

miniature ADVENTURE ROLE-PLAYING GAME

SLAIR OF Sword & Sorcery

CORE

2ND EDITION
RULES

SLAIR OF Sword & Sorcery



CORE 2ND EDITION RULES

miniature ADVENTURE ROLE-PLAYING GAME

SECTION 1

INDICIA



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Remember Fun?

Lair of Sword & Sorcery (LoSS) Core Rules

Welcome to the World of Kartharka, a world of Sword & Sorcery Adventure!

Have you always wanted to play a “role-playing” game but didn’t know where to start?

Didn’t want to deal with a lot of rules?

Didn’t want to spend a fortune on a “game”?

Well Lair of Sword & Sorcery is for you!

This is a game of Adventure!

Travel the world of Kartharka and its many realms.

After the cataclysm in the time before time the seasons of the world have been locked.

The far north, trapped in an endless freezing winter, the far south a scorching endless summer burning the land to desert.

In this world you take the role of a mighty hero, striding through the land searching for your fortune.

Will your hero master the arts of the fighter or the mysterious and deadly skills of the Sorcerer? It’s all up to you!

The LoSS game is meant to be played, not learned or studied, so jump right in!

The combat is quick, fun and full of excitement and the rest of the game is built just the same. Don’t spend your precious time messing around with bookkeeping and details, the rules of the game are built so that the real thing that matters, the adventure, is all you have to worry about.

You don’t need to read a bunch of rules to play LoSS, you can create a character in minutes and get right into the action, or use the basic hero included and start even sooner.

All you need are a couple of friends and someone to act as the referee (the dread Demonlord of the LoSS game).

Unlike other games the referee doesn’t have to read a lot of rules either.

Once they have read the rules of combat and moving they are ready to go!

Each adventure (or “Lair” in the game of LoSS) con-

tains all the information they need to run a game on only a few sheets of paper with all the pertinent rules included right there for their reference.

Still not convinced?

Lots of games promise the same thing, how is Lair any different?

The rules are created from the start to make great Adventures easily, and to allow every adventure and encounter to be as full of fun as possible.

A combat system that is quick and simple, even for encounters with 20 or 30 combatants, while still allowing the players to do whatever they want.

A point based character advancement system that lets any hero be anything they want.

The Lair adventure templates show a gamemaster exactly what they need to add to make a game great. Just fill in the blanks on two sheets of templates and you’re ready to go.

Want to run someone else’s adventure? The two page template format means that after 5 minutes of reading the gamemaster can run the game.

Also included in this book is a full LoSS campaign (called a “story” in LoSS terms). Included in this campaign are step by step instructions for running their first game of LoSS.

EDITORS NOTES

What you hold in your hands is the Second Edition Rules of the Lair of Sword & Sorcery Role-Playing game.

The game began it's release over 2 years ago, being published a section at a time in the magazine now called LoSS.

Lot's of other material went up on the website, and even more Lairs and rules published in LoSS magazine.

LoSS had grown pretty large and sprawling, with the rules split among the first five issues of LoSS magazine.

The game went through many changes during it's release in the magazine so that the game had changed a great deal by the time issue 5 was released.

Rewriting the whole ruleset was a mammoth task but one that had to be done.

And so here we are!

What doesn't appear in this book is the background information on the world of Kartharka, the default setting for Lair of Sword & Sorcery.

All of that information can still be found in the issues of the magazine. The world background has not changed during the publishing schedule but it would be nice to have it compiled and expanded, and someday it will, but not today.

If there is any difference between the rules in the magazine and this book use the one in this book.

The following chapters will tell you all about the game so read on, have fun and Fight on my Blood Reavers!



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READ THIS FIRST!

FROM THE WRITER OF LOSS CORE: AN INTRODUCTION FOR BEGINNERS.

Welcome to LoSS CORE: The core rules of the Lair of Sword & Sorcery Adventure game.

The book you are holding is your gateway to a world of adventure!

This book contains everything you need to play games of High Adventure in the Harsh World of Kartharka.

It is a big book though.

For those of you who have never played a role playing game before, you may be daunted by the amount of material in this book, but worry not!

For the beginner, it is not necessary to read and memorize the whole book from cover to cover (although you certainly can if you want to).

If you want to get started right away then you don't have to do much reading at all.

Just dig up some figures, they can be toys, metal or plastic miniatures, or even little green army men.

You will also need a "Super Basic Demonboard". Instructions on how to make one are found on pg 149

You will need to read at least "Section 2: The Basics" (pgs 7-13) before jumping in.

You can then flip to the end of the book to the introductory LoSS skirmish game (pg 147). There you will find all the rules you need to play your first game of LoSS in just a few pages.

It's great fun and you can play it a few times to get an idea of how moving and combat work in the game of LoSS.

Once you have mastered the Skirmish game you and your players should be ready to try your first Adventure (or Lair as it is called in LoSS).

Either you or one of your friends will assume the role of game referee (or Demonlord, as they are called in the game of

LoSS). The Demonlord is in charge of the Lair, places all the rooms and controls all the monsters. It is their job to keep the heroes from successfully defeating the adventure.

Included in the back of this book is the introductory Lair "Spider Time!". Make a copy of the example hero on pg 18 for each player and give them to your players.

The game referee (or Demonlord) should read the first few pages of "Story Background" on pgs 125-126 to themselves without the players seeing.

They will then be ready to "run" the adventure. All of the details needed for the Demonlord will be presented as they are required. If the Demonlord wishes they may read the whole Lair before starting. This will make their game run more quickly and smoothly but is not absolutely required.

If the heroes fail the adventure or are killed, they can always start with new heroes and play the adventure again. Usually heroes would never get a second chance to attempt the same Lair but since all of the players and Demonlord are playing for the first time, I say "have at it"!

Once you have played or run the Introduction Lair a couple of times you can start to peruse the rest of the book.

The first section to read will likely be Section 3 Heroes. This is the section that shows you how to make your own heroes. Then feel free to skip around the book to whatever section you like.

Don't worry about memorizing anything, just try to get an idea of how the book is organized so that if you don't know a rule you can find it if you need it.

Many more Lairs are available in both LoSS magazine and on the LoSS website:

lairsofswordandsorcery.blogspot.com

I would suggest trying out some of these before creating your own Lairs but if you feel like making up your own right away then this book contains everything you need to do so.

So what are you waiting for! LoSS isn't about reading, it's about playing, so go to pg 5 and get started now!



FROM THE WRITER OF LOSS CORE:

AN INTRODUCTION FOR PEOPLE WHO HAVE PLAYED OTHER ROLE PLAYING GAMES.

How is a Sword and Sorcery role playing game different from a fantasy role-playing game?

Lair of Sword and Sorcery (Shortened to LoSS) is a game that takes place in a world of Sword and Sorcery

This means that your characters will be men and women, and you will be fighting other men and women.

Monsters are an important part of the game but you must learn to re-think what you think of as monsters in role playing games.

Lions, tigers, and bears are all viable monsters and make great enemies for the players. If the big bad guy at the end has two Orc guards, then you're playing generic fantasy. If he has two tigers and they're wearing gold masks, and the room is all smoky from the incense burning in that big brazier in the middle, and the bad guy is sitting in a big throne playing a harp that controls the tigers? That's the world of Kartharka.

Other easy monsters to use are things from our world that are a little bit different.

Giant insects are great, who's to say there aren't giant foot long wasps somewhere in the Amazon? Or dinosaurs, another great addition, a hidden valley full of elephants is dangerous enough but what if they were full of raptors?

A Sword and sorcery world is very similar to a past age of our world and can be imagined as happening in some long forgotten age.

Monsters are one thing, but what about Sorcery? Sorcery in Lair is very different from magic in other games. Not every-

one is wandering around with magic swords, gulping magic potions and buying and trading magic rings and carpets on every corner.

Magic is rare and terrible in the world of Kartharka and most that encounter it soon wish they hadn't.

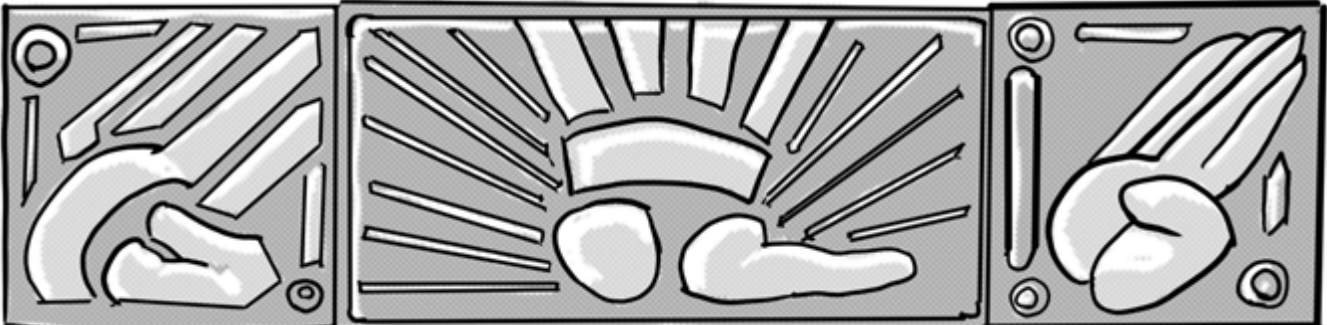
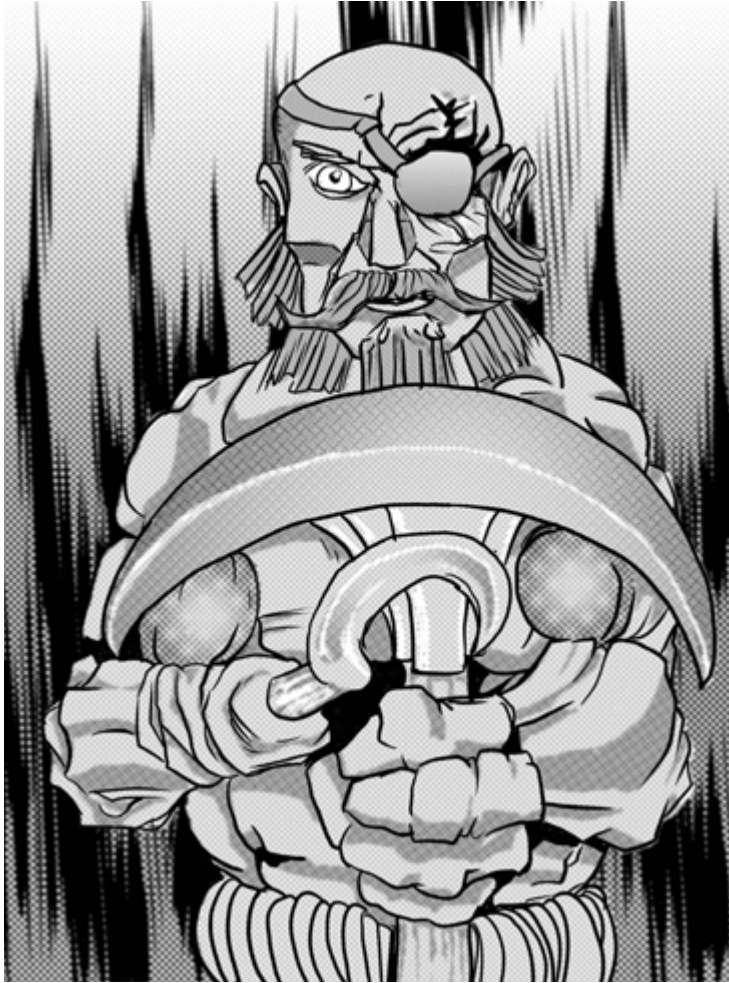
A player is not going to find a "+2" magic sword. They may find a sword that bursts into flames when they touch it, burning their arm off, or a terrible amulet lying in a sorcerer's tomb that turns them into a fleshless skeleton that wanders the earth stealing children to feed to the crocodile god.

Sorcery is evil, difficult, risky and full of ways to get you killed.

But it is powerful, powerful beyond any human understanding, and such is its lure.

Sorcery involves long tortuous rituals and terrible rites, promises to foul demons and complicated

formulas that must be completed exactly or the sorcerer will be devoured. They do not simply point a finger and say a magic word.



THE SPIRIT OF KARTHARKA

The spirit of the game:

The spirit of LoSS is an important part of the game.

*It is an ideal, a feeling, and it drives the rules
and experience of the game*

What is Lair of Sword and Sorcery? What is the spirit of Kartharka?

IF YOU CAN IMAGINE IT SPRAY PAINTED ON THE SIDE OF A VAN,
IT'S KARTHARKA.

IF YOU CAN PUT IT ON THE FRONT OF A HEAVY METAL ALBUM COVER,
IT'S KARTHARKA.

IF YOU CAST IT IN PEWTER AND GLUED A MARBLE TO IT
AND SOLD IT AT A FLEA MARKET,
IT'S KARTHARKA.

IF YOU CAN DRAW IT PROUDLY ON YOUR NOTEBOOK COVER IN MATH CLASS,
IT'S KARTHARKA.

IF YOU'D WEAR IT ON A PATCH ON YOUR JACKET
IT'S KARTHARKA.

KARTHARKA IS METAL, STEEL, GOLD AND IRON,
KARTHARKA IS MYSTERY, DOOM AND HIGH ADVENTURE.



THE DEMONBOARD

6

What is the Demonboard?

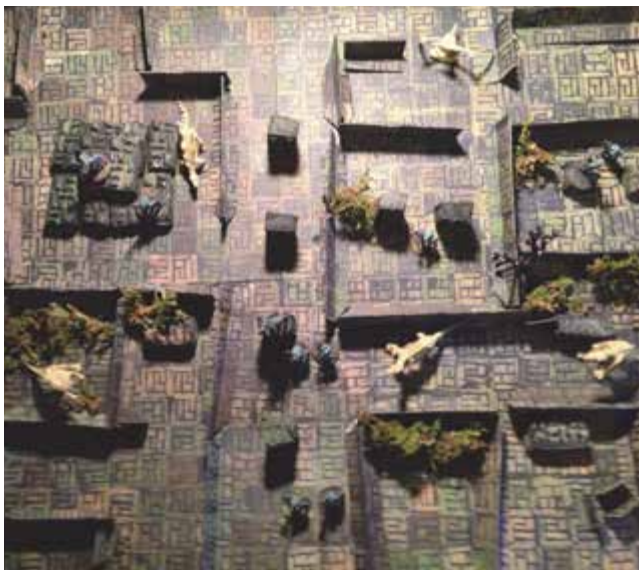
When playing Lair of Sword & Sorcery the Demon Lord (the Game master or Referee in LoSS terms) will describe the scene with words when combat is unlikely to happen, for example when adventuring in town. Describing the scene and the people they are interacting with will suffice when combat is not necessary.

However when there is the chance of Combat the Demonboard will be used. Usually this will be when the characters have entered an enemies Lair.

The Demon Lord will set up the walls, rooms and enemies visible to the players as they appear on the Demonboard.

The players will place their figures on the Demonboard and move them about according to their actions. The rules and the Demonlord will decide whether their actions are successful.

Without the Demonboard the placement of the players' heroes and their enemies is difficult to track.



THE DEMONBOARD

But the Demonboard isn't just about the rules, or figure placement; it's seeing the action unfold, building incredible Lairs and filling them with cool looking contents.

Kartharka isn't just about sitting around a table pretending, it's about moving a handful of figures around the board and happily knocking your enemies over and throwing them to the floor.

Kartharka is about having something to point at when you scream your curses, about looking at the board and knowing what is around your character.

The Demonboard also means that the Demonlord can have just as much fun in the battles as the players. Once the enemies are on the board the Demonlord is free to use them as fiercely as he likes.

The Demonboard and the basic assumption that all games of Lair of Sword & Sorcery will be played on one is what sets the game apart from other role playing games.

See pg 149 for how to make your own super simple version of the Demonboard. See issue 1 of LoSS magazine to learn how to create an advanced demonboard.



SECTION 2

THE BASICS



WHAT IS A ROLE-PLAYING GAME?

For most of you, your first experience with a role playing game was likely a video game.

In the game you may have had a single person to control, or perhaps a group of people collected into a “party” of adventurers.

You would then either talk to people until you are given a “quest” to complete, or the game would simply tell you what your quest was.

You would then travel to different places, talking to people, killing enemies, collecting items needed for the quest, or picking up loot in the form of treasure or other equipment like armor or weapons.

Usually in these video games there are lots of exciting quests to go on, your character will “level up” gaining power and more abilities, and eventually you will become powerful enough to “beat” the final quest.

These types of video games are based on the idea of “table top” role-playing games. *Lair of Sword & Sorcery* (LoSS), is a table top role-playing game.

In a table top game the referee (Demonlord) is in charge of everything that happens instead of the computer or video game.

All of the action happens on the board on a table, the same as a board game.

The Demonlord will both read the adventure (*Lair*) and tell the players what they see, while putting all of the enemies and rooms on the board on the table (the Demonboard).

The players will be presented with people to talk to, quests to complete, and enemies to defeat, all of which will reward them with loot and an opportunity to “level up”.

The difference between a table top game and a video game is that you, as the player, are not limited to the options presented by the video games inventors.

When talking to someone you are free to say or ask anything you want, not just choose from a list of 2 or 3 questions. The Demonlord will have an idea of what the person knows, and what they would say from the details in the adventure he has read.

When you are in a combat, you are not limited to simply attacking with your weapon, you can choose to swing on a chandelier, light a torch and set the room on fire, choose to fall down and play dead, or anything else your imagination can come up with.

The Demonlord, acting as the referee, will decide what the outcomes of any of these events are. There are plenty of rules for all of these actions but more importantly the Demonlord can use logic and common sense to decide what the outcome is, which a video game cannot.

This means that you are free to have your hero do and say anything you wish. Think of all those times you have played a video game and wished you could do a certain thing, well with the *Lair of Sword & Sorcery* Adventure game, now is your chance!



DICE

The dice for *Lair of Sword and Sorcery* are just standard 6 sided dice. You probably have a bunch of these in other board games but, if you don't, just head on down to your local dollar store and you should be able to find them in packages of 8 for a dollar. The more you have, the better off you will be.

In LoSS, if a rule says to “roll 1 die”, then you roll 1 of the dice and the number on top will be the one you use.

These standard dice are called d6 (d for dice, 6 for the number of sides it has)

Sometime in LoSS you will see something like roll 2d6. That means to roll two dice and add up the two numbers. (2 is the number of dice to roll, d6 is the type of die, a normal 6 sided die)

You may also see something like 1d6+1. This means to roll a single die and add 1 to the score on the die.

THE DEMONLORD AND “RUNNING” LAIRS

In games of Lair of Sword & Sorcery you all sit down at a table to play. There will be a number of “players” who will control heroes trying to complete a quest (the adventure, or Lair).

One of you will take the role of the “referee”, called a Demonlord. The Demonlord does not control any of the heroes and does not go on the quest with the other players. They, instead, take the role of everyone else in the game world. They tell the heroes what is happening and what they see, this is called “running” a Lair.

The Demonlord controls all the people in the village who would give you the quest, the enemies you will fight in the Lair, and anyone or anything else that the heroes will encounter.

They do this by reading the Lair which the heroes are attempting to defeat (don’t worry, there’s not much reading to be done for any single Lair), and laying down the areas and enemies which the heroes encounter.

The Demonlord also decides the effects of anything a

hero wishes to do that is not covered by the rules.

Playing LoSS is like playing any other game, everyone must play fairly and not cheat, and that includes the Demonlord. The Demonlord is trying to actively defeat the heroes in their goals. Each Lair gives the Demonlord a certain number of creatures or humans with which to attack the heroes. Each Lair will also have some special rules and actions which the Demonlord may use to defeat the heroes.

While the Demonlord is trying to win by defeating the heroes, he is also the only one with access to the information about the lair. So he must be sure to play fairly and honestly.

There will be many times when the heroes want to do something which is not covered by the rules but will, if the heroes are successful, thwart the Demonlord’s plans.

The Demonlord must make a fair ruling as to whether the action is possible and how difficult the action will be to succeed at.

If the Demonlord does not act fairly, they will find that no one will want to play with them anymore.



AN EXAMPLE OF PLAY: RUNNING THE GAME

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EXAMPLE OF PLAY

Imagine, your friends have all come over to play a game of LoSS. You have taken on the Role of Demonlord.

Everyone sits down at the table; all the players have brought heroes which they have already created.

The Demonlord (you) pick up the Lair you wish to run today. You will have read this before when you bought it but you won't remember all of the details exactly, that's okay though. For now you only need to read the "Story" templates at the front (more on templates later). The story templates are usually 2 or 3 pages long but don't have a lot of text to read. Once you have read the story over once again you are ready to play.

For this example story the heroes have been following a rumor about an ancient mine. They hope to either find gold, iron or platinum within the mine, or perhaps sell the information about the mines whereabouts to a mining clan.

The story template will tell you how to begin the game. In this example we will say that it tells you the heroes were travelling on the road when they found a trail leading to the supposed location of the ancient mine. If they decide to travel up it they will find the mine entrance.

Put the Demonboard on the table now, and place the entrance to the mine on the board in the place marked on the map of the Lair.

The figures you are using to represent the heroes will be placed in front of the mine entrance on the board.

There are no enemies in sight so the heroes are considered to be in "Adventure" mode. (More on adventure mode on page 41). This means that the heroes are free to do what they like without being interrupted by enemies, without keeping track of time, or keeping track of movement.

Usually in the Lair booklet, there will be a section of text to read to the heroes before they begin, to let them know where they are and what they are doing.

For this lair you would read the following:

"Before your heroes lays the yawning entrance to a sup-

posedly ancient mine of the Goblins. The trail leading to the mine seems to indicate that some large animals, creatures, or humans, travel in and out of this mine on a regular basis.

What do you want to do?"

The heroes will then tell you what they want to do.

One hero might say "I search around the entrance to see if I can find any clues about what may be inside."

Now you, as the Demonlord, must make a decision. The Lair write-up for this area does not have information which mentions anything that would give the heroes a clue about what is inside, but after reading the Lair you know that a group of bandits have taken up residence inside the mine.

You can either say "There are no clues outside the lair as to what is inside.", because the Lair instructions do not mention any. This would be fine.

Or you can decide to reward their clever idea (which is usually the best option). You know there are human bandits inside so you can say "The heroes find a torn shirt or a broken dagger near the entrance." This would be something that would be left behind by a bandit returning after a mission.

Making up things like this as you go along is part of the job of Demonlord. Every single possible detail cannot be put into the Lair so use your judgment and common sense to include these details. They make the game more fun for the players and more interesting for you.

At some point the heroes will decide to go into the mine, when they do place the heroes just inside of the mine entrance in the first room.

Now consult your map of the Lair and using the Demonblocks or card walls (walls made out of clay or cardboard respectively more on this on page 149 "Super basic Demonboard.") lay down where the walls, doors and exits from this room are, as well as any doors leading away from this room showing if they are closed or open.

See the illustration on the next page for how to do this.



fig r: Mine Entrance

Now describe the room to them reading any read aloud text from the Lair. Usually the first room of the Lair will describe the overall construction of the Lair as well as the how well lit the inside of the Lair is.

If the Lair is not lit the Heroes will need to light torches in order to see where they are going.

In this Lair there is a section of read aloud text for the heroes.

"You stand inside the entrance to the mine. This area is roughly cut stone; enlarging what seems to be a natural series of caves. This room is dimly lit from the entrance but the areas leading from this room are dark and impossible to see far into.

The floor is also rough cut stone, dry but not dusty, and relatively flat. What do you do?"

The heroes are now free to do what they want. Have each hero tell you what they want to do in turn.

One hero may want to light a torch to carry while traveling in the dark tunnels.

Another may want to search this room to see if there are any interesting clues or items (there are none).

During this time they can move their figures around in the room however they please as they take their turns. Simple things like searching or lighting a torch do not require any special rolls of the dice to accomplish when the heroes

are in adventure mode.

They are not under pressure from any enemies at the moment.

Once the heroes have decided they want to move on have them place their figures where they like in preparation for moving into the next room. They will want to be prepared in case there are enemies in the next room.

Since a hero has a torch lit they can now see in the dark tunnels.

This means you can place the next area on the board as shown on the lair map. (See fig 2).

Now the heroes have a choice, they can continue down the tunnel or open the door. There are no enemies on the board yet so the heroes are free to move their figures around on the board as they please.

They decide to open the door so they place all their heroes close to it to prepare for an attack from an enemy.

They then announce they want to open the door.

The Demonlord swings the door open and behind it are... bandits!

The Demonlord places the room according to the map of the lair along with placing the bandits in the room. (see fig 3)

Now that there are enemies on the board the game switches to combat mode!



fig 2



fig 3

Combat Mode:

In combat mode each player takes turns moving their figures, attacking and performing actions. The Demonlord also takes a turn to move all of his figures.

As soon as enemies are placed on the table combat mode begins.

In the game of LoSS the heroes will go first unless something different is written in the lair booklet.

The first player to act is the one to the left of the Demonlord. They may move their figure up to their maximum movement in squares (usually 4 squares). If their figure is in a square next to an enemy square, or moves next to one, they may attack. They may also move, attack an enemy, and then move again if they still haven't used up all of their movement.

They may also perform any other action. In LoSS this is called "SOTA", something-other-than-attacking.

In their turn the heroes can move as much as their movement allows, perform one attack at some point during the turn, and perform one "SOTA" maximum.

If the player is trying to do something elaborate or something which takes a long period of time for their SOTA, the Demonlord may say that they are unable to attack and perform the action, or that the action may take more than one turn to complete.

Back to the Example:

The Demonlord looks to see if there is a note that the Demonlord attacks first and sees that there is not.

So the player to the Demonlord's left gets to go first.

As you can see in fig 3 the heroes are very close to the enemy. The player moves their figure 2 spaces towards the enemy.

This places him in contact with the enemy. The player declares "I attack with my sword". The player then rolls 2 dice. (the kind with 6 sides) and adds the roll to his Attack score (Attk on their character sheet see fig 4). The player rolls a total of 8 and adds it to their Attk score of 2 giving them a final total of 10.

The Demonlord then rolls 2 dice, rolling a 5 and adds it to the enemies Attk score which is a 0. This gives the Demonlord a final total of 5.

The player's rolls was a 9 which is higher so the player has won this round of combat. This means that they get to cause damage to their enemy. They roll 1 die for damage and

get a 5. They then add to this their Damage score from their character sheet (see fig 4) The DMG score is 0 so they have caused a total of 5 points of Damage.

The hero must also take 1 point of endurance damage for being in a combat even though they won. Endurance is the number which indicates how long something can fight before making a critical mistake which can lead to their being seriously injured by their enemy. Fighting is tiring work and even if they are winning they can only fight for so long before being too exhausted to go on.

The Demonlord looks to their notes and sees that the enemy being attacked has an Endurance of 5. Subtracting the 5 points the hero caused from this score means that the enemy now has 0 endurance.

When anyone reaches 0 endurance in the game of LoSS they must immediately make a special roll of the dice, the Death Roll.

On a 1-3 they have been struck down

On a 4-6 they may continue fighting.

The Demonlord makes the roll death roll for his injured person. He rolls a 3 and they have been struck down! The Demonlord places the figure on its side to show that it is out of the combat. It may not necessarily be dead but it is not going to be doing anything else for the rest of the combat.

Now you will remember that the hero still had 2 more squares of movement left, so they move 2 more squares towards the center of the room. This places him next to a large brazier full of hot coals and incense.

The player says that they wish to use SOTA to kick the brazier over into the face of the enemy behind it.

The Demonlord thinks about it and then tells the player that since this would directly cause damage to an enemy then it would be an Attack. Since Sota stands for "Something Other than Attack" they would not be able to use their remaining SOTA action to do this on this turn. They would need to wait till their next turn to do this as an attack and make a standard attack roll to do it.

The player thinks for a moment and says that they would prefer not to do that. They will instead knock the brazier over spilling hot coals on the square in front of him which would make the enemy have to either go around the square, or have to walk through hot coals to get to them.

The Demonlord agrees that that would be acceptable and decides the difficulty of the action.

Since the action seems simple, and the brazier is not fighting back in any way, the Demonlord says it is an "easy" roll. This means that the Hero only needs to roll a total of 4 on 2 dice. The player rolls a 3 and a 4 giving a total of 7. They have succeeded. The Demonlord places the Brazier on its side showing it is knocked over and the square is full of hot coals.

Now the player has used all of their movement, performed an attack and performed a Sota. They may do nothing else this round.

Note however that the hero could have used only part of their movement if they liked, or only performed a combat and no Sota, or only a Sota, or done nothing at all. They

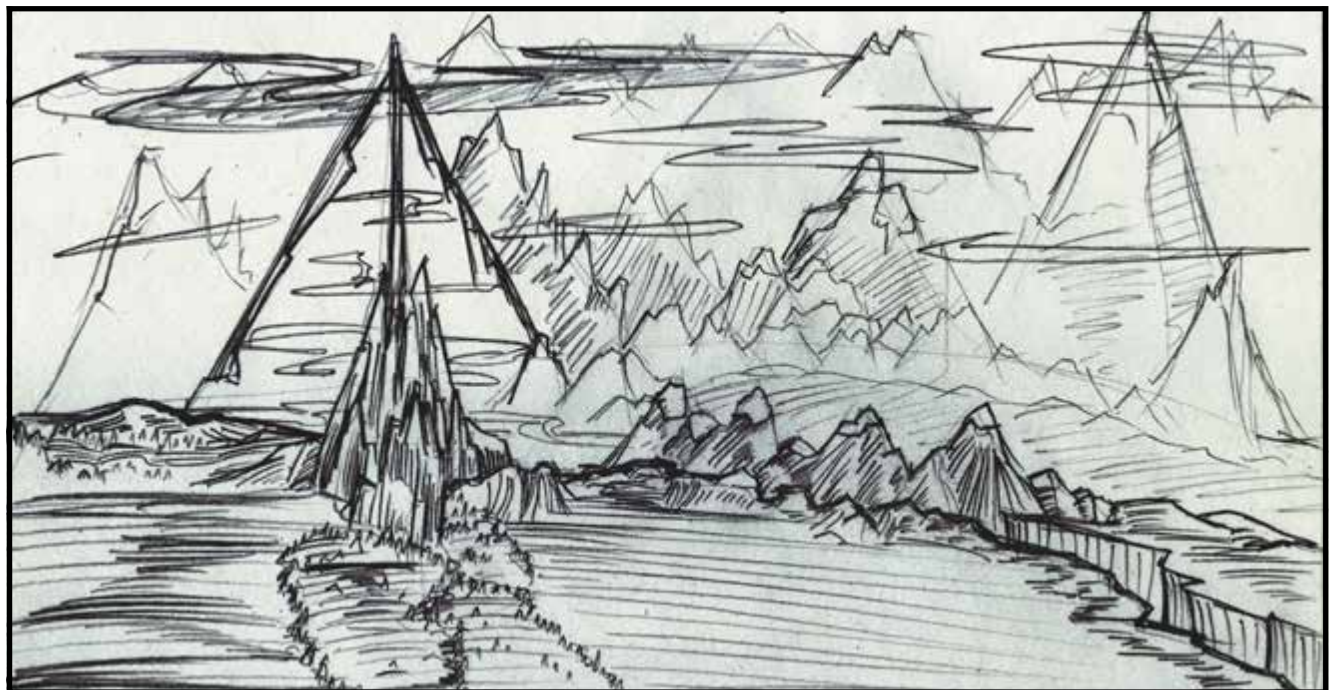
Demense: <u>None</u>				
CURRENT FIGHTING POWER				
Defense	Attack	Endurance	Damage	Move
3	2	9		4
☐ Shield +2				
Special Abilities:				

fig 4

are not required to use up all of their movement or actions before ending their turn.

Now that player 1 is done the next player takes their turn (the player to their left).

This example shows the basics of the LoSS game. Now read on to find out more about the exciting world of Kartharka and the full game of Lair of Sword & Sorcery!



SECTION 3

HEROES



HEROES

In the game of Lair of Sword & Sorcery each of the players takes control of a hero. This hero is the one who goes on adventures, finds the treasure and, if the player pushes their luck too far, is the one who perishes at the hands of their enemies.

Players can have as many heroes as they like but may only use one at a time for their adventures.

In this section you will learn how to create your own hero. Don't let the name fool you though. Though they may be called heroes in the rules this does not necessarily mean they must act heroically. They may fight on the side of good, by saving a village, or rescuing people from harm, or they may fight only for their own gain, abandoning the villagers in their hour of need to save their own skin.

What a hero does is up to the player, but be warned, in the game of Lair of Sword & Sorcery there are always consequences. Heroes who fight on the side of good earn fame and are hailed by the countryside as heroes, those who fight on the side of evil gain infamy, and are reviled by the villagers and city folk of Kartharka.

Either type of hero can be fun to play. What happens in the world of Kartharka does not affect the real world so you are free to have fun in any way you want. Remember that the other people playing at the table want to have fun too though.

If they are all playing heroes on the side of good and at end of the Lair they fail in their mission because your hero betrayed theirs and abandoned them at some crucial point to join the enemy, then they may not be too happy.

This would spoil an otherwise fun night for some people. In certain games when people have been playing together for a long time this kind of thing would be welcomed as an interesting twist but for most groups the players themselves (not only their heroes) would feel betrayed.

So if you are planning on playing an anti-hero of this type perhaps consider the other players heroes off limits in their evil doing. Perhaps the evil hero would betray their own mother for a bit of gold, but is strangely loyal to the group of heroes for reasons known only to them.

Or perhaps everyone would like to play an evil hero all plotting against each other in the game. This can be fun too as long as everyone agrees to this before the game begins.

TK next page is the blank character sheet, and after that is the example character sheet.



Character Creation: *A hero is born!*

What is a hero in Lair?

Are you ready to stride the mountains like a hurricane? To smash the heart of the deepest mine, to wring forth the iron from its dripping heart?

To see the villagers tremble with fear and desire when you enter their pitiful town square heaped with the treasure of a thousand dead enemies?

Good!

To play the game of Lair of Sword & Sorcery you will need two things; a Demon Lord to layout and plan the terrible Lairs you will enter, and a Hero to call your very own.

Your own hero to use, and use up. To act out your terrible vengeance on a world that displeases you, to right the wrongs that have been done to you.

Look to the Hero Record sheet (pgr7) In this section I will show you how to fill in all these boxes on the sheet to create your hero so that your enemy can finally feel the crushing blow of your axe in his chest.

A couple of things first before we jump right in to creating your hero.

Lair is a game of Sword & Sorcery, in a brutal world of feuding empires and squabbling city states.

It is a world a world of humans. The world of Kartharka has people of all statures, types, colors, and philosophies, much like our own. The amount of variation of people on our own planet means that there is more than enough variety in the realm of humans already without having to include "fantasy" races such as Dwarfs and Elfs in the Hero creation process.

Revel in the variety of the Human condition when creating your character and don't feel the need to ever fall back on the old tired classic of "I'm an Elf" to make your hero interesting.

There are no "classes", "jobs", "careers" or other types of distinctions between heroes. They may have a job other than adventuring, but it has no effect on their abilities, skills, or equipment.

In the world of Kartharka there are certain things that all heroes can do and they do not require a title or distinction on a character sheet to do it.

Everyone can fight, worship a god of their choice, hunt for their food, or dig a hole in the ground.

What makes your hero unique, powerful, lauded or despised, are their actions. And their actions are wholly up to you.

In the Lair system Heroes all begin on an equal footing, it is the player's choices for how they will grow and expand that set them apart. The Lair Veteran system of Hero advancement allows the players to grow their hero in any way they choose, to become a better fighter, to learn the secrets of the sages, to penetrate the inner cloisters of the Wolf-

Brothers temple, or to become a spice merchant if they so choose (the travails of a spice merchant's life are more perilous than you would guess).

The Lair system is one of creativity, freedom, speed, and high adventure!

You can make a character in five minutes and have him thrown into the latest Lair the Heroes are penetrating. Joining an advanced game with a group of Heroes that have been plundering for years is no problem! Throw that new Hero in the mix and watch him reach new and dizzying heights in no time!

Remember, all you Kartharkan Blood Reavers; it's not what's on the sheet that's important; it's what the Hero does with it!

Plan your Hero, what does he do?

Before we get started on all the rules for creating your heroes, why don't you take a minute to think about what you want your hero to be?

Are they a bold fighter that protects the village by day and the tavern at night?

Or the strong silent type, fiercely loyal and independent but with mysterious goals tied to a dark past only he knows?

Or perhaps he is a travel hungry "regular guy" that only wants to see the world but keeps getting caught up in all these "adventures".

In the game of LoSS your hero can be any of these things.

All of the stats, skills, and equipment only show what your hero is capable of, not what or who they are. That's up to you.

They can be any age you want and from anywhere in Kartharka you want.

You can even make up your own places in the world. Want to come from a village made up of hunters and trappers who follow their own forest spirit god? Go ahead, pick a spot on the map and that's where the village is.

Or if you are having a hard time coming up with your own hero, why not steal one?

Pick a character from a movie or book that you like, change their name and enough about them that they could be in the world of Kartharka and you're done! No one need ever know where your "inspiration" came from, and you may find your hero becoming something that you never planned as they have their own adventures.

So grab a character sheet turn to pg 19 and follow the steps to make your own hero!

Or for even quicker hero creation after making your first hero, turn to pg 18 for the quick hero creation chart



Hero Record Sheet

Player Name: _____
 Hero Name: _____
 Role: _____

Stats	Veteran Skills	
Body		
Mind		
Quickness		
Vitality		
Camaraderie		
Other World		

Defense
 Armour Worn
 Cloth Leather Rings Plate

Head				
Body				
Arms				
Legs				

3 Checkmarks=1 Defense
 1 S=1 Defense

Quickness Bonus _____
 Veteran Skills Bonus _____
 Total _____

Attack _____ Body Bonus _____
 Veteran Skills Bonus _____
 Total _____

Endurance _____ Starting 8
 Vitality Bonus _____
 Veteran Skills Bonus _____
 Total _____

Damage _____ Veteran Skills Bonus _____
 Total _____

Treasure Iron: _____ Gems: _____
 Gold: _____ Sequins: _____
 Silver: _____

Demonlord: _____
 Realm: _____
 Homeland: _____
 Demense: _____

Current Fighting Power

Defense	Attack	Endurance	Damage	Move
	Shield? ☐ +2			

Special Abilities:

Demense Features:

Favours

Equipment

Hero Rank I I Attk _____ Def _____ Dmg _____ Endurance-4 _____ Move-4 _____ # of 1d6 special attacks x 1 _____ # of 2d6 special attacks x 4 _____ # of 3d6 special attacks x 10 _____ Total _____	Fame Infamy Party Rank Veteran Points:
---	---

Hero Record Sheet

Player Name: _____
 Hero Name: Karnak Stonethrower
 Role: Hunter

Stats		Veteran Skills
Body	+2	
Mind	-2	
Quickness	+2	
Vitality	+1	
Camaraderie	-1	
Other World	-2	

Defense				
Armour Worn				
	Cloth	Leather	Rings	Plate
Head				✓
Body		✓	✓	
Arms				
Legs				
3 Checkmarks=1 Defense				Quickness Bonus
1 S=1 Defense				Veteran Skills Bonus
				Total

Attack	Body Bonus	2
	Veteran Skills Bonus	
	Total	2

Endurance	Starting	8
	Vitality Bonus	1
	Veteran Skills Bonus	
	Total	9

Damage	Veteran Skills Bonus	
	Total	

Treasure Iron: _____ Gems: _____
 Gold: _____ Sequins: _____
 Silver: _____

Demonlord: _____
 Realm: The Winterlands
 Homeland: Karthok Village
 Demense: None

Current Fighting Power

Defense	Attack	Endurance	Damage	Move
3	2	9		4

Special Abilities: _____

Demense Features: _____

Favours _____

Equipment

Heavy Takket Fur cloak with hood, worn
 Takket fur clothes, worn
 Takket fur mittens, worn
 Sturdy Takket fur foot covers, worn
 Sword, sheathe on belt
 5 spears, quiver on belt
 Weeks supply of Matten Fuel, drag sled
 Weeks supply of Matten rounds, drag sled
 Flint and striker, bag
 50 feet of rope, worn
 50 feet of rope, drag sled
 2 torches, bag
 2 spikes, bag
 Hammer, bag

Hero Rank	Fame
I	I
Attk	2
Def	3
Dmg	
Endurance-4	5
Move-4	
# of 1d6 special attacks x 1	
# of 2d6 special attacks x 4	
# of 3d6 special attacks x 10	
Total	11
	Party Rank
	Veteran Points:

THE HERO RECORD SHEET

Where to start

The Hero Record sheet on (pg17) is what you will use to track your heroes strengths, weakness, history and glory. You will want to make a lot of photocopies of this sheet as you'll be using a lot of them in your games of Lair. Now work your way through all the following sections and you will have your own hero!

Your Heroes Background

Player Name:

Put your name here

Hero Name:

This is where you put your Heroes name. Kartharkan names are always great and are usually followed by a title. Alternately a family name is used which usually refers to their career. The Stonecutters, Hammersmashers, Cragmen, and Ironmen are all old Stroh-Branoch Mining families for example.

Your character may be Gunta Stonecutter, or if he has turned to a life of adventure, may be called Gunta Blood-reaver or a Caravan guard may be Gunta Roadwarden.

Role:

This is the hero's job in life, what he tells others he does. It has no effect on their abilities or their combat scores but is purely for role playing purposes. For example Gunta Roadwarden's Role would be "Caravan Guard". There are many things to do in the Winterlands and, if in doubt, say you are a Miner.

Demonlord:

Write the name of the person who is in charge of the game, he will be the guy on the other side of the table saying things like "you are attacked by a tiger...", or "sadly you were robbed while you slept".

Realm: This is the place where your heroes are now. Likely it will be the Winterlands. Your Demonlord will let you know where you will be adventuring before you make your Hero.

Homeland:

This is where your Hero is from.

Likely it will be the Winterlands but it may not be. You can make up a name for your hometown or village or use one from the maps.

Demesne:

This is where your Heroes make their home. When beginning a new Hero they have no home but are travelers. As they settle in they may choose to acquire a home instead of staying at the local tavern or wayhouse.

Details for the basics of a Demesne can be found on (pg76).

Stats

There are 6 main attributes that define your Hero. His Body, Mind, Quickness, Vitality, Camaraderie, and Other World stats.

These "stats" (short for statistics) are used to determine how well they can fight, how well they can get along with others, or whether they can do any specific thing that their players wish them to do.

All of the rules are explained later, but for now you should know that the higher the score the better.

See the descriptions below to find out what each stat is used for.

Body:

Defines how big and strong your hero is, their pure physical power.

Mind:

Defines their intellectual faculties, such as learning, planning, solving riddles, reading and writing.

Quickness: The speed of the hero, whether when running, swinging a sword, dodging a blow, or reacting to something surprising.

Vitality:

The Heroes vital fortitude, the ability to endure long marches, to suffer and heal from injuries, to overcome adversity, to soldier on when all seems lost.

Camaraderie:

The hero's ability to lead and get along with others, whether leading a charge of warriors, haggling with a merchant or being able to tell if someone is not being truthful.

Other World: The stuff of sorcery, whether trying to enslave a demon, resisting a witch's spell or to know which shoulder to throw salt over to ward off bad luck. The other world attribute encompasses all this.

Don't worry about the specific details of how all this works yet, simply use this as a guideline for now.

An average denizen of Kartharka would have a 0 in each of these Attributes meaning that they are average, neither above or below the normal.

But you will be living the life of a Hero! Heroes stride the earth taking what they wish, or stand like a wall against the evil that would imperil their land. They are a cut above, something special, and so they are given a little something special when you create your Hero.

A note for Demonlords: Adding player created material to the world

Did your hero come from a village outside of town? Make up some maps and names of important folk there. Is your hero descended from some long lost tribe of warriors? Make up their names, their history and background. Create the world together with your Demon Lord, make up some legends of monsters and some miniatures for them, the Demon lord will probably use them, they will likely have powers you never guessed and have a set of stats way different then you had in mind but hey that's the fun.



Assign strengths and weaknesses:

You Have 5 “points” to distribute amongst the Attributes you would like to excel in. These are your Heroes “strengths”

If you wish to be a muscle bound brute towering above all those you survey then you could put all 5 points into “Body”. You do this by writing “+5” in the box to the Right of “Body” (see the example character sheet on pg 18 to see more)

Or you could choose to have one attribute be +3 and another be +2, or put +1 into 5 different Attributes.

It is up to you; make your Hero your own.

But Heroes have another thing in common, they always have a weakness. You must now assign weaknesses to those attributes which you have not added any bonus to.

You have 5 points of “Weakness” to distribute amongst any attributes you have not added a point to for strengths.

For example you could choose to put all 5 of your weakness points into “Other World”, to do so write -5 in the box to the right of Other World. Just as with your strengths you may distribute these 5 points however you wish, with -3 to one attribute and -2 to another, or even -1 to 5 different attributes. The Important thing is that you cannot assign these weaknesses to any attribute you have already added a bonus to.

Our hero is now starting to take shape, he could be a huge lumbering brute of great power but very slow moving, or a little stronger and faster, but a little fearful of sorcery, and have difficulty getting along with others.

Make your Hero your own and worry not about their weaknesses, revel in them, or enjoy watching them overcome them as they grow and learn.

To the right you can see how our sample hero distributed their stats and how this is written on the record sheet.

See pg 19 for the entire sample hero.

HERO RECORD SHEET

Player Name: _____

Hero Name: Karnak Stonethrower

Role: Hunter

Stats		Veteran Skills	
Body	+2		
Mind	-2		
Quickness	+2		
Vitality	+1		
Camaraderie	-1		
Other World	-2		

Defense

Armour Worn

	Cloth	Leather	Rings	Plate
Head				✓
Body		✓	✓	
Arms				
Legs				

Veteran Skills:

Don't worry about the spaces for Veteran skills yet, a new hero just setting out on a life of adventure doesn't have any yet.

Starting Equipment

Next you need to select your hero's starting equipment.

Deciding to start a life of adventure, heroes leave their homes and friends behind carrying all their possessions with them.

The starting equipment is the collection of items the hero starts their career with and many more are available in any settlement.

Go through the list of equipment below and write all of the items on your characters sheet in the section marked equipment.

In a few places in the list you are given choices. Choose which items you want your hero to have and write them on your sheet.

Remember that just because you chose to give your hero a sword for their starting equipment; it doesn't mean they can only use swords, or can only ever have one sword.

Your Hero starts with the necessities of Life in the Wint-erlands.

Write the items listed to the right in the equipment box on the Hero Record sheet. See the example hero sheet (pg 18) for how things are written on the sheet.

The items marked "Choice" allow you to make a selection from a group of items. Don't worry about picking the "right" items. You can always get more later if you need something.

On the character sheet write where the items are stored, whether it is in their carry sack, their drag sled, or worn in the case of weapons and armour.

Only one coil of rope can be "worn". (see example character sheet to see how this is done.

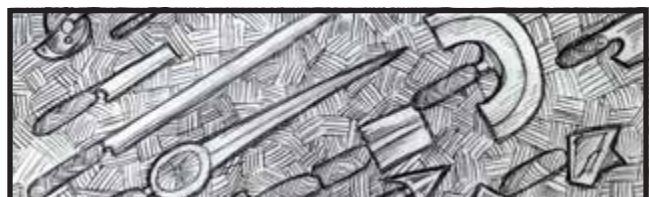
Starting Money/Treasure

When starting, a hero has no treasure, yet. Your hero has "a few copper pieces" which can be used to buy a drink, a meal, or to rent a room in a wayhouse.

In Lair of Sword & Sorcery, it is not important to track every single copper piece a hero finds and spends. This section of the character sheet is for treasure, like gold, silver, gems and gold statues stolen from evil temples.

If a hero spends his few coppers it can be assumed he has found work for a day chopping wood, stacking stones, or digging holes to get more.

See pg 31 for more about money in the world of Karthar-ka.



The Starting Equipment List:

- Large Leather shoulder bag. This can hold up to 20 small items.
- Drag sled. This can hold up to 5 large items as well as 40 small items.
- Heavy Takket Fur cloak with hood.
- Takket fur or Takket leather clothes (any cut or style the hero prefers; long and flowing, tight to the body, well made or travel stained.
- Takket fur mittens.
- Sturdy Takket fur foot covers.
- 1 Weeks supply of Matten Fuel for fires.
- 1 Weeks supply of Matten Flour rounds, for eating.
- Flint and striker.
- 2 large items from Adventure Gear on the Equipment list (pg 35). Player may choose the same thing twice.
- 5 small items from Adventure Gear on the Equipment list. (pg 35) Player may choose the same thing multiple times.
- Choice: Two weapons from the weapon list on pg 35, weapons come with sheathes.

If a throwing weapon is chosen the hero is equipped with a bandolier which holds 5 of the weapon.

- 4 pieces of armor, of any type (except steel), for any part of the body. A shield counts as 1 piece.

See the armor rules on pg 37 to learn about armor.

See the example character sheet on pg 18 to see how this is written on the sheet.

Equipment

Heavy Takket Fur cloak with hood, worn
 Takket fur clothes, worn
 Takket fur mittens, worn
 Sturdy Takket fur foot covers, worn
 Sword, sheathe on belt
 5 spears, quiver on belt
 Weeks supply of Matten Fuel, drag sled
 Weeks supply of Matten rounds, drag sled
 Flint and striker, bag
 50 feet of rope, worn
 50 feet of rope, drag sled
 2 torches, bag
 2 spikes, bag
 Hammer, bag

Hero Rank

I I

Attk 2

Def 3

Dmg

Endurance-6 3

Fame

Infamy

Party Rank

FILLING IN THE COMBAT SCORES

22



CHARACTER CREATION

Now it's time to fill out the combat sections of the sheet. These are the ones marked Defense, Attack, Endurance, and Damage on the left hand column of the sheet.

This is where we calculate all the important combat scores for your Hero. Don't worry though, there is very little to look up or cross reference, everything is right there on the sheet.

Let's start with the Defense section.

Defense:

A heroes Defense score is used to minimize damage he takes from attacks. It is a combination of dodging, parrying, and absorbing damage with armor.

Here is the defense section from our example character sheet to the right.

You can see there is a table to track each section of the body and the different types of armor that can be worn on each section.

There are checks for the armor this hero has taken. Below the table it says 3 pieces=1 pt.

So tally up the armor pieces, divide by 3 and write the score in the larger box like the example, in this case it is 1.

Next is the quickness bonus. If you decided to add a bonus to quickness then write that score here.

You can see our example hero took a bonus of +2 which is written in.

If you took a weakness in quickness then write that negative score in the box for quickness.

The last box is for Veteran skills. Various veteran skills can give you bonuses to defense, but you won't have any yet so leave that area blank.

Now total up all the scores and put the result in the Total box. Note that this could be a negative. Learn more about armour and defense on pg 37 & 51.

Camaraderie	-1	
Other World	-2	

Defense				
Armour Worn				
	Cloth	Leather	Rings	Plate
Head				✓
Body		✓	✓	
Arms				
Legs				
3 Checkmarks=1 Defense				1
1 S=1 Defense				2
Quickness Bonus				2
Veteran Skills Bonus				
Total				3

Attack	Body Bonus	2
--------	------------	---

Attack:

The attack score is used for fighting enemies. It is what is used to see if you are able to get an upper hand in a combat and get in a decisive strike before they do the same to you. See more about the attack score on page 50.

The attack section is a little easier to fill out.

Simply put your body score (whether a bonus or a weakness or 0) into the body bonus box.

Again veteran skills can increase your attack, but you have none for now so leave it blank.

Total up the scores and write this in the total box. Note this may be a negative number.

Total		3
-------	--	---

Attack	Body Bonus	2
	Veteran Skills Bonus	
	Total	2

Endurance	Starting	8
-----------	----------	---



Endurance:

The Endurance score is used to see how long you can keep fighting before being worn down and letting a solid blow through to injure you.

It is a combination of fighting skill, experience, physical stamina and toughness. See more about the endurance score on page 50.

All heroes start with an Endurance of 8. That is why it is written on the sheet for you already. Normal humans have an endurance of 4. This is to take into account the heroic nature of your character as well as the one thing every hero needs, luck.

If you have taken a strength or weakness in Vitality then copy that score into the Vitality bonus box.

Veteran skills can increase your Vitality bonus as well but you do not have any yet so you can leave that section blank.

Now tally up the total and write it in the Total section. Note this may be a negative number as well.

Veteran Skills Bonus		
Total		2
Endurance	Starting	8
	Vitality Bonus	1
	Veteran Skills Bonus	
	Total	9
Damage	Veteran Skills Bonus	
	Total	

Damage:

The damage score represents your skill as a warrior. The ability to target your attacks in the right area, to penetrate an enemies defenses, and to deal a crippling blow instead of just wearing them down slowly.

A damage bonus is available only through Veteran skills and so this section is left blank for starting heroes.

Learn more about the Damage score on page 50.



Current Fighting power:

Copy the total numbers from the left side of the character sheet into these boxes. During a scenario the numbers on the left hand side of the sheet will not usually change, but your current fighting power will constantly be going up and down based on fighting and other events.

Copy the totals from Attack, Defense, Endurance, and Damage into the large boxes on the right hand side of the sheet.

To the right we see how this is done with our example hero.

If you are using a shield, tick the check box in the attack section so you will remember to add +2 to your attack rolls. (Shields add a bonus to attack not defense, see pg 37 in the combat section for more details)

Realm:	The Winterlands			
Homeland:	Karthok Village			
Demense:	None			
CURRENT FIGHTING POWER				
Defense	Attack	Endurance	Damage	Move
3	2 ☐ Shield?+2	9		4
Special Abilities:				



EVERYTHING ELSE

Move:

Write a 4 in this box.

All humans have a Move score of 4. Some veteran skills will increase this score.

Special Abilities:

You have none. This section is for special powers or skills which your hero may acquire in the future.

Demesne:

This is your hero's current home. All starting heroes are travelers with no home so leave this section blank.

See pg 76 for more on the Demense.

Treasure:

You start with no treasure, but this is where you will track any treasure you find.

Gold silver and Iron are all tracked in equivalent number of Coins. Gems are tracked by their total value in Gold coins. Sequins are tracked by their total value in Gold coins.

(see the money section on pg 32 for more info on treasure and money)

Favors

By completing adventures and other deeds your hero will earn favors from people. These are very important in the game of LoSS and are far more valuable than treasure. You aren't owed any favors yet but this is where you will track them.

See pg 56 for more on favours.

Determine heroes rank

A heroes Rank is a measure of how useful they are in combat.

To determine a heroes rank simply fill in all the sections in the rank table and total them up.

A hero's rank can be calculated by doing the following:

- Start with 1 (this is already written in for you)
- Write in the Attack total from the left hand side of the sheet into the Attk section on the rank table. (Don't forget

the bonus +2 for using a shield). This may be a negative.

•Write in the Defense Total from the left hand side of the sheet into the Def section on the rank table. This may be a negative.

•Write in the Damage Total from the left hand side of the sheet into the Dam section on the rank table. This may be a negative.

•Check your Endurance total. Subtract 6 from this total and write that amount in the Endurance section in the rank table. Note that this may be a negative score.

•Check your Move total. Subtract 4 from your move and write the final amount in the move section of the rank table.

Note this may be a negative score.

•For every "special attack" the hero has that causes 1d6 of damage add 1 to the 1d6 section of the rank table. Starting heroes have no special attacks.

•For every "special attack" the hero has that causes 2d6 of damage add 4 to the 2d6 section of the rank table. Starting heroes have no special attacks.

•For every "special attack" the hero has that causes 3d6 of damage add 10 to the 3d6 section of the rank table. Starting heroes have no special attacks.

•Controlled agents: this section is where you add the total rank of all things controlled by the hero, such as a pet wolf or a spirit they control.

•Now tally up all the scores in the table to determine the

heroes final Rank.

A heroes "Special Attacks" are usually from a magical item or from a creature they control, such as a spirit or demon.

For example, if a sorcerer controls a demon, add the demons rank to the controlled agents section of the rank table.

If a sorcerer has an item which can cause a special attack, like shooting a fireball that causes 2d6 damage, add 4 to the 2d6 section of the rank table.

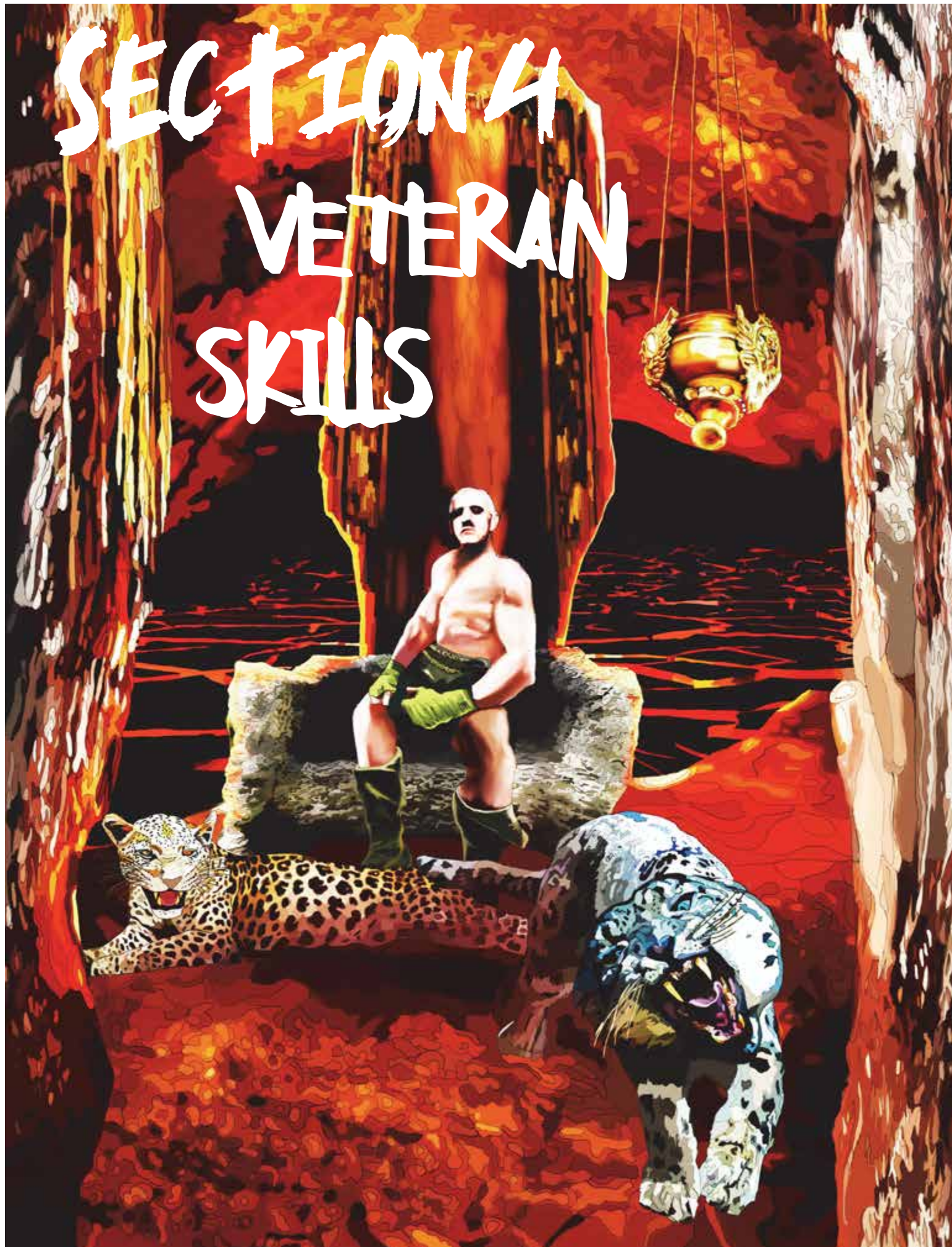
Party Rank

The party rank of the group of heroes can be found by adding together the ranks of all the heroes and followers. (Note that most standard followers are Rank 1).



