



Core Rules

Supplemental solo and party gameplay for Alloyed RPG™

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Welcome!

Kwik D6™ is easy to learn, easy to play, and easy to run. Character creation takes as little as 5-minutes, and all you need to play are a 6-sided die (*1d6*) and your imagination. Whether you're a total newbie or a seasoned veteran, we're glad you found us and we know you'll have a blast!

If you're new to tabletop roleplaying games (*ttrpgs*), think of them as '*collective storytelling*' in which a group of players sets out on a semi-guided adventure. Unlike board games, the objectives, actions, and outcomes are as endless as your imagination.

Players create their own unique characters with different abilities, traits, and gear. Those characters will then embark on adventures as presented by a game master. Many things can happen along the way (*battles, intrigue, action, etc.*) and the players decide how they'll interact within those encounters. In some situations, dice may be rolled to determine outcomes based on a character's abilities and resources. The rules serve as general guidelines for an otherwise boundless, open-ended game.

Alloyed RPG™/Kwik D6™ is our labor of love to the gaming community. Almost everything we publish is available for free on our website, so it really helps if you support us by liking, subscribing, and sharing the links. For questions and comments, email the DungeonMaster@AlloyedRPG.com. Thanks, and may your dice always roll with Advantage!



What is Kwik D6™ vs Alloyed RPG™?

Kwik D6™ is a stripped-down **Alloyed RPG™** rules set for solo and party gameplay using 1d6 (*instead of 1d20*) and featuring semi-automated mechanics. Adventures are only 30 minutes, characters are 'disposable,' and maps and encounters are randomized for spontaneous, infinite re-playability.

Credits

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CARDINAL RULE No.1. All rules can be modified. As with any game, the object is to have fun. Do whatever it takes to make that happen at your table.

CARDINAL RULE No.2. Imagination over calculation. Numbers and mechanics are here only to bring structure and balance to the adventure, nothing more.

CARDINAL RULE No.3. All rules and outcomes are ultimately decided by the Dungeon Master (DM). **Kwik D6™** DMs can pretty much do whatever they want, even if it 'breaks' the rules. So, be nice to your DMs and bring them snacks (*no one wants a hangry DM*).

Building Your Character

DON'T THINK, JUST ROLL! We tried to make this part as mindless as possible. If you want to craft your character, create back stories, become invested, etc. play **Alloyed RPG™**. But, if you just want to explore dungeons, chuck dice, and kill stuff for the next 20-30 minutes, **Kwik D6™** is your game. Here, life is cheap and characters are disposable...so don't get too attached to them!

The D6. Unless specified, **EVERYTHING is rolled with 1d6**. Let's get started building your character...

Step One – Roll your Race. You'll be either a **1. Dragonborn, 2. Dwarf, 3. Elf, 4. Halfling, 5. Human, or 6. Tiefling**. These are explained in the 'Races' section.

Step Two – Roll your Class. You'll be either a **1. Barbarian, 2. Bard, 3. Cleric, 4. Ranger, 5. Rogue, or 6. Wizard**. These are explained in the 'Classes' section.

Step Three – Roll your Ability. You'll be strong in either **1-2. Body, 3-4. Mind, or 5-6. Spirit**. These are explained in the 'Abilities' section.



Step Four – Roll your Gear, Weapons, and Magic. These will be explained further in the ‘Gear, Weapons, and Magic’ section. Each Class starts with three (3) as follows. Re-roll any duplicates.

Barbarian. You get zero (0) Gear, three (3) Weapons, and zero (0) Magic.

Bard. You get two (2) Gear, zero (0) Weapons, and one (1) Magic.

Cleric. You get one (1) Gear, zero (0) Weapons, and two (2) Magic.

Ranger. You get one (1) Gear, one (1) Weapon, and (1) Magic.

Rogue. You get one (1) Gear, two (2) Weapons, and zero (0) Magic.

