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BASH!

BASIC ACTION MAGAZINE



Preview:
BASH! Sci-fi
Adventures:

BASH! All Hallow's Eve
BASH! Fantasy: The Gloom Caverns

Features:

To The Rescue: Speedsters
Alternate Energy Rules
More Hero Dice Options



BAM! BASIC ACTION MAGAZINE #1

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Introduction: Well, this project is one that has been long overdue. Basic Action Games is pleased to release our first fanzine, BAM! Basic Action Magazine. Within, you will find articles and adventures to help you more fully enjoy the products of Basic Action Games, whether they be for superheroes, fantasy, or even science fiction. Best of all, it's free! We also heartily encourage submissions by you, the fans of BASH! to share your house rules, ideas for new powers, adventures, or articles with us.

We also invite you to get in on some discussions and sharing on our message boards and our Yahoo group. You can find them at: <http://grogardstavern.proboards29.com/index.cgi?board=bagboard>, and <http://games.groups.yahoo.com/group/bashrpg/join>. We hope to see you there.

For those of you who are new to BASH! or new to role-playing in general, we welcome you and hope that you would like to learn more about it. Our website has demo versions of both BASH! and BASH! Fantasy for you to peruse. Here is a link to the website to get you started: <http://www.bashrpg.com>.

Submissions: Got an idea for an article, adventure, character, artwork, or anything else you'd like to share? You can submit it to us online by emailing mastermind@bashrpg.com with the subject line reading: BAM! Submission. Simply paste the text of your article/adventure into the email, and your submission is complete! We'll let you know if we decide to use your article, and if we do, your name will go in the credits for that issue. You can also try reaching us via the Yahoo Group or the Basic Action Games message boards.

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TO THE RESCUE! SPEEDSTERS

In this column, I will be highlighting one of the standard superhero (or villain) archetypes commonly featured in comic books. Here you will find expansions upon the standard powers listed in the Basic Action Super Heroes core rulebook.



Speedsters are superheroes who make a name for themselves by moving at blinding speed. This is often represented by a very high Agility, Super Running, and Super Speed. According to the core rules, Super running lets them move very fast, and gain a slight bonus to damage, but there is more to it than that:

Wall Running

Whether by super speed, super running, or both, a character moving 20 or more squares per page can run up vertical surfaces. If the character stops running before reaching safe ground, s/he immediately starts to fall.

Water Sprinting

A character who can move 40 or more squares per page by a combination of super speed or super running can run on the surface of water or other unstable surfaces. If the character stops running before reaching safe ground, s/he immediately begins to sink.

Did you see something? No, just the wind:

Heroes with super running can add their points in it to any stealth rolls before multiplying if running really fast to avoid being seen. Essentially, you move so fast the other person cannot turn around fast enough to see you. Also handy for evading cameras, etc. A character with super speed can add it to stealth dice rolls before multiplying to avoid being detected palming or planting an object.

Bowling for Minions

Characters with super running can attack a lot more minions in a row with a domino effect than characters who are slower. Normally, when a hero takes down a minion, s/he may make an immediate attack on another adjacent minion. Speedsters, however, can use the domino effect to attack a minion 1 square per point of super running away from the last minion dropped. You end up standing next to the last minion you attempted to attack in this manner. For example, if a character with 3 points in Super running drops a minion, he may zip over to another minion 3 squares away and attempt to drop him as well. If he succeeds, he can zip over to another adjacent minion. This process continues until he fails, becomes overwhelmed, or runs out of minions.

Super Fast Menial Tasks

You can perform mundane activities very fast if you have 4 points of super speed. Essentially, you can do Agility or Mind times 5 minutes of work in one minute this way. So a character with super speed 4 and a Mind of 2 can read a book or diffuse a bomb 10 times faster than a normal person, and a with a 3 Agility could dig a hole or build a raft 15 times faster, etc.

Common Power Stunts: A speedster might spend a hero die to perform a power stunt to make a whirlwind [treat as Push or Telekinesis] by running in circles, superheat a target by rubbing it really fast creating friction [treat as Special Attack], or distract a target by running in circles around him [treat as Confusion]. A super speedster might even vibrate really fast to achieve invisibility or ghost-form for a short time!

BASH! Sci-fi Edition Preview: Race in Space

As you may have noticed, a BASH! Sci-fi Edition has been in the works for a long time. While this project has been pushed back, we are working on it. To help tide you over, we are going to let you have a look at what we have on the drawing board here. This preview is going to showcase the way BASH! Sci-fi is going to deal with alien races (and mutants).



Species

What Sci-fi RPG would be complete without a host of alien species for players to choose from? In BASH Sci-fi, there can be many different sentient beings occupying the galaxy other than humans. The narrator can establish a guideline of what skills or powers you *should* pay points for, which ones you cannot buy, and what advantages or disadvantages you *should* take based on what species you are playing. Many species enable you to buy powers unavailable to humans (gliding, super swimming) as "mundane" powers. The species here are just examples. Feel free to change or add to this list! What we really recommend you do is pick and choose powers from the Alien Power List to create your own alien species!

Avinoid 1pt Gliding, Cannot buy Armor Familiarity power, Max Brawn =3. Avinoids are Birdmen who live on low-gravity worlds, where they can soar amongst the clouds. In regular gravity, they can only glide, however. They have wings on their back as well as arms ending in taloned fingers.

Catulian Psionic Powers advantage, Freak disadvantage, Inhuman Voice disadvantage, Amphibious, Telepathy. Catulians are strange beings from a watery world. Their faces are squid-like, with a set of tentacles where their mouths should be. Every catulian has telepathic abilities, which enable them to communicate with other species, as their beak-like mouths covered in tentacles are not made for speech.

Durg: Engineering Skill, 2pts Super Senses (Infrared Vision), Minimum Brawn =2. The Durg are a short and stocky race from a high-gravity planet

that receives little light. Their magnificent engineers have adapted to life on this world by using the energy of the planet's core to power their cities and maintain their crops. Durg engineers are sought after throughout the galaxy, and often work for whoever pays the best (though never against the interest of Durg). It is not uncommon for them to have the Obsession: Wealth Disadvantage.

Eldaru: Max Brawn = 3, 1pt Charisma, Keen Senses (vision). Fairer and nobler than humans, the eldaru live much longer, but are far more rare. The onetime lords of the galaxy have declined over the centuries, and now tend to smaller systems they can maintain their influence over, and where the less refined species in the galaxy will leave them alone. Eldaru resemble beautiful humans with pointed ears, and very colorful hair (green, blue, and violet are common, as are silver and gold). Almost all Eldaru have the Psionic Powers advantage coupled with the star-born disadvantage.

Ifurian: Small. Max Brawn= 2, Outdoors skill. Ifurians are a cute, bear-like species that is about half the size of a human. Despite their small stature, they are skilled warriors and hunters.

Half-Breed: You are half one species, and half another. This means that you have a few of the traits of both. You and the narrator should decide what these are, but you should have the limitations and disadvantages of BOTH species! Species whose limitations contradict each other are incompatible. For instance, a character cannot be half Wokana/Half Ifurian (Large/Small don't agree, and Min Brawn 3/Max Brawn 2 don't agree).

Human: Maximum Brawn =4, Maximum Agility =4. Humans have no other restrictions and can buy whatever other stats and powers they wish, but cannot choose from the Alien Powers List.

Saran: Minimum Brawn =2. Thick Hide (+10 Soak) 1pt. Sarans are a species of lizard-like beings who inhabit a desert planet. Their muscular frames and their heavy scales make them most resistant to damage.

Simbasa: 1pt fleet of foot, Athletics Skill (Acrobatics), 2pts Danger Sense, 1pt Natural Weapons. Minimum Agility =3. These feline humanoids look relatively similar to lions.

Wokana: Large, Inhuman Voice, Minimum Brawn =3. These furry giants only recently became part of the "civilized" galaxy, but have adapted rapidly. Their vocal chords are incapable of ordinary speech, but they tend to get their points across with brute strength! It is common for wokana warriors to also have True Grit and Blaze of Glory.

Species Specific Disadvantages

Alternate Respiration- Your species does not breathe normal air. For this reason, you must carry around an alternate breathing apparatus. If your apparatus is taken or destroyed, and you are outside a breathable environment, you begin to suffocate.

