Heroes: FoE

Demo

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Heroes: FoE: Ancient Knowledge

This demo is an excerpt from the first adventure available through Heroes: FoE. The adventure takes the heroes through a series of trials to ultimately defeat the menace threatening the city, maybe even the world.

In a moment of confusion, you see people running and screaming to the west. Mothers grabbing their children and fathers grabbing anything they can use as a weapon to hold the rear. Smoke starts to billow out from the east and fill your nostrils with the stench of brunt wood and flesh.

You quickly grab your pack as a large lizard climbs over a nearby fence and grabs a farmer. Tearing him in half. Its rider, another lizard-like humanoid, wields a wicked looking spear and a torch. The rider lights the thatch roof next to him with his torch. As you turn to run you feel the gaze of the lizards burn a hole in your back. Knowing that you cannot survive if you fight you run as fast as you can.

At the top of the near-by hill your neighbors gather and watch, in horror, as your homes burn to the ground. The army of lizard creatures roam the streets searching for those that stayed to defend the village and put out fires. One of the children asks, "what are they?" One of the older men, entranced by the fires, states "they are nafrine."

Become your own hero in a world where steampunk meets high fantasy in this brand new comparative D6 tabletop role-playing game.

Nightingale Entertainment

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Set Up

Pre-read the Events

- It is suggested to pre-read all five events in this demo.
- Pre-reading will help facilitate game play and provide an understanding of what kinds of resources are needed and why.

Gather Resources

- All resources are suggested, but not required.
- 2-6 players, they can be friends, family, or some unsuspecting bystander who is in the wrong place at the wrong time.
- Some form of location tracking. We use a 24X36 roll up wet-erase mat with a grid. You could also use any form of paper, a chess board, tap on a floor or table, or any other way that you can imagine.
- Some form of location tracker. We use miniatures with a facing arc. You could also use any miniature, cardboard token, cardboard stand in, meeple, or anything else that your imagination can come up with.
- Printed copies of the heroes
- Printed copy of this Demo guide.
- Writing utensils
- Something to track Action Tokens. We use poker chips. You could use bingo chips, washers, nuts, dice, or any other way that you can imagine. About 100 are needed.
- As many six-sided dice that you can muster. It is suggested to have at least 20, with at least 3 different styles; shape, size, color, pattern, etc.
- SNACKS!!! We use gummy candies. Coffee and other drinks are also suggested.

Pick Heroes

- Have the players pick their hero. They can choose based off of the hero picture, or they can read the brief description next to the picture.
- The players will likely pick their favorite picture.
- Have the player read the notes on the sides of their hero's sheet, so they understand their hero better.

Pass out Resources

- Make sure all heroes have enough Action Tokens to adequately play it should be no more than 10
- Pass out writing utensils for player to use during game play
- Make sure all players use the bathroom prior to game beginning.
- Make sure everyone has snacks and drinks to their satisfaction
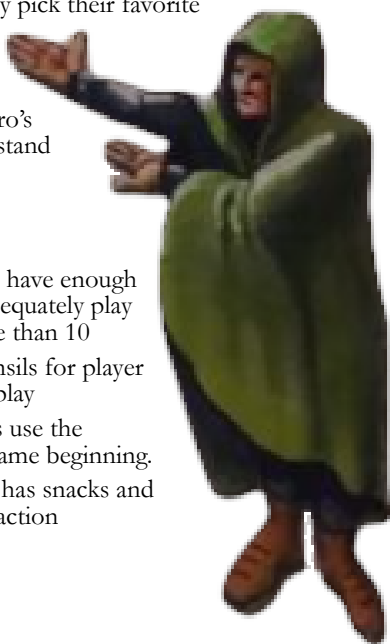
Game Play

TTRPGs

- Heroes: FoE is a Tabletop Role-Playing Game. It is designed for the players to have fun and experience life in a different way.
- The Heroes' Guide is the ultimate authority of game play. If things don't make sense to you then don't allow them to happen.
- Heroes are allowed to try to do anything that they want. This may cause chaos and ruin play. Let it and start over.
- The game is about having fun with your friends and meeting new people or holding them hostage.

Dice

- Multiple d6 dice are used in play
- Each roll is **opposed**, meaning that it is compared to another roll.
  - Most rolls are opposed by a defensive roll, but some are opposed by a trick.
- Each die is either a success or a failure depending the tier of the die and the roll.
  - There are 5 tiers, the lowest being tier 1, the highest being tier 5.
  - The tier determines the chance that a die is a success
  - Tiers are determined by the roll call; 2T1 means 2 dice are rolled at tier 1
- When a 6 is roll it is considered a Star Success. Star Successes allow the roller to count that die as 1 success and reroll that die at the same tier, until they no longer roll a 6.
- The successes of both the action roll, and the opposed roll are added up separately. The opposed roll is subtracted from the action roll. If the result is greater than 1 then the action is a success (see Effects of rolls for possible outcomes).
- Tier conversion can be done using the Dice Outcome Table below

