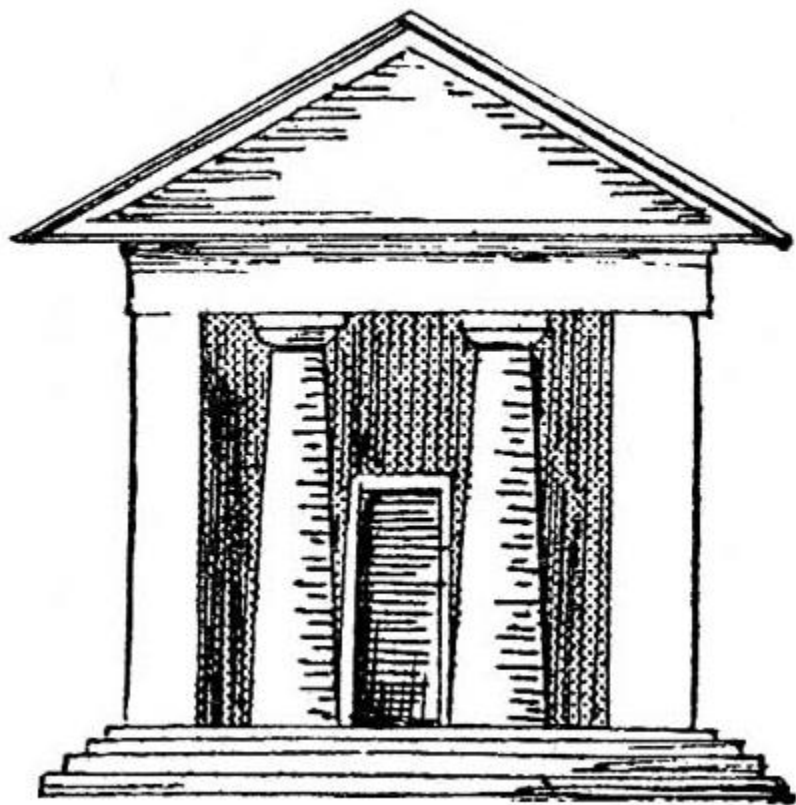
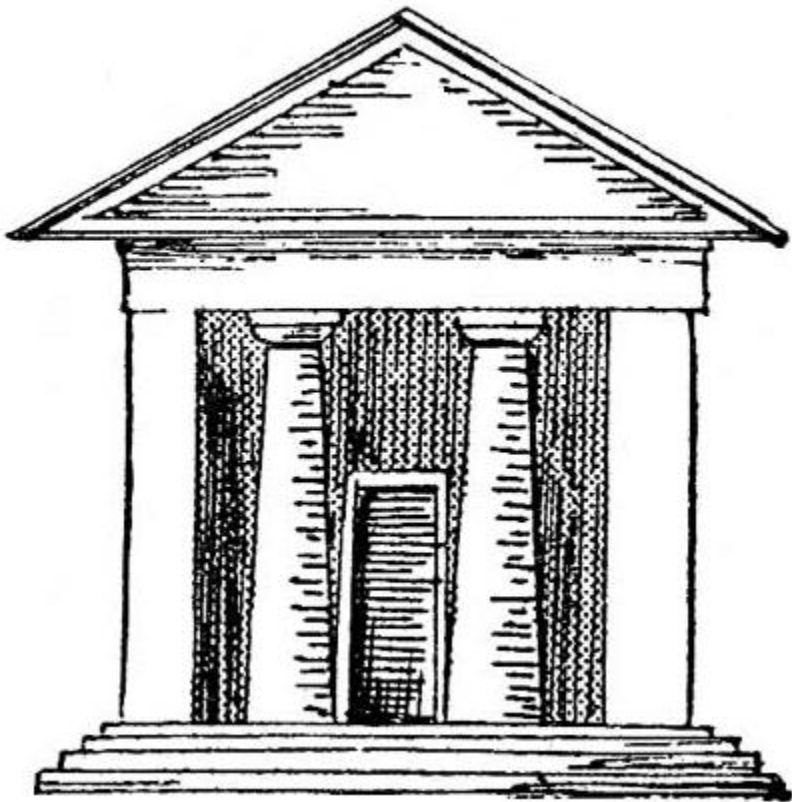


HUMS & BONGS



THE FANTASY ADVENTURE
ROLE-PLAYING GAME OF
EXPLORATION AND TREASURE

Ruins & Riches



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INTRODUCTION

Ruins & Riches is a simple fantasy role-playing game that allows you to take on the role of a character in a fantasy world of adventure. You will brave dangerous areas in search of treasure and artifacts. You will come face to face with perilous traps and horrible creatures. You may live to tell your tales...or you may suffer a horrible fate. The game requires no less than 2 players. One must be the Storyteller and the others will create characters to interact in the story. It is up to the Storyteller to create exciting adventures for the players to participate in. This book will guide you through the steps from creating characters to playing the game.

WHAT YOU NEED

Before you get started, you need pencil, paper and dice (d4, d6, d8, d10, d12 & d20). There is a character sheet (available as a separate supplement) that you can make copies of. You can begin filling in the fields with the choices you make when creating your character.



CREATING CHARACTERS

ABILITIES

Each character has three abilities; Strength, Speed & Sorcery. Players start out with 10 points that they can spend on these abilities. All 10 points must be spent during character creation. Unless otherwise noted, characters may not put more than 5 points into any ability. Abilities must have a minimum of 1 point. Some races have requirements when spending these points. Some require you to spend a particular amount. Others may allow you to spend more than 5 points.

Strength (STR) is important when fighting with melee weapons like swords and clubs. Strength also determines how much one may carry and how much damage they may take before they die. One with higher

Strength may also get a bonus to their damage with punching and melee weapons...

MELEE DAMAGE BONUS

Strength	1-5	6-10	11-15	16-20	21+
Damage Bonus	0	+1	+2	+3	+4

Speed (SPD) is an ability used by thieves and archers. Hitting targets with arrows uses this ability. Having a good Speed also allows a character the opportunity to avoid taking damage from attacks. Avoiding some traps, and opening locks, depends on one's Speed.

Sorcery (SOR) is how intelligent a character is. A high Sorcery allows one to cast spells, avoid the effects of some spells and solve complex riddles. The higher one's Sorcery, the more magic they may be able to use.

SKILLS

There are 5 available skills that a character may choose to be; Warrior, Thief, Bard, Wizard or Priest. A character may choose one of these to determine what they are skilled in doing.

Warriors are fighters, knights or barbarians of the land. They focus on melee weapons and wearing the best armor. They are the first ones to charge into battle. Warriors are the only ones that are able to use heavy armor. Each turn, they also get a number of attacks that is equal to their *level* / 2 (rounded down)...with a minimum of 1 attack. Strength is very important to a Warrior. Their *endurance* is 12.



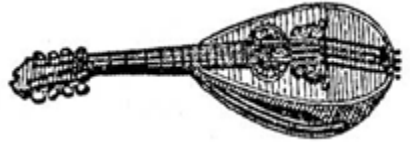
Thieves are the sneaks and rogues of the land. They focus on stealthy attacks, picking locks and stealing what they need. Thieves add 1 to their die rolls when searching. Speed is very important to a Thief. Their *endurance* is 6. Thieves have a number of talents that they may perform.

Each of these talents require a Thief to make an ability check against their Speed. A Thief has talents in the following areas...

- **Steal:** *Thieves may steal an item from an unsuspecting Enemy or person. The item must not be held in the hand of the victim.*
- **Unlock:** *Thieves may bypass various non-magical locks.*
- **Hide:** *Thieves are able to use the shadows and environment to appear invisible.*
- **Stealth:** *Thieves are able to sneak around without being detected. If a thief successfully sneaks up to their victim, they will do x2 damage with their attack.*
- **Traps:** *Thieves are able to find hidden traps, magical or non-magical. Although they may not disarm magical traps, they may use this skill to disarm normal traps.*

Bards are the storytellers of the land. They are skilled in combat, but their main focus is music. A Bard's music has magical effects that can affect large groups that can hear the songs.