AND YOU'RE DONE! NOW YOUR HERO IS READY TO BRAVE THE WORLD IN A LIFE OF HIGH ADVENTURE!

SECTION 4 VETERAN SKILLS



THE LAIR VETERAN SYSTEM

26

VETERAN POINTS

What are veteran points and how do I get my filthy paws on them?

Your grand and powerful hero already wades across fields of enemies in a wash of blood; but how can you make him even better? Smashing your way through a group of thieves is thrilling but what about single handedly cutting down a mighty dragon? Taking on entire armies and winning? Or feeling entire kingdoms tremble beneath your feet.

To grow your hero into this incredible Titan we have the Lair Veteran System.

As heroes encounter more horrible and terrible things, and live to tell about it, they become better at surviving. This is represented by earning Veteran points. The things they actually learn are represented by the Veteran skills.

The players earn Veteran points for accomplishing difficult tasks, or at least surviving dangerous ones. Veteran points can be spent to gain new Veteran skills.

You can receive points for surviving battles, defeating enemies, succeeding at a scenario, or accomplishing other difficult tasks.

Heroes also receive Veteran points for doing amazing things that make the game more fun, having their hero attempt an impressive maneuver in the middle of a combat, coming up with a devious plan, or even dressing up like their heroes.

Whether the hero becomes a better fighter, more powerful sorcerer, or more influential politician is up to the player. They may spend their points in any way they wish.

Earning Veteran Points (VP)

Veteran points are gained immediately after the action which earns them but cannot be spent until the hero is safely returned from their current adventure.

A player gains 1 VP (Veteran Point) immediately after any of the following things occur:

- Survive an encounter with a group of Enemies of Equal or Greater Rank.
- Survive making a death roll (this is on top of "survive an encounter with a group of enemies of equal or greater rank").
- Beat a scenario (complete the scenario objectives). The Veteran point award will usually be printed with the scenario but if it is not they should get at least 1 VP each.
- Succeed at an impossible task (an impossible SOTA roll) which would have caused harm to the hero if it had failed.
- The player has an impressive Role playing moment which impresses the rest of the group or Demonlord.
- Dressing up as your Hero earns you 1 VP per game session. (Leave the sharp things at home kids)
- The Demon Lord is free to also award VP for anything which they deem worthy of it

What you don't get VP for is looking for trouble. If you

decide to take on the city guard who obviously out power you, and they arrest you but don't kill you, then you don't get a VP for "Surviving an encounter with a group of enemies of greater rank"

If you knew for a fact that the guards would kill you and you still chose to attack, that may be a different story but a good rule of thumb is:

If you have nothing to gain by attacking, you don't get a VP.

It is up to the Demon Lord to make the call when the heroes go looking for trouble.

Spending Veteran Points

Now that you've got them, what are you going to do with them?

The heroes spend their Veteran points, which represents the entire process of seeking out knowledge, diligent practice in their field, careful thought, trial and error of the adventuring process and all the other things one must do to "learn".

Players spend their heroes' VP to buy Veteran skills. Each of these skills will either increase an ability they already have (like increasing their attack) or give them new skills and abilities (like summoning demons).

Some of the Veteran skills will require the heroes to have certain things, like a practice yard, a teacher, or supplies. Most of these things will require money to buy.

When Can You Use your Veteran Points?

The players can spend their VP to buy skills only in between scenarios, never during them

They must wait until their heroes have finished the scenario, are safely back in town, camp, or wherever they are making their home at the moment.

Once they are safely home they can rest and absorb the lessons they have learned. Once relaxed and fully healed the player can spend VP to either buy new Veteran Skills or increase the Veteran skills they already have.

They may spend as many VP as they like on as many skills as they like during this time. They may even buy a skill and increase it to a higher level in the same "training period".

A good guideline for Demonlords should be that a hero cannot purchase any new veteran skills or upgrade the ones that they have without having at least some sort of demesne to call home (see pg 76 for Demesne).

Without a comfortable bed and adequate living conditions it is impossible to improve your skills.



How do you Spend your Veteran Points?

You will see on your character sheet that there are 3 slots next to each stat.

These are where you write in the Veteran skills you have bought.

Each veteran skill has an associated stat.

This means that a hero may only have a maximum of 3 Veteran skills in any one of their stats

For example: A hero may only have a 3 Body Veteran skills.

The hero is also only allowed to buy Veteran skills in stats they have no weakness in (a negative stat)

Discarding Veteran skills

You may find that you already have 3 Veteran skills for a stat and would like change one of these skills for a different one.

You can "discard" any Veteran skill that you have. Simply erase it and now you have room for a new skill. However you don't regain any VP points for skills that you discard. Them's the breaks so spend your points wisely.

Veteran skill costs.

To buy a new skill costs 10 VP.

When you buy a skill you gain the benefits listed in that skills description.

You can also increase a Veteran skill you already have.

Skills usually start with some kind of a bonus of +1 to do something.

To increase the skill from 1st to 2nd rank (+2) costs 20 VP

To increase the skill from 2nd to 3rd rank costs 30 VP

And so on.

Some skills have no specific bonus but simply allow the characters to do something new. They may or may not be increased.

Each of the skills will state how high the skill can be increased, and what the hero is required to have to buy these increases.

Important rule to note:

You will see that some increases can be had in more than one stat.

For example, "Increase move" is both a body skill and a quickness skill

They hero can purchase "Increase move" as a Body skill or a Quickness skill but not both.

If they take it as a body skill they must continue to increase the body skill instead of adding a new skill in quickness.

This is to keep heroes from getting a large number of cheap "+1's" in the same skill instead of paying for the more expensive increases.



Teachers:

Some veteran skills may require a teacher. The Demonlord should use this as an opportunity, as a source for adventure ideas. Teachers should be difficult to find, expensive or far away.

Finding them should be an adventure in and of themselves, and convincing the teacher to accept them as a student should also be an adventure.

I believe it is in the best interest of the game at this point to leave this area completely up to the Demonlord, so that they can keep control of their own games.

If you would prefer to allow easy access to teachers for your heroes then feel free to do so.

The cost of Teachers can be highly variable.

For some teachers the hero may agree to work as an assistant for a time to pay for their training. I would suggest up to a month would be a suitable amount of time.

If the teacher is to be paid in Money an amount in Iron pieces equal to the number of Veteran points required for the skill would be suitable.

Or the teacher may have a task for the hero to complete. The hero may have to go on an adventure to find something for the teacher. I would suggest that this adventure should only take one night of game play or the other heroes may balk at putting in so much effort for another heroes benefit only.

Demesne Requirements

Some veteran skills require a Demesne (the hero's home). Others require a Demesne with special features, like a training yard or a place to craft items. The requirements are listed with each veteran skill.

This is because certain skills require specific kinds of training, practice, or tools to learn and improve. They also require a quiet private place to practice in peace.

To find out more about how your hero can get their own demesne see pg 77.



THE VETERAN SKILLS

28

VETERAN SKILLS

The veteran skills that follow are grouped by their applicable stat.

There are some that are applicable to more than one stat, like "Increase move". Remember that once you take a skill in one stat you cannot take it in another.

Each skill is listed in the same way.

Name: effect.

Special rules

Availability.

Usually a +1 is available for anyone to take, and further increases require a demesne or teacher.

Body Skills

Increase Defense: Bonus to Defense.

Only works when the character is armed with a weapon. The character masters the ability to defend themselves from attack with weapons.

+1 is available to all. +2 requires a Demesne with a training yard. +3 requires a demesne with a training yard and a training dummy. +4 requires a demesne with a training yard, dummy and a suitable teacher.

Increase Attack: Bonus to attack.

+1 is available to all. +2 requires a Demesne with a training yard. +3 requires a demesne with a training yard and a training dummy. +4 requires a demesne with a training yard, dummy and a suitable teacher.

Increase Endurance: Bonus to Endurance.

+1 and +2 available to all. +3 requires any demesne with a yard.

Increase Damage: Bonus to Damage but only when the hero is armed with a weapon.

+1 is available to all. +2 requires a Demesne with a training yard. +3 requires a demesne with a training yard and a training dummy. +4 requires a demesne with a training yard, dummy and a suitable teacher.

Increase Move: Bonus to Move.

+1 available to all.

Quickness

Increase Move: Bonus to Move.

+1, 2 and 3 available to all. Note 2nd and 3rd rank only available using the quickness stat version of Increase Move.

Jump: Bonus to Jumps.

Allow the hero a bonus to any Sota rolls involving jumps.

+1 available to all. +2 requires a Demesne with a Yard.

Throwing: Bonus to Throw.

Allows a bonus when attacking with any thrown weapon.

Also allows a bonus on any Sota rolls that involve

throwing.

+1 and 2 requires a demesne with a target.

Acrobatics: Bonus to Sota rolls for Acrobatic tasks, leaping, grabbing, and swinging.

Bonus of +1 or +2 requires a demesne with a yard.

Mind

Increase Attack: Bonus to Attack whether armed with a weapon or not.

+1 to +3 requires a yard and a suitable teacher.

Languages: each bonus allows the Hero to master an additional language.

Each language can be purchased for 10 VP.

Requires a suitable teacher and a writing table.

Sage Lore: A bonus applicable to any Sota roll that involves knowledge of History, legends, natural history or "Science".

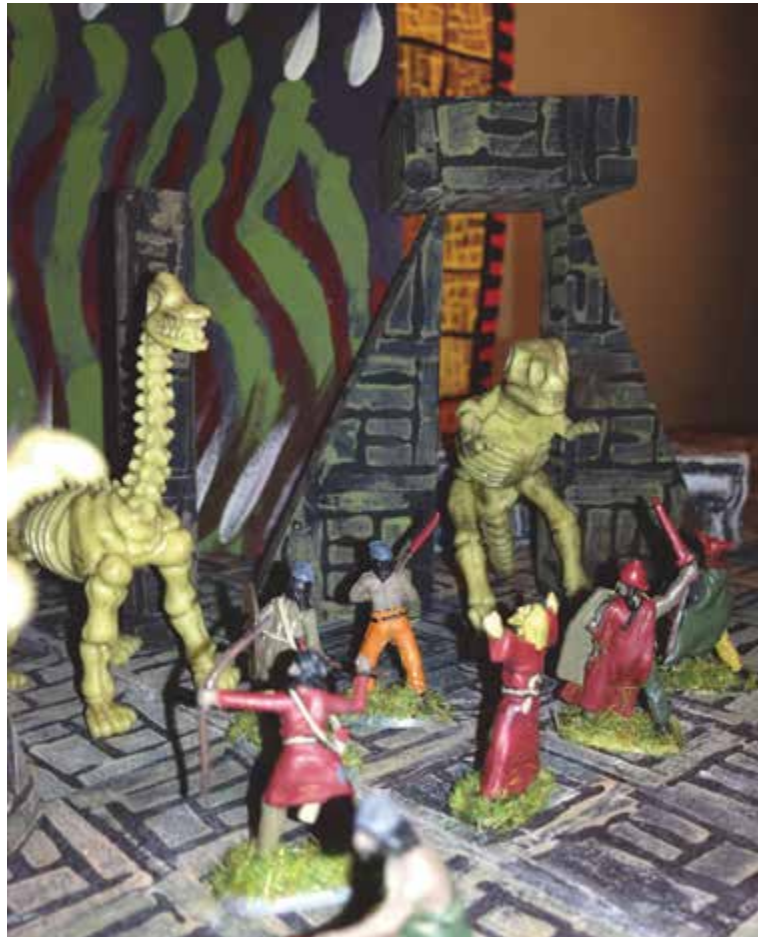
+1 to +4 available.

Requires a Demesne with a suitable library, writing table and access to a Sages Hall and the teachers within.

Crafting: Each bonus allows the Hero to craft an additional material from the list of crafting materials on page 30.

Each bonus increases in cost like any other Veteran skill.

This skill is discussed fully in the crafting section on page 30.



Vitality

Increase Endurance: Bonus to Endurance.

+1 to +3 available to all.

Requires a Demesne with a yard.

Pack Mule: Bonus to Carrying ability.

Practice carrying heavy loads, and knowledge of weight distribution, proper use and maintenance of straps and specially crafted bags and carrying racks.

Each bonus allows the hero to carry either 1 additional large item or 2 additional small items.

+1 to +3 available to All.

Requires a demesne with the same tools as leather crafting. See page 30 for more info on Leather crafting.

Camaraderie

Merchant: The hero receives a bonus when buying and selling, bartering, or other contracts. The bonus applies in the exact same way as a camaraderie bonus when buying or selling goods and is used with the hero's camaraderie bonus (see pg 32 for buying in Kartharka). Bonus of +1 to +3 available to all. Requires a demesne. A fixed address is necessary for bargaining. The hero may increase their merchant bonus only as high as their natural Camaraderie bonus.

Leader: bonus to Fleeing and Rallying rolls with the hero's own followers (see page 80 for followers).

Bonus of +1 to +3 available to all. The hero may increase their Leader bonus only as high as their natural Camaraderie bonus.

Judgment: Bonus to any Sota rolls to determine if someone is lying, or hiding information, or being deceitful in any way. +1 to +3 available to all.

Con Man: Bonus to any Sota roll to mislead someone or hide information.

+1 to +3 available to all.

Otherworld

The Otherworld skills are all related to the knowledge and manipulation of things of the Otherworld. The Other side, the spirit world, the dark places, Magic and sorcery, sprits and creatures, demons and monsters.

Sorcery and the Otherworld are the very backbone and history of the world of Kartharka.

Sorcery Skills: **Summoning, Protection, Command, Enslavement, Imprisoning.**

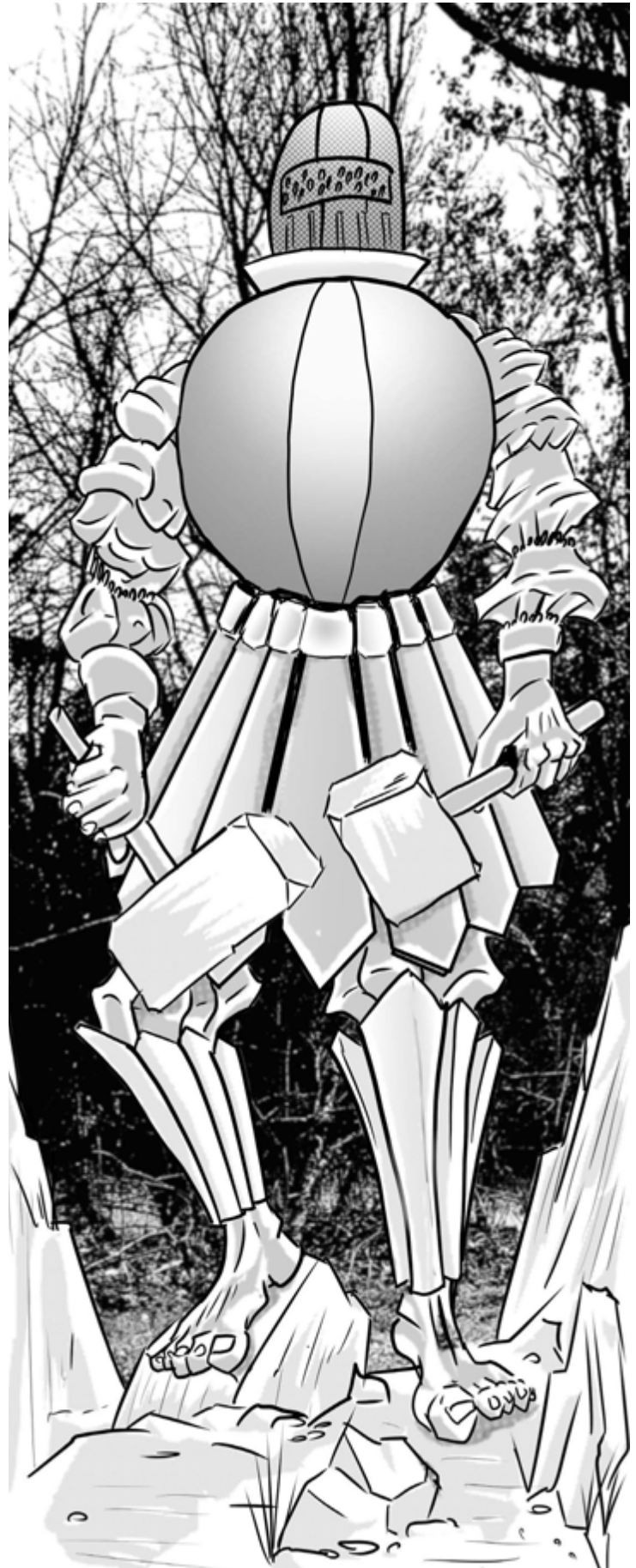
These will be discussed in the sorcery section

See pg 60.

Sage Lore: A bonus applicable to any Sota roll that involves knowledge of History, legends, natural history or "Science".

Requires a Demesne with a suitable library, writing table and access to a Sages Hall and the teachers within.

+1 to +4 Available to all.



CRAFTING

The crafting skill may be taken as any available skill slot if the Mind slots are full. The costs for the crafting skill are the same as for any other Veteran skill.

The Crafting skill in Lair of Sword & Sorcery encompasses many things. It is used not only to make things. It is knowledge of materials, and the things they are used to make.

It is how to make, repair, know the value of, how to use, and how to destroy things.

Each bonus in the crafting skill allows the hero to craft using more difficult materials.

The bonuses are:

1. Leather and Wood
2. Pottery and stone
3. Copper, silver, gold and Bronze
4. Iron
5. Steel

For example: when the hero takes Crafting +1 it allows them to create wood and leather items.

It also allows them a bonus to any Sota roll involving working with wood, such as; repairing a wooden item, understanding wooden machines, or destroying wooden things like taking down a door, or dismantling a fence.

The crafting skill also allows the hero to make a good guess at the value of things made of that material.

If the hero has a demesne with the proper tools and materials then they may create or repair items of the material they have the skill for (see Demenses pg 76 for the costs of these things).

They may only create items they have been given the opportunity to study in the past. To create something they have never seen may require either study of it in legends and books, or other applicable Sages Lore rolls.

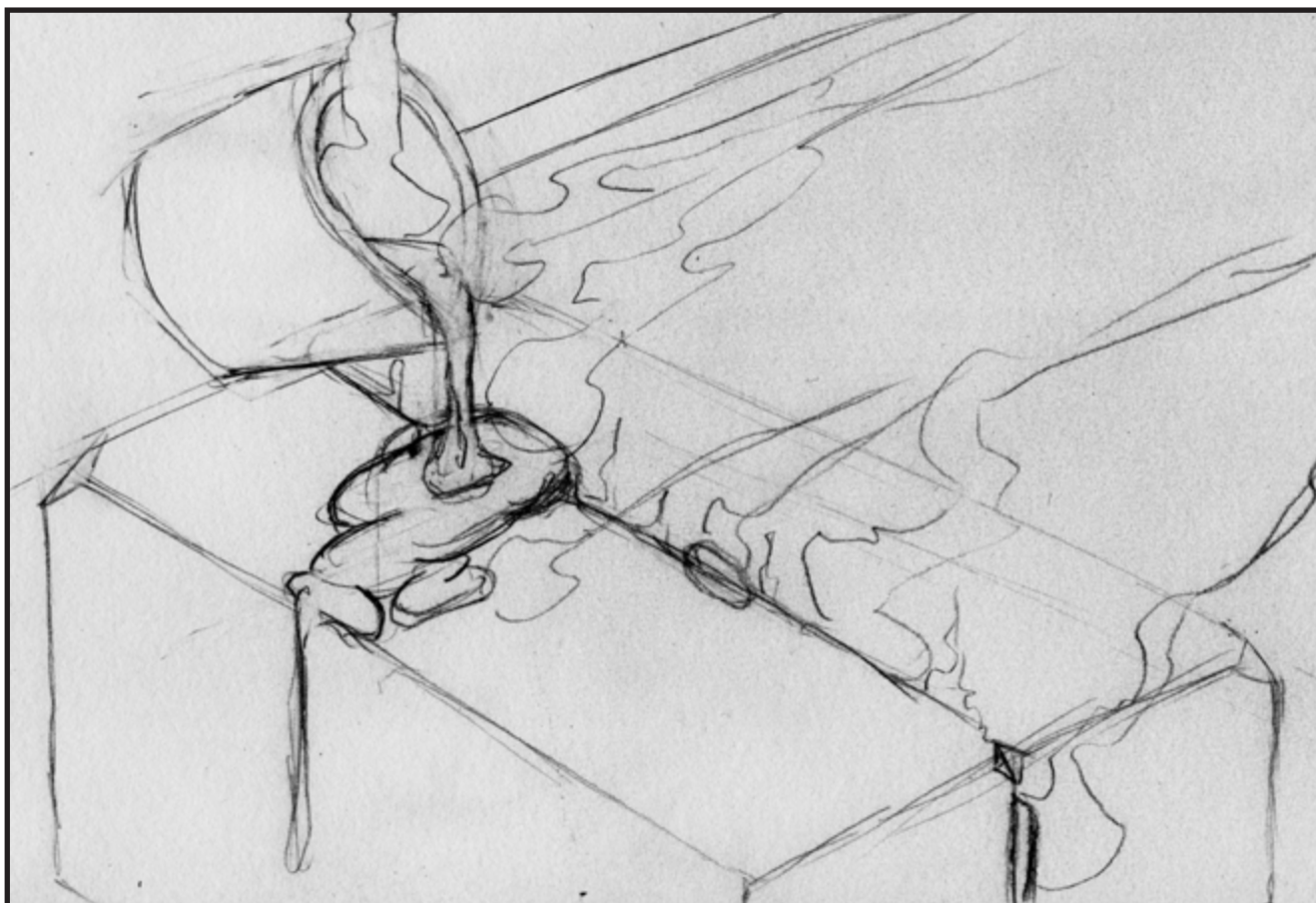
Crafting Weapons and Armor

One of the first things your players are going to want to do is make their own weapons and armor.

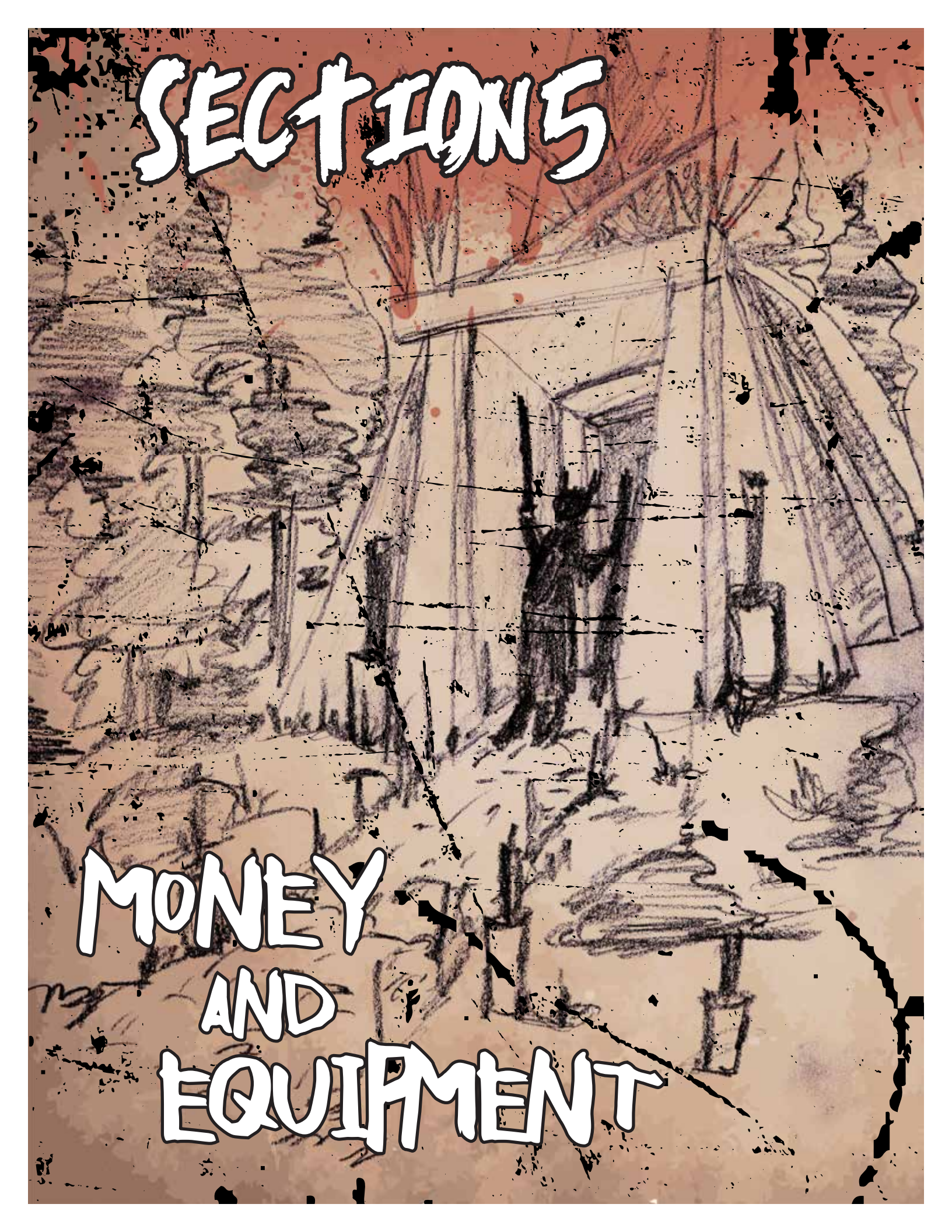
If you consider the massive investment in Veteran Points as well as cold hard cash for a demesne and a forge that is required to do so you will see that if they want to go that route they should be allowed to. The cost is going to be far higher than just buying the things themselves.

They may even be allowed to make steel weapons if they meet all the requirements.

However they should not be allowed to make the mythical master weapons which circulate in the world; those magical weapons or weapons of such exquisite workmanship that they rise above all others in their family. These things are the products of centuries of learning passed down from generation to generation and that knowledge is jealously guarded by the scant few people in the world who hold it, if the knowledge has not been lost completely.



SECTIONS



MONEY
AND
EQUIPMENT

MONEY & BUYING

32

MONEY & BUYING

MONEY:

Let's get one thing straight about the world of Kartharka; money is used by rich people. It is used to make trading large amounts of goods between cities and countries easier. Regular people use copper coins not because it is the smallest unit of currency but because it is a cheap and useful trade good, and using it in coin form means you don't have to weigh the copper every time you want to make a purchase.

Are you a peasant? Scraping a meager existence from the land for a few coppers and then using them to buy your nights food? Or are you a hero? Striding the land like a maelstrom, making blood fall like rain on the battlefield, and gold fall like rain in the taverns!

You'll notice that coppers aren't even listed on the character sheet as a hero would not even bother picking it up.

A few coppers...

While we don't bother tracking those coppers we assume you always have a few in a purse somewhere about your person. A hero can always be assumed to have enough money to survive. They will always have some Matten flour for food and if they choose to sleep in a chair in any of the wayhouses of the land, none would bother to stop them. (Or dare to for that matter).

Money is for buying a round of drinks at the inn, for buying a week's worth of food for a long journey. It's for buying rope, armor and weapons. In the frozen wastes of the Winterlands few things are easy to make and so all equipment is expensive; but with the harshness of the countryside also comes the willingness of the people to share a fire with a fellow traveler and make sure that their fellow townspeople have enough to live for another day.

So when your character enters a bar, don't ask how much a mug of ale costs; throw a handful of gold on the bar and tell the barman to pour until the money is gone.

Remember Kartharka isn't about counting coins; it's about living like a hero!

Special treasure

Large gold candlesticks and other large bulky treasure should be tracked in the "special" section or under equipment, with a note beside it saying how much each item is worth.

Coin Exchange Rate

10 copper coins equals 1 silver coin

10 silver coins equals 1 gold coin

10 gold coins equals 1 iron coin

10 iron coins equals 1 platinum coin

Spending Money

In the Winterlands people fend for themselves (similar to the pioneers in our history). They make their own tools, furniture, houses, and clothes, grow their own food, keep their own animals. People do not buy things.

Heroes buy things; they travel too much to carry all the tools to make things and don't have the time to do so even if they did.

But, in a large town like Stroh-Branoch, people come from all across the world to make their fortunes. Being travelers themselves, they also have few tools and, being miners, also little time to build.

So there are trades people in Stroh-Branoch that sell their goods.

Prices vary greatly, and when a tradesman sees a hero stride in they are definitely going to charge them more. Their prices will be measured in gold, and as much of it as they can get. Return business from a hero is not to be depended on as they often disappear soon after leaving a town.

Everything on the equipment lists will cost at least a gold coin (Weapons and armor will be much more, but will be noted on the list see pg 35).

If a hero is rude, or in a hurry, or seems rich, the price will also double or triple (see pg 33 for more on the camaraderie score when buying and selling).

They can take the price or leave it.

In Lair of Sword and Sorcery small amounts of money aren't tracked, and it is assumed heroes always have "a few coppers" to pay for things like food lodging, or a handful of lard, or a few pinches of salt.

Not bothering to track all of these small resources means that heroes don't really need to spend a lot of money, which is good because everything is expensive.

Earning a whole gold coin would take a miner weeks of hard labor, and the expense of travelling, living, tools and boarding eat up a portion of that as well.

This means that a gold coin is worth a lot.

Lair of Sword and Sorcery does not generally have lists and lists of equipment, detailing prices, availability, weights, and other things.

If a Hero wants to buy something he will generally have to have it made to order. Merchants do not tend to have 30 chairs lying around in stock on the showroom floor.

Merchants tend to trade in raw goods, like metal, cloth, tools, the things you use to make things.

To get something the hero goes to a craftsmen who will make something for them.

When buying anything in Kartharka remember that iron, and therefore steel, is incredibly valuable and rare.

Any equipment that the heroes are buying will be either copper or bronze. The combat rules also assume that the heroes will be using copper or bronze weapons and so there are bonuses for using a steel weapon if a hero were to buy or acquire one.

Buying regular Gear

Usually the price for anything will be One gold.

Want to buy a bronze sword?

(the Winterlands are for all intents and purposes a bronze age society)

The price is one gold.

Want to buy a dagger?

The price is one gold.

Want to buy a piece of cloth Armor?

The price is one gold.

Then the hero waits for a few days and the item is available.

If the hero is in a rush, or is rude, the price doubles.

Camaraderie and buying:

If the hero has a good camaraderie score they may get a discount.

+1=10% discount

+2=20%

+3=30%

+4=40%

+5=50%

Always round up.

It doesn't get any better than half off and the merchants will rarely be willing to trade for "half a gold piece" so it may be a good idea to order a couple of things when getting the discount.

A negative camaraderie will cause problems as well.

-1=Double Cost

-2=Triple Cost

-3=Quadruple cost

It doesn't get much worse than quadruple cost but the craftsmen may make them wait up to a week or more for their items if their camaraderie is worse than -2.

These prices will get them a serviceable, sturdy and plain version of the item.

A sword will indeed have a blade and a handle. It will not be pretty but it will work.

The cloth armor will indeed stop a blow But don't ask for it any color but brown and it's going to be one size almost fits all.

When a group of heroes is shopping they may try to elect the one with the highest camaraderie to do the shopping and this will work up to a point.

But if someone is buying Armor or weapons the craftsmen will want to see the person the item is meant for. They need to make measurements, consider the weight and distribution and discuss balance.

This means that the surly and mean fighter is going to have to meet the craftsmen

In this case the hero with the high camaraderie will act as a go between and a combined camaraderie between the two will be used to consider the price.

Add the camaraderie scores together and consult the buying charts. A +2 and a -2 will cancel out meaning they will pay the normal price.

Buying special gear

If the heroes have any special requests for their item it will add at least an extra gold to the standard price.

Specifying colors, cuts, special insignia are all considered special requests.

If the hero is asking for something to be completely custom made then the price will skyrocket.

For example:

A standard sword; 1 gold

Standard molds can be used and there is no customization.

A standard sword with a bronze pommel in the shape of a wolf; 5 gold (5 times base cost)

A standard mold can be used and the craftsman can make the pommel by hand

A standard sword with an imperial style crosspiece; 10 gold (10 times base cost)

The craftsman can use a standard mold for the blade but must make a new mould for the pommel

A Hunzar jungle style scimitar with a Hunzar style pommel and crosspiece; 20 gold (20 times base cost)

The bronzer will have to make all new molds and will need to consider the balance and mix of metals for this bizarre weapon.

Coins

When you find money (or earn it) while adventuring track it in the treasure section.

There is a place on the hero record sheet to mark in silver, gold and iron coins.

Platinum is tracked in the "Special" section. It can be found in the form of coins, jewelry or other items. Coins don't have to be written separately but all of the other items should be.

Sequins are tracked on the record sheet by their total value in gold coins.

Sequins are small copper coins encrusted with semiprecious stones. Their total value in gold coins are stamped on one side.

Sequin values can range anywhere from 1 to 100 gold coins each.

There is no need to track every single sequin and its value.

Gems are tracked by their total value in gold coins. There is no need to track every single gem.



CARRYING CAPACITY

Let's be honest, what this really means is "How much loot can I drag back to town?"

In the world of Kartharka there are three kinds of loot:

- 1: Enough treasure for my Hero to pay for a room and food, buy a new weapon, and blow the rest at the tavern, gambling and drinking.
- 2: I can buy anything on the equipment list and travel to the next town for even bigger and better things.
- 3: Enough loot to retire to a life of luxury in the Summerlands.

Anything else is just more bookkeeping. In a world where Iron is more valuable than gold (and lighter) a steel sword is more valuable as a weapon than as treasure. Steel weapons and armor are so expensive that most people would rarely see them much less own them. If you stumbled upon this as loot you would likely throw your bronze sword to the ground and leave it behind once you found a steel one, hardly bothering to bring the bronze one back to town to sell it.

This means that treasure encountered in the wild is often either highly portable gems or useful things like steel items.

For carrying large amounts of treasure:

Heroes can carry as many coins as they like.

For items like gold candlesticks or useful goods they can carry as much as their large carry sack and drag sled will allow.

•Large Leather shoulder bag. This can hold up to 20 small items.

•Drag sled. This can hold up to 5 large items as well as 40 small items.

HIRING HELP

Hiring some men to travel with you and protect your back is a costly venture.

They will have their own food and camping supplies.

If they are expected to fight more than once per week they may ask for an additional gold piece per fight per week.

The will have one weapon each but will have no armor.

The hero may buy them additional weapons and armor which they will use during their employment but it will not be returned when their contract is completed.

Usually these people will be hired in groups. This means that if one of them dies the heroes may not "loot their corpse"; the other guards in the group will either distribute their belongings or take them to sell and give the proceeds to the dead man's family.

At least they will tell the heroes that is their plan.

If there is no one left to stop the heroes after a combat then they may loot the corpses if they wish but upon returning to the town they came from will be expected to explain what happened to the hired help and their belongings.

Looting the hired help can definitely earn the heroes unwanted infamy (see page 56 for fame and infamy)

To hire a standard guard whose stats are all zero (except the usual 4 endurance) will cost 1 gold per week. To hire anyone with better stats than the average guard is a costly process and will often involve hiring from one of the mercenary companies found in Stroh Branoch. This will be left up to the Demonlord as to price and availability.

See the follower sections on pg 80 for more information on Followers.

AN AVERAGE FOLLOWER

Def	Attk	End	Dam	Move	Rank
1	0	4	0	4	2



EQUIPMENT LISTS

The following equipment list is a reorganization of all the equipment from the Core game of Lair of Sword & Sorcery.

What follows is a list of items, their size, and their basic cost.

The basic cost for most items is 1 gold coin but some items will cost more.

The base cost shown will be for a standard item, with no adornment, made of bronze, wood, leather, or fabric (which-ever is applicable)

When a steel or iron option is available for an item it will be listed and clearly marked, such as "sword, steel".

Armor

ITEM	SIZE	COST (GC)
Helmet Cloth	Large	1
Helmet Leather	Large	1
Helmet Rings	Large	2
Helmet Rings Steel	Large	550
Helmet Plate	Large	5
Helmet Plate Steel	Large	550
Body Cloth	Large	1
Body Leather	Large	1
Body Rings	Large	5
Body Rings Steel	Large	550
Body Plate	Large	10
Body Plate Steel	Large	550
Arms Cloth	Large	1
Arms Leather	Large	1
Arms Rings	Large	2
Arms Rings Steel	Large	5
Arms Plate	Large	5
Arms Plate Steel	Large	550
Legs Cloth	Large	1
Legs Leather	Large	1
Legs Rings	Large	5
Legs Rings Steel	Large	5
Legs Plate	Large	5
Legs Plate Steel	Large	550
Shield	Large	1
Shield Steel	Large	550

Hand to Hand Weapons

ITEM	SIZE	COST (GC)
Axe 1 handed	Large	1
Axe 1 handed Steel	Large	550
Axe 2 handed (2 handed weapon)	Large	2
Axe 2 handed Steel (2 handed weapon)	Large	550
Sword 1 handed	Large	1
Sword 1 handed Steel	Large	550
Sword 2 handed (2 handed weapon)	Large	2
Sword 2 handed Steel (2 handed weapon)	Large	550
Throwing Axe	Small	1
Throwing Axe Steel	Small	550
Dagger	Small	1
Dagger Steel	Small	550
Knife	Small	1
Knife Steel	Small	550
Kartharkan Mace	Large	2
used 1 handed		
Kartharkan Mace used 2 handed (2 handed weapon)	Large	2
Kartharkan Mace Steel used 1 handed	Large	550
Kartharkan Mace Steel used 2 handed (2 handed weapon)	Large	550
Kartharkan Fighting Spear	Large	1
Kartharkan Fighting Spear Steel	Large	550
2 Handed Hunting spear (long weapon)	Large	1
2 Handed Hunting Spear steel (long weapon)	Large	550
2 Handed War Spear (2 handed weapon) (long weapon)	Large	1
2 handed War Spear Steel (2 handed weapon) (long weapon)	Large	550
Halberd 2 handed (2 handed weapon) (long weapon)	Large	5
Halberd 2 handed Steel (2 handed weapon) (long weapon)	Large	550



Missile weapons

ITEM	SIZE	COST (GC)
Winterlander Composite Bow	Large	2
Winterlander Composite Bow	Large	550
Steel Arrows		
Knife Thrown	Small	1
Knife Thrown Steel	Small	550
Throwing Axe	Small	1
Throwing Axe Steel	Small	550
Kartharkan Fighting Spear	Large	1
Thrown		
Kartharkan Fighting Spear	Large	550
Thrown Steel		

Adventuring Gear

ITEM	SIZE	COST (GC)
Leather straps	Small	1
Flask	Small	1
Wineskin	Small	1
Tarp	Large	1
Dice	Small	1
Candle	Small	1
Torch	Small	1
10 foot rope	Large	1
Parchment	Small	1
Writing sticks	Small	1
Chalk	Small	1
Spikes	Small	1
Hammer	Small	1
6 foot pole	Large	1
Shovel	Large	1
Pick	Large	1
Snow axe	Large	1
Snow shoes	Large	1
Matten Fire Fuel	Large	1
Matten Flour	Small	1
Flint and Striker	Small	1

Carrying gear

ITEM	SIZE	COST (GC)
Drag Sled	Large	1
Shoulder Bag	Large	1

Clothes

ITEM	SIZE	COST (GC)
Heavy Fur Cloak with Hood	Large	1
Fur Clothes	Large	1
Leather Clothes	Large	1
Fabric Clothes	Large	1
fur Mittens	Small	1
Fur foot covers	Small	1
Leather foot covers	Small	1



ARMOR

The more armor you have the better.

Any metals used are considered to be either copper or bronze. Rules for steel armor can be found on pg 38.

You will see when picking your starting equipment that you can choose 4 pieces of armor, but what constitutes a piece of armor?

Armor is broken down into 4 places on a hero, head, body, legs and arms.

On each of these places the hero can wear a number of armor items.

In our real world historically a soldier's armor was made up of many varying layers of different materials.

A hero may wear one of each of the following layers on each part of the body, cloth, leather, rings, and plate.

Cloth: A thick woolen garment, a silk or quilted padding.

Leather: Thick sturdy and resistant to damage. This refers to a flexible leather layer like a jacket, pants or hood.

Rings: A flexible metal layer. Whether it be completely of metal like chain mail, a flexible layer of small interlocked plates like scale mail, or rings sewn to a leather backing like ring mail. This is a semi flexible at least partially metal layer.

Plate: Solid armor of little flexibility. Whether it be made of one solid piece like a breastplate, or semi flexible layer like banded armor it is a solid defense against blows.

A piece of armor for the legs or arms is considered to be a pair, so one piece of arm armor refers to a pair which is worn.

Three pieces of armor adds 1 point to your defense. (Round up).

Look at the example hero record sheet to see how this should be written

Defense				
Armour Worn				
	Cloth	Leather	Rings	Plate
Head				✓
Body		✓	✓	
Arms				
Legs				
3 Checkmarks=1 Defense				1
1 S=1 Defense				2
Quickness Bonus				
Veteran Skills Bonus				
Total				3

Simply place a checkmark for every piece worn.

If the armor piece has some importance, or is special in some way, it can be listed on the equipment list as well.

For steel armor see pg 38.

THE SHIELD

The shield is not considered armor, (except for when choosing starting equipment). It has its own rules, and modifies the heroes attack score instead of defense.

Normally a shield is considered to be armor, but in the game of LoSS the shield is considered a combat weapon. This means that it does not count towards your armor. It

instead gives you a bonus to your Attack score.

The Shield gives you a +2 to your attack score. There is a checkbox in the Attack section marked "shield" which should be checked when using a shield. Do not add the +2 directly to your Attack score. The checkbox will remind you to add 2 to any Attack roll you make.

WEAPONS

All weapons are assumed to be made of bronze.

Steel and iron weapons are rare and expensive, but are incredibly good weapons in comparison to their bronze counterparts.

See page 38 for more on Steel weapons.

Axe: Makes a good weapon, and can also be used to chop wood, or quarter an animal after hunting. With a 2 foot handle, a solid head with a flat side and a chopping side. The flat side can be used to hammer in a stake or nail. The flat side may be replaced with a heavy spike, or the Hero may choose to use the crescent shaped Kartharkan War Axe, all will have the same effectiveness in combat.

Axe 2 handed: This large two handed axe is useful in war or felling large trees. 4 to 5 feet long, this may take the form of a regular axe head with a sharp side and a flat side, may replace the flat with a spike, or take the form of the Crescent Kartharkan War Axe.

Throwing Axe: A very small hatchet, thin and balanced for throwing, meant to split heads at a distance its efficacy is similar to that of a throwing knife. Unlike the 1 and 2 handed axe it is not useful for much else than throwing but may be used in hand to hand combat in the same way as a knife or dagger.

Sword: A sturdy 2 foot bronze blade, good for slashing and stabbing. A Winterlands blade has a small guard, large enough to prevent the hand from sliding up the blade but not useful for stopping an enemies blade. They are relatively light however compared to the large guards of imperial swords.

Sword 2 handed: The Winterlander 2 handed sword may be anywhere from 4 to 5 feet long. Looking exactly the same as it's one handed counterpart.

Knife or dagger: Winterland knives and daggers have no crosspieces. A knife is easily hidden, can be thrown as a weapon, and is also useful for cutting meat, rope, leather or cloth. The dagger can also be thrown. The dagger is primarily a stabbing weapon and, though not as useful for cutting materials is quite good at punching holes in things.

The Kartharkan Mace: A brutal weapon. It has no uses other than killing. A two foot wooden shaft with a bronze head on each end covered in short spikes and sometimes blades. Made only for killing men, it is good at it. While many carry swords for defense in the Winterlands, if someone carries the Kartharkan mace they are advertising the fact that they kill men for profit. In a land where many mercenaries are hired, to protect or attack, this is not seen as necessarily a bad thing but people think twice before menacing someone wielding this weapon.

In the weapon list above there are two entries for the Kartharkan mace.

The Kartharkan mace can be used 1 handed or 2 handed. If it is used 1 handed then all the usual rules for combat apply.

If it is used 2 handed then the use the 2 handed weapon rules (see pg xx).

The Kartharkan Fighting spear: A spear is a useful weapon. It may be used one handed in hand to hand combat to stab or slash or it may be thrown at an enemy or animal as well. Indeed Most hunters prefer the spear when hunting in the wilds of Kartharka. The wild animals of the Winterlands often lie in wait and a bow is of little use when the bearer is pounced upon by a savage mountain cat.

Two handed hunting spear: The Two handed hunting spear is a larger version of the Fighting spear. Longer and heavier it is used 2 handed (see pg 54 for 2 handed rules).

Two handed War Spear: The two handed war spear is an even longer version and is considered a long weapon. See page 54 for long weapon rules.

Halberd: A large two handed weapon, as long as the War spear but mounted with an axe head at the end. Counts as a long weapon. See page 54 for rules for long weapons.

The Winterlander Composite Bow: Made from stiff hardwoods, takket horn and leather. The Kartharkan Composite bow is a deadly weapon.

"Enough" Arrows

You will notice there is no listing for arrows on the equipment chart. It is assumed that the Hero has "enough" arrows. They don't break as often as people think and a normal quiver can quite easily accommodate 50 Arrows. Anyone who has carried a quiver of 50 wooden arrows can attest to how light it actually is and how little space the arrows take up.

STEEL WEAPONS AND ARMOR

Steel weapons

Steel weapons are extremely expensive in the world of Kartharka. With iron being more valuable than gold few can afford the materials required to make a steel weapon.

However the very rich will sometimes carry one as a status symbol, or extremely successful mercenaries may be able to afford one.

They may also be found during an adventure, usually by fighting someone armed with a steel weapon.

Because steel is much lighter than bronze, holds an edge far better, and is more flexible, steel weapons are much more useful in combat than their bronze counterparts.

In game terms this means that they get a bonus to attack or damage, or both.

Due to the rarity of Iron, there are not as many skilled weapon smiths who can work with steel.

Blacksmiths are able to make serviceable items that are an improvement over bronze but nowhere near as good as something that is created by a skilled weapon smith.

This means that steel weapons vary greatly in quality in the world of Kartharka and each individual weapon has its own bonuses.

These can vary anywhere from +1 to +3 in Attack and Damage for any given weapon.

There are blades with even higher bonuses in the world but they are truly legendary, only spoken of in ancient stories and usually dating from the early history of the world.

Heroes who wish to get themselves some steel can either try to track down an enemy with one and take it from them, or hope to find one in a Lair, but the most dependable way to get one is to have one created for you. Read on for rules on buying steel weapons.

Steel Shield

A steel Shield gives you +3 to attack instead of +2.

Steel armor

Each piece of Steel armor gives a bonus of +1 to the hero's defense rating instead of the usual 3 pieces equaling +1

Steel armor can only be used for the chain or plate layer of armor.

Buying a steel weapon

Without descending to talk of weight of Iron coins, relatively values of money, cost of craftsmen, iron content of Iron ore and iron coins we will use the following as a guide to creating steel weapons.

The quality of the blade will depend on how much the hero is willing to spend and the skill of the person creating the blade.

Hire a black smith.

The most common workers of iron are the blacksmiths throughout Kartharka.

To have a steel weapon made, it will cost the hero 50 gold pieces and 50 iron coins

A blacksmith is skilled in working with Iron and will have some knowledge of steel.

However they may not have had the opportunity or training to create weapons.

After a week's time the Blacksmith will be able to provide the hero with the weapon type of their choice.

To determine the bonus of the weapon roll a die.

1-3: +1 to attack

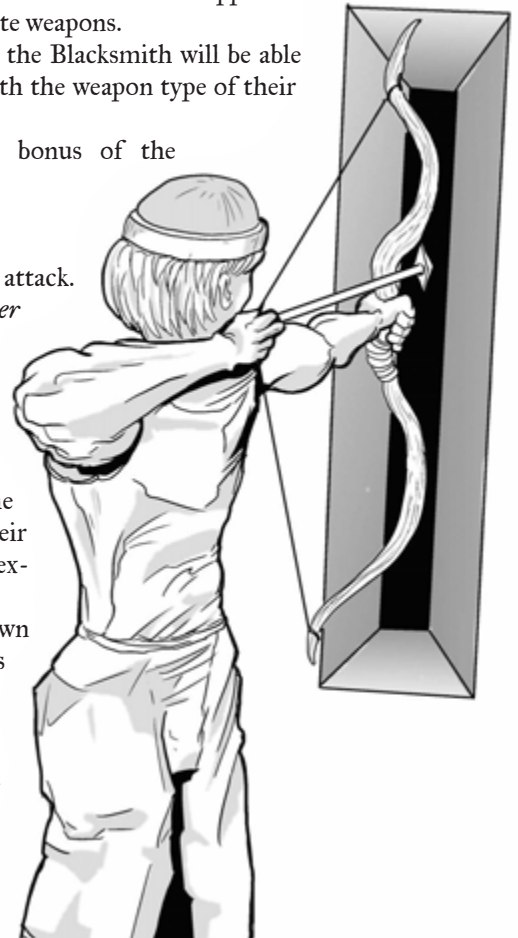
4-5: +1 to damage

6: +1 to damage and attack.

Hire a Weaponmaster

There are great weapons masters who can craft items of even finer workmanship but they are extremely rare in the world, rarely ply their craft, and command extremely high prices.

There are no known great weapon smiths in the Winterlands but there may be one or two unknown ones, living in out of the way places, unknown to all



except other great smiths.

Their workmanship is perfect, and though their shape and design be strange and foreign to the eyes of modern smiths, their craftsmanship and functionality cannot be argued.

Ones who work steel in the Winterlands are held in great reverence and awe. They are almost high priests of metal, living mysterious and solitary lives. Their secrets are held extremely closely with the knowledge being passed down usually from father to children only.

Other Weapons still circulate throughout the Winterlands, however. Ancient blades, created by great smiths, in a time when iron flowed like water from the mountains, in the time of the first men when the greatest smiths of all time lived and walked still.



Typical Winterlander Armor

HEAD

Cloth: A quilted takket fur covering is tied to the top of the head.

Leather: A leather hood covers the full head and neck

Rings: Fine copper rings are woven into chain mail covering the whole head and neck

Plate: the Kartbarkan crown of Bronze, a band surrounds the head, and sometime face, protecting it from solid strikes, it is also often surmounted by flanges to ward off blows from above.

ARMS

Cloth: heavy furs or a quilted square of heavy cloth is tied around the arms.

Leather: A thin flexible leather sleeve is worn tied to each other about a ring on the chest and back.

Rings: May either be a fine copper chain mail or bronze rings sewn to a thick leather backing.

Plate: The basic Kartbarkan plate is often made of a hardwood with a thinly hammered sheet of copper covering it. May also be made of a similar style out of bronze.

Kartbarkan plate normally consists of long strips of wood or bronze held together with a bronze band. They are often also varnished and lacquered for strength and durability. A well made copper and wood Kartbarkan banded mail is often as good as it's counterpart made completely of cast bronze.

LEGS

The armor of the legs is made in exactly the same way as the arms.

BODY

Cloth: Multiple layers of quilting or fur are compressed and then stitched tightly together making a very stiff garment shaped like a vest. Pulled over the head and tied on the side.

The greatest of these are the "Goblin-Made" weapons of the great first time. These sometimes still turn up in ancient mines, and forgotten places, weapons of indescribable sharpness, lightness and strength.

Buying a weapon from a Weapon Master

The cost is shown on the Equipment list on pages 35-36. To determine the bonus of the weapon roll a die.

1-3: +2 to attack

4-5: +2 to damage

6: +2 to damage and attack.

Buying Steel armor and shields

Steel armor and shields can be made by any blacksmith.

The cost is shown on the equipment list on pages 35-36.

Rings: If the hero plans to wear plate then the ring layer will usually be made of a large woven chain mail made of bronze rings. The rings are much larger than the mail of the arms legs or head. If they will not be wearing plate they will usually wear an armor of square bronze scales, held together with copper rings in a tight interlocking pattern. These scales may also be made of a hard wood with a copper sheathing and lacquered. Any of these choices can be worn with the Kartbarkan plate.

Plate: The Kartbarkan body plate will either be made of bands of wood and bronze held together like the Kartbarkan arm or leg plate.

It can also take the form of the large wooden chest plate.

Made of a solid piece of hardwood, sheathed in copper or bronze and lacquered fur and cloth it is a solid defense.

Extremely large, rounded and roomy it has large opening for the head and arms. It absorbs a huge amount of impact without hurting the wearer as a network of straps and a roomy interior keeps it off the body with the weight resting primarily on the hips and shoulders.

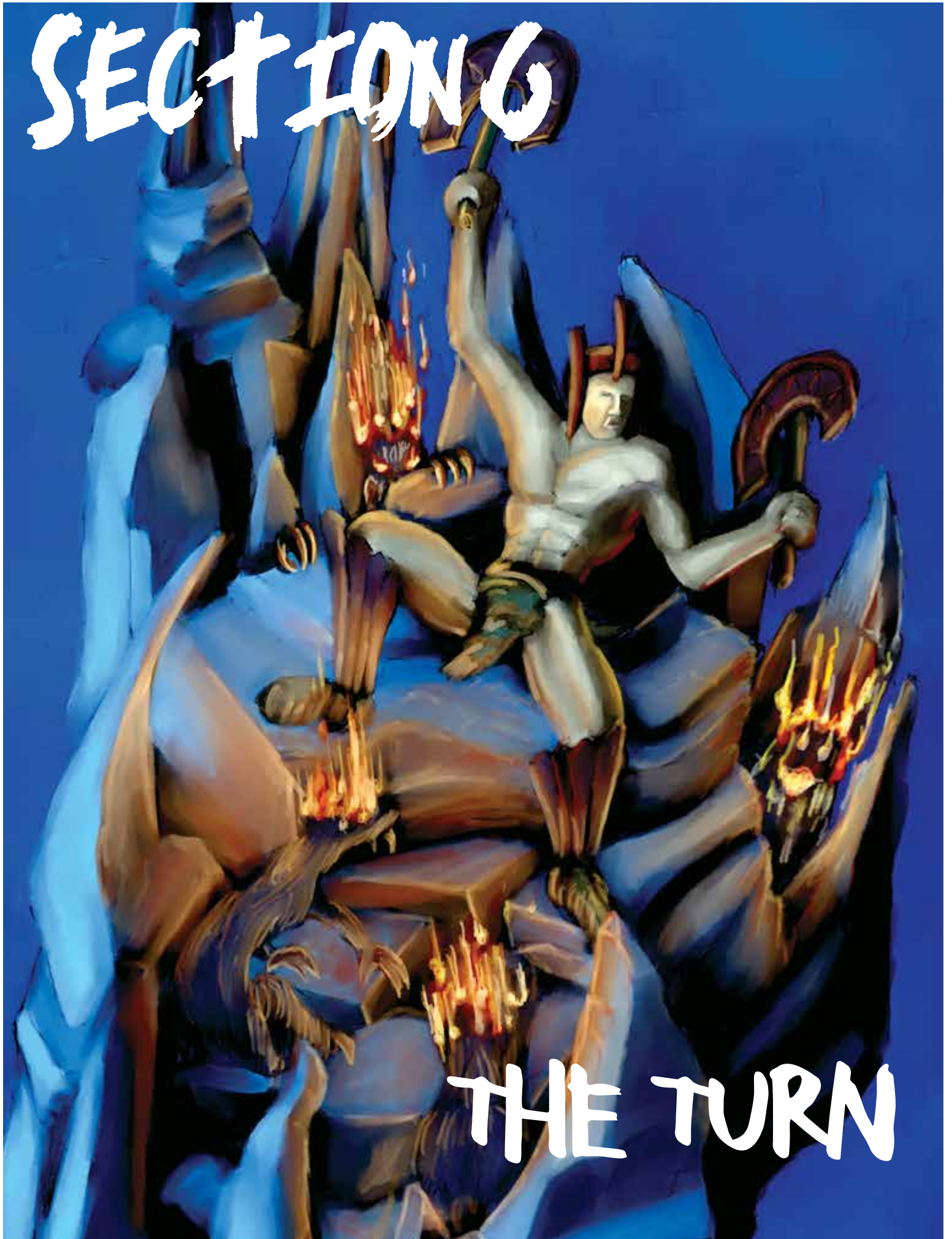
Indeed one feels invincible when wearing these as blows bounce off easily with little impact on the wearer.

However the large arm and neck openings give ample target to an experienced warrior. These are greatly favored by hunters as they are quite useful in protecting against the disemboweling claws of the large mountain predators.

SHIELD: The Kartbarkan shield is a solid arm shield 2 feet wide and 3 feet tall. Made of wood and sheathed with copper or lacquered cloth.



SECTION 6



THE TURN

THE TURN

Well now you've got your hero and he's ready to go on an adventure.

Assumedly you will have some other friends with heroes, as well as someone to take on the role of Demonlord who will run the game.

But before we get into specific rules of moving, fighting, and magic, let's talk about the framework of the game that all these things will fit into.

Don't worry; we'll get to how you actually do stuff soon.

In a game of LoSS the heroes (players) will take turns doing things, like moving, searching, fighting etc.

If there are enemies on the board then they will get to take turns too, usually moving and attacking the heroes.

All of this can get pretty confusing pretty quick so, just like in board games, everyone takes turns. On their own turn the heroes are able to do a certain amount of things, and on the enemies turn they are allowed to do a certain number of things.

This seems pretty simple so far right?

In LoSS there are two types of playing style, or Modes.

There is the time when there are no enemies on the board, or there may not even be a board on the table at all. This is adventure mode. In adventure mode keeping track of exact amounts of time, movement or actions is not as important as the heroes have as much time as they want with no enemies acting against them.

