	100
Fumble Dice.....	91

G

Good Hits.....	91
Gore	104-106
Cannibalism	106
Disemboweled.....	106
Resist Gore Action	106
Grab And Hold.....	57
Group Actions.....	6

H

Half-Elves	24
Half-Trolls	26
Harm Spell.....	138
Heal Spell	138
Healing	71-73
Bind Wounds.....	72
Chicken Soup.....	72
Potions	73
Recovering Lost Hit Points.....	72-73
Resting	72
Healing Potions	73
Hiding - Passive Hiding	112
Hiding	113
Hit and Run.....	79
Hit Points (HP).....	42,66,71-72
Current	42
Maximum.....	42
Recovering	72
Holding the Line - Formations	100
Horror	104-105,140
Blood	104
Dragon.....	105
Evil Knight	105
Medusa.....	105
Resist Horror Action	104
Superstition	104
Vampire	105
Horror Spell	140
Horror Spell	140
HP - Hit Points.....	42

Humans	28
--------------	----

I

Identify Spell Glyph.....	123
Impact	87
IN - Intellect Rating	4
Inanimate Objects.....	46,47
Initiative.....	64,68
Intellect Rating (IN)	4
Intimidate	57
Invisibility Spell	137
Iodine - Poison.....	109

J

Jump	59-60
------------	-------

L

Landing Attack	81
Languages.....	54
Lanterns - As a Weapon.....	90
Leaders - Formations.....	96
Leap	59-60
Leg Up	60
Legendary Items	149
LF - Life Force Rating	5
Lie	55,115
Life Force Rating (LF).....	5
Lift Curse Spell	136
Light (Blinding) Spell.....	126
Lightning Bolt Spell.....	134
Lists	41,48-49
Armor.....	49
Character Races.....	41
Equipment	49
Races.....	41
Weapon	48
Listen	58
Look Around	61
Lore	53

M

Magic	121-125, 147-149, 158
Attack Spell Glyph	148
Cursed Items	149
Defense Spell Glyph	148
Detect Magic	123
Enchanted Items	149
Find Spell Glyph	123
Identify Spell Glyph	123
Legendary Items	149
Magic Items	147
Magic Users	122
Make Magic Items	148
Necromancers	122
Random Magic Items	158
Read Spell Glyph	124
Sorcerers	122
Speed Read Spell Glyph	124
Spell Glyphs	122
Spells	125
Warlocks	122
Witches	122
Wizards	122
Magic Items	143, 147-155, 158
Attack Spell Glyph	148
Bone Shield	151
Cloak of Vampire Wanna-Be	151
Cursed Items	149
Defense Spell Glyph	148
Dragon Pearls	152
Dragon's Reach	153
Enchanted Items	149
Legendary Axe of Hacking	150
Legendary Bloody Armor	150
Legendary Items	149
Make Magic Items	143, 148
Attack Spell Glyph	148
Auto Cast Spell Glyphs	143
Copy Spell Glyph	143, 148
Defense Spell Glyph	148
Mashing Mallet	154
Random Tables	158

Rod of Inertia	154
Staff of Necromancy	155
Sword of Rage	155
Magic Lock Spell	132
Magic Rating (MG)	4
Magic Users (See Magic)	122
Make Magic Items	148
Marching - Formations	96
Mashing Mallet - Legendary Item	154
Massive Weapon vs. Formation	101
Massive Weapons	86
Max Hit Points	42, 66, 71
Medusa - Horror	105
MG - Magic Rating	4
Modifiers - Rolling Dice	2
Mouse Trap Types	119
Movement Rating (MV)	5
Movements - Advanced	79
Moving First - Formations	98
Moving on the Tabletop	64, 69
Multiple Attacks	83
Multiple Weapons	84
MV - Movement Rating	5

N

Natural Attacks	45
Natural Defenses	46
Nature Rating (NT)	4
Necromancers (See Magic)	122
Neutralize Poison Actions	109
Night Vision Spell	130
Nightstalkers	30
NT - Nature Rating	4
Nudge	115

O

Obstacles	58
Oil - Burning Oil	90
One Handed Weapons	44
Open Lock Spell	132
Overcome Obstacles	58

P

Parry with Sword	46
Passive Hiding.....	112
Penalties - Rolling Dice	2
Pick Locks	116
Pick Pockets	116
Poison.....	55,104,109,110
Ammonia	109
Arsenic	110
Digitalis.....	110
Ergot.....	110
Iodine.....	109
Neutralize Poison Action	109
Pole Arms	45
Potions.....	Healing
Purchase Equipment	44

Q

Quick Stand	82
-------------------	----

R

Races	9-36,41
Adventure Beetles.....	10
Catlings	12
Cesspoolers	14
Cyclops Turtles	16
Cyclopslings	18
Dwarves	20
Elves.....	22
Half-Elves	24
Half-Trolls	26
Humans	28
Nightstalkers	30
Tundra	32
Warrior Flies	34
Zeetvahs.....	36
Rage Spell	139
Random Magic Items	158
Random Targets.....	8