Bards are more beneficial in larger groups. While Bards are playing music, they cannot attack. They also require a harp or mandolin to play music. Bards decide what affect their music will have...



- ♪ Causes Enemies to roll twice for attacks, picking the lower of the two rolls.
- ♪ Causes Enemies to roll for damage twice, picking the lower of the two rolls.
- ♪ Heals the group a maximum of Life equal to the level of the Bard, per turn. These Life points are divided up by the Bard to any of the group members they want.
- ♪ Allows the group members to roll for damage twice, picking the higher of the two rolls.
- ♪ Allows the group members to roll twice for attacks, picking the higher of the two rolls.
- ♪ Give higher magic resistance to the group by allowing them to add the level of the Bard to the affected ability.

The chosen effect happens each turn of the entire battle. Bards may only play an amount of songs, equal to their level, per day. A 0 level Bard is the exception, as they may play 1 song per day just as a 1st level Bard. Songs are only played in battle and they last for the entire battle...so Bards need to decide if they are playing music or are going to fight for the particular battle. Their *endurance* is 8.

Wizards are the spell casters of the land. They focus on their magical energy to protect themselves, move objects and unleash attacks. Sorcery is very important to a Wizard. Wizards are the only ones that are able to wield the arcane powers of spells. This is explained more in the **Magic** section. Their *endurance* is 4.



Priests are the holy crusaders of the land. They focus on prayers to heal others and banish undead from the world. Strength and Sorcery are both important for Priests. Priests are the only ones that are able to summon the power of the gods. This is explained more in the **Magic** section. Their *endurance* is 8.

ARMOR RESTRICTIONS

Skill	Heavy	Medium	Light	Shield	Helmet
Warrior	Yes	Yes	Yes	Yes	Yes
Thief	No	No	Yes	No	No
Bard	No	Yes	Yes	Yes	No
Wizard	No	No	No	No	No
Priest	No	Yes	Yes	Yes	Yes

WEAPON RESTRICTIONS

Skill	Heavy	Medium	Light
Warrior	Yes	Yes	Yes
Thief	No	Yes	Yes
Bard	No	Yes	Yes
Wizard	No	No	Yes
Priest	Yes	Yes	Yes

RACES

There are 10 different races that a character can be. They have advantages and disadvantages, especially depending on the skill you choose. One can choose to be a Human, Dwarf, Elf, Gnome, Goblin, Orc, Ogre, Troll, Lizardman or Minotaur.

Humans are the most common race in the land. They have no advantages or disadvantages. They stand about 6 feet tall and have the most settlements in the land. At creation time, they may put 6 points into the ability of their choosing.

Dwarves are a short and stocky race of miners and mountain dwellers. They have a dark complexion to their skin and the males usually have thick beards. They are 4 feet tall and are able to see in the dark up to 20'. At creation time, they may put 6 points into their Strength.

Elves are an intelligent race of forest dwellers. They have fair skin and pointy ears. They are 5 feet tall and usually delve in magic. At creation time, they may put 6 points into their Sorcery.

Gnomes are a small race of sneaky underground dwellers. They have fair skin and pointy ears. They are 3 feet tall and are able to see in the dark up to 20'. At creation time, they may put 6 points into their Speed.

Goblins are a small intelligent race of underground dwellers. They have different shades of green skin and pointy ears. They are 3 feet tall and are able to see in the dark up to 20'. At creation time, they may put 6 points into their Sorcery.

Orcs are a strong, warlike, race that mainly lives in hills and mountains. They have green skin and pointy ears with eyes that are yellow or red. At creation time, they must put 6 points into their Strength.

Ogres are giant humanoids that live in the highest parts of the mountains. They have a



pale white skin and are quite strong. They stand about 8 feet tall and have large teeth. At creation time, they must put 8 points into their Strength.

Trolls are large humanoids that live in the swampy regions. They look quite ugly and have dark green skin. Their eyes glow yellow and they have large pointy ears. They stand about 7 feet tall and have regenerative powers give them a +1 Life per level. At creation time, they must put 7 points into their Strength.

Lizardmen are reptiles that live in the marshes and swamps. They have red scaly skin and dark yellow eyes. Their skin gives them an extra +2 to their armor protection. At creation time, they may only put 2 points into their Sorcery.

Minotaurs are large humanoids with the head of a bull. They have two large horns on their head and very dark fur covering their bodies. They stand about 7 feet tall and can see in the dark up to 20'. At creation time, they may only put 2 points into their Sorcery. They may put 6 points into their Strength.



GOLD

Each character begins their journey with 500 gold and a backpack. Gold has many uses in this land. It is used to buy food, drink and better adventuring gear. To see a list of items to buy, see the **Equipment** section.

ARMOR

Each character has an initial Armor score equal to their Speed. Armor scores are calculated by adding the character's Speed to any Armor modifiers from armor, shields, helmets, potions, spells and effects from magical items. If a character is attacked with range or melee, then they can use their Armor score to determine if they avoid taking damage from the attack. A d100 is rolled and compared to the character's Armor score. If the roll is equal to, or lower than, the character's Armor score then the character has avoided the damage from the attack.

ADVENTURE POINTS (AP)

During adventures, characters will accumulate what is called “Adventure Points” (AP). A character needs a certain amount of Adventure Points to achieve their next level. Adventure Points can be earned by Enemies that are defeated in battle. Enemies are assigned an AP value, which a group earns for slaying the Enemy. As characters explore these dangerous ruins, they will be rewarded with treasure found and Enemies slain.



LEVELS

Characters begin their journey as zero level adventurers. As they gain more Adventure Points, they can then achieve their next level. Gaining levels is a measure of the character getting stronger in their skill. The suggested maximum level that can be achieved is level 10. It is up to the Storyteller if they want the characters to progress past level 10. By the time one reaches level 10, they should be considered wealthy lords and ladies. By this time, they are usually considered High Priests, Master Thieves, or Arch Mages for example. They should be retiring from adventuring and living a life of luxury.

To gain a level, a character needs a particular amount of AP to achieve the level...

$$AP = \text{Next Level} \times 100$$

This means that if a level 2 character wants to get to level 3, then they will have to spend 300 AP. Every time a character gains a level, they are awarded 3 points that they must use to increase their Strength, Speed or Sorcery.

LIFE

Each character has a Life score that is determined by their chosen Skill and their current Level. They then add their Strength to their Life score to enhance it. If a character reaches 0 Life, they are dead. They may be resurrected by a Priest or taken to a nearby temple. To get resurrected by a local temple, their High Priest will demand a contribution of *Level x*

1,000 gold. This means that a dead, level 8 character, will cost 8,000 gold to bring back from the dead.

Life is calculated by *endurance*. Each skill has a particular *endurance*. To calculate Life...

$$\text{Life} = \text{endurance} + (\text{endurance} \times \text{level}) + \text{Strength}$$



INVENTORY

Characters may only carry so many items before they cannot carry any more. This amount is determined by the Strength of the character. A character may carry a total number of items that is equal to their *Strength*. This means, that a character with 6 Strength may carry a maximum of 6 items. This does not include the items being worn, or held, by the character. The character sheet should indicate which items are being worn or held. Some items are stackable. This means that if you have 10 Healing Potions (for example), it counts as 1 item. This should be indicated on the character sheet as...

Healing Potion x10

Bulk items like food, drink and arrows are recorded on a characters sheet as such...

Arrows x13 or Food x24.

This item count can be increased by purchasing a sack, belt pouch or backpack. A character may only have one of each of these items. These items do not count toward the character's item count. Characters may only carry a sack if they have a free hand. This means they cannot use a torch, lantern or shield...or use a two handed weapon. A character's carrying capacity can be recorded on the character sheet.