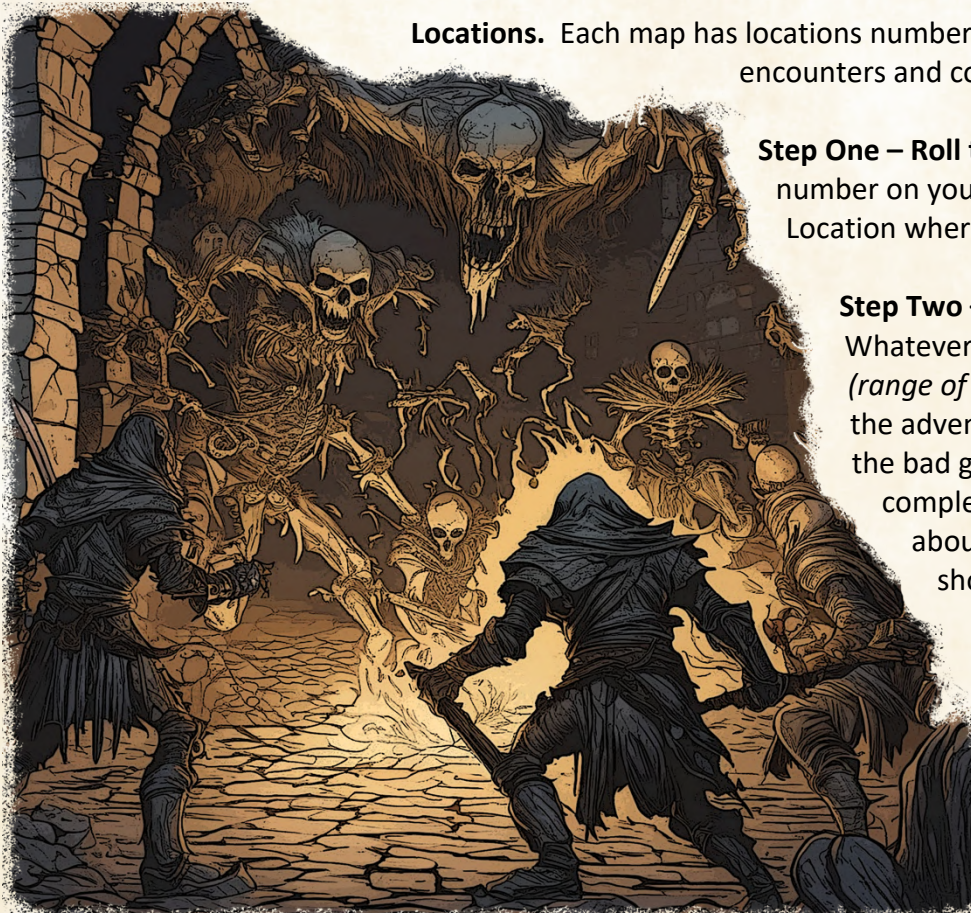
Wizard. You get zero (0) Gear, zero (0) Weapons, and three (3) Magic.

Step Five – Roll your Hit Points (HP). Hit Points represent your life force. You get 3d6 HP.

That’s it! Your character’s done! Now, it’s on to...

Building the Dungeon

This is where the magic happens! ‘Dungeon’ is the generic term for the adventure setting, which can be anything from a cavern to a castle, a field to a forest, or a town to a tugboat. These dens of danger and distress are populated with a variety of mental and physical challenges to overcome.



Locations. Each map has locations numbered 1-12 indicating where encounters and cool stuff may be found.

Step One – Roll the Beginning. Whatever number on your dice (*range of 1-6*) is the Location where the adventure begins.

Step Two – Roll the End. 1d6+6. Whatever number on your dice plus 6 (*range of 7-12*) is the Location where the adventure ends. This could be the bad guy’s lair or the final task to complete the mission. Information about the End is given in the short narrative of each adventure. **The End Location should be known only to the DM and kept secret from the players.** For Solo play, simply commit to exploring the End Location last in the adventure.

