

Legends of the Ancient World presents

# Orcs of the High Mountains



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## RULES

*Legends* is a role-playing game (RPG). In an RPG, each player controls one more characters who go adventuring.

### **Adventures**

Adventures are designed for solitaire or group play. In group play, one player (the GM) reads the instructions aloud and carefully logs the party's progress and game time.

## CHARACTERS

Each character possesses three attributes: Strength, Dexterity and Intelligence.

**Strength (ST):** Strong characters inflict and survive more damage.

**Dexterity (DX):** Agile characters hit enemies and dodge blows with greater success.

**Intelligence (IQ):** Smart characters are better able to apply intellect and notice clues.

### **New Characters**

New characters start with ST8, DX8, IQ8, and eight discretionary points (32 total). Characters begin with four points of skills; of which up to two can be combat skills. Magic characters begin with four points of spells or skills.

## RESOLVING UNCERTAINTY

### **Passing a Check**

A character hits a foe by passing a three-die DX check (**3/DX**). The player rolls three six-sided dice (3D6) and totals the results. If the total is the character's DX or less, he hits; otherwise he misses. If he hits, roll for damage (see Damage).

### **Example**

Ajax (DX11) rolls a one, three and six for a total of 10. This is his DX or less, so he hits his target.

### **Checking Other Attributes**

A ST check (**3/ST**) can be required for physical feats or an IQ check (**3/IQ**) for mental ones. A four-die check is abbreviated **4/DX**, **4/ST** or **4/IQ**.

### **Winning a Check**

Opposing players roll dice. The character with the higher total wins, unless his total exceeds his attribute (+skills). On a tie, the higher attribute wins. If both totals go over, both characters fail. The attacker decides his number of dice first.

### **Example**

Ajax (ST12) rolls three dice; Hector (ST11) rolls three. Ajax rolls 13; Hector 9. Ajax's total is higher, but 13 exceeds Ajax's ST12. Hector wins.

## SEQUENCE OF PLAY

*Legends* is played in turns. Players alternate turns until only one side survives.

### **Initiative**

Decide initiative with a die roll. The side with initiative takes the first turn.

### **Surprise**

An adventure may specify that one side has surprise. The side with surprise gets one free unopposed turn, and then takes the first turn.

### **Player's Turn**

The player moves each of his characters, in any sequence, one at a time. He must complete one character's turn before proceeding to the next. When he is done, the next player begins.

### **Character's turn**

A character can move up to his movement allowance (MA) and execute ONE action. He must move before acting. A character may pass.

## **MOVEMENT**

A character's MA is half his DX, rounded down. A character may move up to his MA in hexes before executing an action.

### **Example**

Ajax (DX11) moves five hexes and attacks.

### **Space**

Only one character can occupy a space, unless grappling an enemy. A character must stop upon entering an enemy's space.

## **ACTION**

Every character can execute ONE action per turn. An action is striking, shooting, entering a defender's space, grappling, etc. A character cannot move after an action.

### **Strike**

An attacker hits an adjacent foe by passing 3/DX. The defender can then dodge by passing 3/DX (see Reaction). If the attacker hits, roll for damage. If the defender survives the hit and did not dodge, he can counterattack (see Reaction).

### **Shoot/Throw**

An attacker with a missile or throwing weapon hits an unobstructed defender by passing 3/DX. If he hits, roll for damage; if he fails he misses. If the defender survives, he may immediately counterattack (see Reaction).

A shooter cannot move in the turn he shoots, but a thrower can. Missile range exceeds the playing board. Throwing range is the thrower's ST in spaces. A thrower must recover his weapon from the target space before reuse.

### **Entering The Defender's Space**

An attacker enters a defender's space. The defender can dodge into an adjacent empty space by winning a DX check, or he can counterattack by passing 3/DX. Hitting adds an extra die of damage. Characters in the same space are now grappling.

## **GRAPPLING ACTIONS**

### **Grappling Attack**

Grapplers can only attack each other, and cannot attack on the turn they enter the enemy's space. The character winning a ST check hits his opponent, even if it is not his turn (an unarmed grappling attack negates armor).

### **Drag Grappled Opponent**

A grappler drags his opponent into any adjacent unoccupied space by winning a ST check. A grappler with twice or more the ST of his opponent suffers no mobility penalty and can also attack enemies outside of his space. When moving, he carries his opponent with him.

### **Escape From Grappling**

A grappling character escapes into any empty adjacent space by winning a ST check. If he fails, he remains grappled. A character with twice or more the ST of his opponent may freely exit the grappling space and move and act normally.

## **OTHER ACTIONS**

### **Change Weapons**

A character takes a turn to change or pick up a weapon. He cannot move in this turn.

### **Cast Spell**

A magic user casts a spell by passing 3/IQ. He cannot move in the turn he casts. If casting a direct spell on an enemy, he must win an IQ check. A caster can only cast a spell into a space with an unobstructed line of sight.

## **REACTION**

A defender can react to ONE of his attackers. However, the defender gives up his following turn. A reaction is dodging, counterattacking, or in limited cases, entering the attacker's space.

### **Dodge**

A defender dodges a strike by passing 3/DX. He must retreat away, into an adjacent empty space, or he cannot dodge. He may view the attacker's hit roll result but not damage roll result before deciding to dodge. A defender cannot dodge a missile or thrown weapon.

### **Counterattack**

A defender surviving an attack may immediately counterattack by striking or shooting his attacker. The defender hits by passing 3/DX. If he hits, roll for damage; if he fails he misses.

### **Zone Of Control**

If an attacker tries to move around or past an adjacent defender without attacking or entering his space, the defender may counterattack or enter the attacker's space without being hit.

## **INJURY & EXHAUSTION**

Injury is measured in damage points; exhaustion is measured in fatigue points. Both are cumulative. When a character accumulates a

combination of damage and fatigue equal to his ST or more, he is immediately incapacitated.