EQUIPMENT

Characters need equipment when they go on an adventure. They may need better armor or weapons. They may need to repair their items from the battles of the last adventure. Whenever characters are at a city, village or town they may purchase or repair the items listed here.

ARMOR

Armor	Type	Cost	Repair	Protection
Plate Armor	Heavy	2,500	250	+25
Splint Armor	Medium	1,500	150	+15
Chain Armor	Medium	1,000	100	+10
Studded Armor	Light	600	60	+6
Leather Armor	Light	400	40	+4
Padded Armor	Light	200	20	+2
Helmet	Helmet	200	20	+2
Shield	Shield	400	40	+4

WEAPONS

Weapon	Type	Hands	Cost	Repair	Damage
Battle Axe	Heavy	2	100	10	1d10
Axe*	Medium	1	160	16	1d8
Club	Medium	1	120	12	1d6
Dagger*	Light	1	80	8	1d4
Hammer	Medium	1	120	12	1d8
War Hammer	Heavy	2	100	10	1d10
Mace	Medium	1	120	12	1d8
War Mace	Heavy	2	100	10	1d10
Morningstar	Heavy	2	100	10	1d10
Short Sword	Medium	1	120	12	1d8
Long Sword	Heavy	1	150	15	1d10
Great Sword	Heavy	2	120	12	1d12
Spear*	Medium	2	100	10	1d10
Staff	Light	2	60	6	1d6
Bow	Medium	2	80	8	1d8
Crossbow	Medium	2	60	6	1d6
Sling	Light	1	80	8	1d4

* Can be thrown in a ranged attack

Merchants will not buy any of the items from the characters, unless the item is a magical item or a gem. The **Item Type**, table on page 19, shows what the different magical items are worth. You will notice that armor and weapons have a multiplier instead of a value. This means that a magical sword is worth 3 times as much as a normal sword...or magical armor is worth twice as much as normal armor.



All costs are in gold. If an item has a *Repair* value, this is the value that *must* be paid in between adventures to have the item repaired. If this is not paid, then the item will break and the character will need to unequip the item (noting it as “broken”). They will not be able to use the item again unless the *Repair* fee is paid to a local blacksmith. The *Protection* value is the bonus the item gives to a character’s *Armor* score. The *Type* refers to whether the item falls in the Light, Medium or Heavy categories for weapons and armor. The *Hands* value refers to whether a weapon is one handed or two. Those that wield two handed weapons may not hold a torch, lantern, sack or shield. The *Damage* refers to the die one rolls to determine how much damage they done for a successful hit with the weapon.



ITEMS

Item	Description	Cost
Arrows*	Quantity of 10 (For Bows & Crossbows)	5
Stones*	Quantity of 10 (For Slings)	5
Large Backpack ◇	Holds 20 Additional Items	600
Backpack ◇	Holds 10 Additional Items	300
Belt Pouch Δ	Holds 5 Additional Items	100
Sack†	Holds 8 Additional Items	150
Rope	100 Feet Long	65
Bottle*	Empty	10
Water Skin*	Contains 5 Drinks	14
Bread*	Contains 5 Food	14
Meat*	Contains 10 Food	25
Bottle of Ale*	Contains 10 Drinks	25
Lantern**†	Lights 60 Foot Area	78
Torch**†	Lights 30 Foot Area	39
Spell Book	A Complete Book Of Wizard Spells	200
Prayer Book	A Complete Book Of Priest Prayers	100
Mandolin	Bard's Musical Instrument	400
Harp	Bard's Musical Instrument	400
Pen & Paper	Used To Write & Draw Maps	24
Tinder Box	Used To Make Campfires	13
Shovel	Used To Dig	18
Blanket	Used To Keep Warm & Sleep	27
Lockpicks	Allows Thieves To Open Locks	100
Boots	Any Color	22
Sandals	Brown Leather	12
Hat (Any Type) ✨	Any Color	18
Cloak	Any Color	36
Robe	Any Color	45
Horse	Can Pull A Cart Or Be Ridden	800
Cart	Can Carry 80 Items (Requires Horse)	1,200
Mule	Can Carry 40 Items	600
Hay Bale	Contains 10 Food For Mule Or Horse	35
Healing Potion*	Heals 10 Life	20
Cure Potion*	Cures Poison & Disease	30
Air Potion*	Restore Breath to the Breathless	50

*These items are stackable

**These items only last until the party rests.

◇ Equipped in the "cloak" slot.

Δ Equipped in the "belt" slot.

† Equipped in the "shield" slot.

✨ Equipped in the "head" slot.

ADVENTURING

ABILITY CHECKS

Throughout the adventure, characters will have to perform certain actions or avoid dangers. These actions may require what is called an "Ability Check". An ability check is performed by rolling equal, or under, the required ability on one 20 sided die (1d20).

LIGHT

Only a few races may see in the dark. Some will need a torch or lantern to see about the dark caves and hallways. If a character cannot see, then they suffer a -4 to all of their attack rolls.

SEARCHING

Characters may want to search for secret rooms, concealed treasure or even hidden items. Any character that searches must roll 1d6. If there is something, hidden or concealed, they will find it on a roll of 6.

TRAPS

Tunnels, hallways, rooms or chests may be trapped. Although traps may be detected and disabled, they can be a real danger to characters. Below is a table of traps that can be found during an adventure. Every character, in the area, will fall victim to these traps if they are sprung. Darts will shoot at all of the characters; rocks will fall on all the characters, etc.



TRAPS

Trap	Description	Ability	Effects
Poison Dart	Poisonous darts fly out from a nearby location	Speed	Death Unless Cured
Poison Gas	Poisonous gas fills the area	Strength	Death Unless Cured
Falling Rocks	Heavy rocks fall from the ceiling	Strength	1d12
Arrow	Arrows fly out from a nearby location	Speed	1d6
Fire Ball*	Magical fire consumes the area	Sorcery	1d8
Lightning Bolt*	Magical lightning shocks everyone in the area	Sorcery	1d10
Pit	A trapdoor opens to a 10 foot pit below	Speed	1d6
Pit with Spikes	A trapdoor opens to a 10 foot pit below, with spikes	Speed	1d12
Bottomless Pit	A trapdoor opens to a bottomless pit below	Speed	Gone Forever
Wall**	A wall, or bars, fall from the ceiling...maybe blocking the way	Strength	Blocked
Nullify*	A blast of magical energy makes magical items disappear. A 1d6 is rolled for each magical item. A roll of 1 means the magical item is gone forever.	-	Magical Items Gone

* Magical Trap

** A successful ability check stops the wall/bars from falling

The *Ability* column shows which ability one must make a check against to avoid the trap. The *Effects* are what happens if you fail the ability check. A character may die, be lost forever or take a number of damage indicated by the dice in the *Effects* column.

POISON & DISEASE

Throughout adventures, characters may suffer from poison or contract disease. Poison always kills the victim in about a minute. This minute is precious time for when a priest may cure someone or they drink a cure potion.

Diseases can be contracted, usually from other creatures. Below is a list of diseases one may get. They are not stackable, meaning if you already have the disease, you cannot suffer any more from it. Cure potions can cure a character of disease. Priests may cure diseases as well.

DISEASES

Disease	Effect
Dark Fever	-2 to Strength
Cave Rot	-2 to Speed
Brain Worm	-2 to Sorcery

BATTLES

Enemies will be fought on these journeys for wealth and adventure. If the characters know of the impending battle, but the Enemies do not, then the characters will attack first. If the Enemies know of the impending battle, but the characters do not, then the Enemies will attack first. If neither one of these is true, then 1d6 is rolled for each side. The side with the highest number attacks first. If the roll is a tie, then the dice are rolled again until there is no tie. Battle then continues back and forth until there is a victor.



