

The Cauldron #0

Cauldron

A Quarterly Concoction

Volume 0, Issue 0



This is a sample issue of Cauldron, a quarterly magazine supporting
Heroes & Other Worlds adventure game.

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Cauldron

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The Cauldron uses supernatural and fantasy for settings, characters, creatures and themes. All mystical or supernatural elements are fictitious and intended for entertainment purposes only.

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Coming to a Boil

Welcome to the **Cauldron's** zero issue. This quarterly is created to support the **Heroes & Other Worlds** adventure game. Within each issue you will find a wide variety of additional ideas, options and adventures to expand your playing of **Heroes & Other Worlds**.

Not sure what **Heroes & Other Worlds** is? It's a game of adventure and exploration! You create a Hero and then brave dangers, overcome challenges and if you survive you may find loads of treasure! All of this is accomplished with paper, pencils, some six sided dice and your imagination!

Explore dusty tombs, brave the dragon's lair, and find out what lies hidden in the mists surrounding the Deadmarshes. Sound like fun? It is! You will find a basic rules introduction to **Heroes & Other Worlds** on page 4 of this issue, a few sample Heroes and two sample adventures as well!

For those already playing **Heroes & Other Worlds** you will find not only the two adventures, but new ideas and options for expanding your game. Future issues will include the following features:

- **Arms of the Ancients** will feature weapons, armor and information on a culture or period from the past.
- **Beliefs & Believers** will be an article series creating different faiths and details on the followers you can use to populate your own Other Worlds.
- **Faculties & Staff** will introduce new spells or specialized options for Wizard Heroes.
- **Tooth & Claw** will add new terrors or foes for the Referee to use and the Heroes to overcome.
- **Filthy Lucre** is an adventure series which can be played solo. A Hero hires out for a dirty deed done dirt cheap.

Future issues will also create further additions to the regular roster of articles. Have an article idea and want to see it in print? Send it to fenway5@frontier.com and use CAULDRON SUBMISSION as your email header. I can't pay you for the submission, but if it is approved you will be given full credit and it will be published in an upcoming issue of the The Cauldron.

I hope you enjoy this sample concoction and I look forward to crafting many more.

--C.R. Brandon

HEROES & OTHER WORLDS

Sample Rules

Heroes & Other Worlds is a game of adventure! Whether you are new to adventure games, or just want to see what the **Heroes & Other Worlds** game is like, these sample rules are provided to start you on your way. Complete rules can be purchased at <http://www.lulu.com/spotlight/fenwayfive>

What do I need to play?

To play **Heroes & Other Worlds** you will need these rules, some friends, paper, pencils, at least four, six sided dice (best if each Player has four dice), time and imagination. While not required, you may wish to use paper with a 1" square grid pattern or 1" hex pattern along with miniatures to represent each Hero and foe. In game terms, each 1" space equals five feet (5').

The Roles

There are two different roles for people participating in **Heroes & Other Worlds**: the *Referee* and the *Players*. One person will be the Referee while the other participants will be the Players.

The Referee creates the adventures and brings them to life. He or she describes the scene for the Players, adjudicates the rules, and acts as the monsters and NPCs (non-Player characters) the Players meet.

The Players experience the adventure! They must ask questions as well as use their wits to survive and overcome the challenges described or created by the Referee.

Dice and Tests

Heroes & Other Worlds only requires the use of standard, 6-sided dice referred to as d6. These dice are used to determine the success, failure, or outcome of tests as well as determining damage from weapons.

Heroes

Heroes & Other Worlds Players can choose to be Adventurers or Wizards. In these basic rules only Adventurers are discussed. Adventurers could be noble knights, fierce barbarians, crafty thieves, hardy rangers or eagle eyed archers! Sample Adventurers are provided for your use and reference.

Attributes

These represent the different physical and mental aspects of your Hero. Your Hero is defined by four core attributes.

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Strength (ST) determines:

- Which weapons you can use and how much you can carry.
- How likely you are to break or bend items, and resist poisons.
- Unarmed, 1 point damage per 6 ST rounded down.
- How many wounds your Hero can take. *Damage from combat or other events are subtracted from ST. When ST goes to 0 the Hero is unconscious. Any further damage kills the Hero.*

Intelligence (IQ) determines:

- How many skills a Hero can learn.
- How complex the spells can be.
- Your ability to notice clues, spot hidden things, and solve problems.

Dexterity (DX) determines:

- How likely the Hero is to hit a foe with a weapon.
- How likely the Hero is to dodge out of danger.
- The Hero's ability to perform athletic feats.
- The Hero's ability to perform actions of manual dexterity.

Endurance (EN) determines:

- How well your Hero can withstand damage. *Damage taken is subtracted from EN first, when EN reaches 0 all further damage is taken from the Hero's Strength (ST).*

Secondary Attribute

Movement (MV) This score is calculated as your adjusted DX score divided by 2. Round up to the nearest whole number.

MV determines:

- Who goes first in combat.
- How many spaces your Hero can move on a map in one, 5 second turn. *Multiply MV by 5 to determine how many feet the Hero moves in one 5 second turn.*

Adjusted Attributes

Each Hero's attribute should be followed by a number in parentheses. Your Hero's permanent Attribute score is written just after the Attribute name followed immediately by the adjusted Attribute value in the parentheses like this: **ST12(10)**

Any of the 4 Attributes may be adjusted during play due to various reasons such as damage, spell casting, or armor worn. Your permanent value will remain unchanged while your adjusted value (the number in parenthesis) will fluctuate frequently.

Remember, all tests are made versus the adjusted Attribute!

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Attribute Tests

Attribute Tests are denoted by: *[number of dice] / [Attribute tested]*. For example: 3/ST denotes a test of Strength. The Player rolls 3 dice (3d6) and compares the result to his adjusted Strength attribute. Likewise, 4/IQ indicates the Player rolls 4 dice (4d6) and compares the result to their adjusted Intelligence attribute. In any test, a success is achieved by *rolling equal to or lower than* the adjusted Attribute you are testing against. Rolling a total higher than your adjusted Attribute means you have failed the test. A roll of 17 or higher is *always* a failure and a roll of 4 or lower is *always* a success.

Skills

Represent special talents the Adventurer knows. Each bonus point in a skill gives a Hero a (+1) to their adjusted Attribute score when using or testing that skill. A Hero may attempt to use any skill, but if they have not learned it, they must add at least 1 die to test the use of that skill.

Difficulty and Using Skills

Depending on the situation, the Referee may increase the number of dice rolled for a test. A normal test is rolled with 3 dice, a difficult test may require rolling 4 dice, but a heroic attempt may require a test with 5 or 6 dice! The Referee, depending on the difficulty of the situation, will tell you how many dice to roll.

Combat

Combat is played in alternating turns. A turn represents 5 seconds of time. Each turn consists of three phases: initiative, movement and actions. For each phase, after all characters on the first side have acted, the other side does the same. When both sides finish acting the action phase a new turn begins!

Phases of a Combat Turn

- Roll for Initiative.
- Movement; first active side, then the other.
- Actions; first active side, then the other.