Once an enemy is placed on the board however, the game switches to combat mode, where everything is tracked and everyone can only do a certain number of things on their turn.

Let's look at the two modes of play in detail.

Adventure Mode

In adventure mode the heroes are free to do what they want without interference from enemies.

This means that each player can do more in their turn.

For instance a hero could walk over to a shelf, see what is on it, pick something up and put it in their bag.

If the hero were in combat mode they would probably only get halfway to the shelf before their turn was over.

So now you ask, "just how long is a turn, and what can I do in my turn".

A turn is a variable amount of time. It is just long enough for everyone to do something on their turn.

So if the first player went to the shelf, looked at it and picked something up then that would probably take 2 or 3 minutes.

So the next player has at least that amount of time to do something.

That player decides to start flipping through the book on the wizard's desk to see if there is anything interesting. This may take 10 minutes time.

So the next hero decides to start knocking on walls looking for a false door or secret passage.

Now it has come back to the first players turn that went to the shelf.

He can either decide to wait for the other heroes to finish what they are doing and then take an action (such as moving to the next room where there may be enemies) or he can go and do something else in this room.

And here is the important part. If he were to open the door and there are enemies behind it, then they would have come in before the other heroes had finished their actions (which have already occurred).

This would be inconvenient for the Demonlord.



What if that player had found something in the book, now they would not have found it, but would know that it is there and what about the secret passage? Again, they would not have found it but would know that it is there.

But if the hero decides to do something in the room, instead of leaving then there is little chance of something happening to spoil everything. Perhaps he decides to listen at the door instead, or take another look at the shelf, or rummage around in the fireplace. All of these actions would be acceptable.

So it is a useful rule to have in the game that the hero would have to wait until his companions are finished before moving on to the next room.

Now this would seem to limit the first hero who takes his turn, and it is somewhat true, but since he is first he also gets to be the first one to run into the room and decide what he wants to do.

In adventure mode there is no real need to even take turns except for fairness.

Everyone should get a chance to do something, and everyone should have a chance to grab some loot, or do something interesting like pull the big shiny lever.

Taking turns is also most fair when players disagree about what they want to do next.

Perhaps one hero wants to pull the lever while the others do not.

On the heroes turn he is free to do whatever he wants and can pull the lever if he likes.

Or perhaps there is a lot of shiny treasure in the room. The first one in the room is clearly going to get their pick of the treasure (it is a good idea to discuss how the treasure will be shared before beginning the adventure by the way). So it is important to establish who's turn is next at all times when the stakes are high.

There are more details about adventure mode later in this book for the Demonlord but for now this gives you a good idea of how things work.

For now just remember that turns are only important if the heroes are in disagreement about something, or are racing to get to something before the other heroes.

Who goes first in Adventure Mode?

In games of LoSS the hero to the Demonlords left goes first. Play then continues clockwise around the table until it comes to the Demonlord's turn. If the Demonlord has something special which happens on their turn then it will happen now.

Next the player on the Demonlords left will play and so on.

If there is a disagreement about who can do what and when the Demonlord will declare that the heroes will need to start moving their figures according to normal combat movement (see pg 44) and will be limited to one action per turn just like when in combat.

Combat Mode

Starting Combat Mode

Combat mode begins the moment an enemy is placed on the Demonboard.

Usually this will be when a hero opens a door, revealing enemies behind it, or when a hero enters a room with enemies in it.

Where does the combat mode turn start?

With the hero initiating combat mode

As soon as the enemy is placed on the board combat mode begins. The revealing hero takes a full combat turn (read below for more on the turn). Play then continues to the heroes left. If this is another hero then they take a combat turn, and so on.

Once the turn comes to the Demonlord they may move and attack with the enemies.

The Lair will say if Demonlord moves first

The lair may include instructions that the Demonlord moves first when an enemy is revealed, this may be a surprise attack or some other special feature of the Lair.

If this happens the revealing hero's turn ends immediately and the turn goes to the Demonlord.

The Demonlord takes their turn and play then continues to the hero on the Demonlords Left.

The Turn in Combat Mode

In Combat Each figure takes a full turn.

When a hero is taking their turn they may use all the figures they control.

First they take a turn with each of the followers they control, in whatever order they choose, then take a turn with their hero. Every follower on the board is controlled by only one of the players (see pg xx for more on followers)

Each figure takes a full turn before ending it's turn and moving on to the next figure.

During their turn each figure can do all of the following, in any order the controlling player wishes.

Move (see pg 43 for more on movement)

Attack (see pg 49 for more on combat)

Something other than attacking (Sota) (see pg 45 for more on Sota)

They may do these in any order and may make partial moves, like move 2 squares, attack, and move 2 squares.

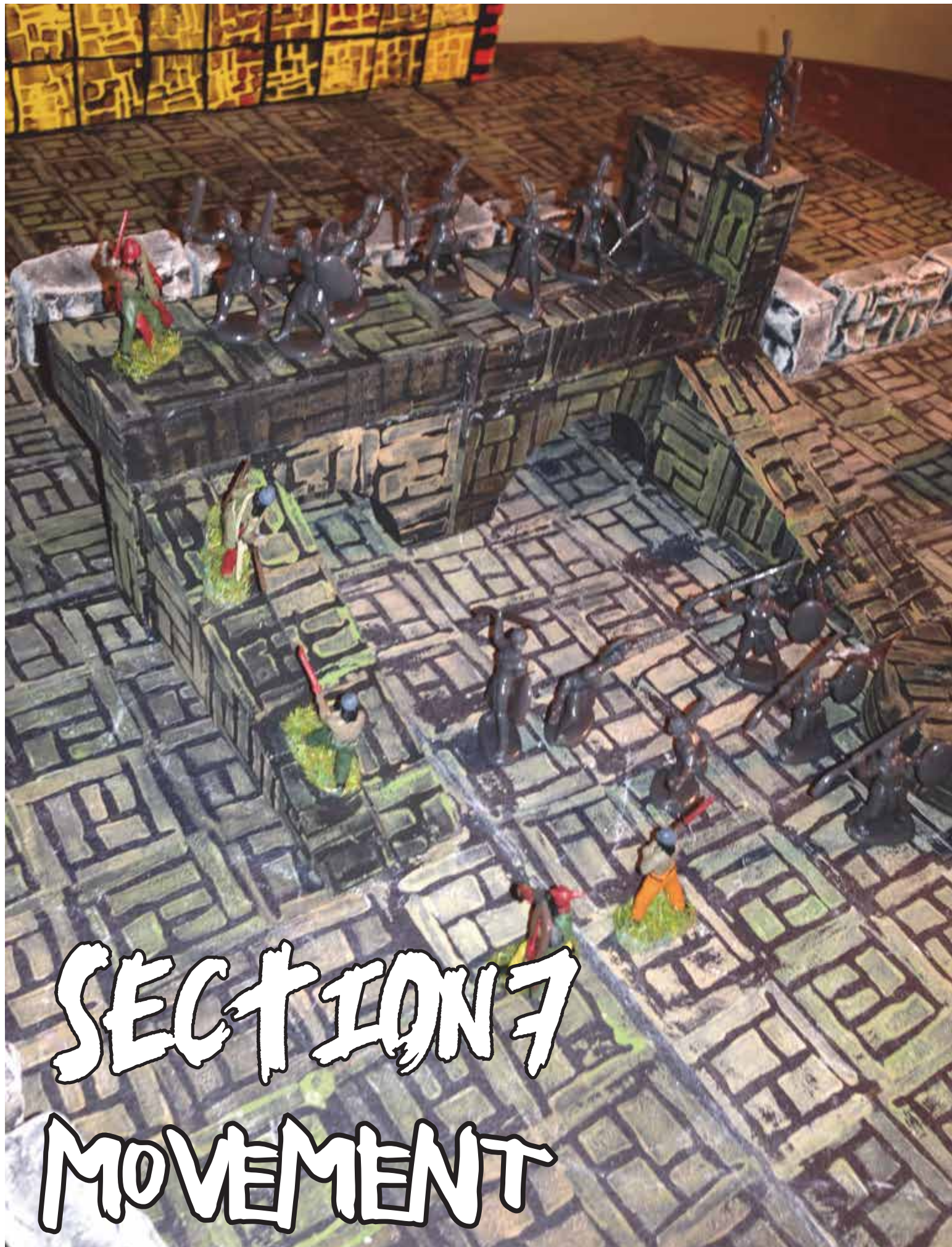
Ending Combat Mode

Combat mode ends as soon as the last enemy is removed from the board. Usually this is due to an attack. So if a hero dispatches their enemy and it is the last one on the board, play switches to roleplaying mode with the next turn going to the next hero clockwise.

If it was the Demonlord then play continues to the hero to the left of the Demonlord.

This is a very important rule because there are a lot of valuables up for grabs when the last enemy is killed. The heroes may have a system set up for dividing the spoils but otherwise it is "first come first serve".





SECTION 7
MOVEMENT

MOVEMENT

44

MOVEMENT

When playing LoSS movement is important.

Usually it can be guessed or approximated, like when travelling from one town to another.

The Demonlord can simply say, "it takes you two days and you are there."

Movement in Adventure mode

When in a lair, and in adventure mode, movement is also fairly abstract.

The hero need only say, "I'll go over to the bookcase" and puts their figure next to the bookcase.

The figure should be placed where the hero is, not to track how far they can move or who will do something first, but to show where they are when enemies are activated.

Movement in Combat mode

When enemies are activated play switches to combat mode and movement must be tracked accurately so that players and the Demonlord will know who can attack who, and when.

Movement in LoSS is very simple.

The movement stat

Every hero and enemy in the game of LoSS has a movement stat.

This is the box marked "Move" on the hero sheet or listing for the enemy. This is how many squares the hero or enemy can move on the Demonboard.

They may move up, down, left or right, or diagonally, as shown on the chart to the right.

Heroes and followers may move through squares containing other heroes or other followers.

They may not stop on a square containing heroes or followers.

Heroes and followers may not move through or onto a square containing an enemy.

Enemies may move through squares containing other enemies but not through squares containing heroes or followers.

Heroes and enemies may make partial moves. For example if they have a move of 4 they may move 2 squares, attack, and move 2 more squares.

A figure may choose to move only a portion of their move stat. This is fine. They will lose any remaining moves that they have once they end their turn.

Facing:

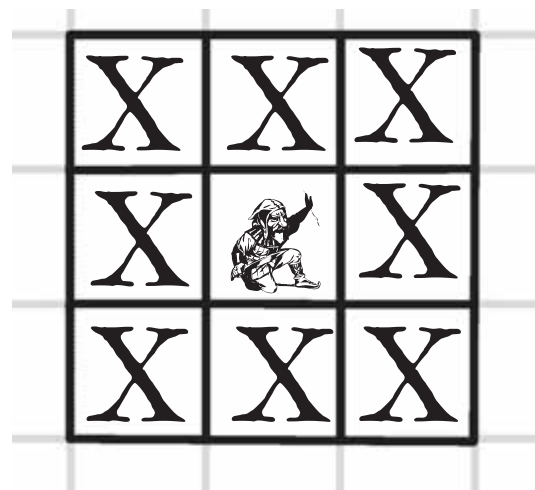
Figures have no facing in the game of LoSS. This means that a figure on the board does not have a front, back, or side. The figure may be pointed in a certain direction but they may see, fight, or shoot in any direction they choose. There

is no cost for "turning" a figure, and no special rules for attacking a figures front rear or sides.

Moving and combat

A character must move next to another figure to attack it (see combat pg 49 for more information on combat). The figure may move away from combat as well. This means that even if the figure is fighting another figure it may choose to move away from that figure on it's turn without any sort of modifier or special rules for leaving combat.

Movement

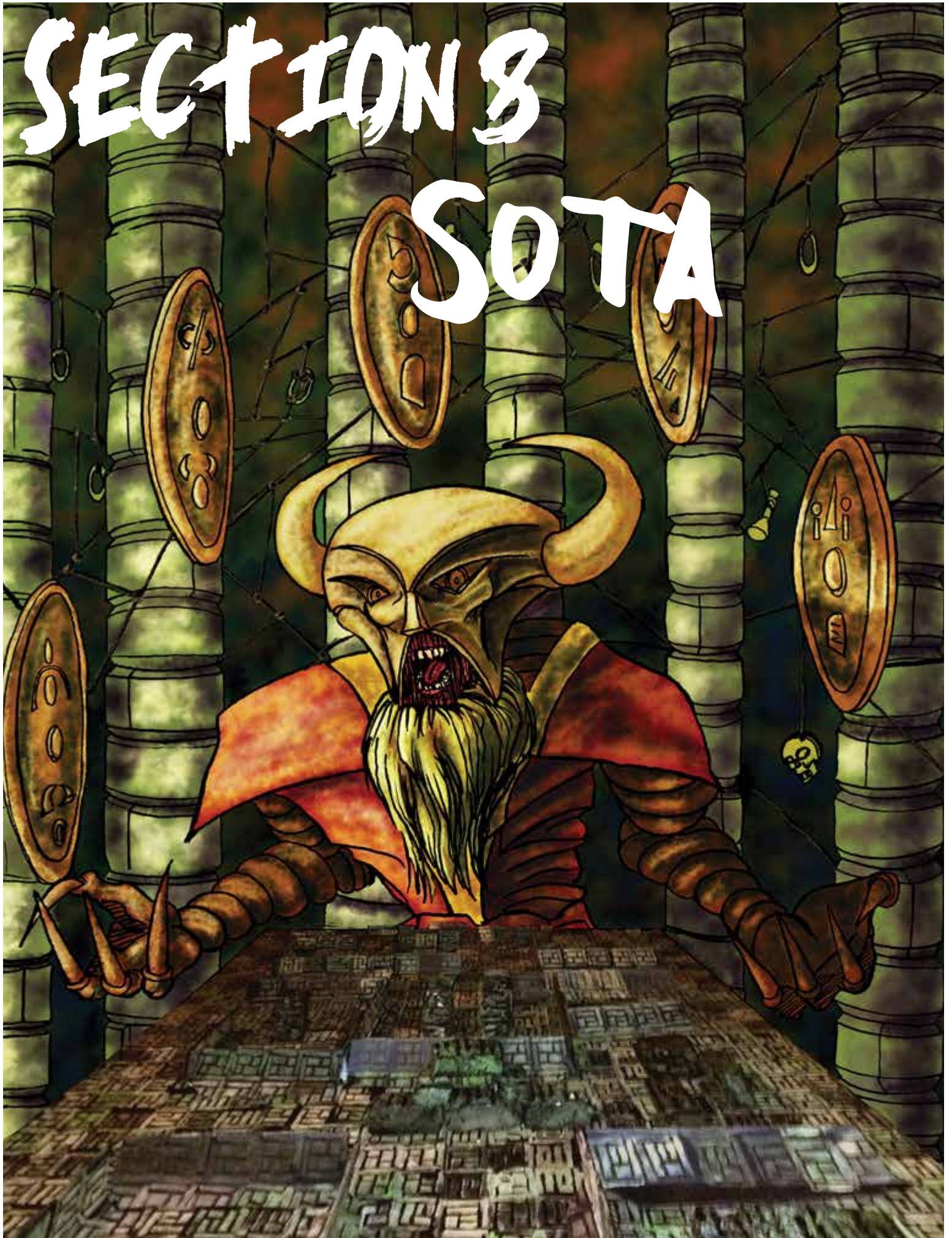


The hero may move to any square marked with an X

Movement and Armor

The 4 square movement score assumes that you are moving deliberately and defensively at all times. It also takes into account turning to face enemies or turning to face an enemy and backing away while defending yourself. This is also why the amount of armor you wear has no effect on your movement. Remember Armor is made to be moved in. It is not as heavy as historians would have you believe, and if you are moving slowly and defensively anyway, it will not further hinder your movement in any way.

SECTION 8 SOTA



DOING SOMETHING OTHER THAN ATTACKING (SOTA)

In typical fantasy video games and board games you are usually limited to: attacking, moving, or in really high concept games, pulling a lever or listening to someone else spew out a bunch of text (usually telling you to pull a lever).

In a tabletop role playing game (yes that's what we call these things) you sit around a table, the Demonlord throws the board down and you can indeed, move, attack, and if the scenario calls for it, pull a lever.

But the real fun of role playing games is going off script, doing something completely unexpected. Something the Demonlord or scenario writer didn't think of, something really cool. That's where these rules come in.

In other games you may have books full of rules, endless tables for effects and defenses versus every possible contingency and endless errata and corrections for those rules.

In LoSS we have one set of rules:

Do something other than attacking.

This is for doing anything in LoSS other than attacking, like opening a door, jumping over a pit, swinging on a chandelier, levering open a chest, and other heroic deeds.

This is further broken down into two modes, doing something while in adventure mode and doing something while in combat.

Sota during adventure mode

During your turn you can simply tell the Demonlord what you would like to do. Anything that would be considered "Easy" will be automatically successful.

If there is any doubt whether or not you would be successful, like lifting something heavy or trying to do something mechanical like fix a door, then dice will be required to decide.

The Demonlord will decide if something is Easy, Difficult, Very Difficult, or Impossible

Deciding Difficulty and Effects

Easy Things:

In adventure mode heroes are able to do Easy things automatically with no dice roll, these are things like opening a door, picking something up or reading a book.

Difficult Things:

If it is difficult then the hero rolls 2 dice and adds the score together. If the score is 7 or higher then they succeed! A score of 6 or lower is failure.

The Demonlord may allow heroes to add an applicable bonus to the dice roll, such as the body bonus for feats of strength.

If other heroes are close to the hero making the attempt then they may be able to add applicable bonuses to the die roll if the Demonlord deems them able to do so, such as many heroes helping to move a boulder.

Very Difficult Things

If the task is very difficult then the hero must roll a 10 or higher on 2 dice for success. Stat bonuses may be used.

Impossible Things:

These are things that no regular person could ever do. Like climb a smooth vertical wall, or lift an impossibly heavy boulder, but heroes are not regular people.

Impossible things require a roll of 14 or more on two dice to accomplish.

This is clearly impossible to do normally, but heroes may have bonuses to their die roll from their stats or special skills, making the impossible possible, but only for heroes like themselves.

Sota during combat mode

Combat mode occurs whenever there is an enemy on the board.

Difficult, very difficult, and impossible tasks are rolled for in the same way as in adventure mode but easy tasks are no longer automatically successful.

Under the pressure of combat easy tasks now require a roll of 4 or more on 2 dice to succeed.

When fighting off an enemy simple things become difficult, even opening a door and running through can be difficult if someone is attacking you.

How long does Sota take?

The player is considered to have 5 seconds of time during their turn while in Combat Mode. So whatever your hero could do in 5 seconds they can do on their turn. The

A special Note for the Demonlord on deciding difficulty

When deciding the difficulty of actions and what their effects are be as fair as possible. Don't decide that something would be very difficult just so that you can beat the heroes, they will not want to play with you for long.

Also, when deciding what the effects of Sota actions are, be as fair as possible.

Remember your job as Demonlord is to be the referee, not to be another player. Make sure that your scenarios are run fair and clean and if a player comes up with something cool to beat the scenario then let them do it. Your job is not to beat them but to play the scenario fairly.

Demonlord may decide it takes more than one turn for an action in which case they may have to wait until their next turn for their action to have an effect.

Something that will take multiple turns to complete can be stopped by attacking the hero before the action is complete.

After resolving the combat as normal the hero must begin the action over again.

The special SOTA rules.

Sota cannot be used to attack:

The point of the “other than attacking” rule is that you can do something other than attack. It is not meant to be used to cause damage to enemies, especially if the Sota roll would be easier than making an attack.

So something like throwing a boulder at an enemy is an attack, you would make an attack roll, but pushing a boulder in front of a doorway to keep people out is not.

Swinging on a chandelier into an enemy is an attack, swinging over their head and landing behind them is not.

Sota and the Demonlord:

The Demonlord and his minions may not do Something Other Than Attack unless specifically described in the scenario.



SOTA exception:

The Demonlord can undo any SOTA the players do by making the same die roll.

Sometimes the heroes will do SOTA that will clearly be more effective than it should be.

For example: a simple rope stretched across a hallway back and forth several times, making a kind of net or fence. It would be a Sota roll of 7 for a hero to set this rope up. If the hero were to try to move through this it would be a Sota roll of 7 to climb through the ropes, but the Demonlords minions cannot do Sota and so would be stymied by this simple rope, unable to make a Sota roll to get past it.

Any intelligent human should be able to simply cut the rope and walk through, or at the very least to slip through the gaps in the rope barrier. But this would be considered something other than attacking in the game of Lair, which is not allowed for the Demonlords minions.

So, with the Sota exception, the ropes that take a 7 on a SOTA roll to set up require a roll of a 7 by one of the Demonlords minions to cut. Of course the Demonlords Minions do not have the bonuses of the heroes to help them, such as Body or mind.

Sota Door Exception

A Demonlord's minion can open any unlocked door leading to an already explored area with a Sota roll of 4.

Demonlord minions cannot open doors to unexplored areas unless specifically stated in the rules of the current Lair.



Why not just give the Demonlord Sota?

To allow the Demonlord to do Sota would give him far too much power. With this much power the Demonlord would be unable to have as much fun with each encounter, trying their best to kill the heroes. He would be relegated to the role of mere referee again, no longer able to actively try to best the heroes. So in Lair this power is traded, the all powerful game master gets to be a player of sorts.

SECTION 9

COMBAT



COMBAT

Here we are! The Combat section. The heart of every Fantasy roleplaying game. What's the point of all this wandering around in a Lair to scoop up treasure if there wasn't anything there to defend it? Without risk there is no adventure and there is nothing riskier than combat with an enemy, no matter how strong they are.

In LoSS combat is fairly simple. There are no charts to consult at any time to determine if you "hit" your enemy.

In LoSS when you make an attack you roll 2 dice and add your Attk score to the total, the enemy rolls two dice and adds their Attk score to their total. The one with the highest total wins the combat and gets to do damage to their enemy.

But even the winning fighter takes a little damage, to represent getting tired from fighting.

Even the greatest warrior can only fight so many peasants before being overwhelmed by their numbers.

Both fighter and attacker may also be wearing armor, which absorbs and deflects damage caused by winning attacks. However armor does not protect them from getting tired.

In Lair of Sword and Sorcery damage is caused to the endurance score, to represent the enemy wearing down your defenses, once you are exhausted (endurance 0) you are not able to defend yourself as well and the enemy has a chance to get in a crippling or mortal blow.

If a fighter with 0 endurance is forced to take any damage, whether by fatigue or the enemy winning the combat, they must make a Death roll. To see if they are taken out for the remainder of the combat. Their final fate is not decided until after the combat and their comrades can check them.

And that's combat in a nutshell!

Read on for all the details and special rules for combat in the game of LoSS.

Hand to Hand Combat

Time to attack

If the hero is on a square next to an enemy, whether in front of them, behind them, diagonal to them or to the side the Hero may attack the enemy. In lair of sword and sorcery the figures are not considered to have a "front" or back and are used only to mark the hero's place on the board. The hero is able to turn in any direction at any time. See the diagram to the right for where the hero may attack.

The Attack Roll

To make an attack the hero rolls 2 dice and adds the total to their Current Attack power (see pg 22 for more on Attk) on their character sheet.

The enemy then rolls 2 dice and adds the total to their attack score.

If the Hero's score is higher he wins, see "Hero Wins!" for effects.

If the Hero's score is lower he loses, see "Hero loses" for

effects.

If the score is the same then they have a draw, see "A draw" for effects.

Hero Wins!

The hero has come out on top in the flurry of blows. To see how much he has weakened his enemy the hero rolls 1 die. The hero adds his Current Damage score (see pg 23 for more on Damage) to the dice roll to get the total damage he has done.

The enemy then subtracts their Current Defense (see pg 22 for more on Defense) from this amount of damage as their armor has absorbed some of the damage or they have dodged some of it.

If the total damage done is now 0 or less due to the enemies defense than the hero still does 1 point of damage to their enemy. Subtract this amount from the enemies current Endurance.

The winning hero also takes 1 point of damage to their endurance for being in combat.

Hero Loses!

If the hero loses the enemy gets to score damage on him. The enemy rolls 1 die and adds their current DMG score. This is how much damage they do. You now subtract your defense from this total and deduct the total from your endurance.

If the amount of damage is 0 or less because of your defense then you still take 1 point of damage to your endurance.

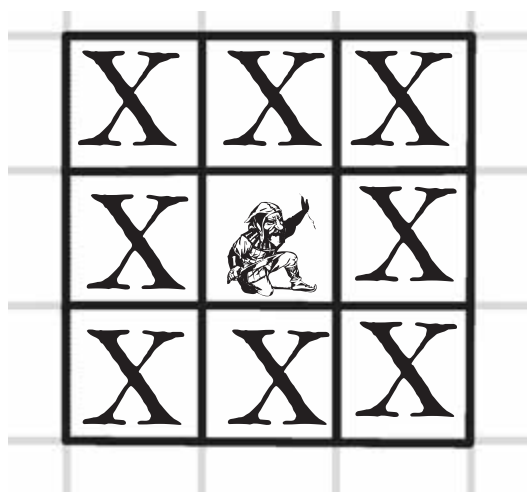
The Enemy however, also takes 1 point of endurance damage for being in a combat. Just like the hero, the enemy always takes at least 1 point of damage

A Draw:

Both the hero and the enemy take 1 point of endurance damage, regardless of current attack or defense scores.

Now that you know the basics let's look closer at the combat scores and what they represent.

Attack:



The hero may attack any square marked with an X

The attack section is your heroes fighting ability. It is how hard they can swing a weapon to batter down enemy defenses, their skill with a weapon to both attack and parry or block an opponent's attack with their weapon.

As we saw in character creation, the Attk score is made up of the combined bonuses for Your Body score and any applicable veteran skills.

The Attk score is added to the dice roll in combat when attacking.

Negative attack score:

A negative Attk score is subtracted from the dice roll when attacking in combat.

Damage:

The world of Kartharka is brutal and hard. A single blow from your enemy can easily kill you. Medicine is crude and any serious injury will soon lead to death even if you are not killed immediately on the battlefield.

You will want to depend on your ability with your weapon to keep an enemy from getting a blow in, and wear plenty of armor to keep those blows from causing damage when they land.

Note that all regular weapons in the LoSS game cause the same damage (1d6). The damage caused by your weapon is more than enough to kill most men and animals without adding more bonuses.

If you are fighting much larger animals or highly trained fighters the only thing that will save you is being extremely good with a weapon.

However certain weapons, such as steel or magical weapons may give you a bonus to Damage.

Certain Veteran skills will also give a bonus to damage caused in Combat.

This is represented by a DMG bonus and should be written in the current DMG box on your hero record sheet.

Whenever rolling for Damage in combat add this amount to the total score.

Negative damage score

Negative damage scores are very rare in LoSS but just in case one should turn up use the following rules.

A negative score in damage is applied to any damage roll the hero makes.

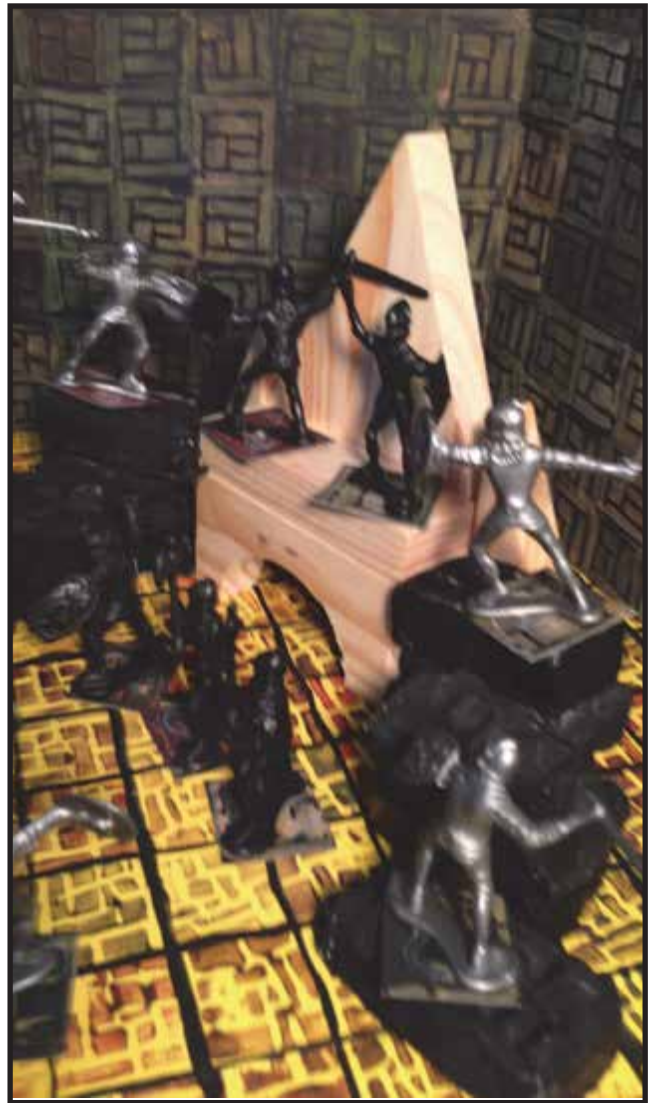
For Example:

If a hero has a -2 damage stat, whenever they roll damage they subtract 2 from the roll. So if they roll a 4 they only cause 2 damage. If they roll a 1 then the enemy still takes the minimum 1 endurance damage for being in combat.

Special Damage Rule

You always cause at least 1 point of damage when in combat.

You will always take at least 1 point of damage when in combat, unless another rule overrides this (primarily missile weapons: see pg 52 and long weapons: see pg 54).



Endurance:

A hero's endurance refers to their ability to last in combat before being overcome by their enemy. It is a combination of physical endurance such as the ability to run, swing a weapon, and block others attacks without becoming too tired to continue fighting.

It is also the Heroes ability to withstand knocks and bruises, small stabs and slashes and other physical injuries which can incapacitate a fighter without necessarily killing them. Taking a blow to a shield, while still less painful than having your ribs crushed, still hurts. The Heroes ability to ignore and withstand these minor injuries is key to continuing a drawn out fight.

The starting endurance for all Heroes is 8. A normal man has 4 endurance for comparison.

This is because Heroes also have a great deal of luck on their side, a blow which should have hit, misses by an inch and the Hero is safe.

As we saw in the Character creation section a hero's endurance is 8, plus their vitality bonus, plus any applicable Veteran skills.

What happens when you get to 0 Endurance?

A hero or enemy is considered able to defend themselves until they are down to 0 Endurance. Any attack on the enemy after they reach 0 endurance, whether successful or not, has a chance of striking a mortal blow.

When attacking someone with 0 endurance roll for attack like any other combat. The 0 endurance fighter may get a lucky strike in before dying, causing extra damage to the attacker.

Instead of the 0 endurance person taking damage however, they roll 1 die and consult the chart below.

The Death Roll

1-3 *they have been struck down and are unable to fight for the rest of the battle. Lay their figure down flat to signify this.*

4-6 *they have managed to avoid any serious blows through a frantic swinging of their weapon. They continue to move and fight in combat as usual (still at 0 endurance).*

Once the current battle is over, when either the heroes are all dead or fled, or the enemies are all dead or fled, you may check on those who have been dealt a mortal blow. If they belong to the Demonlord they can be considered dead, either they are dead already or the heroes put them to the sword after.

If it is a hero they must now roll a die to determine their fate.

The Fate Roll

1 or 2 *the hero has died, either immediately or soon after the mortal blow.*

3 or 4 *the hero is severely injured but will recover with time. Their role in the current scenario is over but if the any of the heroes succeed or at least are able to flee safely, they are able to bring the injured hero back with them to be nursed back to health.*

5 or 6 *The hero has been dealt a stunning blow but comes to shortly after. They still have 0 endurance but are able to rest and move on like the other heroes (see pg 51 for Resting).*

Defense

The Defense section is all the things which protect you from being injured in combat, your ability to dodge a lethal blow, protective armor and learned skills in combat.

As we saw in Character creation your Defense score is a combination of your Quickness stat bonus, Your armor worn, and any applicable Veteran skills.

(see pg 37 for armor; see pg 38 for steel armor)

Whenever you take damage to your Endurance while in Combat, you first subtract your defense score from the damage. Your defense has absorbed or avoided some of the damage.

For example:

You take 6 points of damage but you have 4 points of defense.

You subtract your 4 points of defense from the 6 points of damage leaving 2 points of damage, which you take off your current Endurance.

Or for example you take 6 points of damage and have 6 points of defense.

You subtract the 6 points of defense from the 6 points of damage, leaving 0 damage. But remember you still always take 1 point of damage (see pg 50) so subtract 1 point of damage from your current Endurance.

Negative defense score.

A negative defense score is rare but possible if the hero took a weakness in quickness. Use the following rules for negative defense scores.

The negative defense score is added (instead of subtracted) to any damage rolled against them in hand to hand fighting or missile combat.

For example:

If the enemy caused 2 points of damage, and the hero has a -2 defense, then the enemy actually caused 4 points of damage to the hero.

This does not affect the minimum 1 point of endurance damage they receive for being in combat, even when winning. That is still just a 1 as it only represents the tiring of the hero.

But if the enemy wins the combat, and only rolls a 1 on their damage die, then the hero in the above example would take 3 points of damage.

Resting

A hero can regain their endurance by resting.

Resting in their Demesne:

If they have returned from the Lair and are in their own Demesne (see pg 76 for demesne) then a single night's sleep will restore all their lost endurance.

Resting on the road or while travelling:

If they are still on the road and travelling they must rest for an entire day to restore all of their lost Endurance.

Resting while in a Lair (see pg 86 for more on lairs):

At any time when there are no enemies on the board after a combat the group of heroes can attempt to rest.

Depending on the scenario they are playing they may be interrupted by an enemy coming in, or may be ambushed by the enemy suddenly.

If the Demonlord says that they have successfully rested (because the Lair instructions do not tell them otherwise) then they may regain half of any endurance they have lost (round up). No matter how long they rest the amount regained will not increase.

The longer you sit in an enemy's stronghold, doing nothing, the worse the tension gets, and jangled nerves do nothing for your combat prowess.

For example: a hero has an endurance of 10. In fighting they have gone down to 2 endurance.

Resting would allow them to regain 4 of the 8 endurance they have lost bringing them up to 6.

Then if they are able to somehow make it through the next combat without losing any endurance (hiding works), then they would regain 2 of the remaining 4 endurance bringing them up to 8.

If they again are able to rest after hiding through another combat they would regain 1 of their 2 remaining lost endurance points.

If this coward hides through yet another battle then they would indeed gain the last remaining endurance point bringing them up to full (technically they would get half a point but rounding up brings it to one point).

Fleeing

At any time during the scenario the heroes can choose to flee back to their homes to lick their wounds. This will usually mean failure in the scenario, leading to the success of whatever dire scheme which the enemies were attempting.

This will often have a negative effect on the lives of the heroes and those of the others living in the area. But sometimes fleeing is the only way to survive to fight another day.

To flee the scenario the heroes can simply head toward the entrance which they came in. If they are able to leave the Demonboard they are considered safe.

If even one hero is able to leave the Demonboard, any struck down or severely injured heroes are considered to have escaped with them.

If someone else is struck down or severely injured after this time then they will have to wait for the next fleeing hero to take them out of the Lair (if there is another hero that can flee)

Unarmed Combat

Fighting without weapons:

When fighting with any weapon in Lair of Sword & Sorcery you roll one dice for damage.

Animals and monsters consider their claws or teeth to be weapons and also roll one dice for damage.

If for some reason you find your hero to be without a weapon of any sort the following rules apply.

Fist to Fist:

If fighting an opponent with no weapons (a fist to fist fight) then attack and roll damage as normal. If you opponent is wearing armor when you try to punch them you do not roll a dice for damage, you only cause 1 point plus your Current Damage score. Often this will mean that you only cause the minimum 1 point of damage. You will also take the usual 1 point of endurance damage when attacking.

If the enemy wins the combat the same rules apply when

they roll damage as well.

This means that if Both fighters are wearing armor the one with the higher endurance or higher Damage score is probably going to win. Since each fighter takes and receives 1 point of damage every time they attack.

Fist versus weapon:

If you are using your fists and your opponent has a weapon the same rules apply.

The fighter using their fists rolls damage as normal if fighting an unarmored opponent.

If the opponent is armored they only cause 1 point of damage if they win the combat.

If the fighter using their fists loses the combat they do not cause the minimum 1 point of damage.

They are easily able to hold you at bay with their weapon without tiring themselves too much.

Also when they attack you, if they win the combat they cause normal damage but do not take the 1 point of minimum damage.

If they lose the combat they still take the minimum 1 point of damage.

Missile Weapons

The Kartharkan bow is a vicious weapon capable of penetrating wood and armor.

A hero with a bow may fire it as their attack during their turn. If they decide to do so place a small marker next to them to show that they are holding a bow instead of a weapon and/or shield.

If they are attacked before their next turn they will have to fight using the barehanded rules as a bow is hardly a good weapon to defend yourself with.

Line of sight:

To fire your bow on your turn you first pick a target. The target may be any number of squares away. The target must be visible to your hero. This means that you can trace a line from the hero to the enemy with no intervening walls, closed doors, pillars, or other things that would block the hero's line of sight.

The Hero may fire through a square occupied by a friend but not through a square occupied by an enemy.

Cover:

If the target is behind an obstacle like a barricade, table, half wall, bush, or similar cover count this cover as an additional shield, as per the combat rules (the enemy gets +2 to their attack roll).



Attack roll with a bow:

Roll to attack as you would with a sword or other weapon adding your attack bonus (but not your shield bonus) with the enemy rolling as well to avoid the shot (they use their attack bonus as well as their shield bonus).

If you win the combat you have hit your target. Roll for damage as usual but you do not take the usual minimum 1 damage for engaging in combat.

Firing a bow is far less tiring then going head to head with a fighter hand to hand.

If you lose the combat roll then you miss your target. The enemy does not take the usual minimum 1 point of damage as the arrow did not hit them. The shooter takes no damage.

When rolling to hit for a missile attack with a bow or thrown weapon, a tie is considered a miss.

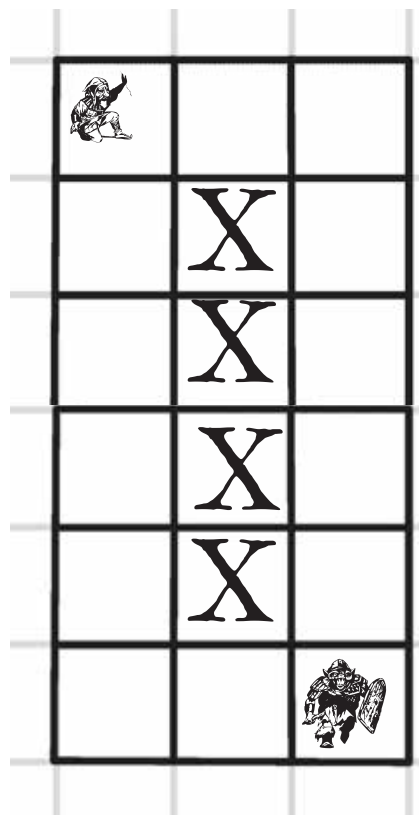
Thrown Weapons

Throwing knives and axes have a shorter range than the bow

All of the same rules for bows apply to throwing weapons except:

You may only throw them up to 4 squares away (see thrown weapon diagram to the right for how to count range)

You do not have to place a marker next to the hero when using a thrown weapon as they still have a weapon in their hand.



Counting range for thrown weapons





Special Weapons

FIGHTING WITH TWO WEAPONS

By giving up the use of a shield, the hero may choose to fight with two weapons.

The hero using two weapons will have a +1 to their attack score and a +1 to their damage score.

LARGE TWO HANDED WEAPONS.

If the hero chooses to use a two handed weapon they will receive a +2 to their damage score.

Note that a hero can clearly not use a shield with a 2 handed weapon.

These weapons include 2 handed axes, 2 handed swords and Kartharkan maces being used 2 handed.

Note that Kartharkan maces can be used 1 handed or 2 handed, it is up to the hero using it.

LONG WEAPONS

These weapons include; Halberds, 2 handed war spears and hunting spears.

These are long reach weapons allowing the hero to make an attack on a square 2 spaces away, instead of only the square bordering the hero.

Heroes armed with long weapons may even attack an enemy through a square occupied by someone on their own side.

They may not attack through a square occupied by an enemy however.

See the diagram to the right for where the hero may attack.

When attacking with a long weapon make the attack roll in the usual way.

However if the attacker with the long weapon loses the combat their enemy does not get to make a damage roll, they are not close enough to wound the wielder of the long weapon.

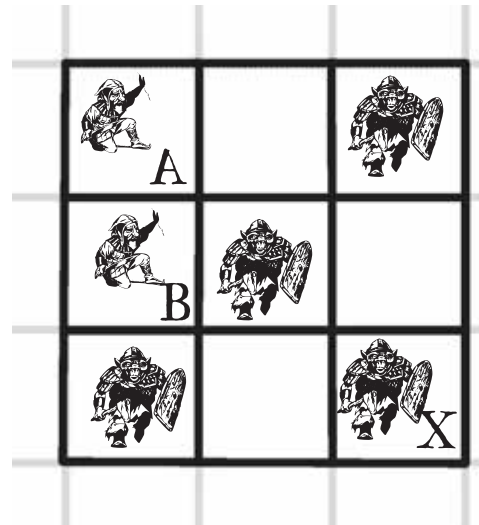
However the attacker with the long weapon still loses the minimum 1 endurance point for being in combat.

If an enemy does move into a square bordering the wielder of a long weapon the wielder will fight as if unarmed. These long weapons are almost useless when fighting close.

If two people with long weapons are fighting each other from a distance of two squares then the combat works in the same way as a regular combat as both combatants can reach each other with their weapons.

See the diagram to the right for an example.

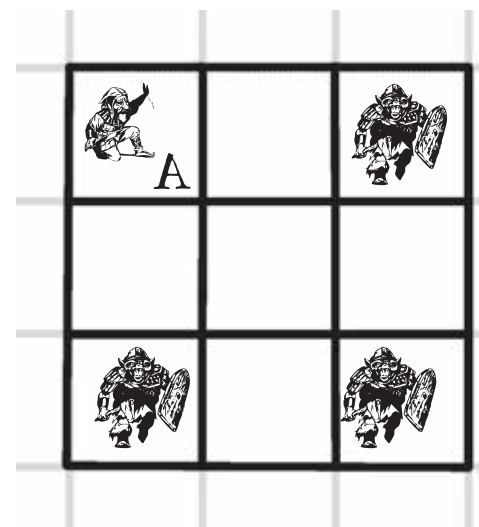
If two people armed with long weapons are fighting each other from adjacent squares then they both fight as if they were unarmed.



There are 2 heroes marked A and B. The rest of the fighters are enemies.

The hero marked A has a long weapon.

The Hero marked A may attack any of the enemies except the enemy marked X



The hero marked A has a long weapon.

All of the enemies have long weapons.

The hero may fight any of these enemies in the same way as if they carried regular weapons and were bordering each other.

SECTION 10

FAME AND FAVOR



FAME AND FAVOR

Fame! It's what a hero truly craves!

To have songs and stories of your bravery and skill spread throughout the land!

In this section we will look at the Fame and Favor rules of the LoSS game.

And also the effects of infamy, for being known throughout the land as a cheat, scoundrel and coward.

In many games there is an intangible idea of "Fame".

As Heroes complete their missions and conquer their enemies all the people of the land will hear of their exploits, and players may even try to trade on this fame to get a bit of special treatment from time to time.

For the most part the Games Masters of other games will have to make up their own minds about whether or not these attempts are successful. The opinion of the common people towards the player's characters is also left up to debate.

In these games the players may even try to trade on this fame to ask for favors from the local governments and other people.

In LoSS Fame and infamy are built right into the rules, and a favor owed by a king can be more valuable than a mountain of gold.

Fame and favor rules

In Lair of Sword and Sorcery "Fame" and "Favors" are very specific things and have their own rules associated with them.

Each hero has a certain amount of "Fame" and "Infamy".

It is a stat like any other and is written on the character sheet.

Whenever a hero commits a particularly noble or evil act their fame or infamy will increase respectively.

Certain scenarios will also award fame (or possibly infamy) to the heroes.

Once Fame or infamy is gained it never goes away.

For the most part a hero's Fame will not have a huge impact on the game. Just because a hero is famous he will not necessarily get free drinks at the bar. Nor will the bartender necessarily refuse to serve a hero who is infamous.

These scores can be used by the demon lord to color the reactions of the local populace, but will rarely have any bearing on the outcome of any specific roll of the dice or when trying to buy or sell something.

It helps the players to envision who their Hero is and to remember what they have done throughout their careers.

Fame does, however, affect the hero whenever they attempt to cash in a favor.

Earning Fame and Infamy

Fame is earned by the heroes for doing a great deed to benefit the community, or even a deed that benefits a single person if the stories are told often enough.

Most often fame will be awarded by successfully completing a scenario. This will usually be listed under the rewards for success (see rewards pg88 for more on rewards).

Fame can also be awarded by the Demonlord for any heroic act, especially if people are close by to witness it.

Usually heroes would gain only 1 fame point at a time but may possibly gain more for a particularly challenging or long quest, especially if it is in the benefit of the common people.

Fame can also be awarded for any particularly impressive acts, even if they help no one.

Once Fame is gained it never goes away.

Moving a particularly heavy stone, or beating another famous hero in an honorable duel will also grant a fame point if the Demon lord allows.

Heroes can also gain Infamy points. These represent the feelings of the population about the bad things the heroes have done.

Infamy points are earned in that same way as fame but are for evil acts or acts against the community.

Infamy is also sometimes the punishment for failing in a scenario with a noble objective, such as fleeing instead of rescuing a village from evil.

Failing to save the world grants infamy of its own kind.

Heroes may also be awarded infamy for publicly embarking on evil quests or quests that could harm the community.

Infamy is also given whenever a hero commits a crime where there are witnesses, like a dishonorable murder, or a public theft.

Once infamy is gained it never goes away.

As I said before fame and infamy points are not often used in normal play except to color the populace's reactions to the heroes.

They are primarily used when dealing with the mechanics of favors.

Fame and infamy, when gained, is never lost.

Having far more of one than the other, however, means that the people are willing to overlook the smaller score.

For example:

A normally good hero who has amassed 50 fame points sets a criminal friend free gains an infamy point, but the overwhelming fame means the population will be willing to overlook this one transgression. It may even serve as an amusing anecdote in popular song and legend.

To give a bit of context to just how famous the hero is look up their fame or infamy score (whichever is higher) on the chart on the following page.



Favors

In LoSS, when you complete a scenario, you don't earn just treasure and Veteran points. You can also earn favors.

Favors are very specific things in Lair which the heroes earn for completing heroic acts, often as a reward for completing a scenario. They can also be earned in other ways, sometimes for doing a favor for someone else, or even for knowing how to keep their mouth shut at the right time.

Fame and infamy are used to determine whether or not a favor can be cashed in by the hero, and whether or not the person granting the favor considers the debt to be "paid".

When cashing in a favor the heroes make a roll.

Depending on the person owing the favor the roll might be made using the Fame stat, the infamy stat, or a combination of the two. If the person who owes the favor is primarily "good" then the fame stat would be used. If the person is primarily "evil" then the infamy stat would be used.

Good and evil are unfortunately fairly vague terms and it is up to the Demonlord which should be used at any time, fame or infamy.

Earning favors

When a hero does something to help someone specific or the community as a whole they earn a "favor" from that person or community. Usually this will be listed as a reward for a scenario but the Demonlord may choose to award a favor for the heroes' actions.

Favors have a specific person or community associated with them. This is the person or group who will repay the favor.

Heroes will earn them for specific tasks, and usually will be told ahead of time that "the community will be forever in their debt" or some other such thing before the scenario.

They will usually be earned by completing a specific scenario.

They may also be granted by single person, a wealthy merchant, a lord or Targ, or even a takket farmer running a road house may grant a favor.

The most sought after favors are those owed by the gods. Doing a great service for the gods may be rewarded by a favor, and having a god "owing you one" is a good thing to have.

Gods can be difficult to find when calling the favor in, however, though their priests have been known to act in their place for these things.

Favors are not granted only by good and noble people and communities. The heroes may find dark gods and evil priests owing them a debt.

The players should track all favors on their Hero Record sheet. Who owes them the favor, and why, should be tracked carefully.

Cashing in Favors

In games of Lair of Sword and Sorcery favors can be far more valuable than gold, increased Veteran skills, magic weapons, or even armies in some cases.

Heroes seeking true power should carefully collect favors, cashing them in only when most necessary and for greatest reward. Building your fame before cashing in your favor can increase its value.

Who to petition

To cash in a favor the hero must consider who they should petition.

If the favor is owed by a person they must seek this person out first, or at the least have a way to contact them, by messenger, or through another go between.

If the favor is owed by a community then the hero may petition anyone within the community.

However the power of the people within the community varies greatly. If the community of Stroh Branoch owes the hero a favor, the Hero will be best served to seek out the Targ to repay the favor as their resources are far greater than the Takket herder who lives down the street. But if all they require is a Takket, the Takket herder may serve just as well. It may be a waste of a favor but if the Hero really needs a Takket right now and cannot wait for an audience with the Targ then go right ahead.

If the favor is owed by a god then the Hero will have the best results if they are able to speak to the god directly. However this would be a difficult and rare thing to accomplish. Usually the hero will have to make do with petitioning the temple of the god, or one of his priests if the temple is too far off.

Be specific in your request

Once they have found the proper person to make their petition to, they must decide what exactly to ask for.

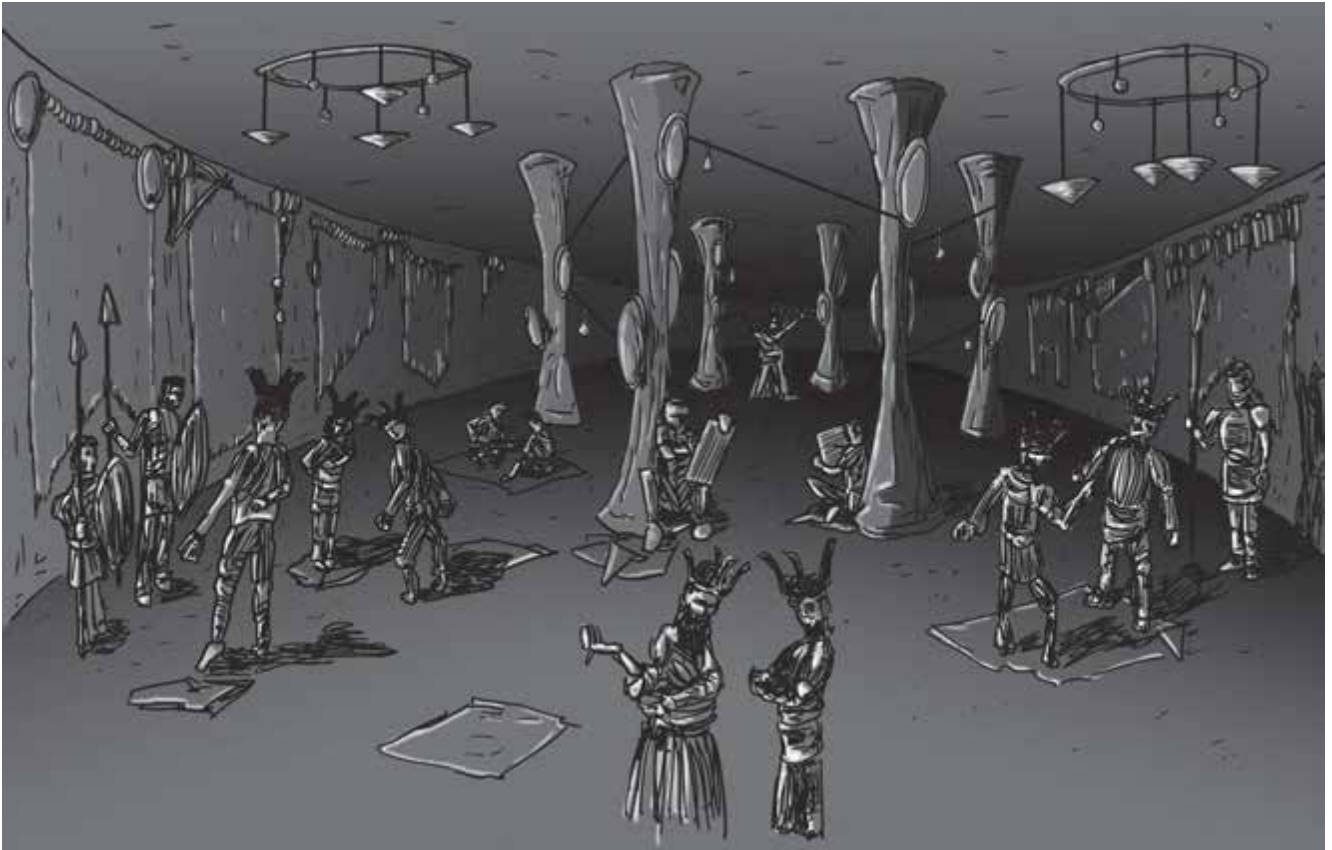
Scale of the request

Keep in mind the abilities of the person granting the favor. If they are asked to do something that is just inhumanly impossible, or so far outside of their moral code as to make it impossible for them to consider, the favor will likely be cancelled.

Consider the scale of the task performed to earn the favor. The request should not be outrageously more than the original act performed to earn it.

Take into account the fame and infamy of the Hero making the petition. A favor may be more valuable to a hero with 30 fame than one with 10.





MECHANICS OF THE FAVOUR ROLL

The actual Favor roll can be a little complex. But don't worry all the parts are explained in detail below.

1. First determine the heroes **RECEPTION BASE SCORE**, it will be a number between 1 and 10
2. Determine the **REQUEST VALUE**, which will be a number between 1 and 10
3. Determine the **ACT VALUE** which earned the favor, again a number between 1 and 10.
4. Minus the **REQUEST VALUE** from the **ACT VALUE** (it may be a negative).
5. Apply this to the **RECEPTION BASE SCORE** by subtracting a negative, or adding a positive number.
6. This final number will be the **PETITION ROLL**. The player must roll 2d6 and if the total is equal to or lower than this number the favor is granted.
7. Whether the favor is granted or not the player rolls two dice again against the same number to see if the debt has been considered paid. If the roll is equal to or Below the number on two dice the Favor is considered to still be owed. If the total is higher than the number the debt is considered paid.

That's a whole lot of special rules to take in at once but don't worry, favor rolls don't happen too often. Read through the sections below then come back up and read this part again and it should make more sense now.

Also, at any time the Demonlord may, if the player agrees, deem that the favor is granted without rolling and that the favor is considered paid.

This is useful for small requests that the heroes may make early in the game such as a suit of armor or a takket.

If there is any questions as to whether the favor should be granted then the Demonlord should require the player to make the favor roll.

Reception base score

First the hero must determine how well he is received.

If the person they are petitioning is, overall, a good one, then the Hero will subtract their infamy from their fame. This may be a negative.

This total should be divided by 10 (round up) This is their reception base score. This may be a negative.

If the person is, overall, an evil one, then the hero will subtract their fame from their infamy, and divide the total by 10 (round up). This is their reception base score.

The reception base score is used to show just how much they impress the favor giver before even making their request. It will usually be a number between 1 and 10 but may be a negative score if the hero is more evil than a good favor granter, or more good than an evil favor granter.

$$\text{PETITION ROLL} = \text{ACT VALUE} - \text{REQUEST VALUE} + \text{RECEPTION BASE}$$

Request value

Now consider the value of the request versus the value of the act that earned the favor.

This can be hard to value, but the best way is to use a number system.

Give the value of what is asked a ranking between 1 and 10.

1 being a trifling request, 10 being along the lines of seriously affecting the favor givers interests.

Take into account the resources of the favor giver when considering this value. The value of a Takket will be much higher to a miner than it would be to a Lord.

The best way to consider it would be to think of 1 as something the favor giver would think little of giving to a friend. A 10 would be something which would seriously affect the future of the favor giver.

A miner may not be able to continue his work without a Takket but may feel so indebted to a hero that he will give it. This would be a 10.

For a lord, commanding his armies to attack a neighboring lord may be considered a 10. If it goes poorly for him his entire reign may be in risk.

For the lord however a Takket would be 1.

The Demonlord will have to decide this on their own though they can consider suggestions from the players. Their final decision, however, must be respected.

Act value

Now consider the value of the original act done by the hero for the favor giver. This should be given a value between 1 and 10.

Note that this is not how difficult the act was for the player to accomplish, which may have risked the life of the hero or may even have claimed the life of the heroes friends, but the actual value to the favor giver.

1 could be recovering some trinket for the favor giver, 10 being saving their life or their kingdom from invasion.

Again consider the value in comparison to what the favor giver already has.

Recovering a statue worth 50 gold pieces would be worth

far more to a priest at the local shrine than it would to the local lordling that had treasures uncountable.

The petition roll

Subtract the Request Value from the Act Value. This may be a negative number.

Add this to the Reception Base Score.

This total number is the final Petition Score.

The player rolls 2 dice and adds the total together.

If this total is equal to or less than the Petition Score, they player will be granted their request. See below for "Favor Granted".

If this total is greater than the Petition Score then the favor is denied. See Favor Denied below.

Favor Granted:

Now the player rolls 2 dice again. If the total is equal to or Below the Petition Score then the favor granter still considers the debt to still be owing.

They may consider the request too trifling to consider as payment or they may consider their debt so great that they will need to repay it again to feel it has been honored.

If the total is greater than the petition Score the Favor granter considers the debt paid.

Favor Denied:

Now the player rolls 2 dice again. If the total is equal to or Below the Petition Roll then the favor granter still considers the debt to be owing.

If the total is greater than the petition Score the favor giver will deem the hero too greedy, demanding, or having too few scruples in blackmailing them in this way, and deems the favor null and void. The hero gets nothing and the favor is lost.

This failure will also negatively affect their fame/infamy as well by one point. If the favor giver is good then they will gain 1 infamy, if the favor giver is evil they will gain 1 fame.

This is because the favor giver will undoubtedly tell one and all that the Hero is a terrible person for making such a demand.

How famous is your Hero?

Note, numbers may refer to fame or infamy, whichever is higher.