Battle consists of characters and Enemies attacking each other. Each round of battle is what is referred to as a “turn”. Usually, one gets a single attack per turn. Warriors, and some Enemies, will have more than one attack per turn. Some may lose their turn to attack. This may be caused by reasons such as spells immobilizing the attacker, for example. After all characters, and Enemies, do their battle actions (if they are able to) then a new turn begins. Characters must declare if they are going to be up front in battle, or back enough to fire arrows and cast spells. If Enemies perform a melee attack, then they will only be attacking

characters in melee range. This means that characters standing back will often get ignored in these cases. The Storyteller will make these determinations for the Enemies.

There are three types of attacks one may perform. The first is magic, which will be discussed later in the **Magic** section. The second is melee

attacks, which consists of punches, clubs, swords, axes, etc. The last is ranged attacks, which consist of bows, crossbows and slings. Unless otherwise noted, Enemies always perform melee attacks.

With ranged and melee attacks, the attacker and defender each roll 1d20. They then add their Ability score to their roll (Strength for melee and Speed for ranged). If the attacker has a total equal to, or greater than, the defender's total then the attack was successful. If the total is lower, then the attack failed.

NOTE: If characters punch or kick, they will only do 1-2 points of damage on a successful hit.

Enemies follow these same rules when performing their attacks. The only difference is that the Enemy does not get to make any Armor rolls (see the **Armor** section on page 6). Enemies have values assigned for Strength, Speed and Sorcery. When characters, or Enemies, reach 0 Life they are dead.

RESTING

There will be times when an adventuring group needs to rest. Resting allows for wounds to heal, spell power to be regained and faith reacquired. Rest only needs a few hours of game time. In order to rest, a character must have at least 1 food and 1 drink to consume. If characters have mules or horses, then they only need to be fed 1 bale of hay. Upon completion of rest, characters regain their Life points. Also, wizards regain their Power and priests regain their Faith (Power and Faith will be discussed later in the **Magic** section). If you are resting in a dangerous area, the Storyteller may determine if random Enemies appear. If this is the case, then the rest period is wasted. Characters are at rest when in between adventures.

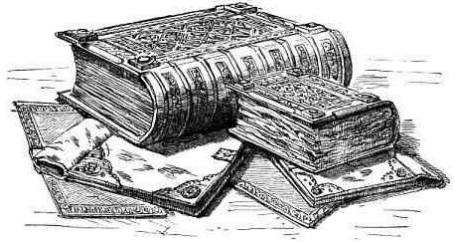
A ROLL OF THE DICE

During the course of the game, a d20 will need to be rolled for ability checks, melee attacks and ranged attacks. Even if one would have automatic success, or failure, the die needs to be rolled. A natural roll of "1" is an automatic failure. A natural roll of "20" is an automatic success. If one rolls a natural "100" for their Armor roll, then they automatically suffer the effects of the attack.

MAGIC

SPELLS

Wizards, that own a spell book, are able to cast any number of spells dependent on the amount of Power Points they have. Power Points are points spent when casting spells. Spells have a Power value, which indicates how many Power Points a wizard must spend to cast the spell.



A wizard's Power Points are calculated by use of the following...

$$\text{Power Points} = \text{Sorcery} \times 3$$

These Power Points are all that a wizard may use between resting. If they run out of Power Points, then they cannot cast spells until they rest.

PRAYERS

Priests, that own a prayer book, are able to call upon the gods for help, dependent on the amount of Faith Points they have. Faith Points are points spent when citing prayers. Prayers have a Faith value, which indicates how many Faith Points a priest must spend to cite a prayer. A priest's Faith Points are calculated by use of the following...

$$\text{Faith Points} = \text{Sorcery} \times 2$$

These Faith Points are all that a priest may use between resting. If they run out of Faith Points, then they cannot cite prayers until they rest.

The **Spells & Prayers** section (page 31) has a complete listing of spells and prayers. Whenever the term "person" is used, it refers to the caster, a comrade, or a living creature that is not hostile to the caster. Whenever the term "Enemy" is used, this refers to the enemies of the caster. It could be a dragon or a bandit. Whenever the term "anyone" is used, it refers to a person or Enemy. Along with a character sheet, players should have a copy of the **Spells & Prayers** section (page 31) if they have wizard or priest characters.

MAGIC RESISTANCE

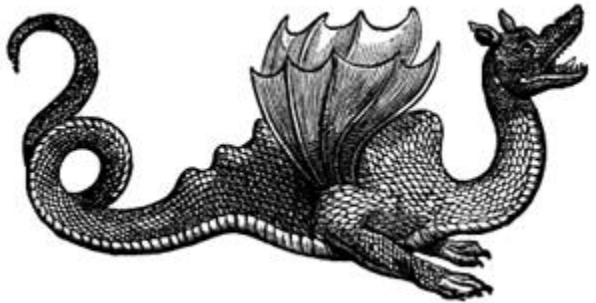
Magical resistance is determined similar to ranged and melee combat. With magic (or when Enemies cast spells), the caster and target each roll 1d20. The caster adds their Sorcery and the target will add their Ability score (this Ability will be listed in the **Spells & Prayers** section [page 31] or the Enemy's description column in **Monster Tome** supplement). If the caster has a total equal to, or greater than, the target's total then the magic was successful. If the total is lower, then the magic failed.

EXAMPLE: A wizard, with a Sorcery of 10, attempts to cast a Fire Ball spell at a Giant Alligator with a Speed of 11. The Giant Alligator rolls a 13 and the wizard rolls a 5. The Fire Ball is avoided and fizzles away because the Giant Alligator's total was greater ($13 + 11 = 24$) than the wizard's ($5 + 10 = 15$).

ENEMIES

Enemies lurk in all of these ruins, crypts, tombs and dungeons. These Enemies may have wandered into these corridors. They may have been put there to guard treasure. They may simply haunt the tombs their bodies are buried. Whatever the reason, these are dangers to be faced if one plans to gain the riches within.

There is a supplement of Enemies in the **Monster Tome** available for free. Use this supplement to populate your areas and give the characters challenges. It has listings in order of difficulty or name. Use whatever list is convenient when designing the area. Just like characters, Enemies have the same types of attributes. They have abilities for Strength, Speed and Sorcery. They have Life scores as well. Enemies also have some unique attributes...



ADVENTURE POINTS (AP)

Enemies are assigned an Adventure Point (AP) value. This is divided among all of the characters (rounding up) that participated in slaying the Enemy. If an Enemy is assigned 12 AP, and 3 characters slayed the Enemy, then each character is awarded 4 AP ($12 / 3 = 4$). Slaying Enemies is the only way for a character to earn AP.

LOOT

Most Enemies will be carrying treasure, or guarding a treasure hoard. This will indicate how much gold an Enemy may have. For example, an Enemy with a 200(G) value has 200 gold. This may also indicate how many items an Enemy has. For example, an Enemy with a 2(I) value has 2 items. See the **Treasure** section for the lists of items and how to determine which ones are found.



DESCRIPTION

This will describe the Enemies attacks and damage they may cause to a character. It will also note any special resistances and damage effects.

LEVEL

This number helps the Storyteller when creating an adventure. They can compare this level with the level of the characters.

TYPE

Some creatures fall into a category. This category may be referenced in magic or even the properties of magical items. One may find a sword that does more damage to “Beasts” for example.



TREASURE

Different types of treasure will be found while adventuring. Some may be quite useful, while others may be cursed. Some may be powerful weapons, and others may be potions or scrolls. Although the Storyteller may pick and choose from the tables on pages 20-27, they may also roll for a random item...even while playing. Begin by rolling what type of item is found...