Step Three – Populate the Map. ROLL AS YOU GO! As you first enter each Location, including Beginning and End, roll to see what *general* feature populates each spot. This is followed by a second roll to see what *specific* feature populates that spot according to the adventure. You can always populate a spot with more than one feature. General features are:

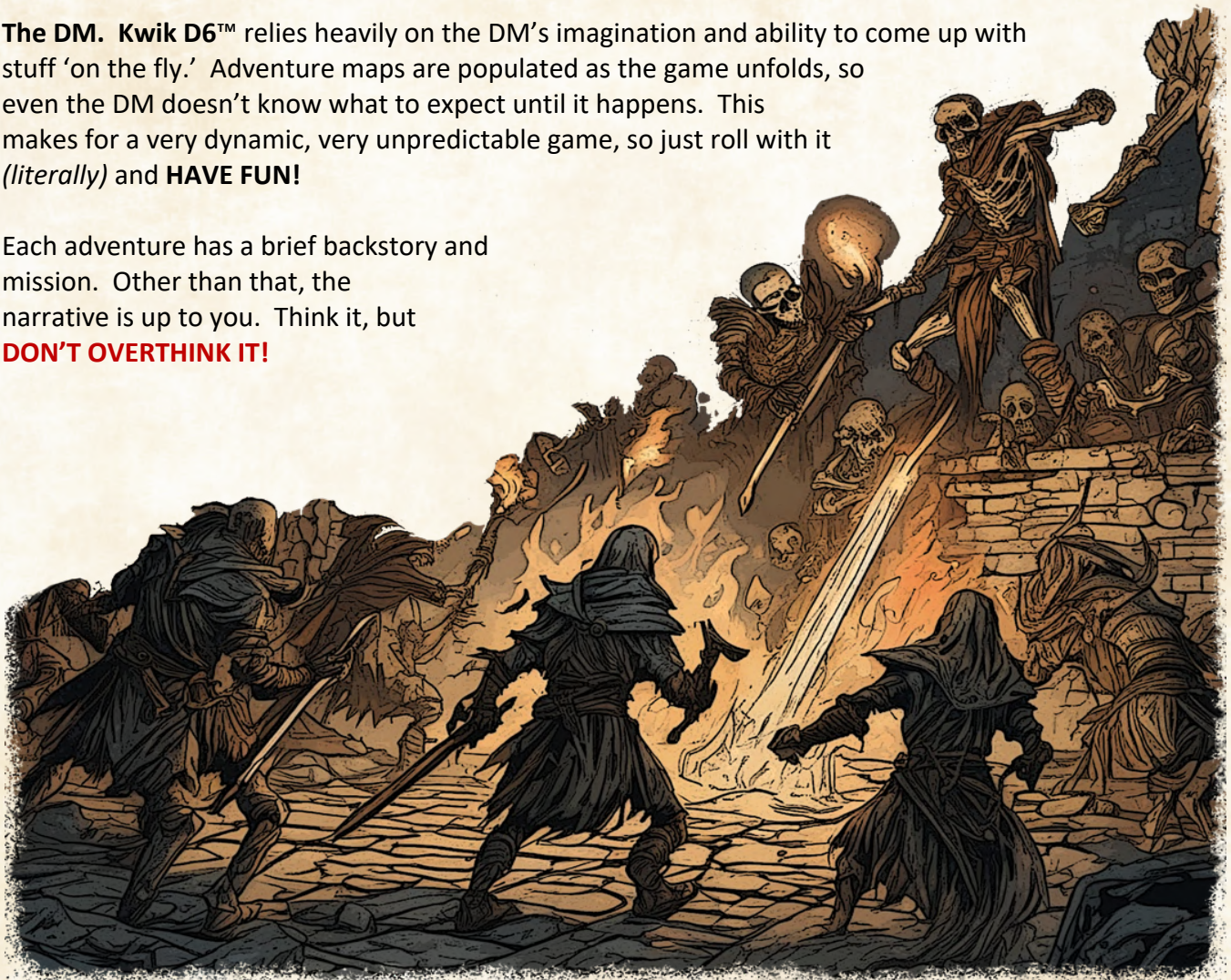
1. **Monsters & NPC's.** Creatures and non-player characters to engage.
2. **Traps & Puzzles.** Perilous mental and physical snares to outwit.
3. **Loot & Gear.** Useful equipment and valuables to acquire.
4. **Arms & Armor.** Helpful combat items to wield.
5. **Magic Items & Artifacts.** Powerful arcane goodies to employ.
6. **Hazards & Obstacles.** Physical barriers to overcome.

That's it! You're ready to start...