**Damage**

When all combat is over, characters suffering damage equal to their ST or more must be healed to a net ST of at least one. If not, they die. Characters sustaining twice their ST or more in damage are unrecoverable.

**Fatigue**

Fatigue counts towards incapacitation but not death. Each fatigue point delivered to an incapacitated character is a damage point. A character recovers one fatigue point after each encounter and recovers all his fatigue with a full night of sleep.

**Recovery**

Between adventures, characters recover fully. During play, a character recovers in a week if he: (1) remains in one location, (2) is sheltered from the elements, and (3) participates in no combat or any other activity.

**WEAPONS**

**Damage (D)**

A character hitting a foe rolls the number of dice indicated by his weapon's damage rating. He then adds or subtracts any modifiers. This total is the number of damage points he delivers.

**Example**

Ajax hits Hector for 2D6-1 damage. He rolls a five and two, inflicting six points (5+2-1=6).

**Heft (H)**

A weapon's heft is the minimum ST required to use the weapon.

**Weapons**

<b>UNARMED</b>	<b>D</b>	<b>H</b>
Unarmed (U)	D3 (U)	-
<b>SWORDS</b>	<b>D</b>	<b>H</b>
Dagger (G, D, T)	D6	-
Rapier	D6	9
Cutlass	2D6-2	10
Short Sword	2D6-1	11
Broad Sword	2D6	12
Bastard Sword	2D6+1	13
2-Handed Sword (2)	3D6-1	14
<b>CLUBS</b>	<b>D</b>	<b>H</b>
Club (T)	D6	9
Mace	2D6-1	11
Morningstar	2D6+1	13
Maul (2)	2D6+2	14
<b>AXES</b>	<b>D</b>	<b>H</b>
Hatchet (T)	D6+1	9
Axe	D6+3	12
Battle Axe (2)	3D6	15
<b>POLE ARMS</b>	<b>D</b>	<b>H</b>
Javelin (T)	D6	9
Spear (T)	D6+2	11

Halberd (2)	2D6+1	13
Pike (2)	2D6	13
<b>MISSILES</b>	<b>D</b>	<b>H</b>
Thrown Rock	D6-4	6
Sling	D6-1	8
Bow (2)	D6	10
Longbow (2)	D6+2	11
Crossbow (2, R)	2D6	12
Arbalest (R3)	3D6	14

(2) Two-handed weapon; cannot use a shield.

(D) A dagger does D6+2 grappling.

(G) Only G weapons can be used grappling.

(R) Reload takes one turn.

(R3) Reload takes three turns.

(T) This weapon can be thrown.

(U) D3 fatigue, (+1 if the attacker is stronger).

**ARMOR**

**Armor (A)**

When a character is hit, reduce his damage by the cumulative rating of his armor.

**Example**

Hector takes six damage points, but his armor stops three. He takes three damage (6-3=3).

**Restriction (R)**

Adjust a character's DX *down* by the cumulative restriction of his armor. This also affects MA.

**Example**

Hector's (DX12) armor has a restriction of two. His adjusted DX is 10 (12-2=10). His MA is five.

**Armor**

<b>TYPE</b>	<b>A/R</b>
Cloth	1/1
Leather	2/2
Chain	3/3
Plate	5/4
Small Shield (S)	1/0
Large Shield (S)	2/1
Tower Shield (S)	3/2

(S) Shields cannot be used while grappling.

**CAMPAIGNING**

**Experience Points**

Characters use experience points (XP) to buy skills, magic and attribute points. After each encounter, every character contributing to victory gets one XP if all enemies are killed, captured or routed. Characters get no XP if they flee. Additionally, when a party acquires a plotword, each character gains one XP.

**Advancement**

Between adventures, a normal character may cash in 10XP for a skill or 20XP for a spell. A magical character may cash in 10XP for a spell or 20XP for a skill--but only between adventures. A character may permanently increase an attribute at any time, provided he spends XPs

equal to the next higher level. For example: an IQ13 character can spend 14XP to get IQ14.

#### **Karma/Wish**

A character expends a karma point to re-roll one set of dice. A character expends a wish to negate all damage, even if he was just "killed." A character can use a wish as a karma point, or a karma point as one XP. Unexpended karma, wishes and XP roll over to other adventures.

#### **Curse**

A cursed character adds one to all his rolls (making it harder to succeed). He only returns to normal when the curse is lifted. A character expends one wish, three karma points, or 10 XP to lift a curse. Curses are cumulative.

### **MAGIC**

A magic user casts a normal spell by passing 3/IQ. He casts a direct spell by winning an IQ check against his target. He can only cast spells he knows, and are rated his IQ or less.

#### **Direct Spells**

A direct spell is a spell cast directly upon an enemy. A magic user having an enemy move into his space can cast a direct spell or a magic strike as his preemptive counterattack.

#### **Dynamic and Static Spells**

Dynamic spells are single-use; static spells remain in play for the duration of the encounter. Spells cannot be stacked; casting the same spell on a target yields no additional effect.

#### **Fatigue**

A magic user suffers fatigue upon successfully casting a spell (see Injury & Exhaustion). Fatigue costs appear in parenthesis following each spell.

#### **Multi-Hex Spells**

A character with a multi-hex spell automatically knows all lesser hex versions of that spell. Likewise, a character learning a lesser-hex spell automatically knows the greater-hex version when his IQ gets to the appropriate level.

#### **Staffs/Wands**

A magic user can carry a staff or wand, which can be any piece of wood (treated as a club in combat). The staff/wand provides a reserve of power used in lieu of fatigue--until depleted.

#### **Charging Staffs/Wands**

A depleted staff/wand automatically recharges overnight. New staffs start with zero capacity. A magic user permanently increases his staff or wand's capacity by expending 2XPs for each point of capacity. A magic user can only increase the capacity of his staff/wand up to his IQ.