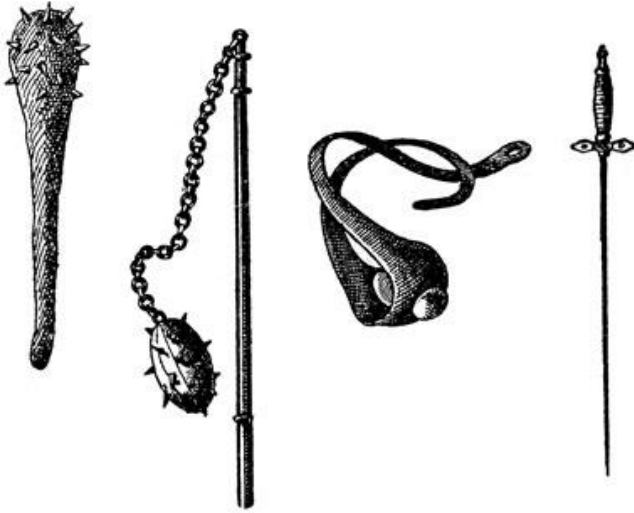
ITEM TYPE

1d100	Type	Value
1-10	Weapon	x3 Gold
11-20	Armor	x2 Gold
21-30	Jewelry	400 Gold
31-50	Gem	-
51-60	Artifact	800 Gold
61-80	Potion	200 Gold
81-00	Scroll	300 Gold

After this, you can then roll on the tables following. Some items are marked as cursed. This means that whoever finds the item is forced to use it. They will replace a good item with this cursed item. Even a wizard will break the rules and wield a cursed sword if they pick one up. They can never get rid of it unless they get the curse removed from the item. If the group has no priest, then they must return to a settlement and donate 100 gold to the local temple. This is 100 gold for each item they need curses removed from. Once the curse is removed, the item turns to dust and blows away.

Every item found is going to be unidentified to the characters. Wizards have a spell that allows them to identify an item. Except for cursed items, characters cannot use a magical item until they find out what it is. If the group has no wizard, then they must return to a settlement and pay a local sage 10 gold for each item they want identified.

To determine magical weapons, you must first roll on the Weapon table. Once the weapon is determined, then roll on the Effect table to determine what else the weapon can do.



WEAPON

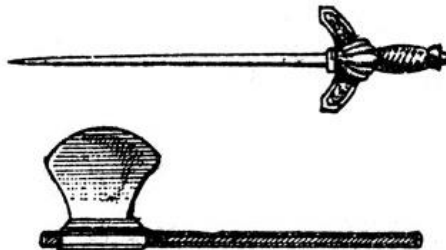
1d20	Weapon
1	Battle Axe
2	Axe
3	Club
4	Dagger
5	Hammer
6	War Hammer
7	Mace
8	War Mace
9	Morningstar
10	Short Sword
11	Long Sword
12	Great Sword
13	Spear
14	Staff
15-16	Bow
17-18	Crossbow
19-20	Sling

EFFECT

1d100	Effect	Description
1-30	of Skill	+1 to Attack Rolls
31-50	of Battle	+2 to Attack Rolls
51-60	of War	+3 to Attack Rolls
61-71*	of Strength	+1 to Strength
72-78*	of Might	+2 to Strength
79-80*	of Vanquishing	+3 to Strength
61-71**	<i>of the Nimble</i>	+1 to Speed
72-78**	<i>of the Swift</i>	+2 to Speed
79-80**	<i>of Speed</i>	+3 to Speed
81-94	Slayer	Roll on the Slayer Table
95-98	of the Cursed	-2 to Strength, Speed & Sorcery
99-00	of the Ultimate Curse	-4 to Strength, Speed & Sorcery

* Use these rolls for melee weapons only

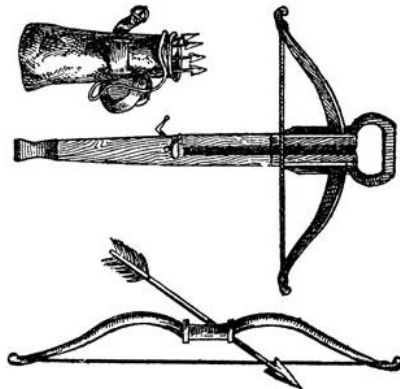
** Use these rolls for ranged weapons only





SLAYER

1d20	Slayer	Description
1	of Hunting	+1 to Attack Rolls (+4 vs Animals)
2	of Beast Mastery	+1 to Attack Rolls (+4 vs Beasts)
3	of Construct Destruction	+1 to Attack Rolls (+4 vs Constructs)
4	of Dragon Slaying	+1 to Attack Rolls (+4 vs Dragons)
5	of Elemental Banishment	+1 to Attack Rolls (+4 vs Elementals)
6	of Giant Killing	+1 to Attack Rolls (+4 vs Giants)
7	of Insect Eradication	+1 to Attack Rolls (+4 vs Insects)
8	of Exorcism	+1 to Attack Rolls (+4 vs Planar)
9	of Reptile Extinction	+1 to Attack Rolls (+4 vs Reptiles)
10	of Undeadly Death	+1 to Attack Rolls (+4 vs Undead)
11	of Ultimate Hunting	+2 to Attack Rolls (+5 vs Animals)
12	of Ultimate Beast Mastery	+2 to Attack Rolls (+5 vs Beasts)
13	of Ultimate Construct Destruction	+2 to Attack Rolls (+5 vs Constructs)
14	of Ultimate Dragon Slaying	+2 to Attack Rolls (+5 vs Dragons)
15	of Ultimate Elemental Banishment	+2 to Attack Rolls (+5 vs Elementals)
16	of Ultimate Giant Killing	+2 to Attack Rolls (+5 vs Giants)
17	of Ultimate Insect Eradication	+2 to Attack Rolls (+5 vs Insects)
18	of Ultimate Exorcism	+2 to Attack Rolls (+5 vs Planar)
19	of Ultimate Reptile Extinction	+2 to Attack Rolls (+5 vs Reptiles)
20	of Ultimate Undeadly Death	+2 to Attack Rolls (+5 vs Undead)



Magic armor provides extra protection than normal armor does. First roll on the Armor table to determine what piece of armor is found. Then roll on the Defense table to determine how much extra protection the armor gives.



ARMOR

1d8	Armor
1	Plate Armor
2	Splint Armor
3	Chain Armor
4	Studded Armor
5	Leather Armor
6	Padded Armor
7	Helmet
8	Shield

DEFENSE

1d6	Name	Armor
1-10	of Defense	+5 to Armor
11-15	of Great Defense	+10 to Armor
16-18	of Ultimate Defense	+15 to Armor
19	of the Cursed	-5 to Armor
20	of the Ultimate Curse	-10 to Armor

Magic weapons (including staves) and armor need to be repaired just like normal weapons and armor. See the **Equipment** section for the *Repair* costs.

JEWELRY

1d100	Jewelry	Description
1-4	Amulet of Armor	+5 Armor
5-8	Amulet of Battle	+1 to Attack Rolls
9-12	Amulet of Protection	+1 to Ability Check Rolls
13-16	Bracelet of Armor	+5 Armor
17-20	Bracelet of Battle	+1 to Attack Rolls
21-24	Bracelet of Protection	+1 to Ability Check Rolls
25-28	Ring of Armor	+5 Armor
29-32	Ring of Battle	+1 to Attack Rolls
33-36	Ring of Protection	+1 to Ability Check Rolls
37-39	Amulet of Life	+5 Life
40-42	Amulet of Sorcery	+1 Sorcery
43-45	Amulet of Speed	+1 Speed
46-48	Amulet of Strength	+1 Strength
49-51	Bracelet of Life	+5 Life
52-54	Bracelet of Sorcery	+1 Sorcery
55-57	Bracelet of Speed	+1 Speed
58-60	Bracelet of Strength	+1 Strength