Dice Outcome Table

| Tier | DieRoll | | | | | |
	1	2	3	4	5	6
Tier-1	Failure	Failure	Failure	Failure	Failure	Star Success
Tier-2	Failure	Failure	Failure	Failure	Success	Star Success
Tier-3	Failure	Failure	Failure	Success	Success	Star Success
Tier-4	Failure	Failure	Success	Success	Success	Star Success
Tier-5	Failure	Success	Success	Success	Success	Star Success

Turn order (Combat vs Roleplay)

- **Action Speed** determines Turn Order.
- The highest Action Speed goes first.
- In case of a tie the hero(es) go before the foe(s).
- In combat events turns signifies about 10 seconds of in game time.
- In roleplay events turns are in scopes, that means as the HG you determine how long the turn lasts, for the Demo assume the role-playing turn orders are about 1 minute.

What can be done on your turn.

- On a turn the hero or foe regains all of their spent Action **Tokens (AT)** and gains extra AT equal to what they have **Banked**, up to 4 extra AT.
- The hero or foe may spend their AT on their **actions** and **Active Defenses** and may bank up to 4 AT for their next turn.
  - o Actions include **Abilities**, **Movements**, and **Tricks**.
  - o Active Defenses include **Dodge**, **Block**, and **Riposte**.

Effects of rolls

- When a hero or foe decides on an action that requires a roll. They follow the previous rules of dice and make an opposed roll.. If the roll is successful then the action is successful, therefore the desired effect comes into play; an attack hits, a trick works, etc.
- The opposed roll is determined by the action roll, and the opposed rollers abilities and preferences.
  - o Physical attacks are opposed by Passive Armor Defense, resistances to the attack type, and Active Defenses.
  - o Physical tricks are opposed by a set die roll based upon the conditions and difficulty of the task being performed. Basic tricks are opposed by (1+Armor Reduction (AR))T1. Advanced tricks are opposed by (1+AR)T2. And Expert Tricks are Opposed by (2+2AR)T3. These are stated in the notes section on the roleplaying page for each hero.
  - o Magical attacks are opposed by Passive Magical Defense, resistances to the attack type, and in some cases Active Defenses.
  - o Mental attacks are opposed by Passive Mental Defense, Resistances to the attack type, and in some cases Active Defenses or a Trick.
  - o Mental tricks can be opposed by an opposing trick, a defense, or a set number based upon the difficulty of the trick. If the trick is opposed by a set number, basic tricks are opposed by 2T1. Advanced tricks are opposed by 4T2. And Expert Tricks are Opposed by 6T3.
- In scripted RP events the opposed roll is given depending upon the action type.
- If you are unsure how the action used would be opposed, use your best judgment. For example, the hero uses a fire essence trick to intimidate a foe. The hero would roll both their fire essence trick and the manipulation trick. The foe would only use their mental defense, and fire resistance. Magical defense would not be used as the foe is not coming into contact with the fire.
- If the action is successful then the target receives a number of **Defeat** equal to the number of successes that remain after the opposed roll is subtracted from the action roll.

Defeat = successes from action roll - successes from opposed roll

- When the intent of an action is to give, take, or avoid something then the roll is either succeed or fail. Success is when the action roll is greater than the opposed roll. Many **statuses** are determined this way.

Success = Successes form the action roll > Successes from the opposed roll.

Positional Statuses

- Many of the statuses in this demo are positional. Meaning that the status is in effect if the hero or foe is in the right, or wrong, place.
- When an attacker attacks from a position not in the front arc of a defender then the attack roll is made at 1 tier higher. See **Facing** below for rules on front arcs and facing.
- When a defender is knocked down then the attacker makes attacks at 1 tier higher
- When an attacker attacks from higher elevation (from the top of the stairs, on top of a table, etc.) than the defender than the attack roll is made at 1 tier higher.

Facing

- The **front arc** is where the creature is actively paying attention to.
  - o The front arc is 90 degrees. The best way to think about this is in 1-meter layers, going away from the creature. The first layer touching the creature is 3 M wide, the next layer is 5 M wide, and every M that you move away from the creature the layer is 2 M wider than the previous; represented by this formula **Front Arc Layer width = 1+ 2X distance from creature.**
- The 90 degrees to either side of the front arc is the **flank arc**.
  - o Each layer of the flank arc is calculated by **Flank Arc Layer width = 2X distance from creature**.
- The 90 degrees on the opposite side of the front arc is the **rear arc**.
  - o Each layer of the flank arc is calculated by **Rear Arc Layer width = 1 - 2X distance from creature**.
- A creature can only make attacks out of their front arc.
- Any attack made from the flank or rear arc is made at 1 tier higher.
- A creature may change their facing once in between their turn orders, if they are not actively fighting another creature, for free.
- A creature may use its active defenses against attackers attacking from the creature's flank and rear arcs.
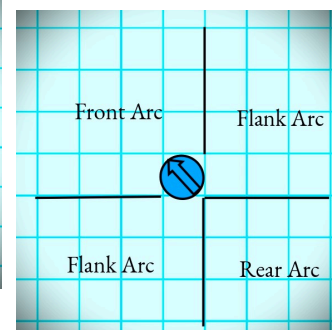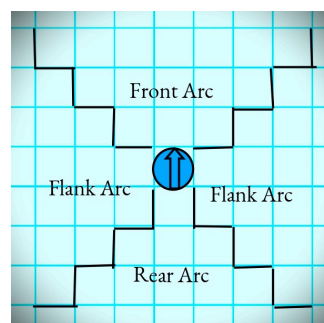
Definitions