#### **Metal**

Excessive metal interferes with magic user's ability to cast spells. As a result, magic users wearing metal armor cannot cast spells.

### **CREATION**

Creation magically creates physical objects in target hexes. Creation is static.

#### **IQ 9 Spells**

**Fire-1** burns two damage points on anyone in or passing through the target hex. Armor does not protect. Wild animals will not enter fire. (1F)

#### **IQ 10 Spells**

**Flash** creates a blinding flash. Everyone on the board except the caster suffers DX-2. Not cumulative. (3F)

**Shadow-1** creates a one-hex shadow in the target hex. All attacks into or out of the hex are at 4/DX. (1F)

#### **IQ 11 Spells**

**Destroy Created Object** destroys any created object that the caster could cast. Costs (F) = original cost of the creation.

**Rope:** (for binding or climbing). Binding: target (ST20 or less) cannot move and is 4/DX for all action. Upon passing 4/DX, rope vanishes. (2F)

**Wall-1** creates a 1-hex solid wall that blocks movement just like a real wall. Cannot be cast on occupied space. (2F)

#### **IQ 12 Spells**

**Fire-3:** three-hex contiguous fire. (2F)

**Shadow-3:** three-hex contiguous shadow. (2F)

#### **IQ 13 Spells**

**Wall-3:** three-hex contiguous wall. (4F)

#### **IQ 15 Spells**

**Super Rope:** Same as rope spell, but works on creatures up to ST40. (5F)

**Shadow-7:** seven-hex contiguous shadow. (3F)

#### **IQ 16 Spells**

**Fire-7:** seven-hex contiguous fire. (4F)

**Wall-7:** seven-hex contiguous wall. (6F)

### **ENCHANTING**

Enchanting affects the properties or behavior of objects and beings. Enchantments are static.

#### **IQ 8 Spells**

**Blur** makes the subject difficult to hit. All attacks are 4/DX to hit the subject. (2F)

**Slow** slows down the target. The target can only move 1/2 his MA. (2F)

#### **IQ 9 Spells**

**Assist** adds +1 to any of the target's attributes for the current encounter. Can use on self. (1F)

**Clumsiness** drops the target's DX-1 for every fatigue the caster spends.

**Confusion** drops the target's IQ-1 for every fatigue the caster spends.

#### **IQ 10 Spells**

**Speed** doubles subject's MA. (2F)

**Slippery Floor-1** Character in spell hex fights at 4/DX. (1F)

### **IQ 11 Spells**

**Reverse Missiles:** all missiles aimed at target attack the shooter, not the target. (3F)

**Slippery Floor-3:** three-hex contiguous slippery floor. (2F)

### **IQ 12 Spells**

**Freeze** freezes the target for the duration of the encounter (does not prevent a magic user from casting spells). (4F)

**Invisibility:** target is 5/DX to hit. (4F)

**Magie Sight:** see through any visual obstruction, both natural and magical. (3F)

### **IQ 13 Spells**

**Flight:** target flies 12 hexes per turn. Target is 4/DX to hit while flying. (4F)

**Slippery Floor-7:** seven-hex contiguous slippery floor. (3F)

**Stone Flesh** gives target 4/0 armor. Cannot be stacked with other armor spells. (3F)

### **IQ 14 Spells**

**Remove Enchantment** removes any enchantment the magic user could cast. Cost (F) = original cost of enchantment.

**Spell Shield** protects the subject from any direct spells on him. (4F)

### **IQ 15 Spells**

**Iron Flesh** gives target 6/0 armor. Cannot be stacked with other armor spells. (4F)

### **IQ 16 Spells**

**Death:** gives the target one damage point for each fatigue point the magic user expends.

## **HEALING**

Healing facilitates rapid recovery of injury. Healing spells are dynamic.

### **IQ 10 Spells**

**Heal Wounds:** target heals one damage point per fatigue point expended. Can treat self. Does not work on character with damage  $\geq$  ST.

### **IQ 14 Spells**

**Reverse Death** revives a character killed in the current encounter, stabilized at ST1. A character having taken 2xST damage points is irreversibly dead. Cost (F) = ST of the resurrected character.

### **IQ 16 Spells**

**Channel Energy:** transfer damage point from one local character to another. Direct spell if target is hostile. Cost (F) = points transferred+3.

## **ILLUSION**

Illusion and images are imagined objects. Images disappear upon touch; illusions do damage until disbelieved or killed. A character disbelieves an image or illusion by winning an IQ check against the caster. Illusions are static.

### **IQ 8 Spells**

**Image-1** creates a one-hex object that looks, sounds and smells just like real. (1F)

### **IQ 11 Spells**

**Illusion-1** creates a one-hex object acting just like real; exists until disbelieved. (2F)

**Sleep-1:** target immediately falls asleep. He wakes when attacked or shaken for a turn. (3F)

### **IQ 13 Spells**

**Image-4:** four-hex contiguous image. (2F)

**Mind Control:** Target will do as instructed unless suicidal. Target cannot act on the turn his mind is taken over. (5F)

### **IQ 14 Spells**

**Dispel Illusions** dispels all local illusions. (5F)

**Illusion-4:** four-hex contiguous illusion. (3F)

**Sleep-4:** four-hex contiguous sleep. (4F)

### **IQ 15 Spells**

**Image-7:** seven-hex contiguous image. (4F)

### **IQ 16 Spells**

**Illusion-7:** seven-hex contiguous illusion. (5F)

**Sleep-7:** seven-hex contiguous sleep. (8F)

## **KINETICS**

Kinetics is the ability to move remote objects. Magic strikes (*Fist, Fireball, Lightning*) act as missiles and cannot be resisted as direct spells. Kinetic spells are dynamic.