Playing the Game

The DM. Kwik D6™ relies heavily on the DM's imagination and ability to come up with stuff 'on the fly.' Adventure maps are populated as the game unfolds, so even the DM doesn't know what to expect until it happens. This makes for a very dynamic, very unpredictable game, so just roll with it (*literally*) and **HAVE FUN!**

Each adventure has a brief backstory and mission. Other than that, the narrative is up to you. Think it, but **DON'T OVERTHINK IT!**



Turns and Rounds. A Turn is the period of time in which an individual player Moves or takes Action. A Round consists of all of the Turns for all of the players at the table. As the adventure unfolds, you'll be faced with decisions to make and actions to take. When an encounter occurs, everyone at the table (*including the DM*) rolls 1d6. The player with the highest number starts first, then Turns follow clockwise, including the DM (*playing for the monsters and NPCs*).

During a Turn, you may do one (1) of two things: Move, or take Action. Reasonable combinations of simultaneous movement and action are allowed at the DM's discretion (*for example, moving out from behind a wall to shoot an arrow, etc.*).

Move. There is no measuring in **Kwik D6™**. Any distance beyond a few short paces and up to a 5-second jog is considered a Move. Jumping, climbing, sliding, etc. are all considered Moves. Most of us have a pretty good idea of what constitutes a Move. When in doubt, ask your DM.

Action. There are three (3) types of Actions – Easy, Normal, and Hard.

Easy Actions are automatically successful and don't require a roll. Tying a knot, throwing a ball, or picking up a small object are examples of Easy Actions.

Normal Actions are uncertain, but the outcome (*success or failure*) is determined immediately by a Target roll. Kicking open a door, jumping between rooftops, or squeezing through a narrow passage are examples of Normal Actions.

Hard Actions are the big ones and require a Target roll for outcome (*success or failure*), followed by an additional roll for Damage if successful. Attacking with a sword, deactivating a timebomb, or casting Magic are examples of Hard Actions.