Chemical Dependence- Your species requires the regular consumption of certain chemicals in order to live. These chemicals are not usually found to be naturally occurring except on your own planet. Without the chemicals, taken at least once per day, you will begin to die. Going a day without the chemical will cause you to develop a serious illness. The second day, the illness will become life-threatening. The illness can only be cured when the chemical is provided to you.

Inhuman Voice- Your species are incapable of ordinary speech, and can only communicate with your own species. You may be able to understand the speech of another species by learning their language, but you cannot speak to them. Likewise, however, people of other species can learn to understand your language, but cannot communicate in it.

Primitive- You are of a species that has not developed technology to the standard level through the galaxy. Whenever you use "modern" technology, you have a -2 Dice penalty regarding its use. As you are also unused to space travel, you suffer a -2 Dice penalty whenever you are weightless or exposed to changes in g-forces. These penalties are cumulative with one another.

Slave Mind- You have no free will of your own, and always behave as commanded or programmed. This disadvantage is common for androids, clones, or bio-engineered servants. It also exists among certain "hive" species. This disadvantage implies that you have at least one specific person whose orders you obey without question, even at the risk of your own life.

Small You are a size -1 creature. You must be a member of a race that is much smaller than a normal human. You get to add +1 Dice bonus to all Agility rolls, but take a -1 Dice penalty on all Brawn rolls. You also subtract a 5 TR penalty from all damage you deal and soak. If you soak no damage, you take an extra 5.

Star-Born- You are of a species that has been exploring space for so long that you are completely adapted to space travel. You do not suffer any penalties for weightlessness or changes in g-force. However, you are also completely dependant upon technology to do almost anything. You receive a -2 Dice penalty involving anything you attempt that you do not use a futuristic gadget to accomplish. This includes using primitive weapons, tracking without using scanning equipment, attempting first aid with only "primitive" bandages instead of a medpack, etc. Lastly, you suffer from "ground sickness" whenever you are on the surface of a planet. You have a -2 Dice penalty when you are on a planet's surface instead of in space. This penalty does not apply if you are in a building with current technology.

Technology Dependence- Your species lacks some of the physical abilities of other races. You have managed to make due, but only through technology that has allowed you to do so. Your race may have no hands, or arms, or be able walk. Perhaps your race exists naturally as energy or is gaseous by nature. With special mechanical suits, you have been able to get beyond your races limitations and can perform on par with other species. However, if you were ever somehow deprived of this technology, you would be disabled by it.

Alien Species Powers

A character can only begin with Alien Species powers if the character is a member of the race that grants those powers (consult the species chart above for a listing of which powers go with what species). If you are creating your own alien species, choose from the powers below to give it as innate abilities. Species who are innately psionic should all have the psionic powers advantage along with specific powers all members of that species share (if any). The powers below mainly entail things that aliens can do because of their different physiology.

Amphibious- 1pts. You have gills which enable you to breath underwater (though you can still breath on the surface normally).

Aquatic- 1-5pts. You are from a race that has adapted to life under the waves. Normally, a character can swim Brawn squares per panel. An aquatic character with multiplies this number by 1+# of points in Aquatic. Also, you can hold your breath that much longer than a regular person. So 2 points in Aquatic lets you swim/hold your breath 3 times longer than normal. You can choose to swim slower and use less energy. You must spend energy when you begin swimming, but you cannot restore it until you stop swimming.

Clinging: 1 Pt. You can stick to and climb walls and ceilings, either because of suckers or claws on your hands and feet. This uses no energy.

Extra Arms- 2pts. You have more than two arms. This enables you to make an extra attack per page, assuming you are wielding an extra weapon. This uses no energy, but is otherwise effectively the same as the paired weapons power (and cannot be combined with it).

Fly- 3pts. You have wings that enable you to fly at Agility x3 squares per panel. You must spend 3 energy when you begin using the wings, and it cannot be restored until you stop flying.

Glide- 1pt. You are able to slowly glide, probably from some vestigial wings that are not strong enough to enable you full flight. You can move at Agility x 4 per panel, but only when descending from a height. The distance you can glide is equal to 4x the height you jumped from. Also, you take only half damage from falling.

Leap: 2 pts. You can jump 3 times the normal distance (Brawn) in a single leap, half of which can be vertical movement. A jumping character covers 10 squares of distance per panel in mid air. (Thus, the a character with 5 Brawn can stay airborne a long time). A hand to hand jump attack made using this power does 1 extra DM. You likely have powerful legs like a grasshopper or a frog to enable you to do this.

Natural Weapons: 1pt. You have either great fangs, or sharp talons that can be used as effective weapons. You do a +1DM (lethal) when you attack with these natural weapons.

Regeneration: 1-5 pts. Your species heals amazingly quickly. You may spend a panel in combat to heal damage by rolling Healing as if it were a damage roll (2 points of regeneration heals you x2 damage, 3 points x3, etc). You cannot rest, move, or attack while doing this. You must spend 1 energy per point of regeneration you use. Outside of combat, you heal 10 hits of damage/hour/point in the power without using energy.

Stretching: 1-2 Pts. Your species has amazingly long and flexible limbs. You can stretch your limbs an extra square per point invested in this. Thus a character with 2 points can punch someone standing 3 squares away. It costs energy to stretch (1 per point), but not to maintain or reform normally.

Super Senses: 2 pts. You can see or hear outside normal (human) parameters. Perhaps you can see infrared or ultraviolet light (and thus see in the dark and people who are invisible), or perhaps you can hear radio waves. This power uses no energy.

Tough Hide: 2 pts. You have a thick skin, either leathery, scaly, or just really dense. As a result, you have a +10 to soak damage, at all times.

Venomous- 1-5pts. You are capable of emitting a powerful toxin from your body. Each point you put in the power is a x1 DM. If the attack hits, the target's armor can soak the damage. If the damage is completely soaked, there is no effect. If the character takes one or more hits of damage however, the character must roll a Brawn check against the damage dealt the next page, until the target successfully beats the damage roll in a Brawn contest (damage is rolled every page as well, but can only be soaked by armor on the initial attack). If the target succeeds, the attack ceases. If the target fails, s/he takes the difference in damage. For 1/2/3 points, you can increase the range of this power to 5/10/20 (if the venom is emitted in a stream), or you can increase the radius to 1/2/3 (if the venom is a gas).

Of course, you will be able to find a lot more when BASH! Sci-Fi hits the market. Cybernetics, Psionics, and several other types of powers will be showing up, and as in BASH! Fantasy, we will give you more than one genre to play with. Expect to see write-ups of Space Opera, Hard Sci-Fi, Science Fantasy, Steam-Punk, Cyberpunk, and many others!

All Hallow's Eve: A Story-Arc for BASH!

A cabal of young women obsessed with power are unwittingly working for an evil Litch from another dimension. On All Hallow's Eve, this evil will break his millennia old curse and walk again in the realm of mortals. Can the heroes of Megapolis stop it in time?

Background Info:

The sorority of Epsilon Lambda Gamma appears to be a typical American rich-girls club—but there is more to it. Much more. When their letters are turned upside down and viewed in a mirror, or are seen as a shadow, their true letters come to light: EVL. Yes, the girls of EΛΓ are a true “Sorority of Evil!”

Unlike most Greek organizations on college campuses, EΛΓ really *does* trace its roots back to the Hellenic period of Greece. After the Amazon queen, Hippolyte, shamed herself by giving her belt to Hercules, a renegade band of Amazons (led by Hera in human form) killed her and took over the tribe. As the world of modern man closed in around them, the last of the Amazons formed a secret society Empair Aidi Guerld, translating to mean “the women’s world empire”. Throughout history, they made attempts to put more power into their hands, but were never very successful until they came to America.

In a world of liberated and powerful women, it was far easier for them to achieve their ends. They decided to disguise themselves as an organization built to attract America’s most elite and ambitious women—a sorority.

The women of EΛΓ are devoted to nothing less than clandestine world domination. Their motto is, “If power corrupts, it’s so totally worth it”. The sorority recently began dabbling in the study of the dark arts (in order to gain more influence over people) and is now a full-fledged coven of witches. Other members of the sorority hark back to their Amazonian roots, and devote themselves to intensive martial training, in order to protect their weaker sisters.

So far, the organization is growing in power, placing more and more members in important positions of American society. The current president of the Megapolis University chapter of EΛΓ is Valerie White, a beautiful blonde pre-law senior. She is a total overachiever with a 4.0 gpa and a 4th degree black belt in Aikido. Most of the time, Valerie maintains a veneer of dignified professionalism and sincerity. It is only when her hair is mussed or a nail is broken that she loses control of the fury within her!

