

B-0

The starter adventure for the
WEGS Old Skool Badderland series!

Remember the good old days of sword-n-sorcery games with dungeons and dragons and wizards and what-not? The days when all you needed was one rule book, a simple character sheet, and some funky dice?

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WEGS
OLD SKOOL

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Badderland Adventure Module B-0

THE KOBOLDS OF DRAGONBREATH VALE

by L. Willy Wickman



A rag-tag party of sword-n-sorcery adventurers head off to explore the old stomping grounds of Murlfunk the Diseased One! That decrepit Nekromagiker hasn't been seen in a dragon's age, but rumor has it that a bunch of kobolds are lurking in his old caves in the misty Dragonbreath Vale.

If kobolds have taken up residence in that place,
how dangerous can it really be?

Onward to adventure!

THE KOBOLDS OF DRAGONBREATH VALE

by L. Willy Wickman

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Welcome to WEGS!

WEGS, the Wickedly Errant Game System, is a brand new adventure game system that uses only 2d6 and 2d10 to fuel its playing action. WEGS is designed for speed-of-play, wicked dice rolls, and, most of all, fun.

In WEGS Old Skool, players create heroic characters called Arks and then hunker down for full throttle sword-n-sorcery adventure. The action is presided over by a game master called the Kreator, the person who sets up the heroic encounters and controls the minions (the dark forces opposed to the Arks).

Because of its sheer simplicity, WEGS Old Skool is great to introduce new players to the fantasy game genre and it's easy to whip up a game on short notice. RPG veterans get big kicks out of this retro-hybrid and its chunky six-stat heroes.

Grab your dice and jump into the fray!

Format

This adventure module is formatted to be printed in landscape format on 8.5" x 11" paper. The landscape layout allows you to "three hole punch" the spine and quickly insert into your favorite game rules binder. We recommend printing without "page scaling" or "shrink to fit" options.

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WEGS Old Skool (WOS)

This adventure is designed for use with *WEGS Old Skool*. Rule references in this module refer to the revised 2010 rulebook printing (known also as *WEGS 101 Old Skool Redux*). Page references to this rulebook are abbreviated as "WOS".

The "Stop Reading Now" Clause

This is the standard clause for adventure game modules to let readers know that if they plan on being a player in this module, it's best to read no further. Despite what is seen and read hereafter, a wicked Kreator can (and should) add their own twists and turns to the plot.



KREATOR NOTES

WEGS: The Wickedly Errant Game System

WEGS is a game system designed for full throttle heroic adventure. It is fueled by dice and poker chips. Called spooints, the poker chips allow players to cheat their odds of success, and enliven the game with a heroic gamble feel, where one presses one's luck to gain an edge over the foe/encounter.

At its core, WEGS is a percent-based system wherein a success mark is set for every game action. To succeed their action, the player must simply roll that mark or less on their 2d10% dice. However, every roll is subject to an easily remembered range of lucky/unlucky numbers: *Good Shots*, *Bad Shots*, and *Wicked Scores* (see inset below).

If any of these scores are rolled, the action's outcome is increased or diminished. *Good Shots* strengthen the action, while *Bad Shots* weaken it. *Wicked Scores* trigger off-the-chart success/failure. So, while a player may easily succeed a roll, the dice ultimately determine just how heroic any action is.

In WEGS, the dice are empowered to make or break heroes.

WICKED SCORES	
GOOD SHOT	SUCCESS 01, 02, 03
11, 22, 33, 44, 55, 66, 77, 88	FAILURE 97, 98, 99, 00

BAD SHOT



10, 20, 30, 40,
50, 60, 70, 80, 90

Old Skool Essentials

WEGS Old Skool focuses on the tactical side of the adventure. Play is greatly enhanced by the use of poker chips, fantasy miniatures and a battle mat (a large vinyl tablecloth printed with a square grid pattern).

Dice: the system uses only two six-sided dice (2d6) and two ten-sided dice (2d10). The 2d10 are used heavily for percentile rolls and should be different colors (one color designated as tens, the other units). It's best if you use standard size dice and each player has their own set. Miniature dice and symbol-based dice are not easy to read and can impede speed-of-play.

Poker Chips: Standard sized chips are best, in a variety of colors. One key use is to represent an Ark's spooints. They also represent *Minion Level* and *Minion Wounds*. Lastly, they are handy for defining area of spell effects on the battle mat (see ESQR rules in WOS, pg. 52).

Minis: 25mm sword-n-sorcery miniatures are best and can be found at your local hobby shop and online. For a quick fix, many toy stores sell inexpensive bags of plastic knights and wizards and monsters. A rule of thumb is if the mini can sit comfortably on top of a standard poker chip, it serves its WEGS-ish purpose well.

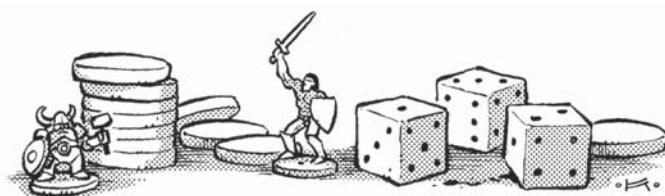
Battle Mat: Also available at your local hobby shop and online, mats with a 1" or 1.5" square grid complement poker chip placement best. For game play, each square on the battle mat is the equivalent of one yard/three feet. An Ark occupies a single square and their movement rate is equal to their Move Strength (MS); an Ark with 5 MS can move five squares on the battlemat. If you do not have a battle mat, play is easily adapted by using a standard ruler/measuring tape: one inch equals one square/one yard.

Arkreation: Rolling Up Characters

The first course of game action is for players to create their Arks (i.e. roll up their characters). Called *Arkreation*, this process is quickly accomplished and should take a group of new players about fifteen minutes. Consisting of a few dice rolls and character options, all information is tracked on the *Ark Kard* (found at the end of this module). Everything the player needs to know about their Ark's abilities are found on this card.

The biggest decision during Arkreation is which of the five *Arketypes* a player dons as their heroic persona: Warrior, Ranger, Trickster, Mage, or Sage. Each Arketype has a series of skills associated with it, and these are handily represented by the *WEGS Old Skool* skill deck. Simply deal out the appropriate skills to each player and Arkreation is finished.

There is no table of items to peruse for heroes to equip themselves. It is assumed they have all the typical gear needed for the adventure (rope, torches, tinder box). Standard weapons and armour are included, too.



Once Arkreation is finished, the heroes are ready to begin the adventure!

Chapter Play

Unlike traditional adventure game modules that utilize a master map for reference, the Badderlands modules are written for narrative play. Called *Chapter Play*, the adventure unfolds in a plotted sequence and there is no time spent mapping out the dungeon environs square by square. Players skip right to the next big heroic action point. The sections of a chapter are:

Encounter Notes: This section details the field of battle and discloses special rules and room features. Players typically start their Arks at the room entrance (on one side of the battle mat) and their exploration begins from there. As they do so, the Kreator reveals its special features and/or its occupants (the minions).

Minions: This section details the minions, their *Minion Level* (ML) and their Arktype. ML is noted as 5/55, 6/66, 7/77, and so on. The first digit indicates minion strength and the second indicates its *Prime Stat* percentile score. Also included are notes to help the Kreator understand the minion abilities and strategy suggestions.

Stacking: This section provides instructions on how to stack each minion for the encounter. For game-playing ease, minions are placed on top of poker chips that track their current wounds level. This eliminates the need for the Kreator to track them on a side sheet of paper, and gives the players a visual way to see just how wounded their opponents are.

Advanced Play: This section notes rules tips and strategic options for the Kreator to play the minions full throttle.

Trove: This lists the treasure and enchanted items found in an encounter. Some trove items are possessed by the minions and used against the players during the encounter.

Game Breaks

For this intro module, each chapter is followed by a post-encounter wrap-up. These game breaks highlight *Rank Bumps* (player reward points) and two key game mechanics: *Wounds Recovery* and *Spoints Rejuvenation*. Each game break is specifically geared for rules that new players should know.

Intermezzos

Between each chapter is an *Intermezzo*, a short interlude to allow some segue to the next chapter. At these intervals, the Kreator should focus the players on the non-tactical side of things, encouraging role-play and letting the players discuss their options/strategies in-character.

Encounters: Inning-Action-Spante

When an encounter starts, the Kreator officially calls the game to order and inning play begins. It is important to maintain a strong player-by-player turn, as this sequence adds dramatic action to the game. A typical length for an encounter should be between 8 and 12 innings. Some key terms:

Inning: An encounter is composed of innings. There is a top and a bottom of every inning. As a team, the Arks hold one, the minions the other. The top is held by whichever side has the highest *Prime Stat* in play. In case of a tie, it resorts to the next best *Prime Stat*, and so on.

Action: During their turn, each Ark/minion may perform a single action and use a single skill. Only one skill is allowed per inning (*OSPI*), excepting the special *Blitz!* rules for Warriors, Rangers, and Tricksters. There are also Reaction skills which allow a player to break the OSPI (*WOS*, pg. 38).

Spante: After each inning is the Spante (Spell Point Ante), the time when active spells are maintained (or ended) by the players. To keep a spell active through the next inning, players typically owe one spoint per spell (maintaining two spells costs two spoints). Certain spell effects, such as the residual wounds suffered from a *Flaming Fryball*, are dealt with at the Spante. If a spell is not paid for at this time, it immediately ends.

Balancing the Adventure

This adventure is designed for 4 – 6 players who are new to *WEGS Old Skool*. Special notes and advice accompany the text to help the Kreator run the game and eliminate rules questions during the encounter. Though still challenging, these encounters are deliberately set at a low level.