Initiative

Initiative determines which side in a conflict controls the turn. To determine who wins initiative a Player and the Referee each roll 1d6 with the highest score choosing to move first or concede first play to the Opponent. Movement and Action order is ranked by descending MV order. The Hero with the highest MV score acts first, and the lowest MV acts last. In the case of a tie, have each roll 1d6 with the highest result acting first.

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Movement

All members of one side may move none, some, or up to their full MV. The Hero with the highest MV moves first and the lowest MV moves last. In case of tie, have each roll 1d6 and the highest roll moves first. After all characters from one side have moved or elected not to, the opposing side now moves all, some, or none of their characters.

Actions

The side who executed movement first, now takes action! Action order is ranked by descending MV order. The Hero with the highest MV acts first, and the lowest MV acts last. In the case of a tie, have each roll 1d6 with the highest result goes first. A Hero cannot make additional movements nor actions AFTER making an action. Once the active side has finished its actions, the opponents get to act.

Attack Options

Each Adventurer or enemy may make one attack in the action phase. Below are the basic attack options. In parenthesis is the test you make to see if your attack succeeds or not!

Melee Attack (3/DX)

An attacker attempts to strike an adjacent foe with a hand-to-hand weapon such as a knife, sword, or ax. If the test is passed, the attacker rolls for damage.

Missile Weapon Attack (3/DX)

An attacker who has moved 5' (1 space) or not at all, and has their weapon ready, may choose to fire an in hand and loaded bow or crossbow at a target.

Thrown Weapon Attack (3/DX)

If the attacker has moved no more than $\frac{1}{2}$ his MV value, he may make a thrown weapon attack. The attacker attempts to throw an in-hand weapon (spear, javelin, knife, rock, etc) or item. Throw attempt is modified -1 DX for every 10' (2 spaces) between attacker and target. Maximum effective range is thrower's ST x 5' (or ST in spaces).

Defense Options (Reactions)

When attacked, a Hero or creature may choose to react to only ONE attack per turn. This option is chosen as soon as your Hero is attacked. By reacting, your Hero or enemy gives up making any movement on the next turn. *Note you could still act and react to another attack in the next turn of combat, but could not move during the next turn.*

Dodge (3/DX)

The defender avoids the attack by dodging into a vacant adjacent space (5'). If defender can't move to a new space, you cannot dodge. A defender must choose to

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dodge after a successful attack and BEFORE any damage is rolled. A defender may dodge ranged weapon attacks.

Block (3/DX)

A defender using a shield may block the attack. A defender must choose to block after a successful attack and BEFORE any damage is rolled. A defender may block ranged weapon attacks.

Damage

If you pass your test to make an attack, you will next roll for damage or effects. How many dice rolled is determined by the weapon or spell used in the attack. Damage is subtracted from a Hero's EN first and then ST when EN reaches 0. If there is no EN left, or no EN attribute for that opponent, damage is taken immediately from the ST attribute. When ST reaches 0 the target is dead.

Armor and Shields

Armor and shields stop specific amounts of damage when you are hit. The amount stopped varies based by the type of armor worn. This is the armor's AR value. Once damage is rolled for, subtract the AR from the damage rolled. Any remaining damage is applied to the Hero or creature as damage.



Adventurers Assemble!

Below are five sample adventurers you can use to try the adventures contained in this issue of Cauldron. Each Player should pick and copy one Adventurer onto an index card or piece of paper. Player's can choose the same adventurers if they like, just change the name of each Adventurer.

Narenos, Archer

ST 10(10) IQ10(10) DX13(11) EN9(9) MV6

SKILLS: Archery+2, Dagger+1, Stealth+1, Detect Hidden/Hide +1

EQUIPMENT: Leather Armor (AR-2) Food & Water, Backpack, 2 Daggers (1d6 damage each) Longbow (damage 1d6+2) with a quiver and 20 arrows, 3 Candles, Flint & Tinder (to light fires)

Rowhad, Rogue

ST8(8) IQ12(12) DX14(12) EN8(8) MV6

SKILLS: Pick locks/traps +2, Detect Hidden/Hide +1, Thief +1, Swords +1

EQUIPMENT: Leather armor (AR-2), Food & Water, Backpack, Lock Pick set, Short Sword (2d6-1 damage) 50' Rope, Grappling Hook

Nocksja, Ranger

ST10(10) IQ12(10) DX11(9) EN9(9) MV5

SKILLS: Naturalist+1, Tracking +2 Detect Hidden/Hide +1, Swords +1

EQUIPMENT: Leather armor (AR-2) Food & Water, Backpack, Hammer & 12 Iron Spikes, Broad Sword (2d6+2 damage) 50' Rope, 3 Torches, Flint & Tinder (to light fires)

Xygag, Barbarian

ST12(12) IQ8(8) DX12(11) EN10(10) MV6

SKILLS: Axe+2, Survival +1, Tracking +1, Stealth +1

EQUIPMENT: Furs (AR-1), Food & Water, Large Sack, Battle Axe (3d6)

Darnbon, Mercenary

ST10(10) IQ10(10) DX12(10) EN10(10) MV5

SKILLS: Sword+2, Dagger+1, Pick locks/traps+1, Stealth +1

EQUIPMENT: Leather (AR-2), Food & Water, Backpack, Short sword (2d6-1) Lock Pick set, 2 Daggers (1d6), 3 Torches, Flint & Tinder.

A note on using fire as a weapon

A flaming arrow adds +1 fire damage when it hits a target. A torch does 1d6 damage when used to burn an opponent. If used against cloth oiled leather or wood roll an additional d6, on a roll of 1 the material catches fire. Worn material that is burning does 1d6 damage per turn with no AR protection.

Filthy Lucre

BLOOD HARVEST

Filthy Lucre scenarios are based around the idea that the Player(s) are mercenaries, accepting dangerous and deadly assignments to serve justice, not for justice's sake, but for cold hard coins.

This scenario is meant as an introduction to the **Heroes & Other Worlds** system, as well as an introduction to the Filthy Lucre scenario concept. It can be played solo or a **Heroes & Other Worlds** Referee can use it with some work could create a short adventure.

Playing Filthy Lucre

You can select one of the pre-made adventurers on page 15. If you already own **Heroes & Other Worlds**, go ahead and create a new Hero or use one of your favorites. You might want to bring a friend along too as there is always safety in numbers! If playing solo you could use the rules to create a hireling to bring along with you, see page 54 in the HOW rulebook for details. Then grab 4 six sided dice, your Hero sheets and go to the **The Job** section to begin play.

The Job

Outside the village of Bruen, a Bandit has harassed farmers leaving town. No road seems safe to travel as he has appeared with out warning on any of the three roads leaving town. Only one farmer who tried to fight the Bandit was killed, but farmers are refusing to trade in town until the Bandit is killed or captured. As if the Bandit isn't bad enough, Wolves have also caused farmers to flee their wagons or drop their goods to escape! If its not one thing, its another!

The Filthy Lucre

The village is offering a 50 coin purse to the individual or individuals who can bring the Bandit to justice, dead or alive. The Wolves are worth an additional 25 coins each when their furs are brought in.