Recently, Valerie has uncovered an ancient text that prescribed rituals that can be used to contact powerful beings on another plane of existence. Believing that she would be able to bargain with these beings in order to increase the power of the sorority, she began her sisters on a course to make contact with this plane. After a few weeks, at the cost of several sisters killed by the eldritch powers, they managed to make contact with a being from another plane, calling himself Haertzbayne. He agreed to aid them in their quest for power, to teach them his magic, but in order to do so, he must be able to manifest in their world.

The ladies of Epsilon Lambda Gamma were commanded by Haertzbayne to steal the *Mirror of Souls*, a priceless antique from the Megapolis Museum of Antiquities. With it, the Litch-lord plans to coerce Captain Cadaver to rescue his soul from the river Styx, enabling him to return to the world of mortals. After All Hallow's Eve has passed, the transformation will be permanent. Unless he can be stopped that night, Haertzbayne will terrorize the realm of man once more...

Starting the Story:

Read the following out loud to the players:

It has been a few weeks since your last major engagement with the forces of evil. Aside from the occasional mugging or bank-robbery, there has been little in the way of crime for a while in the city. However, you know that tonight, Halloween night, that peace is not going to last. Something always happens on Halloween. The Ghost Pirate, Captain Cadaver usually returns to haunt the city this time of year, and you and your team-mates will be ready for him. As you are making your preparations for the inevitable battle, a message shows up on the communicator. It seems that the Megapolis Museum of Antiquities has been robbed! A precious artifact, called the Mirror of Souls is missing!

A Hero can try a Humanities/Occult check to know the importance of the Mirror. A 10 will tell them that the Mirror is said to have magical powers. A 20 will let them know that these magical powers extend to the undead. A 30 will tell them that these powers will enable a spirit like Captain Cadaver, to remain in the mortal world... forever.

Arriving at the scene of the crime will allow the Heroes a chance to investigate. There were 2 security guards on duty, who will say that some pretty girls came the museum after closing and asked if they could come inside. The men knew they were not allowed to let them in, but they could not help themselves. The guard, looking ashamed will just say, "*their eyes. I had to do it. Their eyes made me...*" The guard will remember little about the girls save for

their eyes, however, he does remember that one of them was wearing a pin-- gold set with a red stone.

A 20 Investigation/Finding Clues check will reveal scuff marks on the floor, that were apparently made by expensive women's shoes. There were at least 10 women involved in this caper, and no men. The security cameras in the museum have been disabled, so the tape will not be of use seeing the crime take place, though someone with the Clairvoyance (past) power can make an attempt to see what transpired. A group of 12 hooded young women came into the museum after some disabled the security. They seemed to be competent magicians, and used their abilities to bypass security and dominate the security guards into letting them pass. They then absconded with the mirror, moving directly towards it, passing many more valuable objects to obtain it.

At this point the heroes will roughly know the description of the suspects, though they would not have any idea where to begin looking for them. The girls were too smart to be wearing their sorority letters while committing a crime. By this time, it is getting dark, and there are reports that Captain Cadaver and his ghost ship have been sighted at Megapolis University Campus!

Scene 2: The Old College Try

True enough, Captain Cadaver is sailing his flying ghost ship, *The Sea Demon* on the campus of Megapolis University. Unless the heroes try to stop him, he will sail the ship into a fog bank and disappear. If they confront him, however, he will give them little resistance, and tries to get his ship into the fog, leaving some of his skeleton crew behind to slow down the Heroes' pursuit. Knowing that superheroes always put preserving innocent lives above capturing the villain, his crew will actually begin attacking students on the University Quad. The heroes will have to let Cadaver get away in order to stop them.

Captain Cadaver

Brawn 2 Agility 3 Mind 2

Powers: Life Draining Sword: Continual Damage x4

[limitation: ammo gadget (the sword can only drain souls so many times a day) 3pts, Animation 4 [limitation: only affects the dead] 3pts,

Skills: Athletics/Acrobatics & Climbing, Stealth/Palming and Planting, Pilot/Pirate Ships, Humanities/Occult

Advantage: Unliving, Super Vehicle: The Sea Demon, Immortality

Disadvantage: Freak,

Back-Story: Guy D'Aver was a French pirate who plied the coast during the age of Sail. A known Voodoo cultist, superstitious sailors began to call him "Captain Cadaver" for the supposed zombies he had manning his ship, the Sea Demon. He was known for his terrifying tattoo of a red demon skull, which was supposedly applied with black magic by a voodoo shaman. He was eventually captured and hung from a gibbet at Megan's Warf as a warning to others. Before he died, Guy made a deal with a dark spirit that inhabited his tattoo. In exchange for his immortal soul, he would be able to come back to Meganville once every blue moon in order to wreak havoc and revenge upon the town. The spirit agreed—and as a result once a year, Captain "Cadaver" came back to plunder and terrorize the city. This ended after 20 years when a sorceress imprisoned the captain's spirit in a clay pot. Captain Cadaver was imprisoned there for centuries until six years ago when the pot was auctioned off. The new owner got in a car accident on the way home with the pot, and it shattered, freeing the vengeful ghost! Since then, he has sailed into the city every November 1st on his flying ghost ship. So far, every year since then, he has also been stopped by superheroes, but never before he caused considerable damage.

The Skeleton Crew Ave Attack 14, Ave Def 14

Brawn 1 Agility 2 Mind 1

Cutlass: Special Attack +2DM (x3 dmg)

Advantage: Unliving

Disadvantage: Freak (they are just skeletons)

10 Hits

The Sea Demon, Captain Cadaver's Ship

Brawn 3 Agility 1 Mind 3

Cannons: Special Attack Range 20 +2DM (x5 dmg)
Radius 1 [limitation: ammo gadget] 4pts, Flying (3 squares) 3pts, Growing 3 [limitation: always on] 2pts.
120 Hits

Scene 3: And Now for something Completely Different

Captain Cadaver is not the only scary villain making trouble on Halloween. After the heroes finish cleaning up the Quad at the University of its skeletal pirate problem, they receive word that a demon is destroying an office building in the city's financial district. The person responsible for this is Tatt, a supervillain anarchist who uses magic to cause his many tattoos to come to life. The demon happens to be one of them, but he will summon more to take on the heroes if they try to stop him. The purpose of this encounter is to keep the players from dealing with the stolen mirror and the ghost pirate. Tatt's motives are unrelated to the plot-- he just wants to vandalize a symbol of "corporate oppression" on Halloween night. When the Heroes show up, he'll unleash his Little Girl with Big Guns and his Snake to help the Demon take on the Heroes. Tatt avoids involving himself in combat, and if he is attacked, he will spend his actions healing himself, and getting his summoned creatures to attack his attackers.

TATT

Brawn 2 Agility 2 Mind 2

Powers: Summoning 5 [enhancement 2: able to summon many different creatures] 7pts, "Mom" tattoo: Healing x4 4pts,

Tatt's Favorite Tattoos to Summon:

Demon: Brawn 3 Agility 3 Mind 1.
Powers: Flying x4 (12 squares) 4pts,
Firebreath Attack: Range 5 +3DM (x4) 4pts.

Tiger: Brawn 3 Agility 3 Mind 1. Bite or Claw Attack +1DM (x4) 1pt, Growing 2pts, Attack Weak Point 2pts, Keen Senses: Smell 1pt, Danger Sense (x4 defense) 2pts,

Little Girl with Big Guns: Brawn 1 Agility 3 Mind 3. Super Speed 4 [Enhancement: EC reduced to 2] 6pts, Giant Pistol Attack: Range 10, +1DM (x4) [limitation: ammo gadget] 2pts.

Snake: Brawn 2 Agility 4 Mind 1. Super Speed 2pts, Venomous Bite: Continual Damage x5 [enhancement: EC reduced to 4] 6pts.

Skills: Driving/Motorcycles, Escapology/Handcuffs, Humanities/Art, Security/Lockpicking.

Mental Malfunction: Anarchist. Tatt wants nothing more than to see traditional society turned on its head. Banks, corporations, and the government all represent the opposition to Tatt's view of "freedom", and often become his primary target.