1=Well known in their local town

20=Known within their local area (throughout the valley of fangs for example)

30=Known throughout the province

40=Known through the land, for example the Winterlands

50=Known throughout the world of Kartharka

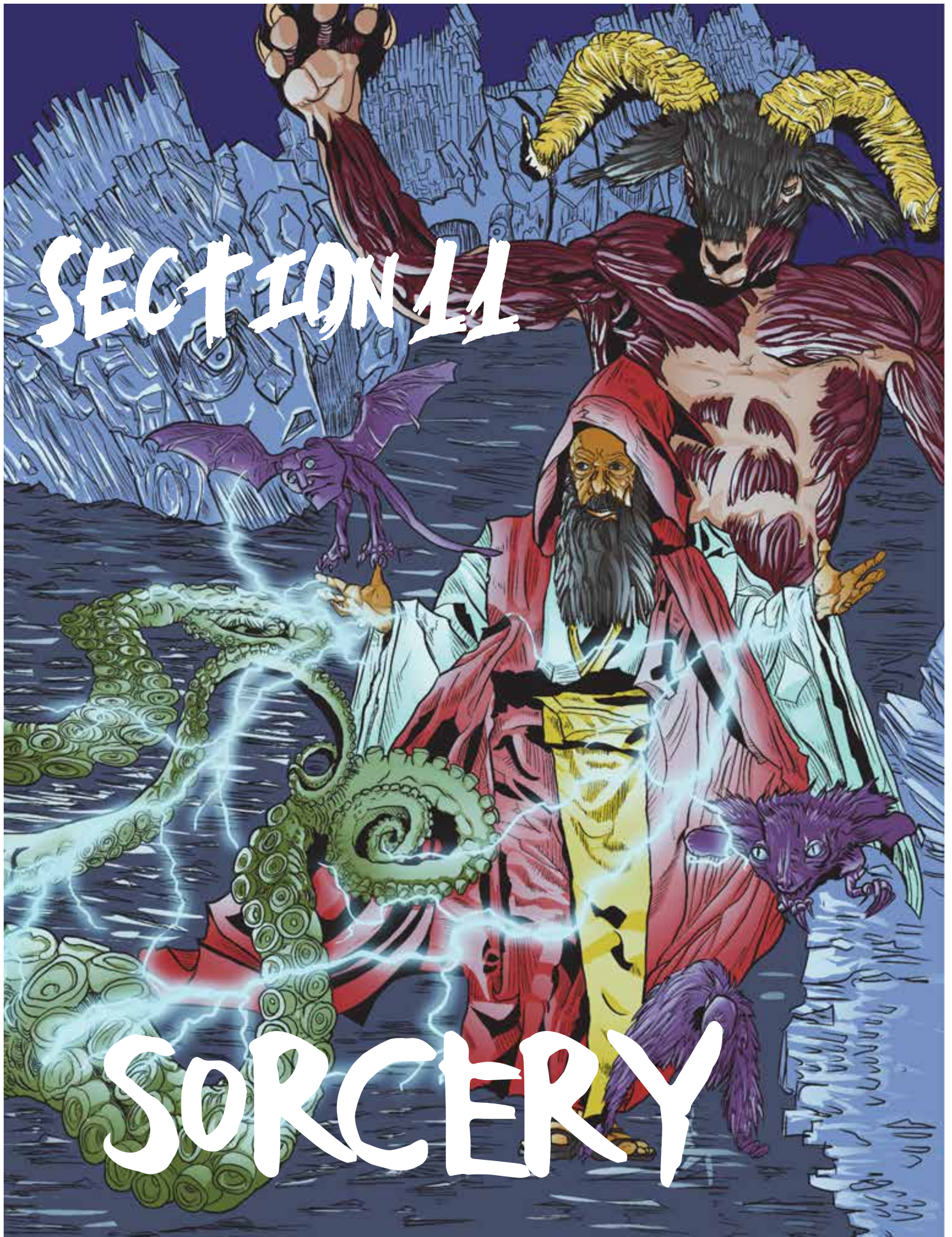
75=All sing the praises of your Hero throughout the land (or curse their name if infamous)

100=Your legends will be told for generations. Time to retire your hero!



SECTION 11

SORCERY



SORCERY

Magic, in most roleplaying games, is fairly common. With magic items everywhere, healing potions freely available, and Wizards and other magical types casting spells with just a word, shooting fireballs and creating storms at will.

In the game of LoSS magic is different.

Magic is wild, hard to control and very rare.

In the world of Kartharka, which the game of LoSS takes place in, magic usually takes the form of Sorcery.

Sorcery is the power to contact and control supernatural beings that have strange magical powers. These beings are the ones who actually perform the magical feats which the Sorcerer desires.

They may take the form of Demons of the Underworld, the undead ghosts of powerful mortals from ancient history, or spirits of the land, once worshipped by the people of Kartharka.

Regardless of the type of spirit used, the rules in the following section apply in the same way.

This book is focused on the rules of the LoSS game so a great deal of the background information of how and why sorcery works in the world of Kartharka has been left out.

But all of this information, legends, and history of the Sorcerous arts can be found in the Sorcery issue (issue 4) of LoSS magazine.

What this chapter holds

This chapter has been reorganized and expanded extensively for this new book.

In this chapter you are going to learn all the rules for sorcery and the supernatural in the world of LoSS as well as how to use them.

The Other World and Other world stat

First we will discuss the Other World Stat and it's uses.

The Other world stat is like the other stats, like body, mind, or vitality.

It measures the hero's ability to interact with, and control forces and creatures of the Other Side. In LoSS all magical creatures and things have some connection to the other side.

The other side is a kind of Spirit Realm, both controlling and powering all things magical in the World. Spirits and Demons do not necessarily reside in the Other side but merely draw their power from it.

The other world stat is used in all things magical, such as summoning and controlling spirits, but is also used for directly fighting creatures of the other side, or for protecting the hero from things of the Other Side.

The Other World Stat

All the wonderful things you can do with the Other World stat is detailed in this section.

Spirits and Demons

This section contains all of the special rules for dealing with creatures and spirits of the Other side. Combat, special powers, types of spirits, and rules for the Demonlord.

The first spirit (Familiar Spirit)

For players who wish to have their heroes learn the Sorcerous arts, the first step on the path of Sorcery is to summon their first Familiar spirit.

The Familiar spirit, while useful, is not particularly powerful, but it will lead the hero on the path of Sorcery, teaching them new skills, and the ways of the Other Side.

The familiar spirit is a very special type of spirit. Being the first spirit the Sorcerer contacts they have a very special bond, the sorcerer can summon it very easily and has almost complete control over its actions.

This spirit can also direct the hero in finding and controlling more powerful spirits as the Hero grows in power.

The Other World Veteran Skills

In this section all of the Other World Veteran skills will be discussed fully.

How they work, how they can be used, and the risks involved with tampering with the other side.

Summoning and controlling spirits

Once the hero has their familiar spirit to guide them they will want to summon other, more powerful, spirits and Demons. This next section will give all the rules for summoning, protection, control, and imprisoning of Powerful spirits and Demons.

Creating Sorcerous Items: Imprisoning

The world of Kartharka is not completely void of magical items.

Sorcerous items in the world of Kartharka contain an imprisoned spirit. The item both traps and controls the powers of the spirit, directing their powers in very specific ways.

Sorcerous items are rare and very dangerous if used incorrectly. Even if used correctly there is a risk of releasing a very angry and powerful spirit to devour the user.

All of the rules for these types of items are included in this section.



THE OTHER WORLD STAT

The other world stat is used for modifying rolls in anything involving the Other World.

It is used for Sorcery, Magic, dealing with gods, demons, other sorcerers, ghosts, or anything else of the Supernatural

It can be thought of as a mental “strength” although not in the way of intelligence, willpower, or other such things. It is the hero’s mental “force” on things from the Other World.

Although useful for fighting things of the Other World it acts like a beacon to those creatures. Those with a high Otherworld stat shine out to these creatures as if they were a bright light in a dark cavern. They will be the ones who attract the attention of these otherworldly forces.

If a group of heroes encounters a ghost or demon, it will be invariably drawn to the hero with the highest Other World stat.

At the Demonlords discretion the Other World Stat can be used for other things as well. The heroes could make a Sota roll using their Other World stat to detect a spirit in their midst, or to be warned of an attack by a feeling of dread, or to be filled with a sense of foreboding in a place where great evil has happened in the past.

Other Side Combat:

Many of the Other World entities the Heroes encounter will have no physical form. Some will be controllable through the rituals and powers of sorcery but others, like ghosts and spirits, may not be bound by these things. The heroes may find other ways to combat these entities but it is possible that they will have no other recourse but to “attack” it.

Since the entity has no physical form these attacks, though they may be done in the physical world with a physical weapon, will actually be effected on the other side by their Other World Stat.

Other world combat may be done using any weapon or even the heroes fists, the physical attack itself will not matter.

The hero and the entity roll their dice to attack as normal but the only modifier to the heroes dice roll will be the heroes Other World Stat. The entity will use their Attack score as usual.

Endurance damage and death rolls occur in exactly same way as regular combat except that armor is ignored for the purposes of these com-

bats, as well as any modifiers for weapons, combat skills etc.

If the hero should die in this combat, they die as in any other combat, unless the scenario specifies something different.

Should the entity “die” they disappear. Whether it will return or not, or whether it is destroyed forever will be specified by the Scenario.



SPIRITS AND DEMONS

What follows are the rules for Spirits and Demons in the game of LoSS. Everything you need to know to run Lairs containing Spirits and Demons is contained in this section.

These rules will also be necessary should your heroes become sorcerers and control spirits of their own. To create the spirits which the heroes will control look to pg 114 for the guidelines on how to create spirits.

Spirits Degree:

The Sorcery Veteran skills will refer to a spirits "degree" in the following rules.

A spirits degree is usually it's Rank divided by 5. Spirits in published Lairs may have a degree that is more or less than the usual divide by 5 calculation due to special powers or circumstances. See pg 114 for more on a spirits degree.

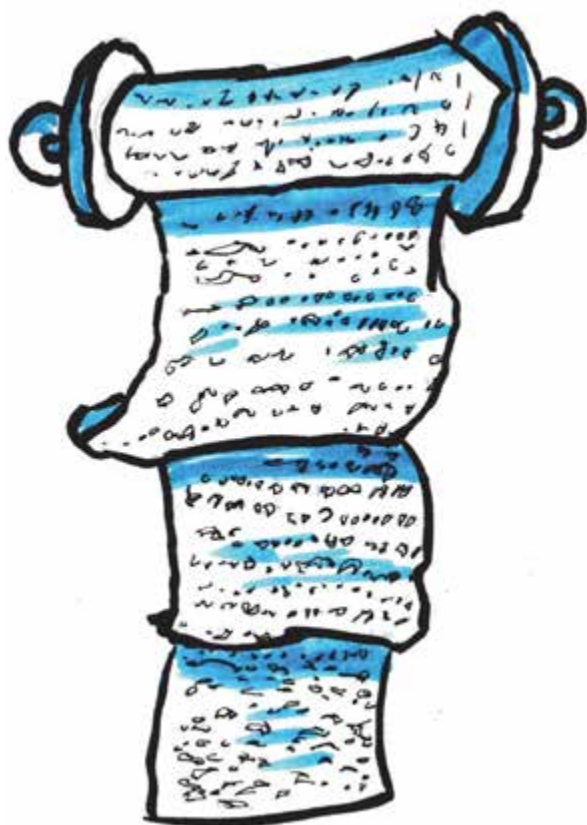
A spirits degree is used when controlling spirits, commanding spirits, and for other sorcerous things.

Weak spirits have a low degree (a minimum of 1) and more powerful spirits have a higher degree.

Rank

A spirits rank is used in the same way as a mortal enemies rank; to determine the fairness of combats, and to determine if Heroes should be awarded Veteran points for facing them and surviving.

To determine a spirits Rank look to pg 114 "creating Spirits"



Spirits and Demons

It is important to point out that the term spirit is used to describe any creature of the Other world even if they do occasionally have physical forms.

Whether or not they are able to take on a physical form for periods of time they are still referred to as spirits for they exist, at least partially, in the Other World.

In the game of Lair, all entities of the other world, all supernatural beings, be they ghosts, demons, nature gods, or elemental energies, all of these are referred to as spirits.

Demons however are very specific types of spirits. If the rules that follow say "spirit" then it can be said to affect demons as well.

Any rules that refer to "demons" may not necessarily refer to spirits.

So all demons are spirits, but not all spirits are demons.

Demons are a very specific race of "spirits" that reside primarily in the great underworld beneath the world of Kartharka called the Abyss, beyond the great rift of Abalon and inaccessible for surface dwellers.

Although the most commonly referred to spirit in game mechanics is the demon there are many spirits in the world of Kartharka.

Ranging from simple nature spirits, residing in an ancient tree, to great and powerful "gods" once worshipped by thousands of followers and now forgotten by time in ruins long abandoned by men.

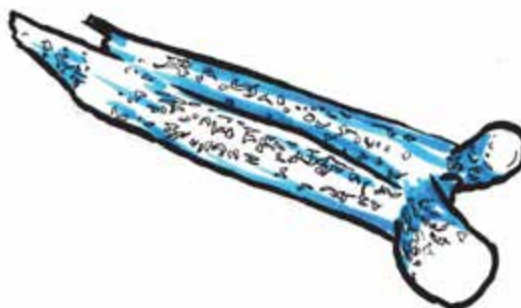
The source of these other spirits is mysterious and lost in time, perhaps they were once men, or sorcerers, or wizards, or even just a tribal leader that chose to stay in our world instead of moving on to the other side once dead. Or they may be another spirit that existed long before the death of those men, who have chosen to pretend to be people to gather worshippers and followers to act on their wishes.

Some may even truly be "gods", personifications of a forest, or a force of nature or of an entire nation, whether their followers or creators still exist is irrelevant to them as they continue on as they always have.

Many options are open to the Demonlord to create spirits to serve their needs in scenarios and lairs.

Most of the rules which will follow will deal with "demons" but simply replace the name with "spirit" and it becomes a force not of the netherworld but of the other world. Using the same stats and rules as a demon it may be a ghost, unnamed force, or a god. Its motives may be good, evil, or neutral and its source of power may be infernal or benevolent as the Demonlord wishes.

So although many of the rules and lists which follow may refer to "demons" feel free to adapt and change anything you wish to add variety and spice to your own games.



Demons and the Other World

It is not known whether the Other World was created by the Deaths of the Bloodlings or if their deaths created a gateway between Kartharka and another world that has always existed. No matter what the truth may be, the other side is real.

This term encompasses all things beyond the natural senses of man and all places unknown to the normal ken of the living.

It may be an afterlife, another world, or may be a world living a razors edge away from the world of Kartharka.

Ghosts, demons, magic, gods, all these are of the Other World.

Demons are kept from entering The Other World by the Dread Compact.

Generally Demons have very real, very physical forms.

But, should they be killed, they do not “die” as mortal creatures do. Their essence lives on, feeding on something, some energy of the world of Kartharka, be it sorcery, magic, or some other dread thing, until they become strong enough to form again, as a tiny imp no bigger than a man’s finger.

But during this time they are technically things of the Other World, though they may not travel there.

They are akin to ghosts or spirits, but with a dread and malevolent intelligence. They will attempt to stay in the world above ground until they can form again. For once they are above ground they may remain until banished,

So says the Dread Compact.

Until they take on physical form again they may only be affected like those other things of the Other World, with Sorcery, magic, or some other force not of this world.



THE HERO SORCERER

The first spirit (Familiar Spirit)

Unlike training in Combat a hero cannot simply decide to become a sorcerer.

A warrior may spend their veteran points (which are a representation of how much they have learned) when they have amassed enough to increase their fighting skills. To actually gain these increases, they usually also have to spend time training, hire teachers, or build specific areas to train in.

A hero who wishes to become a sorcerer, however, cannot simply hire a teacher and buy some books on Sorcery.

They still have to spend their veteran points to receive their veteran skills in sorcery but, for them, this represents their ignoring their training in battle skills to further their interest in the more mysterious arts.

Training and reading the known knowledge of the world will not be enough to teach them the ways of the sorcerer. The knowledge of the sorcerer's skills and ways are a jealously guarded secret. Sorcerers will keep track of their discoveries and knowledge in their own secret codes and languages, and usually choose to write down as little as possible. Their arts and secrets are traded amongst themselves only, usually only through secret meetings where they speak with each other, choosing to memorize as much of their lore as possible to keep the dangerous and valuable information to themselves.

Things do sometimes slip from their grasp however.

When a sorcerer or wizard dies or is killed, some of their notes and belongings will sometimes be found.

Sometimes the spirits they have enslaved will still be locked within these belongings or trapped in the area which the sorcerer has sealed them.

The Winterland sages also have certain scraps of learning and knowledge deep within their treasuries. Kept safe from the casual observance of those who would misuse it.

Any hero or villain who summons and controls spirits, demons, ghosts or other supernatural things are considered "Sorcerers", and the laws and rituals, creatures and effects of Sorcerers are all referred to as "Sorcery".

Unfortunately for the Sorcerer the common folk of Kartharka have a great fear of Sorcerers and may react to Sorcerers in less than friendly ways. Having a few friends with deadly weapons helps to soothe the fear of the locals however.

The first step:

For the Hero that wishes to become a sorcerer they will need to do one of the following:

- Find another sorcerer to pass on the knowledge of how to summon and command spirits.
- Kill another sorcerer and hope that his belongings and scrolls will contain enough knowledge to summon and control a spirit safely.
- Find one of the legendary tombs or ancient residences of a long dead sorcerer and hope that it has not been

looted of its valuable knowledge yet.

- Search through the ancient vaults and treasures of the Sages halls in the hopes of finding enough information to summon a spirit and bend it to their will.

Usually if a hero is patient enough they will come face to face with a sorcerer, whether good or evil and begin their path then.

Otherwise the best route is to inform the Demonlord that they wish to begin searching for a legendary Sorcerer or their tomb and the Demonlord will let them know of any rumors or legends which they are able to discover.

They can then set out on their mission to discover what they can.

Whether they find a book or scroll or discover a teacher they may choose to study to become a sorcerer.

The familiar spirit (first sorcery skill use)

Regardless of their first source of Sorcerous knowledge, the first thing they will learn is to summon a very minor spirit.

The writings or teacher the hero has found will give enough information to summon one specific minor spirit.

The rules for summoning and controlling spirits usually require a number of sorcery veteran skills. Spirits and Demons are normally quite difficult to summon and extremely dangerous and difficult to control.

The familiar spirit, however, is extremely weak and the usual rules for summoning and controlling it are not used.

Instead the hero simply states that they wish to summon their familiar spirit for the first time.

The hero can then spend their Veteran points on their first Sorcery skill, Summoning. They must have the first rank of Summoning before calling their familiar spirit. (see page 69 for the Summoning skill)

The hero will need a private place where they will not be disturbed or seen by anyone.

They need only speak the words learned from their study and the Familiar spirit will appear. When they call it's name it appears before them in a puff of smoke.

There is no roll required to summon a familiar spirit for the first time.

When summoning the familiar spirit for the first time it is linked to the hero forever and in the future the sorcerer may call it whenever they wish by simply calling it's name.

They can dismiss it just as easily by sending it away, at which time it disappears in a puff of smoke.

These minor spirits will usually appear to the sorcerer as a wisp of smoke, a glowing sphere, a flickering flame or a crackling of electricity.

The player and the Demonlord can agree on the familiar spirits appearance.

Rules for the familiar spirit.

What it can and cannot do.

FAMILIAR SPIRIT

Rank 1

Degree 1 (see pg 114 for Degree)

May not Attack

May carry a single small item

Move 4

Control Distance: 10 squares

Veteran Skill Lore +1

Incorporeal

Invisible

Flight

May be Summoned Once per day for 10 minutes

DEF	ATTK	END	DMG	MOVE
0	-2	4	-2	4

This first spirit may be summoned at any time by the sorcerer. They may do this whether they are in combat or not. To do so they must do nothing but perform the gestures and chants of summoning for their turn. On the next turn the spirit appears and may act immediately.

Once summoned the spirit may remain in the world of Kartharka for only short periods of time, about an hour of time or one Lair. They may not then be summoned again until the following day.

The spirit has some uses but is not very powerful.

It cannot be seen or heard by anyone but the sorcerer.

The sorcerer can see and hear the spirit perfectly how-

ever.

The spirit may be asked questions, or may be commanded to complete simple tasks.

These spirits are ancient and so will be able to successfully answer any question about history or sorcery as if they had the veteran skill Lore +1.

They must answer any questions truthfully and if they do not know the answer, they must state that this is the case.

They may also perform small tasks for the sorcerer.

Their substance is similar to that of a ghost, they may move through walls, floors or ceiling and may fly or float in any direction through any material. They may only move up to 10 squares away from the sorcerer however. (regardless of the Sorcerers command skill see pg 72) This could be useful for searching the bottom of a pool, beyond a door, or inside a box however.

They must follow all orders of the Sorcerer, if they can. They may also move small any small object around carrying it within the distance they are allowed to move but they are quite weak.

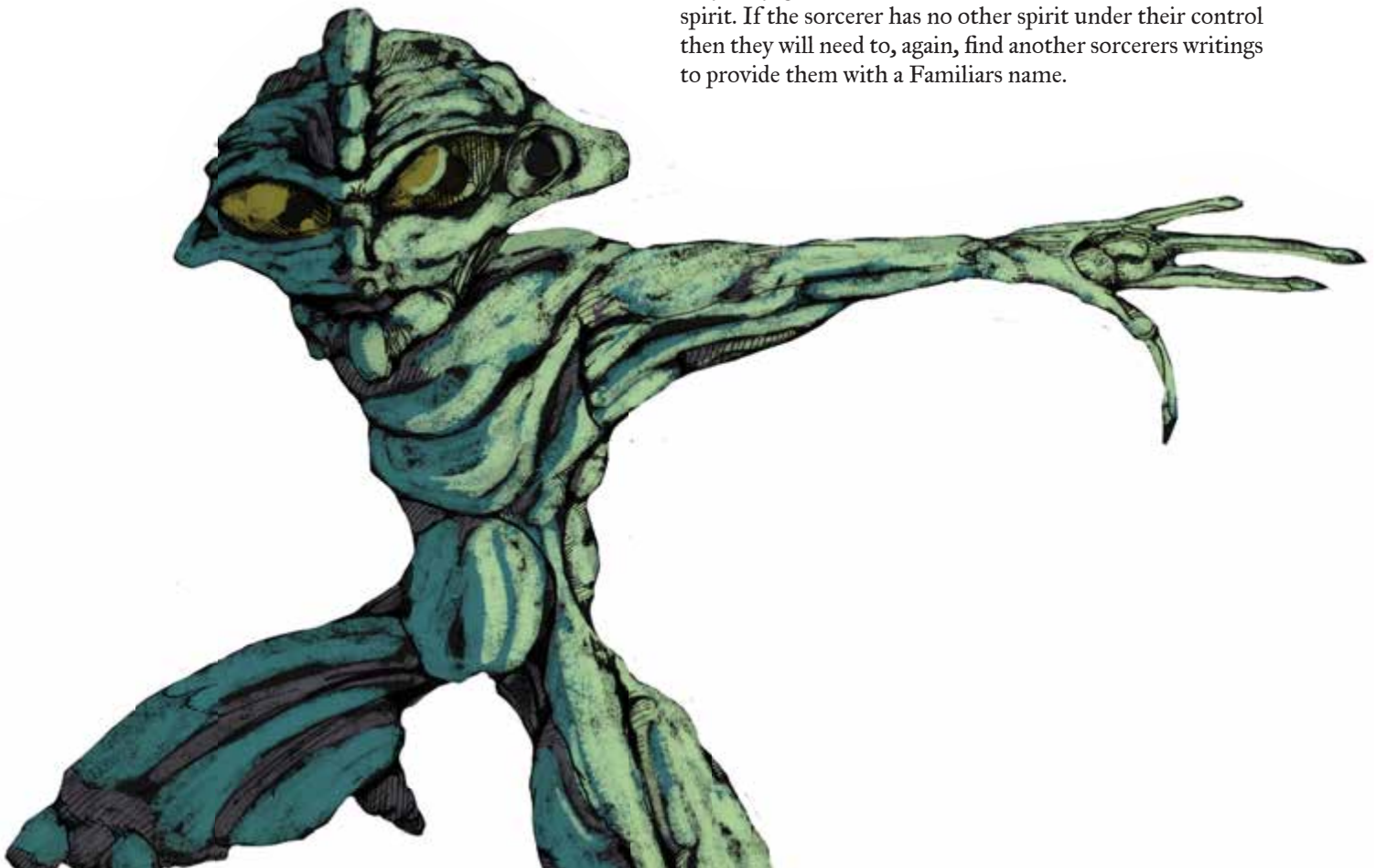
They could for example pour a glass of water, open an unlocked door, or sweep a floor.

But they do not have the strength to move an object hard or fast enough to cause damage. So they may fetch a dagger for a sorcerer but may not use it to attack someone.

The familiar is controlled and moved in the same way as a follower (see pg 79 followers).

If the familiar should ever "die". Then the Sorcerer will need to find another one. Without their familiar however, they may have a hard time finding another.

If they have another spirit under their command then they may go to them to find the name of a new familiar spirit. If the sorcerer has no other spirit under their control then they will need to, again, find another sorcerers writings to provide them with a Familiars name.



SUMMONING AND CONTROLLING SPIRITS: OVERVIEW

The power of the Sorcerer lies in their ability to summon and control Spirits and Demons.

There are a number of Veteran skills which are used in the acts of Sorcery. The specifics of each skill, what it can do, and the mechanics of all the rolls will be explained in detail in the following Sorcery Veteran Skills section.

For now I want to present to you an overall view of how they are used, and how they work together.

The six Sorcery skills are:

Summoning: Used to Summon the spirit.

Protection: Provides Protection to the user after summoning a spirit

Command: Used to force the Summoned spirit to perform a task for the Sorcerer. It is also the measure of how many spirits they can control at a time, and how far their Control reaches.

Enslavement: Used to bring the spirit permanently under the full control of the sorcerer at any time

Imprisoning: Used to create Sorcerous artifacts (magical items) that can be used by anyone.

To Summon and control a spirit

If the Sorcerer wishes to Summon a spirit they use the following Method.

The sorcerer will always be summoning a specific spirit by name.

Usually they will describe the type of spirit they wish to summon to their familiar spirit who will then tell them the name of a spirit to summon.

First they use their protection skill (pg 71) to make a protective circle in which to trap the spirit when it is sum-

moned.

The sorcerer makes a special dice roll called the Ward Roll to determine the how powerful a spirit the Circle can contain (measured in Degrees see pg 114 for degrees)

Next the Sorcerer performs the actual summoning.

To perform the summoning the Sorcerer makes a Summoning Roll (see pg 69 for summoning) to see if they are successful in summoning the desired spirit.

If they are successful then the spirit appears.

If not then a random spirit appears, or none at all.

The sorcerer may try to bargain with the spirit now. There are no specific rolls or rules for bargaining. They can make a request of the spirit and the spirit will tell the sorcerer what it requires in return.

The Demonlord will determine these things.

The Sorcerer will usually get the worst part of the deal in these situations. See bargaining on the next page.

The Sorcerer may choose to use the Command skill on a spirit trapped in a circle. This means they use their force of will and special incantations to force the spirit to do what they command without bargaining.

They may make a Command Roll (see pg 73 for Command) to force the spirit to answer a question or complete a task.

If they succeed the spirit will either answer the question or complete the task.

If they fail they will have to try again, or dismiss the spirit.

This should give you some idea of how sorcery works in the game of LoSS. All of the specific details can be found in the following Veteran skills sections. These include how all the sorcery rolls as made, as well as all the other uses for each of the skills other than just summoning and commanding spirits.



Enslavement:

If the sorcerer does not wish to bother with setting up circles, summoning, and commanding a spirit every time they wish to accomplish something, they can enslave a spirit.

An enslaved spirit will appear whenever the sorcerer calls them, and will follow all the sorcerers' orders while not being able to harm them.

To enslave a spirit the Sorcerer creates or buys a suitable item to bind the spirit to (see pg 74 enslavement for more on this).

They first make a ward roll to create a protective circle. They then make a summoning roll to summon the spirit. They then make a Command roll to Command the spirit to bind itself to the item.

They must then make 3 successful enslavement rolls (see pg 74 for the enslavement roll) in a row.

The spirit will then disappear, but can be called at any time by the sorcerer using the bound item, and it will do their bidding without the necessity of any command rolls.

Imprisoning:

A sorcerer can only control up to a certain amount of spirits at any given time. This amount is determined using the Sorcerers' Command Skill.

A Sorcerer may want to make use of more spirits than they can control at a time, or to make use of a spirit which is more powerful than they can control with enslavement.

The sorcerers of old discovered a way around this by imprisoning spirits in special items, in such a way that their powers could be used without having to summon and control the spirits directly.

A spirit in a magic item like this does not count towards a sorcerers' limit of spirits which they can control. This gives them far more power than they would have normally.

Not only that, these items may be used by anyone, not only Sorcerers, which means that any of the hero's teammates may make use of these spirits.

For more on Sorcerous items see pg

75.

Bargaining:

Once you have summoned a spirit, and it is safely behind a protective circle. What do you do next?

The simplest and "safest" (if such a thing exists) way to have a demon do your will is to make a bargain with it. To give it something it wants in return for something within its power.

Rarely will the hero have anything the demon desires but it may have a task which it cannot do itself or will require a sacrifice by the hero. Demons generally want two things, freedom, or amusement to while away the centuries until the Dread Compact crumbles to dust.

Once in our world it may ask to be freed from the circle in return for a favor. It will wish to be free in our world now that the summoner has brought it above ground. It will not be able to stay forever, the turnings of the Dread compact will eventually find the exception the summoner has created and erase it banishing the demon once again but it will cause a great deal of destruction and evil before leaving. It will not harm the ones present during the summoning but anyone else would be subject to its evil.

If the summoner chooses to allow the demon or spirit its freedom it will usually be sure to make it known to everyone exactly who summoned it and released it, earning the hero infamy as if he had perpetrated all the evil acts of the demon himself.

To some this would seem to be a fair trade.

Amusement:

All demons, if not allowed their freedom, will settle for amusement. A living human can be given to them to take back to the underworld where they will be tormented for some time before finally dying.

To some this may also be a fair trade.

Bargaining with spirits other than demons can be a simpler and less dangerous. Their motives however are more mysterious and varied depending on the spirit.

Some spirits may be well inclined towards man and may offer their help for nothing. However the heroes must be wary. There are many spirits in the land of Kartharka and not all are what they seem. A kindly forest spirit may be revealed to be a demon in disguise at the worst possible moment, or may ask the heroes for an innocent sounding favor only to find that they are doing the work of evil.



THE OTHER WORLD VETERAN SKILLS

The Sorcery Skills

Welcome to the Sorcery Veteran Rules!

Here you'll find all the mind blasting world conquering power of the Sorcerers.

But first a few points on the rules....

Purchasing the Sorcery Veteran skills.

The Sorcery skills may be taken by anyone, like any of the Veteran skills.

Heroes need only find enough information to summon their familiar spirit. After doing that they spend their veteran points to buy their first rank of summoning.

(see pg 65 for more on summoning the familiar spirit)

This familiar spirit will serve as the heroes teacher for further ranks of Summoning and for all the other Sorcery Veteran skills

The Sorcery skills are Other World skills.

Each of Sorcery skills must be bought and paid for separately with Veteran points.

Each of these Sorcery skills will take up a slot in the Other World stat and use the Other World stat as a modifier.

You will note, however that there are only 3 slots available for skills next to the Other world Stat while there are 6 Sorcery skills.

This would normally mean that there is no way that a hero could have all 6 Sorcery skills at once. However....

While there are still slots available in Other World, the heroes must add any Sorcery skills there.

Once these slots are full, the hero may add further Sorcery skills to slots on the mind stat.

Heroes may not place Sorcery skills in the Mind Slots until the Other World slots are full.

If the all of the heroes Mind slots are filled then they may begin placing their Sorcery skills in their Camaraderie stat.

Heroes may not use the Camaraderie slots for Sorcery skills until all of their Mind Slots are full.

Such are the strange and mysterious ways of Sorcery in Kartharka.

Now on to the skills themselves!



SUMMONING VETERAN SKILL

+1 available to any with a sorcery teacher or sorcery book or scroll containing enough information to summon a familiar spirit.

The summoning skill is built up in ranks like any other skill. Each rank will give a bonus to the hero for the purpose of summoning spirits.

SUMMONING A SPIRIT

When attempting a summoning a specific spirit is called by name.

If the summoning is successful the spirit must appear.

If the summoning is unsuccessful, either nothing will appear, a spirit of greater power will appear, or a spirit of lower power will appear.

HOW TO KNOW WHAT TO SUMMON:

A fledgling sorcerer will have no idea what is available for him to summon, the powers of demons and spirits, their abilities or their weaknesses.

To find these things out they must either:

- Convince another Sorcerer to give him information.
- Discover another sorcerer's writings.
- Force another spirit to give him this information.

This final choice is the route most common to use, and luckily the hero has a familiar spirit under his control for just this sort of thing.

A demon will only know the true names of demons up to one degree above themselves.

However the familiar spirit will not want to give the hero this information. Usually the hero simply asks questions of their familiar and, if the familiar knows the answer, will immediately tell them. However, revealing the names, powers and degrees of its fellow spirits is taboo to spirits.

To give a sorcerer this information is a betrayal of the other spirit as it gives men more power over them. The other spirits will surely try to take their vengeance on the sorcerer's familiar spirit if they ever can.

Since familiars are rarely trapped in the Abyss the demons are less likely to be able to take their vengeance but demons memories are long and if the familiar is ever forced to enter the abyss or if another demon should ever be freed near them their vengeance will be terrible.

And so the Sorcerer must force the familiar to give up this information. This is done by making a control roll using the Command skill (see page 73 for Command).

WHAT DOES A HERO DO TO SUMMON A SPIRIT?

The hero must make a suitable offering that will be pleasing to the spirit in question. A simple fire spirit can be summoned using a bonfire, but the most powerful fire demons would require the melting and burning of rare and strong metals, requiring a forge or furnace to reach high enough temperatures. The items consumed in the summoning would usually need to be acquired and may cost an amount of gold to buy or must be sought out by the hero.

Either the Demonlord will decide what is suitable or the scenario will state the requirements.

Next, incantations must be made to satisfy the Dread Compact, the specific gestures, motions, and times to summon are constantly changing but the familiar spirit will be able to guide the Sorcerer in these things.

The Dread Compact always has exceptions to its usual rules which are constantly changing.

For example:

A spirit that must be summoned in the first moon of spring can be summoned in winter by turning clockwise while chanting, unless the time of day be in the morning in which case a wand of bone inscribed with the true name of the demon must be held above the summoners head.

The Veteran skill "summoning" is not a knowledge of true names of demons and their powers, but more a growing collection of knowledge concerning exceptions, replacements for offerings, ways to speed up the rituals, as well as the mental fortitude to will a spirit to appear.

As a Demonlord do not waste too much time making up complex rituals for the Sorcerers to act out and special items for them to find. Suffice it to say that the Sorcerer will be making strange motions, speaking dread and mysterious words, and shaking or gesturing with bizarre items. The Sorcerer is clearly doing something other worldly and everyone who sees it will know this.

The actual actions of the summoning are not as important to those playing the game as the fact that they see someone performing a summoning and that it has some effect.

Summoning time:

If a Sorcerer is attempting a summoning but there is no chance of being interrupted then it is not important how long it takes.

If the heroes are in combat however the amount of time a summoning requires becomes very important.

Summoning takes one turn per degree of the spirit being summoned.

The Summoning Roll:

To see if the summoning roll is successful use the following formula.

Take the degree of the spirit, subtract the Sorcerers' Other World stat, and subtract the sorcerers' summoning skill.

This is total is the number the Hero must roll above using one die.

If the summoning is successful the spirit appears.

However it is not controlled yet, and the summoner and anyone else nearby is not protected unless the hero has successfully used the protection skill (Covered later in this chapter see pg 71)

If the hero fails the summoning roll a die and consult the following table:

Summoning Failure table

1-4 :Nothing appears.

5: A spirit of a degree lower than the desired spirit appears. Roll a die and subtract the number rolled from the desired spirits degree, which is the degree of spirit that will appear. If this is 0 then nothing appears.

6: A spirit of a degree higher than the desired spirit appears. Roll a die and add that number to the desired spirits degree. This is the degree of spirit that will appear.



PROTECTION VETERAN SKILL

If a summoning is successful, the sorcerer will now have a ghost, spirit or demon in front them and, chances are, it's not too pleased.

If the spirit has never been summoned and controlled before (see Command pg 73) then the spirit will try to attack the hero that summoned it, and likely any others that are close by.

To prevent this Sorcerers protect themselves from Other World forces, using magic circles, amulets, charms and incantations.

Buying ranks of the protection skill is easy for those who have a familiar spirit. These ranks represent learning the ways of protection from their familiar spirit, how to create the charms and amulets as well as the proper invocations to the dread pact and the drawing of protective circles.

The Protection skill can be used in several ways, as is described below.

Other Worldly Armor:

Each rank of protection gives the sorcerer an armor bonus versus spirits and demons which works in exactly the same way as normal armor in regular combat. Subtract the protection skill bonus from any damage caused by a spirit or demon. Any attack by a spirit or demon, whether they are in a spirit form or a physical form is modified by sorcerer's protection skill. The Sorcerers Other World stat does not add a bonus to this.

The demon will appear to be attacking the sorcerer through an invisible wall of force.

The same is true of attacks by an incorporeal spirit such as a ghost. Their spiritual attacks are lessened in the same way by the Sorcerers protection skill.

For example: a demon tries to disembowel a sorcerer with its claws. The Demon causes 4 points of damage, but the sorcerer has 2 points of protection so he only takes 2 points of damage.

The drawback of the protection skill is that the sorcerer must wear their amulets, and clothes inscribed with the mighty charms at all times. Once they invoke the protective magics of the Dread Compact they draw the attention of the Compact. Removing their amulets would mean that they have discarded the protection of the Compact and every spirit and demon in the vicinity will be drawn to them by the terms of the Compact to exact their revenge on the Sorcerer.

Protective Ward Circle:

The sorcerer can use their protection skill to create a protective ward or circle around the area where a spirit is to be summoned.

The hope of the Sorcerer is that if they are not strong enough to command the demon (see pg 73 command) they will at least be protected from its power.

The circle is usually created before summoning a spirit but may be made at any time the Sorcerer believes they may be in danger from spirits or Demons. In this case they would draw the circle around themselves and the other members of the adventuring party.

The circle will protect the heroes from all otherworldly

creatures. Creating one and standing inside it will protect them from attacking Other World forces.

The circle can be drawn in the dirt, on stone with chalk, carved in stone or wood, or any other form the hero wishes.

The hero may create a protective circle of any degree they choose, however the actual power of the circle will vary depending on the apparently random nature of the dread compact as well as the hero's protection skill and other world stat.

The power of the protective circle is measured in degrees. This is the highest degree of spirit which the circle can block.

The circles final power in degrees is the level of spirit it will protect the heroes from. Spirits of that degree or lower may not pass the circle or harm anyone within it in any way.

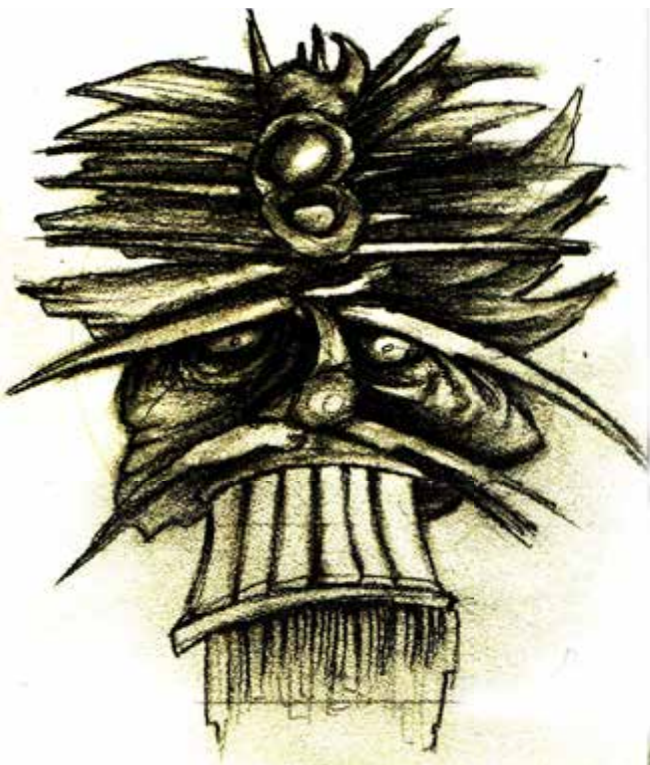
This is also the degree of spirit the circle will entrap. Once a spirit is in the circle it will not be able to leave until the hero dismisses it at which point it will return to wherever it came from. Even if the sorcerer is unable to control the spirit they are still able to dismiss it and may be able to extract a bargain from it to allow it to leave (see bargaining pg 68).

Time To Create the Circle:

It takes a full turn per degree of protection to create the circle.

The hero decides before starting how high of a degree circle they are attempting to make.

After the amount of time it takes to draw the circle has passed, the hero may make the Ward roll to see if the circle is successfully created and how powerful it is.



The Ward Roll

The hero rolls a difficult SOTA check (7), adding any modifiers for their Other World stat to the dice.

If the roll is successful then determine the power of the circle. If the roll has failed then go to the section below marked "Determine Failed Circle Power."

Determining power of the Circle

The power of the circle, in degrees, is equal to the heroes other world stat, plus their protection skill plus the score of one die roll.

If this number is lower than the degree of circle which the hero was trying to create then this total is the actual degree of the circle.

For example: the sorcerer attempts to make a 10th degree circle, but the final score is only an 8, then they have created an 8th degree circle.

If the number is higher than the circle they create then the degree of the circle is the final amount.

For example: the Sorcerer was trying to create a 5th degree circle but their roll is a total of 10, then they have created a 5th degree circle.

Determine Failed Circle Power

If the Sota check roll is failed, the power of the circle is the characters other world stat plus their protection skill minus the score of one die roll.

If this number is lower than the degree of circle which

the hero was trying to create then this total is the actual degree of the circle.

For example the sorcerer attempts to make a 10th degree circle, but the final score is only an 8, then they have created an 8th degree circle.

If the number is higher than the circle they create then the degree of the circle is the final amount.

For example the Sorcerer was trying to create a 5th degree circle but their roll is a total of 10, then they have created a 5th degree circle.

How long does the circle last?

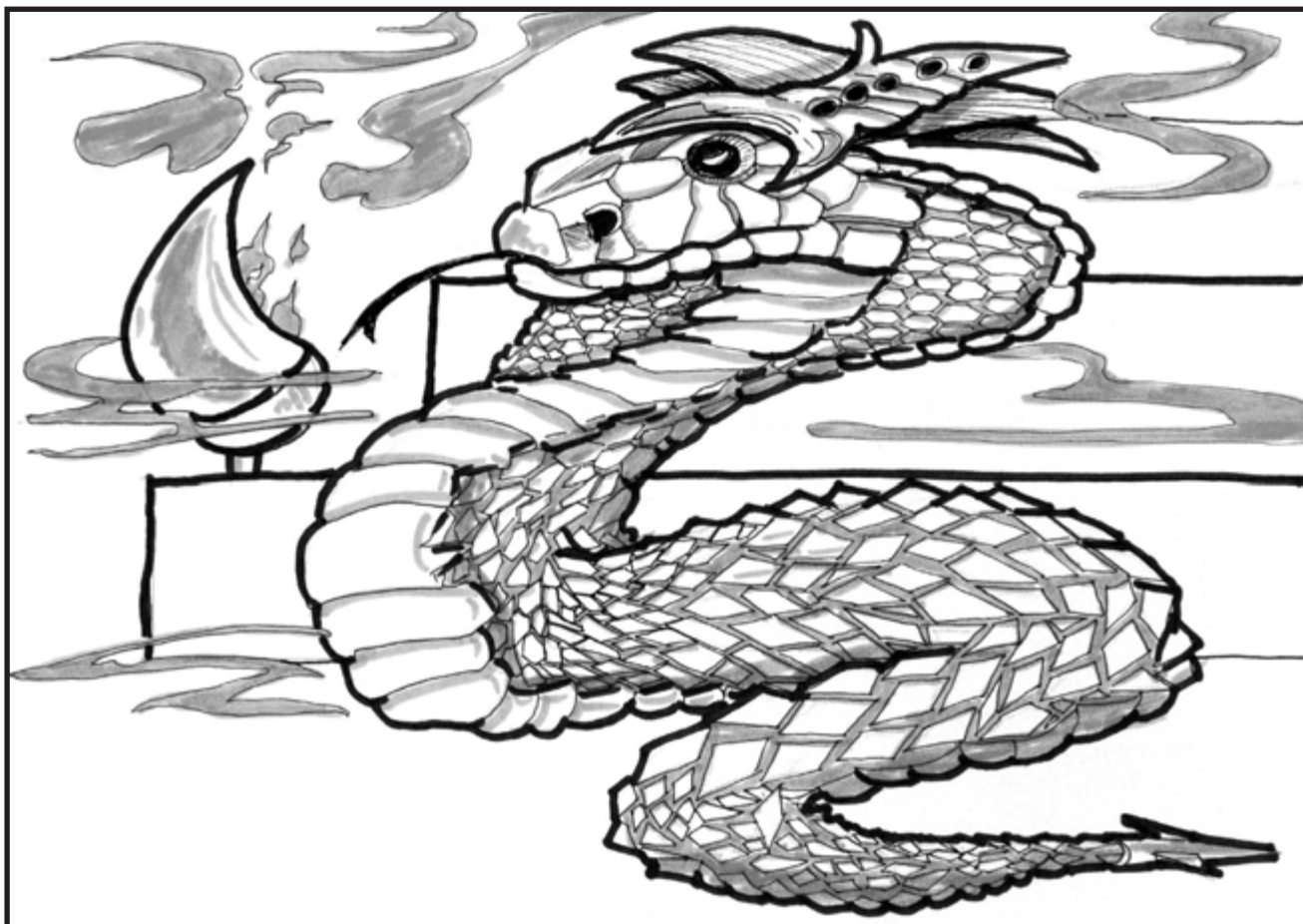
The circle lasts for as long as the drawn circle lasts.

If it is carved in stone then it will last until someone is able to chip part of the circle away breaking it.

If it is drawn in the dirt it will last until the line is broken by scratching out a portion with a foot, or by accidentally scratching out a portion when walking through it.

Note that Spirits and Demons cannot touch the circle, but if the Demonlord has non supernatural enemies on the board then they would be allowed to touch it to destroy the circle.

Since creating the circle is a Sota roll, the special Sota roll allowing the Demonlords minions to undo it is in effect, meaning that they need to make a difficult Sota check to destroy the circle (7).



COMMAND VETERAN SKILL

If the Sorcerer wishes to skip bargaining with a spirit (see pg 68 for bargaining) they may force the spirit to do their bidding using the command skill.

All spirits and demons may be commanded by a Sorcerer with enough power.

A hero may use their command skill on any spirit which they have trapped or summoned within a protective Circle (see protection pg 71)

The Sorcerer can try to command the spirit in one of two ways, either commanding it to Answer a Question, or command it to Perform a Task.

Commanding a spirit takes one turn.

Answer a Question:

The hero rolls a die adding it to his Other World stat and Command skill to get a total score.

The spirit (Demonlord) rolls a die and adds it's degree to get a total score.

If the hero has a higher score the Spirit must answer one question. Go to Determine if the Spirit knows the answer below.

If the spirit has the higher score it refuses to answer the question.

Determine if the spirit knows the answer:

If the Demonlord thinks that the Spirit would know the answer to the question then it can be simply given to the hero.

If there is any question as to whether they would know the answer or not the spirit must make a difficult lore roll to know the answer.

If the spirit does not have a specific lore skill then it is assumed that its lore is equal to its Degree. (see pg 28 for the Lore skill)

Every time the hero attempts a Command roll against a specific spirit, the spirit gains +1 on the next roll to force it to answer a question

The spirit is learning the strengths and weaknesses of the hero and will be more prepared for the next attempt to control it.

Perform a Task:

The Sorcerer may attempt to force the spirit to perform a task.

They do this by making a Command Roll

The Command roll to force a spirit to complete a task:

The hero rolls a number of dice equal to his other world stat and his control stat combined.

The spirit rolls a number of dice equal to its degree (adding an extra die for every previous command from the same sorcerer whether successful or not).

If the Spirit has the higher score it refuses to complete the task.

If the Sorcerer has the higher score the Spirit must complete the Sorcerers' task.

The spirit is free to leave the circle when completing a

task. It will not be able to directly attack the Sorcerer or anyone else while it is completing its task unless the task is to attack someone. In which case it will be free to attack only that person.

Once the spirit has completed its task it will return to the sorcerer. At this time the sorcerer may choose to make another command roll to have the spirit complete another task or they may dismiss the spirit sending it back from whence it came.

Careful thought must be given to what they are asking the spirit to do. The sorcerer may ask the spirit to do any task that they wish but the spirit will be given permission to act in any way it wishes to perform the task, except for attacking and killing anyone..

It will also be allowed to remain in the realm of man long enough to complete its task.

Demons and spirits do not eat, do not sleep, do not become tired, may sometimes fly or have other abilities so their power to accomplish their tasks can be great, but even they may not be able to complete a task that is too large.

If the commands are being given during combat it is best to keep the command simple such as "kill that sorcerer" or "knock down that door" or other simple things.

If the sorcerer says something like "build me a house" with no instructions as to size or where to get the materials the demon may choose to tear down the palace of a king for the stones and build the sorcerer a house so big that it may take a century to complete. Meanwhile the spirit will terrorize the countryside destroying every home for building materials all while technically following the orders of the Sorcerer.

If the Sorcerer is clear on what must be accomplished and how, and does not assign a task to a spirit which will take more than a day the spirit will generally comply quickly and accurately to be away from the sorcerer as soon as possible.

The sorcerer may only have 1 spirit under their Command at a time. While a spirit is undertaking a task the Sorcerer may not Command another spirit. If they do they lose control of the first spirit.

The Command skill and Control limits:

In the enslavement section that follows you will see that the command skill is also used for determining how far an enslaved spirit can travel from the Sorcerer, and for how many spirits may be controlled at once. See pg 74 for more on Enslavement.



ENSLAVEMENT VETERAN SKILL

The most powerful of all the sorcerous abilities and the most dangerous to attempt is Enslavement.

It allows the Sorcerer to summon spirits instantly, command them to do their bidding without needing to make command rolls, and control more than one spirit at a time.

An enslaved spirit or demon is at the sorcerer's beck and call.

A Great Exception is written into the Dread Compact allowing the sorcerer to call up and command the spirit or demon whenever the sorcerer wishes.

To enslave a spirit the sorcerer summons the spirit in the normal way, preferably with a protective circle if things don't go their way.

The sorcerer should have an appropriate item to bind the spirit to. An item connected to the spirit in some way is required; a tree spirit could be enslaved with a wooden wand or staff, a fire demon with a brazier or a lamp for example.

The sorcerer must then make a successful command roll to command the spirit to bind itself to the item.

The sorcerer must then enslave the spirit by making an enslavement roll (see below)

The enslavement roll

The Enslavement roll is the same as the command roll (see pg 73 for command roll) but must succeed 3 times in a row.

If the sorcerer fails any of these 3 rolls the spirit will immediately be freed from the protective circle and the control of the sorcerer.

It will then try to attack the sorcerer and anyone else with them.

If the enslavement rolls are all successful the demon is dismissed back from whence it came but will be forever bound to the enslaving item the sorcerer has chosen.

Enslaved Spirits

An enslaved spirit may be summoned at any time, even in combat (takes 1 round), by the sorcerer who enslaved the spirit using the item.

It may also be summoned multiple times in a day.

It may be dismissed at any time by the Sorcerer at which point it will disappear to wherever it came from.

The spirit will appear on a square next to the Sorcerer. It can then be controlled by the Sorcerer's player like any other follower (see followers pg 79)

It will take it's turn on the hero's turn like any follower and may move and attack like any other follower.

When summoned, the spirit can be commanded in any way the sorcerer chooses. They will answer questions (using the usual lore rolls) and act as commanded.

It may perform easy Sota when in adventuring mode, and if it has applicable stats (it often will not) then these may be

added to the Sota roll.

During combat mode it may not Sota tasks as the hero will be too distracted to instruct it properly.

This means that it will be able to open doors, move, pick up and move items, untie ropes or other simple tasks.

It is not a stupid creature but it will likely try to "misunderstand" it's master and do things incorrectly if the sorcerer does not have time to fully instruct it in its tasks.

The Spirit may not leave the sight of the Sorcerer however and may not move out of "range" of the sorcerer, which is a number of squares equal to double the Sorcerers Command skill.

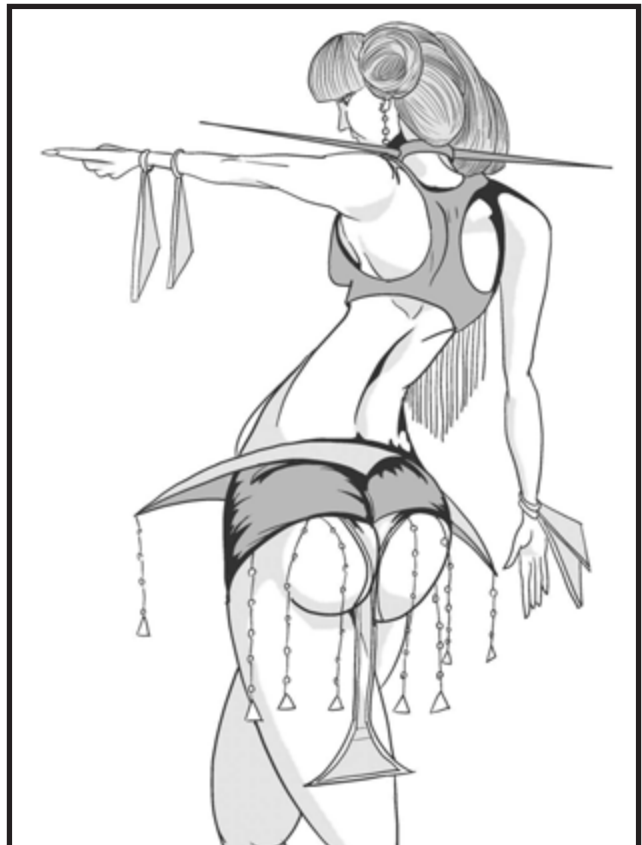
If the Sorcerer moves out of this range themselves, the creature will disappear and will need to be called again on the following turn.

If the binding item is stolen, anyone else attempting to use the item will indeed summon the spirit but it will not be under their control and is free to attack the user.

If the binding item is destroyed then the link is severed. The spirit will be immediately banished back from whence it came.

The Sorcerers can control more than one enslaved spirit at a time.

The Sorcerers Command skill is the limit of how many total degrees of spirits they can control at once. *Example: a Sorcerer has a Command skill of 5. They can command 1 demon of the 5th degree, or 2 demons of the 2nd degree, or 5 demons of the 1st degree.*



IMPRISONING

In the previous chapters we saw that directly summoning and commanding a spirit gives it more freedom and power than an enslaved spirit has. However an enslaved spirit can be summoned instantly and with no risk.

The Sorcerer is also limited in the amount of enslaved spirits they can control at a time.

But the great sorcerers of old were very clever. They found a way of imprisoning a spirit or demon directly in an item.

The imprisoning skill is used to trap a spirit directly in an item.

The concept is a simple one. A spirit is imprisoned within a specially prepared item. Once it is imprisoned it may no longer escape, its prison means it no longer needs to be summoned, protection need not be used and control is no longer necessary.

An enslaved spirit needs an Item for summoning but the item serves only as a doorway to the Other World.

With imprisoning the spirit is forever imprisoned in the item itself.

Unfortunately an imprisoned spirit is of little use. It is trapped and unable to use its powers. While this may be a suitable goal if the purpose is to neutralize the spirit it is not very useful to the Sorcerer.

The power of the Prison lies in its exceptions.

All imprisoning items are created to “mostly” imprison a spirit, allowing it to escape only in certain ways.

For example: a prison could be created to trap a fire demon but still allow its fire to escape.

This would result in an item which continually pours forth fire and flame.

Heroes could certainly find a use for such a thing, but it could be dangerous to carry around with you.

Usually Exceptions are controlled by a command word which turns the exception on and off.

For example: an item that normally appears to be a large orb with intricate carvings will, on speaking the command word, begin to pour forth fire.

In combat terms this fire pouring forth would be equivalent to whatever attack the spirit would have made with fire but without going through the trouble of summoning, protection, controlling and enslaving.

More refinements can be made to the exceptions as well.

For example: With our fire orb, the item could be used as a type of grenade, throwing the orb at your enemy as you speak the command word. However this is not too elegant and may result in loss of the orb if the sorcerer's enemies are not killed.

Another exception may be added to the prison, that the bearer of the orb be protected from the fire while forcing it to be directed away from the bearer. Now the item is truly a weapon.

Or the prison could be a sword. With the hero wielding a powerful flaming sword that burst into flame at command and could shoot fire at anyone it is pointed at.

This is the true power of the Sorcerer, the ability to create these powerful and terrible prisons. But they come at a

price. They are quite difficult and dangerous to make.

An item prison may be used by anyone that knows the control words.

Creating a Prison:

The sorcerer must create the item to be used as a prison. It must be made for a specific spirit.

At the time of creating it must be decided how many exceptions are being added to the item.

The item will be very costly to create, needing many exotic ingredients, jewels, metals and other items.

COST OF THE PRISON:

The cost will be equivalent to: Number of exceptions times the degree of the spirit multiplied by 100 gold coins.

Since money can be quite hard to come by in the world of Kartharka the Demonlord could also have the heroes search for the materials themselves. Usually they will have to complete one difficult lair per Exception and Degree of the prison.

CREATE THE PRISON:

The spirit to be placed in the prison must already be enslaved to the sorcerer. The sorcerer will summon the enslaved spirit and command it to enter the prison.

The sorcerer will then roll to Imprison the spirit.

To create the item the sorcerer rolls a number of dice equal to their Other World stat plus their Imprisoning stat. The Demonlord will then roll a number of dice equal to the number of exceptions plus the Degree of the spirit to be imprisoned.

If the sorcerers roll is equal to or higher than the Demonlord's roll then the prison has been successfully created.

If the sorcerer roll is lower than the Demonlords, the spirit is no longer enslaved to the sorcerer and may now take it's revenge on him.



SECTION 12

THE DEMESNE



Sample Demense



Sample Tavern

THE DEMESNE

Home and Hearth of the Heroes

Whenever the heroes are not actively traveling, the place they call their home is their Demesne.

It may be a clearing in the woods with a crude shelter built to protect them from the storms. It may be a room at the local inn, or Way house or a stately manor.

They may choose to build a home, buy one or rent one.

As you can see in the Veteran Skills section, to gain certain veteran skills you will need a demesne, and some of them will require a demesne with special features.