61-63	Ring of Life	+5 Life
64-66	Ring of Sorcery	+1 Sorcery
67-69	Ring of Speed	+1 Speed
70	Ring of Strength	+1 Strength
71	Amulet of Great Armor	+10 Armor
72	Amulet of Great Protection	+2 to Ability Check Rolls
73	Amulet of Great Sorcery	+2 Sorcery
74	Amulet of Great Speed	+2 Speed
75	Amulet of Great Strength	+2 Strength
76	Amulet of Greater Battle	+2 to Attack Rolls
77	Amulet of Greater Life	+10 Life
78	Bracelet of Great Armor	+10 Armor
79	Bracelet of Great Protection	+2 to Ability Check Rolls
80	Bracelet of Great Sorcery	+2 Sorcery
81	Bracelet of Great Speed	+2 Speed
82	Bracelet of Great Strength	+2 Strength
83	Bracelet of Greater Battle	+2 to Attack Rolls
84	Bracelet of Greater Life	+10 Life
85	Ring of Great Armor	+10 Armor
86	Ring of Great Protection	+2 to Ability Check Rolls
87	Ring of Great Sorcery	+2 Sorcery
88	Ring of Great Speed	+2 Speed
89	Ring of Great Strength	+2 Strength
90	Ring of Greater Battle	+2 to Attack Rolls
91	Ring of Greater Life	+10 Life
92-93	Amulet of the Cursed	-1 to Strength, Speed & Sorcery
94-95	Bracelet of the Cursed	-1 to Strength, Speed & Sorcery
96-97	Ring of the Cursed	-1 to Strength, Speed & Sorcery
98	Amulet of the Greatest Curse	-2 to Strength, Speed & Sorcery
99	Bracelet of the Greatest Curse	-2 to Strength, Speed & Sorcery
00	Ring of the Greatest Curse	-2 to Strength, Speed & Sorcery

GEMS

There are 3 types of jewelry; bracelets, rings and amulets. A character may only wear one of each of these types at a time.

Gems are a part of wealthy treasure. Whenever a gem is found, it will be a particular gem that has a corresponding gold value that can then be sold.

1d100	Gems	Value
1-14	Amber	300 Gold
15-27	Opal	350 Gold
28-39	Citrine	400 Gold
40-50	Topaz	450 Gold
51-60	Amethyst	500 Gold
61-69	Quartz	550 Gold
70-77	Ruby	600 Gold
78-84	Sapphire	650 Gold
85-90	Emerald	700 Gold
91-95	Turquoise	750 Gold
96-99	Pearl	800 Gold
00	Diamond	850 Gold

Artifacts come in many different forms. Some may only be used a few times, and then must be thrown out. Others can be used only a few times a day, only working again the next.

ARTIFACTS

1d100	Artifact	Description
1-2	Belt of Hercules	+2 to Strength
3-4	Book of Knowledge	+2 to Sorcery 3 Times a Day
5-6	Boots of Flying	Fly 100 Feet a Day
7-8	Boots of Speed	+2 to Speed
9-10	Boots of the Elf	Move Silently
11-12	Bottle of Clouds	Will Fill a Room with Fog Causing no one to See for 6 Turns
13-14	Cloak of Invisibility	Invisibility Twice a Day
15-16	Cloak of Protection	+2 on Rolls (Ability Check)
17-18	Crown of Command	Can Command 1 Enemy to do Wearer's Bidding Twice a Day
19-20	Crystal Ball	Can See Through Doors and Walls 20 Times
21-22	Crystal of Light	Works Like Lantern Except for 100 Feet
23-24	Dragon Teeth	Summons 1d4 Skeletons to Aid Group in 1 Battle
25-26	Element Crystal	Can Dismiss an Elemental 10 Times, Causing Them to Vanish
27-28	Genie Lamp**	1 Wish
29-30	Gloves of Giants	+2 Strength
31-32	Gloves of Speed	+2 Speed
33-34	Gloves of the Gladiator	+2 to Attack Rolls
35-36	Gloves of Thieves	+2 to Thief Talent Rolls
37-38	Holy Symbol	Gives a Priest 10 Extra Faith Points a Day
39-40	Horn of Fear	Will Cause Fear in 3 Enemies Twice a Day
41-42	Iron Cape	The Wearer will Suffer No Damage from First Attack per Battle
43-44	Magic Crystal	Can Absorb 10 Magic Attacks
45-46	Magic Lantern	Allows Group to Rest Without Danger
47-48	Magic Mirror	Allows Group to Escape to the Dungeon Entrance 5 Times
49-50	Magical Broom	Fly 200 Feet a Day
51-52	Magical Carpet	Group Can Fly 100 Feet a Day
53-54	Magical Hat of Illusion	Can Pull Out Illusionary Enemy (Lasts 4 Turns) Once Per Day
55-56	Magical Hourglass	Gives One an Extra Turn (During each Battle Turn) 20 Times
57-58	Magical Rabbit's Foot	Allows One to Reroll Dice 3 Times a Day
59-60	Magical Rope	A 100 Foot Rope That Rises and Secures Itself
61-62	Mystical Shiny Crystal	This Magical Jewel Will Make an Enemy Come Toward it When Seen

63-64	Pandora's Box	Very Small Box that Holds 20 Extra Items of any Size
65-66	Pouch of Hiding	A Magical Pouch that a Group can Fit into and Hide
67-68	Robe of Power	Gives a Wizard or Priest 5 Extra Magic Points a Day
69-70	Robe of the Sea	Can Travel/Breathe Underwater Without Getting Wet
71-72	Rope of Binding	Rope can Capture an Enemy Once a Day
73-74	Sand of Deconstruction	Pouch of Magical Sand (With 10 Uses) that will Make a Construct Crumble and Die
75-76	Sand of Vanishing	Pouch of Magical Sand (With 5 Uses) that will Make an Item or Enemy Disappear Forever
77-78	Spider Boots	Can Walk on Walls and Ceilings Twice a Day
79-80	Staff of Healing***	Can Heal 3 Times a Day
81-82	Staff of Power***	Can Cause 2d12 Magical Damage 3 Times a Day
83-84	Staff of Resurrection***	Can Resurrect 5 Times
85-86	Staff of Wizardry***	Gives a Wizard 10 Extra Power Points a Day
87-88	Thief Mask*	+2 to Speed
89-90	Wand of Appraisal	Identifies Items 20 Times
91-92	Wand of Detect Traps	Detects Traps 20 Times
93-94	Wand of Fire	Burns an Enemy for 2d6 Damage 20 Times
95-96	Wand of Ice	Freezes an Enemy in Place for 2d4 Turns 20 Times
97-98	Wizard Hat*	+2 to Sorcery
99-00	Wizard Robe	+2 to Sorcery

* Cannot Wear a Helmet with this

** Use the Wishes Table below

*** Can be used as a normal Staff weapon with +1 to attack/damage rolls

WISHES

Wisher's Choice
+1 to Strength (Permanent)
+1 to Speed (Permanent)
+1 to Sorcery (Permanent)
1,000 Gold
200 Adventure Points
Any Magic Item in the Listings





Potions do not accumulate, meaning you cannot drink 2 Speed Potions and have +8 to Speed.

POTIONS

1d100	Potion	Description
1-8	Healing Potion	Heals 10 Life
9-16	Cure Potion	Cures Poison & Disease
17-24	Air Potion	Restores Breathe to the Breathless
25-32	Neptune Potion	Breathe Underwater for 60 Minutes
33-40	Speed Potion	Speed +4 for a Battle
41-48	Strength Potion	Strength +4 for a Battle
49-56	Sorcery Potion	Sorcery +4 for a Battle
57-64	Armor Potion	Armor +5 for a Battle
65-72	Protection Potion	+4 on Rolls (Ability Check) for a Battle
73-80	Invisibility Potion	Invisibility for 5 Minutes
81-88	Flying Potion	Fly 100 Feet
89-96	Fighting Potion	+2 on Rolls (Attack) for a Battle
97-00	Seeing Potion	Can See Through Walls or Doors



Scrolls are as effective as the lowest amount of points spent. For example; a Scroll of Blind acts just like the Wizard Spell, but only if that Wizard spent 1 Power Point. Another example; a Scroll of Poison Gas acts just like the Wizard Spell, but only if that Wizard spent 4 Power Points. Wizards can automatically identify a Wizard Spell scroll while Priest can automatically identify a Priest Prayer scroll.