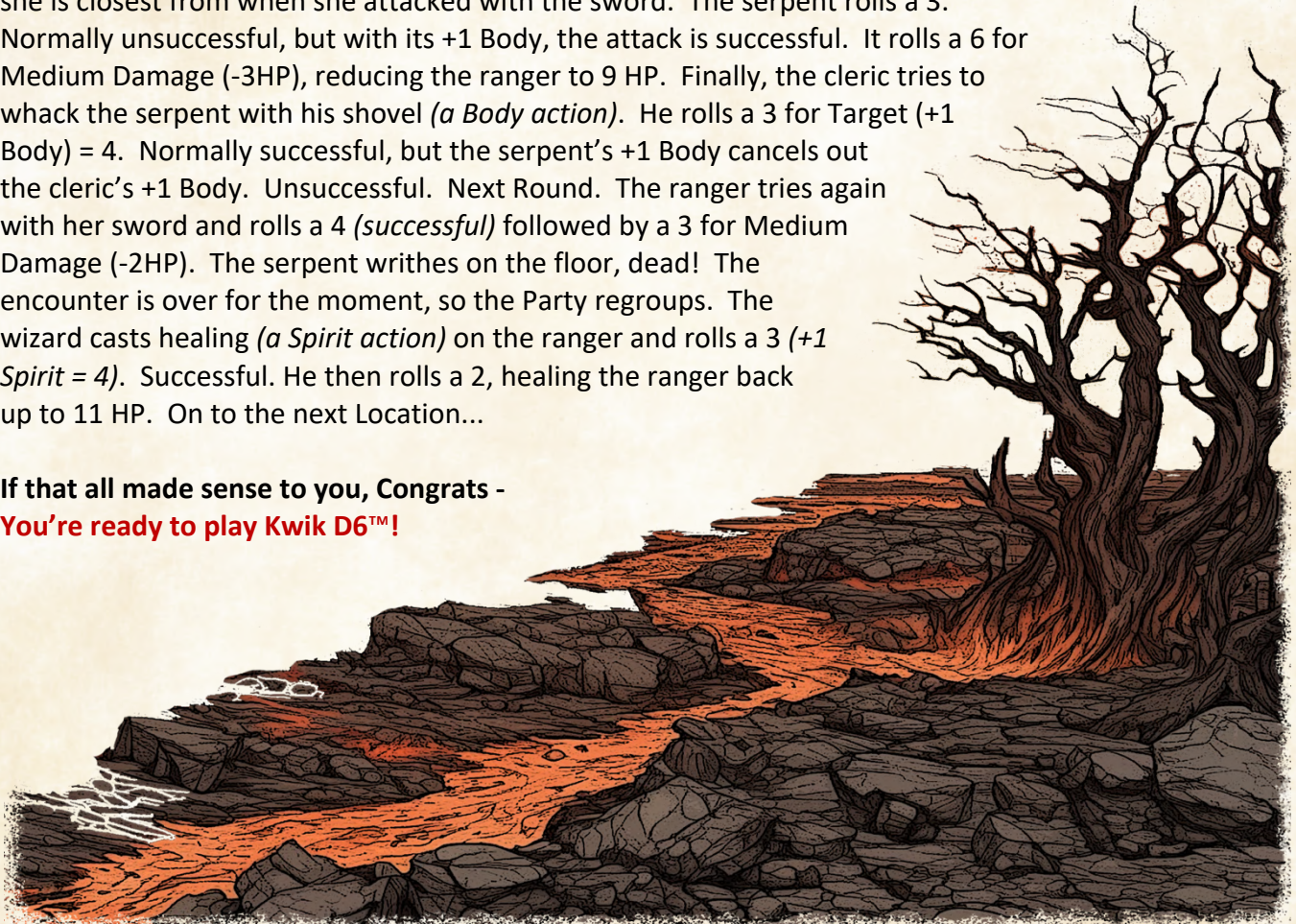


Targets and Hit Points. As the adventure unfolds, the Party will encounter various challenges along the way. These may include creatures to fight, obstacles to overcome, or puzzles to solve. Think of challenges like this: How hard is something to hit or connect with? That's the *Target*. How hard is something to kill or complete? That's the *Hit Points*. **All base Targets are three (3). That is the number that must be exceeded to be successful.** Abilities (*Body, Mind, Spirit*) may add to or subtract from the Target depending on the challenge, object, or creature associated with the Target.

Damage. This is the amount of work, energy, or effort that goes into a successful attempt at something. That something can be anything from striking an enemy with a sword to cracking a code. Unless otherwise specified, ***all Damage rolls are done with 1d6.*** **Light Damage** = 1d6/3 (rounded up), **Medium Damage** = 1d6/2 (rounded up), **Heavy Damage** = 1d6. The amount of Damage is subtracted from that something's Hit Points. When HP drops to zero (0), that something is finished.

Example Gameplay. The Party consists of an Elf Ranger (*Mind, rope, sword, invisibility, HP12*), a Dragonborn Wizard (*Spirit, invisibility, healing, fireball, HP8*), and a Dwarf Cleric (*Body, shovel, liquify, artifice, HP5*). The DM reads the adventure scenario and rolls Beginning and End Locations (*End is kept secret from the Party*). The Beginning Location is populated by rolling a 3 (*general, Loot & Gear*), then a 2 (*grappling hook, according to that specific adventure*). The Party explores the room as the DM describes it with some colorful details and story hooks. The cleric finds the grappling hook and adds it to his Gear. The Party enters the next room. Anyone can roll to populate the room. This time, the roll is a 1 (*general, Monsters & NPCs*), then a 4 (*serpent (+1 Body, HP6), according to that specific adventure*). Everyone rolls for Turn order. The ranger has the highest roll, so she goes first. She decides to swing at the serpent with her sword (*a Body action*) and rolls a 2. She misses. Next up is the wizard who attempts to cast a fireball (*a Spirit action*) and rolls a 3. This would be a miss (*must exceed 3*), but the wizard has +1 Spirit, so he hits. He then rolls for Heavy Damage and rolls a 4, reducing the serpent to 2 HP. The DM, playing the serpent, is up next and bites at the ranger (*a Body action*) since she is closest from when she attacked with the sword. The serpent rolls a 3. Normally unsuccessful, but with its +1 Body, the attack is successful. It rolls a 6 for Medium Damage (-3HP), reducing the ranger to 9 HP. Finally, the cleric tries to whack the serpent with his shovel (*a Body action*). He rolls a 3 for Target (+1 Body) = 4. Normally successful, but the serpent's +1 Body cancels out the cleric's +1 Body. Unsuccessful. Next Round. The ranger tries again with her sword and rolls a 4 (*successful*) followed by a 3 for Medium Damage (-2HP). The serpent writhes on the floor, dead! The encounter is over for the moment, so the Party regroups. The wizard casts healing (*a Spirit action*) on the ranger and rolls a 3 (+1 Spirit = 4). Successful. He then rolls a 2, healing the ranger back up to 11 HP. On to the next Location...

