



You play a non-human of villainous intent and bad reputation, so choose your race and class:

Race

	HD	MV	Description
Black Hobbit	1	12	Sneaky little bastards.
Red Orc	2	9	Vicious treacherous thugs.
Cave Troll	4	6	Big, ugly and brutal.

Class

Warriors have d6+2 hp per HD. (**Trolls** are all warriors). They begin with arming doublet (or scale armour) and 2 weapons, except **Trolls**, who don't wear armour.

Rogues can use magic scrolls and have d4+2 hp per HD. They begin with arming doublet, lockpicks and one weapon.

Wizards cast spells, use scrolls and have d4 hp per HD. They begin knowing 4 spells of their own creation/choice (as agreed with the Game Master), but have no weapons.

Hit Points

Hit points are rolled each new day. Each new HD attained adds 2 hp regardless of class.

Get Equipped

Armour	AC	Movement Rate
None	0	normal rate
Arming Doublet + Leather Codpiece	2	2/3 rate
Scale Hauberk	5	1/2 rate
Lamellar Armour	7	1/3 rate
Helm	+1	-
Shield	+1	-

Weapon	Bonus	Note
Small (kris, chakram)	1	Also Troll fists/headbutts.
Medium (terbutje)	2	
Large 2 handed (kumade)	3	-1 in tunnels. Slow.
Bow	2	Out of arrows on a 1.
Gunne (pistol, musket)	4	Slow. Out of powder on a 1

Metal Weapons

Any metal melee weapons found or stolen may be made of (Roll 1d6) 1-2 Iron, 3-4 Bronze, 5-6 Steel. Bronze weapons break on an Attack Roll of 1 on 1d6 if enemy weapons are made of steel or stone. Iron weapons break on a roll of 1-3 if enemy weapons are made of bronze, steel or stone.

Combat

Surprise: If circumstances allow one side to surprise the other with missile weapons, the surprised characters must make saving throws or suffer 1 damage die (based on the attacker's class). Surprise with melee weapons occurs like normal combat but the attackers add their highest MV to the first attack roll.

Attacking: Add up the Attack Rolls (below) for each side. Highest side wins the combat round. Casting spells doesn't count.

Fighters roll 1d8 + HD + AC + Weapon bonus.

Rogues roll 1d6 + 1/2 HD + AC + Weapon bonus.

Wizards roll 1d4 + AC + Weapon bonus.

Damage: The damage is the difference between the two Attack Rolls and is shared out as equally as possible amongst the losing side. Damage is subtracted from hit-points. At 0 or fewer hit points monsters are slain. PCs and important NPCs are incapacitated on a successful saving throw, or otherwise slain. Incapacitated PCs are captured for ransom or sacrifice.

Berserking

If wounded in combat roll 1d6, **Red Orcs** go berserk on a roll of 4-6, **Black Hobbits** and **Trolls** on a 6. Berserk PCs add 1d6 to their Attack Roll next round but always take 1 HP damage whether then win or lose the round.

Morale

At the start or during combat, if the other side's total HD is equal or less than half the HD of the PCs, the enemy with the highest HD on that side must make a Saving Throw. Failure results in that side (roll 1d6) 1-3 running away or 4-6 surrendering.

Recovery

PCs who remain above 0 hp can recover all lost hp by resting for a full turn, during which time they staunch bleeding, bind wounds, and so on. PCs reduced to 0 (or fewer) hp recover at the much slower rate of 1 hp per turn.

Stunts and Stealth

These are attempted by rolling 1d20 - AC. PCs add their HD. A result of 20+ indicates success. **Troll** stealth rolls are only modified by 1/3 HD (round down).

Saving Throws

Surviving poison, resisting mind control and surviving perils not covered by stunts, stealth or combat. Roll 1d20 + HD. A result of 15+ indicates success.

Hazards

Dungeon-crawling is a dangerous business. Traps and other hazards typically cause 1 damage die per dungeon level. For example, traps on the 7th dungeon level cause 7 damage dice.

Magic

Wizards can cast spells from memory any number of times per day. **Wizards** and **Rogues** can read a spell from a scroll (one-use only). Roll (1d20 - AC) - spell level. **Wizards** add their HD; **Rogues** add 1/2 their HD. **Black Hobbits** add +2. 20+ indicates success, otherwise no effect.

Wizards choose what level to cast spells at, up to their own HD. A *die roll* of equal to or less than the spell level means the **Wizard** is fatigued and cannot use magic (except scrolls) again before a full night's rest. A scroll's spell level is fixed by the author. Anyone other than a **Wizard** who reads a scroll and makes a *die roll* of equal to or less than the spell level causes the magic to backfire. 20+ indicates success and consumes the scroll, otherwise no effect.

Spell names imply their effects, which should be described by players. Spells last for one turn, or one day for non-combat magic. Range and area of effect are limited to one room, and damage is at most one die per spell level. Spells can effect up to one creature per spell level, but never more than one creature with more HD than the spell level.

Wizards can use a magic focus (e.g. a staff) that adds +2 to their anti-fatigue rolls. An intelligent Deluxe staff negates such rolls entirely but they are often arrogant and irritating.

Experience

All PCs begin with 0 XP. A PC then requires an *additional* 1,000 XP multiplied by his current HD to advance by 1 HD i.e. a total of 1,000 XP to reach 2 HD, 3,000 XP to reach 3 HD, and so on. There is no limit on how far a PC can advance. 1 XP is earned for each 1gp worth of sparkling gems looted. 100 XP is earned per opponents HD for defeated opponents. XP earned is divided among party members.

Sample Scenario

You haven't been paid in weeks by the Evil Overlord. Delve into his dungeon to 'sort him out' and take all his shiny loot, then get back to the inn before they run out of foaming ale.

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