SCROLLS

1d100	Scroll	Type
1-3	Scroll of Appraise	Wizard Spell
4-6	Scroll of Blind	Wizard Spell
7-9	Scroll of Charm	Wizard Spell
10-12	Scroll of Cloud	Wizard Spell
13-15	Scroll of Fire Ball	Wizard Spell
16-18	Scroll of Frost	Wizard Spell
19-21	Scroll of Hold	Wizard Spell
22-24	Scroll of Invisible	Wizard Spell
25-27	Scroll of Levitate	Wizard Spell
28-30	Scroll of Lightning	Wizard Spell
31-33	Scroll of Lock	Wizard Spell
34-36	Scroll of Magic Arrow	Wizard Spell
37-39	Scroll of Noise	Wizard Spell
40-42	Scroll of Poison Gas	Wizard Spell
43-45	Scroll of Sense Magic	Wizard Spell
46-48	Scroll of Shield	Wizard Spell
49-51	Scroll of Sight	Wizard Spell
52-54	Scroll of Sleep	Wizard Spell
55-57	Scroll of Slow	Wizard Spell
58-60	Scroll of Stupidity	Wizard Spell
61-63	Scroll of Toad	Wizard Spell
64-66	Scroll of Torch Light	Wizard Spell
67-69	Scroll of Trap Zap	Wizard Spell
70-72	Scroll of Wall	Wizard Spell
73-75	Scroll of Weakness	Wizard Spell
76-77	Scroll of Bless	Priest Prayer
78-79	Scroll of Breathe	Priest Prayer
80-81	Scroll of Calm	Priest Prayer
82-83	Scroll of Cure	Priest Prayer
84-85	Scroll of Exorcism	Priest Prayer
86-87	Scroll of Feast	Priest Prayer
88-89	Scroll of Fleshed	Priest Prayer
90-91	Scroll of Freedom	Priest Prayer
92-93	Scroll of Guidance	Priest Prayer
94-95	Scroll of Heal	Priest Prayer
96	Scroll of Resurrect	Priest Prayer
97-98	Scroll of Sense Evil	Priest Prayer
99-00	Scroll of Undeath	Priest Prayer

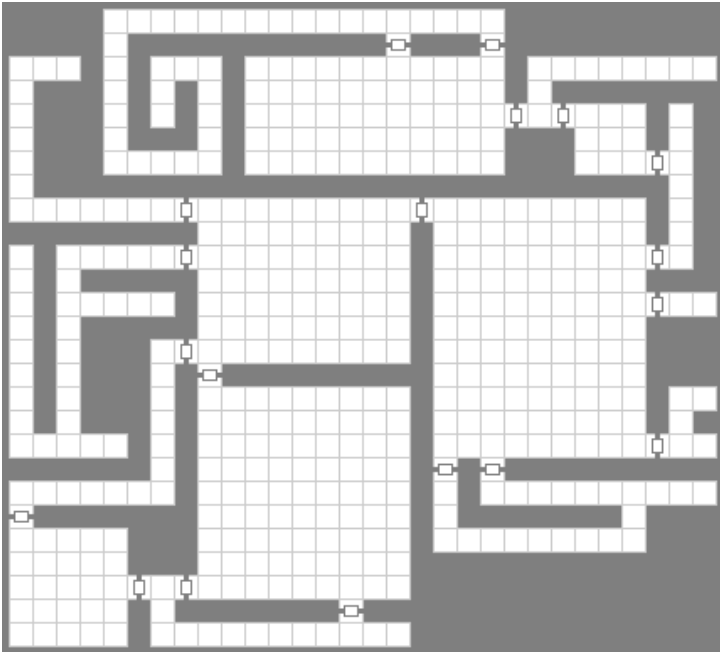
STORYTELLING

The Storyteller designs the area that is going to be explored by the characters. This process takes place in 5 steps, which can be done separate or all at the same time. The first step is to draw the map of the area. The second part is to place traps around the area. The third part is to place Enemies in the area. The fourth step is to place loose treasure around the area. The last step is to write a small story about this area.

DRAW THE MAP

Draw a map however you want. Draw the doors, secret doors, pillars, holes...anything you want in this area.

Then number the rooms starting from "1". Write up a map key referencing the room numbers. This key should have information about what the room looks like. You can also add traps, treasure and Enemies to this key later. Remember, some of the rooms should be empty of any traps, treasure or Enemies.



PLACE TRAPS

Put traps in some of the rooms. Use the table in the **Traps** section on page 13 to help you. Don't put traps everywhere. Spread them out. In the end, there should be more Enemies than traps. Make sure to add your trap information to the map key.

PLACE ENEMIES

It is time to decide what Enemies live in this area. Use the **Monster Tome** supplement to help you. There are over 100 Enemies to use. Decide what the character group is like. If there are four level 3 adventurers, use a mixture of level 2, 3 and 4 Enemies. Put about 6 level 2 Enemies in a room or 4 level 3 Enemies. Put the group up against 1 level 4 or 5 Enemy. If you find the group cutting through



the area, add a few more Enemies to the mix. This means if a room up ahead has 6 goblins, maybe make it 8 or 9 before they get there. Make them earn the treasure.

PLACE LOOSE TREASURE

Loose treasure is not like Enemy treasure. This is treasure not associated with anything an Enemy carries. You may want a room that is void of any danger, but has some treasure in it. You may want a room with treasure, but also a deadly trap. Roll 1d6. A roll of 4-6 means no items. A roll of 1, 2 or 3 means that there are 1, 2 or 3 items in the loose treasure. Use the Treasure section to pick or roll for the items. Roll a dice dependent on the level of the area, and then multiply this die roll by 100. This is the amount of gold in the loose treasure.

GOLD

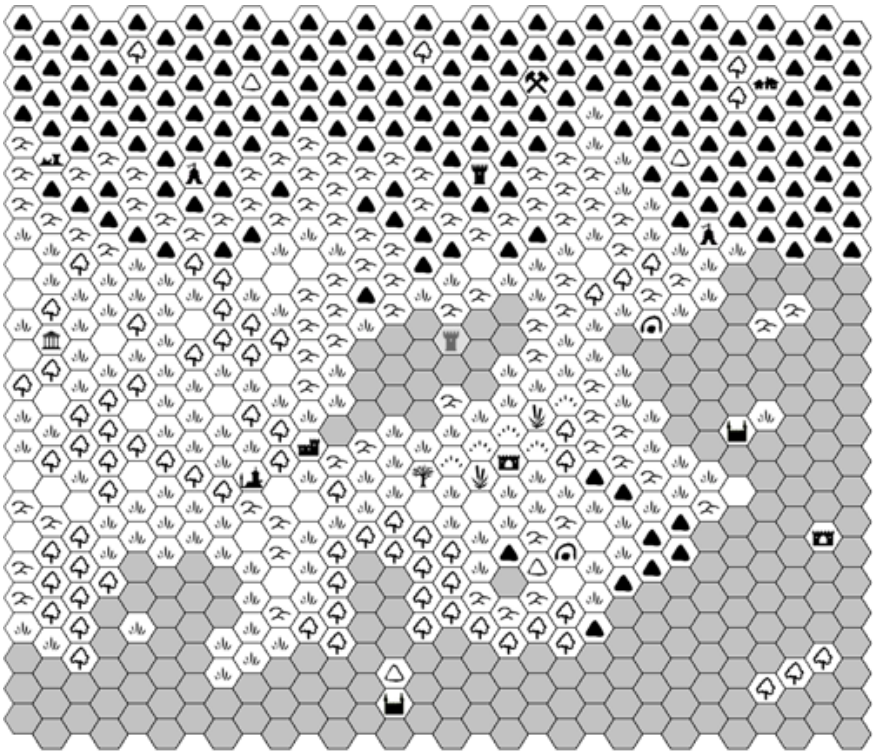
Level	Dice
1	1d4
2	1d4
3	1d6
4	1d6
5	1d8
6	1d8
7	1d10
8	1d10
9	1d12
10+	1d20

CREATE A STORY

Write up a short story about the area. Why do the characters want to go there? Is there some magical artifact in there? Maybe you can stray from the included list of magic items and create a very special one to find. What was this place before? Is it a crypt, ruins or tomb? Is it some lost dungeon? It does not need to be an in depth story, but some little information and rumors to get the characters started on an adventure for riches or a path to certain doom.