Scene 4: The Arrival of the Litch-Lord

As the Heroes are finishing up with Tatt, great peals of thunder echo throughout the city, as lightning begins to strike all over Titan Park. Something very bad is going on there. Captain Cadaver has returned, sailing his ship through a black portal from another dimension. He drops off a passenger, and begins to sail away. The Passenger is Haertzbayne, a Litch from the magical realm of Arcadia. Haertzbayne offered the Mirror to the captain if he would deliver him from Arcadia to the realm of mortals. If Haertzbayne can remain in this world until dawn, he will permanently be able to remain, and begin his plans of world conquest. He intends to start by raising an army of undead!

Currently, because he has only just arrived into our dimension, Haertzbayne is rather weak. However, if he remains till dawn, there is no telling how powerful he will become. Unless the heroes can find some way to force him back through the black gate soon, they will never be able to.

Even in his weakened state, however, Haertzbayne is no pushover. The Heroes will need to find some mystical means to force him through the gate while preventing him from reaching the cemetery!

Tactics-- Fighting a superhero team is not Haertzbayne's forte-- he usually leaves such things to his lieutenants, however, he is no slouch. He will try to use his life-siphoning grip on the physically weakest member of the team,

and his Mind Control on the physically strongest to turn them against their friends. Don't forget his x7 Defense. This should mean that he is almost effortlessly sidestepping attacks, blocking them without looking, etc. If the Heroes lose this fight, that is OK-- this foe is incredibly powerful. However, they may try and seek a plot-related way to take him out. It is likely that before completely defeating them, he will leave them, stating that he has more important matters to attend to. If the Heroes somehow end up beating him, he will say the same thing, and disappear in a flash of black fire. In either case, he is headed towards the EAF Sorority House on Megapolis University Campus, apparently forgetting about the cemetery.

What actually happened was that he was summoned there by Valerie White, who is using the "Coin of Janus"-- a two headed coin of ancient mystical origins. It was with this coin that Valerie was first able to contact Haertzbayne. That was when they made the deal-- He would give them unrivaled magical powers if they would deliver the Mirror to Captain Cadaver. In order to get the mirror, Cadaver had to pull the Litch-Lord's soul from the River Styx. Being both damned and dead already, the captain was easily able to navigate the river without fear of any harmful side effects. He plucked the soul from the river, which unchained the Litch-Lord's spirit from its prison dimension, allowing him travel into the real world. However, he has neglected to uphold his end of the bargain with the sorority. He never intended to. However, the girl still has that insufferable coin, and is using it like a pager to summon him. he intends to obey her summons, and then kill her for her impudence or enslave her-- he hasn't decided yet. In the mean time, he is playing along. Of course, the Heroes just might be able to follow his trail back to the sorority house, in the secret sanctum beneath it, where a dark ritual is taking place...

Haertzbayne

Brawn 2 Agility 3 Mind 4

Powers: Life-Siphoning Grip- Continual Damage x4 4pts, Healing x3 3pts, Mind Control 5pts, Memory Tampering 4pts, Suggestion 1pt, Illusions 5pts, Teleport 5pts, Flying x3 (6 squares) 3pts, Dark Lightning—Special Attack- Range 10, +2DM (x6 dmg), 4pts, Omnilinguist 2pts, Omnireader 1pt, ESP 1pt, Clairvoyance 3 (Past, Present, Future) 3pts, Sense Magic 1pt, Telekinesis 4 4pts, Danger Sense (x7 Defense) 2pts, Animation 5 [Limitation: Only works on the dead] 4pts.

Skills: Stealth+1/Hiding, Athlete/Climbing, Humanities+1/Occult, Deception/Manipulation, Medicine/Research

Advantages: Headquarters: The Ebon Spire, Unliving (but he can heal himself), Immortality

Disadvantages: Enemy: The Gods, Freak (his face looks like a skull)

Mental Malfunction: Haertzbayne hates all life, and wants to destroy the world—as soon as he gets out of this dimensional prison. In addition to this, despite his eldritch knowledge, he has little understanding of or respect for modern technology, and is very prone to underestimate it.

Quote: *"You cannot defeat me... You cannot even slow me down".*

Back-Story: Thousands of years ago, before he was called Haertzbayne, his name was Anymus. In his time, Anymus was the greatest magus ever to live—yet his thirst for knowledge was endless. In his quest for arcane secrets, Anymus desired most to unlock the mysteries of life and death. Anymus created a magical ceremony that warded him from death for all eternity. This angered the Gods, especially Hades, who cursed Anymus, pulling his very soul into the river Styx. For all eternity, Anymus would forget the warmth, happiness, and compassion of life, nor would he ever know the peace of death. Thus, Anymus became the first Litch, an immortal undead wizard. He took the name for himself Haertzbayne, and devoted himself to complete mastery of the eldritch arts and revenge on the gods at any price. For centuries, Haertzbayne sowed death and destruction in his wake upon the Earth. Desperate to see this horror end, the Gods of Olympus and the Nile united and banished Haertzbayne to the dimension known as Arcadia, sealing it in such a way that he could never leave.

Furious at his imprisonment, Haertzbayne pledged his unlife to conquering all of Arcadia, and to once again break free and return to the world of men once more, to see it in ashes. The Litch began his conquest by blighting half of the forest; corrupting all life therein. Dwarves, Elves, Faeries and Centaurs were transformed into goblins, orcs, shades, and trolls. He corrupted wolves to become werewolves, and spread his undeath into others, creating vampires. Haertzbayne tried to lead this new army of his against the rest of Arcadia—but his Hubris was as great as his power. Haertzbayne did not consider the power or the will of the free peoples of Arcadia, and with the help of their gods, he was sealed within the dark forest that he created. Realizing that he would remain there for a while, Haertzbayne raised himself a black tower called the Ebon Spire.

Scene 5: Sorority Life

Heroes arriving at the EAF House on the University Campus will not be warmly welcomed. A group of young women in robes, and others dressed in martial arts uniforms will stream out of the house to stop them. There are 3

girls per Hero to contend with. After a few pages of combat, another girl will begin crawling out of the building. This is Valerie White, EAF President. She has been severely injured. Around her neck is a strange looking coin on a necklace. It is the coin of Janus, which she used to summon Haertzbayne. What she does not know is that destroying the coin will render him much weaker, and make it possible for the heroes to defeat him, and will also open a gateway to Arcadia to send him back through.

When he arrived at the sorority house, he pretended he was going to teach Valerie a magical ritual to increase her power. He demanded that the other girls stand outside, as troublemakers might be coming to stop him from passing on this knowledge to her. She ordered her sisters outside to stop any interference that might show up. Then, when they were alone, Haertzbayne went for the coin, attacking Valerie. If he could have the coin in his possession, nothing would be able to stop him.

A Hero seeing the coin can try a Humanities/Occultism check to recognize the coin for what it is. A 20 will reveal that if the coin is broken, that Haertzbayne will be severely weakened, and able to be banished to his own dimension. The effect of destroying the coin on Haertzbayne is that he will lose 1 point from all three of his stats, making him much easier to hit, and his combat prowess will be limited. However, to aid himself, he will have help. His lieutenant, the Black Knight will be arriving with him when he blows the roof off the EAF House, as will 2 Vampire Vassals per hero!

Once the battle is over, Valerie will be gushing with thanks to the heroes, claiming that she and the other EAF girls were being mentally controlled by that "awful man" into doing his bidding-- including stealing the Mirror from the museum. There won't be any evidence to prove otherwise, and Valerie and her friends are very convincing actresses. Meanwhile, the Mirror is still missing, as Captain Cadaver is probably sailing away with it into the night. They will likely have to face him again to recover it, but that is a tale for another time...