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Hunting the Bandit or the Wolves

Accepting the job you leave Bruen. Roll 4d6 and compare the sum to your Heroes IQ (4/IQ), if you roll equal to or under your IQ, you have found a trail. If you have the tracking skill add that bonus to your IQ score and then test 4/IQ.

If you find a trail roll 1d6. On a 1-3 you found the Bandit's trail, then go to the Bandit Encounter. On a result of 4-6 you found the Wolves trail, then go to the Wolves Encounter.

If you did not roll under your IQ, you spent a day searching with no luck finding a trail. Staying in town costs 3 coins a day for a room and a meal per person. If you stay outside of town it will take one food ration a day and you will need to roll once per night on the Night Encounter table.

Night Encounter

1-4 nothing

5 Attacked by two Wild Dogs (ST7 DX 12 IQ6 MV6; AR 0; DM1d6)

6 Attacked by a Wild Boar (ST9 DX9 IQ7 MV6; AR-2; DM1D6+1)

If you want to use a map and counters you can download them at

<http://heroworlds.blogspot.com>

- Your Hero starts at the hex marked C for any night encounter.
- Wild Dogs appear in hexes E and F
- The Wild Boar appears in Hex marked B

Bandit Encounter

Following the tracks you are led deeper into the woods and come into a partial clearing. Skulking towards you is a man with a small muddy shield, grimy hair and the look of desperation. If you call out to him a challenge go to #1, if you decide to wait and ambush him go to #2.

#1 Loudly you call out and challenge the Bandit. Roll 1d6. If you roll 1-5 go to #7 If you roll a 6 got to #8.

#2 The Bandit passes within 10 feet of you and without warning you leap from cover and attack, the battle begins! You may act first this turn and the Bandit can make no defenses or reactions. In turn 2, roll for initiative for you and the Bandit then proceed with combat until the Bandit, or you are dead. If you defeat the Bandit go to #6, if you lose go to #5. *If using the map place your Hero at D and the Bandit within two spaces of your Hero.*

#3 The Bandit is about 50 feet away and you see his hands scrambling to find small stones. Roll for initiative. If the Bandit wins he will use a sling to attack and force you to move closer to him before switching to an axe to attack in hand to hand. *If using the map, place the Bandit at F and your Hero at A.*

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#4 You lost him. Scanning the area around you carefully you fail to see any movement. Suddenly you hear a grunt and about 50 feet to your left you spy the Bandit...and the sling stone he just sent at you. He hits and you take 1d6 damage. Now roll for initiative and begin combat per HOW rules. If you win the combat go to #6, if you lose go to #5. *If using the map, place the Bandit at F and your Hero at A.*

#5 You collapse in agonizing pain. The broken toothed grin and foul breath of the Bandit are your last memories in this life.

#6 Collapsing the Bandit grunts once and is still. In a pouch he has 23 grubby coins. A sling, small shield and ax are his only other items of worth. Removing his bloody and soiled shirt you use his ax to chop off the proof the villagers want. Bundling the blood harvest into the shirt you trudge back toward Bruen and your reward.

#7 When you call out the Bandit stops and drops to the ground concealing himself from your sight. Make a 4/IQ test to spot him, if you succeed go to #3 if not go to #4.

#8 The Bandit stops sees you and smiles. A low growl shifts your focus to the left and the right of the Bandit...Wolves. The Bandit places a stone in his sling and begins to whirl it as the Wolves charge forward. Roll for initiative and let the battle commence! If you lose go to #5 If you win go to #9. *If using the map place your Hero at B Place the Bandit at E and each wolf in a blank space adjacent to the Bandit.*

#9 Collapsing the Bandit grunts once and is still. In a pouch he has 23 grubby coins. A sling, small shield and ax are his only other items of worth. You skin the two Wolves the pelts will make for good trade in the village. Removing the bandits bloody and soiled cloak you use his ax to chop off the proof the villagers want. Bundling the blood harvest into the cloak you trudge back toward Bruen and your reward.

The Bandit

ST9 DX10 IQ8 MV 5; AR-1 (small shield) DM 1d6-1 (sling) or (1d6+3) Axe

The Wolves

Two Wolves; ST10 DX14 IQ6 MV7; AR-1; DM 1D6+1 (bite)

Wolves Encounter

You follow the faint paw prints up a hill and the wind brings the scent of fresh blood. If you decide to try and sneak up the hill quietly to take a peek, go to #1, if you charge up the hill to face bloody danger go to #2.

#1 Roll 3 dice, sum them, and compare the result to your DX. If you roll equal to or lower than your DX go to #3, if you rolled higher go to #4.

#2 You crest the hill at a trot and stop short. Two Wolves turn from feeding, bloody

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muzzles turned towards you, they snarl menacingly. A Neanderthal feeding them drops the remains of a rabbit and hefts a spear in his bloody hands, smiling with yellow broken teeth. You are 50 feet away from the Neanderthal and the two Wolves. Roll for initiative and let the battle begin. If you win go to #8 if you lose go to #9 If using the map, place your Hero at B, place the Neanderthal at E, place each Wolf in a space adjacent to the Neanderthal.

#3 Quietly you sneak to the edge of the clearing and spy two ghost gray Wolves tearing the carcass of a fresh kill. Distracted by the meal and with the wind blowing towards you you manage to sneak quietly to within 20 feet of the Wolves. Now you launch your attack surprising the Wolves. The Wolves may do nothing this turn! For the second, and each subsequent, turn roll for initiative. If you defeat the Wolves go to #7 If you fail go to #6. *Place your hero at D on the map, place the each wolf in a space adjacent to C on the map.*

#4 The wind shifts and a twig cracks beneath your feet. Instantly the Wolves bloody muzzles turn snarling towards you. With hardly a sound they race towards you slaving jaws snapping. Roll for initiative. If you win the battle go to #7 If you lose go to #6 *Place your hero at B on the map, place the each wolf in a space adjacent to C on the map.*

#5 If you enjoy Heroes & Other Worlds let others know they can get it on lulu.com, or if you own HOW, try an adventure from Dark City Games!

#6 With a snarl and a sickening crunch of bones your dying scream fades with your vision into a quiet and painless black void. Your adventures in this life are at an end.

#7 With yelp the last wolf dies, blood staining its gray shaggy coat black. With a deep breath you wipe the sweat from your brow and then start the task of skinning the Wolves. Rolling up the furs you start hiking back towards Bruen and your reward.

#8 Collapsing the Neanderthal grunts once and is still. You skin the two Wolves as the pelts will make for good trade in the village. Bundling the blood harvest into the cloak you trudge back toward Bruen and your reward.

#9 You collapse in agonizing pain. The yellowing broken toothed grin and foul breath of the Neanderthal are your last memories in this life.

The Neanderthal

ST16 DX8 IQ7 MV 4; AR-1(skins) DM (1d6+2) spear

The Wolves

Two Wolves; ST10 DX14 IQ6 MV7; AR-1; DM 1D6+1 (bite)

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END THE EDITION WARS



BECOME A HERO,
OTHER WORLDS AWAIT!