The Kreator can easily turn up the heat on any encounter by (a) adding one or two additional minions mirrored from those detailed, or (b) increasing the Minion Level of those present. A single ML increase makes any minion more formidable: It has a better chance to succeed its actions, greater strength, and a higher *Invulnerability* (INV%).

If you have three players or less, one way to buffer their ranks is to give them one or two Men-at-Arms to assist the party. These are ML 5/55 Warriors or Rangers who possess the *Attack Form* skills of their Arktype. Additionally, Warriors possess *In Your Face* and Rangers *Sure Shot*. For gameplay, they can be stacked in the same fashion as minions. Men-at-Arms are easy to implement, so much so that younger players and those entirely new to the hobby can benefit from playing as such before they take the plunge with a full blown Ark. More details on Men-at-Arms can be found in Badderlands module *B2-Minotaur Meat: The Guild of Arms for Hire*.

PROLOGUE

A LICENSE TO ADVENTURE

"No more adventures for the day!" croaks the Guild Master as he closes the book on the day's leads. "All you stragglers will have to come back tomorrow and hope for the best. Or you could go down and apply for the sentry. The Captain of the Guard's always looking for more swords to stand guard. It ain't adventurous, but you get a hot meal at the end of each shift, as long as you aren't caught sleeping."

As the Guild Master blows out his candle, the door of the Ogre's Maw opens and a young Goblin scribe rushes in waving a scroll. "Sorry, Guild Master! I found this charge on the floor of your chamber. It's only the kobold rumor." Scowling, the Guild Master quickly reads the scroll and looks up at the adventurers.

"Seems someone spotted a couple of kobolds in Dragonbreath Vale yesterday eve. Not very exciting, but it will get you out of the Keep for the day. Kobolds would just about fit your experience level, too. Wouldn't want to put you up against an ogre your first time out...."

The adventure starts with the Kreator reading the module's prologue aloud to the players. The prologue sets their course of action and opens the floor for any questions the players have. They should have plenty of questions, especially if they are new to adventure games: "What are kobolds?", "Where is Dragonbreath Vale?", "How long will it take to get there?", and "If we complete this mission, what do we get?"

The Kreator should field player questions and let the answers build the adventure. The more behind-the-scenes details the players are given, the more exciting the game becomes. Backstory plays a huge part in a character's immersion in the adventure, giving them purpose and bringing the fantasy world of the Badderlands to life.

ADVENTURE NOTES

The fabled **KEEP** on the Badderlands! This bastion of law stands like a dam between the Known Wyrl and the bubbling chaos of the Badderlands. Its heroic mission is simple: Stem the tide of the evil forces bearing down upon the civilized lands. Wedged between two mountains, no one and no thing can pass this mighty sentinel without being noticed.

It took many years to establish its foothold here, but once secured, the **KEEP** began to recruit brave adventurers to venture into the Badderlands and push its dark minions further and further back into its dark heart. No easy task for the wide-eyed adventurer or heroic knave.

It is this opportunity for adventure that has drawn our heroes here.

The **KEEP**, however, does not allow just anyone to sally forth into the Badderlands. All such excursions, missions, and campaigns are tracked by the *Guild of Adventurers*. Those who seek adventure must first join this guild, which requires them to pay an initiation fee of 999 copper pieces.

Now, 999 copper pieces are not easy to come by. This is one reason why some memberships are sponsored by the Lords and Ladies of the **KEEP**, wealthy Kazabalankan merchants, and, on rare occasions, the Alchemists Guild. Without any such connections, those who cannot pay the fee (like our heroes), wait around for the unclaimed scraps of low-level adventure (like kobolds).

The Guild of Adventurers (and Journeymen)

The Guild of Adventurers meets each dawn at the *Ogre's Maw* tavern, and it is here that the assignment of sanctioned adventures occurs. Mostly composed of short term reconnaissance and info gathering missions, the juiciest of the adventures go to the guild veterans, the *Gray Grognards*, who have first choice (and rightfully so, these intrepid heroes helped to establish the **KEEP** long ago).

Those who are unable to join the Guild properly (by paying 999 copper pieces) are considered *Journeymen*, temporary adventurers used when there is a glut of assignments to be had. For their services, journeymen earn 33 copper pieces daily. This remuneration is not paid to them, but rather is deducted from their initiation fee.

If utilized, journeymen are allowed to make use of the guild's resources, such as the *Dungeon Strategist* (who knows all there is to know about dungeons and their inhabitants), the *Trove Assessor* (who can assess the value and special properties of treasures), and the *Healers of Ogma* (detailed in module *B2-Minotaur Meat*).

Dragonbreath Vale

Dragonbreath Vale is a one hour march from the **KEEP** and found along the western slope of Bald Hill, a blighted hump of earth that sports no foliage (but plenty of trolls on its eastern face). Named for the dank fog that seeps out of the surrounding cave mouths and covers its valley, Dragonbreath Vale was once the residence of the dread Nekromagiker, Murlfunk the Diseased One. Many years ago, he set up shop in a small cave complex at the far end of the vale and it is said that his dismal activities poisoned the whole of the area forevermore. Many years ago, Murlfunk mysteriously disappeared and his cave complex has been explored and picked over many times. According to reports of the *Gray Grogards*, the only thing that remains of interest is an impenetrable dungeon door best left alone.

Rumors and mystery shroud Dragonbreath Vale. Prior to Murlfunk's occupation, the caves once housed a bunch of *Dwarf Hermits* and then a band of *New Wyrd Druids* and their bestial familiars. All in all, the caves and the vale are relatively safe locations due to their close proximity to the **KEEP**. In fact, the entire area is under constant surveillance by the valiant *Night Rangers*, who secretly roam its woods and environs at all times (not just at night). If things go horribly amiss for our heroes, there's a good chance that a ranger may be near at hand.

The Mission

Information on kobolds and the adventure's other minions can be found in the *WEGS Old Skool* rulebook, *Part 9, Minions* (pg. 73). This information can be shared with the players or obtained via a visit to the guild's Dungeon Strategist (if the Kreator wants to make them role-play for it).

If they find kobolds, they should bring back proof. If they don't, they had best bring back a full report and a map to show the scouted area. Upon their return, the heroes will be grilled by the Guild Master about specifics (so the players had better pay close attention to the details in the chapter intros). The Guild Master might ask questions like "How many stairs lead to the lair entrance?", "On what side of the dungeon door is the keyhole?", or "What is the color of the mud on the bone wall?".

There is one rule for journeymen: Until they are full members of the guild, all treasures found on their journey must be declared and officially cataloged by the *Trove Assessor*. The **KEEP** has the right to purchase any item of notable worth. Those who do not follow this rule risk permanent expulsion from the **KEEP**.



Rumors & Clues

Typically, the guild and its members stay close-lipped around non-members and neophytes. Part of this is due to agents of chaos who infiltrate the **KEEP** to gather information on its activities, but mostly it is their belief that "noobs" need to figure things out on their own to earn their wings. However, while waiting at the guild meeting, there is a chance the heroes will overhear some rumors or are given cryptic clues about their journey.

Each player makes an *Act Fast!* test (rolling 2d6 to score their *Move Strength* or less). If they succeed, they are read one rumor/warning below (roll d10 to determine which one). Note that some of this information is false, but the Kreator need not reveal that. Rumors #5 and #6 reference plot points in the subsequent Badderlands adventure modules, *B1-Hobgobble's Eve* and *B2-Minotaur Meat*. Rumors within quotes are cryptic warnings given to them by strangers (or even a Gray Grogard).

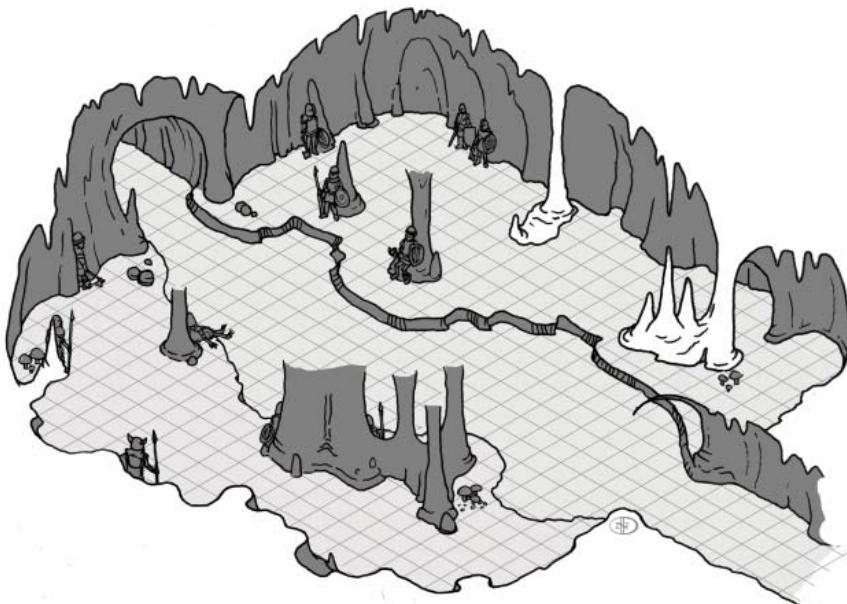
1. Bug dwarfs are paralyzed by the sound of whistling. (false)
2. Of late, there has been a surge of minions reclaiming their old lairs.
3. A couple of Gray Grogards have accused the Guild Master of fabricating adventure leads, sending them on wild goose chases.
4. The trolls of Bald Hill are harmless and sometimes approachable and friendly. (false)
5. A strange band of Kazabalankan cultists were spotted on the eastern slope of Bald Hill. They were wearing rust colored robes.
6. Stay away from the Goblin farm near Trollspittle Swamp; the sheep are bloodsuckers!
7. "Disturb not the lost legion and they disturb you not."
8. "Leave the skulls alone if the bridge you wish to cross."
9. "Trust nothing that smells of Murlfunk."
10. "Keep your back to the wall of bones and none can harm you." (false)

CHAPTER 1

DEAD ENDS

After hours of fruitlessly checking the caves of Dragonbreath Vale, an unusual opening is spotted. Three thick slate steps lead up to what appears to be an entry to a mine. The light of day is devoured by the darkness of this entrance.