Typical EAF Sister Ave. Attack 7 Ave. Defense 7
Brawn 1 Agility 1 Mind 3
Powers: Mind Shield 1 (x5 mental defense) 1pt,
Suggestion 1pt, ESP 2pts, Clairvoyance (future) 1pt,
Mental Domination Multipower 5pts:
Mind Control [limitation: only works on men]
Daze range 5, radius 1
Advantage: Appeal
20 Hits

Order of the Amazon Sister Ave. Attack 21, Ave
Def 14
Brawn 2 Agility 2 Mind 2
Powers: Martial Arts Training: Special Attack +1 to hit
+1DM (x3 dmg) 2pts.
Advantage: Appeal
20 Hits

Valerie White, Sorority President
Brawn 2 Agility 2 Mind 3
Powers: Martial Arts Training: Special Attack +1 to hit
+1DM (x3 dmg) 2pts, Mind Shield 1 (x5 mental defense)
1pt, Suggestion 1pt, ESP 2pts, Clairvoyance (future) 1pt,
Mental Domination Multipower 5pts:
Mind Control [limitation: only works on men]
Daze range 5, radius 1
Skills: Athletics/Acrobatics, Driving/Cars,
Humanities/Occult, Social Science/Law,
Deception/Manipulation.
Advantage: Appeal, Resources
100 Hits



Haertzbayne, the Litch Lord

The Black Knight

Brawn 2 Agility 2 Mind 2

Powers: Axe of Wanton Destruction—Special Attack +3DM (x5 dmg) [Limitation: Stealable Gadget, Enhancement: EC reduced to 0] 5pts, Armor of Darkness (x4 Soak) 2pts, Shield of Shadows: Deflect 2 (x4 Defense) [Limitation: Stealable Gadget] 1pt, Helmet of Iron Will: Mindshield 2 (x6 Mental Defense) [Limitation: Stealable Gadget] 1pt, Omnilinguist 2pts.

Skills: Athlete+1/Horseback Riding, Humanities/Occult, Outdoor/Forest Survival

Mental Malfunction: Dominated. The Black Knight has been totally corrupted and dominated by Haertzbayne. There is no shred of the man he once was left, and the Black Knight has no memory of him—not even his old name. His helmet prevents even magic from restoring any memory of Lucius in his former life as a good and honorable knight. As far as he knows, he has ever been the right hand of Haertzbayne.

Quote: “None shall pass...”

Advantage: Sidekick: Whisper, Immortality (while he remains in Arcadia)

Disadvantage: Normal—Beneath the heavily enchanted armor and weapons, the Black Knight is a normal, though corrupted, person.

Back-Story: Once upon a time, he was known as Sir Lucius—the most honorable knight of the Round Table. When his liege commanded the knights to seek out the Holy Grail shortly after Merlin was defeated by Morgan LaFey, Lucius was guided by grand visions of the Grail shining above a forest. As he entered the wood, a miasmic fog began to swirl around him. Without knowing it, Lucius had entered Arcadia, the very realm to which Merlin had been sent. However, Lucius was riding into the darkness of the Nightmare Wood, driven by visions of the Grail—visions created by Baba Yaga to lure him before her master.

When Lucius entered the Ebon Spire, he climbed to the highest room, fighting his way past goblins and other fiends he had never encountered before. There, on a pedestal in the room’s center, was a golden cup—the very one from his visions. Lucius reached out and took the cup in his hand, prepared to bring the vessel back to his king. When he turned around, he saw a kindly old man, who asked him if he would like to drink from the cup. Twice, Lucius refused, claiming that this reward was for his king alone. But on the third try, Haertzbayne’s words seduced Lucius with the Grail’s power. Did he not deserve it? Surely there was no knight more deserving to drink from the cup than the first who found it. However, at the moment Lucius pressed the ensorcelled cup to his lips, however, he immediately forgot all that he was. All he knew from that point on was that he was a servant of Haertzbayne. The Litch-Lord cast aside the cup he’d enchanted to warp Lucius’ mind, and told the warrior from that point on, he’d be known as the Black Knight. Haertzbayne gifted him with a suit of magical mail, an axe of incredible power, and a shield made of shadow itself. The cruelest gift, however, was the Helmet of Iron Will, which made the knight incapable of changing his mind—he would never be turned against his master, nor would anyone be able to undo to him what Haertzbayne had done. The Black Knight was his—forever.

Vampire Vassal Ave Atk 21, Ave Def 21

B3 A3 M1

Healing x2 2pts, Life-Draining Bite- x4 Continual Damage attack 4pts.

Negating Weakness: Garlic

*Sunlight and a stake through the heart (must make attack roll by 20) instantly destroy a vampire vassal. A week without drinking blood will also cause a vampire vassal to die.

A vassal may also carry weapons and armor, at the Narrator’s discretion

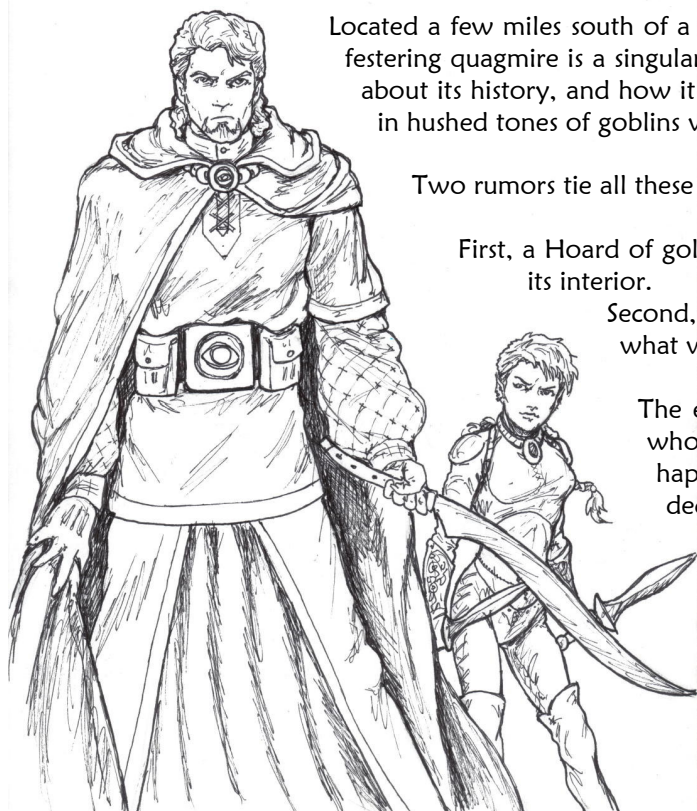
Advantage: Unliving

Mental Malfunction: Vampire Vassals have a phobia of holy symbols.

50 Hits

BASH! Fantasy Adventure: The Gloom Caverns

By John Parker a.k.a. Commander Cody



Located a few miles south of a middling town is the Swamp of Gloaming. Deep within this festering quagmire is a singular mound in the center of the swamp. Many tales have spread about its history, and how it was used by nefarious sorcerers ages ago, while others speak in hushed tones of goblins who live near there that worship a Dark God.

Two rumors tie all these tales together.

First, a Hoard of gold and Treasure await those brave enough to delve deep into its interior.

Second, death awaits as none have ever returned to tell the tales of what was found beneath....

The entrance to the Caverns are difficult to find, and only those who are strong of spirit and character dare to enter. It just so happens that the Heroes possess those qualities, and have decided to embark upon the quest. If you want to provide more reason for the Heroes to be going on this mission (assuming that they are not the mercenary type and the treasure itself does not interest them) perhaps some item of great power has found its way into the wrong hands and must be rescued by the noble heroes... Assume this item is in the possession of the goblin chief.

Read the italicized text to the heroes. If you wish, you can add your own ordeals the heroes must survive in the swamp first.

You have traveled many days trudging through the swamp to find this desolate hill. What do you do now?

Random Encounters

A staple of any good Fantasy Module (and this one as well...) is the Random Encounter Table.

The Caverns of Gloom Random Encounter Table:

Once, every 30 minutes, roll 1d6. On a 6, a Random Encounter has occurred. Roll another d6 and consult the list below and play out the encounter.