[HTTP://HEROWORLDS.BLOGSPOT.COM/](http://heroworlds.blogspot.com/)

Belief & Beliebers

Veneration of the Ancients

Many believe that their Ancestors watch over them from the afterlife providing help, guidance, or in some cases, cursing them. This belief may be held not only upon an individual family, but a tribe, clan or even a city can have venerated Ancestors who they believe watch and judge the actions of the living.

The stars at night are often described or viewed as the eyes of the Ancestors looking down upon the living. They are always there, day or night, but it is only when the world is dark and quiet that their spirits shine through to watch over their own while they sleep.

Some major Ancestors such as a particular king, warlord, queen or Wizard may have a priest and cult dedicated to their veneration and for coin or quest may ask their patron Ancestor to intercede and aid or curse the living.

Within a family, an idol, death mask, picture or weapon may serve as an object of pride or remembrance of the Ancestor and at holidays it is common for a seat and meal to be left for a particular Ancestor, inviting them to join in the feast and ask their aid or blessing for an event, or endeavor.

A revered Ancestor will be buried standing up, never laying down and NEVER cremated. They are buried standing up in their best clothing and with their traditional implements (farming, weapons, etc.) or even sitting upon a chair or horse to show they are active even in the afterlife. A personage laid out horizontally in death is seen as a minor person or one whose help you cannot rely, or should not call upon.

Calling on the Ancestors

In game terms, calling on the aid or guidance of an Ancestor can be done by any Adventurer or Wizard. If the Referee deems an Ancestor might be willing to aid, a die roll is made. If the result is a 1, you may add +1 to the attribute being tested made by the supplicant. This bonus can be increased based on how much the supplicant honors the Ancestor in their daily life. In general this should only be done at most once a week, and the more it is requested the less likely it should be granted.

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In some special cases a Wizard could attempt to summon the actual image/visage of the Ancestor. It could appear in smoke, fire, ghostly light, or in a dream to convey guidance or a message to a Hero. In rare life or death situations the Ancestor may appear to save the day, but would appear or aid for only one 5 second turn.

Ancestral Oracle (I) IQ10 EN2 Rng: Touch

The Caster summons an Ancestor by first asking a question aloud as the summoning portion of the spell. Some sort of material (fire, smoke, fog, moonlight) must be available for the Ancestor to materialize in to answer the question. Only one question or request for specific guidance can be made per casting. The Ancestor will appear and will give a simple answer to the question.

Ancestral Intervention (T) IQ12 EN1* Rng: IQ

The caster summons an Ancestor to join the fight. For ever 1 EN spent, the Ancestor will be active for 1 turn. The Ancestor is usually an Adventurer but could be a Wizard if the caster is a follower of an iconic or family Wizard Ancestor.

An Ancestral Adventurer would be ST 12 DX 12 IQ10 MV6 DMG 2d6 spectral sword or axe.

An Ancestral Wizard would be ST10 IQ14 DX8 MV 4 DMG 0

Knows 3 spells, Referee's choice.

The Ancestor summoned cannot be harmed except by magical weapons or spells. The Ancestor disappears if "killed" or the EN spent to summon is exhausted.

The Cursed

Foul to the ancestral is the task of dismembering or cremation of a body after death. The destruction of a body after death is done to either insure the person has no power in the afterlife, or in the case of cremation, deny the afterlife to the dead. In these cases those doing the deed seek protection from evil spirits that remain in this world. The spirits or even malicious creatures are said to come about seeking the newly cursed soul. Often termed the hungry dead, it is not unknown for guards or even spells to be cast in protection of those in charge of denying the afterlife to the dead.

The Cursed are vengeful spirits who having been denied the afterlife and seek to curse or combat the living. A vengeful spirit may curse a Hero by making them add 1 die to their next attempt to do something or in extreme cases, reversing a success into a failure. These minor spirits can be driven away with a totem from a more powerful Ancestor protecting them.

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The Cursed (Unpredictable)

ST3 IQ8 DX8 MV8 AR:0 DMG: cast curse spell once a day SP (MO)

These appear as black ghostly figures about half the size of a human in width. The Cursed are known for radiating a malevolent aura that chills the air and makes the living uneasy. They can only be harmed by magical weapons or spells and disappear if it casts a curse spell.

The Bone Collectors

Worse than the Cursed are those who call forth cursed spirits by carrying the bones or ashes of the dead with them. These Bone Collectors are seen as evil and in some cases, possessed by the spirits they seek to control. Attacking or casting spells against a Bone Collector adds 1 die to the attempt. The Bone Collector must sacrifice at least 2 ST per day in blood loss (could be own or someone else's) to keep cursed spirits from attacking the Bone Collector personally. Failure to do so will cause the Bone Collector to be torn apart by the cursed spirits whose bones were collected.

The Bone Collector (Territorial)

ST12 DX10 IQ12 MV4 AR-2 (leather) DMG: 1d6+2 long knife

Skills: Dagger+2, Charm +1, Tracking +2, Sport hidden/Hide +2

Spells: Summon Cursed Minor, Summon Cursed Major, Sleep Lesser, Enfeeble

Summon Cursed, Minor (T) IQ10 EN2 Rng:IQ

For 2 EN (ST) The caster summons a Cursed using bones or ashes from the caster's collection.

The Cursed, Minor (Unpredictable)

ST3 IQ8 DX8 MV8; AR:0; DM cast curse spell once a day; SP (MO)

Summon Cursed, Major (T) IQ12 EN4 Rng:IQ

For 4 EN (ST) The caster summons a major Cursed entity using bones or ashes from the caster's collection.

The Cursed, Major (Aggressive)

ST6 IQ8 DX12; AR:0; DM1d6 claws or cast curse spell 2x per day; SP(MO)

The major Cursed will have inhuman or abhorrent shadowy shapes. The spirit of the twisted or demented further warped by never achieving peace in the afterlife. They radiate evil and madness.

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The Black Hand

In villages, towns or cities, guilds or cults are often given charge of the dismembering or cremation tasks of bodies. They are often whispered about with fear and loathing. Usually known as Black Hands these cults or guilds have an air of mystery and dread surrounding them. They are known as Black Hands for always wearing black gloves to prevent spirits or curses they may have coming into contact with those they may meet or transact business with. Some of these guilds are rumored to deal in the dead offering their charges for use in experiments whether magical or monstrous. In some regions the Black Hands are also thought to run criminal organizations though that may only be rumor. A Black Hand building is usually spotted easily by the white circular board with a black hand painted in the center.

Black Hand Acolyte (Unpredictable)

ST8 IQ9 DX9 MV4 AR:-1 (robes) DM 1d6 (dagger)

The Acolytes of Black Hand are the most common members the public may see. Dressed in black robes they travel in pairs and are often called upon to remove the dead. They are generally reverent of the dead and often are feared almost as if their touch may convey a curse or death upon the living.

Black Hand Enforcer (Aggressive)

ST10 IQ8 DX10 MV4 AR-2 (leather) DM 1d6+2 long knife or axe

Skills: axe or dagger +1, Tracking +1, Diplomacy+1

The Enforcers are usually noted for openly carrying a weapon and for dressing in black leathers. Why would undertakers need enforcers? A few reasons. Sometimes the dead do not remain dead, sometimes Bone Collectors seek to disrupt the proceedings of the Black Hands, sometimes services are rendered and payment is not timely. Others say there are even darker reasons, but none will say so publicly.