### **IQ 8 Spells**

**Magic Fist** does XD6-2 damage for X fatigue spent (max=2).

**Drop Weapon** target drops any object he is carrying. (1F) or (2F) if the target has ST20+.

### **IQ 9 Spells**

**Avert-1** causes one character to end his move two hexes farther away from the magic user than when he started. Static spell. (3F)

### **IQ 10 Spells**

**Trip** knocks victim down, causing him to lose his turn. (2F) or (4F) if target has ST30+.

**Shock Shield** D6 damage (no armor) to other characters in magic user's hex. Static spell. (3F)

### **IQ 11 Spells**

**Avert-3** causes characters in three contiguous hexes to end their move four hexes farther away from the caster than when they started. Static spell. (4F)

### **IQ 12 Spells**

**Blast** does D6 damage to other characters in the caster's hex and every hex adjacent. Armor does not protect. (2F)

**Break Weapon** shatters the target weapon. Cannot be used on magical weapons. (3F)

**Fireball** does XD6-1 damage for X fatigue spent (max=3); ignites flammable objects.

### **IQ 14 Spells**

**Lightning** does D6 damage for every fatigue spent (max=4).

### **IQ 15 Spells**

**Avert-7** causes characters in seven contiguous hexes to end their move six hexes farther away

from the caster than when they started. Static spell. (5F)

## MORPHING

The magic user assumes the shape, abilities and DX of a creature, but retains his IQ. The Magic user returns to human form when willed or if unconscious. Characters cannot cast spells while morphed. Morphing is static.

### IQ 11 Spells

**Werewolf:** Wolf: STx1 DX13 MA8; bite D6+1; fur 1/0. (2F)

### IQ 13 Spells

**Werebear:** damage points taken as a bear count as 1/3 damage point rounded up when character returns to normal. Bear: STx3 DX11; bite/claws 3D6; fur 2/0. (4F)

### IQ 15 Spells

**Weregoyale:** damage points taken as a gargoyle count as 1/2 point rounded up when character returns to normal. Gargoyle: STx2 DX11; claws 2D6; skin 4/0; MA16 flying. (4F)

### IQ 17 Spells

**Weredragon:** damage points taken as a dragon count as 1/3 point rounded up when character returns to normal. Dragon: STx3 DX13; breathe fire 2D6+2, bite/claws 2D6+2; scales 3/0; MA16 flying. Treat breathe fire as shooting. (5F)

## SEEING

Seeing is the ability to be cognizant of events, objects and conditions in different times or locations. Seeing spells are dynamic.

### IQ 9 Spells

**Reveal Magic:** detect all local magic. (1F)

### IQ 12 Spells

**Read Mind:** read one *talk* option ahead without having to take the option. (1F)

### IQ 14 Spells

**See Future:** read all options, one instruction ahead, before deciding which option to take. (3F)

## SUMMONING

Summoning calls a being from a different plane. The being appears within two hexes of the caster and does nothing on the turn it appears. A caster can have only one summoned creature at a time. The being disappears if willed away, or if the caster is incapacitated. Summoning is static.

### IQ 9 Spells

**Summon Wolf:** ST10 DX13 IQ6 MA8; bite 1D6+1; fur 1/0. (3F)

### IQ 10 Spells

**Summon Warrior:** ST12 DX12 IQ8; broadsword 2D6, shield 1/0. (3F)

### IQ 11 Spells

**Summon Bear:** ST30 DX11 IQ6; bite/claws 3D6; fur 2/0. (5F)

### IQ 13 Spells

**Summon Gargoyle:** ST20 DX11 IQ8 MA16 flying; claws 2D6; stony skin 4/0. (5F)

### IQ 14 Spells

**Summon Giant:** ST45 DX10 IQ8 MA8; club 3D6+3; tower shield 3/0. (5F)

### IQ 15 Spells

**Teleport:** teleport any character to another hex. Cannot teleport into solid object. (1F)

**Summon Small Dragon (4-hex):** ST30 DX13 IQ16 MA16 flying; breathe fire 2D6+2, bite/claws 2D6+2; scales 3/0. Treat breath as missile. (6F)

### IQ 16 Spells

**Summon Dragon (7-hex):** ST60 DX14 IQ20 MA20 flying; breathe fire 4D6, bite/claws 4D6; scales 5/0. Treat breath as missile. (9F)

### IQ 18 Spells

**Raise the Dead:** summon back dead character to possess living host. Spirit retains DX, IQ, skills and magic and adopts the host's ST. Direct spell against host. Costs fatigue = IQ of the spirit.

## SKILLS

To use a skill, a character must roll his attribute (+skill) or less: "*Ajax (ST12 Swimming+1) must roll 13 or less to swim ashore.*"

### Required Skill Checks

Sometimes the character must already know the skill to attempt the check. The text indicates this with the word AGAINST: "*On passing 3/ST against Swimming, Ajax swims ashore.*"

### Assisted Skill Checks

Sometimes the skill improves the character's chance of passing, but is not a prerequisite. Adventures indicate this with a plus sign: "*On passing 3/ST+Climbing, Ajax scales the wall.*"

## ATHLETICS

**Acrobat:** reduce fall damage by 1D6 for each acrobat level on 3/DX.

**Climbing:** scale obstacles on 3/ST.

**Riding:** ride large animals on 3/DX.

**Swimming:** swim on 3/ST.

## SOCIAL

**Charisma:** control non-hostile non-player character by winning an IQ check.

**Diplomacy:** on winning an IQ check, change an "attack" option to a "talk" option or vice versa.

**Leadership:** leader sacrifices turn to add his leadership rating to one character's check.

**Dwarvish:** speak Dwarvish on 3/IQ.

**Elvish:** speak Elvish on 3/IQ.

**Orcish:** speak Orcish on 3/IQ.

**Sorcerer's Tongue:** speak Sorcerer's Tongue on 3/IQ; costs magic users 10XP.

**Literacy:** literacy in specific language on 3/IQ.

## SURVIVAL

- Land Navigation:** navigate the wilds on 3/IQ.  
**Stalker:** at the beginning of a combat, the character (not party) gets a free turn by winning a DX check against the opponent's IQ.  
**Stealth:** evade detection by winning a DX check against enemy's IQ.  
**Survival:** live off land on 3/IQ.  
**Tactician:** in an encounter, the character can steal initiative by winning an IQ check.  
**Tracker:** track quarry across the wilds on winning an IQ check.