1. Goblin Raiding Party 2. Goblin Guards, 3. Mad Wizard's Experiment, 4. Basilisk Young, 5. Weak Cavern Floor, 6. Wandering Troll

Goblin Raiding Party
2-12 Minions
(Same as Area #10)

(Same as Area #9)

Goblin Guards
1d6 Minions
(Same as Area #2)

Weak Cavern Floor
30 Acrobatics roll to avoid 20'
fall (x2DM)
1-3 characters randomly

Mad Wizards Experiment
Flesh Golem
(Same as Area #7)

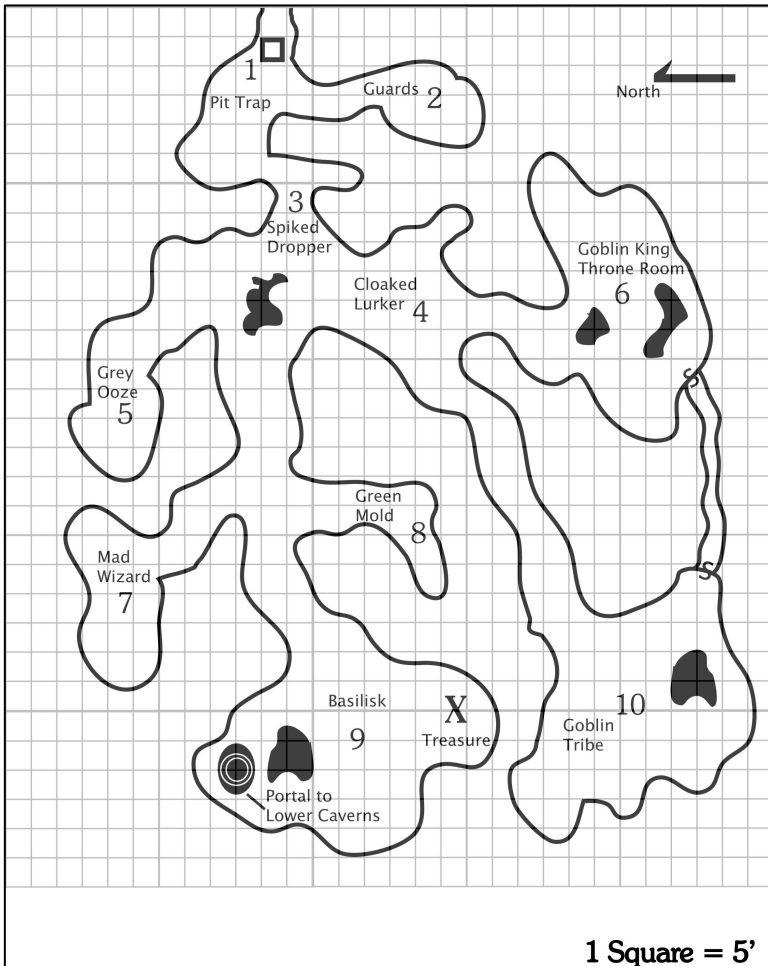
Wandering Troll
A Troll has wandered into the caverns in search of a light snack

Basilisk Young
1d6 Minions

Troll DL22
Ave Atk 18 Ave Def 18
B4 A3 M1 Size 1

Creature Bite or Claws +1 DM (x5)
4pt Super Speed [limitation: extra panels are used to attack only] EC3
Healing x4 EC4

Leathery skin 15 Soak
Damaging Weakness: Fire
100 Hits



Area #1

The hill has an opening located under some shrubbery. The opening looks disused and is covered with ages of lichen and kudzu that has grown down over the cavern entrance.

A detailed search of the opening on a TN (target number) 20 will reveal that this has been placed here on purpose. A TN 30 will reveal footprints disguised in the surrounding mud.

Inside the entrance a slight cool breeze begins to wisp around your heads and feet. The only noise that emanates from the surrounding areas is the constant drip of water from the rear of the cavern.

Torches have a 33% (a roll of 1 or 2 on d6) chance on guttering out and leaving the party in darkness. The dripping echo also disrupts most Hearing checks (add +10 to all checks while in the Caverns). Twenty feet into the caverns, is a 10' Pit Trap. This trap does x1 dmg to anyone falling in if they fail to make a TN 20 Athlete/Acrobatics roll. If anyone falls in, the Goblins in Area #2 will not be surprised and will be alert and ready.

Area #2

If the heroes have gotten the drop on the goblins, read the following as they enter:

As you turn the corner into this well lit, large cavern, you see 4 Goblins cooking and eating. They turn as one and shout a cry as they grab up arms to protect themselves.

Or, if they are not surprised...

As you turn the corner into this well lit, large cavern, you see 4 Goblins who launch a volley of arrows down upon you. They shout a cry as they charge into melee.

The only treasure in this room is 1d6 silver found on each of the dead bodies.

Goblins DL 0 Ave Atk 16, Ave Def 16
B 2 A 2 M 1 Size -1
Short Sword (x4DM)
Bow & Arrows
(x3 DM R 30, ROF 1/pg)
Leather Armor (5pt Soak)
10 Hits 1d6 Silver

Area #3

The ceiling here rises up beyond your torch light far above into the damp and dark. The passages go to the right and left and straight ahead. What is your choice?

The danger here comes from up above. Only characters who state they are observing the ceiling above may make a Mind check 30 (Keen Senses and Danger Sense apply here) to realize the danger above.

A group of Spiked Droppers (1 per 2 Heroes) have settled in here and are attracted to the heat and noise generated by the party's approach. They wait until the party is directly underneath and attack with surprise.

Spiked Dropper DL 6

B 3 A 2 M 1 Size 0 Ave Atk 14 Ave Def 14

Piercing Attack (+2 DM x5dmg)

Rocky Coating: Armor (20pt Soak)

20 Hits

There is a 10 Mark value gem in bones below on a difficulty 20 Search

Area #4

The tunnel opens up wide before you. The Caverns branch off again, winding off into the distance. There is a niche in the west wall of the cavern that sparkles and shines in your torchlight.

Here a Cloaked Lurker is hidden in between the stalactites in the niche. The Goblins had kept it placated with drippy bits of meat. But unless the Goblins were interrogated the heroes will not know this.

The Cloaked Lurker catches 1 or 2 characters by surprise if they are investigating the niche nearby unless they make a 20 Mind check. Characters who have Danger Sense or Keen Senses apply them to this Mind check.

A Cloaked Lurker appears to be just another featureless stone stalagmite until it attacks with its sticky and dangerous tentacles. Each Tentacle acts as a Minion and each Lurker has 1d6 +2 tentacles each.

The only way to kill a Lurker is to attack the main body where the vital organs reside.

The Lurker will attempt to draw a random party member into its maw each page.

Cloaked Lurker DL 18

B 5 A 3 M 1 Size 1

Bite Attack +2DM (x7 dmg)

Rocky Coating Armor 25 Soak

Very Slow—The Cloaked Lurker can only move 3 squares per page.

100 Hits

Cloaked Lurker Tentacles DL 11

B 4 A 3 M 1 Size 0 Ave Atk 21 Ave Def 21 (12 when immobilizing a victim)

Rocky Armor: 20 Soak

Stretching 2 (Reach 5 squares)

Cannot Move—attached to the Cloaked Lurker.

Slap: x4 Dmg

Immobilize 30—immobilized opponents are pulled into the lurker's mouth and automatically bitten next page. The tentacle is more vulnerable at this time, and its defense is lowered accordingly.

20 Hits

Area #5

As you round the corner into this cul de sac, the first thing you notice is the shimmering rocks in front of you. The floor and walls seem to be coated in a strange looking slime.

The Grey Slime that covers the walls and floor is one of the Mad Wizards (see Area #7) experiments. This monstrosity strikes out with feelers that dissolve armor and weapons almost at random. It's acidic touch will cause even the strongest warrior to recoil in horror.

Grey Slime DL9

Ave Atk 16, Ave Def 8

B3 A1 M1 Size 0

Continual Damage x4 (Acidic Touch) +1 to hit 5EC, energy only spent on successful hit.

Ghost Form [limitation: liquid] 2EC

Clinging

Immunities to mind control, poison, suffocation, starvation,

Edged Weapons, and Fire

Weakness: Blunt Weapons (x2DM before soak)

30 Hits

Area #6

As the cavern ahead of you opens up into a large cave, you can look across a bottomless drop-off into the Glowing eyes of eight Goblin warriors. They are formed into a protective semi circle around a large, fat Goblin seated on a Skull Throne.

The Goblin King will order his warriors to attack immediately. But he is no fool. If the battle seems to be turning against him, he will try to sneak off to the Secret Door in the Southern part of the chamber to get reinforcements from the rest of his tribe.

Goblin Warriors Ave Atk 16, Ave Def 24 DL5

B2 A2 M1 Size -1

Shield Deflect +1 (x3 Defense if using a shield)

Armed with swords (x4 damage -5 small) and chain mail armor (15 Soak)

30 Hits, 2d6 Silver each

Goblin King

B2 A2 M1

Shield Deflect +1 (x3 defense with shield)

Mace Technique +1 to hit (x3 to hit)

Magical Chain mail armor (20 +10 Soak) 30 Soak

Magical Mace of Crushing (+2DM) x6 dmg

100 Hits 3d6 Gold

Area #7

There is an artificial light coming from the next chamber ahead, and the sounds of an animated argument in the common tongue come to your ears. Bent over a writing table is an old man with rheumy grey eyes and a long crooked nose wearing a filthy grey apron.