Thick timbers surrounding the threshold are severely splintered where hinges might have been, and no unhinged door or gate can be spotted in the vicinity. Two lifeless trees grimly stand nearby, grasping at the sky like a pair of skeletal hands.



Map Notes: This adventure assumes there is a continuous tunnel connecting one encounter to the next. No specific information is given as to how long each length may be (they can be however long the Kreator needs them). If needed, an INI Roll or two can establish the number of innings it takes to explore/travel to the next encounter/chapter.

Encounter Notes

The players may easily suspect that they have found the entrance to the old lair of Nekromagiker Murlfunk (the Kreator should keep them guessing, though). If inspected, a test vesus Ingenuity (ING%) reveals that the two lifeless trees are Urnwood trees, Elfish trees of life that are forever green and always grow in pairs. Evil magic indeed infests this area.

The entrance is a short tunnel that leads immediately to a large cave, wherein the first encounter occurs. The Arks need a source of light to explore the tunnel and cave system. This source can be torches or lanterns (which the heroes have). The spell *Sphere of Light* works well, too (but costly in terms of spoints). Each of these options provide light four squares (4 SQR) in all directions from the light source. To mark the illuminated area on the battle mat, place a poker chip on the fourth square directly in front, behind, left and right of the light source. This marking is known as ESQR for spells (Enchant Square Range, *WOS*, pg. 52). Sight beyond this area is shadowy at best.

With illumination, the cave reveals its grim guard: A dozen skeletons are propped up against its walls as if at attention. A message is scrawled above one seated near the entrance: *"Those who sleep in the breath of the dragon awaken no more."* This long dead band of barbarian warriors still clutch their rusted swords and war-torn shields. While scary, they pose no threat. However, there are five kobolds hiding in the darkness at the back of the cave, waiting for the perfect time to attack. At the back of the cave, the tunnel continues deeper into the lair.

Minions

- (1) 4/44 Kobold Ranger
- (4) 4/44 Kobold Warriors

These minions may all use their *Attack Form* skills. In addition, the Ranger possesses *Sure Shot*. The Warriors are armed with short swords. The Ranger has a short bow and a dagger to use if engaged.

Level 4/44 sets a minion's primary stats at 4 and 44. The minion has 44 Wounds, 44% Invulnerability, and 4 Move. The Warriors have 44% Prowess to hit and a 4 Warrior Strength, while the Ranger has 44% Ruggedness to hit and a 4 Ranger Strength.

Standard combat damage is $(d6 \times \text{Strength})$. Whenever an opponent fails their INV% roll, the kobolds deliver $(d6 \times 4)$ wounds. The leader, however, wields a +1 Warrior Strength sword that causes $(d6 \times 5)$ wounds.

Stacking

As each kobold is a 4/44 minion, each sits on top of four poker chips (indicating their Minion Level of 4). These chips also designate their starting wounds. Each chip is worth ten wounds. Technically, as 4/44 minions, they have 44 starting wounds, but these are rounded down to 40.

When the minions are wounded in combat, one poker chip is removed for every ten points suffered. Round down on 4 or less and round up for 5 or more; for example, 12 wounds becomes 10 (one chip removed), while 16 wounds becomes 20 (two chips removed). Lost chips do not affect *Minion Level*; the minions remain 4/44s throughout.

Hint: If possible, use different color chip stacks to designate the Warriors from the Ranger. This serves as a reminder of their Arketype to all players. For convention play, we match the color of a minion's chip stack to the card color of the *Old Skool* skill deck (orange for Warriors, green for Rangers, yellow for Tricksters, etc.). This color scheme is also found on the coloring of the *Stats* column boxes on the Ark Kard (found on the last page of this module).

Advanced Play

1. The best vantage point for the Ranger is in the darkness of the exit tunnel. His bow range is 44 SQR (equal to his ML), which allows him to be positioned a good distance away from the fray. His first inning action should be to use his *Sure Shot* skill, which has a 64% chance of success (44 RUG% + 20 RUG% for the skill). This allows him to *Fire* upon the intruders without needing an *Aim* action for the next four attacks. During attacks, he uses an *Attack Form* skill.
2. All Rangers have a point blank bonus based on their Ranger Strength (RS). If their target is within RS squares (4 SQR for this kobold), the Ranger gains +20 RUG% to hit and may re-roll any score of 1 on the d6 *Damage Die*. Ranged weapons cannot be fired upon an engaged target (touching squares).
3. The Ranger is much weaker when fighting as a Warrior. If the Ranger engages in hand-to-hand combat, he does so at Minion Level 2/22 (two ML less than prime). As such, he has 22% Prowess to hit and 2 Warrior Strength. The same level drop applies to the Warriors should they attempt Ranger-based attack actions (22% Ruggedness, 2 Ranger Strength). Warriors do not have *Sure Shot* and must take an inning to Aim before each attack.
4. Should their leader perish in combat, the kobolds may retreat down the tunnel. They know their way around this place in the dark (and don't need light to navigate). The Kreator can choose to have these kobolds reappear during a later chapter.

Trove

Copper Pieces

Each kobold has a small purse that has a number of copper pieces in it equal to an *INI Roll* (2d6 + 2d10). Any score of 1 may be re-rolled (RR1s).

Sword +1 WS

Used by the kobold leader, this high quality sword adds +1 to the Warrior Strength of the wielder. This +1 WS bonus is added to the base strength and not the d6 *Damage Die* roll. This allows the kobold leader to inflict (d6 x 5) wounds, instead of (d6 x 4).

Hint: When initially stacking the kobold leader, place a different color chip on top of its stack to indicate the sword bonus. Players may ask what the extra chip is, to which the Kreator can reply, "Oh you'll find out, but he's holding a really fine looking sword."

TACTICS

Move + Attack

The 4/44 kobolds in this encounter are low level and cannot move and attack in one action. Both Move and Attack are individual actions that cannot be combined unless a special rule or skill allows (such as the Warrior *Charge!* skill). Minions of level 6/66, 7/77, and 8/88 are allowed to Move + Act as a single action, and as such are more formidable opponents.

Engaged & Swipe

Any time an opponent touches an adjoining square, it is engaged. Disengaging allows a previously attacking party the opportunity of a *Swipe* (*WOS*, pg. 66). The attacker makes a quick *Frozen Roll* (*WOS*, pg. 25). FR% success grants them an instant skill-free attack.

Line of Sight

If there is ever a question regarding line-of-site for ballistic or ranged spell attacks, leave the answer up to a quick FR% roll.

GAME BREAK I

RANK BUMP: +6%

Rank Bumps are points that are awarded to a player to advance the Stats, Strengths, and Vitals of their Ark. For completing Chapter 1, players receive a six point rank bump to assign to any one rank score. This bonus is added to one stat's rank line, which also changes the total Stat% (i.e. INI + Rank).

Strengths column scores are always the first digit of their parent Stat% score. If a bump causes the Stat% total to break into the next tens range (changing a 57 to a 63, for example), the appropriate Strengths score changes as well. In the prior example, it would grow from 5 to 6.

Vitals column scores (Wounds, Invulnerability, Spoints) change with each bump, too. Wounds increase from PRW% and RUG% rank bumps, Invulnerability increases from STL% rank bumps, and Spoints increase from ING% or GRA% rank bumps (based on the Ark's Realm). When their Spoints score changes, a player should replenish their spoints stack/poker chips accordingly.

If Men-at-Arms are in use, the Kreator can grant each six spoints in lieu of a bump. These may be used for their actions, such as spupping, spoint move, and blitzing.

WOUNDS RECOVERY

Arks who lost wounds during combat may want to recover those lost points. Keep in mind, *WEGS Old Skool* is **not** a game about quick and instant recovery, which helps to add some heroic tension to the players' adventurous struggle.

At Arkreation, an Ark's PRW% and RUG% stats are referenced for their starting Wounds box score (see *Wounds & Phew!, WOS*, pg. 10). To heal, the player tests the higher of these two percentile scores. Before the test, the player can use spoints to increase the chance of success (each spoint spent adds +10% to the base score). The player then rolls 2d10% versus this mark.

If the score is equal to or lower than the success mark, they recover an amount of Wounds equal to a d10 roll plus their WS or RS score.

If the score is greater than their mark, they fail and recover only the applicable Strengths column score (WS or RS score only).



Play Tips for Recovery

Recovery may only be performed once per game day. If an Ark hasn't lost many Wounds, they may wish to hold off on the recovery roll until later in the game.

Skills: The Kreator should instruct Sages to review their skill *Treat Wounds*. This skill aids the recovery roll. If there is no Sage in the party, allow another player to possess that skill.

Spells: The Kreator can allow the use of a Sage's healing spells during this break (*Laying Hands, Sphere of Renewal*). If so, the Cast/Blast routine must be performed and an appropriate amount of spoints paid for the spell and Spante (if applicable).