In LoSS game rules the hero's demesne is any permanent home the heroes have.

The only requirement is that it is their permanent home for now.

Demesne options in Stroh Branoch (or any large city)

In Stroh Branoch there are many options for the hero's demesne.

- They may stay for free in the common room of any way house; this will provide shelter but will not allow heroes to increase their veteran skills.

- They may rent their own rooms from these wayhouses; this will allow the heroes the comfort and privacy needed to improve their skills.

- They may, if they earn enough money, rent or buy a house of their own in the town; a valid Demesne for improving skills.

- They may make a shelter of ice and wood in the woods surrounding the city; a valid Demesne for improving skills.

- If they have the right tools they may build themselves a log cabin or other structure outside the city; a valid Demesne for improving skills.

- Anyone is free to construct or move into a shack in the outskirts of Stroh Branoch.

These options (except for the Stroh-Branoch shack) are available in most cities and villages within the Winterlands.

Costs and features of the Demesne

Rooms can be rented for 1 Gold coin a month from a wayhouse, and will contain enough furnishings for the heroes to be healthy and rested.

A house can be bought for 100 gold coins, measuring fifty feet by fifty feet and having a ground floor, an upper floor, and a cellar.

A house twice as big (100 feet by 50 feet) is twice as much, and so on. (On the demonboard 1 square equals 5 feet)

The house will be completely unfurnished. All of these things must be added by a hero.

To add features to a home you must first have space for that feature.

To add a training yard you need to have a yard.

To add a library you need an empty room to house it.

Building a house

A house can be built by a hero as well.

To build a house the hero must pay 30 gold coins for tools and "permits" from the Targ, and spend at least a week between each adventure building their home. After 8 weeks thus spent they will have the basic home described above.

Amounts paid and time spent will be similar in other towns and cities of the Winterlands.

During this time the hero is "retired" from Adventuring, and the player must use another hero for adventuring until the building hero has finished their task.

All the heroes cannot simply wait around while the hero builds their house adventure is always happening in the world of Stroh Branoch and it waits for no one.

In game turns this means that the player will have to wait till 8 weeks' worth of adventures have occurred. Some adventures may only take a day, others may require weeks of travel to reach a lair. The Demonlord will adjudicate when enough time has passed and the hero is back in action.

The house will be completely unfurnished



Stroh Branoch shacks

Stroh Branoch is a special city.

Huge amounts of miners come from all over the Winterlands and the Empire. All of these people over the years have built many structures in Stroh Branoch. Shacks, homes, tool sheds, storage sheds, smelters, charcoal huts, refining stations, and other larger and smaller structures. Indeed the city itself sits atop other older mine works, some buildings of which still stand.

This means that the entire city is full of half built shacks, old lumber, ruined houses and old sheds. Every available space is occupied by Miners, travelers and workers all looking to make their place in the city.

Heroes travelling to the city are easily able to appropriate a somewhat upright shack, and using some of lumber which fills every other available space, may repair it to make it livable.

Often people will band together, with five or six people living in each shack. They work together to keep the shack

upright, make improvements, clear the roof and doorways of snow, keep the firewood pile (always stored indoors) topped up and to guard each other's possessions.

The shacks rarely have locks on the doors, they are fragile enough that simply tearing boards off the side would be easier than breaking down a locked door.

With time however the shack can be built up to the sturdiness of a usual dwelling but the effort and money required to do so would be the same as building a real home.

Many a group of heroes has started out their career in one of these shacks.

The average shack measures roughly Fifty by Fifty feet and starts completely unfurnished.

Few Demenses are strong enough to keep out a determined thief unless they are well fortified. Usually people make do with making friends with their neighbors, sometimes paying them to keep an eye on their belongings when they are out of town, or asking others to dwell within their home while they are gone.

For the most part, as long as they carry their valuables with them, and keep their tools in a heavy and well locked box within their home these efforts will be successful.

As long as the heroes are citizens of good standing few will allow thieves to enter and loot their homes.

Adding on to a shack or house

HOUSE (ADDING SPACE)

A hero may add another 50x50 foot area to their house at any time.

This may be the addition of another room, another level, or a fenced in yard

The cost to pay someone to do it is the 50 gold coins.

For the Hero to build the addition themselves will take 4 weeks and cost an additional 20 gold coins.

SHACK (ADDING SPACE)

Often shacks will have other buildings butting on to them but if these are abandoned the heroes may extend their dwellings into these as well. Bartering with your neighbors to convince them to move is common for those hoping to expand their living space.

If they are lucky enough to have empty space near them then a rickety addition can be added with a week's work.

It is just as difficult to clear and keep any outdoor space or yards. Sturdy fences or palisades must be built or the neighbors will continue to build on the area.

A empty neighboring shack can be knocked down to create space for a yard.

ADDING DEMESNE FEATURES

This may be a training yard, library or other feature required for learning a veteran skill.

Or it may be a new feature which is not covered in the veteran skills section, like adding a shrine, or a garden.

Or it may be adding furnishings to an existing room, such as outfitting a kitchen.

The cost is 50 gold coins and takes 2 weeks.

Demesne Features

Adding a demesne feature to a shack requires 50 gold coins and takes 2 weeks.

List of Features

Yard: A large outdoor area, fenced in.

Training Yard: An upgrade to the yard, racks for training weapons, seats, platforms, and various small targets.

Training Dummy: A specially built dummy for weapons training, with various targets, moving limbs, limbs that hold weapons and shields.

Target: Used for archery or throwing weapons, also has a large barrier to stop errant shots from reaching the neighbors yards.

Writing Table: Large table with suitable lighting, various pens and inks, a writing surface, writing materials as well as blotters, sealing wax and shelves for storing papers, books, and scrolls.

Library: A large set of shelves containing books, scrolls, and papers, copied from various local sages' halls. The most common texts on more popular subjects or of interest to all. Also includes various historical, scientific and legendary subjects.

Features required for Crafting

These are more of a series of guidelines for things which would be required for crafting. Getting into the specific details of each and every tool required is not needed nor possibly wanted. Consider the following to be examples or suggestions for Crafting.

Work bench: Needed for crafting wood, leather, or metal

Kiln: Required for pottery

Forge: Necessary for crafting metal

Anvil: Required for Iron and steel

Mixing table: Required for potion craft. Includes glassware, mortar and pestle, mixing bowls, bottles, and storage for all ingredients.

Additional Features

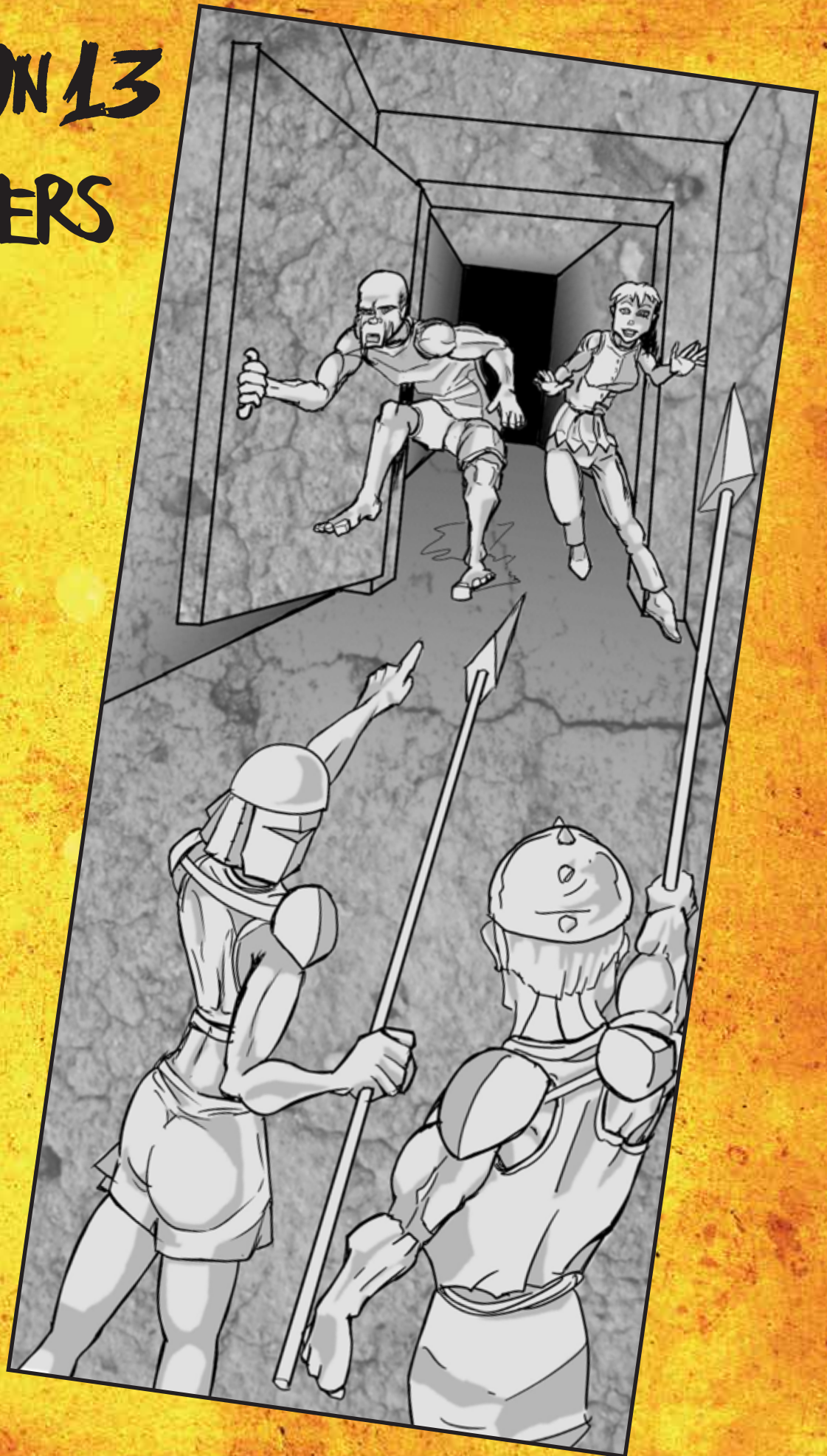
Players should feel free to add anything they like to their homes, the Demonlord can make the required decisions on specific costs and times to build other features but they will likely be similar to the ones already listed. Consider this to be a list of inspirations to get your players started.

Shrines to local gods, a kitchen, a map room, planning room, treasury with specially reinforced walls and door, an equipment room, storage room, anything which the heroes can think of can be added to the demesne.



SECTION 13

FOLLOWERS



FOLLOWERS

Followers: the little guys that get things done

In the game of Lair of Sword and Sorcery a lot of things are simplified to keep the action moving. You don't need to track a lot of equipment, treasure, rations or other things; so pack mules, animal handlers, porters, torchbearers, camp followers etc are not needed.

Something that *will* be needed by those who delve deep into dangerous lands is a little more muscle. The world of Kartharka is harsh and dangerous so having some people come along to help is a good idea.

There are always a few people around who will join the heroes for a bit of adventure. Either grizzled veterans who make their living as bodyguards or soldiers, or youths hoping to find their fortune or a bit of adventure. In a world where any day could bring a fight to your doorstep, getting paid to fight is just a sensible idea.

What are followers in the game of LoSS?

In LoSS followers are extra fighters who are brought along on an adventure.

They are not heroes, just regular people trying to earn a bit of fast money.

Each follower is controlled by the player who's hero paid their wages (see below for hiring).

On a players turn they first take a turn for each of their followers. Each follower takes it's full turn before moving on to the next. After all of their followers have taken their turn the player takes a turn for their hero, moving, attacking and performing Sota with their hero.

Their turn then ends.

In Combat mode followers may only move or attack, they may not perform Sota of any sort. They may not even perform Sota such as opening doors.

The followers are meant to be used only to help in combat.

If the heroes wish to keep using the same followers then they may keep on paying them to stay but followers do not earn Veteran points and do not earn veteran skills.

Read on For All the specific Rules on Followers

Hiring and availability

Heroes may hire as many followers as they like to come along with them, if they have the money.

The amount of followers available for the heroes to hire will be limited.

AN AVERAGE FOLLOWER

Def	Attk	End	Dam	Move	Rank
1	0	4	0	4	2

Number of Available Followers:

Most Lairs (see pg 82 lairs) will have a "Highest Encounter Rank" listed on its first page. This is the most difficult encounter in the entire Lair. Usually this encounter will be the final room or area where the goal of their adventure lies.

While most encounters in a Lair will be equivalent to half the rank of the party or the full rank of the party (scalable for each party of heroes), the final encounter will usually be of a specific number of enemies and therefore a specific rank.

If this Highest encounter rank is higher than the total party rank of the group of heroes, then they may hire enough followers bring their party Rank Equal to the Highest encounter Rank.

The Heroes do not need to hire any followers if they do not wish to, or if they do not have enough money.

Example:

A party of Heroes has a combined rank of 16.

The Highest Encounter Rank of the Lair is 20.

The heroes have available to them 4 ranks worth of Followers.

Each standard Follower has a rank of 2 (1 as a base, plus 1 for the 1 point of Defense from their armor)

This means that there are 2 followers available to hire for this adventure.

And yes, the heroes will know what the highest encounter rank of the Lair is before going in. I don't think that this hurts the game in any way.

The heroes have no idea what the adventure holds but should be warned that they are going in to an adventure that is beyond their capabilities.

Who gets the available followers?

If followers are available to the party then the lowest ranked hero gets to hire as many of the followers as they choose.

If there are still any available the next lowest ranked hero gets to hire as many of the available follower as they choose.

And so on.

Cost of hiring followers

A standard Followers stats are all zero.

They have the standard 4 endurance

The will have one weapon each and 3 pieces of armor, giving them a defense of 1.

To hire them will cost 1 gold coin per week.

They will have their own food and camping supplies.

The hero may buy or give them additional weapons and armor which they will use during their employment but will not be returned when their contract is completed.

Usually followers will be hired in groups. This means that if one of them dies the heroes may not "loot their corpse". The other men in the group will either distribute their belongings or take them to sell and give the proceeds to the dead man's family.

At least they will usually tell the heroes that that is their plan.

If there are no other followers alive then they may have

families waiting for them back in town to whom this equipment should be given.

However, though followers are paid to fight they are not without their limits. When travelling or in a city they will fight in one combat before demanding another gold piece from their owner.

When in a Lair they will fight in the first combat with no fear.

However at beginning of each further combat they must make a flee roll. (look to the right for the flee roll)

Once they leave the lair in which combat occurred they will require another gold coin to continue working for the hero for another week.

What can followers do?

What can followers do? What are the rules, and who controls them?

The player controls his followers in exactly the same way as his hero.

He may move him, use him to attack.

When in adventure mode they may have them carry items, pass items, look down hallways etc.

Anything that doesn't require a Sota roll.

Their follower may not perform any Sota except for those the scenario describes as possible by followers.

This means that when in combat mode followers cannot even do simple things like open doors.

When in combat mode heroes may only move or attack.

Each player will control their hero and their own followers on their turn, moving and attacking with them as if they were their own hero. They move their Followers First and then their Heroes

Fleeing Followers

As you read before, followers will dutifully fight in the first combat in a Lair.

Before any combat after the first combat the followers need to make a flee roll to see if they continue fighting.

Flee roll:

When combat mode begins (i.e. when enemies appear) before anyone takes a turn each player rolls 1 die adding their own camaraderie stat.

If the total score is 4-6 their followers continue to fight.

If the total score is a 1-3 any followers who are not at full endurance flee

Fleeing followers immediately start running towards safety on their turn.

They are moved by the Demonlord who will move them away from enemies.

They will still defend themselves when attacked but will continue to run away. Once they reach the exit they will never be seen again.

In a scenario it may be stated that the Demonlords minions will need to make flee rolls as well under certain conditions. If it does not then assume that the Demonlord does not need to make flee rolls.

Rallying Followers

If the fleeing followers are still on the Demon board when the enemies are all removed from the board the heroes may attempt to call them back.

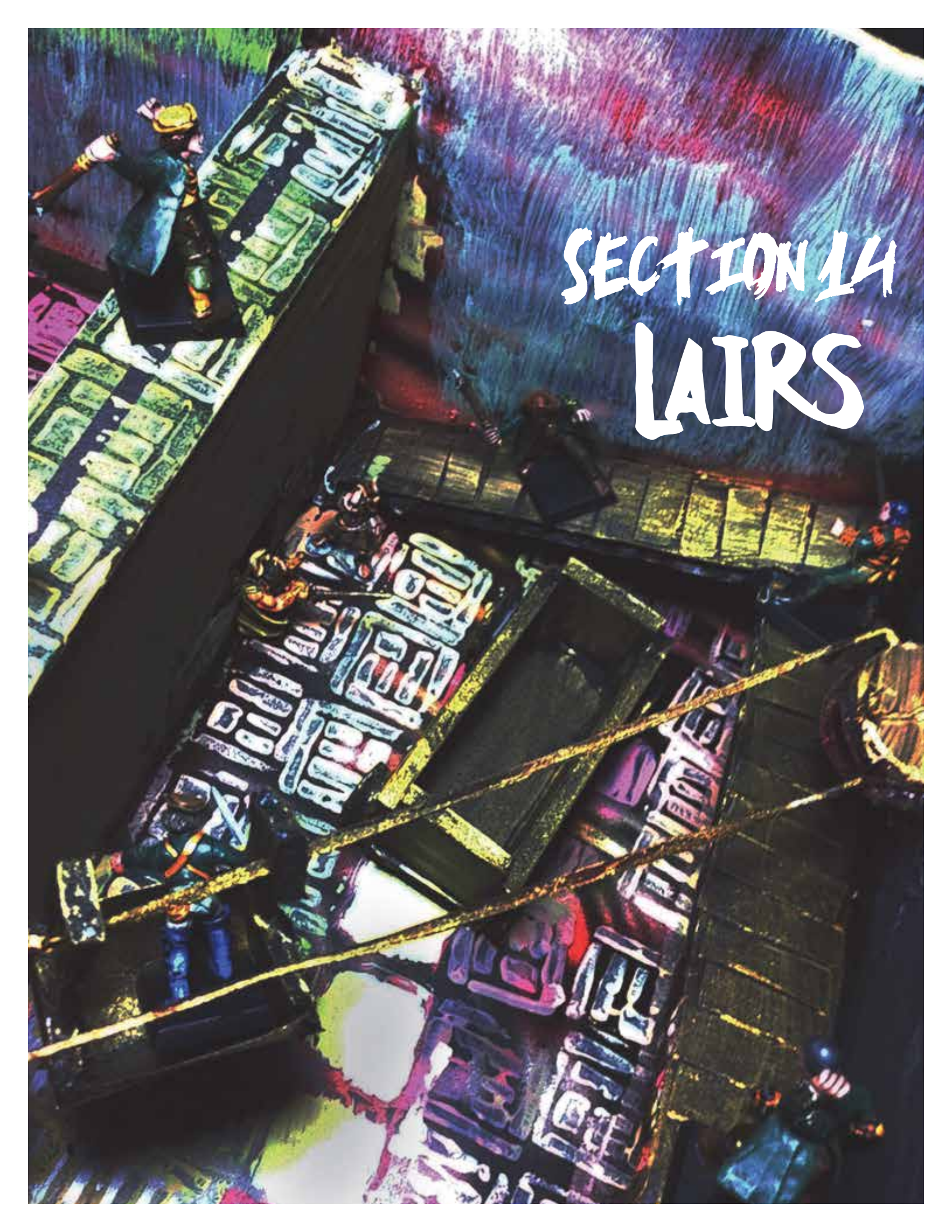
Rally Roll

Each player rolls a die to rally their own followers adding their camaraderie score to the roll.

1-3 means that they disappear never to be seen again (remove them from the Demonboard)

4-6 means they return (move the followers to a square next to their owner.





SECTION 14 LAIRS

LAIRS

Well here you are, in the realm of the Demonlord.

In this section you will learn everything you need to run your own LoSS scenarios.

All the rules for how to setup rooms on the Demonboard, placing all the enemies the heroes will fight, and how to deal with the heroes chatting with the local Innkeeper about what perils are plaguing the land.

This section will mostly assume that you have never played a roleplaying game before, and probably never run one as a game master either.

That means that a lot of things will be explained carefully.

About what it means to run a game and what your role is as the Demonlord (also called a referee, or game master in other games).

For those of you who have run games before, don't just gloss over this section. The game of LoSS has some pretty basic differences from other Roleplaying games out there. You may miss out on them if you read through this section too quickly, and thereby miss out on what makes LoSS so much fun.

In this introductory section to Lairs I want to go over some of the fundamental basics of the LoSS game. For new and old game masters alike pay close attention, the following concepts form the basis of how the LoSS game is played.

The role of the Demonlord

The Demonlords role in the game is to read the adventure (or write their own).

They then tell the players what is happening in the game.

Usually each adventure will begin with a setup (pg 89 setup) which describes how the game begins. For example it may say the heroes start at the entrance to the Lair and the adventure begins right away.

Or it may say the heroes are approached by someone at their home.

The Demonlord then begin running the game.

This means that that the heroes will tell the Demonlord what they do, and the Demonlord will decide what the consequences of their actions are.

When in a Lair this will be fairly simple.

If a hero opens a door the Demonlord shows them what is on the other side. If a hero pulls a lever the Demonlord tells them what happens.

When the heroes are in town, however, the Demonlord will need to use their own judgment more. When in town heroes will have so many options that the adventure may not supply all the answers for what may or may not happen.

This is when the Demonlord must use their judgment to decide what happens.

For example: the heroes go to town and try to get some traps built to catch some animals guarding the entrance of a Lair.

This was the hero's idea and there is no option for this in the adventure.

As the Demonlord you will have some decisions to make.

First is such a thing even possible, do they have these sorts of things in the world. In this case I would say yes that such a thing should be available even with the fairly low technology available in the LoSS world of Kartharka.

Next you have to decide if there is someone who has the skill to make these in town. You can either decide that: Yes the town is large enough to have someone to do this or, no that it is far too small to have anyone do this, or to roll a die and leave it up to fate. If you roll a die you can decide that a 1-3 is yes they are available, 4-6 they are not.

If the heroes are able to obtain their traps then you will have to decide what the rules are for using them.

You would have to make up the rules for animal traps right then and there. But don't worry because it's not too important that the rules should be a perfect

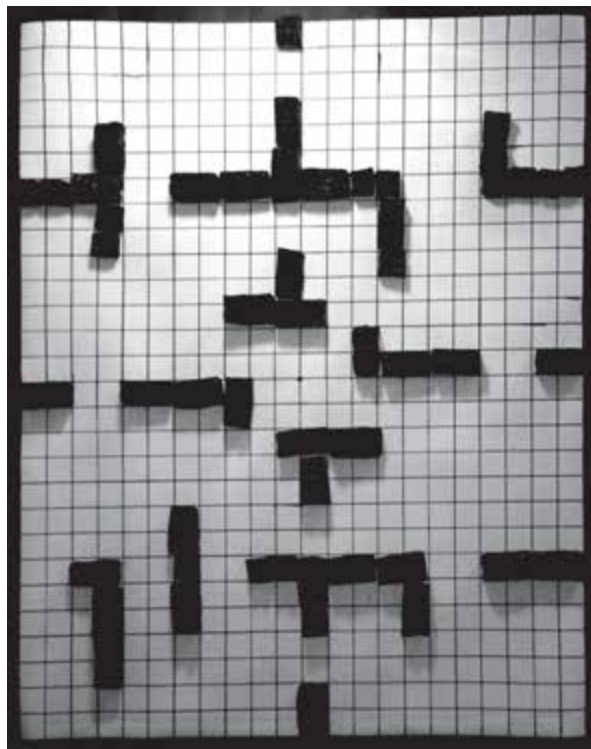
simulation of how these traps should work.

It's best to keep it fairly simple, such as:

If the heroes lay out the traps the night before, and return the next day, they should roll 1 die for each trap. On a 1 or 2 the trap has caught one of the animals.

So you see it is fairly simple to make up your own rules for the things the heroes wish to do. Remember to keep it simple, and if you leave the chances of success up to a dice roll, then it will be more fair for the players.

This pretty much sums up the roll of the Demonlord, making up rules for things the players want to do that aren't covered in the games rules.



Demonlord vs. heroes: Yes the Demonlord is trying to kill you

In the game of LoSS the Demonlord is actively trying to defeat the players when in combat mode.

As you will see later on in this section, scenarios will almost always specify where enemies will appear on the Demonboard when they are revealed. This means that the Demonlord does not get to decide where to place the enemies, they will be placed in a predetermined space on the board. This is to keep things fair, to keep the Demonlord from placing the enemies closer to a wounded character or one who is not ready to fight.

It will also usually specify that a number of enemies appear equal to Half the rank of the party or a Quarter of the rank of the party.

This means that most encounters the heroes have will be heavily weighted in their favor.

The reason that the game of LoSS is set up in this way is to combat something that plagues most roleplaying games. That the Demonlord doesn't get to play the game.

In LoSS the Demonlord is given evil minions as dictated by the adventure. The Demonlord may move and attack with them according to the rules.

In most games there is a tendency to try to make a battle fair, to ease up on the attacks once the heroes are weak.

Not so in LoSS. Since the Demonlord is usually out-matched by the heroes in any encounter, they are free to do their best to actively try to defeat the players.

In the game of LoSS once combat mode starts the players had better hope that they have prepared for the fight and are ready to use strategy and tactics to win rather than depending on their heroes to win the fight for them.

How lair is different from mastering other games: you're a ref not a god, you have to make things fair.

Most Role-playing games involve a lot of chatting with village folk, getting wrapped in court intrigues, studying ancient books and focusing on all the minutiae of travelling from place to place. There is also some combat thrown in to keep things exciting.

LoSS is more like a combat game through and through with a little roleplaying thrown in to keep things exciting.

The Demonlord's role is more to set up interesting fights and battle grounds than to come up with elaborate plots and stories with dozens of interlocking clues and mysteries.

Since the Demonlord is actively trying to defeat the players when in combat mode, the players may not be able to trust them to set up completely fair combats.

There are three things in LoSS to keep things fair for the players.

First: The LoSS ranking system is used to rate all enemies and heroes. Encounters are set up to range from one quarter of the parties rank to a full rank of enemies.

Second: If the Demonlord wishes to use a special enemy as the final set piece of a Lair, then the LoSS follower

system allows the heroes to be prepared ahead of time with some extra muscle to back them up.

Third: Only the heroes may use Sota. This may not seem to be a huge advantage to the players but it is. Sota gives the players the power to shift the odds using their surroundings, like knocking over braziers, swinging on chandeliers, setting up rope traps, climbing up walls, or anything else they can imagine.

The reason the Demonlord does not get to use Sota is that the Demonlord is the one that sets the difficulty of Sota rolls and decides the results of all these actions. If they were free to use Sota then they could decide that their minion's actions are all easy Sota rolls while the hero's rolls are all Impossible.

All of this means that the Demonlord takes on the role of Referee of the game, setting up interesting battles and challenges for the heroes, instead of the all powerful god deciding everything on either side of the combat and in complete control of every outcome in the game.

The only word of caution to the Demonlord in the referee role is to play as fair as you can. When deciding the difficulty of Sota rolls, err on the side of generosity. If something is clearly impossible the Sota roll should be impossible and the players will usually agree with you on these rolls.

If the task at hand is on the borderline of difficult or impossible then err on the side of the players and call it a difficult roll.

When in doubt or in the case of an argument, then leave it up to the dice to decide how difficult the roll will be, for example a roll of 1-3 means a difficult roll, 4-6 impossible.

Running away.

LoSS is a dangerous game for the players. At every turn their heroes are under constant attack. The combat system of LoSS is heavily weighted toward the side with the highest number of fighters and heroes can get overwhelmed very quickly.

This means that heroes will die fairly often if the players are not extremely cautious.

Combined with the fact that the players will have been building up their heroes for some time carefully crafting them over months and possibly years.

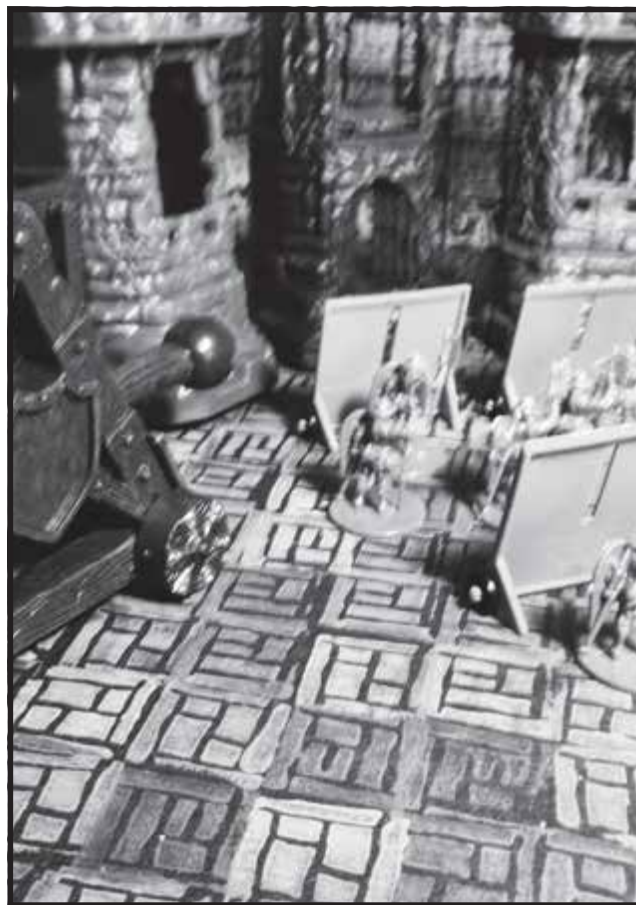
In the game of LoSS if the heroes are able to flee to the edge of the board then they, and any heroes that have fallen before that point, are considered to have escaped.

The heroes may try to take advantage of this, keeping their escape routes clear, or even leaving someone lurking near the entrance to flee if things go horribly wrong.

You as the Demonlord should let them do this.

Fleeing is built into the rules to allow the heroes a chance to escape when things turn against them. Combining a difficult game, with a high mortality rate, with heroes that may have taken months to build up could lead to players losing interest in the game fairly quickly if they are not free to run away to fight another day.

There are usually punishments for running away, but the hero will at least live on.



The numbers game of Loss: Lots of little guys always win against one good guy. Try to keep the numbers down.

When creating your own lairs and scenarios for Loss, or even when running someone else's, remember that the game of LoSS heavily favors the side with the most fighters.

With all the advantages given to players they can usually fight groups with twice as many members as their party without too much difficulty if they fight strategically.

Once they are outnumbered 3 to one things can begin to turn on them fairly quickly.

If at any point the heroes are confronted with forces of 4 to 1 then they should probably turn and flee immediately unless they can make the terrain work for them.

If you find this situation cropping up often in your games then begin to consider using more powerful enemies to fight the heroes so that the ranks are still equal but the heroes are not confronted with too many individual enemies to fight. Even adding a single endurance to each enemy will begin to even the odds pretty quickly.

Players have to work strategically to not die

So now that you know a little about the spirit of the game of Lair of Sword and Sorcery: that the Demonlord is actively playing against the heroes you can see why the Demonboard (the playing board) is so necessary.

Everything is in plain sight, and the combat rules absolutely require the action to happen on a board. With these two things we can return the fun of the game to the Demonlord.

Remember that Lair is not like other role playing games, it is meant to be fun, quick, and easy on the game master. The game master (Demonlord) will either be running a pre-made scenario or will be running one of their own based on guidelines for doing so.

Unlike other games, when in active combat mode, the Demonlord will be trying to kill your heroes, or at least cause as much damage as possible.

The Demonlord does not get to do "things other than attack" unless specified in the scenario, so he doesn't have to decide how difficult any of his own tasks are.

So keep in mind that the Demonlord is not going to be pulling their punches or going easy on you, they are going to be trying just as hard to win as you are.

So be careful with your heroes, if they are getting weakened it might be a good idea to cut your losses and run away. Or if it sounds like a particular scenario may be more difficult than usual it may be a good time to pull out one of your backup heroes for this one rather than send in your favorite hero who has taken so long to build up.

What is a Lair

In Loss, any specific dungeon, group of caves, sorcerer's hideout, enemy fortress or other location is called a Lair.

It is a collection of rooms, corridors, passages, caves, or rooms in a house which all appear on a single Demonboard (the playing surface in the game of Loss).

In the case of a large tower, or deep system of caves, there may be a series of linked lairs.

For example, a tower may have 3 levels. Each level would be its own lair, with its own map of rooms no larger than a single Demonboard can accommodate. (larger maps could be made using more than one Demonboard but this is not as common or suggested when starting out)

This series of rooms will have an entrance, where the heroes come in, a series of rooms and corridors, usually leading to their goal at the other end of the board, usually an enemy or a treasure.

A lair may also be an outdoor area, like a section of road, or an area in a forest.

The important thing is that it is a specific area, with a specific goal, where the heroes will test their strength against a series of challenges.

Many separate lairs may be linked together to form a campaign, or story as it is called in LoSS.

In a story the first lair may be small with each successive lair getting larger and more dangerous till the heroes reach their final goal, and their greatest reward.

First we will look at how the Demonlord runs a pre-made scenario and then, later in this section, we will look at creating your own lairs and stories for LoSS.

THIS IS WHERE IT ALL BEGINS: RUNNING LAIRS

The Lair templates.

90% of the Demonlords job is reading the Lair, and following the instructions that you find inside it.

Most simple Lairs contain only two sheets, the Lair Outline and the Lair Details.

These two sheets will contain the map of the Lair, the listing of all the rooms in the Lair and what they contain, a listing of all the enemies in the Lair, and all the special rules for the Lair, like how to win, or how to use the different features which each Lair has.

The Demonlord only has to read these two sheets and they will have all the information to run the scenario that they need.

See the example lair (pg xx) for what this looks like

More complete Lairs may have a series of Linked Lairs, for example, a mine with multiple levels, or a castle with 2 or 3 building inside it.

These are fairly simple as well with the heroes moving through the lairs in order until they reach their goal.

Even more elaborate is running a story, or campaign.

This is a series of completely different lairs or places, all linked by a central plot.

Often in a story heroes may have a choice about which Lair to go to next, These kinds of linked scenarios are organized using two other templates. The story background template, giving the back story and history of the plot that is happening, and the story flowchart, which the Demonlord uses to determine what has been done already, what can be done, and what is happening right now.

These two sheets are used to control the campaign and the Demonlord really only needs to read these two sheets to start running the story.

As the heroes enter each lair in the story the Demonlord can then read the necessary sheets for that Lair, meaning they don't need to do a lot of prep work ahead of time. Thought they are free to do so if they wish.

See pg xx for a sample story template

In the next part of this Section we will look at each of the templates in detail and how they all work together.

Using the Templates

The four templates all work together, with two sets of two templates. They are the Story Background and Story Flow chart, the Lair Outline and Lair Details.

The most often used template set are the Lair Outline and Lair Detail templates. With these two sheets you can set up a map of a group of rooms or areas along with all the extra things you need to turn it into a playable scenario; like



area contents and enemies.

The other set is the Story background and story flowchart. These two sheets link a number of Lairs into one long cohesive "story" or campaign.

The story background gives the Demonlord all the details they need about the story and how the lairs link together.

The Story flowchart is one of the most important tools to make the Demonlords life easier. A simple way to create and organize huge overlapping story lines, with one chain of events as the "Main story", a second course of events as the "Background stories" as well as a number of "miscellaneous" events that may occur at any time. It also includes a list of triggered events, things that will only happen if the characters do something or don't do something.

Running Lairs

The job of setting up the Demonboard, telling the heroes what happens, and placing enemies on the board is referred to as "running" the adventure or Lair.

Running the adventure is fairly simple. But you do have to remember that the game of LoSS has two modes of Play.

Adventure Mode and Combat mode. Adventure mode is when the heroes are moving around within a Lair, but there are no enemies on the board yet.

As soon as enemies appear on the board the game switches to combat mode until those enemies are dealt with, at which time the game switches back to adventure mode.

READING THE LAIR TEMPLATE

To run a Lair you must first know how to read the Lair template sheet.

This template will describe everything that happens in the Lair. See the sample lair template on pgs 93-94.

All the sections on the sheet are described below.

The Lair Template is one of the most innovative of the LoSS rule sets.

Heroes don't just stumble upon a dungeon, ramble through its randomly generated rooms collecting treasure and experience points till they feel like going home.

Each Lair in LoSS has a purpose.

They have an Objective that must be completed, a reward for completing that objective, and a punishment for Failure.

For if there is no punishment for failure there can be no thrill of Success.

LAIR OUTLINE SHEET

Lair:

This is name of the Lair. Like "Cave of the Witch" or "Necromancers tower level 1" This is the name of the actual place that the board represents. It may be a series of caverns, a set of paths through a forest, or a group of building in a village.

Scenario:

This is the name of the scenario being played out in the Lair.

A single Lair may be used for multiple different scenarios.

A Lair combined with an objective, punishment and rewards becomes a scenario (see pg 88 for objectives, punishments and rewards).

Each scenario will be very different even if they take place in the same Lair.

For example a Warlords fortress.

The Lair would be the Warlords fortress, but if the heroes were kidnapped by the warlord the scenario may be called "Escape the Fortress" and would contain special rules and enemies like guards and which doors are being watched.

Their objective would be escape and their reward would be freedom.

If the heroes were to return later to attack the fortress then the scenario would be "Attack the Fortress" and the special rules and enemies would be more focused on how to assault the fortress and how it would be defended.

In this scenario the objective would be to reach and defeat the warlord and the reward would likely be the warlord's treasure, or perhaps even the fortress.

The map (or Lair) would be the same for both of these scenarios, but the special rules, enemies and objectives would be very different for each scenario.

Story:

If the Lair is part of series of Lairs, or Story, then the name of the story will be marked in this box.

Not all Lairs are necessarily part of a story so this box may be blank.

Highest Encounter Rank:

This is the highest encounter in the Lair. If this is higher than the party rank then the party is allowed followers.

Setting:

This is the general Location where the Lair is. Usually Lairs are organized by location, such as a nearby village or city, or by province or mountain.

For example if an adventure were taking place near the city of Stroh Branoch the setting would be "Stroh Branoch".

This gives the person running the adventure a general idea of where it will be located.

Sometime a Lair may be generic enough to occur anywhere and no specific setting will be given.

Active

When a scenario is part of a story it may be considered the Main part of the story. This is called the Active part of the story.

Stories also have other lairs or events happening which are not related to the main story. These are called "Background" or "Miscellaneous" events in the Story.

If the Lair is part of a story it will be marked with a "Yes" if it is part of the Active story. If it is not part of the active story it will be marked "No"

If the Lair is a standalone adventure that is not part of a story then this will be left blank.

Background:

This is another yes/no option.

It lets you know if this is a background scenario. They may not be important for completing the main story, they tend to be something else happening within the area so that the heroes can know that their main mission isn't the only thing going on in the world. It also serves as a welcome alternative to the heroes who may not be interested in the Main story.

Sometime it can even connect with the main story in some way but is not necessary to complete the main story.

Map:

This is a place on the template that has exactly the same number of squares as a Demonboard (see pg 6 for Demonboard).

This is where you draw in the lair. Draw all the rooms, corridors, or trees and bushes that you like. See pg 129 for an example Lair map.

All the important features of the Lair should be clearly marked on the map.

It is also where you mark the location of all the enemies

It is important to mark down exactly where enemies will be when the heroes enter the room so that you can be sure of being fair and not placing them to your own advantage once play has begun.

Key:

It is helpful to use symbols on your map and the key is the place where you can mark what all the symbols mean.

Symbols are much easier than trying to draw in all the specific details and are also useful for showing things that are difficult to draw. A column and a pool of water both look like a circle when drawn on a map so the key is very important to know what goes where.

See the example map on pg 127 to see how to use the key.



Objective:

Every Scenario in the game of LoSS has an Objective.

Usually the heroes will know the objective, such as slay the Sorcerer, rescue the prisoner, or find the rare treasure.

Sometimes they may not know the objective. Perhaps they have been misled and think that they are supposed to slay the sorcerer but there is no sorcerer and they are really meant to find a treasure.

Whether they know the objective or not, the objective will be very specific and it must be accomplished by the heroes to consider the Lair to be “beaten” or “won”.

Unlike in other roleplaying games, in LoSS there is usually an objective, and the game can be won, or lost.

The objective is one of the things that really makes LoSS different and there are some rules and associated section on the template that go along with it.

If the heroes accomplish their Objective and escape the Lair alive, then they are given a specific Reward.

If all the heroes leave the Lair without completing the Objective then they have officially “failed” the scenario, and are given a specific punishment.

The punishment for running away from a Lair could be that this event they were trying to prevent occurs and they will earn infamy for their failure (see pg 56 infamy). Or the town they are living in is overrun by invaders may be a suitable punishment.

Other forms of punishment may be needing to complete another scenario. For example if the heroes fail in trying to slay a sorcerer, the next scenario would likely be the sorcerer taking revenge on the heroes by attacking them in their

home.

Once the heroes have failed a Lair, they may not return to try again. This is because there is usually a time factor involved with each Lair, for instance averting a disaster, stopping an invasion, or preventing a ritual.

If they run away then whatever they are trying to prevent occurs.

If there is no specific reason given for why the heroes cannot return then the Demonlord will have to make one up which makes sense considering the heroes and the area.

Punishment:

In LoSS all Scenarios have a punishment for Failure.

If the heroes all leave the lair without completing the Objective first then they will receive the punishment listed on the Lair.

This is what keeps the game moving at such a high pace.

The Heroes can’t enter the Lair, fight a few enemies, go back and rest, then fight a few more, taking their time gently meandering through the Lair.

Games of LoSS are quick paced and action filled.

The heroes may know what the punishment is, or they may not.

Sometimes it will be obvious to them what the punishment will be. For instance if their objective is to rescue someone before they are killed then the likely punishment for failure will be the death of that person.

Sometime failure will also be accompanied by Infamy (see pg 56 infamy)

Fleeing from a Lair when people need your help will often lead to those people despising you, and telling everyone that you are weaklings and cowards.

But things aren’t always so grim.

Sometime the objective of an adventure is to find a treasure. In these cases the punishment would be not finding the treasure.

Reward:

Where there is punishment there must also be Reward.

The reward may also be obvious to the players or not. For instance the reward for finding the entrance to the next level of a tower within a layer is getting to go to the next level of the Tower.

Sometimes the reward may be monetary, such as a reward for rescuing that prisoner.

Or, perhaps, in a Lair where the objective is to find a great treasure, the reward will be the treasure itself.

Usually a reward will also gain the heroes a bit of fame if the results of their adventuring are publicly known. People become famous heroes for taking down a band of outlaws or a dangerous monster, or even for finding great amounts of treasure.

The rewards for adventure are usually measured in more than gold and fame.

If the heroes are working for someone, perhaps rescuing the king’s daughter for example, then they will often be owed a favor by the king on top of their monetary reward.

In the game of LoSS favors are far more valuable than



gold, and should be saved and treasured until they are truly needed.

Special Features:

This is one of the most important parts of each Lair.

Each Lair must have something completely unique to it. Something that has never been done before.

It seems a little odd to make this a rule in a Roleplaying game, since it would seem that everyone would, of course, try to make new and exciting dungeons for their players to charge through.

But, sadly, people are often happy to simply stir up everything that has come before in a new way and do it all over again.

A special feature may be an unusual weapon used by the inhabitants of a Lair. Or a special trap, a pit full of lava, an underground river or anything else you can think of.

Or it could be a special skill had by the inhabitants or leader of a Lair.

Or a new item, that has not been seen in the game before. This does not necessarily mean a new magic item.

In one of my Lairs the enemies used nets, which had not been included in the game before then.

The only necessity is that the special feature involve at least 1 new rule, usually only applicable in that one place.

In the Lair "Caverns of the Burrower" I used wobbly pillars as the special feature. The rule being that anyone walking under them has a chance of the ceiling falling in on them.

Using something as a special feature in a Lair does not mean that you can never use that feature again at some later date but you would not be able to use it as another Lairs special feature.

Followers available:

This box is used to show if the heroes will be allowed to take followers with them

Usually heroes will be allowed to take a certain number of followers into a scenario to even the odds if they are out-ranked (see pg 86).

But in some rare cases they may not be available, usually due to the heroes being too far from civilization to be able to recruit any.

This box will be marked with a yes or no depending on availability.

Setup:

This box contains all the information for how to setup the beginning of the Scenario.

Most often the heroes will enter one side of the Demon-board where there is an arrow marked "Heroes enter"

But in some cases they may enter somewhere else.

Other possibilities may be that they start in the middle of the board or in a specific room on the board.

Most Lairs are set up "Blind" meaning the heroes do not know the contents of the lair. Usually they will start on one edge of the board marked "heroes enter" in a corridor or a room.

The Demonlord will place this starting area only and the game begins. New areas are only placed as the heroes can "see" them, either by walking down a corridor, or opening a door.

Usually this is also where it will say whether the lair has enough light to see or if the heroes must bring their own sources of light.

Other options may be that someone else is in the room with them, or there may be some read aloud text for the Demonlord to read before beginning the adventure (see pg 97 for read aloud text)

Fleeing Minions:

Usually the Demonlords minions do not have to roll to flee after the first combat.

This is usually because either the heroes will have fled, or the minions are dead anyway.

But in certain cases the minions may be subject to this rule and, if they are, this box will be marked with a yes. Otherwise it will be left blank or marked with a no.

LAIR DETAILS:

Now let's look at the Second Lair template, the Lair Details sheet.

The Lair details sheet contains the meaty fun information of the Lair.

What the lair looks like, what the areas are, who is there, what they are doing, and everything else that the heroes may encounter.

Areas:

This is where all the areas on the map are described.

Usually the areas are marked with a number system on the map, like 1, 2, 3. In the area section you look up the number of the area you are in and see what the contents are.

The area will list the room's contents, enemies inside and anything else that may be necessary to know.

A short description of the room, example "a library", will tell you what is inside.

Furniture will usually be marked on the map so if you know that it is a Library and there are shelves marked on the map, then the shelves will contain books and scrolls.

Anything of real import to the scenario at hand will be listed but most other details will be left out.

As the Demonlord you may have to fill in some of the details as you go.

For example: if the heroes are in a library they may ask if there are any paper and pens there.

You as the Demonlord would have to decide if there are.

It would seem pretty likely that there would be so you decide that yes there are pens.

If the contents of the books are not given but the heroes ask what they contain you will have to decide.

Since there are no details in the areas section it would be assumed there is nothing of interest or value on the shelves so you decide that the books are the detailed accounting records of the castle they are in.

Any enemies in the area will be listed as well.

Where the enemies are located in the area when the heroes enter will be marked on the map.

The area description will say something like "3 wolves nest in this room." The location of the wolves will be marked on the map.

The relevant combat stats for the wolves will not be in the area description however. They will be in the force list.

Special items or features in the area will likely be listed by name only.

For example the area description may say it contains the Staff of Abalon. It will not say what the staff is however.

You will find all the information pertaining to the staff in the "notes" section. This is to make this information easier to find later when the heroes actually try to use it.

Any Special features of the Lair in the area are also usually detailed in the notes section.

For example there may be a special pit trap in this room.

The area description would say "pit trap" and nothing more.

To find out how the pit trap works you can look to either the "special features" section on the Lair Outline template, or,

if there wasn't room there for all the details it will be in the "notes" section of the Lair Details template.

Force List

This is where you detail all the enemies the heroes will face in the Lair.

There is a place to write all of the combat details of each enemy in the Force List.

First is an area for the combat stats used in fighting, Defense, Attack, Endurance, and Damage.

Each of these will have a number below them for the relevant stat.

Next is a place to put the name of the enemy, such as "guard", "wolf", "Taldak the destroyer", or "Jimmy".

There is not a listing for each individual enemy in the Lair.

If there are 5 guards in the Lair then there will be only one listing with the stats for "guard".

Next is the section to write in any equipment the enemy carries. This will usually be any weapons or armor the enemy has but in certain special situations there may be more here. For example if the guards work in a prison then they may have "keys" in their equipment.

If the enemy is using a shield or a special weapon, then any modifiers this applies to combat will already be taken into account in the combat stats.

For example do not add another +2 modifier to attack if a guard is carrying a shield.

The next section is the notes section. This is where you list anything interesting about the enemy. For example if an enemy is carrying a special treasure while they deliver it to the local treasury then it would be listed here.

Or is the enemy has a special kind of attack, it would be listed here.

For example some kind of horrible monster that spits acid.

In the notes section it may say "acid attack". To find out what the acid attack does you will need to look further down to the Lair Notes section to find all the details. This is because there is very little room to write a lot of details in the notes section on the force list.

There are also lines to write in the enemies rank and move scores.

NOTES:

This is where you can find notes on special monsters, abilities, items and areas of the Lair as well as any special rules or features of the Lair.

You should now have enough knowledge on how to read the main Lair template. With your knowledge of combat and the Sorcery system, and the earlier discussion of combat mode versus adventure mode you are probably just about ready to run your first Lair.

This next section will fill in all the last little details that will come up when running a Lair and fully prepare you for your job as the Demonlord.

Read on to learn all the ins and outs of running a Lair yourself.

OPEN LAIRS & BLIND LAIRS

Open Lairs

An open lair is one in which the entire Demonboard is laid out before playing.

All the rooms and corridors are laid out and all enemies begin the game already on the board.

This can be a fun way to play certain scenarios if the heroes already know the location of everything inside the Lair and how many enemies are there.

The game begins in Combat mode and remains in Combat mode until the last enemy is removed from the Board.

Open Lairs are rarely used however.

Blind Lairs

Most Lairs are Blind Lairs, in which the heroes do not know the layout of the Lair or where the enemies are.

A blind lair is any lair which is not laid out in its entirety as soon as the heroes begin. Any area not in the heroes direct line of sight is not laid on the board until the heroes can actually see it. Usually this is when they open a door, or move into a new area.

The area then remains on the board even if the heroes can no longer see it.

When the heroes can see a new area then the Demonlord can lay it down on the board, along with any enemies that are in the area. The scenario map will indicate where all the enemies are located along with all the walls, doors, rooms and other items.

Enemies that are not on the board are considered "not to exist yet". They will not generally hear noise and come investigating, or move from one area to another out of the sight of the players, or "wander" randomly about the lair.

This may not be realistic but is much easier for the Demonlord to track and control. This frees up both the Demonlord and the players to have more fun.

Doors will usually be closed when the heroes enter the lair unless specifically stated otherwise.

Doors

Doors can be opened by any human or humanoid during adventure mode without a Sota roll.

Opening a door is an easy Sota roll (4) for any hero in combat mode.

A Demonlord minion can open any unlocked door leading to an already laid out area with a simple Sota roll as well.

However a Demonlord minion may not open a door to an area that is unexplored by the heroes and still "blind".

We can't have minions opening new areas and exposing the heroes to more enemies than each encounter is meant to have.

Locked, barred and sealed doors

Lair of sword and sorcery does not have thieves as we know them in the classic sense.

A locked door has to be unlocked with a key. A barred door must be unbarred to be opened. Doors cannot be broken down by attacking them with your swords and spears.

If heroes are able to make some sort of battering ram or have brought one with them for some reason then I leave it to the purview of the Demonlord on whether or not they are successful in destroying these doors.

Given enough time an axe or other similar implement may be able to open a door as well.

Surprise

Unless the scenario specifically states otherwise, as soon as the enemies are placed, the game switches to combat mode.

When switching to combat mode usually the first turn is made by the hero to the left of the Demonlord with turns continuing clockwise around the table.

The Demonlord may then take their turn after the heroes..

Play then continues on to the heroes again in the same way.

However if the scenario states that the heroes are "surprised" when the enemies are placed, the Demonlord gets to take their turn first. Then next will be the hero to the Demonlord's left and so on.

Torches, Light and fire

The scenario will say whether or not the lair has sufficient light for the heroes to see. If it does not, then at least one of the heroes must carry a torch.

While carrying a torch the hero will not have a second hand available for holding another weapon or a shield.

If heroes are separated in more than one room then each "group" of heroes will need a light source.

Torches also make effective weapons and may be thrown like other thrown weapons, or swung like a club. They act in exactly the same way as any other weapon rolling 1 die for damage.

Certain creatures or items may be particularly flammable. If this is the case then the scenario will say so.

Torches do not go out when they are thrown or used as a weapon.

If dropped in woodlands or grasses torches will not usually cause the neighboring woods or brush to catch fire.

There may be a slight chance of this happening in the short period of time the torch is on the ground but it would be deemed too inconvenient to have to roll for this every time.

If the heroes wish to set a forest or building alight then this is possible and usually a difficult Sota roll would be suitable to be successful. If the material is particularly dry or flammable the Demonlord may change this to an easy roll.

Determining Enemy Ranks and enemy group ranks.

Here's the place in the game where you need to do a little math.

In the game of LoSS heroes can earn veteran points by facing a group of enemies of equal or higher rank than their party of heroes, and surviving.

You can determine the rank of the party easily by adding up all the ranks of the heroes (see pg 24 for determining rank).

Determining the rank of a group of enemies is done in the same way.

In the force list every enemy has their rank listed so add together the ranks of all the enemies to get a total.

In this way you can determine if they are facing a group of enemies of equal or higher rank.

Quarter, half, and full rank of enemies, the Lair Rank Balancing system.

When writing your own Lairs for the LoSS system you write the amount of enemies in any given room in a special way.

Instead of writing that there are 4 guards in a room (like in other roleplaying games) you would write in $\frac{1}{4}$ rank of guards, or $\frac{1}{2}$ rank of guards, or even Full rank or double rank.

This means:

$\frac{1}{4}$ rank: A number of enemies whose rank equals one quarter of the total rank of the heroes.

$\frac{1}{2}$ rank: A number of enemies whose rank equals one half of the total rank of the heroes.

Full rank: A number of enemies whose rank equals the total rank of the heroes.

Double rank: A number of enemies whose rank equals double the total rank of the heroes.

Always round up to the nearest full number of enemies.

This means that Lairs in the game of LoSS are always scalable to the power of the party of heroes that is currently in the Lair.

Making the calculation to find out how many enemies are in the room is easy as well.

For example: a half rank of guards.

The hero's total rank is 24.

Each guard has a rank of 5 (shown on the force list)

Half of the total rank of the heroes is 12. So you need enough guards to equal a total rank of 12.

2 guards would be only 10 rank.

That's not enough guards as we need to round up.

Adding one more guard takes the total rank of the enemy to 15.

So there are 3 guards in the room.

Placing Enemies

The map will show places where enemies can possibly be placed.

If there are not enough areas shown for all the enemies then enemies may be placed on a square next to one of the



starting spaces.

If those spaces fill up as well then the Demonlord may place enemies on spaces up to 2 squares away from the starting spaces, and so on.

When and where should Role playing options be...

Sometimes the heroes will want to do something other than attack the bad guys. It's shocking I know. During the times when they are not in a Lair there are usually plenty of people to talk to and plenty to do, especially when they are in a town or settlement.

But in a Lair heroes can get caught up in the hack and slash of adventure. For the most part this is a perfectly suitable plan, like wandering through caverns full of monsters. But when sneaking through an evil temple it is entirely possible that there are other humans there to interact with that may not know that the heroes are there to kill them.

In these cases and others the heroes may wish to make nice with the inhabitants, try to blend in.

Or they may try bargaining with the monsters instead of attacking, or other strange tactics.

In these cases use your judgment. Sure you, as the Demonlord, are looking to take out a few heroes, but like in cases of adjudicating Sota, you must stay impartial. If the heroes have a good chance of interacting with the enemies then let them do so, especially if they have something fun in mind.

Don't let them push it too far though, even though the game takes place in a world of magic and demons and other bizarre things, you have to keep a firm foot in reality or it will all just seem silly.

Not every guard is going to fall for every stupid trick they come up with.

As long as the heroes are just talking and are not actually trying to get anyone to do anything you can play out these interactions in any way that seems valid but as soon as they try to talk people into doing something for them they should need to make some Sota rolls. If they have come up with a particularly convincing scheme or argument then change a very difficult roll to difficult or even easy. A characters stats can have an effect on these, mind and more particularly camaraderie are most important in these encounters.

LAIR OUTLINE

LAIR OUTLINE

OBJECTIVE:

PUNISHMENT

REWARD

SPECIAL FEATURES

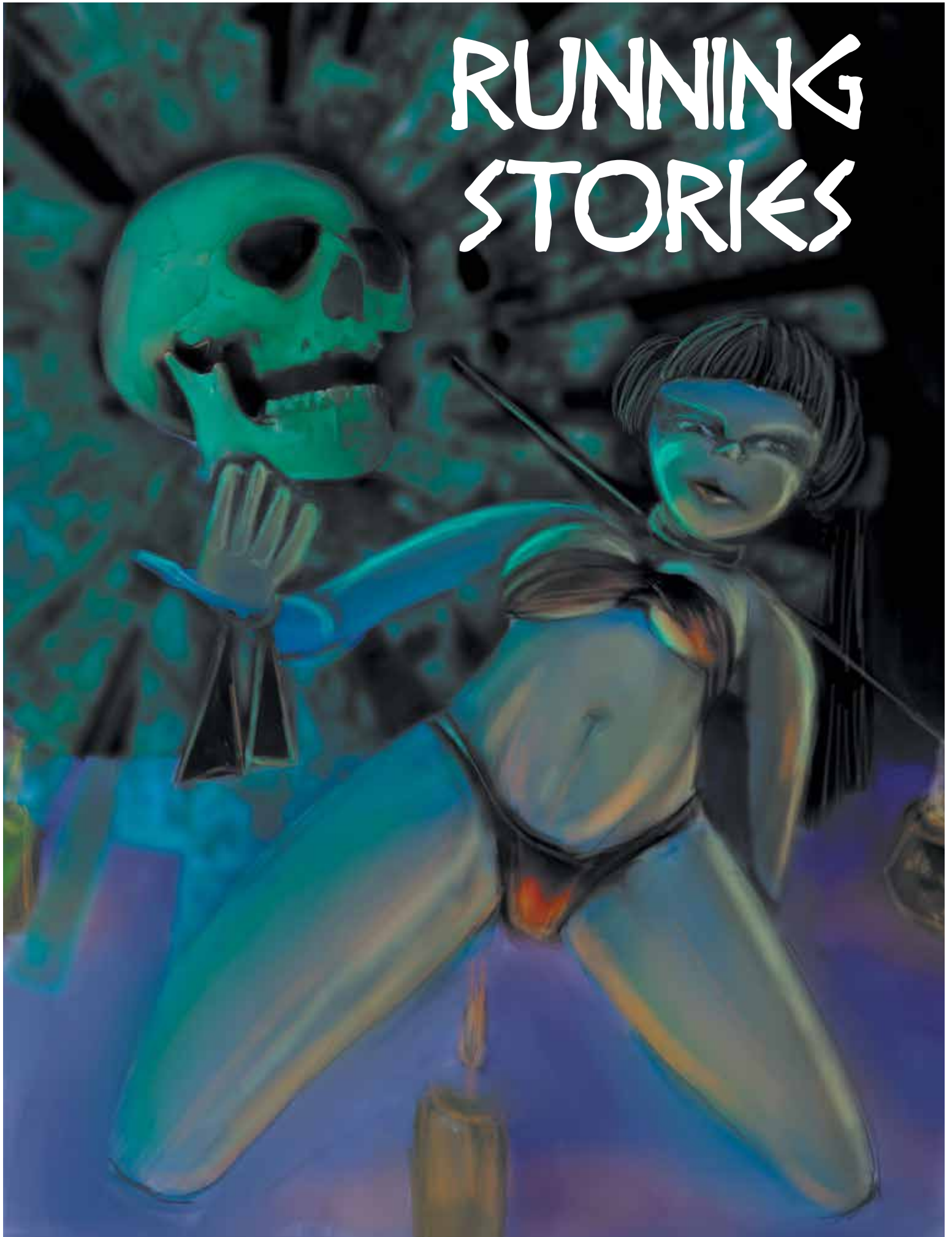
FOLLOWERS AVAILABLE

FLEEING MINIONS

SETUP

KEY:

RUNNING STORIES



RUNNING STORIES

What is a Story

So far we have looked at single scenarios for the heroes to conquer

They can be a lot of fun and you can just play those for as long as you like, but some groups of players want something a little bit more. Like a long story with lots of events, adventure, recurring villains, and far off goals to plan for.