If that all made sense to you, Congrats -
You're ready to play Kwik D6™!



Races



1.Dragonborn

Tall and muscular with a combination of human and dragon traits, these beings are hard and tough. They are proud, brave, and have strong ties to family and tradition. To a dragonborn, honor means everything.



2.Dwarf

Short and stout, these brave folk are skilled miners and workers of stone and metal. They can live to 400 years old and can bear grudges just as long. Dwarves' love of gold is legendary – they will not part with a single coin.



3.Elif

Graceful and fair, with a strong connection to the earth and nature, these ancient people are stewards of the forest. Preferring diplomacy over violence, elves are nevertheless skillful with a blade and bow.



4.Halfling

Small in stature, these pint-size humanoids are good, kind, and selfless. They don't like to see others (*even their enemies*) suffer. Halflings are naturally stealthy and quiet, and they always long for the simple comforts of home.



5.Human

The most adaptable of any race, these mere mortals are ambitious and independent, exhibiting both the best and worst of traits. With short lives, humans strive to be remembered by heroically leaving a lasting legacy.



6.Tiefling

Self-reliant and suspicious of others, these infernal beings have no true home. They are strong survivalists, prone to thievery and roguish behavior. Tieflings don't trust easily, but when they do, they are loyal for life.

Classes



1.Barbarian

Brutish and primal, this fearless class acts first and thinks later. They are powerful, dangerous, and unreasonable. Barbarians are ruthless warriors whose only goal is to die an honorable death in battle.



2.Bard

Always quick with a song, this minstrel class embraces a love of life and all of its pleasures. They are full of humor and quick wit. Bards preserve heroic stories and legends, with the view that *'it all works out in the end.'*



3.Cleric

Pious and devout, this priestly class strives to live a life of service to the Greater Good. They are sacrificial, putting others before self. Clerics, however, play it safe and opt out of fights whenever given the choice.



4.Ranger

Rugged and independent, this guardian class watches over the lands with tireless resolve. They are protectors of all those under their keep. Rangers have chosen a lonely path, fighting for the weak, often at their own expense.



5.Rogue

Stealthy and masterful, this clandestine class operates on the fringes and in shadows. They are risk-takers and deeply suspicious of others. Rogues prefer to work alone, but they'll stick with partners they find trustworthy.



6.Wizard

Unpredictable, intelligent and wise, this arcane class wields magic as second nature. They are charged with keeping the balance of good and evil. Wizards are their own masters, and they are a dying breed.

Abilities

Kwik D6™ simplifies character attributes down to three core Abilities of **Body**, **Mind**, and **Spirit**.

Body. This is your character's overall *physical* Ability. It includes everything from physical strength to dexterity to agility, etc. Physical tasks (*lifting, jumping, throwing, etc.*) involve Body.

Mind. This is your character's overall *mental* Ability. It includes everything from intelligence to wisdom to street smarts, etc. Mental tasks (*puzzle solving, engineering, organization, etc.*) involve Mind.

Spirit. This is your character's overall *unbreak*-Ability. It includes everything from constitution to charisma to tenacity, etc. Perseverance tasks (*enduring pain, resisting temptation, facing fears, etc.*) **and casting Magic** involve Spirit.

Abilities can go positive (+) or negative (-). When interacting (*fighting a monster, for example*), similar Abilities will either enhance, diminish, or cancel each other depending on the particulars of the situation and the characters involved.

Monsters & NPCs. These have Abilities similar to those of the players. Any Ability number specified is added to the base Target (3) for that specific Ability. For example, a monster with +2 Body has a Target of 5 for any Body actions performed against it. Likewise, that monster adds +2 to any Target roll for a Body action it performs.

Traps & Puzzles. These challenges will specify which Ability must be applied to succeed. For example, a physical trap may have a +1 Body. This means that the Target for that trap is now 4, and a player may only use his/her Body Ability toward that Target roll. If the trap has a zero (0) Body, the Target is 3, and a player may only use his/her Body Ability toward that Target roll. If more than one Ability is specified, the player may choose which Ability/Target to apply. On a successful Target roll, the player rolls 1d6 for Damage. When the Trap/Puzzle HP reaches zero (0), that obstacle is overcome.