## THIEF

- Locks:** pick locks on 3/DX.  
**Streetwise:** negate surprise by winning an IQ check against the enemy's DX.  
**Thief:** steal objects on 3/DX.  
**Traps:** detect/remove traps on 3/IQ.

## TRADES

- Alchemist:** create potions on 3/IQ; costs 10XP for magic characters.  
**Animal Handler:** prevent animal attacks by winning an IQ check.  
**Bard:** gives one member in his party one karma point in the current adventure, per level of bard on 3/IQ. Bard must be alive to use.  
**Crafts:** carpenter, farmer, mason, smith, weaver; earns daily skilled labor rate on 3/DX.  
**Herbalist:** use herbs and plants on 3/IQ.  
**Jeweler:** craft metals and gems on 3/IQ.  
**Medic:** heal one damage point per medic level for damage sustained in current combat on 3/IQ. Used after combat is over.  
**Merchant:** purchase goods at 10% off list price for each merchant level by winning an IQ check.  
**Navigator/Pilot:** navigate/pilot on 3/IQ.  
**Scholar:** know history and science on 3/IQ.  
**Seaman:** handle waterborne vessels on 3/IQ.

## COMBAT

- Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.  
**Axe:** +1 with an axe, mace or club.  
**Bow:** +1 with a bow.  
**Dagger:** +1 with a dagger.  
**Pole Arms:** +1 with spear/halberd.  
**Sling:** +1 with sling.  
**Sword:** +1 with a sword.  
**Unarmed:** +1 damage or +1ST grappling.

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## THE ADVENTURE

### Entries

The adventure comprises a series of numbered entries. Do not read the entries sequentially, they are intentionally scrambled. As you play, you will be directed to the different numbered entries.

### Options

While reading an entry, you will find options directly followed by numbers in parentheses. If you decide to take an option, turn immediately to the corresponding entry number. Continue playing from that point.

### Plot Words

Occasionally, an upper case word in parentheses follows a sentence or phrase. This indicates that you have now acquired this plot word. Retain all plot words until specifically instructed to discard them. Plot words have an impact on your fate.

### Game Board

Letters correspond to locations on the game board. For example, you may read: "You are at A in a Type III room." Find the Type III room on the game board and place your characters on "A." If all A hexes are full, place your characters immediately adjacent.

### Cover

Characters hiding in the space immediately behind cover are 4/DX to hit rather than 3/DX.

### Characters

Players start with four 32-point characters, each with three skills. Each character begins with \$10 (dollars), which equates to 10 days of unskilled labor, or 10 hours of skilled labor.

### Encounters

If you select the *attack* option, you have initiative. If you select the *talk* option, decide what to say before continuing. Unless otherwise stated, adversaries fight to the death. Dead adversaries do not rejuvenate upon subsequent visits. Only after all adversaries are defeated can you loot bodies, search or depart through a different entrance than the one used to enter.

### Checking at Encounters

When the party is asked to pass a check at an encounter, the party elects one character. That character has one chance to pass the check, or he fails and the party suffers the consequences.

### Leaving Characters Behind

A party may leave companions behind, but upon returning to that entry, roll one die. On a one or two, the companion is still there in the same condition as before. Otherwise the companion is gone, never to be heard from again.

### Currency

Money is denominated into Copper Pennies (cp), Silver Shillings (ss), Gold Crowns (gc) and occasionally, Gold Royals (gr). There are 10 cp to a ss, 10 ss to a gc, and 20 gc to a gr, which is more of a bar than a coin.

### Time

The entire adventure takes place over the course of a single day.

### **Begin**

Go to 001 and begin.

### **001**

You have been traveling for two days through the foothills of the High Mountains after leaving the city-state of Cretia. You have stopped in the small village of Leaf's Hill to resupply before attempting the long trek through Rockhail Pass.

After you purchase some food and drink for the weeklong journey ahead, an elderly couple approaches. They are wringing their hands and have the look of desperation on their faces. They explain that they're worried about their niece, Graentel, who went out yesterday to pick wild flowers and has not been seen since. Salmanno, the old man, tells you that he went to look for her and found many booted tracks and signs of struggle, including a torn piece of Graentel's kerchief. He is certain that a tribe of mountain Orcs have taken her. They have been kidnapping people, and those taken are never heard from again.

Everyone in town is afraid of the Orcs so no one will go after his niece. He and his wife are not wealthy, but they can muster 50ss if you will rescue their niece. The can afford to pay you 20 up front, and 30 upon the safe return of their niece. You feel compassion for the couple, so you accept. The couple weeps with gratitude and tells you where to find the tracks leading off into the mountains. Unless you have TRACKING (017), you must hire the local tracker, Aspur the Luprian (003).

### **002**

You are in a long tunnel that slopes downwards about 20 yards from south to north. The lower north end of the tunnel smells damp, as if water hangs in the air. Even in the darkness you can see long scratch marks along the walls as if someone resisted being dragged off. You can exit north (031) or south (014).

### **003**

Though he is reluctant, Aspur the woodsman, a Luprian scout, will agree to track the Orcs for you, though he will insist on 15ss for his service. Deduct the money from reserve and follow the scout to the caves of the Orcs (025).

### **004**

You look carefully along the platform. You find a belt pouch with 15cp and 3ss. And, of course, there is the gong. It weighs 12 kg and is not worth much. But then again, some people just like having a gong (031).