You can do all this with the LoSS Story.

In LoSS a story is a group of Linked Scenarios and Lairs (campaign if that term is more familiar to you).

Heroes will usually get involved in the story by being hired or seeking out something in a Lair.

Somehow through their actions they will get caught up in the storyline and be given a new goal, the objective of the story.

There will be a number of linked lairs, some leading the heroes on to other lairs and closer to their objective, some leading nowhere, or some leading to some other goal they were not aware of at the beginning.

There will also usually be other associated scenarios that go along with the story.

The main adventure the heroes are embarking on won't be the only thing going on in the area, so there will sometimes also be a background storyline weaving throughout the story or completely on its own.

Added to all of this are other scenarios that only happen if heroes do a certain thing. For example failing at one scenario may trigger another.

The heroes on a quest to take out some bandits may fail, and so the bandits either raid the village to attack the heroes, or go on to do something else which foils the hero's plans.

A story like this can get very complicated very quickly, where the heroes go next is up to their choices, what they have done before, which lairs they have succeeded or failed at, or sometimes there will be a timeline involved which means something is going to happen after x number of days whether the hero likes it or not.

In most game systems the person running the game would need to read a vast amount of material first, prepare all that material, and have it all ready to go for the heroes whether they ended up using all of it or not.

But worry not.

In the LoSS game all of these things are tracked on the Story templates. These two templates give you all the background information you need to run the whole story without having to read the whole thing first (though you can if you want)

There is a flowchart on the template to track all of the main storyline scenarios, the background scenarios and the "triggered" scenarios that only occur if the heroes do something.

You do not need to read any specific scenario until the heroes are actually embarking on that adventure, and since the LoSS templates make each scenario only 2 or 3 sheets long, it won't take long to prep for each scenario before you play it.



THE STORY TEMPLATES

The story templates are two templates created to help organize all the various scenarios of a long story.

The first sheet, The Background sheet, gives all of the details of the story which the Demonlord needs to begin, the background events and what is happening right now with the story.

Also included are some bookkeeping elements such as the highest encounter rank of the story.

The second template is a flowchart which shows how all the scenarios connect, and leads the Demonlord from one scenario to the next while also tracking which have been completed and which ones the heroes have beaten, or been beaten by.

Let's look first at the Story Background Sheet

The Story Background sheet

STORY:

This is the name of the entire story, the name that has been given to the entire series of grouped scenarios.

LOCATION:

This is the general area where the story takes place, be it a village, town, country or valley

HIGHEST ENCOUNTER RANK:

This is used to see if the party is up to the challenge and controls how many followers are available if and when they become available. This supercedes the Lair's Highest Encounter Rank for determining if followers are available.

HOOK:

This is how the heroes get involved in the story. Whether it is as simple as taking a job, having a family member killed, or buying a strange scroll in the bazaar, this is how the story gets started.

This section will usually have some pretty good ideas for getting the heroes interested and involved in the story but if you can think of one that suits your players better then feel free to change this.

WANDER IN:

If the heroes are randomly travelling the countryside they may stumble across the story as they enter the area.

This section details what would happen if the heroes stumble upon the story in this way.

READ ALOUD TEXT FOR THE HEROES:

Some people don't approve of read aloud text, but I feel a couple of paragraphs are always welcome. I find that when everyone sits down at the table to play, you need a special signal or device to separate the game world from the regular world, a way to transport the heroes to the world of the game.

I find that a couple of paragraphs of read aloud text is the perfect way to set the tone and mood for the game.

If the creator of the story has provided some read aloud text for you I highly advise your reading it, even if it is a bit hokey and the players may moan a bit.

STORY BACKGROUND FOR THE DEMONLORD:

This will give the bare bones facts of the story, a history

of important past events which come to play in the story.

Everything the Demonlord needs to know to understand what is going on should be in this section.

It should also quickly detail the scenarios the scenarios of the Story and how they occur, and why.

There should be enough information here to guide the Demonlord through the Scenario flowchart and understand what the purpose of all the various scenarios are.

Story Flowchart sheet

Now let's talk about the story, linked Lairs and the flowchart sheet

Let's go over LoSS lingo again.

A lair is an area on a Demon board, if you add objectives rewards and rules to a Lair, then it becomes a scenario.

If you link scenarios together it becomes a Story.

Here on the story flowchart sheet you see how a number of Linked Lairs can be organized and strung together into a fairly complex story which is still extremely easy to track. This means that you can pick up a Story written by someone else, read it through quickly and be running the game in no time.

There is no need to memorize everything or work out all the relationships between the parts of the story as the flowchart tracks everything for you.

On the night of the game you can simply reread the story sheet to refresh your memory and then every lair has the pertinent information right within it so there isn't any need to put in any elaborate preparation.

Look to the example flowchart on pg 126 while reading the following sections. See how each scenario is linked to others with an arrow? That shows how each scenario leads to the others.

You may also notice that some do not have an arrow leading to them.

They will either be stumbled upon by the heroes who happen to be at the right place at the right time, or will be caused by the heroes doing something.

You can see that there are four columns:

- The active story
- The Background Story
- Misc
- Triggered

Lets look at all the different parts of the flowchart.

SETTING: This is the setting where the story happens.

ACTIVE STORY: The main group of scenarios for the story.

This chain is used to track the active story, these series of events usually go roughly in order though they may side-track occasionally to the background story, miscellaneous events and triggered events depending on choices the heroes make or just through their nosey snooping.

BACKGROUND STORY: Another adventure going on at the same time and place as the main story but not necessarily a part of it.

It is usually a good idea to have at least one background story occurring in the same setting. It may be partially connected to the main story or completely independent. The

heroes may encounter it during investigation into the main story, or perhaps just by wandering about. It helps to keep the characters from getting bored or feeling like the only thing they are allowed to do is the main “adventure”

MISC: these scenarios may occur if a the heroes walk into a specific location, a bar, a graveyard, or area on the docks. They usually have no connection to either the main or background stories but are more like optional things that may occur if the heroes start wandering around in an area.

These are more like places or events of interest in town. Perhaps something interesting happens in the basement of the local bar, or in that new temple down the street, or the docks. Something that doesn't have enough complications to warrant a whole story of its own but it may be of interest to the players. Not every Lair requires a complex chain of events, it may simply be a nest of Vulpin that need seeing to.

TRIGGERED: Triggered, these scenarios occur only if the heroes do a specific thing, or are triggered once a certain amount of time has passed.

This is an important part of the flow chart.

When heroes find a way to move on to the next part of the main adventure, like finding the entrance to the next level of a tower it is pretty obvious what part of the adventure comes next.

But what if a scenario only occurs if the heroes fail in a certain mission, or only occurs if they enter an area at a certain time, or only occurs if the heroes find a certain magic item, this is where the “triggered” section comes in. This tracks all of the scenarios that only occur at a certain time. Ordinarily the referee of a game would have to have memorized when and how all these things would have occurred but with the chart everything is tracked for them, thus requiring much less prep time than a traditional role playing game.

TIMELINE:

Certain things in a story may happen after a certain amount of time has passed, hours, days, months, or weeks.

The timeline is used to track how much time has passed. When a certain amount of time is reached an arrow will lead from the Timeline to a triggered Lair.



STORY BACKGROUND

STORY _____

HOOK _____

WANDER IN _____

READ ALOUD TEXT FOR THE HEROES

LOCATION _____

HIGHEST ENCOUNTER RANK _____

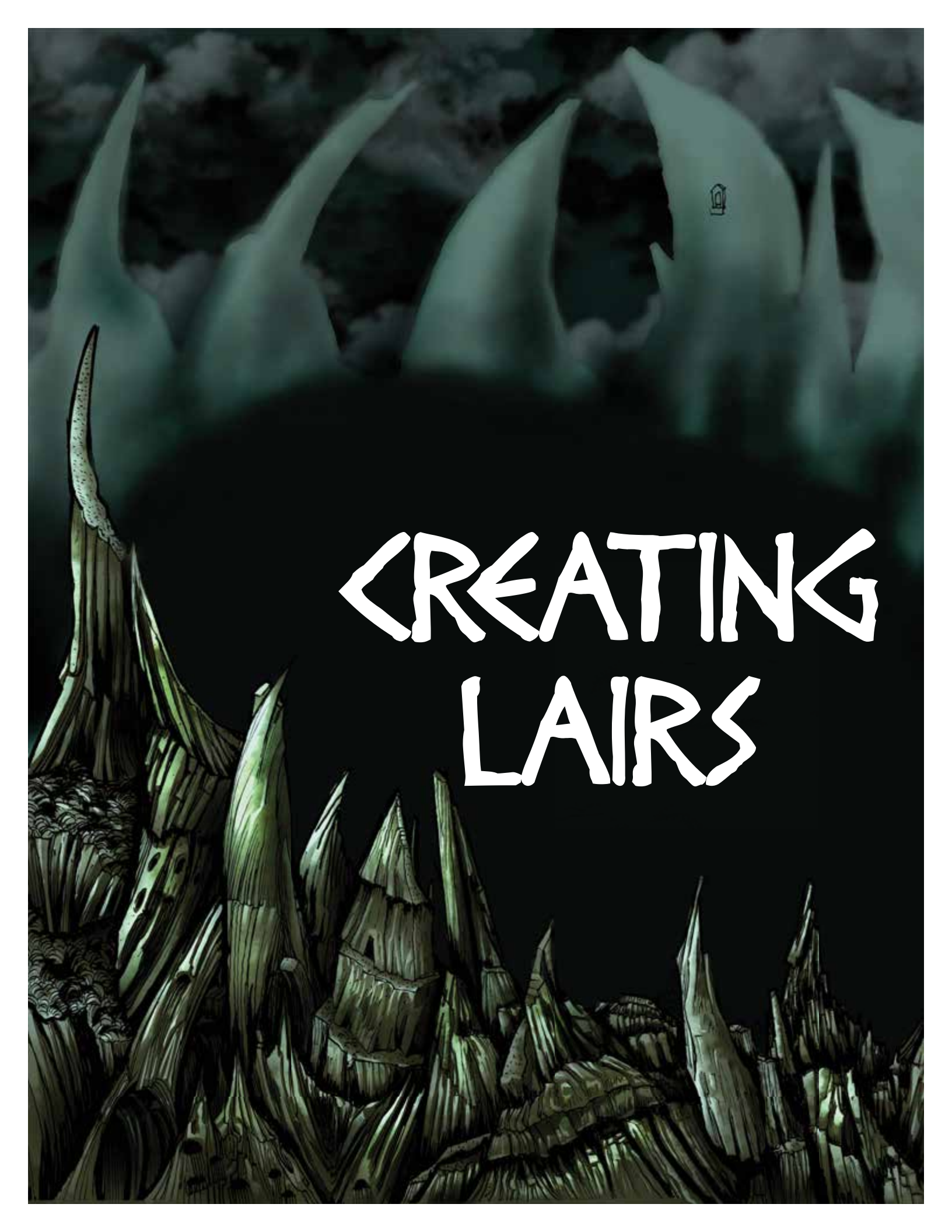
STORY BACKGROUND FOR DEMONLORD

STORY FLOWCHART

SETTING:

ACTIVE STORY	BACKGROUND STORY	MISC	TRIGGERED
ACTIVE STORY	BACKGROUND STORY	MISC	TRIGGERED
ACTIVE STORY	BACKGROUND STORY	MISC	TRIGGERED
ACTIVE STORY	BACKGROUND STORY	MISC	TRIGGERED
ACTIVE STORY	BACKGROUND STORY	MISC	TRIGGERED
ACTIVE STORY	BACKGROUND STORY	MISC	TRIGGERED
ACTIVE STORY	BACKGROUND STORY	MISC	TRIGGERED

TIMELINE



CREATING LAIRS

CREATING LAIRS

The Lair templates are quick, fun, and easy to fill out. You can use them to make a quick encounter on the road, a whole series of interconnected adventures, crazy multilevel tombs crawling with monsters or sorcerers, or whole countries full of villages and mines.

Everything you need to make a LoSS adventure is on every sheet, and since everything has its own place and is easy to find, you can pull out an adventure, read it in 5 minutes and be completely ready to play. With the LoSS template, prepping a pre-made Lair for a game can take less time than setting up for a board game.

And how do you make up your own scenarios?

Just fill in the blanks. It seems too simple to be true, but that's it.

All of the rules in the Game of LoSS are created from the beginning to make a full game that is not only quick to play, but quick to create.

But that doesn't mean I'm going to send you in there all alone and unarmed.

This next section will go over many helpful detail, hints, and guidelines for creating your own scenarios and Lairs.

So let's get to it!

How to use the templates When creating your lair.

First decide what you want your adventure to be about.

Start with a simple idea, like a gang of thieves have been raiding the local village.

Then get out your Lair templates.

First draw a map in the map section.

Try to give the heroes a few places where they can choose to go left or right when indoors, if outdoors you'll want to have a number of places the heroes and enemies can use for defense, such as behind a copse of trees or a grouping of boulders.

Every adventure needs a goal so if this one is to defeat a group of bandits you'll want an entrance area that is lightly guarded, and then various rooms like sleeping quarters, training areas, a cooking room, a treasury, and other places they would need.

Each of these areas should have more and more enemies until the heroes finally reach the goal of their adventure, the bandit leader!

This will be the final fight of the scenario, usually, and so the final room should be pretty big, should have enough room for enough enemies to match the heroes, and lots of interesting furniture and levels to climb up and over, to hide behind and attack from.

Look to other published scenarios for great examples of what a great dungeon, lair, or adventure should have. Or the Story in this book at the end.

After you've got your map done mark all the rooms with a number.

You can then fill in all the areas on the sheet, working your way through them one by one.

In the areas section write up a small description of each

section detailing the contents of the area and any enemies within.

Mark on the map the locations of any enemies.

It really is that simple. Your first few lairs may take you a little longer than normal to set up but pretty soon you'll be creating your own Lairs like a pro!

Read on for more valuable lessons in your budding career as a Demonlord.

Encounter Balance

When creating your scenarios it may be best to consider relative strengths versus the party instead of just writing down how many enemies there are.

For example if you want a group of raiders to attack the party of heroes in a specific room and you want their power to be half that of the heroes then you can write down "1/2 rank of raiders in this room".

That way it will not matter how many heroes are in the group you can easily determine how many enemies to use and the encounter will always be the same "difficulty".

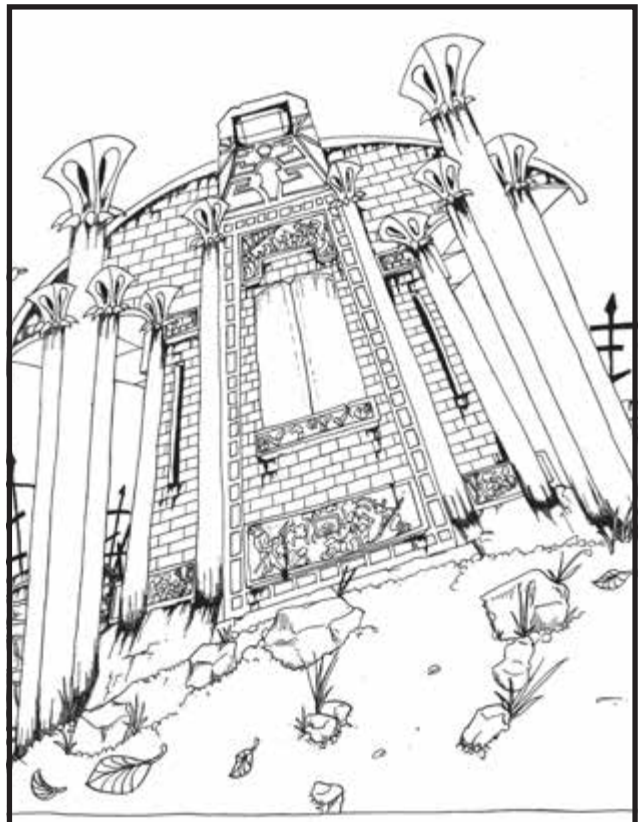
For example:

Add all of the hero's ranks together and you will have the party's total rank.

For an encounter in a scenario you will see that there will usually be a type of enemy or creature that attacks. Each creature or enemy will have a rank.

The encounter will say what amount of the parties rank worth of creatures will attack.

In this way you can always tell if the heroes are fighting a group of "equal or greater force" as well for the purpose of Veteran points.



How many enemies and how often

When setting up your own Lairs the hardest thing to decide is how many enemies to put into the Lair, how many rooms should have combats in them and how tough should each combat be?

A group of heroes should be able to beat a “full rank” of enemies without dying.

But only if they effectively use Sota. They must be creative and use their wits to come up with interesting and tactically advantageous things for their heroes to do. Because the Demonlord's enemies are allowed only to attack normally and may only do other actions as described by the scenario, they are limited in what they can do.

Don't be fooled though, their complete disregard for their own health will give them a great advantage in combat. And the Demonlord always has more at their disposal.

After fighting a full rank of enemies the heroes will usually be quite worn out with very low endurance. Most will have only 1 or 2 endurance points left if not already at 0.

A half rank of enemies can usually be defeated by a group while losing only about half their endurance. When the combat is over they can rest and be get half of their remaining points back.

But a few encounters like this will leave them again only at a couple of endurance.



That's why it's a good idea to sprinkle in a few encounters with only 1 or two enemies to give the heroes a chance to recover. However to make this fair (to the Demonlord anyway) there should be a risk or receiving serious damage during these encounters.

For example: A single enemy which runs leading them to a trap.

Or a single powerful enemy causing great injury to one hero but leaving the rest relatively unscathed.

Depending on what the heroes must accomplish it is useful to use your minions wisely.

It is a good idea to use full rank encounters sparingly, usually no more than 1 per Lair, and not in the same Lair as an encounter with a rank that is above the heroes.

You can have another 2 or 3 half rank encounters in the same lair but think about replacing one of these with a 1 or 2 enemy encounter with an advantage, like lying in wait for the heroes when they pass.

Remember that the heroes are also free to flee at any time they choose. The punishment is usually only an infamy loss at most to the heroes though many innocents may be hurt.

Standard Lair Amount of Enemies

If I were to lay down a rule for all Lair creators as to what is a “fair” amount of enemies in a Lair I would say that if you added up all the ranks of all the enemies the total should be no more than 3 times that of the total party rank when beginning the scenario.

I hesitate to call this a rule as the Demonlord should be free to do what they like in their own lairs but if people wish to have a “standard” difficulty that could be depended upon when creating Lairs for other peoples groups of players or for publishing then this would be pretty close to “fair”.

No adventure should ever be easy.

Victory should never be certain. In Lair of Sword & Sorcery high adventure is around every corner, but if it was easy everyone would be a rich adventurer.

But it's not easy. Even though our heroes are definitely a cut above the average citizen they aren't super humans. Every adventure involves a great amount of risk but a great amount of reward as well.

Not just in jewels and gold but fame and glory. In LoSS a large pile of money can get you whatever you want, but so can a high fame score and a handful of favors. All the great provinces of the Winterlands have money, so building an army will take more than money, it will take a lot of influence and leadership.

In Loss the players throw their heroes into the face of danger, the chance of failure is high, but if they are careful they can live to fight another day. In fact protecting your good name can be a lot harder than protecting your hide.

Remember to remind the heroes of the possibility of fleeing often.

So to sum up don't put too many enemies in the Lairs but if you do, the heroes are still able to flee. That's why the game rules make it so easy to get away.

Resting between scenario

Remember that all scenarios the heroes take part in have a punishment for failure and a reward for success. The reward may be the treasure they find after defeating their enemies, or it may be something more intangible like the protection of their village. These intangible rewards have their value as well, a village in debt to a hero for their lives can be very accommodating in future endeavors.

Failure on the other hand may mean that the enemies simply escape with their treasure, or it may mean that they are successful in leading an army to the heroes' village to plunder and destroy everyone within it, leaving only a smoking ruin when the heroes return to town.

Whether the heroes are successful in defeating the scenario or fleeing with their lives, a couple of days back at home will return all of their combat scores to their full amount unless otherwise stated.

If they have been mortally injured by making a death roll and been dragged back to town by the other heroes they will need to rest there for two weeks before being able to adventure again.

Don't be afraid to change Lairs that you have.

Try to download as many as you can, it's in their nature to be quick to prep so you might as well keep a lot of them on hand. Why make up your own adventures for everywhere in the Winterlands when other people already have.

Or if someone has made an adventure in Brytax and the heroes want to go to Bitwyn then just relocate the adventure there and change some things to match the local flavor. Just because the adventure occurs in an abandoned mine outside of one town doesn't mean you can't move it anywhere else in the Winterlands.

If it's a large town, you can always say the event occurs near a small neighborhood just outside of town. Change things as you go and have fun with it.

An adventure can happen anywhere, but a player's plans for their heroes' lives can't. If the heroes have personal business in a certain town then don't pull them all the way to the other side of the Winterlands for an adventure, set the adventure in the town they are headed to. Let them act on their plans and you'll see how much more they respond to your games.

Rewards: how much to give, treasure, fame, infamy, cash, and favors

This is always a difficult one for Adventure gaming. How much treasure should a hero find on an adventure?

In Lair of Sword and Sorcery money is relatively useful to normal folk. They can use it to buy a nice home, fill it with nice things, and live comfortably for the rest of their lives, protected by guards and iron bars.

Of course none of this is of interest to a hero.

What a hero wants is fame, and glory, and the things it



brings.

Treasure and gold can indeed buy steel armor and weapons but that's about it. Once they have these things gold can buy little more for them.

Gold is also useful for hiring henchmen and other helpers. But this all only supports their one real goal, fame and glory in a world of adventure!

So feel free to pour treasure onto the heroes. Everything they want to buy is extremely expensive anyway so it'll be gone soon. Even if it isn't the dangers of the road can deal with that.

Or the heroes may use that gold to hire passage to new and more exciting places full of adventure. They may dream of travelling all the way to the Summerlands, to take on the Black Emperor himself. Let them amass the treasure they wish.

The other thing to remember is that the world of Kartharka is not like ours. Most things are traded on a barter system. Money is not even used by most common folk. A gold candlestick from a temple may technically be worth a fortune but spending it is harder than you'd think. Most of the people the Heroes would be dealing with couldn't make change for gold piece much less a 5 lb candelabra.

They may find themselves also being horribly overcharged. Heroes are rich, people say, and can afford it.

Also remember that shopping malls don't exist in Kartharka. If a hero wants a well made steel sword it will be more difficult to find a weapon smith who has the skill than it was to steal all that gold from the temple of the lizard men. Make spending the gold an adventure in itself and you'll find that the heroes can amass quite a fortune without the game becoming stale.

So what should the heroes find in the average lair?

If 5 heroes enter a lair and find 20 gold coins worth of treasure that's 4 coins each. That means they can pay their henchman for the next Lair, buy a couple of pieces of armor and still have a gold coin to spend lavishly in town buying rounds of drinks and finding all sorts of mischief to get into.

That means if they find 50 gold coins they have found a fortune, they can afford to hire teachers, build homes, hire servants, get training.

But then it's all gone again. 50 gold coins can buy a lot but not forever. Don't worry about heroes having too much money, the business of adventuring itself is an expensive one.

Try to make them earn their money however. A simple Lair with 2 or 3 half rank encounters may offer up only a handful of coins.

A grand temple with 3 half encounters, one full encounter, and then an encounter with a terrible creature the heroes should certainly be given a rich reward. Up to 100 gold coins could be had with such a risky adventure, considering they could have turned back at any time.

Fame

Fame is a commodity to be watched even more carefully.

Even the greatest exploits must have a limited fame award. Look to the fame chart on pg 57. A fame of 0 is completely unknown to all, a fame of 100 gives a hero the kind of glory that usually only gods and emperors would enjoy.

Sure the heroes found an ancient hidden temple in the wilds of a great jungle. But if nobody has ever heard of it in the first place and no one saw them do it, then they will hardly be likely to believe their outlandish tales about defeating the 8 armed hippopotamus god of the insect people who lived there even if they do have some strange scrolls and bizarre looking necklaces.

But if the Sages had sent them to the temple, because it's insect people had been raising an army to destroy the people of the Winterlands, then their reports are far more likely to be believed and spoken of far and wide.

I would hesitate to give more than 5 points of fame for anything at a time unless it was truly world changing. Remember the world is a small place. Just because your exploits are the talk of every villager in your hometown doesn't mean they've even heard of you two towns over.

Most adventures would garner a hero only 1 or 2 fame at a time.

Favors

Favors are another thing that heroes will rack up like gold coins.

But not to worry, favors can get spent more easily than gold sometimes. Heroes always have so much that they want to do that they are likely to use them right away most of the time, especially when they are low on money, as heroes often are.

Eventually they will start keeping them though and this should make you happy.

Heroes will save favors with certain people and places because they have a plan or a goal. And plans are usually fun and interesting. Support your players in their goals.

And when they are cashed in it's usually a lot more interesting than simply buying another sword. Also unlike gold and fame they can't be combined to make one big favor. A multitude of small favors can't be combined to earn the hero an army. Though with a lot of travel and a lot of favors they could conceivably build an army one man at a time.

Punishment

How bad should the punishment be?

This is the one that will be most difficult for Demonlords to come up with.

When failing a scenario is punishment enough, failure is its own punishment.

Some scenarios will include infamy as part of the punishment, but if the heroes care little about fame, or are trying to build their infamy on purpose then this will have little impact on them.

Sometimes the punishment can be a lack of reward.

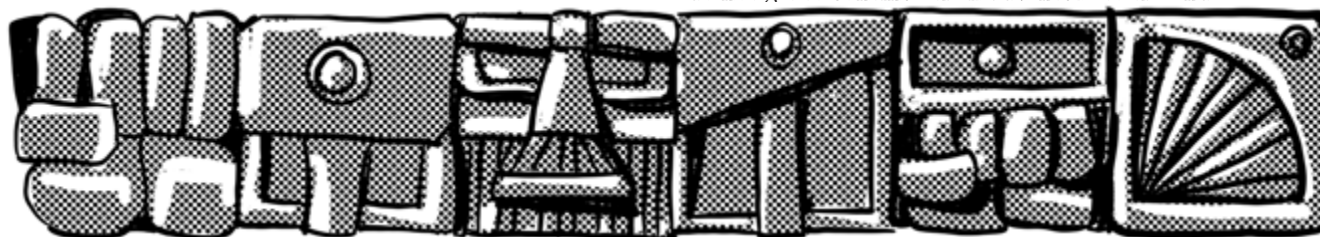
For example if the reward for braving an underground mine in search of a lost cache of platinum then punishment for failing the lair would be the loss of the platinum.

In this case the creative part of creating the lair is determining why, if the heroes turn back, they can't return again, thereby making it a failure.

For example, in our platinum scenario, the mine could be prone to tremors, with the tremors increasing in severity, our heroes braving the depths is their last chance to find it before it falls into the earth forever.

In the case of saving a town or village, the punishment will be the deaths of all the villagers, and the infamy of abandoning them in their time of need.

Sometimes the punishment for not succeeding will be not being able to continue on. For example the heroes are searching for the entrance to a deeper level of sewers past the one they are adventuring in. Failure would mean that they do not get to continue their adventure to the end.



There may be other punishments as well but this need not necessarily be true.

If the only reward for success is moving on with the adventure

Often this is a perfectly acceptable punishment.

In the case of infamy I wouldn't hand out more than 5 infamy at any one time, and even then only for grievous failure. Usually 1 or 2 should be enough to spur most players on.

Making up special features

Special features are an important part of Lairs, more importantly they make the game more interesting and more fun. It may seem like it is difficult to come up with wholly new features for each and every Lair you create, but the Lairs create them on their own.

Every adventure will have an objective, be placed in a special area, have their own villains, have their own layouts. All of these things lend themselves to special features.

For example: in the caverns of the Blind Burrower, I placed a few pillars in some of the rooms just to break up the areas, but I knew that there were tremors and that the ceilings were weak so I made up some special rules for the pillars collapsing when heroes walked near them. In this case the special feature presented itself.

So too in the case of Malak's ritual in the same adventure, the scenario was all about stopping Malak's ritual, so adding the rules for the ritual were necessary anyway.

I needed something to spur the heroes on to complete the burrower scenarios so I came up with the war on Throm, once I knew an attack was going to happen I thought the heroes may try to get help from the villagers. Once I knew that I wrote up some rules for rallying the villagers.

The special features will usually suggest themselves once you start writing the scenarios.

So don't try to sit down and think of cool special features, think up cool and different Lairs and the special features will usually fill themselves in.



CREATING STORIES

Keep it simple to start, with just single Lairs, and build up to large multilevel lairs.

Once you have gotten the hang of making up the main story you can add background stories, miscellaneous and triggered Lairs.

Remember the most important thing is to have fun, if you're having fun hopefully the players will too.

Let the heroes mess with the world in any way that they want.

There's a whole lotta Kartharka out there. The players are going to want to see a lot of it. Since only so much material can be published so fast it's guaranteed they are going to want to go to a place that I haven't covered yet.

In that case you're just going to have to make it up. There are plenty of hints and clues as to what may be in those places just pick one of them and run with it, or make something up completely yourself.

Sure your world might not match mine, but after a while it's not going to look anything like mine anyway, due to the hero's actions.

Your heroes will want to take down the leaders of Stroh-Branoch and run it themselves, they are going to want to travel to the Summerlands and take on the Black Emperor, they are going to want to build armies.

You should let them try. I'm not saying make it easy for them to build an army. I'm saying that you shouldn't deny them an army just because you know they'll use it to overthrow the Black Emperor.

Let them attempt things that will change the world, the world needs to change to make it interesting.

Your world will grow and change and become different from my Kartharka and that is how it should be.

And don't be scared to mess with the world yourself.

If you want to have a village of half Goblins next to Stroh-Branoch then do it. It doesn't matter that they aren't there in my Kartharka.

If you want the Black Emperor to travel to the Winterlands, then do it. Have him burn Stroh-Branoch to the ground if you want. Don't feel that the background is too precious to mess with.

If you go too far in destroying the Winterlands, then there is still the Autumnlands and the Summerlands to mess with. Or maybe it's time for the heroes to retire to hang up their swords, consider it a job well done. And start out afresh, in a whole new version of Kartharka, maybe you'll give it a different name, or it'll look different, maybe even have different people and places.

Make it your own, make it someone else's, add more magic, less magic, more monsters, more evil lurking in the corners of every house.

The important thing is that you're playing and adding and growing.

There is no right or wrong way to play, no perfectly balanced and fair scenarios.

There is just the game.

Creating Stories

First decide what you want your story to be about.

Then fill in the Story background, the story that this group of adventures will tell. You don't need a lot, just the setup of the adventure.

For example for a band of raiders the heroes could arrive in the village and hear that it has been raided.

They may try to follow the tracks of the raiders, which leads them to another attacked and destroyed town.

Following the trail again it doubles back on itself, leading soon to a dense wood.

Inside the wood they find the lair of the bandits and choose to attack.

The rest of the story will be in the Lairs themselves.

Then go to the flowchart, just write in all the things that happen our could happen on the flow chart. Draw in some arrows so that you know which one leads to which.

For each of the events in the flowchart fill out a set of Lair Templates.

And that's it. Just fill in all the boxes on the Lair templates and a couple of lines on the background sheets.

Each of the sections that follow give tips on how to fill in each sheet, as well as a few guidelines on how many enemies to throw in and how to use them.

Using the Story Sheets

Using the story sheet you can decide what you want to happen.

Use the flowchart to break the story down into small lairs. Large areas can be broken down into separate Lairs. Like a large tower can be broken down into separate levels, or a one large cavern complex can be broken down into series of rooms.

Simply write a single Lair in each box. Use arrows like in the example sheet to track which one leads to which.

Then get out your lair templates and fill out one template for each.

And that's it. Lucky for you the templates do all the heavy lifting and thinking for you. They make sure all of the necessary things are taken care of leaving your free to think of cool enemies for the heroes to fight, or strange and mysterious groves for them to explore.

You might think that it would take more detailed explanation on how to fill all these charts out properly but really the Loss rules system is built to make all of this easy. The rules are written in a way to make adventuring simple leaving more time for fun. They are written to work with the templates and the adventures all take place in a world made for adventure.

Read on for more tips and guidelines for creating your own stories.

Tips for creating your own stories

Give the heroes choices about where they go.

When you're getting started and all the heroes are brand new, it's hard to know what they want to do. Usually you can have an adventure in the town they are starting in (Usually Stroh-Branoch) or have a job opening to an adventure just outside of town.

They may show little interest in the adventure you have chosen because they didn't get to decide where they want to go. So pay attention to what they are saying. If it sound like they are more interested in a specific area or doing something else specific, then plan on making that happen. Next week run an adventure in the town they want to go to, or before the adventure starts let them do what they want to do. If this means trying to visit the

local Targ leader and trying to kill him then fine, let them. You may have to wing it a bit but they'll have fun because it's what they want to do.

How to add "roleplaying" sections to the story

Remember to add some "downtime" to the story.

Before entering the first lair in a story the heroes would probably like some time to wander about the local town, meet some of the local people, and have some fun.

Also between combat heavy scenarios try to incorporate a scenario with an area where there are regular folk about. Perhaps the heroes need to explore the local abandoned temple to find something, they will need to talk to the locals, maybe

some priests, maybe even bring some of the locals with them.

LoSS is a pretty fast paced game and if you don't plan in some roleplaying time it may get left out, to the detriment of the story.

Coming up with a story.

This is the hardest part. The story is the thing that drives the story.

I usually start with an idea, maybe I get an idea from a movie, a book, or comic book.

(Check out issue 5 of LoSS: Lairs!" to see the story I talk about below

The burrower idea was a simple one. Some giant bug living in a temple underground. Everything else that comes after is just working off that idea. Really I just had some giant bug miniatures I wanted to use.

The temple is useless if there isn't a way to lead the heroes to it, so I came up with Malak, one of the Sages, to lead the heroes to the temple.

Since he learned about the Arrowblack from the

stone crawlers, they got involved as well, and so the war was added as a driving force for the players.

The branchlings were invented because I needed something for all those kidnapped villagers to be used for as well as needing a cool monster for the heroes to fight in the Arrowblack, something to justify the cursewoods legends.

And so on and so on.

Since there is so little work involved in making things game-ready you can pretty much invent anything you want without having to convert it into something that works in the game.





SECTION 15 BESTIARY

This section contains a sampling of animals, creatures, and monsters from the World of Kartharka!

While they were all created specifically for the Lair of Sword & Sorcery setting of Kartharka, they can be used just as effectively in any Sword & Sorcery setting you may be using for your own games of Lair of Sword & Sorcery.

ANIMALS OF THE WINTERLANDS

These animals are all things which are known to exist by most of the people of the Winterlands. Your average Winterlander would know the comparable strength of a Winterlands saber cat to a frost bear, their lives depend on it. So don't worry if the players have encountered one of the animals before or already know the various stats of the animals.

Usually animals are used in a scenario to either spice things up, in the case of a giant snake in a sorcerer's lair, or to attack the heroes with something convincing while travelling in the wilds: an attack by wolves while travelling through the woods, for example.

Or they may serve as the quest goal itself, ridding a hidden valley of creatures to loot the lost temple within.

Animals can be the final enemy of a Lair, like a giant spider lurking at the bottom of a mines labyrinth of twisting tunnels.

Lair of sword and sorcery is primarily focused on people, and the enemies of the heroes will often be men, just like them. Animals and the like should be considered more like tools that the enemies will use against them, like the sorcerer's snake.

Animals could take up residence in the forgotten tunnels and lairs that the heroes travel to, places where people do not travel to. A place beyond man's knowledge may still be the hunting grounds of a pack of wolves.

Known creatures of the wild:

The following animals are all considered to be natural and common in the Winterlands.

There are many more natural creatures than these, but this is a list of the ones that might pose a danger to the heroes. Their relative strengths and weaknesses are known to all and few Winterlanders would be surprised to see them, though they might not be too happy.

Vulpin (Rats):

These are the squeaking food supply of the larger Winterlands creatures. The Vulpins breed prodigiously and can feed on anything. Larger and stronger than the common rat on earth they can grow to 2 feet long including the tail. The tail of the vulpine is shorter and thicker than that of the earth rat and the head is larger, allowing for a more fearsome bite.

The vulpine can be said to be the source of the Winterland fighting spirit as all younglings learn how to kill them quite early in life.

Luckily their larger size keeps them from invading well built homes as easily as our earth rats but they are still a scourge of the cities, making sleeping outdoors alone in a

human settlement a dangerous proposition.

They are relatively easy to deal with singly, though their vicious bite will easily draw blood. Their heavy size keeps them from jumping too high as well as preventing them from climbing trees and up furniture.

Attics, cellars and other forgotten spaces can be crawling with these creatures however.

Though they will attack any intruder that stumbles upon them a successful blow will send one running.

If they are encountered in packs however they can be quite dangerous.

Def	Attk	End	Dam	Move	Rank
0	0	2	0	5	1/2

Wolfwings (Bats)

The flying Vulpins of the Winterlands, less fragile than our earth bats, they are also heavier and stronger. Not as fast a flyer they prefer to wait in high places to swoop down on their prey, or attack birds in flight.

They travel in small packs of 10 to 20 though they also will fly solo for longer distances if food is scarce.

Once on the ground they tend to be slow moving and will find it difficult to take off again, although they can if given enough time.

They will try to take down their prey in the first attack, often attacking with as many of their number as they can. On the ground they are weaker fighters.

Once they have landed and are in combat they will not try to take off again unless they are fleeing.

Their swooping attack can be fearsome and surprising but once on the ground are easy to dispatch.

They have two move scores. The first is flying, the second for walking.

When the wolf wing is encountered it will usually be either flying or perched somewhere high.

It has 2 attack scores; the first is used when it makes its swooping dive attack. The second is used after the dive on the ground.

It also has two damage scores, the first for the dive attack and the second for after the dive.

Def	Attk	End	Dam	Move	Rank
0	5/0	2	+3/0	8/2	2

Frost Bear

The Winterlands frost bear is smaller than our world's Polar bear though its appearance is similar. The Frost bear is 4 feet high at the shoulder and walks on all fours, rarely rising up on its back legs.

It cannot climb well but runs quite quickly. They are wider than earth bears with wide flat heads covered in short horns.

They will attack with claws teeth and head butts and can be extremely dangerous.

They tend to travel singly though sometimes a group of 3 or more are found.

Def	Attk	End	Dam	Move	Rank
2	4	8	2	6	13

Boar

The Winterlands boar is large sleek and furred with a coarse thick hair. Large hoofs allow it to travel across the snow. Long tusks make it a fearsome enemy.

They travel in packs; have no fear of man, and attack fast and without warning.

Def	Attk	End	Dam	Move	Rank
0	2	4	1	6	4

Takket

The Winterlands domestic Takket.

4 feet tall, powerfully built, huge hoofs, and ram horns, fast moving, powerful. Usually used for food, clothing and, in teams of four, to pull large chariot sleds through the Winterlands.

They are domesticated and usually quite calm. If attacked or sufficiently spooked they may bolt, if they are unable to run then they may attempt to defend themselves against their attackers.

Def	Attk	End	Dam	Move	Rank
0	0	4	0	8	2

Wild takket

The wild takket is smaller, sleeker, and meaner.

Wiry and stronger than their domestic kin they are also likely to bolt when danger appears. If the herd is unable to bolt or if they are directly attacked then they will definitely attempt to defend themselves.

Def	Attk	End	Dam	Move	Rank
0	1	3	0	6	1

Wild takket bull

Any herd of wild takket will have a dominant bull; larger, stronger, and more aggressive than the rest.

It will attack any stranger threatening the herd.

Def	Attk	End	Dam	Move	Rank
0	2	5	1	6	5

Winterlands vulture

A large raptor-like bird, huge, with a wingspan of 6 feet and large powerful talons, they can be either solitary flyers or travel in groups. Groups will gather wherever a large kill lies.

They will usually wait until the prey is dead but if the prey is injured they may swoop in to finish the kill.

The first move score is their flying score, the second is for when they have landed. If given enough space they can take off again easily.

Def	Attk	End	Dam	Move	Rank
0	2	5	1	10/2	4

Reindeer

The reindeer of the Winterlands; the primal deer of our prehistory, massive, powerful, towering over men.

Standing 6 to 7 feet tall at the shoulder, they are wild, noble, and powerful beasts. Found deep in the woods or far on the steppes, far from any settlements.

They are rarely hunted and hold a mythical place in the legends and stories of the Winterlanders.

Huge, fast, dangerous if provoked, the Winterlands reindeer is a powerful and dangerous beast.

Def	Attk	End	Dam	Move	Rank
1	2	10	3	6	13

They may be encountered singly or as a pair.

Winterlander saber cat

The Winterlander saber cat, or mountain cat, is not as large or dangerous in combat as the Winterlander wolf.

Its danger lies in its cunning.

The saber cats coat allows it to hide nearly anywhere in the Winterlands, it can manipulate its fur to expose the various layers of coloring it has. It can hide in the snow, the rocks of the mountain, or the dark green or brown wood of the forests or the black wood of the curse woods.

Lying in wait, they choose the most opportune moment to strike.

The attack bonus and damage stats have two scores, the first to represent this surprise strike, the second for further attacks once the prey is aware of its presence.

If the first strike does not take the enemy down and the prey is alone, the cat will continue to attack. If the prey has any backup the cat will need to make a choice whether to continue the attack. Make a flee roll for the saber cat.

Def	Attk	End	Dam	Move	Rank
0	8/0	5	6/0	6	9

Wolves

The Winterlands wolf is the scourge of the mountains.

Travelling in packs, fearless, they fear no man, animal, or creature.

They will attack any group they outnumber, fearlessly striking, running, and attacking again.

Their tactics and strategy when attacking in groups is fearsome.

Each individual will flee for a short distance when surrounded and return to attack an individual, in turn surrounding them.

They travel in packs sometimes, small, sometimes large, and may even attack villages and towns if food is short, and the winter particularly harsh.

Their bodies are heavier stockier and shorter than our earth counterparts, their heads wider and their jaws stronger, having a greater number of, and larger, teeth than our earth wolves.

Def	Attk	End	Dam	Move	Rank
0	1	4	0	6	2

MYTHICAL MONSTERS OF THE WINTERLANDS

Making up your own creatures, rumored creatures and mythical creatures

Kartharka is a vast land of Mystery and legend. In all its forgotten valleys, and winding caves, any manner of things may creep, crawl or leap.

Not seen or heard by most in the world these things continue to live on as legend and story.

The Heroes may encounter many things, however, in their wandering of the world. What is only a legend in the Winterlands may be a common creature in "The lost", and horrible things may be well known to those who live around the Feistmere that are unknown to the people of Stroh-Branoch.

What follows is a short list of what may lurk just around the next corner of a world where science has but begun, and where communication between two towns on the black road is dangerous enough much less travel to the next province.

Giants

Not the huge man shaped creatures but giant versions of everyday things.

It is said, that in places where sorcery pools, ordinary creatures can grow to enormous sizes. And that these things may be worshipped as gods, kept as pets, or controlled as fierce killers.

Giants are the easiest creatures for the Demonlord to create, and the most common myths revolve around giant versions of common creatures.

Giant insects, beetles, ants, spiders and centipedes.

Legends tell of these creatures in hidden groves, forests, caves, mines or tunnels.

Stories of these things trickle in from travelers, miners, or old men from the outskirts of the Winterlands.

None know just how big they could grow, if they do indeed exist. Whether they would attack in groups or singly, or indeed what they would look like.

The Demonlord must decide for himself the stats of each of these creatures. Some guidelines follow this section on page 114.

Giant animals, Rats, bats, ape/gorillas, or mountain cats.

These may live in forgotten valleys or have been hand raised from babies, either created by sorcery, or bought from traders from faraway lands.

They make suitable pets for powerful enemies, or the protectors of ancient or hidden cities and tombs.

Ancient temples may be protected by special breeds of apes, trained to leave the priests unmolested but attacking all outsiders.

Again the actual stats for these creatures will need to be decided by the Demonlord as they are heard of by the people only in ancient legends and stories.

Giant reptiles-Dinosaurs, Giant lizards or snakes.

The Winterlands are too cold a place for many reptiles to live above ground.

However, myths of forgotten valleys and mountain strongholds where the air is still warm are often discussed by the old men around the fires. Memories of the time before the coming of the winter perhaps, or they may be true.

Great sorceries and magics are now pouring into the Winterlands from below the earth, perhaps enough to be used by a sorcerer or an ancient artifact to create a small place of tropical heat, where the great reptiles can roam again.

Or they could be raised by a man, hatched from ancient eggs merely waiting for warmth to return to life.

Kept as guards, pets, vicious killers or even revered as gods by their worshippers.

The Mammoth

A giant, violent, mountain of a beast, said to be anywhere from 7 to 20 feet tall.

Stories of Winterlanders tribes controlling vast herds of these beasts are heard across the most northern parts of the Winterlands. Fear of the herd destroying all in its path, devastating villages, cities, and armies. Whether these are just myths or rumors spread by the tribes to make the Winterlanders fear them, or based in actual fact are not known.

SORCEROUS ENEMIES AND MONSTERS OF THE WINTERLANDS

Evil sorcerers may have many demons and spirits to serve them. Some will have the power to appear before the heroes and attack them. They may have special abilities, such as breathing fire, moving through walls, enormous strength, or multiple arms allowing them to attack with many weapons at once, or multiple legs allowing them to run quickly.

These Sorcerers may also summon, create, or control other bizarre and strange creatures, giant snakes, skeletons and zombies, ghosts, skeleton dinosaurs, fire breathing panthers, giant lizards, insects or anything else the Demonlord can think of.

They may also have sorcerous items which can have any power which the Demonlord can think of.

Sorcery is the great mystery of the world of Kartharka, never to be understood and always to be feared.

The important thing to remember, when creating your own sorcerers, is to have them always keep the heroes guessing.

Just make sure to consult the balance guides earlier in this book to keep you from overwhelming your poor heroes.

SKELETONS, ZOMBIES, UNDEAD AND NECROMANCY

In LoSS each zombie, each skeleton, each fearful demi-liche, is a unique creation. There is no one way to create them and no one way to defeat them. Different places in the Winterlands and throughout Kartharka have their own myths legends, gods, and spirits. These are all called upon in different ways by each necromancer.

The Bonecallers of the tribesman, the Tomb Wardens of the first men, Ancient Necromancy of the time of the Sorcery wars, the zombie thralls of Amun Tutaurch, all are different and varied.

In this article we'll focus on the most basic form of undead control,

The Zombie!

Beware though, dread heroes, for the control of a Zombie is a terrible and foul act.

STEP 1: FIND A HUMAN CORPSE.

This shouldn't be too hard for your hero to do. He's probably created quite a few of them himself in his adventures. The corpse must have been dead for no more than a day or 2, the fresher the better!

I should point out here that heroes henchmen are off limits for raising as a zombie. Nothing destroys a groups morale like watching your buddy get raised from the dead and ordered about by your boss.

STEP 2: PREPARE THE BODY.

Unless the person died of natural causes (unlikely in the Winterlands), the body will probably require some tender loving care. Broken limbs must be splinted, Open wounds sewn shut to keep the insides on the inside. Binding the creature in tight rags or clothes will help keep them from losing important bits to the wear and tear of serving their new master.

STEP 3: SUMMON THE SPIRIT OF THE LOST SOUL.

The Sorcerer now performs a summoning ritual in the same way as they would for any other spirit, using the body of the spirit as a talisman to summon the correct spirit.

Assume that the spirit is degree 1 for cases of your average corpse of some dead thug.

A protective circle is likely unnecessary for the summoning but may be helpful in case something unexpected is summoned instead of the desired spirit.

STEP 4: COMMAND!

The Sorcerer uses the command skill to order the spirit to enter its body once again.

If successful the Sorcerer now has a zombie to call their own.

Uses for your zombie.

Well now that you've got a zombie what can you do with it?

In game terms you control your zombie like any other follower. You can move him up to his move and it can attack like any other follower. Zombies can either be given a weapon or can attack with their fists and teeth, either way they will cause damage as if they were using a weapon.

Their move is only 2 however as their shambling gait slows them down, though they can be pulled on a drag sled if the group wishes though it will slow the hero doing the dragging down one movement point.

ZOMBIE

Def	Attk	End	Dam	Move	Rank	Degree
0	+1	7	-1	2	1	1

Zombies are not affected by morale and will attack anything at any time as demanded. They may not perform Sota as their spirits are in too much turmoil to do much more than shamble forward and attack. Living within a rotting body is a terrible thing and the spirits are none too happy about it.

As with any "spirit" the Sorcerer may only command a combined Degree of zombies equal to their Command Skill.

The sorcerer can only control the zombie when it is within his control range, equal to his control skill in squares.

If the Sorcerer moves outside of this range then the Zombie will be "uncontrolled" and will no longer move but will attack anything that comes within range whether it is "friend" or "foe"

As for combat the Zombie takes endurance damage like any other fighter, as the spirit tires their hold on the body becomes more fragile.

They also have to make "death" rolls like any other fighter with a permanent death freeing their spirit again to return to the Other World.

Care of your Zombie

Remember that what your Sorcerer has is technically an animated corpse. While the power of the Dread Compact and the other side keeps the spirit trapped in the body it does not keep the body from Rotting.

As the body rots it becomes more difficult for the spirit to move and becomes less useful in combat.

If the Sorcerer wishes to keep their zombie fresh the best way is to place them in cave, hole or room, packed in snow and ice to keep them "fresh" and then defrost them when needed.

When travelling on the roads they will tend to "freeze up" in the cold climes of the Winterlands making them useless until they are thawed out next to a fire.

Most Lairs are warm enough for a Zombie to operate in however.

Every time a Zombie is "defrosted" to make it ready for use the Demonlord should roll a die. On a roll of a 1 the Zombie is too far gone to be useful anymore.

If left in an unthawed state a zombie will last for 7 days before becoming too rotten to use.

CREATING YOUR OWN ENEMIES

Creating Stats for creatures and enemies

The Demonlord has the power to create their own scenarios and enemies for those scenarios.

Enemies may be normal men, bandits, thieves, mercenaries or whatever you can imagine. Tribesmen walk the plains, traveling merchants and sages may attack the heroes. Strange shadow cultists worshipping dark gods, anything the Demonlord can imagine can be made. The hardest thing is to come up with an idea.

The Demonlord need not only create other men for the hero to fight, the animals of Kartharka are also formidable enemies, and a number of them are listed in this book.

Add to that any of the creatures in legend and rumor and the Demonlord has ideas aplenty for enemies for their heroes.

STEP 1: DECIDE WHAT THE ENEMY IS.

STEP 2: DETERMINE ITS STATS.

When making up your own villains, it can be difficult to know how powerful to make them.

Keep in mind who the villain is and compare them to an average man. A few small bonuses will make them extremely powerful compared to a regular human.

Remember that an enemy is far more likely to have a great number of minions than to be extremely powerful. A warlord will not necessarily be able to kill an entire party of heroes with his bare hands, but he will make his fortress with many chokepoints to force the heroes to fight them one at a time.

He will also have many well armed and armored soldiers, who will be disciplined and unlikely to run.

So enemies need not be extremely powerful to be dangerous.

Loners may be more powerful, but an enemy with a lot of high can be difficult to kill but also boring to fight.

Instead try to give your villains and enemies a special power, ability or weapon. They will be weaker but still far more interesting to fight.

Remember that the combat system of LoSS is brutal enough without using overpowered enemies. Try to keep things interesting instead of difficult.

I find that the best way to measure the enemies stats are to compare it to a normal man, not a hero, just an average man of the realm.

Here is the average mans stats:

Def	Attk	End	Dam	Move
○	○	6	○	4

If you want a creature that is equal to a man but a little bit stronger, then you can increase their attack.

If you want them to be large, have a thick hide, or perhaps just be difficult to injure, increase their defense.

If you want a creature that is large, not incredibly dan-

gerous but will take some time to kill, like a cow on earth, increase its endurance.

If it is a creature with very large claws, teeth, or some other very dangerous attack, give it a bonus to damage.

If it moves faster than a man, increase its move stat.

Also if it is weaker than the average man, or smaller, think about either putting a minus in one of the stats, lowering the endurance less than 6, or making the move less than 4.

STEP 3: ENEMY OR CREATURE RANK

See pg 24 to determine the creatures rank in the same way as finding the rank for a hero.

STEP 4: SPECIAL ABILITIES

If you decide to give a creature some kind of special ability over and above the normal combat stats then you will have to make a call on what that will add to the creatures rank.

If it is an extra attack then you can simply use the stats of the attack.

If it is some kind of obscure power, like immune to certain attacks, the ability to control others, or put people to sleep then some kind of a multiplier would be in order. In most cases it would be to multiply their rank by 2, 3, or even 4.

You will see in the animal section that some creatures have stats with / in them. For example a flying move score and a walking move score. For these stats I add the two together and divide by 2 to find a number which I add to the rank. The same goes for / used in any of the other stats.

CREATING YOUR OWN SPIRITS

There can be any number of spirits, demons, ghosts, gods, or elementals. To try to create a list of every possible one here would be a massive undertaking.

I think what would be more useful would be a set of guidelines for creating your own spirits, similar to the ones for creatures and monsters.

Spirits have stats, like other creatures. They also have additional powers available only to spirits. They may have a physical form or they may not. They may be able to affect the physical world or they may not.

All of these things will be discussed in the following sections.

To create a spirit go through the following steps:

- *Determine spirit type:*
- *Determine stats:*
- *Assign additional powers:*
- *Assign elemental powers if any:*
- *Assign mortal interaction:*
- *Determine Other World stat:*
- *Determine rank and degree:*

All of these will be discussed; simply work your way through the list and you will have your dread spirit ready to terrorize your heroes.

Determine Spirit type:

This is the creative part of the process. Decide if you want your spirit to be a demon, a ghost, some kind of elemental spirit or anything else the imagination can devise. Use this decision when working your way through the next few sections. There are no limitations on any particular type of spirit; a ghost can be as powerful as a demon if the Demon lord chooses.

Typical choices would be:

- Demons from below the earth of Kartharka
- The ghost of a man, goblin, half goblin or something else. They lived for a time and then they died. On death, for whatever reason, they did not move on to the other side. They may have existed long ago or have died recently.
- Elemental spirit of the Wild. There are many spirits which are thought to be embodiments of great forces of nature. Be they the trees, the air, the storms in the sky, or a spirit of a specific forest or circle of stones.

It is not known truly where these spirits come from or what keeps them where they are found. Most of them have been worshipped for centuries by the various tribes of the Winterlands or elsewhere in Kartharka. They may actually be something else or something from the other side in disguise. At any rate they tend to be mostly an ethereal force with powers over plants, wind, or air, though sometimes they will manifest themselves as a physical creature made of their preferred element.

Determine Statistics:

Each spirit will have all the usual stats of a monster or creature, Defense, Attack, Endurance, Damage, and Move.

Even if they are never in our physical world or able to affect it, their stats must be determined, even if they are only zeros.

Like any creature or enemy you can make these stats whatever you want, but the higher the stats the higher their rank will be.

Assign the spirit stats for defense, attack, endurance, damage, and move. Remember an average man would have zero defense, zero attack, 4 endurance, zero damage, and move 4.

Assign Additional powers:

Demons and other spirits are considered to either be carrying spectral ethereal weapons, or to have claws (as in demons) or due to their other world nature are considered to be armed at all times. They will do damage as if they were carrying standard weapons causing 1 dice of damage, unless stated otherwise in another rule.

As if having all of this is not enough, spirits may have some additional powers.

Common powers which a spirit may have are:

- FLIGHT: The spirit may fly. They move at their move rate up, down, or in any direction.
- MOVE OBJECTS: Whether the spirit is ethereal or not, or whether they are able to take on a physical body, they may still move objects as if they were a solid creature. It can be assumed that the creature can move objects in the same

way as a normal man unless otherwise stated.

- SOUND (illusions) or create noises:

The spirit may create noises whether they are ethereal or not. Note that spirits would usually not be able to make noise or make themselves understood by mortals unless they have this power. The noises are not necessarily limited to speech but may make any noises or sounds that they like.

- LIGHT (illusions) or create images:

In the same way that spirits cannot be heard while they are ethereal they may also not be seen. But if they have this power they may appear to mortals. Note that they do not necessarily have to appear as they actually are; they may change their appearance in any way in the same way as creating noises.

Assign Elemental powers:

Elemental powers allow the spirit to control an element or use it for an attack. These are described in ranks like Veteran skills.

The power may be given more than once. The first time it is given allows the spirit to "control" that element in a limited way.

For example: Fire rank 1, would allow the spirit to start fires on readily combustible materials like an unlit campfire.

It also allows the creature to have 1 armor point against that element. Additional slots of the same power can be used to add another armor point against that element.

Another rank can be added to the power to allow the spirit to "attack" with that element for 1d6 of damage.

For example: Fire rank 2 could give a spirit fiery hands which cause 1d6 of damage if they hit a hero.

For each extra rank taken the spirit gets to cause an additional d6 of damage using their element

A rank can also be used to allow a spirit to "throw" a ball of the element with a range equal to their move stat.

THE ELEMENTS AVAILABLE ARE: Fire, Ice, Wind, Electricity, Stone, Water, Wood (Dead), and Plants (Living).