Arms & Armor. A weapon inflicts deeper wounds by adding points to Damage rolls while using that weapon. Armor protects the wearer by adding points to his/her Target when being physically (Body) attacked. The same applies to monsters and NPCs utilizing arms and armor.

Magic Items & Artifacts. Some objects may increase or decrease Abilities as specified.

Hazards & Obstacles. Environmental factors must be overcome by an Ability mechanism similar to 'Traps & Puzzles' (above). Success or failure creates conditions for rolling with Advantage or Disadvantage respectively. When rolling with Advantage, you roll 2d6s and keep the best one. When rolling with Disadvantage, you keep the worst one. A tie requires a reroll.

Gear, Weapons and Magic

Each player rolls three (3) starting items according to your Class as follows:



Barbarian. Zero (0) Gear, three (3) Weapons, and zero (0) Magic.



Bard. Two (2) Gear, zero (0) Weapons, and one (1) Magic.



Cleric. One (1) Gear, zero (0) Weapons, and two (2) Magic.



Ranger. One (1) Gear, one (1) Weapon, and (1) Magic.



Rogue. One (1) Gear, two (2) Weapons, and zero (0) Magic.



Wizard. Zero (0) Gear, zero (0) Weapons, and three (3) Magic.

Gear

It's back to the basics with these. Welcome to old-school dungeon crawling. Good luck!

1. **First Aid Kit.** Includes bandages, alcohol and suture. Heals 1d6HP. (3) uses.
2. **Lantern.** 5-round burn. Roll with Advantage in darkness.
3. **Lockpick Set.** Iron. Roll with Advantage when opening doors or cracking safes.
4. **Rope & Grapple.** 50ft (15m). Can be cut into pieces or unwound. Roll with Advantage when climbing.
5. **Shovel.** Small. Iron head, wooden handle.
6. **Tarp.** 10ft x 10ft (3m x 3m). Waterproof. Camouflage pattern. Grommets on corners.

Weapons

Nothing fancy here, either. If you can't *'git er done'* with these, then it ain't happening!

1. **Battle Axe.** Steel head, wooden handle. Double-sided. Heavy Damage.
2. **Bow.** Wood and leather. Quiver with 15 arrows. Medium Damage.
3. **Dagger.** Steel. Medium Damage.
4. **Spear.** Iron head, wood handle. 5ft (1.5m) long. Heavy Damage.
5. **Sword.** Steel. 4ft (1.2m) long. Includes leather scabbard. Medium Damage.
6. **Warhammer.** Iron head, wooden handle. Heavy Damage.

Magic

We took a survey – these are the top six 'Swiss Army knives' of the arcane arts.

1. **Artifice.** You can create one (1) small, simple, non-weapon object. 2x use.
2. **Fireball.** Cast a fireball up to 30ft (10m) away. Heavy Damage. 3x use.
3. **Forcefield.** A protective forcefield of 10ft (3m) radius surrounds you and all within it for two (2) rounds, adding +1 Target to all within its sphere. 2x use.
4. **Healing.** Add 1d6 HP to anyone of your choice. 3x use.
5. **Invisibility.** You are invisible, adding +2 Target, for three (3) rounds. 2x use.
6. **Liquify.** Turn any small-to-large object (*living or not*) into liquid. 2x use.

What, no armor?!? See bottom of Character Sheet (p.14). Choices, choices...

Character Sheet

Name:

HP:

Race:

Class:

Strength:

Gear

Weapons

Magic

NOTES:

Kwik Start

RACES: 1. Dragonborn 2. Dwarf 3. Elf 4. Halfling 5. Human 6. Tiefling

CLASSES: 1. Barbarian (3 Weapons) 2. Bard (2 Gear, 1 Magic) 3. Cleric (1 Gear, 2 Magic)
4. Ranger (1 Gear, 1 Weapon, 1 Magic) 5. Rogue (1 Gear, 2 Weapons) 6. Wizard (3 Magic)