### **005**

Carefully picking your way around the room, you uncover a secret cubby holding rough notes and a few noteworthy sketches. Some of the sketches are on paper, others on sheepskin--or what appears to be skin, but with a different texture (008).

*If anyone has LITERACY in the Common Tongue, they find a brief tale of how the elder demon Orm-Umbar escaped from imprisonment and captured Pyrus the summoner (008).*

### **006**

As you saunter up to the caves, three Orcs stand up from behind the bushes and attack--the Orcs have initiative (021).

### **007**

Looking up, you find a faint drawing high on the wall. It depicts a mountain and at the very top, tiny dragons appear to fly about (024).

### **008**

You are in the Shaman's room, a large, irregular room with cave entrances on the east and north walls. A large cauldron sits simmering in the center of the room, under a smoke-hole in the ceiling. A stone butcher block sits next to the cauldron, covered in cutting implements, blood and bits of flesh that are best left unidentified. A small chest sits in the corner, next to a pile of rags and pillows. The shaman Snargfist stands next to the cauldron, stirring some foul brew, while his bodyguard Moak picks an axe up from the butcher block.

You have initiative. You start on or adjacent to the D spaces. Snargfist is at X and Moak is at Z. The cauldron at W and the butcher block at Y give anyone standing behind them +1 point of Armor vs. missile weapons as they use the large objects for cover. If you win, you can examine the spell book (012), open the chest (015), or on passing 3/IQ, search the room (005). You can also exit north (018) or east (014).

• *Snargfist (X): ST11 DX14(13) IQ10; staff D6+1; cloth 1/1; 18cp, 3ss, spell book. Snargfist shoots a "magic fist" spell at one opponent per turn. He hits by passing 3/IQ; if he hits, he does 2D6-4 damage.*

• *Moak (Z): ST15 DX12(9) IQ9; battleaxe 3D6; chainmail 3/3; 16cp, 4ss.*

### **009**

As you look across the rocky entrance, you see a rough sketch of a fist grabbing a pair of manacles scribbled next to the opening. You seem to recall that this symbol has some sort of significance, but the memory is hazy at best. You have the codeword MANACLE (021).

### 010

The chest yields 30cp, 41ss, 1gc, 3 gems, and a vial of liquid. You decide to pocket the treasure (008).

*If anyone has RECOGNIZE VALUE, they can tell that the gems are worth 60ss each. They may be sold in town when you return. If anyone has READ SORCERER'S TONGUE, they can tell that the vial is a Demeran rejuvenation potion which will heal 1D6+1 ST (008).*

### 011

You find a gleaming broadsword. As you draw the sword from its scabbard, the magnificent blade glows with an intense blue light. This is a fine blade indeed, and magical one to boot. It does 2D6+2 and requires ST12 to wield (035).

### 012

Snarfist's spell book contains copies of the 4 spells he knows: *Fire, Mist, Magic Fist, and Drop Weapon*. A magic user with IQ12 or better and Sorcerer's Tongue may cast the spells from this book as if they were scrolls. Casting each spell in this way incurs no fatigue, but the spell is erased from the book once it is cast (008).

### 013

The clean white bones have mysterious runes burned in strange but curious patterns. You do not get a good feeling about the bones (031).

### 014

You are in the entrance cave, a large room of uneven stone. Clay pots filled with lit oil and straw provide just enough light to make out the piles of dirty furs and discarded rags that make up the bedding for the Orc bandits. Dark openings in the cave walls lead to tunnels north, east, and west, while sunlight filters in through the hanging vines covering the exit to the south. As you enter, two Orcs and two goblin archers stand up and prepare to attack.

You begin on or adjacent to A. The Orcs are at V and S. The goblins are at Z and U. You have initiative. If all enemies are defeated, you can exit north (002), south (021), east (024), west (008), or on passing 3/IQ, search the furs and bedding (026), or search the rest of the room (023).

- Orc (V): ST14 DX10(9) IQ8; mace 1D6+2; cloth 1/1; 12cp, 1ss.

- Orc (S): ST13 DX11(9) IQ8; shortsword 2D6-1; leather 2/2; 10cp, 4ss.

- Goblin (Z): ST10 DX11(10) IQ9; bow D6, dagger D6; cloth 1/1; 22cp, 3ss.

- Goblin (U): ST10 DX13 IQ9; bow D6, javelin D6; 12cp, 3ss.

### 015

The chest is locked. If the heroes have the codeword BIGKEY, go to (010). If one hero has Lock Picking, he can open the chest (010). Otherwise, the chest weighs 4 kg and may be carried (008).

### 016

As you approach the caves, you spot movement among the piles of debris. Three Orcs lazily lie about, obviously waiting to ambush anyone approaching the caves. However, they have not yet seen you. You have initiative (021).

### 017

You follow the tracks to a cave located in a ravine at the edge of the High Mountains. Up close, there seems to be a worn path leading to the largest cave opening. Sparse trees, sickly bushes, and piles of rocks and debris surround the largest cave. One character checks 3/IQ. If he passes go to (016), otherwise, approach the caves and go to (006).

### 018

A crude door and lock block the opening. If the party has the codeword BIGKEY, or if anyone has LOCKPICKING, go to (037). If not, the party can break the door down (029), or give up and go elsewhere (008).

### 019

The entryway opens into a well-furnished cave. Candles and lanterns light the room, and old furs cover the floor. Clothing, backpacks, and other gear are strewn against the walls, and a long chain connects a frightened looking girl to the north wall. A bed rests against the east wall, and a table with 3 mismatched chairs dominates the center of the room, occupied by three figures. As you enter, a rough-looking man rises from his chair, motioning to the other seated figures to do likewise. He smiles and offers you 100ss, and your lives, to leave now and forget about the girl and the Orc bandits.

You can take his offer (032), exit to the west (024) or attack (035).