The Keeper of the Veil (Unpredictable)

ST 8 IQ12 DX10 EN8 AR-2 (leather) DM 1d6+2 long knife

Spells: Curse, Freeze, Sleep, Dark Vision

Skills: Dagger+2, Charm+2, Diplomacy +2

The Keeper is the guild master of a regions Black Hand organization. Dressed all in black with a black veil obscuring the Keeper's face, these are often seen as the servants of death or the world beyond. Rumors of great powers, and great evil are linked in the minds of many. If there were any dark dealing or nefarious projects running using the guise of the Black Hand, the Keeper of the Veil would be the one in charge.

Faculties & Staff

The Grimoire of Shadows

The Grimoire of Shadows is a long sought after book of spells from the Age of Titans. Those few who found pages over the ages have joined with others and created a Council of Shadows. In exchange for adding pages back into the grimoire, members are given access to spells and secrets inside. The goal of the council members is to find and complete the grimoire. Members of the Council from the lowest to the highest are all titled Seekers of Shadows, or often by outsiders just called Shadows.

No one really knows how many pages are in the grimoire but the desire to find and complete it drives the Shadows into every possible action, following any rumor or undertaking any adventure to obtain them. As a result, outsiders are often recruited and given access to a spell or two in exchange for their lifelong commitment to completing the the Grimoire of Shadows. Finding a page allows the finder access to another spell or spells at the Council of Shadow's discretion.

Recruiting Seekers of Shadow

The Council of Shadows prefers to have volunteers come to them. They offer to provide access to secret spells in exchange for a life commitment of seeking the missing pages. If the commitment is made the Heroes are given a either a choker or bracer of shadows. This item is an obsidian black choker or bracer that encircles the neck or sword arm of the committed. The device is a magical item of telepathy that allows the council to track and communicate with Seekers of Shadow members. These devices can telepathically provide the Seekers of Shadow information/tips on where to find a page or allows the Seeker to communicate with the council. The device worn cannot be removed except by loss of limb or head. The device then turns into an inky black vapor which quickly disappears.

Shadow Spells

These spells are only able to be learned by one who has committed to become a Seeker of Shadows. They cannot be found outside the Council of Shadow library nor can they be written or replicated. The Referee will determine which spells the Council grants to a Seeker of Shadows. A Seeker of Shadows can also learn any spells (the Referee allows) from the Heroes & Other Worlds rule book.

The Cauldron #0

Grimorie of Shadows

The following spells are made available to new Seekers of Shadows, but they are not the only spells in the grimoire...

IQ0 Spells

Shadow Darts (I) IQ10 EN1* Rng:IQ

The caster forms small black dart like extensions on one to three fingers. With a quick snap of the hand the Shadow Darts launch forth attacking a target. Each dart created costs the caster 1 EN. Each dart does 1d6-2 damage (minimum 1 point) and ignores any armor (AR) worn by the target.

Shadow Form, self (T) IQ10 EN1* Rng:Self

The Caster and everything carried by the caster, becomes a two dimensional Shadow Form. This effect lasts one turn per 1 EN spent at casting. While in shadow form the caster cannot attack, speak, nor interacting with the physical world beyond just moving. Movement requires some sort of floor, ceiling, trees or wall for the shadow to move along.

Summon Shadow Bat (T) IQ10 EN2 Rng:IQ

The caster summons a 2 foot bat like being made of black smoky shadows. The Bat is ST4 DX12 IQ7 creature which does 1d6+1 damage with a biting attack. Bat remains a number of turns equal to the caster's IQ or until killed.

IQ11 Spells

Swarm of Shadows (T) IQ11 EN3 Rng:IQ

The caster targets an individual clearly seen. An eruption of shadow hands, faces and forms erupt around the target. The target must pass 4/IQ or become frozen in fear. Target remains frozen each turn the test is failed. If target passed the test, the spell is broken and instantly dissipates but the target can make no actions until the following turn.

IQ 12 Spell

Shadow Blade (T) IQ12 EN3* Rng:IQ

The caster creates a black ghostly sword adjacent to the caster. The Shadow Blade attacks any foe adjacent to, or targeted by the caster. Each blade does 2d6 damage and lasts a number of turns equal to the caster's IQ. More than one Shadow Blade can be summoned at a time.

Shadow Form, other (T) IQ12 EN2* Rng:Touch

The target and everything carried by the target, becomes a two dimensional Shadow Form. This effect lasts one turn per 2 EN spent at casting. While in Shadow Form the target cannot attack, speak, nor interacting with the physical world beyond just moving. Movement requires some sort of floor, ceiling, trees or wall for the shadow to move along.

TOOTH & CLAW

Frost Walkers

The history of the Frost Walkers is unknown. Whether the magic that created them was purposefully wrought or if it is caused by a curse is unknown.

What is known: The Frost Walkers are deadly opponents haunting the frozen realms of the North and migrating into new lands with the onset of winter each year.

The Frost Walkers are a type of undead whose eyes burn with a frosty blue light. Any slain by the frost walkers (man or beast) rises again in d6 hours as another Frost Walker. They communicate in a language that resembles the sound of cracking ice and radiate a bitter cold aura of subfreezing temperature in a 5 foot radius.

Non-Magical steel coming into contact with a Frost Walker or its weapons has a 1 in 6 chance of shattering and becomes useless. Each contact adds +1 to the chance it will shatter. Second contact is 2 in 6, third contact is 3 in 6, etc. Wood starts with a 2 in 6 chance of breaking upon contact and increases +1 with each additional contact.

Any time a wood or metal item strikes, parries, or is struck by a Frost Walker, or an item used by a Frost Walker, roll to see if the item shatters. This includes any weapons, equipment, shield and armor.

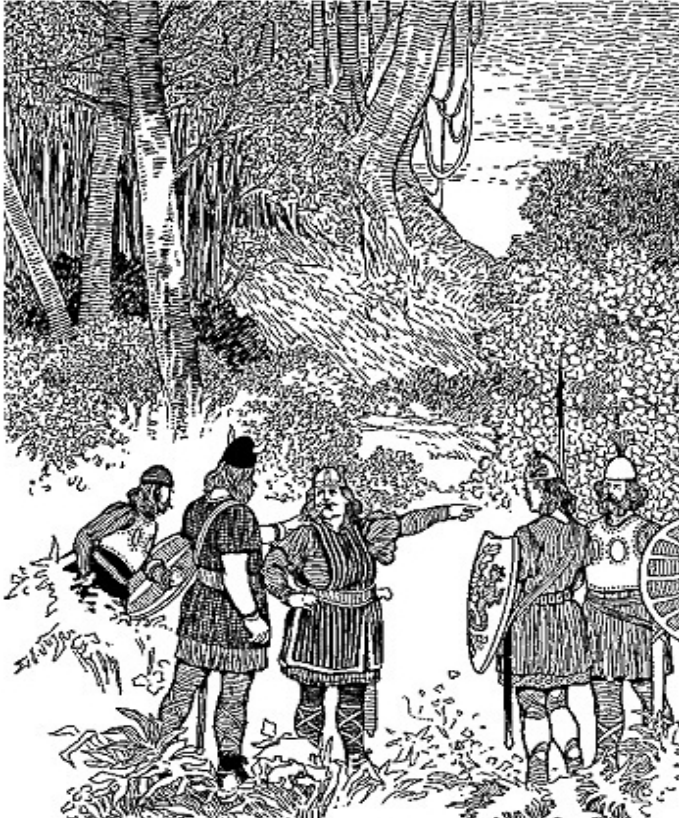
Frost walkers take half damage from normal weapons but they take double damage from fire or obsidian rock based weaponry. Frost Walker weapons are made of ice, and can be created at will by the Frost Walker talking one turn to create. They only use hand to hand weapons, but have been known to throw ice daggers or ice darts if the need arises.