Abilities

- Abilities are special actions a hero has practiced enough to perform even in the most stressful situations.
- There are 6 types of abilities in Heroes: FoE; Maneuvers, Smites, Spells, Magic Crafts, Crafts, and Combat Tricks.

- o Maneuvers are the physical attacks the hero has perfected.
- o Smites are maneuvers with magical essences tied into them.
- o Spells are magical essences controlled through incantation and some form of reagent.
- o Magic crafts are used to create magical items, as well as allow the hero to perform a craft tied with a magical essence.
- o Crafts are the mental tasks the hero has perfected. Most crafts art not used in combat.
- o Combat Tricks are the use of crafts in a combat event to gain the advantage over a foe.

Action

- Actions are what you can do on your turn. The action types are active defenses, abilities, tricks, movements, and even talking.
- All actions have a set cost of AT

Action Speed (AS)

- AS determines how fast a hero or foe acts.
- This equivocates to when the hero gets to have their turn.
- Changing AS causes the hero or foe to move their turn order to the new time location.

Action Tokens (AT)

- AT is the representation of time, energy, and focus used to perform an action.
- Every action a hero can use costs a set amount of AT, this must be paid in order to use the action.
- Any task or ability can be used, even if it costs more AT than normally would be granted to the hero or foe. It just takes longer than one turn order. The hero spends as much AT as they can on the action subtracting from the overall cost. This is repeated until the cost is reduced to 0. This mainly happens while reloading a weapon or casting a spell with lots of essences.

Active Defenses

- Active Defenses are paid for on the hero or foes turn, then are used on a different turn.
- There are 3 types of Active Defenses; Dodge, Block, and Riposte.
- Each Active defense costs 1 AT to hold, and each has a set roll for the hero or foe to be used as an opposed roll against an incoming attack, with the exception of Riposte.
- If the Active Defense is not used by their next turn then it is wasted.
- While multiple of the same defense may be "bought", only one may be used at a time. For example, if a hero buys 3 block defenses they may only use one each time they are attacked.

Banked Dice

- Banked dice are specifically set aside for use on the next turn.
- Banked dice are not unspent Active Defense actions.
- A maximum of 4 dice may be banked for the next turn.

Block

- Block is used to put something in between the action and your hero, normally this is a weapon or a shield, in some cases it can be a door, tree, or other object.
- Blocks are best used against physical attacks from weapons and form are of effect abilities, like spells with the Gra "Explode" syllable.

Defeat

- Defeat is the amount of successes it takes to literally defeat something; hero, foe, or performing a trick.

Dodge

- Dodge is used to avoid.
- Dodge is best used against heavy attacks, guaranteeing additional dice with the right equipment.
- Dodge can be used against all targeted actions; attacks, maneuvers, smites, spells that use the Ien "project" syllable, and magic crafts, crafts, and combat tricks that the defender is aware of.

Flank Arc

- The Flank Arc is the side of a creature.

Front Arc

- The front arc is where a creature is actively able to pay attention to. The creature is most dangerous from its front arc.
- A creature is able to attack and fully defend from its front arc

Movements

- The standard move is 5 meters per AT, this number can be modified by statuses, hero development, and equipment.
- Some tricks and abilities also allow movement, the cost of the movement is calculated in the cost of the ability.

Opposed

- Opposed means that all actions require 2 rolls, one from the hero or foe causing the action and the other from the defender of the action.

Rear Arc

- The Rear Arc is the back of a creature. Often its most vulnerable side.

Riposte

- A Riposte can be used in response to an attack. In this case both attacks resolve simultaneously.
- Riposte is used to attack an enemy that has come within your reach.
- Some Abilities can counter or ignore ripostes.
- The Bracing weapon trait grants additional dice with a riposte.

Star Successes

- When using regular D6s then they occur when you roll 6.
- A Star Success or 6 on a D6 allows the roller to continuously roll until they non longer roll a Star Success or 6. This allows for better results than are normally possible.

Statuses

- Statuses are adjustments to the normal flow of a hero or foe.
- Statuses can be caused by magical effects, environmental factors, positioning, or actions.
- For the sake of the Demo statuses will be gone over when they could be involved.

Tricks

- Tricks are the base of all abilities.
- All heroes can use all tricks. If the hero does not have experience with the trick they will be non-proficient and only be able to use 1 tier-1 die to accomplish the trick.
- When a hero has proficiency with a trick they can use the trick in abilities.