CREATE A WORLD

As an expansion to just simply ruins, crypts, or dungeons...you might want to make an entire world in which your adventures take place. Create a map and have the characters begin in a city, town, or village on the map. This will give them a feeling of exploring the many places within the fantasy world.

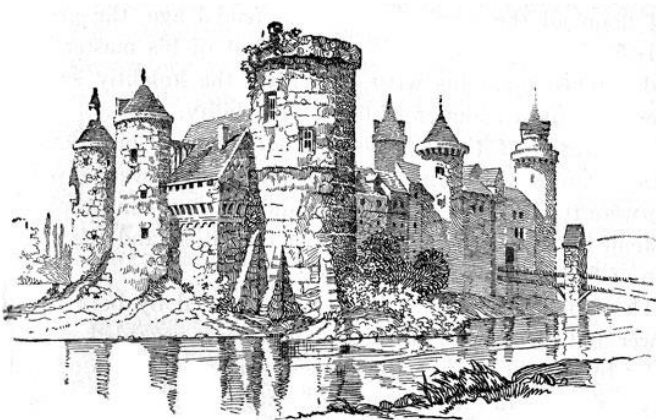


CONCLUSION

Role-playing games are not played like traditional games, such as board and card games. There is no board to play on. There are no cards to deal. There is simply some dice, paper and pencils. In order to play, you will need at least two people. One must be the Storyteller and their responsibility is to know all of the rules and tell the Story that the players are involved in. They are the final judge in the game. The others are the actors in the Story that unfolds.

There is no winning in a role-playing game, as with traditional games. Players will take their characters on many adventures throughout the ruins. Some adventures may cause their deaths. Others may be a crushing defeat, but the players live another day. The most desired result is that the players complete their current goal and celebrate before their next adventure. In the end, winning is defined by the players.

These rules should give you the tools you need to run a fantasy adventure role-playing game. Have fun and enjoy the simplicity of the rules in the spirit of classic role-playing games. Use all of these rules, add extra rules, or simply use only some of the rules. Be fair and listen to the players. Though you are the final authority, this does not mean you have to also be a rules dictator. The players may have clever ideas, or even points of view, that are reasonable and well thought out.



SPELLS & PRAYERS

SPELLS

Spell	Description	Power	Ability
Appraise	The wizard is able to identify magical artifacts and potions.	1	-
Blind*	The wizard can cause a number of Enemies to be unable to see, suffering -4 to their attack rolls. This effect lasts 1 turn, for one Enemy, per Power Point spent.	x1P	Sorcery
Charm	The wizard can cause an Enemy to do the wizard's bidding. The wizard may only have one charmed Enemy at a time. They will drop dead when the wizard rests.	15	Sorcery
Cloud	The wizard can cause anyone to turn into a cloud of gas for 5 minutes. They cannot be damaged in this state and their belongings will drop to the ground.	10	Sorcery
Fire Ball*	The wizard is able to throw a ball of fire at an Enemy for (1d6 x Power Points spent) of fire damage.	x1P	Speed
Frost*	The wizard is able to freeze an Enemy for (1d6 x Power Points spent) of cold damage.	x1P	Sorcery
Hold*	The wizard is able to trap an Enemy in an invisible grip, stopping them from moving for 1 turn for every Power Point spent.	x1P	Strength
Invisible	The wizard can turn a person invisible. This effect lasts 5 minutes per 3 Power Points spent.	x3P	-
Levitate	The wizard is able to levitate a person or object (man sized) a distance of 10 feet per Power Point spent. This does not work on Enemies.	x1P	-
Lightning*	The wizard is able to shoot lightning bolts at an Enemy for (1d6 x Power Points spent) of electrical damage.	x1P	Speed
Lock	The wizard is able to unlock/lock a chest or door. Also unlocks magical locks.	5	-
Magic Arrow*	The wizard is able to fire a magical arrow at an Enemy for (1d6 x Power Points spent) damage.	x1P	Speed
Noise	The wizard is able to create a distracting noise no more than 60 feet away.	3	-
Poison Gas	The wizard is able to create a poisonous cloud that can consume 1 Enemy for every 4 Power Points spent. Those that fall victim to the cloud die from the poison.	x4P	Strength
Sense Magic	The wizard is able to sense if there is magic in the area, or if an object is magical.	1	-
Shield	The wizard may increase a person's armor score. It is increased by each Power Point spent. The spell lasts until the wizard rests.	x1P	-
Sight	The wizard can see through walls and doors.	8	-

Sleep*	The wizard is able to cause an Enemy to fall asleep 1 turn for every Power Point spent.	x1P	Strength
Slow	The wizard can cause an Enemy to have their Armor reduced by 1 for every Power Point spent. This effect lasts 3 turns.	x1P	Sorcery
Stupidity	The wizard can make an Enemy unable to use magic. This effect lasts 1 turn for every Power Point spent.	x1P	Sorcery
Toad	The wizard can turn anyone into a harmless toad (with all attributes, armor and life of 1). This effect lasts 5 minutes.	40	Sorcery
Torch Light	The wizard can conjure a fiery light that hovers above the wizard. It can light a 50 foot area. The spell lasts until the wizard rests.	2	-
Trap Zap	The wizard is able to disable a trap, but it cannot detect them.	5	-
Wall	The wizard can summon a magical stone wall to block a corridor. The wall cannot be destroyed and disappears in minutes equal to (1 x Power Points spent).	x1P	-
Weakness	The wizard can cause an Enemy to have their melee, or ranged, damage reduced by (1 x Power Points spent). This effect lasts 3 turns.	x1P	Sorcery



PRAYERS

Prayer	Description	Faith	Ability
Bless	The priest can remove a curse from a person or an item.	10	-
Breathe	The priest can restore breathe to a breathless person.	4	-
Calm	The priest can remove fear effects from a person.	2	-
Cure	Removes poisons and disease from the person.	5	-
Exorcism	The priest can cause a planar Enemy to take (1d4 x Faith Point spent) damage.	x1F	Sorcery
Feast	The priest can summon a single food or water for each Faith Point spent.	x1F	-
Fleshed	The priest can turn a person from stone, or ice, back to their normal state.	5	-
Freedom	The priest can remove the effects of paralysis, charm, shock and daze.	3	-
Guidance	The gods will answer 3 questions about the area being explored.	20	-
Heal	The priest may restore one's Life points, restoring (1d6 x Faith Point spent).	x1F	-
Resurrect	The priest can bring a comrade back from the dead, resurrecting with 1 Life.	30	-
Sense Evil	The priest is able to detect if there is an evil presence in the vicinity.	3	-
Undeath	The priest can cause an undead Enemy to take (1d4 x Faith Point spent) damage.	x1F	Sorcery



HIDDEN DUNGEONS, DANGEROUS RUINS, DEATHLY GRYPTS...

These are just some of the places you will have to traverse in order to obtain great wealth and power in the Ruins & Riches fantasy adventure role-playing game. Create a group of adventurers and get ready to explore the deepest, darkest areas of the land. Become the first in centuries to enter these ancient labyrinths and search for gold, gems, or jewels. Slay beasts both mighty and horrific.



Play as a raging minotaur warrior, or an elven wizard. Take on the role of a nimble gnome thief and steal what you can. Will you leave a rotting corpse behind, or live long enough to enjoy the riches you found? Will carelessness claim you as you fall victim to a trap? Will you be bested by a mighty dragon while attempting to raid its lair? Anything is possible in the world of Ruins & Riches.