### 020

In a dark corner, almost unnoticeable, lies an odd-shaped lump. You pick it up, brush off some dirt and grime, and a finely crafted key emerges in the shape of an Oak leaf (024).

*If you have the Dark City Games adventure "Little Black Book," you now have the code word "LEAFKEY."*

### 021

You are in a field outside of a cave, on or adjacent to the spaces marked A. The cave

entrance is at C. The three Orcs are near the cave entrance at E, F, and G. All other lettered spaces are piles of rubble. Moving through them uses an extra MA per hex. Each of the Orcs will shoot/throw missile weapons for one turn before changing weapons and then charging. Although they are guards, they will let you flee. If you defeat the Orcs, you may loot the bodies and enter the cave entrance to the north (014) or passing 3/IQ, search the cave entrance (009).

- *Orc (E): ST12 DX11(10) IQ10; bow 1D6, mace 1D6+2; cloth 1/1; 6cp, 2ss.*

- *Orc (F): ST14 DX10(9) IQ9; 2 javelins D6, morningstar 2d6+1; cloth 1/1, 4cp, 3ss.*

- *Orc (G): ST11 DX14(12) IQ10; bow 1D6, short sword 2D6-1; leather 2/2; 15cp, 4ss.*

### 022

You come across an old beaten map on stained paper. The map portrays a large island off the coast of a village named "Seaside." Next to the large island is a small island, connected with a dotted line (035).

### 023

You find a nicely made silver talisman on a leather neck chain. When you return to town, you can sell it for 5ss (014).

*If you have the Dark City Games adventure "Crown of Kings," you now have a talisman that works in the mountain (014).*

### 024

You are in a tunnel running east and west. Despite being somewhat dim, it is cleaner than the rest of the caves. On passing 3/IQ, you can search the tunnel (020), examine the walls (007), or you can depart through the opening on the east (019) or west (014).

### 025

The Orc caves are located in a ravine at the edge of the High Mountains. Aspur points in the direction of the largest cave opening, tells you that the tracks lead there, then makes a hasty retreat. Sparse trees, sickly bushes, and piles of rocks and debris surround the largest cave. One character checks 3/IQ. If he passes go to (016), otherwise, approach the caves and go to (006).

### 026

Searching through the assorted rags and piles of disgusting furs, you uncover a leather pouch with two vials of liquid labeled with strange lettering. You pocket the vials for sale when you return to town (014).

*If one of the characters has the ALCHEMY skill or reads SORCERERS TONGUE you discern that the vials are Demeran rejuvenation potions.*

*Each one instantly heals no more than 1D6+1 points ST for one character (014).*

### 027

You look over the edge of the stone platform, peering into the deep black water several feet below. Shards of old and new clothing hang from sharp rocks by the base of the platform, and splatters of black blood stain the rocks. You think you see movement under the surface, but quickly pull yourself back (031).

### 028

Buried under the sacks is Snarglist's treasure hoard. Inside a box are 35cp, 24ss, and 2gc. There are also maps of the surrounding area and several large, feathered hats. While the hats are of no real value (though they are impressive), the maps will be worth something when the heroes return to town (037).

### 029

The door is crude, but sturdy. The heroes can attempt to bash it in by attacking it with weapons. Up to two party members per turn may attack the door. The door has 20 ST and an armor of 3. When the door is out of ST, it cracks and collapses.

This will make a lot of noise. Roll 1D6 each turn. On a 1 or 2, Orc hunters will hear the noise and enter the caves to investigate. To resolve this battle, place your characters adjacent to the C spaces. The 3 Orcs enter on or adjacent to the D spaces. Keep in mind, the cauldron is still at W and the butcher block is at Y. You have initiative. If you survive you may continue to attack the door. If you break it down go to (037), otherwise return to (018).

- *Orc1 (D): ST12 DX12(10) IQ9; shortsword 2D6-1; leather 2/2; 12cp, 2ss.*

- *Orc2 (D): ST13 DX11(9) IQ9; spear D6+1; leather 2/2; 15cp, 1ss.*

- *Orc3 (D): ST12 DX11(9) IQ9; crossbow 2D6; shortsword 2D6-1; leather 2/2; 14cp, 2ss.*

### 030

As you look through the shelves, you suddenly find yourself peering into the vacant stare of empty eye sockets. What sits before you is a human skull. More unsettling is the fact that the skull seems somewhat fresh. "Cleaned" tissue still clings to it and the odor of death is heavy in the air (037).

### 031

You are on a stone platform in a large, underground chamber. There are only a few lit oil pots directly to either side of the door, but even with that feeble illumination, you can see that the cavern is huge. It stretches out for well over a

hundred feet to the north, well beyond the light given off from the pots. The majority of the chamber is filled with water, and only a small, 20' x 15' stone platform extends out into the lake from the entryway. In the distance, water can be heard slowly dripping from the ceiling into the enormous underground lake. Several large ripples can be seen, indicating movement out about 10 feet from the platform. The water is unfathomably deep, and you would never be able to swim to the far side of the lake, if it exists. The only other fixture here is a large gong. You can search the platform (004), look over the edge of the platform (027), ring the gong (036), or exit back up the tunnel (002).

### 032

You agree to his offer. The girl whimpers, then bawls as you leave the room, followed by Grim and his bodyguards. He escorts you to the cave entrance and gives you your money, gleefully smirking. You can re-enter the cave (014) or leave the helpless girl to a hideous doom and return to town (039).

### 033

In the piles of gear and clothing, assorted garments emerge that certainly belonged to different people. They are items that no Orc would ever wear. Some garments betray a splattering of blood, others are torn or appear to have been used to bind a victim (035).

### 034

A sheet of paper on the table catches your eye. At the top of the sheet there is an icon of a fist holding a pair of manacles. You can take the page and sell it in town for 5ss (038).