How to Read the Stat Block

Traps

Trap Disarm Pool (TDP): This is the number of defeats that are required to overcome a trap. Traps are disarmed by the use of a tool trick. or other tricks that seem like they would work. For example, pushing a big object under the cannonball trap and using a balance trick would count towards disarming it.

Disarm Defense: This is the opposed roll when trying to disarm a trap.

Trigger: This is how the trap goes off.

Attack: Determines how many dice and what tier are needed when the trap goes off.

RP Event

Defeat Limit: The amount of defeat that is required to beat the event.

Passive Defenses

Physical: The physical defense of the event, as well as any additional conditions

Magical: The magical defense of the event, as well as any additional conditions

Mental: The mental defense of the event, as well as any additional conditions

Resistances: Additional raises to the dice against specific actions.

Consequences: What happens if the heroes succeed and fain in the event.

Foe

Defeat Limit: The amount of defeat the foe can take before it is no longer a threat.

Action Tokens: The amount of Action Tokens the foe regains at the beginning of its turn. The number is how much it has to pay before it can act.

Action Speed: This is the point in which the foe is able to act

Move Speed: This is how far a foe can move with a single die of movement.

Passive Defenses

Armor: The amount of dice the foe rolls when they are defending against a physical attack.

Magical: The amount of dice the foe rolls when they defend against a magical attack

Mental: The amount of dice the foe rolls when they defend against a mental attack

Resistances: This is where all specific resistances are kept. They are added to the defensive roll if they are applicable

Active Defenses

Dodge: The amount of dice the foe rolls when they dodge

Block: The amount and tier of dice that are rolled when the foe blocks

Riposte: The amount and tier of dice that are rolled when the foe ripostes

Attack: (Cost) Dice and Effects

Attack Name (cost in AT for the attack) The amount and tier of dice as well as all effects of the specific attack

Equipment: What the foe has on their person if anything.

All stat blocks will be shaded with the same blue background. It is suggested to keep the information in the stat block to yourself so the heroes cannot use that information to their advantage.

Information that is shaded with in purple is either read or paraphrased for the heroes to know. This information is used to give the heroes an idea of how to proceed through the adventure.

The Story Thus Far

Yesterday the heroes were part of a refugee caravan trying to enter the safest city in the land, Icarnos the City Under the Dome. As they were trying to enter the city, the Farm Gate was destroyed by nafrine saboteurs. The nafrine is a race of alligator like men that are bent on destroying or enslaving all other beings.

The heroes banded together to fight this threat and help the other refugees with the aftermath. The heroes actions were witnessed by many bystanders. They are brought before the commander of the guard in the bridge district. She notified the heroes that nafrine are in the city and tasked the heroes to find them.

They searched the bridge district for the nafrine, only finding a battered scholar that with a missing journal of incredible value to him. The journal was stolen by his attackers, he described them as nafrine. The scholar states that the journal may be the key to a very powerful ancient somewhere in the city.

The scholar buys the heroes a meal. While the heroes are resting a brawl bursts out in the Overhang Tavern caused by a patron using foreign mint money, nafrine to be exact. The heroes decide to follow this lead and find the patron. He is a troll named Groltan and can usually be found in the Bloker Alley section of the Warrens.

The heroes were able to track down Groltan. Groltan was distraught as he lead the nafrine to a gate under the city. The gate was located on the other side of the of an underwater tunnel.