A Frost Walker's weapon shatters when it dies, and delivers 1d6 frost burn damage to any who touch it.

Frost Walker (Aggressive)

ST 12 DX 12 IQ8 MV6; AR: Half damage from normal attacks/ Double damage from fire or obsidian rock weapons. DM: by weapon type or 2d6 ice blade; TR: Pocket x2 Pack x1.

FIND A NEW PATH!



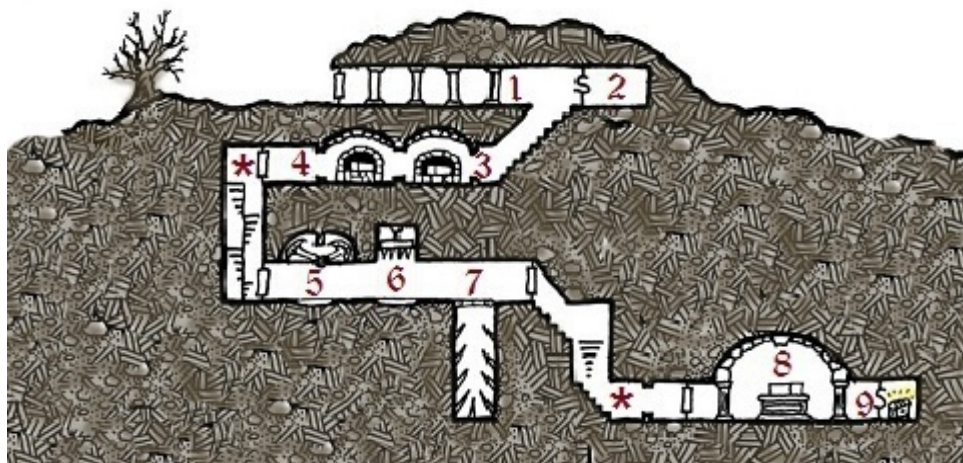
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OTHER WORLDS AWAIT!

[HTTP://HEROWORLDS.BLOGSPOT.COM/](http://heroworlds.blogspot.com/)

Rising of the Wickerman

An adventure for 4 to 6 Players

Cartography: A.J. Stone Adventure: C.R. Brandon



Background

The druid Alfius Gruun was once a noble and trusted Wizard. As time went by he changed, secluding himself and hiding away from those seeking his knowledge. Many years later, word came of local masons and men being hired to dig a tomb for Alfius. His wife and daughter, sombre and thin, hired the men and work was done in secret as none of the men ever returned. Search parties were created, adventurers hired to find them, but no sign was ever found. Many years later on a bleak and withered hill a tomb door was found with one word--WICKERMAN inscribed upon it. None could figure out how to enter and a large hangman's tree is the lone sentinel marking the entrance.

The Job

The characters have been hired by the local masons guild to discover what happened to the craftsmen who disappeared in the construction of this tomb. The characters will be offered 100 coins each for bringing back proof of what happened. They will have a guide and a few guild members along with them. The guild members wait outside the tomb for a report of what happened and as a fail safe to report back if the job is incomplete by virtue of no party survivors. They will not come along into the tomb with the characters unless the job is done and proof can be shown.

The Cauldron #0

Random Events and Asterisks

If the Players are slow, wandering aimlessly or arguing and being loud, trouble may find them. About every 30 minutes or so of real time, roll one die and find the result on the table below. There are two asterisks on the map, these mark spots to roll on the random event table as well.

Random Event/Asterisk Table

- 1-2 Nothing
- 3-5 Enemy
- 6 Trap or Treasure

Enemies Table, roll 1d6

- 1-2 Wickerspaw (d6 appear)
- 3-4 Grave Moths (2d6 appear)
- 5-6 Blood Slime

Traps & Treasures (1d6)

- 1-2 1d6x50 coins in a sack
- 3 Jewel worth 50xd6 coins
- 4 Scroll with an IQ9 spell on it
- 5 Acid Spray 4/IQ to spot, 4/DX to disarm, does 2d6 damage
- 6 Blood Vine Pit 4/IQ to spot/ 3/DX to disarm

Wickerspaw (Aggressive)

#1d6; ST5 DX10 IQ7 MV5; AR: special; DM 1d6 thorn claws

A Wickerspaw is a 3 foot tall willowy, humanoid figure made from intertwined branches and vines. It takes no damage from arrows or wooden weapons, half damage from steel weapons, but double damage from fire.

Grave Moths (Territorial)

#2d6; ST2 DX10 IQ2 MV 2/10 fly; AR:-2; DM 3/ST test or fall asleep, drains 1 ST/turn

A Grave Moth is a 1 foot long, Moth of molted gray and brown. When it flies it's wings shower down a sleeping dust. Anyone adjacent to or under a Grave Moth must save 3/ST or fall asleep for 1d6 turns. Once a victim is asleep a Grave Moth will alight and begin draining blood (1 ST per turn) from the victim until they awake. Grave Moths are commonly found in tombs or graveyards, The wings are often harvested and sold or used to create a sleeping dust.

Blood Slime (Unpredictable)

#1; ST10-80 DX1 IQ2 MV1; AR: special; DM: Dissolves organic matter 1ST/Turn
Blood slime is a reddish oozing mass stinking of blood and offal. It absorbs organic matter and for each point of ST (animal or human) it ingests it gain 1 point of ST. Cutting a Blood Slime does no damage, only fire damages and destroys the Blood Slime. They usually move about on ceilings dropping onto victims.

The Cauldron #0

Getting to the Tomb

The hike to the hill takes 3 days and a guide from the masons guild leads the way. As you close in on the hill you notice the color of the plant life and grasses is slightly yellowed compared to the rest of the terrain around you, as if they are slowly dying. As you climb the hill its clear the large hangman's tree alone dominates the hilltop.

Hangman's Tree (Aggressive)

ST20-100 DX8 IQ2 MV0; AR-2; DM Branches will try to grab victims, 3/DX to avoid. If the limb is successful, the victim must pass 4/ST to break free or do 5 points damage to the limb to cut it off and break free. A grappling branch does 1 point of damage per turn, no AR protection.

1. Crypt Entrance

Tucked into the side of the hill is a large dark gray stone slab. One word WICKERMAN is carved into the surface at about eye level. No moss grows upon the stone and it seems to look almost wet despite the dryness of the day. With no lock, no handle, and no hinges visible how does one get in?