He seems to be arguing with the giant bald man who stands patiently and silently against the wall. Upon seeing you, the old man squeals. Plagiarists! Thieves! Vandals! Kill them my pet. Kills them quite dead.

The large man begins to move towards you, never saying a word as he lifts his ham sized fist...

If you didn't realize it until now, this man is stark, raving mad. His journal reveals that he has been in these caverns for several years now working on his Flesh Golem, using the collected body parts of adventurers foolish enough to wander in here.

He thinks the Basilisk is his pet and has named it Rocky. it's eggs are apparently a key ingredient in forming the Golem.

Golem, Flesh Ave Atk 21,

Ave Def 14 DL8

B3 A2 M1

It greatly ignores injuries, Soak 10

It's huge fists cause x4 damage and +1 to hit

50 Hits

Wizard, Mad DL30

B2 A2 M5,

Fireball (Range 10, Radius 3, +1DM) x6 dmg [Casting] EC5,
Teleportation [Casting] EC4,
Invisibility 3pt [Casting] EC2,
Armor: 30 [Casting] EC2,
Detect Magic EC1.
Equipment: +2 Staff gives +2 to dice to hit and damage (x5 Stun +10)
Advantage: Magic
Disadvantage: Old
80 Hits

Area #8

This cul de sac is littered with old bones and a dull green mold. The smell is reminiscent of decay and rot. This scrapyard is littered with half chewed bones of various races, mostly Goblinoid, but a few of the bones look human...

Upon entering the area, all characters must make a Mind check (20) to avoid becoming violently ill. Any who fail the check disturb the Mold and it reacts by dislodging a cloud of poisonous choking spores into the air. All must now make a Agility check vs its attack or suffer the x3 Continuous Damage!.

Mold, Green DL7
Ave Atk 16, Ave Def 8
B3 A1 M1 Size -1 Creature -5 Soak
Continual Damage x3(Spore Cloud) +1 to hit, +1 Radius, 5EC
Clinging, Immunities to mind control, poison, suffocation, starvation, etc.
Weakness: Fire does double damage to it
10 Hits

Area #9

This chamber is as tall as it is wide. There is a large open pit that causes a strong breeze to whip around the room along with a circular depression in the far end.

In the middle of the cavern is one of the most fearsome beasts imaginable, the Basilisk as well as four of her young.

Basilisk DL27
B5 A2 M3, Size 2 Creature
Powers: Stone-Gaze- Range 10, x3 Continual Damage as your body parts petrify- if it kills you, you become a statue, if it fails, you shake it off and keep fighting, and will be able to heal the damage later. EC5
Bite- +1DM, +2 to hit (x4 Hit -8, x6 damage +10)
Armor- Its scales are tough, 40 Soak
100 Hits

Basilisk Young DL0
B2 A2 M1, Size 0
Bite- +1DM (x3 damage)
Armor- Its scales are tough, 10 Soak
20 Hits

Upon entering the area, all characters must make a Mind check (20) to avoid looking directly into its strange glowing eyes. Failure means the person is under attack from its petrifying gaze. The young have not gained the Stone gazing yet, but still may attack with their fearsome bite.

The monster has accumulated a small horde of gold and gems in its time in the caverns and are located in the south corner. 500 Silver and 250 Gold are in a pile along with (3) 100 Gold gems. The real prize here, however are the basilisk young, which can be raised and trained as guards and pets. They will fetch around 100 gold each on the open market.

The opening in the west is a worn walkway going down...

This leads to a lower section of the Caverns that almost certainly (as evidenced by the pile of bones) no one has ever explored. The pathway ahead of you glistens in the torchlight, beckoning you with its seductive promise of treasure and glory.

Do you dare carry on into the Unknown, or take your spoils and return to town Heroes? Only you can decide. Good Luck Adventurer....

Area #10

There is light and noise ahead. As you round the passageway the cavern opens up before you to a large tribal community of Goblins.

The tribe consists of 15 warriors and 10 females. There are 4 young goblins who hide from any attacks and the females only attack (Use the Goblin Thug in Area #2) if the young are threatened. If the goblin King has been killed, the goblins here will be rather frightened of the heroes and will be willing to make deals to save themselves rather than attack on sight. If the king still lives, the females and young will hide while the warriors attack.

Goblin Warriors Ave Atk 16,

Ave Def 24 DL4

B2 A2 M1 Size -1

Shield Deflect +1 (x3 Defense if using a shield)

Armed with swords (x4 damage -5) and chain mail armor (15 Soak)

30 Hits 2d6 Silver

Thus Ends the first level of the Caverns of Gloom. The lower caverns are fraught with peril, twisting and winding their way under tons of rock and earth, deep within the bowels of the earth. How many levels are there?

That's up to the individual Narrator. (But in a certain game, there are almost 50 levels, as the next level connects to the dungeon of the Mad Wizard's Tower located behind the hill, deep in the swamp.)

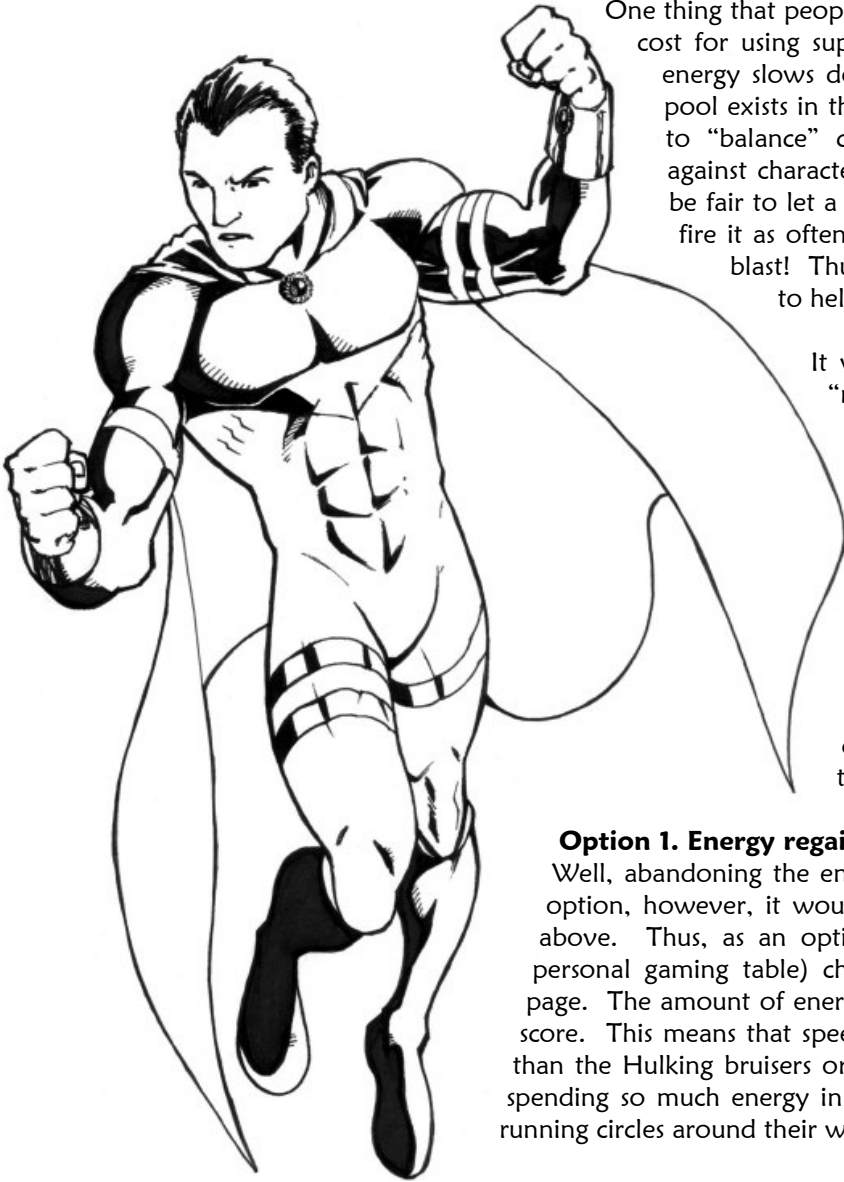
Experience Points—The narrator should grant a total of 3 experience points for this adventure, giving a +1 bonus for very exceptional role-playing.