At this point feel free to give the heroes a brief amount of time to introduce themselves. It doesn't have to be a long introduction, just enough for the heroes to get a gist of what their companions can do. Feel free to allow them to read the introduction for their hero as written on the hero sheet.
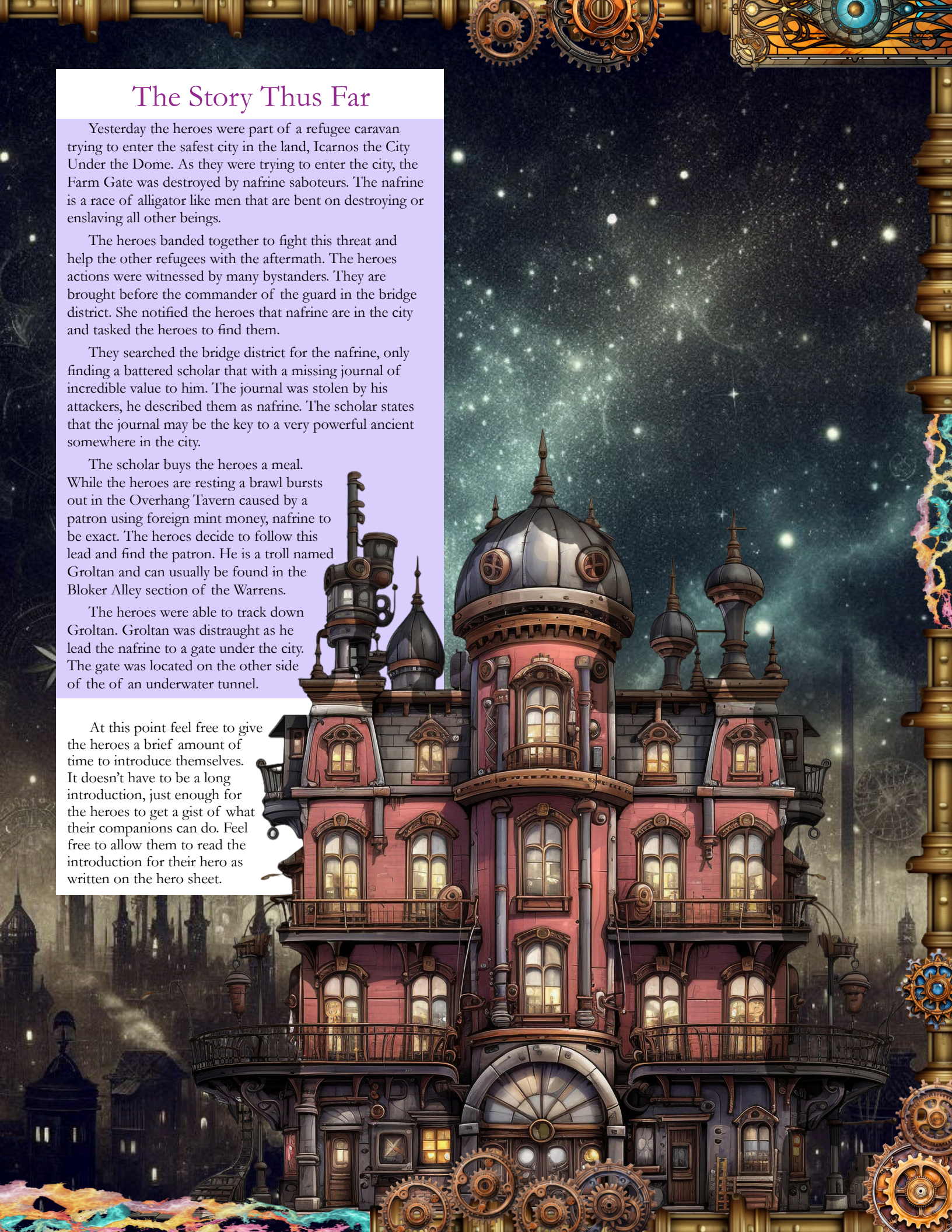
Entry Hall

The entry hall looks like there was a battle here between a mech and a few nafrine soldiers. The mech was an old one with a cannon for an arm, and a sword for the other.

There is lots of blood from the nafrine, but there are no bodies. Make sure to make a note of this clue as the bodies were animated into zombies. Not many were killed here, but quite a few were wounded.

When ready to begin this scenario read or paraphrase the following:

After moving past the gate, down a hall, and following the pipes around a bend you come into a medium-sized room, about 9 meters square. The room has a large mech dominating the far end of the room. The mech appears to be a large humanoid shape, with large, pointed feet. Large arms with weapons adorning them draw your attention; the left arm ends in a large blade, and it's right arm ends with a cannon. The design of the mech gives it the look of being very old. Most of the old tech has the components covered to protect the components. The mech seems to not be moving.

There is lots of blood in this room and a lone cannon ball in the corner. The mech seems to be covered in blood as well, but there are no bodies to be found anywhere.

There are two exits to this room, one is an archway to the right. The other, to the left, is blocked by a portcullis.

If the heroes ask about the blood it is fairly obvious that there was a battle between the nafrine and the mech. The mech was ultimately defeated and is unable to move or be controlled.

The blood patterns suggest bodies were dragged to a wall. Then the nafrines seem to stand again. This is where the bodies of the fallen nafrine were lined up so Ungathol the Soul Stealer could animate the bodies.

The blood trails off down the right-hand hall. If the heroes ask about the blood have them roll a sight trick, opposed by 1T1. See the table at the bottom of the page for the results.

The nafrines did leave a cannon ball trap for anybody who moved the mech so if the heroes check it out or touch the mech in any way they trigger the cannon ball to go off and potentially harm them. With a successful sight trick roll the heroes can easily spot the trap if they look at/into the mech. The heroes can notice that the mech is in a precarious position and that there is a cannonball still in the cannon.

If the heroes wish to disarm the trap they may, all they would need to do is put something behind the mech to prop the mech up.

If the heroes get the idea to pull off the arm and use it as a weapon, allow them. The cannon is heavy and cumbersome. The hero carrying the cannon has their armor reduction 2 higher. This means that the hero looses 2 AT and move speed.

The cannon has weapon qualities of Armor piercing 5, Reload 96, Thrusting 3, Two-handed 2, heavy 2. The Market value of the cannon, should the heroes bring the cannon along, is 1250 Cogs. The weight of the cannon is 50 kg, with each cannon ball weighing 7.5kg.