*If anyone reads COMMON TONGUE, you see that the page is some sort of list. The first column is the species; the second column gender; then age; weight; condition and price (038).*

### 035

You are in or adjacent to the B spaces. Graentel is chained to the wall at C. There is a bed at C and a table at W. Grim the Man is at Z, Throng the Orc is at X and Gospit the goblin is at Y. You have the initiative. If you win the encounter, you can search the room and free the girl (038), search the table (022), look along the walls (033), or on passing 3/IQ, do a thorough search (011). You may also exit to the West (024) or return to town (040).

- *Grim (Z): ST11 DX13(11) IQ11; shortsword 2D6-1; leather 2/2; 14cps, 100ss; Big Key (BIGKEY).*

- *Throng (X): ST15 DX11(9) IQ9; battleaxe 3D6, daggers D6; leather 2/2; 40cp, 4ss.*

- *Gospit (Y): ST10 DX12(11) IQ11; 4 javelins D6; cloth 1/1; 22cp, 3ss. Gospit will throw 3 javelins, saving the last for melee combat.*

### 036

Suddenly an enormous tentacle rises out of the water, followed by a hideous, beaked head. An enormous cave kraken attacks anyone on the platform.

You are on or adjacent to the A spaces. Only the lightly shaded hexes extending from the A spaces are solid; all others are water hexes (including B, C and D). The kraken is a monster with a 5 hex reach; its head is in the water at W. The Kraken has initiative. If you survive, you can search the platform (004).

*Characters in the water are in trouble. When a character falls in, he immediately drops everything not attached to his body. Characters with SWIMMING skill can swim one space per turn (or climb one space to shore). Any character wearing armor or clothes who can swim must pass 3/ST minus the restriction of the armor he is wearing. For example, a character with ST12 wearing chainmail must roll nine (12-3=9) or less to successfully swim one space. Each time a character fails, he takes D6 fatigue. A character who can swim can spend one turn taking off his gear (it sinks and is lost forever), but assuring he will not have to take further swim checks. Any character reaching ST0 falls unconscious and drowns, sinking slowly to the bottom of the lake before he is torn apart and eaten by the Kraken.*

- *Cave Kraken: ST22 DX11 IQ5; beak 3D6; skin 2/0. The kraken can attack up to 3 targets per turn both on land and in the water. Each tentacle grapples one target, only rather than attacking, the tentacle checks 3/DX to drag the character one space to the head. Ultimately, the Kraken hopes to drag a victim into its head space where the Kraken will attack with its beak and try to eat the victim. If the Kraken gets a meal, he immediately submerges, leaving the party to go on its merry way. The kraken will not be killed until its head is slain. Tentacles can be attacked individually. Each tentacle is protected by rubbery skin 2/0 and is severed after 9 hits. The kraken will retreat if it loses all three attack tentacles. (It has more, but there is easier food to find) (004).*

### 037

With the door no longer blocking the entrance, you enter a small room filled with sacks and broken boxes. Most hold food of questionable origin, old rags, and torn uniforms. A horrible rotting stench hangs in the air. On passing 3/IQ, you can search the shelves (030), the sacks (028) or exit to the south (008).

### 038

Graentel, petrified with fear after just witnessing the killing of Grim and his Orcs, doesn't quite know whether to weep with joy or cringe in fear. However, she quickly figures out that you are here to save her. She cries hysterically for a few minutes, but gets a handle on herself. She tells you that Grim's BIGKEY will open her manacles, and you free her.

Graentel is scared and would like to leave the caves as quickly as possible. However, she clings to her rescuers and will follow where they go. After all, these brave heroes are obviously powerful enough to clear the caves. Graentel will not enter combat under any conditions, though she will defend herself if attacked. In the event that her skills are useful to the party, she will do her best to aid them.

Under Grim's bed you find a chest with 25cp, 20ss, and 5gc. There are also 4 vials with writing on them. If you have the codeword MANACLE go to (034). You can search the table (022), exit to the west (024) or return to town (040).

*A character with ALCHEMY or SORCERERS' TONGUE realizes that the vials contain Elvish Greensalve. One vial will instantly heal 1D6+1 ST for one character. The other two vials contain Assist Potions. Each potion will allow a character to raise one stat of their choice by +1 for one encounter.*

• *Graentel: ST9 DX11 IQ10; Farming+1, Animal Handling+1.*

### 039

You return to town. The farmers wail in agony when they realize that their niece is lost, and of course the characters will not receive the additional 30ss reward. The party quickly packs up its belongings and leaves town before the locals find out what REALLY happened (END).

### 040

The heroes return to Leaf's Hill with Graentel in tow. She runs to her family, who weep with joy. Hugs and kisses are exchanged, and the heroes find themselves hugged if they stand too close. After this emotional reunion, uncle Salmanno turns to the heroes and hands them a small pouch containing 30ss.

For the rest of the week, the characters are treated like the heroes that they are. As word of the defeat of the Orc raiders spreads through town, the heroes are given free food and lodging, and every night they are toasted at the inn. Each character is given a shirt and trousers of fine cotton fabric, and each receives a leather rain cloak as well. After a week of rest and relaxation, the heroes finally decide it is time to leave (END).

### END

Whether you rescue Graentel or not, you can sell any treasure you acquired in the caves to the town merchants. Armor and weapons looted from bodies are worth 10ss each. Unidentified items such as spell books, potions, gongs, and the like may be sold for 5ss each.

The heroes will receive XP as normal. Additionally, if the heroes returned Graentel back to her family alive, they each receive an additional XP.

A note on using Demeran rejuvenation potions: Demeran rejuvenation potions are common throughout the land, though they do have one side effect. After 24 hours the user must sleep for 12 hours for EACH rejuvenation potion imbibed during the previous 24-hour period. As this adventure lasts less than 24 hours, this will not come into play during Orcs of the High Mountains. However, if the characters take the potions into further adventures, then the effects may become important.