Wicked Recovery: If a player scores a *Wicked Score, Good Shot* or *Bad Shot* during any recovery Stat% roll or skill test, special bonus/penalty rules affect the total wounds recovered. See *Spoints Rejuvenation* topic (*WOS*, pg. 33). Dicing a *Wicked Failure* will drain WS or RS wounds!

Following Chapter 2, there is a game break section that details spoints rejuvenation.

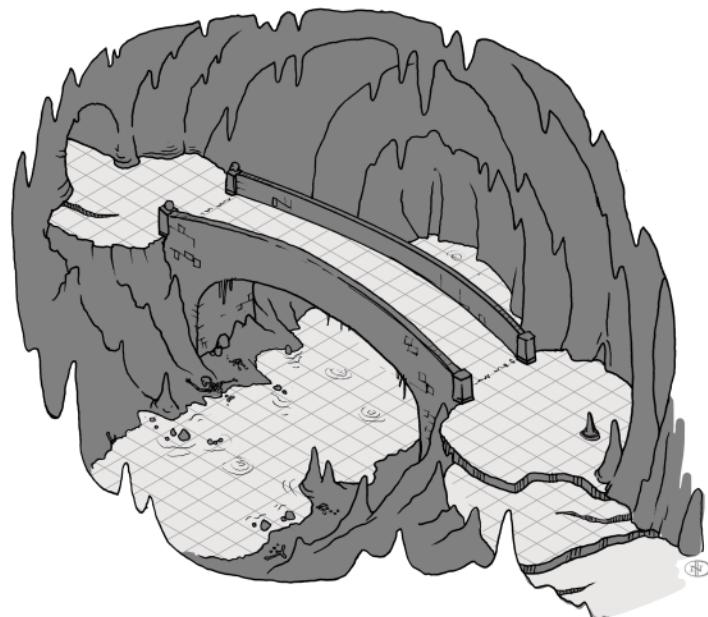


INTERMEZZO I

BRIDGE OF SKULLS

The dark tunnel continues on for some time, descending slowly down, deeper and deeper into subterrain darkness. Suddenly it opens onto a small gorge and stagnant cesspool below.

A stone bridge, arching over this chasm, provides passage onward. Mounted on posts at the bridge's entry point are two grimacing skulls: a warning to those who dare to cross over.



Map Notes:

The spoint drain effect of the skulls (notes follow) are solely magical in nature. As such, Resist Magic can be used to counter this effect. However, the spoint drain effect of the cesspool water is both magic and mystic. Either Resist Magic and Resist Mystic can be used to ward off this effect. Resist Elements will also work due to the icy nature of the spoint chill.

Encounter Notes

There is no immediate danger in this cavern, however removing both skulls from their posts causes the bridge to become ethereal (along with anyone or anything on the bridge at that time). This was a device used by Nekromagiker Murlfunk to keep unwanted visitors away (or at least forcing them to cross the gorge on their own). The skulls cannot be removed from this cavern. Once a skull is moved 16 SQR from the bridge, the person carrying it suffers d6 spoints drain instantly. When this is triggered, both skulls return to their posts and the bridge reappears.

Climbing the Gorge: Players should be discouraged from attempting to climb across the gorge. It is grueling work (not to mention time consuming). Such an endeavor requires four successful STL% tests, on both sides of the gorge. Each test consumes a full inning's action. Failed tests result in the Ark slipping and suffering d6 Wounds. INV% rolls are based on the Ark's Armour score (ARM% only).

Crossing the Pool: There's no way to cross the pool at the bottom without touching its stagnant water. Crossing the pool requires two successful STL% tests. Failed tests indicate that the Ark has slipped and is stuck in the water (not a good place to be). This cesspool was the old dumping ground for Murlfunk's Nekro-cauldron, and its awful contents tainted the waters here forevermore. The water is as cold as death and drains d6 spoints per inning. If the bridge is in the ethereal state, the water becomes even colder and drains 2d6 spoints.

SENSE SKILLS

Sense Magic and Sense Mystic are the two skills used by Skolars to summon the powerful energies needed to forge spells. However, these skills are not only for spellcasting and can also be used to glean information about magical and mystical items (such as the Bridge of Skulls , the cesspool below, and the Dungeon Door in the next intermezzo).

Sense skills only work on items of the same type: *Sense Magic* for magic items and *Sense Mystic* for mystic items. As the duration for these skills is four innings, the Kreator can allow the Skolar to ask one question per inning on the object they are focused upon. The longer they focus on the same object, the more info they learn.

It's up to the Kreator just how much info to divulge.

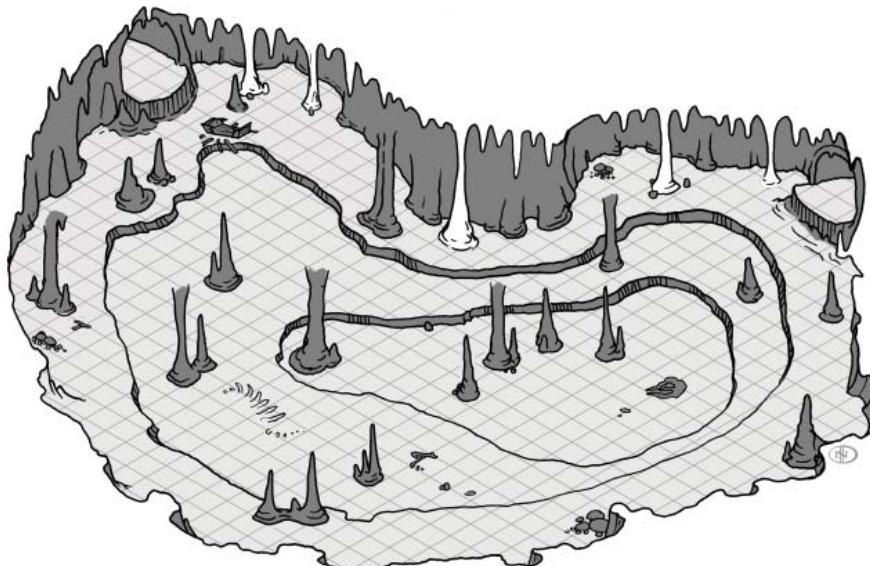
CHAPTER 2

THE LONELY POOL

The dark tunnel abruptly ends on a ledge overlooking the natural basin of a large, but bone dry, pool. Its floor is only a yard or so below the ledge. The chamber's ceiling is quite low; from the ledge it is just out of a Goblin's reach.

Littered with many stalagmites that must have given the old pool an eerie ambiance, the only sign of water now is the sound of distant dripping.

A few yards out from the ledge is an old skiff (flat bottom boat), rotting and covered with a ghostly lichen.



Encounter Notes

Long ago, when Dwarf Hermits ruled these caves and the pool was filled to capacity, the skiff would transport cargo across the water. It was pulled across the pool by use of a rope attached to iron rings banded to the stalagmites. The rings and bands can still be seen and, if followed, leads to a ledge and tunnel on the far side. A successful ING Rank test (2d10% versus their ING Rank score) reveals these items are the crude works of Dwarf Hermits.

If the lichen on the skiff is disturbed, all those within 3 SQR must *Act Fast!* or be overcome with a poisonous dust that causes ($d6 \times 2$) wounds per victim. The *Resist Poison* skill will counter these wounds.

Hidden behind the stalagmites at the pool's center, are a quartet of kobolds (plus any that might have fled from Chapter 1's encounter). None can be spotted unless a player succeeds a RUG INI test (2d10% versus their RUG INI score). A player may make only one such test. Rangers may make two.

Minions

(3) 5/55 Kobold Warriors with all Warrior *Attack Forms*.

(1) 6/66 Kobold Trickster with all Trickster skills.

He has 6 spooints and 3 SPS. He needs the spooints to pay for key Trickster skills (*Chink in da Armour*, *Skorp*, *Resist Poison*). He wields a poison-coated dagger. The poison, made from the ghostly lichen, causes an additional ($d6 \times 4$) wounds after a successful strike. These wounds can be countered via a *Resist Poison* test. The poison is good for four strikes before it must be reapplied (a Ready action). See Trove notes below.

Like their 4/44 counterparts in Chapter 1, the 5/55 kobolds possess no special abilities. They each get one action per inning. One level above the rest, the 6/66 kobold has the natural ability to *Move + Act*. This means that this Trickster is capable of moving 6 squares per inning and then may act/attack.

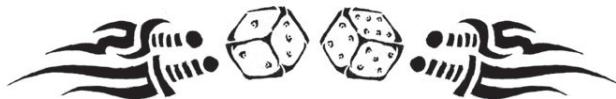
All of these minions may use one skill per inning. The Warriors always use an *Attack Form*, whereas the Trickster may use any applicable Trickster skill. To keep things simple, have the Warriors use the same *Attack Form* for the inning.

Stacking

The 5/55 minions sit on a stack of six poker chips, while the 6/66 minion sits on a stack of seven. The reason for the extra wound chip is due to wounds rounding. As mentioned earlier, 4/44s round down to 40 Wounds, but 5/55s round up to 60 wounds and 6/66s to 70 wounds.