BASH! Fantasy Edition—New Rule—Starvation & Thirst

Characters can be adversely affected by starvation and thirst. The first day a character goes without water, s/he takes x1 damage that cannot be soaked. Each additional day, the damage multiplier is doubled. The damage taken from thirst cannot be healed—not even magically—until the character drinks water. In addition to damage, a thirsty character loses 1 point of energy the first day, 2 points the second day, 3 points the third, etc. This energy cannot be restored until the character drinks water. A starving character loses 1 point of energy each day that cannot be regained until the character eats. When the character's energy is reduced to 0, he begins to take x1 damage per day that cannot be soaked and cannot be healed until the character eats. Yes, starving is a very slow way to die.

ENERGIZE YOUR COMBAT!

Optional Rules Regarding Energy in Basic Action Super Heroes!



One thing that people who play BASH! often house-rule is energy cost for using super powers. In their opinion, powers using energy slows down the game. The reason that the energy pool exists in the rules is not to slow down play—it is there to “balance” characters with a few, very strong powers against characters with several lesser powers. It would not be fair to let a person with a Range 20 +4 DM energy blast fire it as often as someone with a Range 5 +1 DM energy blast! Thus, the energy pool mechanic was introduced to help keep things fair.

It was reasoned that characters would use the “rest” action to regain energy for more power use, or that when they ran low on energy they would switch to regular attacks. If a character absolutely needed to use energy s/he did not have, it was always possible to “push” yourself. However, sometimes, the middle of combat is the worst time to rest, or you have already pushed yourself as far as you can. What then? Also, the “rest” action works good for characters with high Brawn or Mind scores, but it leaves characters with high Agility scores panting at the end of the page...

Option 1. Energy regained every page

Well, abandoning the energy use mechanic altogether would be one option, however, it would be un-balancing for the reason explained above. Thus, as an optional rule (and one that I am using at my personal gaming table) characters regain energy at the end of every page. The amount of energy regained is equal to the character’s Agility score. This means that speedy characters will have more staying power than the Hulking bruisers or the Eldritch arcane blasters who have been spending so much energy in their attacks. The fast characters should be running circles around their wheezing enemies!

The energy regained in this manner cannot exceed the character’s current maximum in the energy pool. Most characters have an energy pool of 10, but the pool total is lowered by certain powers, like flight. A character with Flying 3 has an energy pool of 7 until s/he lands and turns off the flying power. Thus a character with Flying 3 and Agility 4 and an energy of 6 would still only regain up to 7 at the end of the page, as 3 of his energy is committed to flight.

The results of this system is that heroes spend less time resting and more time blasting/fighting/etc. Characters will have to push themselves less often, but when they do, it will be because they have no other choice.

The drawback of this system is a little more record keeping for the players than normal.

Option 2. Larger Energy Pools

Another way to make character’s powers last longer in battle is to increase how much energy they have to spend in the first place. This can be done by simply doubling or tripling the energy pool. The larger the energy pool is, the less important energy expenditure is to character.

Another way to enlarge the energy pool is to make it a function of a stat. 5 Energy per point of Agility for instance, might be a good sized energy pool. This way, energy is still important, but in the player's control.

A new power might also increase the amount of energy a character has available. This power could be called "Energy Reserve". Every point put in this power (maximum of 5) increases the character's energy pool by 5. This could be used in conjunction with the options discussed above.

The drawback of this method is that some characters may abuse it, making them not have to care about using energy at all as they use their most powerful powers all the time.

Option 3. Multiple Energy Pools

Yet another way to stretch out the characters' energy pools is to have there be separate energy pools. There should be a Brawn pool, an Agility pool, and a Mind pool. These pools can be equal to 10 each or maybe even functions of their stats. Different types of powers would draw energy from different pools. Movement powers, like Flight or Super Running should draw from the Agility Pool, while Mental powers like Telekinesis or Mind Control would draw from the Mind pool. The Brawn pool would fuel Biomanipulation powers as well as some attack powers. In the end, choose whichever pool makes the most sense for a given power to draw energy from.

The drawback of this method is more record keeping for the players to deal with.

In the end, the methods for resolving energy use are up to the narrator. There is nothing wrong with the rules as they are, as long as the Heroes and villains are coming up with great one-liners during their "rest" actions!

HERO-DICE OPTIONS!

A new dice mechanic for BASH system games.

by Mark Bittinger and Chris Rutkowski

In all of the BASH games, a combat roll of doubles on 2d6 confers the boon of a free extra d6 added to the roll.

The new result is added to the original roll as a lucky bonus. This game mechanic has been referred to as "exploding dice", because as long as you keep rolling doubles, you may continue to make the bonus roll.

The idea behind this mechanic is to provide a cinematic type of heroic excitement. Heroes (and Villains) are larger than life, and sometimes they pull the most extraordinary moves out of their hats, so to speak.

HERO DICE is an optional rule that was introduced in Megapolis and in [Island of the Forgotten Tomb](#) which allowed characters to roll another die just as if they had rolled doubles. This extra die would be awarded by the narrator for good role-playing and for heroic actions. When I am the narrator, I often allow every player to begin with a single Hero die (and I begin with a single Villain die). A hero die can be used not only to improve dice rolls, but in the Super Hero genre, it can be used to perform power stunts, allowing characters to temporarily (and creatively) use their powers to simulate another power. More details on these rules can be found in the [Megapolis: A City of Supers](#) supplement.

This takes that idea and runs with it, allowing a player to "catch the lightning in a bottle", saving that lucky roll to reapply later, in a pinch.

How it works:

When a player rolls doubles *in combat*, he may elect to proceed as usual and take the exploding re-roll, or, opt to save the bonus for later use. This becomes a Hero die.

A Hero die earned by "saving" a doubles bonus roll can be used later at the player's discretion.

What if a character does not have a Hero die and really needs one? Sometimes, a Hero die can be the difference between life and death. If a character needs a Hero die and does not have one, s/he may immediately spend 1 experience point to gain a Hero die for immediate use. Once used, the experience point is gone forever.

**CHECK OUT THESE PRODUCTS BY BASIC ACTION GAMES:
BASH! BASIC ACTION SUPER HEROES**



Basic Action Games is proud to present the Basic Action Super Heroes Role-Playing Game, also known as BASH!

This book has everything you need to create characters and run super-heroic adventures within minutes. The rules are light and easy all you need are two ordinary dice, a piece of paper, and this book. Character generation is so simple, you could fit all the info you need on a 3x5 card, but we included a sheet anyway.

Do not assume that by simple, we mean incomplete, either. BASH! has over 50 versatile super powers, numerous skills, and even rules for collateral damage. The action is fast and furious, paced over a series of panels, pages, and issues, just like a comic book. A printer friendly edition is also included.

Also look for [Megapolis: A City of Supers](#), a sourcebook for BASH! This book outlines a fictional major US city somewhere in the Northeastern United States. In this book you'll find many things you've been needing for your superheroic campaign including:

- A complete history of the city and outline of its Burroughs.
- Interesting locales ranging from the affluent to crime-ridden. This city has everything from a hidden magical world to a haunted suburb.
- Heroes. Dozens of Heroes and teams for your own Heroes to join.
- Villains. LOTS of Villains for your Heroes to do battle with, including the mysterious HUSH.
- New Powers, Advantages, and optional rules.



[BASH! FANTASY EDITION](#) is here! This game features fast character creation, quick combat, and over 70 powers both magic and mundane! You only need a pair of ordinary six-siders, this book and a 3x5 card for your character, but we included a sheet anyway! There are hoards of monsters, traps, and other dangers for your heroes to face down as well. Use this book to play an epic fantasy game, incorporate more "magic" into your BASH for Supers game, or to play just about any fantasy genre: High Fantasy and Low Fantasy from Samurais to Swashbucklers, and the Wild West as it never was!



[Island of the Forgotten Tomb: Swashbuckling Adventure and Campaign Setting for BASH! Fantasy](#). Sharpen your cutlass and prepare to set sail on a journey to discover a King's tomb on an uncharted isle. What perils await the heroes on the

isle and in the waters around it?

This also includes a short campaign setting for BASH! Fantasy Edition. It introduces a 17th century magical world not unlike our own. There are new powers, advantages, disadvantages, monsters, and rules for running a swashbuckling game. Also included are 10 "Fencing Schools" that grant characters a unique fighting style that improves with experience.

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