

# NPC INDEX (1BP)

NAME	ACTIONS, NOTES	LOCATIONS
BEGGAR	#GOSSIP(-1): Gain one MP. Pay one TREASURE: #GOSSIP(+2) for the rest of the game	Village
ELDERLY PERSON	#INTERROGATE(-1): Gain one MP	Pasture, Fields
HEALER	Pay one TREASURE to fully recover the lost HPs. Pay TREASURE(X) to Cure Disease Leve(X). Sell Healing Potions	Village
FARMER	#INTERROGATE: Gain one MP	Pasture, Fields
INNKEEPER	#GOSSIP: Gain one MP	Village
SMITH	Sell WEAPONS and ARMORS	Village
MAJOR	#INTERROGATE: Gain one MP	Village
MERCENARY	ALLY (1MP)	Guard Post
MERCENARY VETERAN	ALLY (1 BP, 1MP)	Guard Post
MERCHANT	#GOSSIP: Gain one MP	Village
TAVERN GUEST	#GOSSIP: Gain one MP	Village
TRAVELLER	#GOSSIP: Gain one MP	Forest
VILLAGER	#GOSSIP: Gain one MP	Village

# ALLIES LIST

NAME	HP	AC	Attack	Damage	Special Rules
MERCENARY	6 (1d10+1)	12	+3	5 (1d8+1)	Lose 1 XP if it's killed
MERCENARY VETERAN	10 (2d10)	12	+4	6 (1d8+2)	Lose 1 XP if it's killed

# ENEMIES

NAME	HP	AC	Attack	Damage	Special Rules
BANDIT	5 (1d8+1)	12	+3	4 (1d6+1)	
BEAR	19 (3d8+6)	13	+6	6 (1d4+4)	
CRAWLER	4 (1d8)	14	+2	2 (1d6-1)	Poison: #CON. Failed: -1d3 additional damage
DOG	6 (1d8+2)	15	+2	3 (1d4+1)	
GHOUL	13 (2d12)	14	+2	4 (1d6+1)	Undead. Disease: #CON(-2). Ghoul Fever
GIANT SKELETON	39 (6d12)	14	+8	7 (1d6+3)	Undead
HUGE CRAWLER	27 (5d8+5)	16	+5	7 (1d6+4)	Poison: #CON. Failed: -1d4 additional damage
LARGE CONSTRUCT	28 (4d8+8)	17	+3	9 (2d6+2)	
SERPENT MAN - GUARD	6 (1d10+1)	12	+2	4 (1d6+1)	
SERPENT MAN - CLERIC	11 (2d8+2)	14	+2	5 (1d8+1)	On a result of 1-2 while attacking, cure 1d6 HPs to every Serpent Men, including himself
SKELETON	6 (1d12)	15	+1	4 (1d6+1)	Undead
WOLF	7 (1d8+2)	14	+3	4 (1d6+1)	
ZOMBIE	16 (2d12+3)	15	+2	4 (1d6+1)	Undead

# EQUIPMENT

## Weapons

NAME	Cost	Type	Damage	Crit	Notes
Axe	CO	Simple	1d6	x2	
Dagger	CO	Simple	1d4	19-20/x2	
Mace	CO	Simple	1d6	x2	
Short Sword	CO	Martial	1d6	19-20/x2	
Battleaxe	UN	Martial	1d8	x3	
GreatAxe	UN	Martial	1d10	x3	two-handed
Longsword	UN	Martial	1d8	19-20/x2	
Bastard Sword	RA	Martial	1d10	19-20/x2	
WarAxe	RA	Martial	1d10	x3	

## Armor

NAME	Cost	AC	Check DRM	Notes
Leather	CO	2		
Studded leather	UN	3	-1	
Chain shirt	UN	4	-2	Available on 5+
Chainmail	RA	5	-3	
Splint mail	RA	6	-4	Available on 5+
Half-plate	VR	7	-6	
Small Shield	CO	1		
Heavy Shield	UN	2	-1	

## Potions

NAME	Cost	Effect
(Lesser) Healing Potion	1xTREASURE	Recover 1d6 HP
Healing Potion	2xTREASURE	Recover 2d6 HP
Cure Disease	TREASURE(X)	Cure Disease Level X

# DANGERS

## Diseases

NAME	EFFECT	LEVEL
GHOUL FEVER	-2 CON and -4 max HP	COMMON
RED PLAGUE	-2 STR and -1 CON	COMMON

# ACTIVITIES

**ACTIVITY: Hunting (I)**

Budget: OBP

**Objective:** gain 20 Prey Points

**REWARD:** TREASURE(COMMON)

**ACTIVITY: Hunting (II)**

Budget: OBP

**Objective:** gain 20 Prey Points. Only Prey with value 3 or more must be caputured for this Activity

**REWARD:** TREASURE(UNCOMMON)

## Hunting

If a Location includes HUNTING in the Actions list, you can execute a #HUNT check in this Location to try to caputre one of the possible prey.

Each Prey is described as

\$PREY\_NAME(X)

where X is the number of points associated to this prey and the number of successes required to capture it. If multiple preys are listed you must select one of the options.

If you fail a #HUNT check you suffer X points of damage and you must perform an Event Check (if any); after the check you can re-attempt the check in the same location.

You can only HUNT once per Location per Mission.