Advanced Play

1. During combat, the kobold Warriors should attempt to keep their backs to the stalagmites, thus preventing any opportunity for an attack from behind (a -20 Stealth Rank penalty for INV%).
2. Depending how long it takes the players to discover the kobolds, the Trickster may have time to initiate *Hide* and enter *Catlike Tread* prior to the official call to order. Such actions sets him up to *Skorp* an unsuspecting party member, after which he can disappear via *Hide* again. If the three Warriors are defeated, he can stay hidden (only to return in Chapter 3 when the party least expect it).
3. The Trickster can rely heavily on his *Stealth Attack* skill, which gives him 86% chance to strike an opponent (66% base + 20% skill). He has only 4 Warrior Strength (two levels less than his ML), although the poison dagger makes up his lack of natural damage.
4. For a slightly stronger poison, the Creator can allow a poisoned victim to suffer an additional $(d6 \times 4)$ wounds at the Spante, immediately following their initial wounding. This effect can be countered by a *Resist Poison* test at the Spante. Such use counts as a skill use for the next inning and may cause the Ark to suffer a skill-free inning should they break the OSPI rule. (See *Reaction Skills, WOS*, pg. 38.)



Trove

Copper

Each kobold has a purse containing a number of copper pieces equal to an *INI Roll* ($2d6 + 2d10$). As these are slightly more experienced kobolds, reroll scores of 1s and 2s (RR1s+2s).

Pouch o' Poison

Kept by the kobold Trickster, this might be beneficial for the party's Trickster to have. There is enough for two more applications (each grants 4 strikes). If precautions are not taken when opening the pouch, there is a *Frozen Roll* (FR%) chance that the poison touches the opener, inflicting $(d6 \times 4)$ poison wounds.

Secret Trove

There is a concealed roost above the far tunnel exit. It is the old ferryman's sleeping loft. When an Ark passes under the roost (exits the cavern), have them make a Stealth INI test (2d10% versus their STL INI score). Success yields that they notice the roost above.

Resting in this cavity are the skeletal remains of the ferryman, a Dwarf, wrapped in a black hooded robe. His head rests on a leather bag and he wears a crude wooden ring on his left hand.

Dwarf Pillow: Contains $((d10 \times d10) \times 2d6)$ copper pieces. RR1s.

Ring of Mystic Light: Cost 1 point per inning. The ring illuminates 6 SQR in all directions. While activated it reduces an opponent's Damage Die roll against the wearer by one point. This ring only functions for those of the Mystic Realm. Its powers are revealed by a *Sense Mystic* spell.



GAME BREAK 2

RANK BUMP: +12%

After completing the second chapter, all Arks receive (2) six point *Rank Bumps* to assign to their rank scores. The Kreator may allow these to be spent on the same stat. This generous amount is to assure that the party is ready for what lies ahead. If the players are making short work of the minions, the Kreator can make this a single six point bump.

If Men-at-Arms are being used in this adventure, they may be given another six points for their use and/or one new skill appropriate to their Arketype. If a player is playing solely as a Man-at-Arms (not as an Ark), another option would be to upgrade them to Minion Level 6/66 at this point. As such, they gain the ability to *Move + Act* (just as a minion of that same level would).



SPOINTS REJUVENATION

It is a good time to have players rejuvenate their spooints after the second chapter. Like wounds recovery, this test is stat-based and may be performed only once per game day. The Ark tests their ING% or GRA% score, as these stats set their Spooints box total.

Players test the stat associated with their Ark's Realm (Magic-ING%, Mystic-GRA%). Gnobbits, who have no assigned realm, may select whichever stat is highest. Before the test, the player can use spooints to increase their chance of success (each spooint spent adds +10% to the base score). The player then rolls 2d10% dice.

If the score is equal to or lower than the success mark, they recover an amount of spooints equal to a d6 roll, plus their SPS score.

If the score is higher, they fail and recover only their SPS score.

The player then replenishes their spooints stacks with the appropriate number of poker chips.



Play Tips for Rejuvenation

As this test may only be performed once per game day, if an Ark hasn't spent many spooints, they may opt to hold off on the rejuvenation roll until later.

Skills/Spells: The skills *Pocketful of Magicals/Miracles* may be used during this break. The Kreator can also allow the use of a Sage's powerful rejuvenation spell, *Prayer*. If so, the Cast/Blast routine must be performed and an appropriate amount of spooints paid for the spell and Spante.

Burning a Phew!: A player may exchange one *Phew!* point for an amount of spooints equal to $(SPS + 7)$. During an encounter, this is typically only allowed at the Spante (*WOS*, pg. 34).

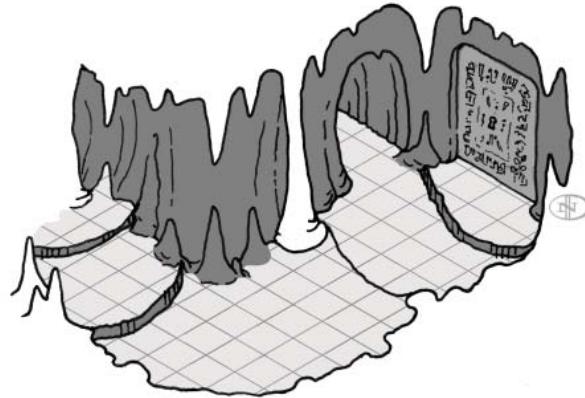


INTERMEZZO II

A DUNGEON DOOR

Directly ahead in the tunnel, a terrible dungeon door looms. As if in an attempt to avoid confrontation, the tunnel itself turns a hard left at this juncture and slinks off into darkness.

This foreboding door is inset into the wall and no hinges are visible. Its face is heavily carved with awful runes, and yet, it bears a simple unadorned keyhole in its center. Telltale signs show that the door has been battered and hacked from outside forces, but the door remains solid: sullen and impregnable.



Encounter Notes

Every dungeon needs a fun trap to spice things up and this is it. The door is a powerfully enchanted and sentient being, who possesses one malevolent disposition. The kobolds have learned to give this door a wide berth. It opens only for its master, Nekromagiker Murlfunk, who it has not seen or heard from in a dragon's age. It awaits his return and has been commanded to remain shut and punish all those who linger too long before its threshold.

The door is usually in a deep slumber, but awakens immediately if its keyhole is touched. Otherwise, general disturbances (such as the hushed deliberations of meddlesome adventurers) can awaken it in 2d6 innnings. A Mage or Sage can use their *Sense Magic/Mystic* skill on the door's runes to discover some of its secret power (it is up to the Kreator how much they wish to divulge). Probed in this way, the door's rest is not disturbed.

For game play purposes, the door is a Mage with 88% Ingenuity, 8 SPS, and 45 spooints. The door cannot communicate and is impervious to all normal damage (saving a *Wicked Success*). It is permanently enchanted with the magic spell *Armour of Agorni*. Due to the enchanted energies it holds, it is perpetually in the *Cast* phase and is ever ready to *Blast* a Mage spell.

The first time the door is tampered with, *Molten Storm* erupts 4 SQR out from the door in all directions. Cost: 4 spooints.

The second time the door is tampered with, all within 12 SQR suffer the effects of a single *Hands of Ice* blast (d10 x 4 enchanted wounds). Cost: 1 spooint per target.

The third time the door is tampered with, all within 16 SQR are transported back to the entrance of the cave and drained d10 spooints. Cost: 12 spooints.

After the third tampering, the Kreator is free to choose its course of action. Each time it blasts a standard spell, it does so with 108% Ingenuity (a natural 88 ING% + 20% for the skill). Note that even with a 108% chance of success, the spell fails if a *Wicked Failure* is diced (97, 98, 99, 00). The door recovers 8 spooints per game day. Just like an Ark, it rejuvenates spooints as per standard rules and skills (e.g. *Pocketful of Magicals*).

Resist Skills: Players can resist any of the door's spell effects via the appropriate *Resist* skill. *Resist Magic* can ward off any spell effect, whereas *Resist Elements* only helps with the fire/cold based effects. As this is essentially a non-combat encounter, this is the perfect time to let players test out their resistances.

Beyond the Door: Once out of spooints, it can no longer blast spells and simply ignores the intruders. No one should get past the door, though it may open if it gets weary of those tampering with it. This is only a ruse to trap victims on the other side. Once the party enters, the door slams shut. There is no other exit – and things get worse. The room beyond is Nekromagiker Murlfunk's long abandoned workshop. Due to the nature of dismal magic that was wrought here, the room has been entirely drained of all spell energies. It is a *Sense Magic/Sense Mystic* dead zone. Only a *Wicked Success* can summon spell energies, but due to the drain, casting costs four times the usual fee (4 spooints, instead of 1). *Good Shots* greater than 44 can also be considered success. *Bad Shots* drain the caster one spooint per *Bad Shot* level (a 70 BS drains 7 spooints).

Damaging the Door: The door possesses a natural Wounds amount equal to its Minion Level (90 for an 8/88). However, the door also has at least 100 *Blood Chips* (*WOS*, pg. 80), making it nigh impossible to beat down in a hurry.

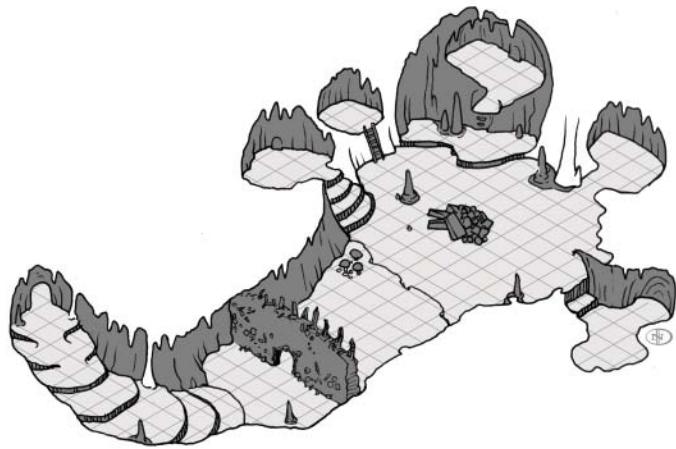
CHAPTER 3

STONES AND BONES

The tunnel begins to gently spiral downward and then stops abruptly at a strange wall built from a morbid mix of stones and bones. A red mud locks the jumbled layers in place. The stones are unusual as they resemble large chunks of glassy coal.