Players can dig around the door and will find that the stone seals into a hard stone frame and cannot be pried open. A Wizard using a lock/knock spell will have it fail. A close examination of the door (4/IQ) will reveal the I in WICKERMAN is discolored slightly with a rusty brown color resembling dried blood. A Hero must cut their finger and draw down the "I" leaving a blood trail. The door will then open lifting up on hinges hidden inside at the top of the stone door. Once the door is open read the following to the Players:

A cold gust of wind smelling of mold and rot rushes out when the door is opened. Light seeps into a dark 10 foot square entrance. Carved pillars are just visible on either side of the passage inside. Each seems wrapped in winding black and red leafy vines.

The passage is 10 feet high by 10 feet wide and runs 60 feet long. Every 10 feet the passage narrows for five feet with a pair of pillars flanking either side of the wall. The pillars choke the entry allowing only one person at a time to pass through the choke point between the pillars. At the end of the passage is a decorated wall showing a scenic vista and a stairway that leads down into the darkness.

The pillars are wrapped in blood vines (4/IQ to identify them or 3/IQ for anyone with Naturalist skill). At the end of the passage, to the east, is a stairway leading down

The Cauldron #0

Blood Vines (Territorial)

ST4 DX4 IQ2 MV1; AR 0 DM 3/ST test or sleep, drains 1pt ST per minute

The Blood Vines have a contact poison that causes sleep when touching the leaf.

Each touch of the leaf or vine requires a 3/ST test to resist falling to sleep. Anyone who fails will sleep of 2d6 turns in a drugged out stupor. If left to sleep near the vines they will move to cover and drain the victim of blood while keeping them asleep. Only removal from the vines by a fellow Adventurer will break the sleep/drug effects in 2d6 turns. Blood vines drain 1 pt ST per minute (12 turns) with a minimum of 1 pt ST once touched.

2. Mural and Stairs

At the end of the hall a beautifully painted 10'x10' wall shows a man, a woman and a young girl hand in hand. They stand in the center of the image with their backs to you. A massive living forest surrounds them with all manners of strange and natural creatures in the surrounding sunlit glade. Stairs to the east lead downward into darkness.

The wall mural hides a secret door (4/IQ to spot or 3/IQ if you have spot hidden skill) behind the door is the crypt where the workers were entombed. Inside are the remains of 12 workers and with them are entombed 12 Grave Moths. They begin to fly once the room is entered. Once the Moths are slain, the room can be explored. The bodies are each on a wooden pallet, four bodies per wall. No treasures are in the room, but a silver ring (worth 20 coins) on one of the bodies and a silver arm torc on another will prove to the guildmen outside the identity of those entombed here. If the characters bring in the guildmen, or bring out the bodies, the guildmen will affirm this is proof of the masons. They will also wonder aloud what happened to the 30+ laborers who were also working on the site.

3. The Tomb

The stairs lead downward 30 feet into the darkness. A broken door smeared with dried blood hangs off its hinge and a wheezing and shuffling can be heard beyond it in the darkness.

Within is the tomb chamber 30 feet wide 60 feet long. The wife and daughter of the Druid are within near their open tombs and have both become ghouls.

Each Ghoul is ST11 DX10 IQ7 MV5 AR-1 DM 1d6+ test 4/ST or become paralyzed for 1d6 turns.

Within the room are a huge scattered assortment of gnawed bones and discarded torn clothes. Among the bones (4/IQ to spot) is a necklace that appears to be a silver tree with small green emeralds as leaves (worth 1000 coins) a silver bracelet can also be found (4/IQ to spot) hidden under some clothes and bones. It's silver and looks like thin silver web strands with an assortment of small ruby spiders on the webbing (500 coins).

The Cauldron #0

4. The Boneyard

A foul smell like rot and blood permeates the room and bones thickly litter the floor. A stone door lies at the end of the 20'x20' chamber.

Players should make a 4/IQ roll to realize a Blood Slime is on the ceiling. If the bones are disturbed through searching or movement toward the door, the blood slime will try to drop on a victim.

Blood Slime (Unpredictable)

ST18 DX1 IQ2 MV1; AR: special; DM: Dissolves organic matter 1ST/Turn

Blood slime is a reddish oozing mass stinking of blood and offal. It absorbs organic matter and for each point of ST (animal or human) it ingests it gain 1 point of ST. Cutting a Blood slime does no damage, only fire damages and destroys the Blood Slime. They usually move about on ceilings dropping onto victims.

The door is unlocked and opens onto a spiral staircase. It spirals down 30 feet It is only wide enough for single file movement.. A roll on the random table should be done as the Players go down the staircase.

At the bottom of the staircase is a massive double stone door. It is etched with the image of a hangman's tree ringed with small dancing figures. No handles or locks are visible on the door.

The double door is not locked and pushing them opens onto a long and dark featureless corridor 10 feet wide and 70 feet long.

5. Madam Guillotine

Stepping into the hall way you see no remarkable features just a long dark passage ahead.

20 feet in a pressure plate will drop 4 guillotine blades straight down. Each blade does 2d6 damage and is 4/DX to get out of the way. The trap is 4/IQ to spot the pressure plate on the floor (3/IQ if someone has Spot Hidden skill) It is a 4/DX to disarm the trap (3/DX if one has Pick Lock/Trap skill).

6. Death from Above

Getting past the guillotine blades, you are now closer to the end of the hall and about halfway to a black door which lies ahead.

20 feet in a pressure plate will drop a massive 10'x10' spiked plate straight down from the ceiling. Anyone underneath takes 2d6 damage and tests 4/DX to get out of the way. The trap is 4/IQ to spot the pressure plate on the floor (3/IQ if someone has spot hidden skill) It is a 4/DX to disarm the trap (3/DX if one has Pick Lock/Trap skill).

The Cauldron #0

7. Fearsome Floor

Another trap passed and the door at the end of the hall is only 30 feet ahead.

20 feet in the floor gives way to a deep 30 foot pit lined with spikes. Anyone falling takes 3d6+6 damage falling into the pit. The trap is 4/IQ to spot the false floor (3/IQ if someone has Spot Hidden skill) It is a 4/DX to disarm the trap (3/DX if one has Pick Lock/Trap skill).

8. Greenman

Reaching the door in the flickering light you see it is not black at all, but a deep, dark green color. Carved into the door is a graven image of a wild haired and bearded figure known as the Greenman. Often worshiped by druids as protector of the forests and nature. No handles, locks nor hinges are visible.

Searching the door and the Greenman image (4/IQ or 3/IQ with Spot Hidden skill) reveals the eyes are deeply set and just the right size for a finger from each hand to be placed inside an eye. Only when a finger is placed in each eye will the door open. Note, to a Wizard, or some one with a Lore skill this will clearly be a symbol of something bad. 4/IQ to have other Hero's realize poking out the eyes of a god is probably not a good thing. Assuming they go through with it, read the following:

With a deep and haunting groan the door slides into the floor. A rustling noise and the clacking of sticks or bones assaults your ears as from the dark a nine foot tall massive humanoid creature lurches forth.