Cannonball Trap

Trap Disarm Pool (TDP): 3

Disarm Defense: 2T1

Trigger: Heroes disturbing the mech, or if the heroes have 2 less successes than the Disarm Defense.

Attack: 9T3 crushing to all targets directly in line with the front of the mech arm when it goes off, Armor Piercing 5

# of Successes	Result
1	Blood trail suggests the bodies were dragged to the right wall
2	The bodies were then transported down the right hall
3	It appears as though three bodies were lined up against the wall
4	The bodies seemed to have walked off down the right hall

Guard post

The heroes travel down the hallway to the left and find a portcullis blocking the hallway. Beyond the portcullis the heroes see something shiny. The shiny object is a magical sword. The portcullis will open with 8 successes of force. The treasure is for the taking once the portcullis is open.

When you and the heroes are ready to begin this scenario read or paraphrase the following:

As you travel down the hall you can see a portcullis blocking the archway at the end. When you get closer to the portcullis you can see a glint of shiny metal on the other side of the portcullis. The object appears to be a scabbard, and an ornate handle of a longsword. The rest of the room is furnished with a drum, a table, a few chairs, and a few cots that are lined up against the wall. The sword is on the table next to a deck of cards. There seems to be a few small, strange doors against the far wall as well.

Portcullis (RP event)

Defeat Limit: 8

Passive Defenses

Physical: 4T2 to lift the portcullis

Magical: 3T2 to magically alter the metal

Mental: n/a

Resistances: If the heroes use leverage to raise the portcullis then the physical opposed roll is only 2T2

Consequences: If all of the heroes fail in 2 consecutive orders the portcullis slams shut. The heroes have to try again to open the portal. The portcullis is open enough for a hero to squeeze through after 3 successes. The portcullis locks in place when the heroes reach 8 successes.

Once inside the heroes can search the room. There are a few scraps of clothes in the lockers, a journal in one of the lockers can also be found. It is written in the ancient tongue and is hard to decipher. The journal has a market value of 200 coins, if sold to the right person, otherwise it is junk. The sword is a longsword that is enchanted with a few inertia essences.

- **Old Sword:** A longsword in the shape of a katana with an ornate hilt and cross guard in the shape of a dragon.

    This sword was once the weapon given to the guard captains who were stationed in the Ancients throughout the world. Swords such as these are often found inside of the ancients.

    Some of the guard captains were buried with their swords if the captains' bodies and swords were found. However, most of the guard captains were sealed into the ancient that the captain was protecting and left for all eternity.

This particular sword is enchanted with three inertia essences that raise the offensive roll by dice. Its two-handed weapon quality is rank 3 because of the enchantment. A user with proficiency in slashing swords would roll 4 extra dice compared to a normal long sword (both Reyzak and Tyrellia would roll 10T2 chop, slash, or thrust).

However, until the hero has 24 hours to practice with the sword they are unable to use their abilities that use a long sword as a component (Reyzak cannot use Turtle Poke, or Retreat Attack; Tyrellia cannot use Decoy Cut). Market value 1650 coins.

Various supplies of cans and other food and drink holding containers. Many of the cans are labeled in the old language. They could very well be sold as artifacts to the scholars of the ancients for about 50 coins. Otherwise, the cans are junk the hero would need to keep track of.

There is a skeleton in the corner of the room sitting on a chair, buried in blankets, with one wrapped around its neck. An easy guess is that the captain killed themself.

Zombie Walk

To the right of the mech leads down a small set of stairs that go into the bowels of the mechanism. With more stairs leading to a platform then turns left down a hall with five doors, two on each side, and one at the end

When you and the heroes are ready to begin this scenario read or paraphrase the following:

As you go around the corner you see a steep set of stairs going down into the bowels of the machine. As you stumble down the steps you can see that you are in a long hall, about 12 meters long with two doors on each side, and one on the far end of the hall. The metal ground is heaved up in points along the floor, walls, and ceiling. No noise can be heard. There is a slight smell of dried blood in the air, but there is no clue as to where it is coming from.

Above each of the doors is a sign in the old language. The doors appear to open easily, but there is only one way to find out for sure.

Give the heroes an order of action to look around and check things out. After that point read the following:

As you are moving down the hall the two doors on the left open in unison., A few moments later the door on the far-right end opens as well. Behind each door is what appears to be a nafrine soldier. Each soldier carries a sword and shield and wears splint armor over the mail. These nafrine soldiers have many wounds, one is missing half of their face, another has a huge gash across its chest, and the third soldier has arrows still stuck in its shoulder. These wounds make you believe that the soldiers no longer live.

Ungathol has left his new undead servants here to defend the entry point. There are three nafrine zombies behind three of the four doors in this hallway. Each is armed like that of a soldier; however, the zombies move much slower than the average nafrine. The zombies can tell if someone enters this hall via hearing. The zombies attack during the second turn order when the heroes are in this hall. The zombies don't have any treasure other than their weapons and armor.