In the dead center of this wall is an open archway, lined with skulls of all shapes and sizes, both animal and humanoid. To the left and right of this arch, sconces made of skeletal arms decorate the wall.

The frigid air of the tunnel seems to be sucked through the arch into the dark chamber beyond.



Map Note: The Kreator is free to let the players explore the main area and surrounding caves as they see fit. The minions here should be placed in the cave that is at the same level of the main chamber (the second one from the right).

Each ledge/stair adds one point to the movement rate. Climbing the ladder or central pile of stones requires a successful STL% test and takes a full inning.

Encounter Notes

Once the lair of a cult of New Wyrld Druids (who took residence here after the Dwarf Hermits relocated a few dungeon levels down), this cave is quite large and holds five smaller chambers. Due to its natural paw shape, the Druids believed the cave was a vortex of animal spirit energies. These chambers once housed the remains of the Druids and their bestial familiars (whose bones were eventually used by Nekromagiker Murlfunk's minions to construct the ramshackle barrier wall).

At the center of the chamber is a large pile of rocks that conceals an opening in the floor. Investigation reveals the slightest crawlspace at its base, barely big enough for an unarmoured Gnobbit (or kobold) to creep through. The crawlspace leads to a tunnel below that ventures deeper and deeper into the bowels of the earth. The stones were piled in this opening long ago by the Druids who sought to prevent the Hermits' return.

Hiding in one cave is the kobold chief and his terrible pets, a quartet of dungeon dingoes. If there are Dwarfs in the party, the beasts are fully aware of the intruders long before they arrive (as they have a keen sense of smell for Dwarf meat). Kobolds who have retreated from a previous encounter will be hiding nearby.

Minions

8/88 Kobold Chief

Warrior with all Warrior skills and all Resist skills.

As an 8/88, the chief can Move + Act + Act. He can use one skill per inning and may blitz if desired. He has 8 Spoints and 4 SPS, which allows him to use a maximum of 4 spoints per inning (such use would expend all his spoints in two innings). His spoints are needed to charge his enchanted axe (see *Trove* notes below).

Special Abilities:

Strength WS+4, which gives him a natural 12 WS. Every time the chief strikes in combat, he does so for $(d6 \times 12)$ wounds. If using the skill **Attack Form WS+4**, his damage capability is $(d6 \times 16)$ wounds.

(1) Blood Chip, grants him $(d6 + 4)$ additional wound chips (that's 50 to 100 bonus wounds). The bonus is not revealed until all starting wound chips are eliminated.

Note: Special abilities are not skills. They are automatic bonuses/benefits.

7/77 Dungeon Dingo, the leader of the pack

Ranger with all Ranger skills and Warrior *Attack Form* skills. This dingo primarily attacks as a Warrior, and as such functions two levels lower with 55 PRW% and 5 WS. INV% remains at 77. It will always attack with a Warrior *Attack Form*.

As a 7/77, the pack leader can *Move + Act*. It has 7 Spoints and 3 SPS. These spoints can be expended on behalf of the pack (allowing them to spoint move if desired).

As a Ranger, it possesses *Resist Elements*. This means the pack leader can pay a spoint and attempt to resist any elemental spells the Arks use against it (such as *Flaming Fryball*, *Bless with Fire*).

Special Abilities:

Strength WS+4. This grants the leader a natural 9 WS.

(3) 4/44 Dungeon Dingoes

Tricksters with the *Stealth Attack* skill. This grants them a 64% chance to strike (44 STL% + 20 STL% skill bonus). The pack deals low damage (d6 x 2) as their WS is two levels lower. These minions have no action bonuses.

For a slightly tougher final encounter, the Kreator can add a few more 4/44 dingoes to this pack.

Stacking

The kobold chief sits on a stack of nine poker chips (88 rounds up to 90). Additionally, the Kreator can place one special color chip (red) to indicate the *Blood Chip*, one chip (gray) to indicate his massive *Strength WS+4* bonus, and one chip (purple) to indicate his enchanted axe.

The dungeon dingo leader sits on eight poker chips (77 rounds up to 80). As with the chief, its *Strength WS+4* bonus can be identified with a gray chip.

The remainder of the pack all sit on top of four chips. A chip can be added for their *Stealth Attack* ability to serve as a reminder of their enhanced attacks.

The Kreator is free to reveal each of the minion's special abilities pre-encounter or as they are played/activated during a minion's turn.



Advanced Play

This challenging chapter mixes a blend of Arketypes and special abilities for its minions. The Kreator will have their hands full with all the strategic options of which this group is capable. However, here are some options to make these minions even more dastardly.

1. Give the kobold chief a second *Blood Chip*.
2. Give the leader of the pack a *Blood Chip*.
3. Give the entire pack *Attack Form Invulnerability Down* as a special ability. As such, an opponent's INV% is reduced 20 points for every attack. This is a substantial tactical advantage, so do not use this against a weaker party.
4. As kobolds are mystic-based, the Kreator could add a spellcasting Sage to their group. This would give them some spell power to counter that of the Arks. A 6/66 Sage would have 6 SPS and 35 points. As such, it would have an 86 GRA% chance to blast spells (66 GRA% + 20 for the skill).

Trove

Axe of Hacking

Cost: 1 point per inning. This axe temporarily reduces an opponent's INV% score by 10 points (but it must be activated prior to the opponent's INV% roll). Once activated, the penalty applies to each axe attack that inning (remember, the Kobold Chief can attack twice per inning).

Mighty Bag o' Copper

Hidden within the recess of the chief's cave is a mighty bag of copper pieces. It holds $((2d6 + \text{number of Arks}) \times 100)$ copper pieces. RR1s+2s.

Doubly Enchanted Troll Hand

Mixed in with the copper pieces is the petrified hand of a troll covered with strange glyphs. Those inspecting it notice it has (*INI Roll*) warts and that it smells a little funny. The hand has two special effects:

1. If *Sense Magic* is cast upon it, a noxious cloud of gas is immediately released and all within 12 SQR suffer $(2d6 + 2d10)$ wounds. The holder of the hand is immune from this effect. The gas effect may be countered by a *Resist Poison* test.
2. If *Sense Mystic* is cast upon it, the holder of the hand immediately heals $(2d6 + 2d10)$ wounds.

This item was one of Murlfunk's "life in death" inventions, a little toy he created to amuse himself. One wart disappears each use. For either effect above, a benevolent Kreator may give the players an *Act Fast!* test before the special effect goes into play. The dice may grant the players an action to possibly move away from the potentially fatal gas.

Now is a good time to remind players that all trove items and treasure must be reported to the guild's Trove Assessor.



GAME BREAK 3

RANK BUMP: +6%

For completing the third chapter, all Arks receive a final six point Rank Bump. The Kreator is also free to add an additional *INI Roll* for a group bump. This total is divvied among the players as they see fit.

It's also graduation time for the players who played as Men-at-Arms. By this point, they should be ready to roll up a full blown Ark. If they are still reluctant to such an idea, the Kreator can give them a *Blood Chip* as a final reward.

BACK TO THE KEEP

While the Kreator is free to keep the adventure going forward (via the crawlspace), now is also a good time to return to the **KEEP** for rest, recovery, and much rejoicing. By now, the players may have even found enough copper pieces to join the Guild of Adventurers properly and get their foot in the door for some real adventure.

The Kreator may give the party free passage back to the **KEEP** unfettered by any chance encounter, or throw down one last melee to end the game. While getting to Murlfunk's lair might have been a breeze for the party, no one ever said getting back would be easy. Perhaps there are some new minions awaiting the heroes on their return trip:

- 1: A quartet of nasty Trolls (6/66), one of which is missing a hand.
- 2: A gang of greedy Brigands, experts at waylaying novice adventurers and stealing their hard-won trove. The dastardly band can be led by a crazed Goblin Mage (7/77), an old apprentice of Murlfunk.
- 3: A slithering Ira'al (8/88) and her retinue of creepy Lizardmen (4/44, 5/55, or 6/66). The number of lizardmen can be left to an *INI Roll*, or any combination of dice (2d6, 2d10, 1d6+1d10, etc).

For this last encounter, the Kreator could implement a *Chapter Points* pool (full details in *WEGS Dice Rule!, Chapter Points*, pg. 60). This is simply the Kreator's personal reserve of points to assist the actions of the minions. This point pool is independent from those possessed by any Master Minion (such as the one possessed by the brigand's Goblin Mage). An 11 point pool with 1 SPS per inning (or 22 point pool with 2 SPS) can give the minions a nice edge on the final showdown.

CHAPTER RECAP

MINIONS & TROVE

CHAPTER 1

- (4) 4/44 Kobold Warriors, *Attack Forms* only.
(1) 4/44 Kobold Ranger, *Sure Shot* and *Attack Forms* only.
Trove: +1 WS Sword; (5) *Purses o' Copper*: INI, RR1s each.