This creature is a Wicker golem and is made up of six Wickerspawn. The Wicker Golem is ST36 DX11 IQ7 MV6 AR: special; DM 1d6+3 thorn claws.

It takes no damage from arrows or wooden weapons, half damage from steel weapons, but double damage from fire. Once it suffers 15 ST in damage it will split into 3 separate Wickerspawn to continue the battle.

If defeated the characters will discover an empty deep green sarcophagus. In the center of the room. A bronze sun partial obscured by a silver moon is set into the back (southern) wall. This wall hides an entrance to a secret room. If the moon is removed from the wall and placed to cover the sun completely it will open the entry to the room. (4/IQ to figure out or 3/IQ with spot hidden skill).

The Cauldron #0

9. Treasure

Within this small chamber are two unremarkable chests. One is green and one is white. Both are made of wood and bound with bronze colored fittings. Neither appears to be locked but there are no apparent hinges either.

The lids will lift right off, they are not locked nor trapped, but feel free to let the Players stress out about them. The green chest contains a cape that appears to be made by multicolored leaves. The Wild Cloak is AR-2 with no DX modifier. In addition while wearing it in the wild you are 5/IQ to be spotted when not moving.

The white chest contains 1347 coins, a gauntlet of greenish bark with the carved face of the Greenman on it. The gauntlet allows the wearer to gain +3 in interactions with animals or attempts to calm them. In addition, once per day, the wearer may speak to one animal for up to 1 minute.

CLONE CONVERSION

For Players of the most popular Retro-Clone system whose characters use 6 attributes, the information below will provide a basic outline for converting your character to **Heroes & Other Worlds**. This is by no means a complete guide that will answer every question, but for a DIY Player or Referee, the following provides a good start.

Converting Attributes

The only attributes you need to bring from your character are Strength, Intelligence, Dexterity and Constitution. No other attributes, nor hit points, are used in the conversion.

Retro Attribute	HOW Attribute
Strength	ST
Intelligence	IQ
Dexterity	DX
Constitution	EN

To convert your character's attributes into Heroes & Other Worlds format, subtract 3 from each of the Retro-clone character's attributes. The new total is the Heroes & Other Worlds equivalent.

Example: Borg the fighter is converting from a clone to Heroes & Other Worlds.

Borg Retro Attribute	Value	Borg HOW Attribute	Value
Strength	17	ST	14
Intelligence	8	IQ	5
Dexterity	7	DX	4
Constitution	15	EN	12
Total			35

If the total sum of your new attribute totals is less than 42, you may add points (as you choose) to your attributes to reach a total of 42 points. If the attributes are higher than 42, subtract where you like to reach a total of 42 points.

The Cauldron #0

Example: As Borg's new total is only 35 points, the Player has 7 points (42-35=7) to spend and bring Borg up to the HOW attribute total.

Borg OSR	Value	Borg HOW	Value
Strength	17	ST	14
Intelligence	8	IQ	7
Dexterity	7	DX	9
Constitution	15	EN	12
Total			42

Borg as converted for Heroes & Other Worlds is a hardy fighter who will be difficult to kill, but he is not the smartest nor most athletic individual, just like the original!

Note, converted NPC's will ignore the Con/EN attribute and ignore the 42 attribute point total.

Starting HOW Characters are roughly equal to a 3rd level Retro-clone character. For every level the original character is above third, add +1 to a skill known or learn a new skill/spell at +1.

Adding Skills and Spells

It will be up to the Player and Referee to determine the skill/spell equivalents and in some cases there may not be an exact correlation. Use your best judgment. Retro-clone classes are given and in parenthesis is their HOW equivalency. Either Adventurer (A) or Wizard(W)) Refer to HOW rules for description on skill/spell buying specifics, but below are some guides.

Converting Classes

Fighter (A): weapon skills, shield, alertness, tactics, stealth, athletics, riding, two weapon fighting, detect hidden/hide.

Thief/ Rogue (A): weapon skill, stealth, streetwise, escape artist, acrobatics, recognize value, pick locks/traps, thief, detect hidden/hide, climbing.

Barbarian (A): weapon skills, animal handling, survival, climbing, alertness, stealth, naturalist, hunting/trapping, climbing.

Bard (A): bard, fencing, acrobatics, charm, escape artist, lore, streetwise, detect/tell lies, act/disguise.

Cleric (W): weapons skills, healing/protection spells, naturalist, lore, scholar, diplomacy, physiker, literacy.

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Wizard (W): spells, lore, alchemy, recognize value, scholar, literacy.

Druid (W): spells, lore, animal handling, scholar, literacy, naturalist, physiker, tracking, survival.

Ranger (A): weapons sills, tracking, hunting, survival, fishing, escape artist, alertness, naturalist, stealth.

Paladin (A): weapon skills, lore, shield, riding tactics, physiker, possibly a spell for every 2 levels above 3rd.

Monk (A): weapon skill, unarmed combat, physiker, stealth athletics, acrobatics, scholar, naturalist, diplomacy, act/disguise, detect hidden/hide, stealth.

Converting Armor Class

Below is a simple chart to covert AC to AR. Note for magical equipment the Referee will have to determine if it adds additional protection (more AR, or if it is lighter with less of a DX modifier.

Retro AC Dsc.	Retro AC Asc.	HOW AR
9	10	0
8	11	-1
7	12	-2
6	13	-3
5	14	-3
4	15	-4
3	16	-5
2	17	-6

Converting Weapons and Equipment

Refer to the Heroes & Other Worlds manual pg 114 to convert weapons and the damage for each weapon. Given the broad range of potential magical items or equipment, this will require the Referee to work out the details. In general a magic weapon (like a +1 sword) might give a bonus to hit in combat OR provide a bonus to damage when it hits.

Spells, Wands and Potions

Although there may not be direct translations currently, the Referee should decide what the goal of the item is and whether the effect tests an attribute or whether the effect lasts for a certain number of time, or how many dice of effect (1d6? 2D6? Etc.) it will have in the game. These should be agreed by both Player and Referee.

BID ADIEU TO THE DUNGEON



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[HTTP://HEROWORLDS.BLOGSPOT.COM/](http://heroworlds.blogspot.com/)

Portals to Other Worlds

The following sites are recommended as resources for expanding your game play!

Adventures

<http://www.darkcitygames.com/>

Articles, Additions & Insights

<http://bite-the-bulette.blogspot.com/>

<http://joyfulsitting.blogspot.com/>

<http://savevsdragon.blogspot.com/>

<http://theopenhearth.blogspot.com/>

<http://dynastyzero.blogspot.com/>

<http://redwald.blogspot.com/>

Cartography

<http://stonewerks.wordpress.com/>

<http://battleaxesandbeasties.blogspot.com/>

<http://rpgcharacters.wordpress.com/>

Are you adding new material for **Heroes & Other Worlds** Players to use on your blog? Drop a line to fenway5@frontier.com and use BLOG SUBMISSION in your email header. I can't pay you for the submission, but if it is approved you will be given full credit and it will be added as an Other World Portal in an upcoming issue of the The Cauldron.