Nafrine Zombie

Defeat Limit: 15
Action Tokens: 4
Action Speed: 0
Move Speed: 3 M/die

Passive Defenses
Armor: 7T1
Magical: 1T1
Mental: Immune
Resistances: 1T1/immune to all mental statuses

Active Defenses
Dodge: n/a
Block: n/a
Riposte: n/a

Attack: (*Cost*) Dice and Effects
Basic: (*2*) 4T1
Brains!: (*2*) 2T1 plus save vs knock down

Equipment: shield, arming sword, splint over mail minus helm

The Foundry

When you and the heroes are ready to begin this scenario read or paraphrase the following:

As you slide the door open to this chamber you see many tables and lots of junk. There is a row of overturned tables leading to the opposite door, and blood splatters along the way.

The room is well lit with small glowing crystals floating throughout the room. The lights seem to move on their own. The room is much like the other rooms, made with metal and pipe access with unmoving cogs and gears in places.

There is a slight buzz in the air, followed by the sounds of a high pitch hiss or whistle. There is also periodic banging on metal. As you look at the far door you notice there is a group of six humanoid shaped mechs banging and trying to get into a door to the south. The mechs have four arms, the two bigger arms end in pincer grips, the two smaller ones have hands. When they look towards you notice that their face is a flashlight. These creatures are all white and seem to be made of metal. The creatures use tools like wrenches, pipes, and large knives to smash into the door, leaving dents when they hit it. One of the creatures has steam leaking periodically, accompanied by the whistle.

Shelves filled with random metal junk, like extra pipes, cogs, and metal plates line the walls of this large room. The tables seem to have a pattern, but they have been forcefully rearranged in a haphazard way.

These mechs are much smaller than the big one that was guarding the entrance of the ancient, and they have hands similar to a human. The mechs can use tools and more importantly weapons. The mechs are not designed to kill, but they can and will do damage to stop a threat to the machine. According to their programing, all intruders are a threat.

After combat the heroes may search this area and find that there are tons of crafting materials, mainly the metal used in the tower of the Ancient, and surrounding area. The city could use this metal to potentially rebuild a gate, the city would need to know who to build it and come up with a plan on how to suppress the Temporal Shield.

There are also many tools that can be used to craft things as well. While searching the heroes can discover an alchemy lab that is full of potions. There are eight in total; four potions of healing, two potions of invisibility, and the remaining two are potions of strength. These are all minor magic items which may help in the heroes future adventures. If the heroes enter the door to the left they discover it as a monitor room, with a wall of screens showing multiple different angles of the room the heroes were just in, the entry, and a few places they may visit in the future. In one of the monitors the heroes can see six helper mechs working on something metal.

Potions of Healing 2: these potions have been infused with 2 life essences and give back 4T3 defeat damage and 2T3 Life damage, the potions have a market value of 50 coins.

Potions of Invisibility: these potions are infused with multiple deception essences and allow the hero to become invisible for up to 3 orders. These potions have a market value of 200 coins.

Potions of Strength: These potions are infused with the 3 primal essences, they raise the imbibers' physical dice, related to Might, by 2 for a total of 10 orders. This potion has the market value of 150 coins.
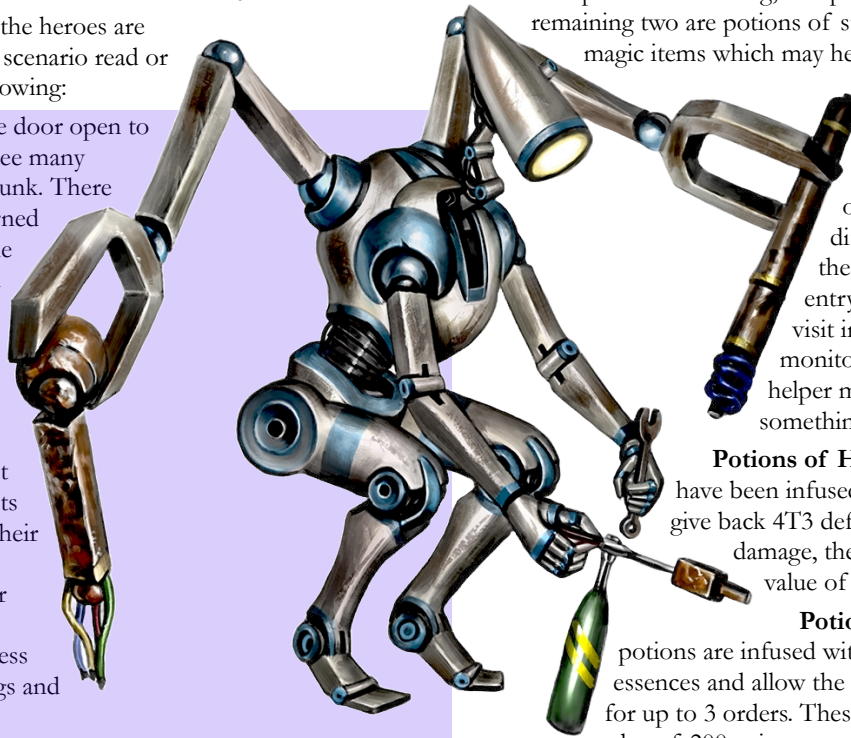
Helper Mech