Assign Mortal Interaction:

The word "spirit" refers to the class of otherworldly beings, and not necessarily to whether they have a physical form or not.

When creating a spirit you must decide if the spirit has a physical form. If it does not, then you must decide how it interacts with the physical world, if it can at all.

All spirits begin as an ethereal creature, having no physical substance. They are unable to affect the mortal world, to be seen, heard or felt. They can move through doors, walls, floors, etc. This does not necessarily mean they can "fly" or "float". To do this they must have the "flight" special power above.

- SPIRITUAL ATTACK:

Some spirits, by growing their power, are able to affect the mortal realm without a physical body. These spirits are able to attack mortals using their other world stat as detailed in the Other World section earlier in this book.

If this is the case with the spirit you are creating then you

should give them the “spiritual attack” power.

Some spirits will have a physical form, such as most summoned demons. They may not use a “spiritual attack” while in their physical form. If they are able to change from physical back to an ethereal form then they can use spiritual attack when ethereal and regular attacking when in their physical form.

Demons prefer to remain in mortal form because if they “die” they must start all over again as a spirit with all stats being 0 and begin to build their power again.

Some spirits can take on a mortal form only when summoned, many of the “gods” of Kartharka appear in this way.

Determine Other world stat:

Now decide what the creatures Other world stat will be, keeping in mind that this is the stat which will be used for spiritual attacks if the spirit has that power.

Determine the Spirits Rank and degree:

Determine the spirits rank in the same way as heroes and monsters using the usual method found on pg 24

When determining rank compare the spirits Attack and Other world stats. If it's Other World Stat is higher than it's Attack, use that instead of Attack for determining rank.

Divide the spirits Combat Rank by 5 and you will have it's degree.



CUT OUT THE NEXT
FEW PAGES AND GLUE
THEM TO CARDBOARD
TO MAKE A RAD
DEMONLORD SCREEN.
HAVE HANDY ACCESS
TO ALL THE TABLES
YOU NEED WHENEVER
YOU NEED THEM

miniature ADVENTURE ROLE-PLAYING GAME

SLAIR OF
Sword &
Sorcery

CORE



2ND EDITION
RULES

DEMONLORD SCREEN

CHARACTER CREATION

+5 points to stats
-5 points distributed to stats

STARTING EQUIPMENT

fur mittens
Fur or leather cloak
Fur foot covers
Two weapons (throwing weapons, bandolier of 5)
4 pieces of armour (a shield is considered armour)
Weeks supply of matten fuel for fires
Weeks supply of Matten flour
Flint and Striker
2 large items
5 small items
Large leather carry sack (may hold up to 20 small items)
Drag sled may carry up to 5 Large items and 40 small items

CARRYING LIMITS:

As much as the Large sack and Drag sled will allow.
Characters are considered to "wear" up to:
their armour
a coil of rope
two weapons
A bandolier of throwing weapons
Ammunition
Carry something in each hand
The rest is kept on the drag sled.

CONTAINERS

Large leather carry sack (may hold up to 20 small items)
Drag sled may carry up to 5 Large items and 40 small items

0 ENDURANCE.

Once Endurance reaches 0 any additional damage will force a death roll.

DEATH ROLL

1-3 stuck down. Unable to fight for rest of battle. Demonlord minions are dead.

Heroes must make a fate roll after battle is finished.

4-6 able to avoid blow, continue to fight but still at 0 endurance.

FATE ROLL

1-2 Hero has died. Sorry

3-4 severely injured: the heroes role in the current adventure is over, but may play again in further adventures

5-6 hero was stunned but able to continue, this counts as a rest.

REGULAR COMBAT

In combat attacker and defender each roll 2 dice and add their attack bonus.

ATTACKER WINS:

If attacker wins he rolls a die cause 1d6 endurance damage to the enemy adding any damage bonus. Deduct any damage for the defenders defense bonus, but will always be a minimum of 1

The attacker also takes 1 endurance damage.

DEFENDER WINS

If the defender wins they cause 1d6 endurance damage to the attacker, adding any damage bonus the defender has and subtracting any defense modifier the attacker has, but will always be a minimum of 1

Defender also takes 1 endurance damage.

TIE

Both attacker and defender take 1 endurance damage regardless ignoring damage bonus and defense.

DETERMINING RANK

Start with 1
Add Attk
Add Def
Add Dmg
Add Endurance-4
Add Move-4
Add # of 1d6 special attacks x 1
Add # of 2d6 special attacks x 4
Add # of 3d6 special attacks x 10



COMBAT SPECIAL RULES

Long weapons: Attack 2 squares away.

When attacking 2 squares away the defender does not get to make a damage roll if they win. Both still take minimum of 1 damage.

If 2 squares away and both have long weapons, combat is normal.

Someone with a long weapon may attack through a square with a friend

Long weapon, if attacked from bordering square long weapon wielder fights as if unarmed.

Defense

3 pieces of armour=+1 defense

1 piece of steel armour=1 defense

Shield gives +2 to attack

Negative Damage

a -damage score is subtracted from any damage the hero does, still cause the minimum 1 damage

MISSILE COMBAT:

Bow: range unlimited

Throwing weapon: range 4 squares

Roll for combat in the usual way

If the shooter wins they cause the usual damage but do not take the usual minimum 1 damage.

If the target wins the shooter takes no damage and the target takes no damage, not even the usual minimum of 1.

Ties: same as a miss for the shooter.

AN AVERAGE FOLLOWER

Def	Attk	End	Dam	Move	Rank
1	0	4	0	4	2

FOLLOWERS:

Will be hired by the heroes.

In a city or when travelling, after 1 combat, followers will demand another gold piece before fighting in another combat.

When in a lair they will fight the first combat. After that they are subject to flee rolls.

Flee Roll: player rolls a die add the heroes camaraderie.

On a total of 1-3 that players followers flee. Every turn they will run toward the exit as fast as possible. They will defend themselves if necessary but will run when they can.

Always Flee on a die roll of 1, always stay on a die roll of 6

If fleeing followers are still on the board after all enemies are gone the hero may make a Rally roll

Same as flee roll, Instead of heroes camaraderie use parties total camaraderie.

1-3 disappear forever

4-6 they return, place them next to the hero

MONEY

10 coppers=1 silver

10 silver=1 gold

10 gold=1 iron

10 iron=1 platinum

SOTA:

Roll 2 dice

Add any stat bonuses the Demonlord deems applicable.

Easy: 4 or higher

Difficult: 7 or higher

Very difficult: 10 or higher

Impossible: 14 or higher

FLEEING:

If at any time a hero leaves the demonboard they have "fled" and may not return. Any Severely injured heroes are considered to have been taken with them.

SPENDING VP

Buy a new skill 10VP

Improve skill to 2nd rank 20 VP

Improve skill to 3rd rank 30 VP

Etc

How famous is your Hero?

Note, numbers may refer to fame or infamy, whichever is higher.

1=Well known in their local town

20=Known within their local area (throughout the valley of fangs for example)

30=Known throughout the province

40=Known through the land, for example the Winterlands

50=Known throughout the world of Kartharka

75=All sing the praises of your Hero throughout the land (or curse their name if infamous)

100=Your legends will be told for generations. Time to retire your hero!

RESTING:

Any time after a combat when there are no enemies on the Demonboard the heroes may rest to recover half their lost endurance (round up)

UNARMED COMBAT

Creatures are considered "armed" with teeth and claws.

If two unarmed combatants fight each other conduct combat as normal.

If an opponent has armour you cannot cause more damage than the minimum 1 point of damage.

If an opponent has a weapon they roll damage as normal and the unarmed combatant can cause only the minimum 1 endurance damage.

SOTA EXCEPTIONS

Minions can undo Sota with the same roll

Minions may open unlocked doors as well but not into areas that have not been revealed.

EARNING VETERAN POINTS

Earn 1 vp for:

Surviving encounter with a group of enemies of equal or greater Rank.

Survive making any death roll

Successfully complete a Scenario.Scenario will state the reward.

Succeed at Impossible Sota roll which would have harmed the hero had it failed

Impressive Role Playing moment

Players Dressing as their Character

EQUIPMENT

LISTS

The following equipment list is a reorganization of all the equipment from the Core game of Lair of Sword & Sorcery.

What follows is a list of items, their size, and their basic cost.

The basic cost for most items is 1 gold coin but some items will cost more.

The base cost shown will be for a standard item, with no adornment, made of bronze, wood, leather, or fabric (which-ever is applicable)

When a steel or iron option is available for an item it will be listed and clearly marked, such as "sword, steel".

Armor

ITEM	SIZE	COST (GC)
Helmet Cloth	Large	1
Helmet Leather	Large	1
Helmet Rings	Large	2
Helmet Rings Steel	Large	550
Helmet Plate	Large	5
Helmet Plate Steel	Large	550
Body Cloth	Large	1
Body Leather	Large	1
Body Rings	Large	5
Body Rings Steel	Large	550
Body Plate	Large	10
Body Plate Steel	Large	550
Arms Cloth	Large	1
Arms Leather	Large	1
Arms Rings	Large	2
Arms Rings Steel	Large	5
Arms Plate	Large	5
Arms Plate Steel	Large	550
Legs Cloth	Large	1
Legs Leather	Large	1
Legs Rings	Large	5
Legs Rings Steel	Large	5
Legs Plate	Large	5
Legs Plate Steel	Large	550
Shield	Large	1
Shield Steel	Large	550

Hand to Hand Weapons

ITEM	SIZE	COST (GC)
Axe 1 handed	Large	1
Axe 1 handed Steel	Large	550
Axe 2 handed	Large	2
(2 handed weapon)		
Axe 2 handed Steel	Large	550
(2 handed weapon)		
Sword 1 handed	Large	1
Sword 1 handed Steel	Large	550
Sword 2 handed	Large	2
(2 handed weapon)		
Sword 2 handed Steel	Large	550
(2 handed weapon)		
Throwing Axe	Small	1
Throwing Axe Steel	Small	550
Dagger	Small	1
Dagger Steel	Small	550
Knife	Small	1
Knife Steel	Small	550
Kartharkan Mace	Large	2
used 1 handed		
Kartharkan Mace	Large	2
used 2 handed		
(2 handed weapon)		
Kartharkan Mace Steel	Large	550
used 1 handed		
Kartharkan Mace Steel	Large	550
used 2 handed		
(2 handed weapon)		
Kartharkan Fighting Spear	Large	1
Kartharkan Fighting Spear Steel	Large	550
2 Handed Hunting spear	Large	1
(long weapon)		
2 Handed Hunting Spear steel	Large	550
(long weapon)		
2 Handed War Spear	Large	1
(2 handed weapon)		
(long weapon)		
2 handed War Spear Steel	Large	550
(2 handed weapon)		
(long weapon)		
Halberd 2 handed	Large	5
(2 handed weapon)		
(long weapon)		
Halberd 2 handed Steel	Large	550
(2 handed weapon)		
(long weapon)		

Missile weapons

ITEM	SIZE	COST (GC)
Winterlander Composite Bow	Large	2
Winterlander Composite Bow Steel Arrows	Large	550
Knife Thrown	Small	1
Knife Thrown Steel	Small	550
Throwing Axe	Small	1
Throwing Axe Steel	Small	550
Kartharkan Fighting Spear Thrown	Large	1
Kartharkan Fighting Spear Thrown Steel	Large	550

Adventuring Gear

ITEM	SIZE	COST (GC)
Leather straps	Small	1
Flask	Small	1
Wineskin	Small	1
Tarp	Large	1
Dice	Small	1
Candle	Small	1
Torch	Small	1
10 foot rope	Large	1
Parchment	Small	1
Writing sticks	Small	1
Chalk	Small	1
Spikes	Small	1
Hammer	Small	1
6 foot pole	Large	1
Shovel	Large	1
Pick	Large	1
Snow axe	Large	1
Snow shoes	Large	1
Matten Fire Fuel	Large	1
Matten Flour	Small	1
Flint and Striker	Small	1

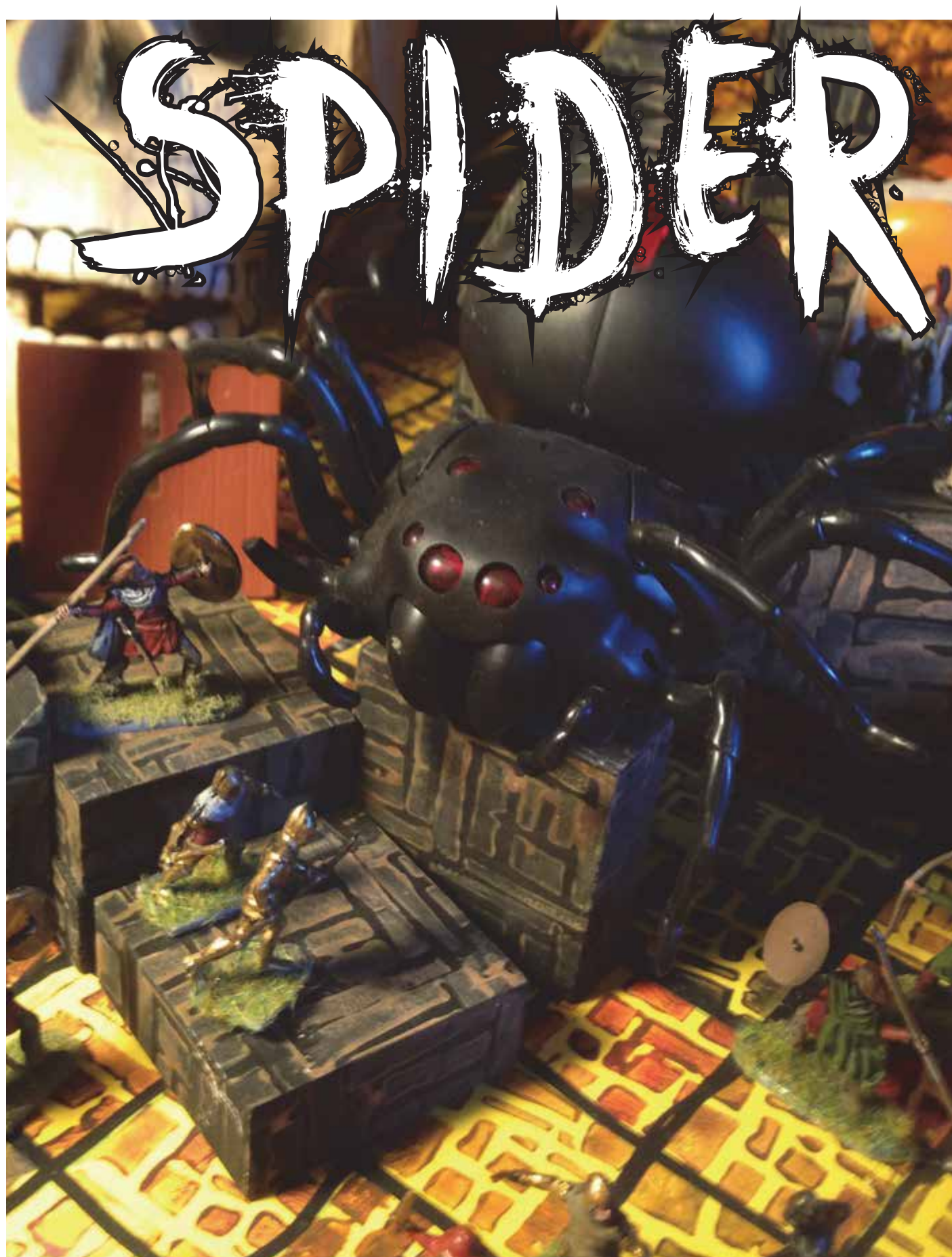
Carrying gear

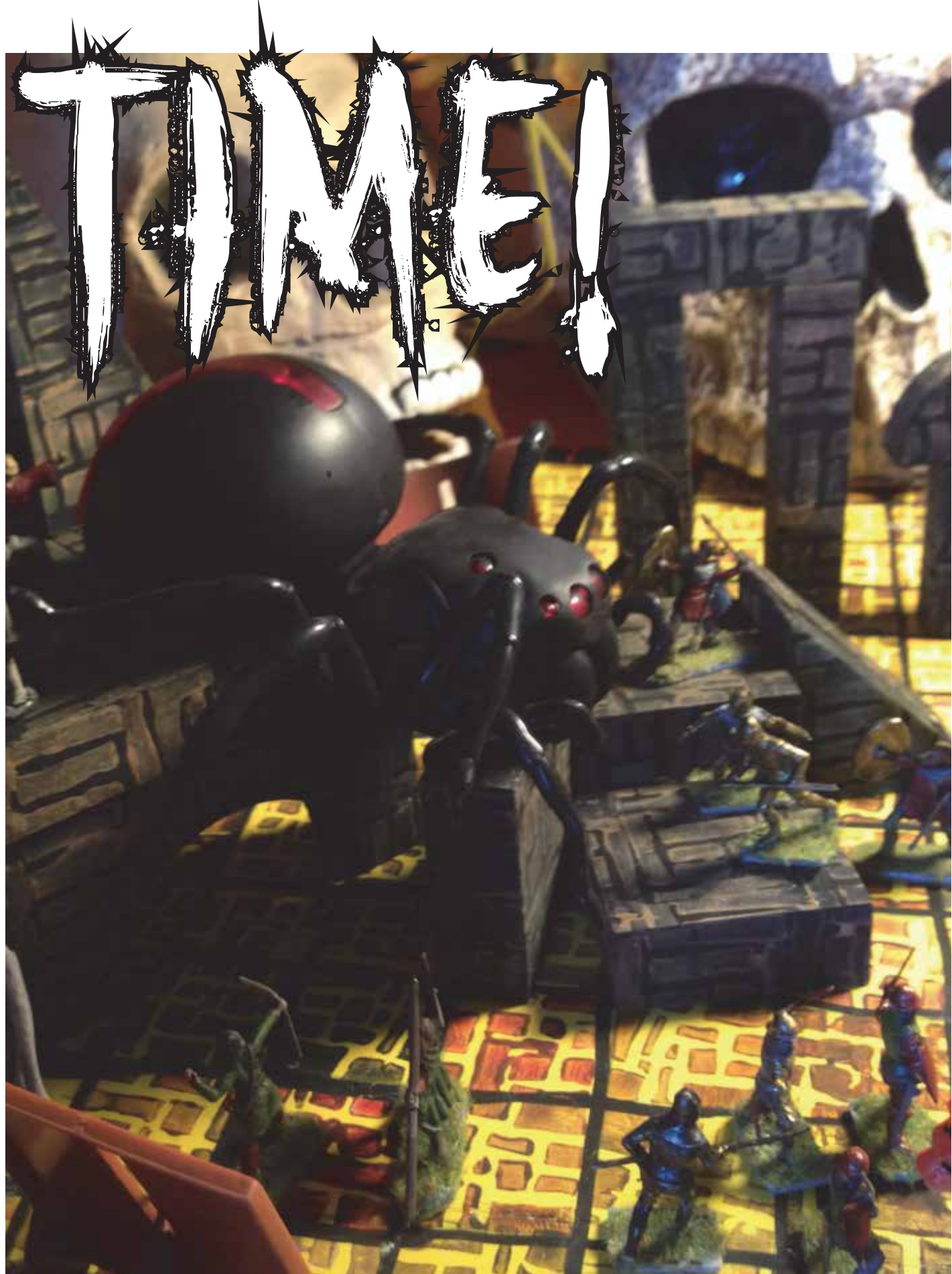
ITEM	SIZE	COST (GC)
Drag Sled	Large	1
Shoulder Bag	Large	1

Clothes

ITEM	SIZE	COST (GC)
Heavy Fur Cloak with Hood	Large	1
Fur Clothes	Large	1
Leather Clothes	Large	1
Fabric Clothes	Large	1
fur Mittens	Small	1
Fur foot covers	Small	1
Leather foot covers	Small	1







STORY BACKGROUND

STORY Spider Time!

HOOK The Heroes are likely on the road to Stroh-Branoch to start a life of adventure and excitement. Gartham Village is just a stop on the road.

WANDER IN This story can happen any time the heroes are travelling on the road. Any village they stop at can be replaced with Gartham Village.

READ ALOUD TEXT FOR THE HEROES

The heroes have arrived in the Village of Destrado and settled into the local tavern for a much needed rest.

The tavern has no name, common for the area, and the heroes have just settled down to a round of drinks..

The heroes have just finished their meal when in walks the local village elder followed by someone who is clearly the local priest.

The priest orders a drink and sits near the back of the bar.

The village elder stands in the middle of the room.

He declares to the room at large that a terrible massacre has occurred at the Hightight Farm.

A reward of 40 Gold coins will be given to any who can determine what happened and bring the perpetrators to justice.

The Elder leaves the Tavern and the Heroes are free to do as they please. What do you do?

LOCATION Gartham Village

HIGHEST ENCOUNTER RANK

36

STORY BACKGROUND FOR DEMONLORD

In the caverns near Gartham village lurks the Sorcerer Gar-Tat. His research and experiments in Sorcery have led him to the Orb of Zanos!

Using the Orb a Sorcerer can transfer someones consciousness, or their own, into another body, or even an inanimate object which they can control as if it were a living body.

The orb has proven extremely difficult to use and Gar-tats experiments have required many living human guinea pigs.

He has learned that using fresh human brains he can finally transfer some things consciousness to an inanimate body.

His first true success can be found in one of his older labs in the caverns. The consciousness of Gar-Tat's dog Sparky has been tranferred into a 2 foot long clanking copper spider body.

It still thinks that it is a dog, so when the heroes meet it it will try to jump up on them and lick their faces, which will be disturbing for the heroes as a 2 foot copper spider tries to climb up them.

For the last several years Gar-Tat has been able to hide his experiments by kidnapping victims from the main road through the area, which passed close to his Valley of the Spiders.

Unfortunately for Gar-Tat recent earthquakes and avalanches have permanently blocked this road.

Travellers now take a new route to the Village of Gartham far from Gar-Tat.

Gar-Tat was forced to get his last batch of victims by attacking the Hightight farm.

Sending his giant spiders, they attacked the farm, kidnapping enough victims to complete

Gar-Tats experiments and stunning the rest with their terrible poison. The poison will cause them to appear dead, until another human comes close, at which time they will rise and madly attack anything close by.

The heroes will meet Gar-tat soon after he completes his transfer to the body of his giant 6 foot tall copper spider body.

But Gar-tat isn't the only excitement in Gartham village.

There is also a band of Thugs bent on stealing something from the local temple.

The legendary golden bones of a dead saint, said to have mythical powers, are stored in the catacombs of the temple.

The thieves will make multiple attempts to steal the bones, possibly being thwarted by the heroes.

And if that isn't enough excitement the heroes have more fun in store.

If they try to start a bar fight they'll find that the rules are a little different here.

And for a final bit of mischief, if the heroes visit the local blacksmith they are in for a big surprise as they meet one of the hidden Weapon masters of the world of Kartharka.

HEROES WISH TO VISIT THE FARM:

Then go to pg 127 and read the scenario "visit hightight farm".

HEROES WANT TO TALK TO THE PRIEST

Got to pg 135 and read "Interrupted theft".

HEROES WANT TO DO SOME SHOPPING

Go to pg 143 and read "Weapon Smith".

HEROES START TROUBLE AT THE BAR

Go to pg 141 and read "Bar Fight".

STORY FLOWCHART

Spider Time!

[illegible]

LAIR: Hightight Farm **SCENARIO:** Visit Hightight Farm **STORY:** Spider Time
SETTING: Gartham Village **ACTIVE:** Yes **BACKGROUND:**

LAIR OUTLINE

HIGHEST
ENCOUNTER RANK

OBJECTIVE: Find out who killed the people at High Tight Farm to claim the reward from the local village Elder.

PUNISHMENT If the heroes are not able to solve the mystery then they will not receive a reward.

REWARD If the heroes are able to find the people responsible for the murders at HighTight farm, and bring them to justice, they will receive a reward of 40 gold coins from the local village elder.

SPECIAL FEATURES Spider Zombies!
FOLLOWERS AVAILABLE Yes
FLEEING MINIONS No

SETUP Hightight farm is a Taktet farm in the mountains near Gartham village. Taktets are a large goat like creature used for meat, leather, and travel in the Winterlands.

The farm sits on top of a hot spring, keeping the area close to the farm warm. Matten is grown in the area surrounding the spring. Matten is the staple food of the Winterlands.

The heroes will enter the farm in the area marked "Heroes Enter" on the map.

The entire area should be set up ahead of time and this is considered an "open" lair (see pg 91 for more on open lairs). The heroes will know where all of the areas are but not what is contained in them until they look for themselves.

So set up the demonboard with all the rooms of the buildings and all of the mountain areas.

As Heroes enter areas, you can tell them what is there and place any enemies or bodies on the board that they can see. Marked with (sz). See Notes for zombie setup

Until the zombies actually attack they are lifeless bodies and do not count as enemies. Therefore the heroes are in Adventure mode until a zombie actually attacks. (see pg 41 for more on Adventure mode.)

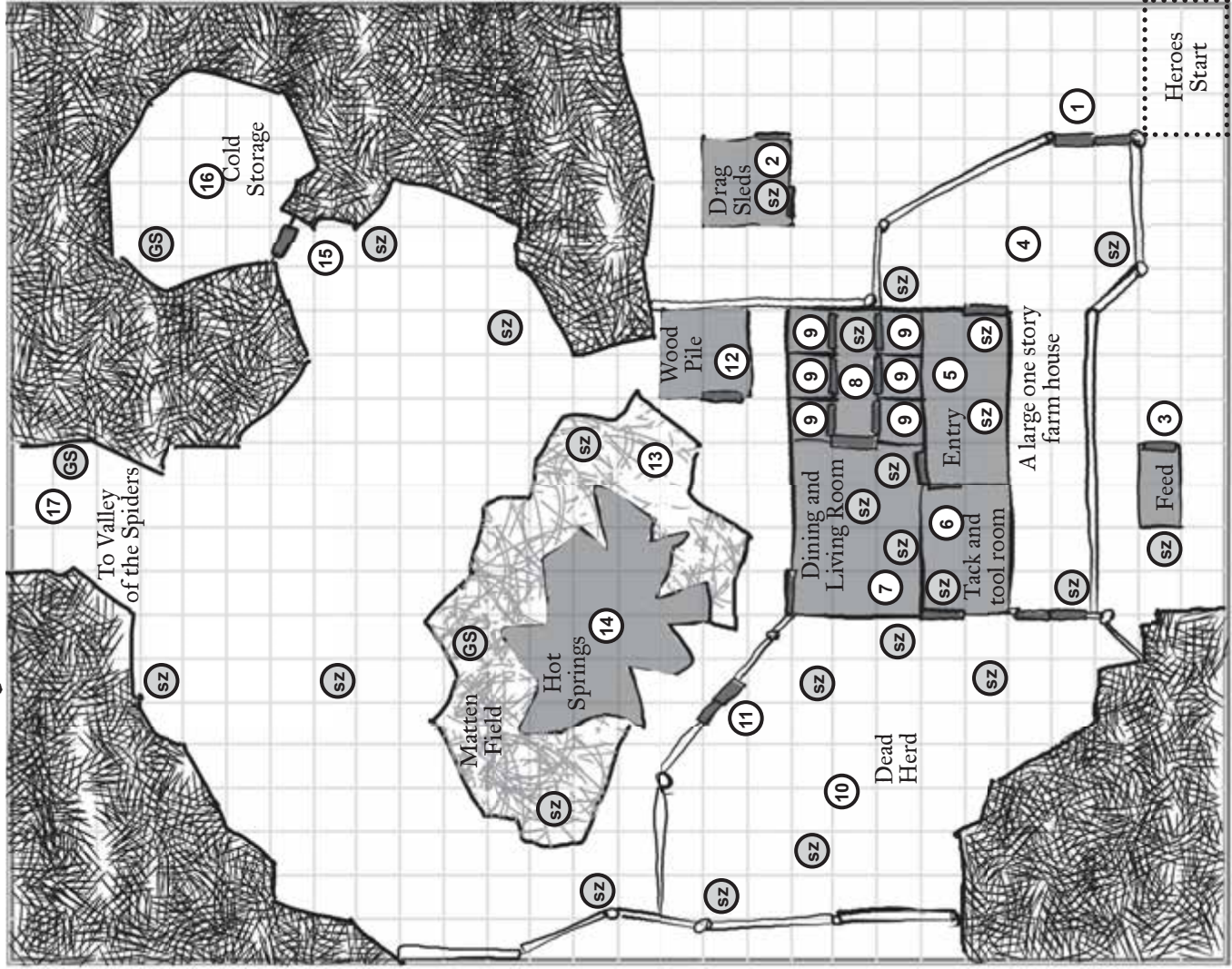
Place the heroes on the area marked hero Entrance and let them begin moving their heroes as they wish.

When they enter an area read the description to yourself and then tell them what their heroes would see.

If there are any bodies in the area and the players move their heroes on a square bordering it then you will need to make a roll to see if it awakens and attacks (see spider zombies in the notes section on the next page).

KEY:

	Unpassable mountain area		Door		10 foot tall fence
	Matten field		Hot Spring		Spider
					Giant Spider



AREAS:

- 1: Gate to the farm, 10 ft tall, closed but unlocked.
- 2: Sled Shed. This is where the farms supply of Drag sleds are kept. There are plenty here if the heroes should want any.
- 3: Feed Shed. The door is barred shut from the outside. This is where the feed for the herd is kept. It is kept outside of the farm and in a sturdy shed to keep dangerous animals from attempting to get into the farm for the feed. The Shed is strong enough to keep all but the most determined out.
- 4: Farm front yard. Trampled bare earth. Too many footprints to determine any clues as to who killed the farmers.
- 5: The entry hall to the farmhouse. Used for greeting guests and conducting business. Mostly empty, some benches are against the wall as well as a large folding table.
- 6: Tack and Tool room. Here are stored all the harnesses for the Takkets, tools, shovels, picks and axes. Workbenches show that people were in the middle of chores at the time the murders occurred.
- 7: Dining and Living Room. This room is in a shambles. What were once tables and chairs are now all broken and the room is in ruins.
- 8: Hallway. Leads to the bedrooms
- 9: Each bedroom contains a bed, chair, and a small table. Extra clothers and boots are all that can be found here.
- 10: An entire herd of dead Takkets lie here. All of them killed in the same wasy as the Spider Zombies (see notes)
- 11: These gates are 10 feet high and barred from the outside of the pen.
- 12: This sturdy shed is also barred from the outside. It is almost completely full of wood for burning in fires.
- 13: Matten Field. The matten shrubs are shoulder high. if the heroes search the fields carefully they will find a dead Giant Spider with a spear sticking out of it. The spider is easily 3 feet high and 4 feet long. Careful inspection of it's fangs will make it clear that the spiders are responsible for the deaths of the people on the farm.
- 14: Hot spring, too hot and deep to swim in or try to cross.
- 15: Door to the Cold Storage Cave. Solid and Locked. The key is nowhere to be found. The heroes should be able to break it down if given enough time. The heroes will find inside that this is where the farmers store their meat from their Taktet before taking it to Town to barter.
- If they explore further they will be surprised by a Giant Spider Leaping out. The spider will attack the heroes but it will also be carrying on it's back a Spider Zombie wrapped in Silk. If the zombie is freed, roll to see if it attacks as normal. (see Notes)
- 17: This path leads to the Valley of the Spiders. Unguarded and unfenced since the spiders have never left their valley before. Lying in the path is a giant Spider killed with a spear. On it's back is a spider zombie wrapped in silk.

FORCE LIST

DEF/ATTK/END/DAM 0 0 6 0	NAME Spider Zombie	NOTES
EQUIP	claws, counts as weapon	
RANK 1	MOVE 4	
DEF/ATTK/END/DAM 1 1 8 0	NAME Giant Spider	NOTES
EQUIP	claws, counts as weapon	
RANK 7	MOVE 6	
DEF/ATTK/END/DAM	NAME	NOTES
EQUIP		
RANK	MOVE	
DEF/ATTK/END/DAM	NAME	NOTES
EQUIP		
RANK	MOVE	
DEF/ATTK/END/DAM	NAME	NOTES
EQUIP		
RANK	MOVE	

NOTES

Number of zombies. The demonlord will have a full rank's worth of Spider Zombies at their disposal. First calculate how many zombies this will be (see pg 92 "Placing enemies for how to do this").

The demonlord then places the zombies around the demonboard on any of the squares marked **(sz)**

Spider Zombies. All areas on the map marked **(sz)** are the bodies of the poor farmers. Not killed but appearing dead. All are covered with wounds such as slashes and stabs but each also bears the marks of the spiders fangs on their necks.

They have been injected with a terrible poison which makes them appear dead. If they should be disturbed; for example if a hero moves onto square bordering one of the zombies, they will awake in a maddened rage, their minds driven insane by the horrible poison.

If a hero steps on a square bordering a zombie roll a d6. If the result is a 1 then the all of the Zombies on the board awake and begin attacking the heroes.

The zombies may move and attack as they wish but may not open doors or unbar gates or doors.

LAIR DETAILS

LAIR: Valley of the Spiders **SCENARIO:** Valley of the Spiders **STORY:** Spider Time
SETTING: Gartham Village **ACTIVE:** Yes **BACKGROUND:**

LAIR OUTLINE

HIGHEST
ENCOUNTER RANK

OBJECTIVE: The heroes will think that the objective is to find and destroy the giant spiders that lurk in the valley, but their real objective is to find the entrance to the spider caverns, and uncover the plot of the Sorcerer Gar-Tat.

PUNISHMENT If the heroes retreat from the spiders and leave the village they will not receive the reward from the local village Elder.

They will also earn 1 infamy point for abandoning their mission. They will earn another infamy point later when they hear of Gar-Tat destroying the village of Gartham after the heroes retreat.

REWARD If the heroes kill all the spiders and return to the village they will earn their 40 gold coin reward, but will still earn 1 infamy point if they do not investigate the spider caverns and defeat Gar-Tat as the village is destroyed after the heroes supposedly “dealt with the threat”.

SPECIAL FEATURES Spider Webs, Webslingers, Sparky the copper Spider Dog

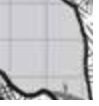
FOLLOWERS AVAILABLE Yes

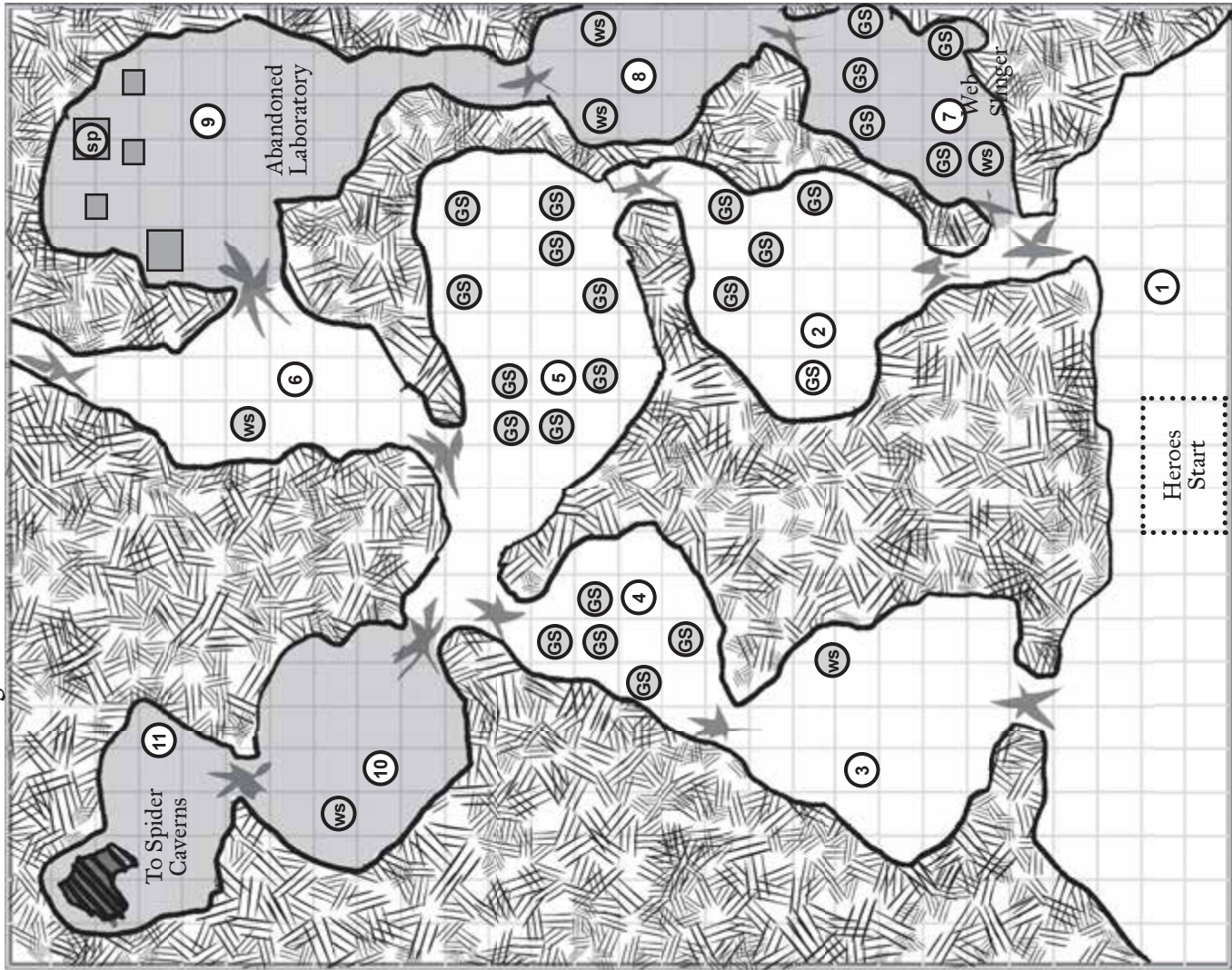
FLEEING MINIONS No

SETUP This Lair is a “Blind” Lair. Meaning the heroes will not know where all the areas are, or how big they are, until they see them. (see pg 91 Blind Lairs). For now place the area shown in area 1 on the Demonboard with the Heroes starting in “Heroes Start”

The whole area of the Valley is open to the sky, except for the grey areas marked on the map, those areas are underground caves. Point out the webs blocking the entrances to the further parts of the valley to the heroes. (See the notes section for more on the Webs)

KEY:

- | | | |
|--|---|--|
|  Giant Spider |  Web Slinger |  Sparky |
|  Giant Spider Web |  broken crates |  Underground Area |
|  Crevasse leading to the spider caverns | |  Unpassable mountains |



AREAS: 1: Starting area. The heroes have travelled through the valley of the spiders to a group of caves and caverns at the end of the Valley.

This area is large and two entrances to the caverns lie before them webs blocking the way forward.

2: This is a large cavern, open to the sky. In it lurk a 1/4 rank of Giant Spiders.

3: This is a large open cavern containing a single Web slinger.

4: This open cavern contains a 1/4 rank of Giant Spiders

5: This open area contains a full rank of Giant Spiders.

6: This open area contains a single Web Slinger. The passageway at the top of this cavern leading off the Demonboard end in a dead end shortly after the entrance. The heroes may return to the board after discovering this with no penalty.

7: This closed cavern contains a 1/4 rank of Giant Spiders.

8: This closed cavern contains 2 Web Slingers.

9: This closed cavern contains the abandoned original laboratory of Gar Tat. Broken glass and twisted metal lie on the floor. The crates are full of more broken metal machinery and glassware, all covered in bizarre magical inscriptions. Strange powders and oils are splashed everywhere. When a hero attempts to open the box Sparky is in he will jump out to say hello to his new friends. This may be terrifying to the heroes before they discover that he means them no harm. They may end up destroying it before they find that out however. Sparky will not attack even if he is attacked first.

Inside the wooden crate Sparky was in, are more glass cases like the one inside Sparky (see notes). Some are broken and contain rotten human brains. The ones that are not broken contain brains that seem still fresh.

After finding all of these things the heroes should be a little suspicious that there is more to this than just some rampaging spiders.

There is clearly some bizarre sorcery at work here, probably something having to do with spiders.

They should also get a clue, after examining sparky, that there may be an easier way to kill Gar-Tat than destroying his whole body. Sparky has a door on his back protecting a vulnerable glass box holding his brains. The heroes may figure out that Gar-Tat has something similar when they meet him

10: This enclosed cavern contains 1 Webslinger.

11: This area contains a deep crevasse leading to more underground caverns. Bloody trails lead into the crevasse, as if bodies were being dragged into it. This leads to the next Lair, the Caverns of the Spider.

If the heroes enter it then turn to pg 131 Caverns of the Spider.

FORCE LIST

DEF/ATTK/END/DAM 1 1 8 0	NAME Giant Spider	NOTES
EQUIP claws, counts as weapon		
RANK 7	MOVE 6	
DEF/ATTK/END/DAM 1 1 8 0	NAME Web Slinger	NOTES Throws Webs See notes
EQUIP claws, counts as weapon		
RANK 11	MOVE 6	
DEF/ATTK/END/DAM 2 -1 10 -1	NAME Sparky	NOTES
EQUIP Claws, counts as weapons		
RANK 6	MOVE 6	

NOTES

Webs: Giant spider webs block entrances to caverns. They completely cover the entrances and cannot be slipped through in any way. They can be cut by the heroes weapons in 2 combat turns. They can also be burned with fire in 2 combat turns.

Webslingers: The webslingers are also giant spiders. They are able to throw clinging strings of web at the heroes, incapacitating them.

When the webslinger wishes to throw a web the demonlord rolls a die. If the number is a 1-3 the spider is able to throw a web this round. If the number is 4-6 the spider cannot throw a web this turn and must attack normally.

To throw a web the spider rolls to hit the hero as if it was using a throwing weapon (see pg 53 for throwing weapons). If the spider is able to “hit” a hero by winning the combat the hero is trapped by the clinging webs. The heroes are then unable to move or attack. They are unable to free themselves except by a difficult body roll. They can also be freed by another hero in 2 combat rounds.

Sparky the copper Spider Dog: The heroes will discover sparky when entering the abandoned laboratory. Sparky is Gar-Tat’s first successful experiment. He was able to transplant the consciousness of a dog into and artificial copper spider body.

Sparky is about 2 feet long and 1 foot high. He has a hinged door on his back. If the heroes open the door they will see a glass box, containing portions of several human brains.

If the heroes decide to smash the glass box Sparky will immediately die.

Sparky appears to feel no pain, and will not notice if the heroes break a leg off or other types of experiments.

In all other ways Sparky will act like a normal dog and will pick one of the heroes randomly to follow from now on. All the heroes roll a die and the one with the highest roll wins sparky (reroll ties) Sparky will then become their permanent follower and can be controlled by that player like any other follower. Sparky will never run away and will always obey the hero. Give the player Sparky’s stats to write down on their record sheet.

LAIR DETAILS

LAIR: Spider Caverns **SCENARIO:** Spider Caverns **STORY:** Spider Time
SETTING: Gartham Village **ACTIVE:** Yes **BACKGROUND:**

LAIR OUTLINE

HIGHEST
ENCOUNTER RANK

OBJECTIVE: The heroes have found out that there is more to this adventure than just a bunch of rogue spiders attacking a village.

The Objective here is to get to the Bottom of this nefarious plot. The heroes objective is to find the Lair of Gar-Tat.

PUNISHMENT If the heroes abandon the mission they will be able to present the dead spiders as proof that they have found the killers and will receive their 40 gold coin reward. However they will earn 2 infamy when Gar-Tat Destroys the village after they leave.

REWARD If the heroes are able to find the entrance to Gar-Tat's lair they will be able to truly deal with the threat to the village. The heroes could abandon the quest now and get the 40 gold coins but they will earn 2 infamy when the village is destroyed after they leave.

SPECIAL FEATURES Drop Spiders, Spider Swarms

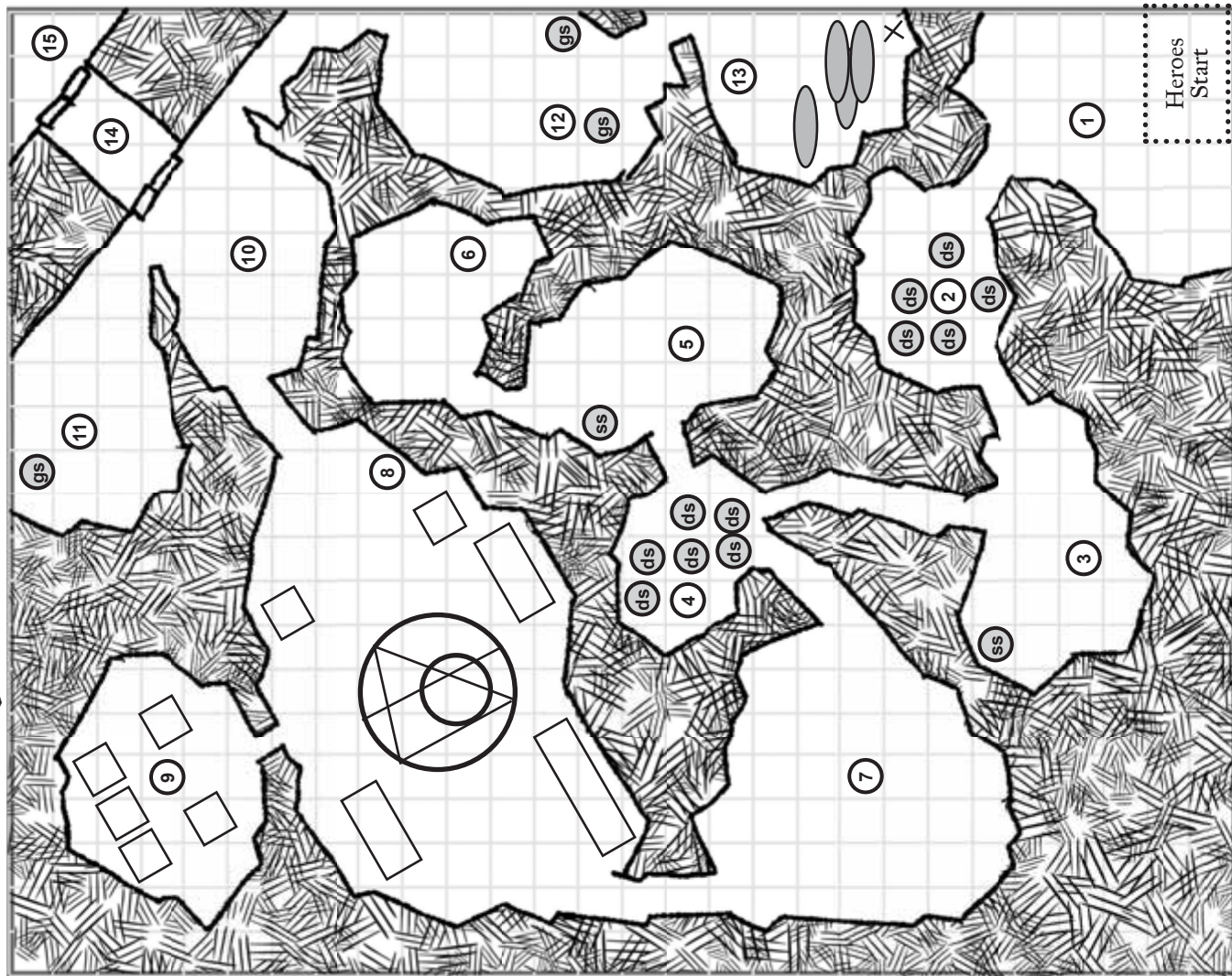
FOLLOWERS AVAILABLE Yes

FLEEING MINIONS No

SETUP The heroes have entered the Caverns of the Spider. They will have to carry at least one torch in each group to be able to see in the pitch darkness.

The heroes start in the area marked "Heroes Start".

This is a blind Lair so only set up the area marked with a 1 until the heroes move into another room see pg 91 for more on blind lairs.



ds Drop Spiders ss Spider Swarm gs Spider Swarm Webbed Corpse

AREAS:

- 1: This is the entrance area, nothing lurks in this room.
- 2: Another dank cave. 1/4 rank of Drop Spiders
- 3: A dry cave with a spider swarm.
- 4 This cavern has a dirt floor strewn with small pebbles. And a 1/4 rank of Drop Spiders.
- 5: This room also has a dirt floor, and a spider swarm.
- 6: This room is empty
- 7: This room has a roof full of small holes. The holes seem to lead deep into the ceiling. They should be terrifying to the heroes as they try to guess what will come out of them but they are completely harmless.
- 8: Abandoned Summoning Lair. Their is a large circle on the floor. It clearly has some magical purpose but without a sorcerer in the party it is impossible to tell what it is for. It was previously Gar-Tat's summoning circle but is now unused with many of it's lines scratched out rendering it useless.
- Their are several bookcases in this room. Most of the Notes have been destroyed by Gar-Tat but enough remain for a Hero to use to summon a familiar spirit should they wish to study them in the future.
- 9: This room is almost freezing cold. A rough cut cavern, cold air enters the room from holes in the ceiling. The large squares in the room are large platforms, topped by sealed glass boxes. The boxes are all empty now save for a sticky substance on the bottom. A careful examination will reveal tiny fragments of brain still stuck to the bottom of the cases.
- This was once Gar-Tat's brain storage area. He has used the last of his stored supplies to finish his final experiment leaving the cases all empty.
- 10: In this room the heroes can see massive stone doors blocking their progress. A large stone circle protrudes from each one. If the circle is pressed the door will open. These doors are used to keep the spiders from entering Gar-Tat's inner lair. The spiders are quite strong but do not understand how to push the button.
- 11: A giant spider lurks here, next to it lies the dead body of a farmer still wrapped in webbing.
- 12: Two giant spiders are waiting here. They are waiting for orders from Gar-Tat but will attack when the heroes enter.
- 13: Spider Feeding Room. This room contains a pile of web wrapped corpses. Their heads have been opened cleanly at the top and their brains neatly removed, though they are nowhere to be seen.
- All of the bodies have been drained of all blood and fluids by the spiders.
- A pile of coins and jewelry is mounded up in the corner of the room (marked with an x). Their total value is 20 gold coins.
- 14: Spider Trap. This corridor is meant to trap the spiders if they do happen to accidentally open the first set of doors. At the end of the corridor is another set of doors with circular buttons exactly the same as the first.
- 15: A corridor leading deeper into the caverns. Man made and smoothly carved. Torches light the way forward.
- If the heroes press on then go to the next scenario "Lair of Gar-Tat".

FORCE LIST

DEF/ATTK/END/DAM 1 1 8 0	NAME Giant Spider	NOTES
EQUIP claws, counts as weapon		
RANK 7	MOVE 6	
DEF/ATTK/END/DAM 2 0 6 0	NAME Drop Spiders	NOTES Drop Attack
EQUIP claws, counts as weapon		
RANK 5	MOVE 5	
DEF/ATTK/END/DAM 0 6* 6 6*	NAME Spider Swarm	NOTES * Variable stats, ATTK and DAM equals current END
EQUIP claws, counts as weapon		
RANK 13	MOVE 3	
DEF/ATTK/END/DAM	NAME	NOTES
EQUIP		
RANK	MOVE	
DEF/ATTK/END/DAM	NAME	NOTES
EQUIP		
RANK	MOVE	

NOTES

Drop Spiders: The spider cavers are inhabited by many types of spiders. The drop spiders are impossible to detect as they clutch the ceiling above the heroes head. When the heroes walk beneath any drop spiders in a room, they all immediately drop and attack the heroes.

When the hero moves under the spiders their turn immediately ends and the spiders appear on the board dropping from the ceiling and immediately taking their turn and attacking.

After the spiders take their turn, play continues to the next player after the player who activated the spiders.

Spider Swarm: The spider swarm is a massive pile of palm sized spiders. It attacks as a group, attacking once per round like any other enemy. The stats of the swarm are for a full strenth swarm. As the swarms endurance goes down more and more spiders are killed. The swarms attack and damage scores are equal to it's current endurance.

LAIR: Lair of Gar-Tat SCENARIO: Lair of Gar-Tat STORY: Spider Time
SETTING: Gartham Village ACTIVE: Yes BACKGROUND:

LAIR OUTLINE

HIGHEST ENCOUNTER RANK _____
OBJECTIVE: The heroes must defeat the Sorcerer Gar-Tat.
PUNISHMENT If the heroes flee, Gar Tat will follow them. He will attack them on the road. Go to pg 135 for the Scenario Attack of Gar-Tat.

REWARD If the heroes are able to defeat Gar-Tat they will be able to claim the 40 gold coin reward. They will also be able to sell the giant Copper spider for an additional 20 gold coins. Heroes also gain 2 VP each. The heroes will also gain 5 fame for such an amazing victory.

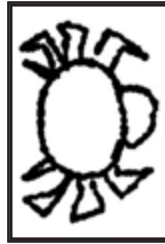
SPECIAL FEATURES Gar-Tat the giant copper spider.

FOLLOWERS AVAILABLE Yes

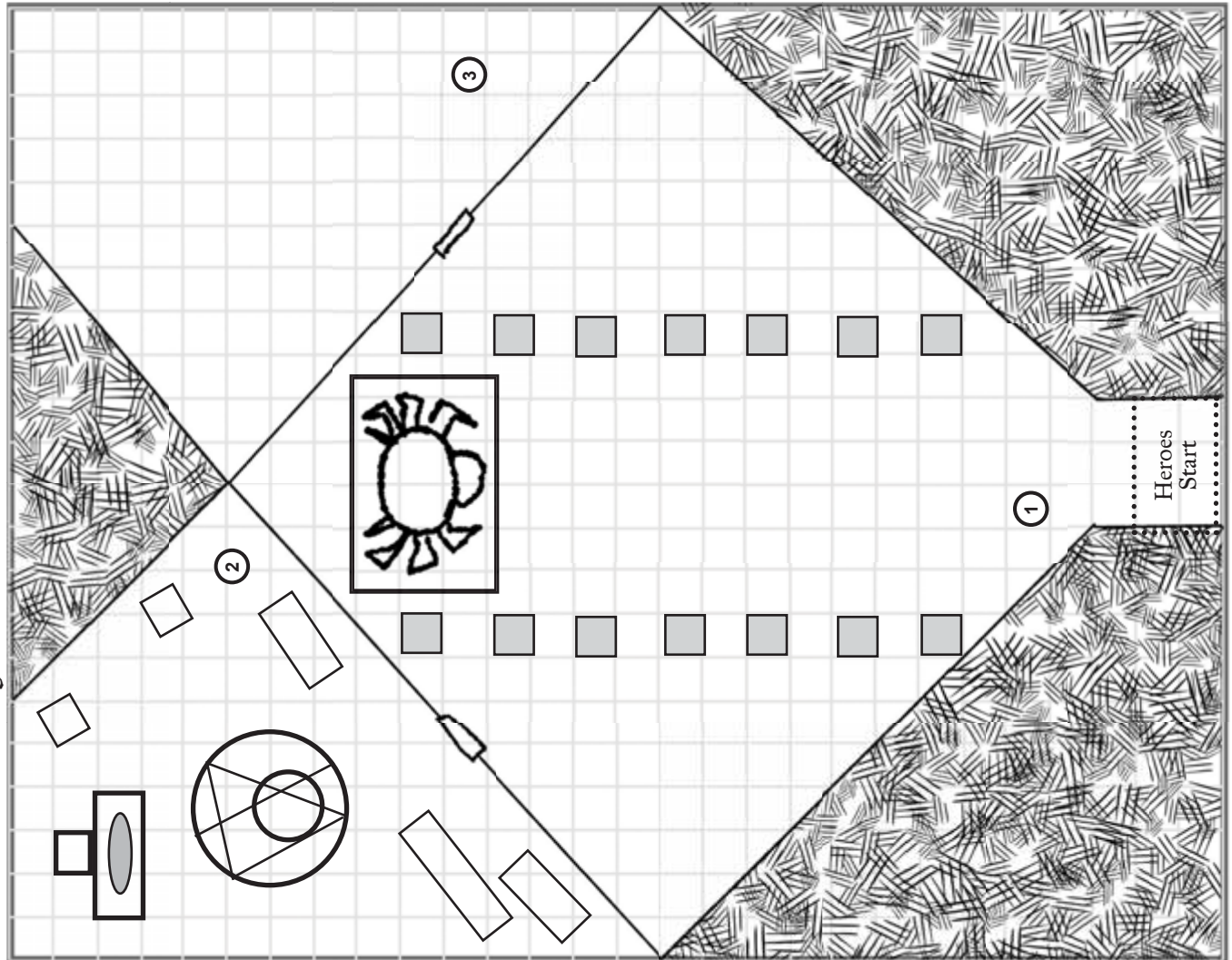
FLEEING MINIONS No

SETUP The heroes start on the area marked Heroes Start. The heroes have arrived just as Gar-Tat has finished his great ritual. He has transferred his consciousness from his own body to the body of the great copper spider body he has built.
When the heroes enter they hear Gar-Tat scream "Bow down mortals! Bow before the Sorcerer Gar-Tat!"
The room they are in is well lit with torches. Pillars line the causeway to the great platform the spider is on.
Gar-Tat may only move between this line of pillars, the spaces between them are too small for his giant body to move through.
Gar-Tat may destroy a pillar by attacking it for two turns.

KEY:



Gar-Tat Pillar Far-Tat's Human Body



AREAS:

- 1: Pillars line the causeway to the great platform the spider is on. Gar-Tat may only move between this line of pillars, the spaces between them are too small for his giant body to move through. Gar-tat may destroy pillars by attacking them for 2 rounds.
- The heroes may flee at any time through the great doors they entered through.
- 2: This room contains Gar-Tat's private chambers. Gar-Tat's body lies in a state of suspended animation on top of a platform. Next to the platform is a pedestal containing the sorcerous orb which makes the transfer possible.
- This room is full of boxes and shelves containing the treasures of Gar-Tat. 100 gold coins worth of jewelry, a library of sorcerous writings, and Gar-Tat's summoning circle.
- Unfortunately the moment the heroes enter the door the entire room bursts into flames. The heroes take 1d6 of fire damage, ignoring the defense stat, every round they are in the room.
- The Orb is useless to any who don't know how it works. It would take many years of Sorcerous learning to figure out how to work it.
- Every turn a hero is in the room they can find 5 gold coins worth of jewelry.
- The library bursts into flame instantly with no chance of recovering it.
- 3: All the room contains is a lot of empty glass cases that once contained brains.