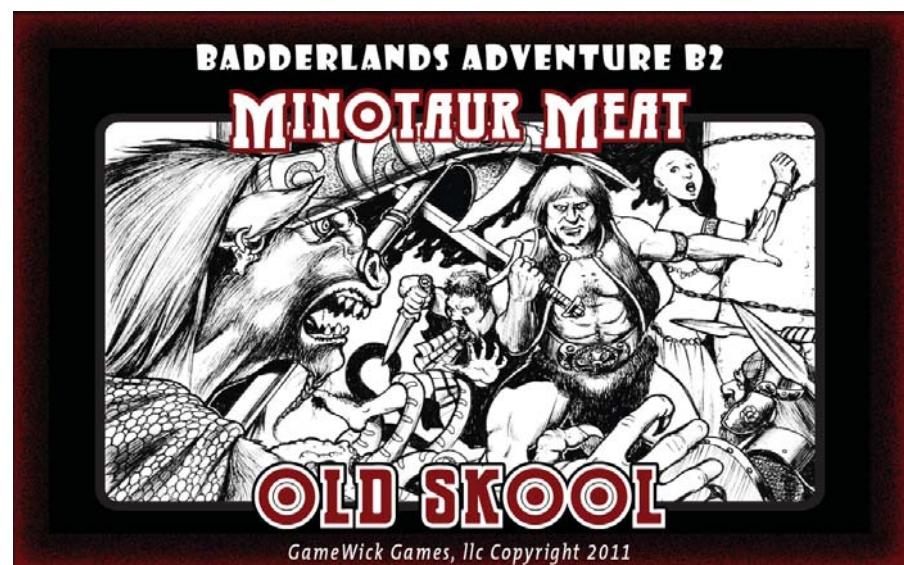
CHAPTER 2

- (3) 5/55 Kobold Warriors, Warrior *Attack Forms* only.
(1) 6/66 Kobold Trickster, Move + Act, 6 points, 3 SPS. Poison-coated dagger (d6 x 4) wounds (four strikes).
Trove: *Pouch o' Poison*: 2 applications of four strikes each causing (d6 x 4) wounds; (4) *Purses o' Copper*: INI, RR1s+2s each.
Secret Trove: *Dwarf Pillow*: ((d10 x d10) x 2d6) copper, RR1s; *Ring of Mystic Light*: Cost 1 sp. Illuminates 6 SQR in all directions. Reduces opponent's DD roll by one point.

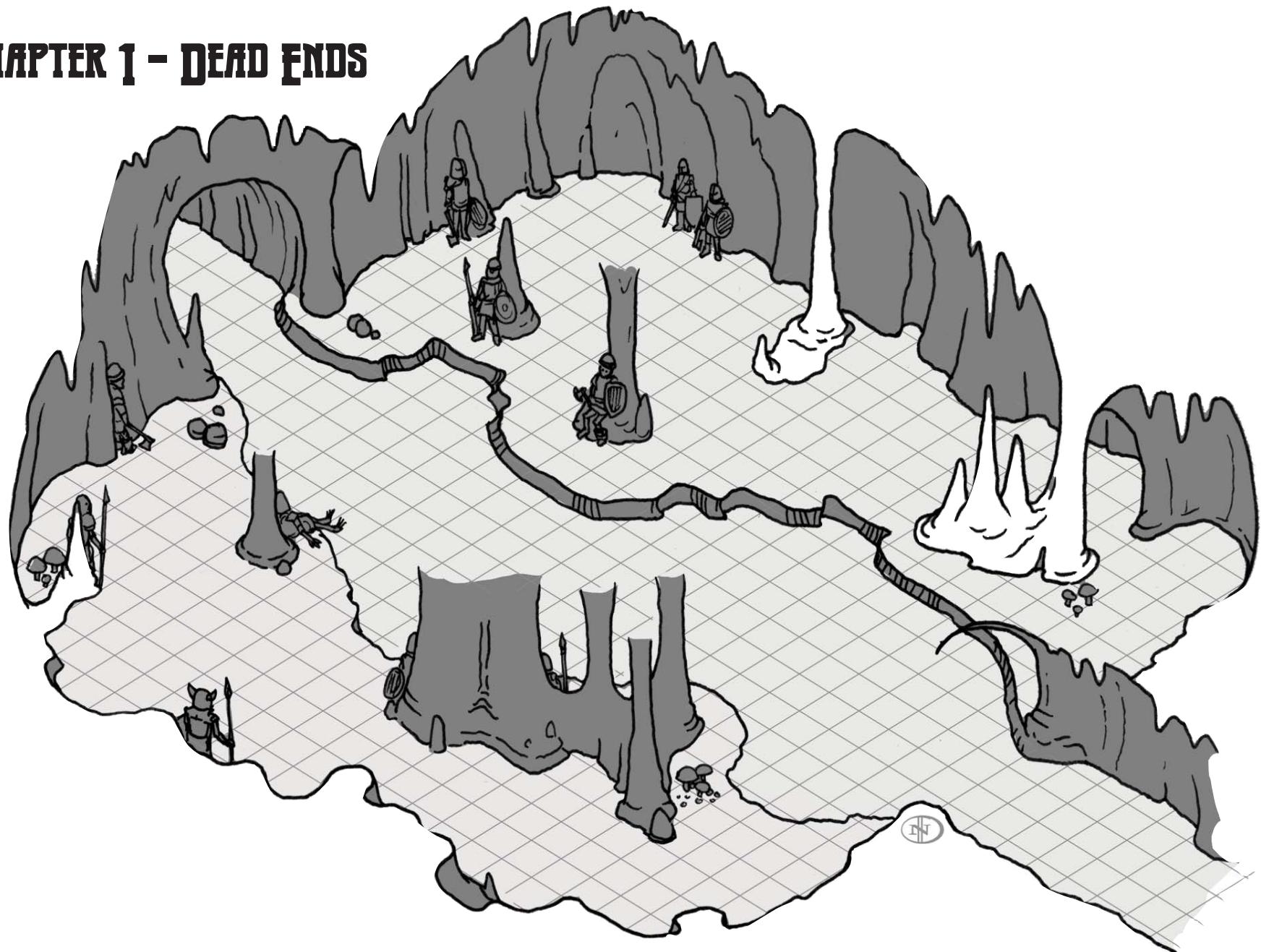
CHAPTER 3

- (1) 8/88 Kobold Chief Warrior, Move + Act + Act, 8 Points, 4 SPS, all Warrior skills, all *Resist* skills and an Axe of Hacking (1sp, -10 INV%). Special Abilities: *Strength WS+4*, natural 12 WS; *Blood Chip*, (d6 + 4) bonus wound chips.
(1) 7/77 Dungeon Dingo Ranger, Move + Act, 7 Points, 3 SPS, all Ranger skills and Warrior *Attack Forms*. Functions as a 5/55 Warrior (55 PRW%, 5 WS), and INV% remains at 77%. Special Abilities: *Strength WS+4*, natural 9 WS.
(3) 4/44 Dungeon Dingo Tricksters with *Stealth Attack* skill (64% chance to strike). Low attack damage: (d6 x 2).
Trove: *Axe of Hacking*: Cost 1 sp. -10 INV%; *Mighty Bag o' Copper*: ((2d6 + number of Arks) x 100) copper, RR1s+2s; *Doubly Enchanted Troll Hand*: INI uses; *Sense Magic* yields noxious cloud (12 SQR), (2d6+2d10) poison wounds. *Sense Mystic* heals (2d6+2d10) wounds.

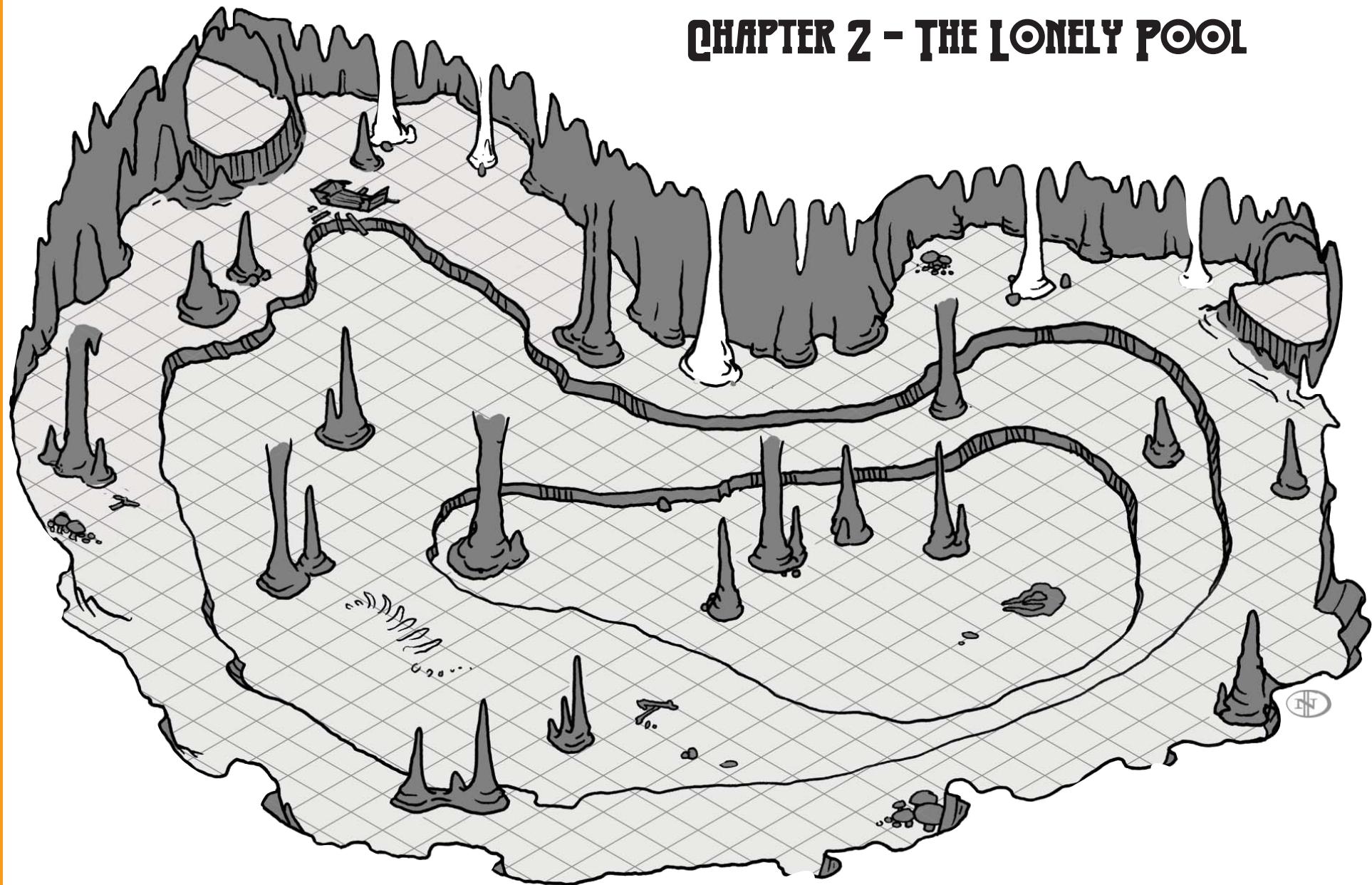
EVEN MORE BADDERLANDS ACTION!