Defeat Limit: 15
Action Tokens: 8
Action Speed: 1
Move Speed: 5 M/die

Passive Defenses
Armor: 2T1
Magical: 1T1
Mental: 2T1 vs Technomancy/Immune
Resistances: 1T1; 2T1 thrust, 2T2 slash, 2T1 chop
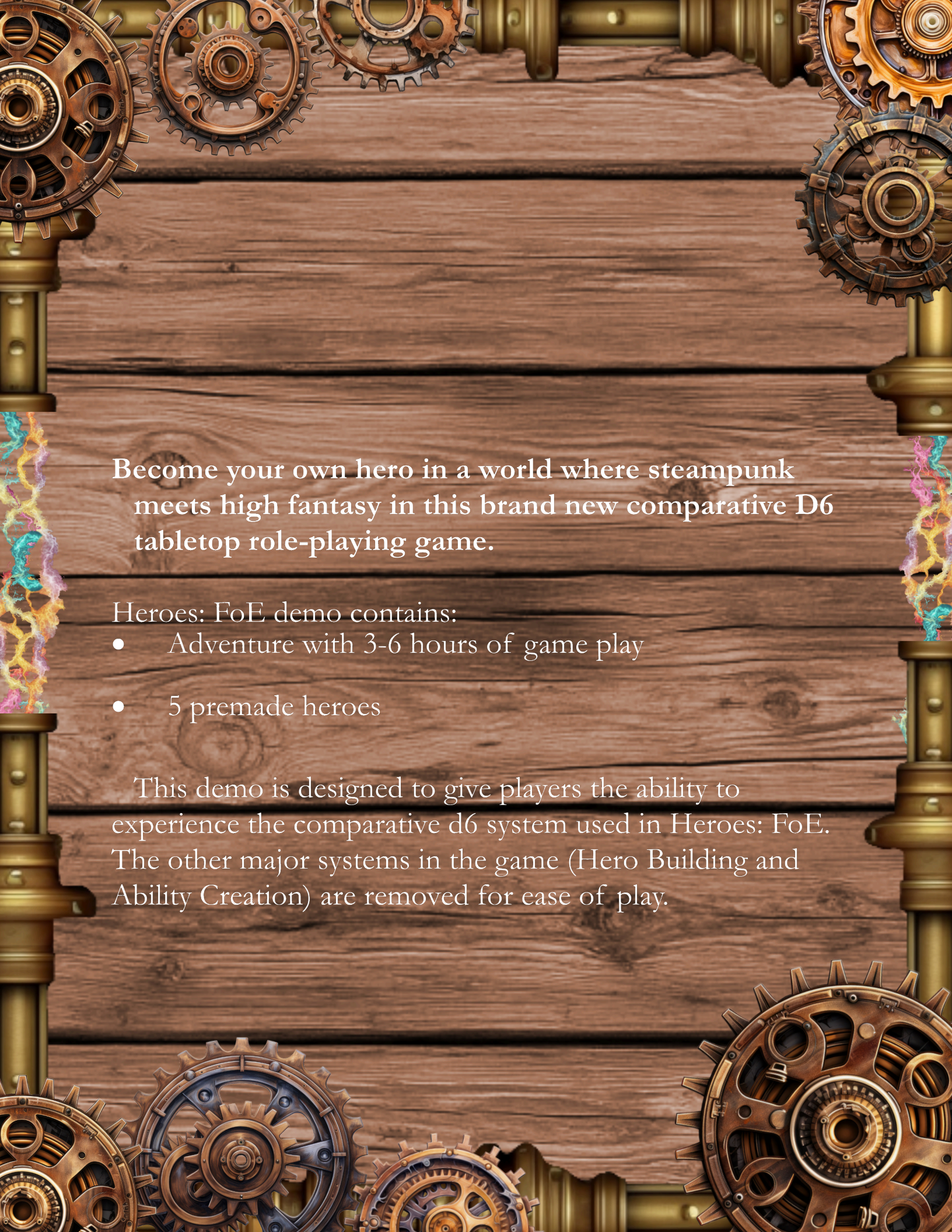
Active Defenses
Dodge: 2T1, 4T1 vs heavy attacks
Block: 2T1
Riposte: 2T1 crush

Attack: (*Cost*) Dice and Effects
Basic: (*2*) 2T1 crush

Equipment: various tools

Become your own hero in a world where steampunk meets high fantasy in this brand new comparative D6 tabletop role-playing game.

Heroes: FoE demo contains:
- Adventure with 3-6 hours of game play

- 5 premade heroes

This demo is designed to give players the ability to experience the comparative d6 system used in Heroes: FoE. The other major systems in the game (Hero Building and Ability Creation) are removed for ease of play.