LAIR DETAILS

FORCE LIST

DEF/ATTK/END/DAM 4 2 10 4	NAME Gar-Tat	NOTES
	EQUIP Claws, count as weapons	
	RANK 16	MOVE 4
DEF/ATTK/END/DAM	NAME	NOTES
	EQUIP	
	RANK	MOVE
DEF/ATTK/END/DAM	NAME	NOTES
	EQUIP	
	RANK	MOVE
DEF/ATTK/END/DAM	NAME	NOTES
	EQUIP	
	RANK	MOVE
DEF/ATTK/END/DAM	NAME	NOTES
	EQUIP	
	RANK	MOVE
DEF/ATTK/END/DAM	NAME	NOTES
	EQUIP	
	RANK	MOVE

NOTES

Gar-Tat is extremely powerful. Simply attacking him will be quite difficult for the heroes. However the heroes have learned some things about the copper spider bodies. Sparky should have shown the heroes that the spiders have a door on their back, under which is an fragile glass box storing the brains the conciousness is kept in.

A hero can jump on Gar-Tat's back with a difficult quickness roll.

Once on his back Gar-Tat cannot attack the hero.

The hero will then have to force open the hatch, with a difficult body roll.

Once the hatch is open the hero can smash the glass box with a Sota Roll of 4.

LAIR: Temple **SCENARIO:** Interrupted Theft **STORY:** Spider Time
SETTING: Gartham Village **ACTIVE:** **BACKGROUND:** Yes

LAIR OUTLINE

HIGHEST
ENCOUNTER RANK

OBJECTIVE: The heroes need to prevent the thugs from stealing the legendary golden bones of Saint Gartham.

PUNISHMENT If the heroes fail to stop the thugs from reaching the Catacombs then they will have to follow them in. If they choose not to follow the thugs the heroes will gain 2 infamy each as the Thugs escape through a secret tunnel in the catacombs. See notes for Catacomb entrances.

REWARD If the heroes manage to stop all the thugs before they reach the catacombs they will be awarded 10 gold coins by the priest. They will also receive 1 fame each as well as a favour from the village of Gartham.

SPECIAL FEATURES Flying Blade Door Traps, secret doors

FOLLOWERS AVAILABLE No

FLEEING MINIONS No

SETUP You're reading this because the heroes have decided to talk to the priest.

He will look very pleased to see them and will say...

"Thanks the gods you are here, I need people like you to help me."

If the heroes show interest then the priest will continue.

"I am the priest of the local temple you see next to this inn. Within is guarded the sacred relics of Saint Gartham, no a skeleton coated in purest gold.

The Saints bones still contain his power even now! They have healed the sick and granted visions of the future to believers! That is how I now that this very night the temple will be besieged by bandits bent on stealing the bones.

Whether to sell, or use for some other dread purpose I do not now, but I must have help securing the temple from these invaders! Will you help me?"

If asked about a reward the priest will offer 10 gold coins for a reward.

If the heroes agree the priest will immediately take them to the temple.

The setup for this map is mostly open lair. Lay out the 4 buildings in the corners, the walls surrounding the temple and the temple itself in the middle.

Show everything on the map except for the secret doors.

The priest will not mention them until one of them is opened. He will then reveal the location of the rest of them and you can then place them on the map.

The Heroes start at the section marked "heroes start"

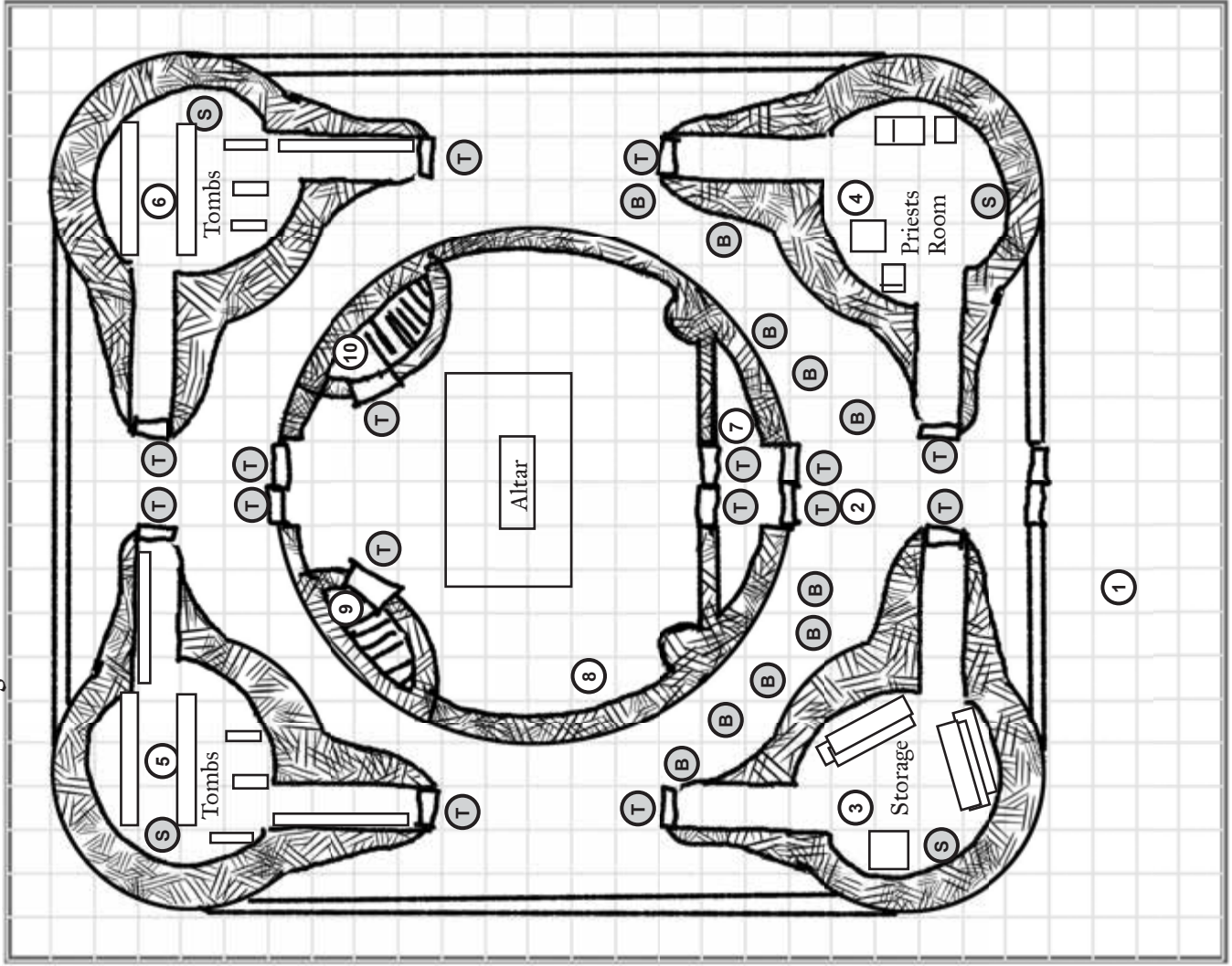
The Priest will notice that the main gate is left open and will declare that the thieves have already arrived.

You may now place the thieves on the board. Place 1 full rank of thieves on the board. The thieves may start on any of the thief starting areas the Demonlord chooses.

Also place the priest on the board next to the heroes. The heroes can roll dice to see who controls him. The highest roll wins.

The priest is not a great fighter but he does know how to disarm the traps. He will not mention them either until a hero tries to open a trapped door, or the players try to make him open a trapped door, at which time he will tell them where they are.

KEY: (T) Trap (S) Secret Door (B) Bandits



AREAS:

- 1: The area in front of and surrounding the Temple. A 10 foot wall surrounds the temple. 4 rounded dome buildings surround the great Dome of the temple. There are 2 large doors in the wall at the front. They are now open, showing that the thieves are inside.
- 2: The courtyard of the temple. Covered in a fine gravel.
- 3: Storage area for the temple. Containing extra benches, clay candlesticks and altar trappings. Banners and bunting are stored here until they are needed for festivals. The secret door lies underneath some of these banners.
- 4: Priests Chambers. A small bed, table and chair, with a chest for storing the priests clothes and robes. Secret door is loose stone in floor.
- 5: Family cremation tombs. Rows of stone shelves fill this room. Each containing row after row of small clay urns containing the remains of the people of Gartham. Secret door is loose stone in floor.
- 6: Family cremation tombs. Rows of stone shelves fill this room. Each containing row after row of small clay urns containing the remains of the people of Gartham. Secret door is loose stone in floor.
- 7: Entrance hall to the Temple.
- 8: Temple. The temple is mostly empty at the moment. A great platform lies in the middle of the room 1 level high. There is an altar on top of the platform.
- 9: These stairs lead down to the catacombs.
- 10: These stairs lead down to the catacombs.

LAIR DETAILS

FORCE LIST

DEF/ATTK/END/DAM	NAME	Notes
0 0 6 0	Priest	Disarm Traps
	EQUIP Dagger	
	RANK 2 MOVE 4	
	NAME Thieves	Notes
1 0 6 0		
	EQUIP Sword, cloth armour	
	RANK 3 MOVE 4	

NOTES

Blade Traps: The doors marked with **T** have vicious blades that swing out on anyone standing in the square in front of the door.

The blades cause 2d6 of damage when they are sprung.

The thieves will not know about the traps until they spring the first one. Of course the Demon-lord will know that they are there but the only way he can win is if he gets the thieves into the catacombs beneath the temple so they will need to have one of their thieves spring a trap before they can start trying to disarm them.

Disarming traps: Once the first trap has gone off the thieves are allowed to attempt to disarm them. They may disarm a trap safely by standing on the square next to the door instead of directly in front of it.

They disarm a trap by rolling a die. If they roll a 1 or 2 on a d6 they have disarmed the trap. They will know immediately if their disarming was successful.

The priest can disarm a trap with a roll of 1-5 on a d6.

The heroes need to make a difficult mind test (sota roll 7) to disarm a trap.

Secret doors: The 4 buildings on the corners of the board have secret doors leading to the catacombs. The priest and therefore the heroes know where they are and they can even be shown on the demonboard but for a thief to use one they must "find" it first.

Make a mark on the map next to the stairs where a thief or hero leaves. You can mark it with a H for heroes and T for thieves.

Track the number of turns between the time the first thief enters the catacombs and before the last hero enters

You can track the turns by marking it right here on the page.

LAIR: Temple Catacombs **SCENARIO:** Temple Catacombs **STORY:** Spider Time
SETTING: Gartham Village **ACTIVE:** **BACKGROUND:** Yes

LAIR OUTLINE

HIGHEST
ENCOUNTER RANK

OBJECTIVE: The heroes have followed the bandits into the catacombs to keep them from stealing the bones of Saint Gartham. If they stop or kill all the bandits before they escape with the bones then the heroes win.

PUNISHMENT If the heroes fail to stop the thugs from escaping with the bones they will gain 1 infamy each as the Thugs escape through a secret tunnel in the catacombs. They also lose the reward.

REWARD If the heroes manage to stop all the thugs before they escape with the bones they will be awarded 10 gold coins by the priest. They will also receive 1 fame each as well as a favour from the village of Gartham. They also earn 2 VP each.

SPECIAL FEATURES Looking for Bones, Secret Escape Door
FOLLOWERS AVAILABLE No
FLEEING MINIONS No

SETUP This lair is set up open. (see pg 91 for open lairs)
Now remember how you tracked how many turns each bandit was off the board?

It's time for the Demonlord to place all the bandits now. Each bandit is placed in the catacombs on the (S) which corresponds with the entrance to the catacombs which they used.

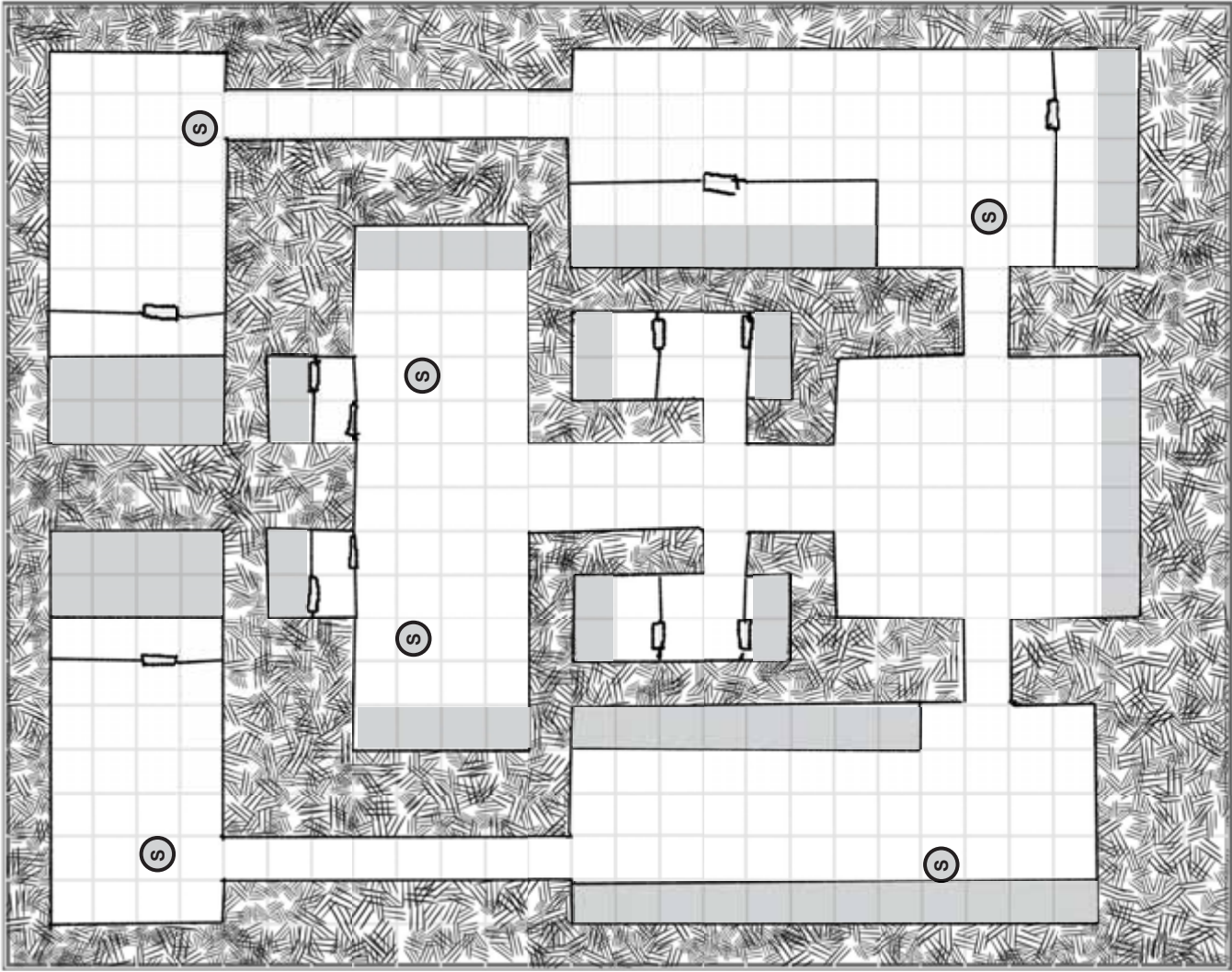
Each bandit may now be moved a number of squares equal to the total number of turns between the first thief entering the catacombs and the last hero entering.

Next place the heroes. Each hero is placed next to the (S) which corresponds to the entrance which they used to enter the catacombs. Play then begins in the normal way with the heroes playing first. The catacombs are not lit, the heroes will need torches to see. The bandits each carry a torch.

KEY:

(S) Stairs from Temple

(S) Bones/Secret Escape Possibility



AREAS:

The catacombs beneath the temple are vast. The walls are lined with the bones of the dead from throughout the area.
Dating back to a time generations ago before cremation became the norm centuries old bones lie in the catacombs.
The walls are lined with small niches containing bones and other artifacts belonging to past generations.
Throughout the catacombs are large cabinets marked with [redacted]
One of them contains the golden bones of Saint Gartham.
Another Contains the secret escape tunnel out.

FORCE LIST

DEF/ATTK/END/DAM		NAME		NOTES	
1	0 6 0	Thieves			
EQUIP		Sword, cloth armour			
RANK		3	MOVE	4	
DEF/ATTK/END/DAM		NAME		NOTES	
0	0 6 0	Priest			
EQUIP		Dagger			
RANK		2	MOVE	4	

NOTES

FIND THE BONES: Whenever a bandit enters an area marked with [redacted] they may search it for the bones of Gartham. The priest will not tell the heroes where the bones are. He wishes no-one to find them or touch them.
The demonlord does this by rolling 2d6 (2 dice). If the result is 11 or 12 that thief has found the bones. Place a marker next to the thief to show that they are carrying the bones.
If the result is 10 or below there is nothing in this area. Place a marker in the area to show that that the area has been searched and is empty.
If all the areas have been searched and the bones have not been found then the thieves must have missed something. Remove all the “searched” markers and the thieves may try searching them all over again.
SECRET ESCAPE DOOR: When the thieves have found the bones they must now find the secret escape door.
They search for it in the same way as they did for the bones.
Any area marked with a [redacted] that has not been searched yet may contain the secret door.
When the thieves enter the area they roll 2d6 and if the result is 10, 11 or 12 they have found the door.
Place a marker on the board for the door next to the thief who found it.
If the result is 9 or less then there is nothing in the area. Mark it with a searched marker.
If all of the areas have been searched and the door has not been found then the thieves must have missed something. Remove all the searched markers and the thieves can begin searching them all again.
The heroes do not know about the secret passage and will wonder what they are doing. The priest does not know about the passage either.
Once the thieves have found the door the thief carrying the bones must escape out the door. If they do so the thieves win
If the thief carrying the bones is killed the marker for the bones is left on the square the thief occupied.
If a hero carrying the bones is killed the marker for the bones is left on the square the thief occupied.
Any thief or hero may move to the square and pick up the bones on their turn.
The heroes must escape with the bones, or kill or stop all the thieves to win. They may escape using the **S** leading back up to the temple.
If the thieves escape with the bones the heroes will have one more chance to retrieve them. By following the thieves to their lair in the forest. Go to pg 139, “Thieves Lair”.
After the Lair the bones will do nothing for either the heroes or the priest for any time in the foreseeable future. Perhaps with time their powers will return.

LAIR DETAILS

LAIR: Thieves Lair **SCENARIO:** Thieves Lair **STORY:** Spider Time
SETTING: Gartham Village **ACTIVE:** **BACKGROUND:** Yes

LAIR OUTLINE

HIGHEST ENCOUNTER RANK _____

OBJECTIVE: To recover the bones of Saint Gartham.

PUNISHMENT If the heroes fail to stop the thugs from escaping with the bones they will gain 1 infamy each.

REWARD If the heroes manage to stop all the thugs before they escape with the bones they will be awarded 10 gold coins by the priest. They will also receive 1 fame each as well as a favour from the village of Gartham. Also 2 VP per hero.

SPECIAL FEATURES Man Traps, Trees, Barred Gates

FOLLOWERS AVAILABLE No

FLEEING MINIONS No

SETUP The heroes start anywhere inside the area marked with a dotted line around the border of the Demonboard.

The bandits start with a half rank of bandits. The Demonlord places their thieves first choosing from any of the areas marked **(B)** and then the players may place their heroes. It is nighttime but the moons are bright enough to see by.

The Thieves camp is full of tents. The heroes won't know which one contains the bones or if the bones are on one of the thieves. The wall is 10 feet tall.

The demonlord should now prepare a number of markers equal to the number of tents. One of these markers should be marked with the word "bones" while the others are left blank. All of the markers are then placed on the tents. The demonlord choosing which tent contains the bones. The Demonlord should mark on the map which tent has the bones so that he doesn't have to check the markers.

The game then begins with the heroes moving first.

The heroes are considered to be hidden. The thieves may not move until either a hero attacks a thief, or a hero sets off a man-trap. Do not tell the heroes this however.

Once the thieves have discovered that they are being attacked they may act. The thieves win if one of the thieves can get to the tent containing the bones, spend a turn picking it up, and then escape off the demonboard.

KEY: **(B)** Bandits



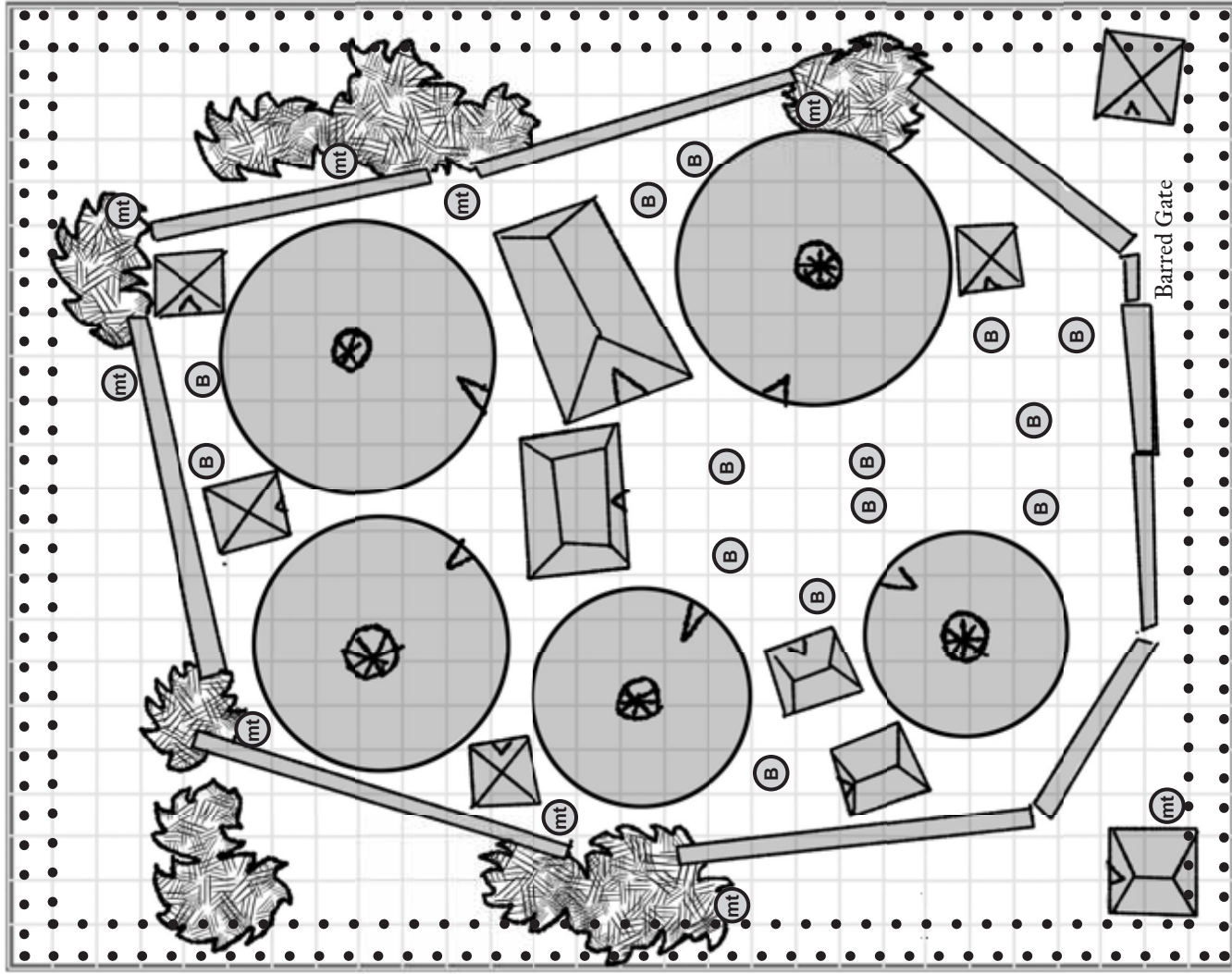
Tree



Barred Gates



Man Trap



LAIR DETAILS

FORCE LIST

DEF/ATTK/END/DAM	NAME	Thieves	NOTES
1 0 6 0	EQUIP	Sword, cloth armour	
	RANK	3	MOVE 4

NOTES

MAN TRAPS: If a hero moves onto a square with a mantrap it snaps shut on their leg holding them fast. The trap causes 2 points of endurance damage. They hero must open the trap before they can move. Opening a trap is an easy sota roll with a bonus to the roll for the heroes Body Stat.

Once the heroes encounter one man trap they may search for the traps. Searching is an easy sota roll with a bonus for the Quickness stat. A hero may search all squares bordering their hero with a single sota roll.

TREES: Trees may be climbed with an easy sota roll. The hero spends one movement to climb the tree and another to descend. The trees may be used to sneak over the fence. The thieves are also allowed to climb the trees once they are able to move.

BARRED GATE: The barred gate can only be opened from the inside. Does not require a sota roll.

LAIR: Local Bar SCENARIO: Bar Fight! STORY: Spider Time!
SETTING: Gartham Village ACTIVE: BACKGROUND:

LAIR OUTLINE HIGHEST ENCOUNTER RANK _____
OBJECTIVE: To win the barfight, and the pot.

PUNISHMENT Have to lose the pot

REWARD The Pot

SPECIAL FEATURES Picking teams, the pot, Non lethal damage

FOLLOWERS AVAILABLE No

FLEEING MINIONS No

SETUP Heroes (and players) being what they are, if you present them with a tavern there is a very likely chance that a bar fight will break out. If the heroes start a fight in the tavern the “Bar Fight” scenario will start.

The scenario starts when the heroes attack someone, or someone attacks them. The innkeeper (who is huge) will smash an enormous axe on the counter and scream “Hold”.

All of the other bar patrons will immediately line up on the other side of the bar away from the heroes.

The bartender will say to the heroes

“Around here we keep things organized! If you two want to fight we’ll do it civilized. Everyone in the bar throw in your silver!”

Everyone in the bar will throw a silver coin in a bucket on the bar. They will then look to the heroes to do the same.

They can either apologize and leave, or throw in their silver. Each hero will have to throw in a silver piece.

Then the two who had the argument are designated team captains.

They will be allowed to take turns picking who will be on their team.

The demonlord picks for their captain, and may even choose heroes for their team. The hero who is captain picks their team members and may choose bar patrons or heroes to be on their side.

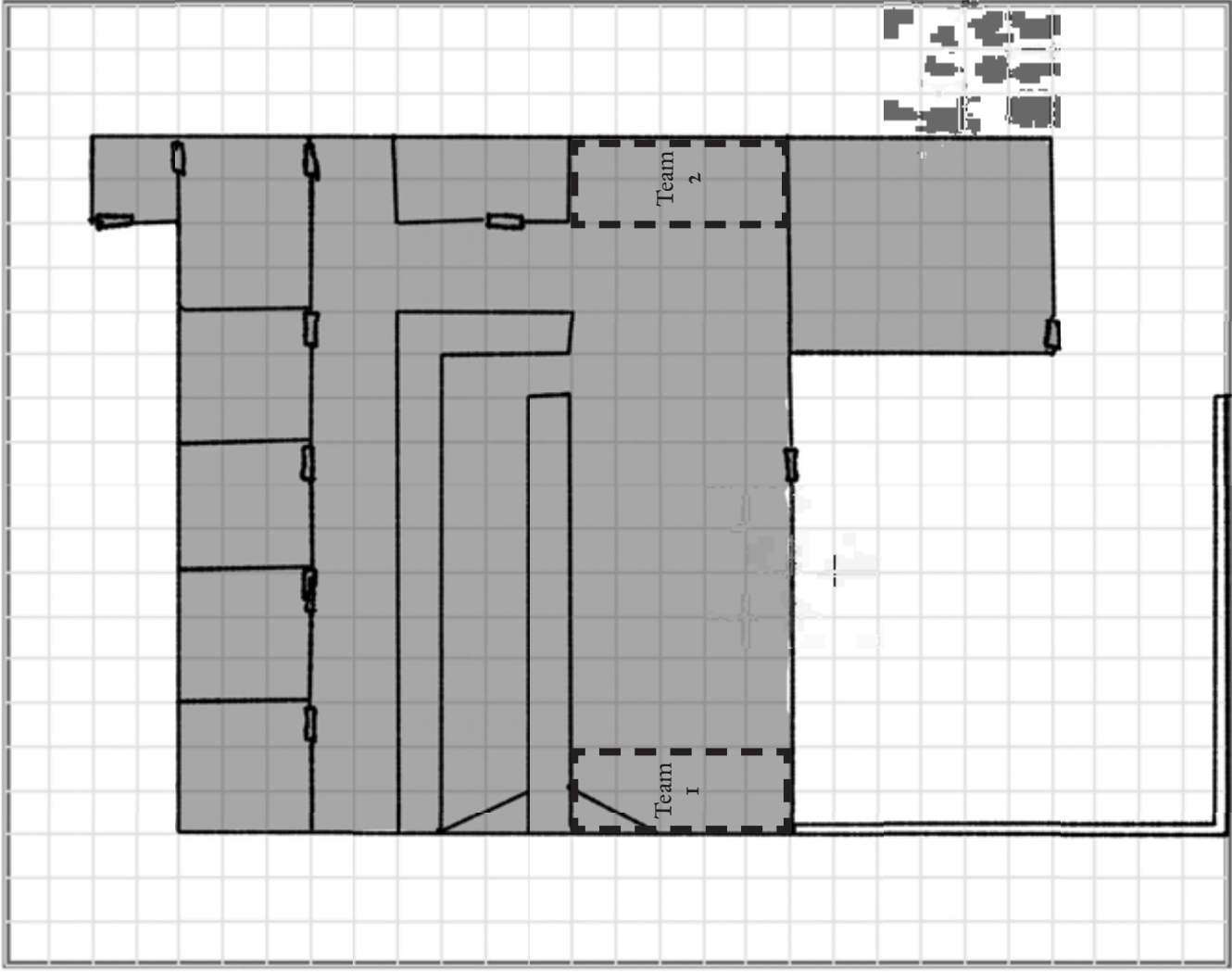
A full rank of bar patrons will be in the bar.

One side sets up their men on one side of the bar, and the other sets up on the other side of the bar.

The hero captain controls any bar patrons on their side, heroes control themselves, the demonlord controls any bar patrons on the other captains side, with heroes controlling themselves.

The rules of the fight are, no weapons, no armour. And no killing blows.

Winning team gets the pot to split up.



KEY:

FORCE LIST

LAIR DETAILS

DEF/ATTK/END/DAM 0 0 6 0	NAME Bar Patron	NOTES
EQUIP		
RANK 2	MOVE 4	

NOTES

NON-LETHAL COMBAT: If fighting fist-to-fist the heroes can choose to cause non lethal damage. Endurance is lost and normal and death rolls are made as normal but if someone is taken out of action they do not die, they are only knocked out.

LAIR: Hillside Thickets **SCENARIO:** Weaponsmith herbs **STORY:** Spider Time
SETTING: Gartham Village **ACTIVE:** **BACKGROUND:**

LAIR OUTLINE HIGHEST ENCOUNTER RANK

OBJECTIVE: To gather enough herbs for the Weaponsmiths experiments.

PUNISHMENT Will not receive a reward

REWARD A +1 to ATK Steel Sword

SPECIAL FEATURES Herb bushes, Thistle pigs, Briars

FOLLOWERS AVAILABLE No

FLEEING MINIONS No

SETUP If the heroes visit the local blacksmith they will be in for a surprise.

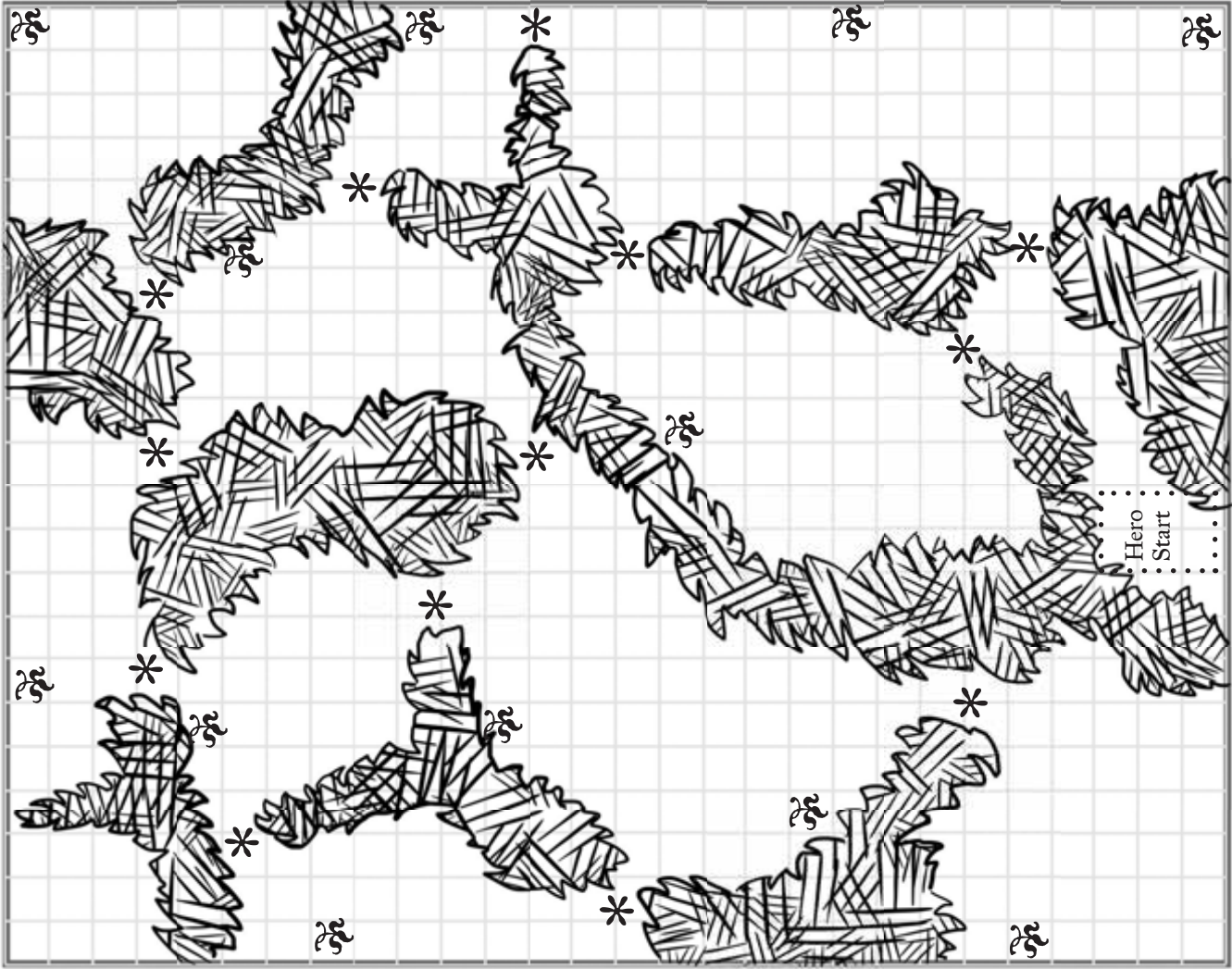
If they mention they are looking for something special, or a steel weapon or armour the blacksmith will reveal he is a weaponsmith.

He is far too busy to craft anything for them at the moment for he is also a sage and alchemist. He is working on a series of experiments now and requires a certain herb from the Briar Thickets. He requires 20 bundles of the herb.

The thickets are a short travel from the village but are also the home of the Thistle pigs. A vicious boar like animal with a mouthful of short sharp tusks. If the heroes are willing to get the herbs for him then he will gift them with a steel sword he still has in his collection.

The heroes enter the thickets starting in the area marked “hero start”

This is a blind lair. As every herb bush is revealed roll 1d6. This many thistle pigs surround the bush on squares bordering the bush.



KEY: * Briars Bush Herb Bush

FORCE LIST

LAIR DETAILS

DEF/ATTK/END/DAM	NAME	NOTES
0141	Thistle Pig	
EQUIP Teeth, counts as weapon		
RANK 2		MOVE 4

NOTES

HERB BUSHES: A hero may harvest a herb bush for herbs. When they do so roll 1 d6. This is how many bundles are harvested. Mark the bush as harvested.

Note that there may not be enough herbs even if they harvest every bush. In this case the Weaponsmith will give them 2 gold coins each for their trouble.

BRIAR: The briars are impossible to pass. A hero can cut through a briar in one turn but loses 1d6 endurance points from the thorns. Once it is cut through it is destroyed.

LAIR: Spider Canyon **SCENARIO:** Attack of Gar-Tat **STORY:** Spider Time!
SETTING: Gartham Village **ACTIVE:** Yes **BACKGROUND:**

LAIR OUTLINE HIGHEST ENCOUNTER RANK
OBJECTIVE: To Survive the Attack of Gar-Tat, and the heroes last chance to defeat Gar-Tat and avoid failing in this mission.

PUNISHMENT If the characters die that is certainly punishment enough. If they heroes escape but do not kill Gar-Tat they will receive 2 infamy each when Gartham village is later destroyed by Gar-Tat.
REWARD If the heroes are able to defeat Gar-Tat they will be able to claim the 40 gold coin reward. They will also be able to sell the giant Copper spider for an additional 20 gold coins. +2 VP per hero. The heroes will also gain 4 fame for such an amazing victory.

SPECIAL FEATURES Spider-Pult
FOLLOWERS AVAILABLE Yes
FLEEING MINIONS No

SETUP
The heroes are in a canyon leading back to Gartham village. Unfortunately Gar-Tat has planned his revenge on the heroes and they have just entered his death Canyon.

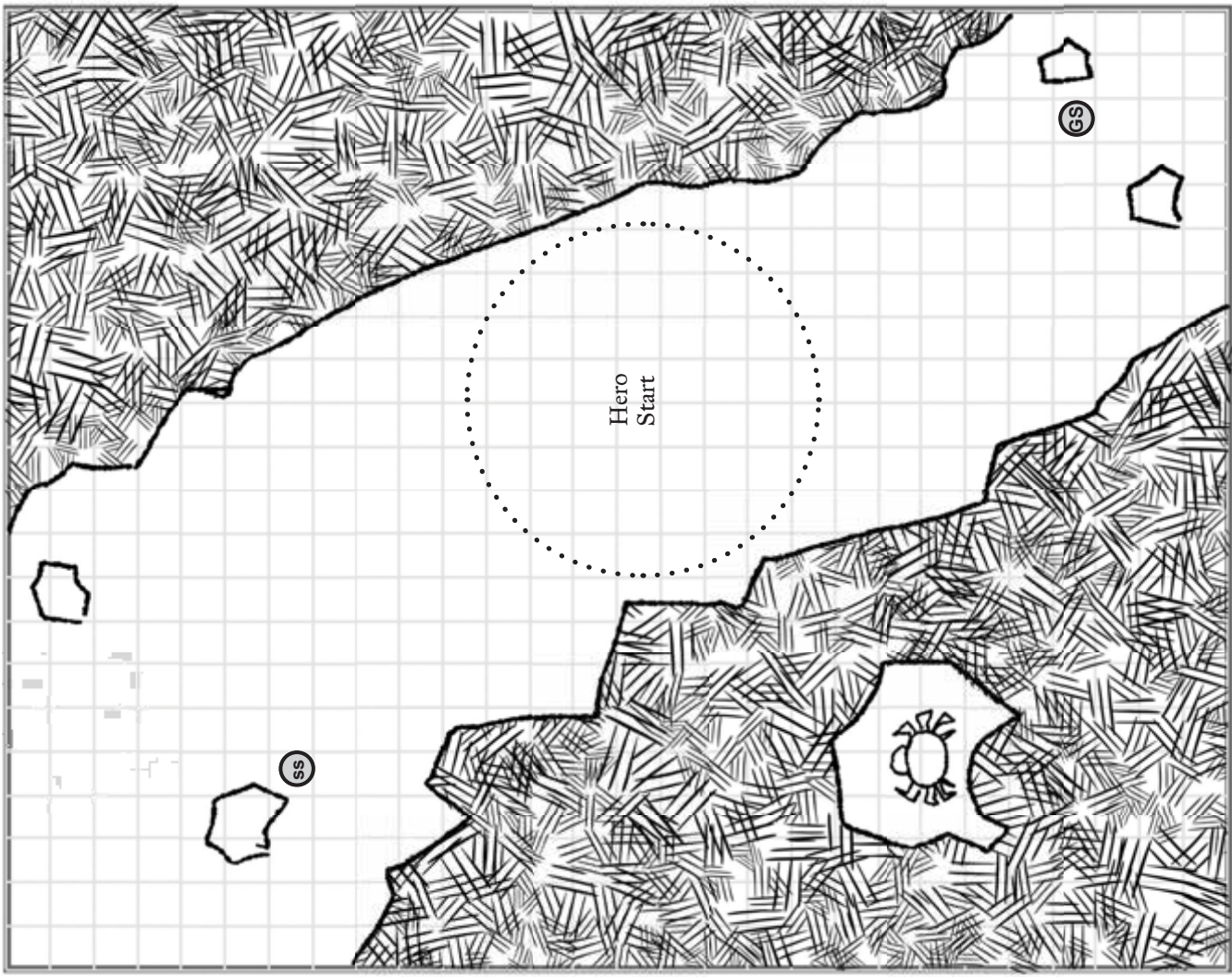
This is an open Lair

The heroes start anywhere in the Hero Start section.
Tell the heroes that they are escaping back to Gartham village, when they are ambushed by a Giant Spider crawling from one of two great holes appearing in the ground.

The spiders will get to take their turn first as this is an ambush and then the heroes will take their turn.

The next turn a Spider Swarm emerges from a hole in the ground behind the heroes.

On the third turn Gar-Tat himself will Spider pult his way onto the board. Place Gar-Tat anywhere you wish on the Demonboard.



KEY: Giant Spider Spider Swarm Gar-Tat

AREAS:

FORCE LIST

LAIR DETAILS

DEF/ATTK/END/DAM 4 2 10 4	NAME Gar-Tat	NOTES
EQUIP	Claws, count as weapons	
RANK	16 MOVE 4	
DEF/ATTK/END/DAM 0 6* 6 6*	NAME Spider Swarm	NOTES * Variable stats, ATTK and DAM equals current END
EQUIP	claws, counts as weapon	
RANK	13 MOVE 3	
DEF/ATTK/END/DAM 1 1 8 0	NAME Giant Spider	NOTES
EQUIP	claws, counts as weapon	
RANK	7 MOVE 6	

NOTES

Spider Pult: Gar-Tat has built a catapult specifically to use in his death canyon. It launches his copper body wherever he chooses on the demonboard. It can be used only once as it is placed in a cave inaccessible from the canyon itself.

LET'S PLAY A BOARDGAME! THE LAIR SKIRMISH GAME.

Let's put all the roleplaying rules aside for a moment and have a little fun playing a boardgame as I present to you the Lair skirmish game.

In the skirmish game each player is given a small group of warriors.

They then fight a battle against each other in a simple Lair (any place mapped out on the demonboard is referred to as a "Lair").

The purpose of the skirmish game is not only to have fun but to learn the combat rules. In the skirmish game you get to move many men around, get to attack with varying ranks of heroes, as well as defend yourself from your enemies.

The skirmish game is a great way to learn the rules and tactics of Lair of Sword and Sorcery without sacrificing your precious heroes to do so.

How to play the skirmish scenario:

1: Setup the lair.

Get out your walls and demonboard and setup the walls as they appear on the skirmish map. The map is marked out with block walls but you will probably be using the scard walls from the super simple Demonboard from this book.

2: Gather your forces.

Every player should copy on a sheet of paper (in pencil) the list of warriors to the right. This will be referred to as your force.

Now each player grabs some miniatures, little plastic men, or card counters, whichever you prefer to use.

Decide which ones represent the normal warriors and which ones represent each of your heroes. Different colored toys help here. Each player should write this on their sheet with the stats. (Something like "silver guys with swords" above the normal warriors, and "guy with axe" above one hero, etc)

3: place your warriors

The first player chooses one of the player areas on the map and may place all of his forces anywhere in that area.

The second player chooses one of the areas and does the same

And so on...

4: See who goes first

Everyone rolls two dice, (re-rolling ties) to see who goes first, play continues in a clockwise direction around the table.

5: On your turn:

Your turn will proceed in the order below.

Move: Move all of your warriors that you wish to move up to their full move (4 spaces).

Attack: If any of your figures are in a square that is touching a square an enemy is in, they may attack.

6: Combat

The attacker rolls 2 dice and adds their attack score. The defender rolls 2 dice and adds their attack score.

The person in the combat who has the highest score wins.

The winner rolls 1 d6. The total number is how much damage is caused to the enemies endurance. The winner also

takes 1 point of endurance damage because they are getting tired.

It is tricky to keep track of each of the normal warriors endurance so you can use a die next to them to represent their endurance if you like. Simply adjust the die every time they lose endurance.

Keep track of your heroes' endurance on a scrap of paper. Defense:

When anyone takes damage they subtract their Defense from the damage caused and apply that amount instead. Their defense has absorbed some of the damage.

Note that if your defense causes the amount to be 0 then you will still take 1 point of damage.

When you are done the combat for all of your warriors then your turn is done. It is now the next players turn.

Death Roll: When someone is reduced to 0 endurance they have become too exhausted to defend themselves properly and must make a death roll every time they take damage.

Roll a single die and consult the chart

1-3: Struck down, take the figure off the board

4-6: Continue to fight. Still has endurance 0 and still must make death rolls whenever taking damage.

7: How to win.

This skirmish is a simple brawl so the game continues until only one player has warriors still on the table.

8: Special rules for this skirmish

In the skirmish game there is no resting. Since there are always enemies on the board.

No one may do "Something other than attacking" (Sota). Enjoy!

9: Force List

10 x Normal Warriors

Defense Attack Endurance Damage

1 0 4 0

1 x rank6 Hero

Defense Attack Endurance Damage

1 2 8 0

1 x rank6 Hero

Defense Attack Endurance Damage

2 1 8 0

1 x rank 13

Defense Attack Endurance Damage

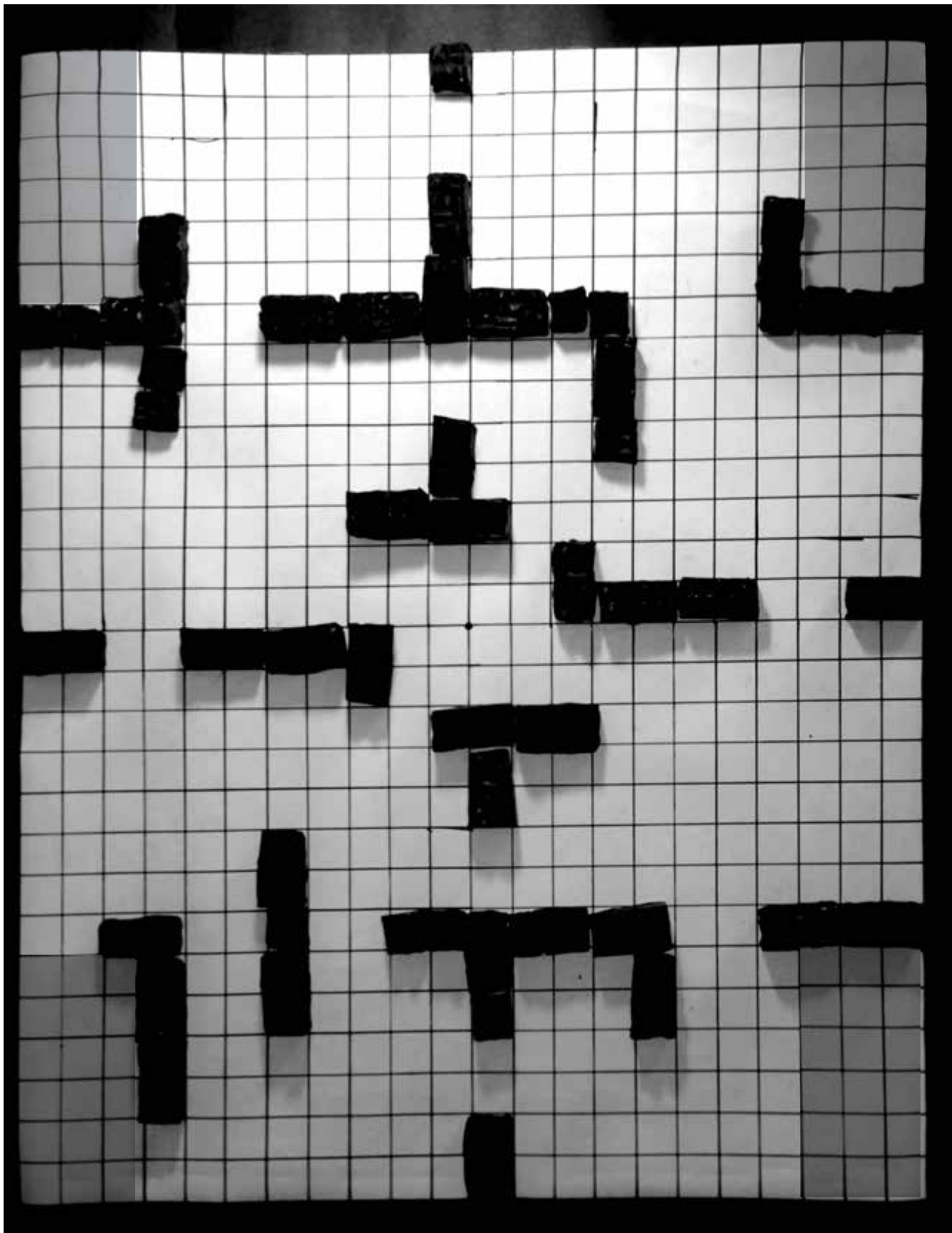
4 2 10 2

All warriors are armed with swords and are wearing armour.

Player 1
Start

Player 4
Start

THE EDITOR SPEAKS (EDITORIAL)



Player 2
Start

Player 3
Start

THE SUPER SIMPLE DEMONBOARD

To play LoSS you absolutely need a playing surface of some kind. If you already have a battlemat of some sort with a one inch grid on it then you're all set.

But if you don't here's the easiest way to get started.

SUPPLIES

First you will need a couple of things.

Scissors

A pen, marker, or pencil of some sort to make lines.

A ruler

A large sheet of white bristol board, or poster board or whatever it is called in your part of the world. It's thin cardboardy and super cheap at your local dollar store or pound shop (standard size is 22x28, that is the size you need)

A large sheet of coloured bristol board, the colour is not important as long as it is a dark colour of some sort, as long as it is not black. It will be hard to see your lines on a black sheet.

THE DEMONBOARD

First take your white sheet and fold it in half. Be careful and fold it exactly in half.

Now fold it in half again, being careful again to fold it exactly. Now you should have something similar to fig 2.

Using the ruler, mark off one inch increments all along each edge of the board. See fig 3.

Now use the ruler to connect the marks, you should be left with a grid of one inch squares all along one quarter of the board. See fig 4.

Now continue on to the next quarter and do the same for each quarter of the board. (If you have a really long ruler you don't need to fold it into quarters first but very long rulers are harder to come by.)

Now you should have a full sheet of board with a one inch grid on it. See fig 5. Congratulations, you have your first Demonboard!

It may not look like much but it will work perfectly fine.

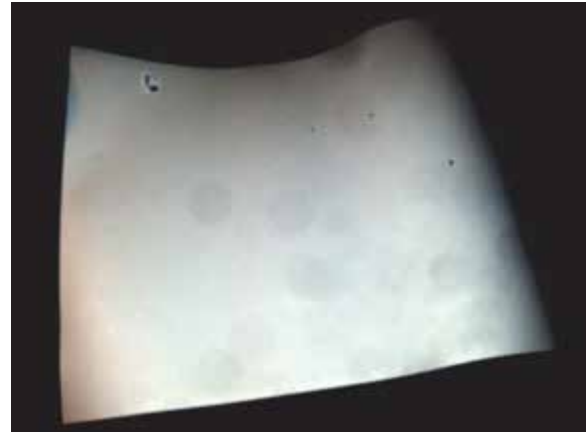


FIG 1



FIG 2



FIG 3

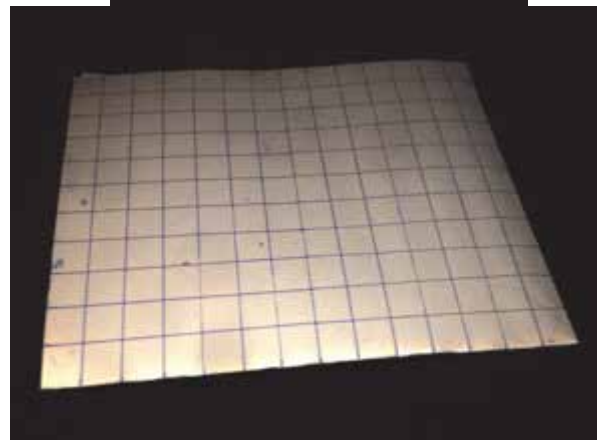


FIG 4

WALLS

Now we need to make something that you can use as the walls in your Lairs.

There are a few ways to do this and some of them look just fantastic but I'm sure you just want to get started and try out your first game of Lair of Sword and Sorcery.

To make your walls grab your colored sheet of bristol board.

Next make a one inch grid on the board in exactly the same way as you did with the white board.

When you are done you will have something that looks like fig 6.

Now cut the board into one inch strips, right along the lines. When you are done you will have a big stack of one inch strips like fig 7.

Now you have to turn these into walls. Cut them out into sections measuring different lengths. I use a mix of 7 to 1 inch walls in my demonboards. How many of each you cut is up to you, But if you need longer walls later you can put two of them together, and if you need shorter ones you can always cut them down. When you are done you will have piles of walls like fig 8.

Now take all your walls and organize them into bags to make them easier to use.

And that's it you're all done.

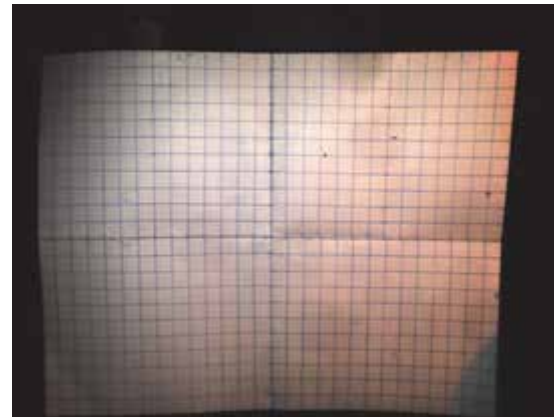


FIG 5



FIG 6



FIG 7



FIG 8

Other things you can do is draw little doors on some of the 1 inch squares, to represent doors. see fig 9.

Or you can use some of the one inch squares to represent the heroes and enemies until you can find some figures that work for you. See fig 10.

You can also cut thinner walls if you like, they can be handy for lairs with cramped quarters. See fig 11.

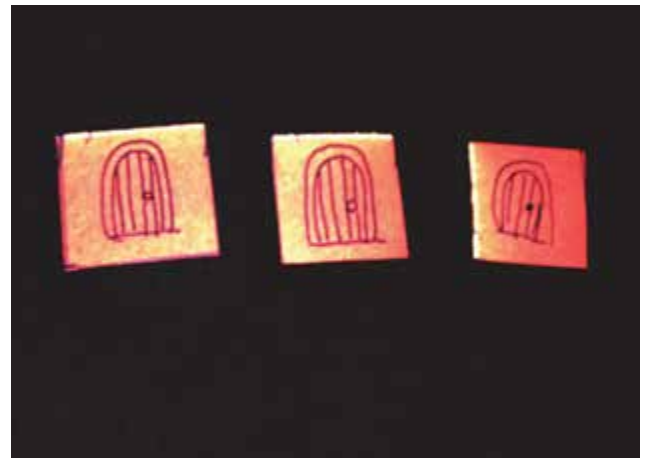


FIG 9



FIG 10

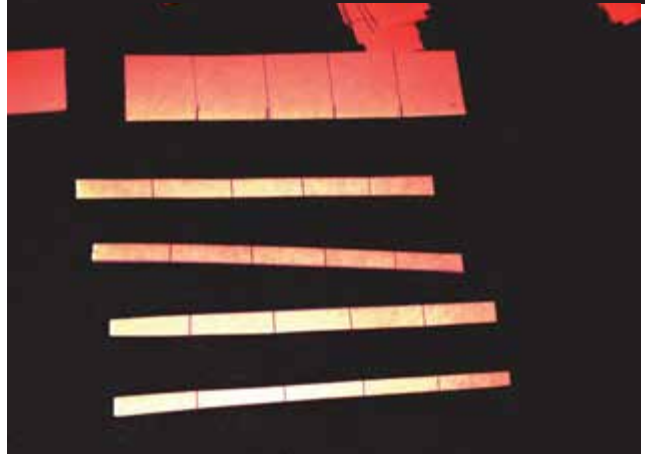


FIG 11

Remember Fun?

Lair of Sword & Sorcery (LoSS) Core Rules

Welcome to the World of Kartharka, a world of Sword & Sorcery Adventure!

Have you always wanted to play a “role-playing” game but didn’t know where to start?

Didn’t want to deal with a lot of rules?

Didn’t want to spend a fortune on a “game”?

Well Lair of Sword & Sorcery is for you!

This is a game of Adventure!

Travel the world of Kartharka and its many realms.

After the cataclysm in the time before time the seasons of the world have been locked.

The far north, trapped in an endless freezing winter, the far south a scorching endless summer burning the land to desert.

In this world you take the role of a mighty hero, striding through the land searching for your fortune.

Will your hero master the arts of the fighter or the mysterious and deadly skills of the Sorcerer? It’s all up to you!

The LoSS game is meant to be played, not learned or studied, so jump right in!

The combat is quick, fun and full of excitement and the rest of the game is built just the same. Don’t spend your precious time messing around with bookkeeping and details, the rules of the game are built so that the real thing that matters, the adventure, is all you have to worry about.

You don’t need to read a bunch of rules to play LoSS, you can create a character in minutes and get right into the action, or use the basic hero included and start even sooner.

All you need are a couple of friends and someone to act as the referee (the dread Demonlord of the LoSS game).

Unlike other games the referee doesn’t have to read a lot of rules either.

Once they have read the rules of combat and moving they are ready to go!

Each adventure (or “Lair” in the game of LoSS) con-

tains all the information they need to run a game on only a few sheets of paper with all the pertinent rules included right there for their reference.

Still not convinced?

Lots of games promise the same thing, how is Lair any different?

The rules are created from the start to make great Adventures easily, and to allow every adventure and encounter to be as full of fun as possible.

A combat system that is quick and simple, even for encounters with 20 or 30 combatants, while still allowing the players to do whatever they want.

A point based character advancement system that lets any hero be anything they want.

The Lair adventure templates show a gamemaster exactly what they need to add to make a game great. Just fill in the blanks on two sheets of templates and you’re ready to go.

Want to run someone else’s adventure? The two page template format means that after 5 minutes of reading the gamemaster can run the game.

Also included in this book is a full LoSS campaign (called a “story” in LoSS terms). Included in this campaign are step by step instructions for running their first game of LoSS.