Range Modifiers.....	45
Range Weapons	45
Ratings.....	3-5
Ability Ratings	3
Attribute Ratings	5
Combat Rating (CB)	4
Coordination Rating (CN)	4
Corruption Rating (CR).....	4
Dark Vision Rating (DV)	5
Intellect Rating (IN).....	4
Life Force Rating (LF).....	5
Magic Rating (MG)	4
Movement Rating (MV).....	5
Nature Rating (NT)	4
Size Rating (SZ)	5
Spring Rating (SP).....	5
73 Strength Rating (ST).....	4
Willpower Rating (WP)	4
Read Runes	59
Read Spell Glyph.....	124
Recovering (See Healing)	71
Recovering Lost Hit Points	71-73
Regenerate Spell	141
Remove Curse Spell.....	136
Remove Traps	120
Resist Gore Action	106
Resist Horror Action.....	104
Resisting Actions	2
Resting (Healing)	72
Retching Vomit - Disease	108
Ride Beast	59
Rod of Inertia - Legendary Item	154
Role-Playing Actions.....	52
Rolling Dice - Modifiers.....	2
Rolling Dice - Penalties.....	2
Rolling Dice.....	2
Rounds of Combat.....	67
Runes.....	59
Running Away.....	80

S

Shadowy Darkness Spell.....	126
-----------------------------	-----

Shield Spell.....	128
Shields (Two at Once).....	46
Shock Spell.....	128
Shrink Spell	129
Siege Weapon vs. Formation	101
Siege Weapons	46,47
Silver Weapons	45
Size Rating (SZ)	5
Sizes of Formations.....	97
Slings	45
Slow Spell.....	133
Sneaking.....	113
Sorcerers (See Magic)	122
SP - Spring Rating.....	5
Speed Read Spell Glyph	124
Speed Spell	133
Spell Glyphs	122,143,148
Attack Modifier	148
Defense Modifier	148
Auto Cast Spell Glyph	143
Copy Spell Glyph	143,148
Make Magic Items	143
Spell Trap Types	119
Spells	125-145,148
Animate Dead	141
Appear Dead	130
Appear Undead	131
Arrow	127
Attack Spell Glyph	148
Auto Cast Spell Glyphs	143
Bleed	133
Blinding Light.....	126
Catch Stones.....	130
Clumsy	131
Command Undead	134
Coordination.....	131
Copy Glyph	143,148
Courage.....	129
Cowardice	129
Cure Wounds	133
Curse.....	136
Death.....	144
Defense Spell Glyph	148

Destroy Undead.....	140
Earthquake	145
Enlarge	129
Extinguish Flames	142
Falling Rocks	140
Fly	138
Harm.....	138
Heal	138
Horror.....	140
Invisibility	137
Lift Curse	136
Light (Blinding).....	126
Lightning Bolt.....	134
Magic Lock	132
Night Vision	130
Open Lock	132
Rage	139
Regenerate	141
Remove Curse.....	136
Shadowy Darkness.....	126
Shield.....	128
Shock.....	128
Shrink.....	129
Slow	133
Speed	133
Stink.....	128
Strength	129
Throw Weapon	135
True Vision	137
Wall of Flames.....	142
Weakness.....	129
Splat Marks	70
Spot	61
Spring.....	59-60,81
Spring Rating (SP).....	5
Sprinting.....	79
Squat	60
ST - Strength Rating	4
Staff of Necromancy - Legendary Item.....	155
Standing Up	82
Staying Alive	71
Strength Rating (ST).....	4
Steps to Create a Character	42

Stink Spell.....	128
Strength.....	53
Strength in Numbers	94
Strength Spell.....	129
Superstition - Horror	104
Surprise Attack	114
Surviving a Battle	71
Swim	61
Sword of Rage - Legendary Item	155
SZ - Size Rating	5

T

Tables.....	48-49,86,91,97,125,158,163
Armor List.....	49
Bad Misses.....	91
Equipment List	49
Formation Sizes	97
Good Hits	91
Massive Weapons.....	86
Spells.....	125
Weapon List	48
Actions.....	163
Magic Items	158
Tabletop Movement.....	64,69
Tackle - Grab And Hold.....	57
Taunt	62
Thieves.....	111-116
Disguise.....	115
Hiding - Passive Hiding	112
Hiding	113
Lie	115
Nudge.....	115
Passive Hiding	112
Pick Locks	116
Pick Pockets.....	116
Sneaking	113
Surprise Attack	114
Trip	116
Throw Weapon Spell	135
Tracking.....	62
Traps	117-120
Avoid Traps	120

Capture Types	118
Disable Traps	120
Find Traps	120
Mouse Types	119
Remove Traps	120
Spell Types.....	119
Trip	116
Tripping.....	82
True Vision Spell.....	137
Tundras.....	32
Two Actions per Round of Combat.....	70
Two-Handed Weapons	44
Two Shields	46

V

Vampire - Horror	105
------------------------	-----

W

Wall of Flames Spell	142
Wall of Shields	100
Wall of Shields and Arrows.....	100
Wargames	93-101
Archers - Working Together	94
Back to Back Defense	94
Formations.....	95-101
Archers	99
Attacking as One	97
Blitz.....	96
Breaking a Formation	100
Digging In	100
Formation of Archers.....	99
Formation vs. Character.....	99
Formation vs. Formation	98
Holding the Line	100
Leaders	96
Marching.....	96
Massive Weapon vs. Formation	101
Moving First.....	98
Siege Weapon vs. Formation.....	101
Sizes.....	97
Wall of Shields.....	100

Wall of Shields and Arrows	100
Strength in Numbers	94
Working Together - Archers	94
Warlocks (See Magic)	122
Warrior Flies	34
Weakness Spell.....	129
Weapon List.....	48
Weapon Rating.....	66
Weapon Size	44
Weapons - Burning Oil	90
Weapons – Silver	45
Weapons	44
Who Goes First	64,68
Willpower Rating (WP)	4
Witches (See Magic)	122
Wizards (See Magic)	122
Working Together - Archers	94
Wounds (See Healing)	71
WP - Willpower Rating	4

Z

Zeetvahs.....	36
---------------	----