CHAPTER 1 - DEAD ENDS

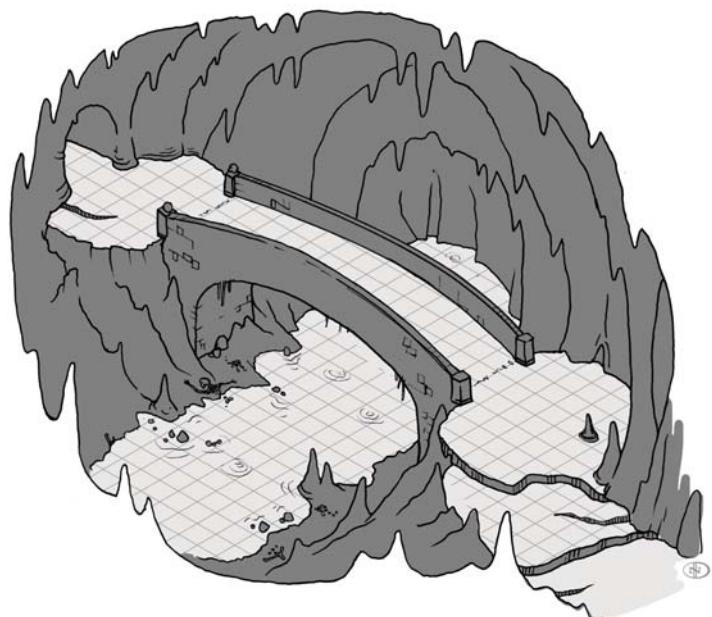


CHAPTER 2 - THE LONELY POOL



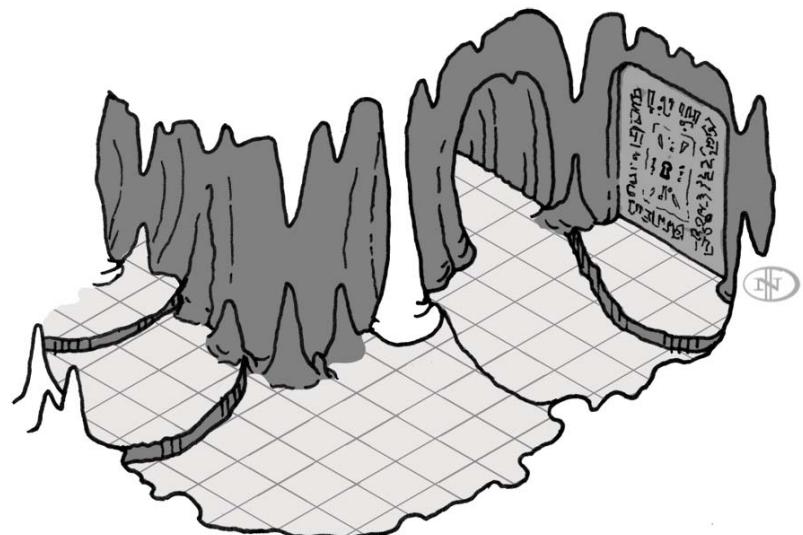
INTERMEZZO I

BRIDGE OF SKULLS

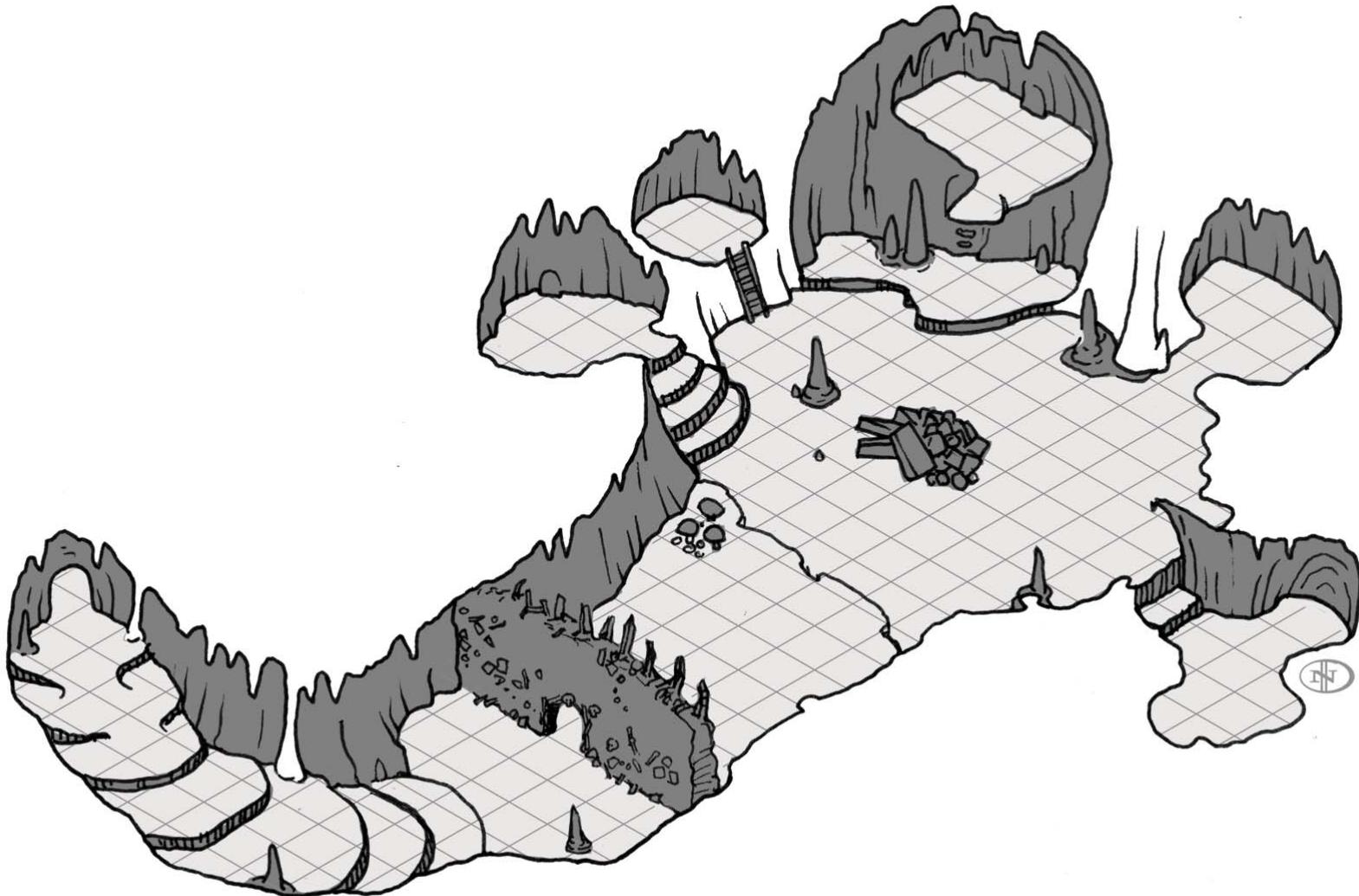


INTERMEZZO II

A DUNGEON DOOR



CHAPTER 3 - STONES & BONES



OLD SKOOL

GRAB YOUR DICE
AND JUMP INTO THE FRAY!

KREATOR:
PLAYER:

RK:
NAME:
COPPER:

RACE:
REALM:
ROUNDERS:

PROFESS

INI _____
RANK _____

STATS

VITALS



RUGGEDNESS

INI _____
RANK _____

STRENGTH

WOUNDS

STEALTH

INI _____
RANK _____

INNATE

PHEW!

INGENUITY

INI _____
RANK _____

INNATE

INVULN%

ARM%
+
STL R

TOTAL

INI _____
RANK _____

INNATE

MOVE

GRACE

INI _____
RANK _____

MAGIC

SPOILS

SPELL POINT

INI _____
RANK _____

MYSTIC

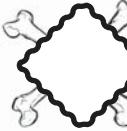
+10% PER SPOIL

INSANITY

INI _____
RANK _____

THE BIG 1

MOVE
AIM & FIRE
CAST & BLAST
READY & ATTACK



GOOD SHOT BAD SHOT

11, 22, 33, 44,
55, 66, 77, 88

10, 20, 30, 40,
50, 60, 70, 80, 90

SUCCESS 01, 02, 03

FAILURE 97, 98, 99, 00

WICKED SCORES

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