STRENGTHS: 1-2. Body 3-4. Mind 5-6. Spirit **HIT POINTS (HP):** 3d6 **DAMAGE:** Light 1d6/3 (up),
Medium 1d6/2 (up), Heavy 1d6

***GEAR:** 1. First Aid Kit (heals 1d6HP, 3x) 2. Lantern (Advantage in dark) 3. **Lockpick Set** (Advantage
opening doors/safes) 4. Rope & Grapple (Advantage climbing) 5. Shovel 6. Tarp

***WEAPONS:** 1. Battle Axe (Heavy Damage) 2. Bow (Medium Damage) 3. Dagger (Medium Damage)
4. Spear (Heavy Damage) 5. Sword (Medium Damage) 6. Warhammer (Heavy Damage)

***MAGIC:** 1. Artifice 2x 2. Fireball (Heavy Damage) 3x 3. Forcefield (+1 Target *everyone*)/2 rounds) 2x
4. Healing (1d6HP) 3x 5. Invisibility (+2 Target/3 rounds) 2x 6. Liquify 2x

***You may exchange any two (2) items of Gear, Weapons, and/or Magic for one (1) shield or one (1) chainmail vest to give you +1 Target (Body), or to add 2d6 to your HP.**

Anatomy of an Adventure

Each **Kwik D6™** adventure has a map with 12 numbered Locations and a corresponding storyline.

Adventure title (*Savage at Seaside*, etc.). Main adversary (*Thracken*, etc.) or goal, including its stats and/or special instructions.



For each Location, roll for General Feature (*Monsters, Traps, etc.*), then roll for Specific Feature (*Swamp thug, rabid iguana, etc.*). Enter the **Specific Features** for each Location in the 'Map Location Features' section. **START** and **END** Locations are also noted here.



Stats for **Monsters & NPCs**, including HP.



Which Ability (**Body**, **Mind**, **Spirit**) is used to overcome a trap. A puzzle may have HP to overcome.



Stuff to pick up along the way. Each item will specify what kind of effect or Damage it does. These can always be modified to suite what's happening at your table. Some items may have negative effects.



Which Ability (**Body**, **Mind**, **Spirit**) is used to overcome an obstacle. Failing a hazard usually means Disadvantage. The DM decides if any Damage or other effects occur.



Savage at Seaside

'Thracken' - HP 50 B3 M0 S0. Place **Thracken** at Loc. 4 or 10 (whichever's furthest from start roll).

1. Monsters & NPCs					
	HP	B	M	S	
1. Constable (panicked)	7		1	1	
2. Pacudyn (x2)	5	1			
3. Swamp thug	7	1			
4. Rabid iguana	4	1			
5. Old fisherman	9	1	1	1	
6. Navy sailor on leave	5	2	1	1	
2. Traps & Puzzles					
		B	M	S	
1. Pile of tangled fishing nets	0				
2. Rusty harpoon, Med Damage	0				
3. Semaphore flags, 4HP			1	1	
4. Walk-in freezer, 3HP	0				
5. Gross fish guts, Disadvantage				1	
6. Lighthouse lights/ siren 2HP		1			
3. Loot & Gear					
1. Bucket of chum					
2. Fishing poles					
3. Small motorboat					
4. Scuba gear					
5. Flares (x3)					
6. Commercial fishing net					
4. Arms & Armor					
1. Rusty harpoon, *2 Damage					
2. Scale armor, *2 Target (Body)					
3. Giant seafood cleaver, *3 Damage					
4. Copper diving suit, *3 Target (Body)					
5. Military surplus grenades x2, Hvy Damage					
6. Cattle prod, Medium Damage					
5. Magic Items & Artifacts					
1. Healing potion (1d6 HP), 1x use					
2. Eagle-summoning whistle					
3. Ring of invisibility, Advantage x5 rounds					
4. Tidal wave trident, 2x use					
5. Fireball scroll, 3x use					
6. Navy medal of honor, *2 spirit					
6. Hazards & Obstacles					
		B	M	S	
1. Rotted floor boards	1				
2. Leaking boat gas (flammable)					
3. High tide, Disadvantage					
4. Rusty metal hardware					
5. Uneven stone floors	0			0	
6. Bitter cold & sea-spray				1	

Everyone knew it would happen – it was just a matter of time! In their greed, the Mining in Society Group drilled too far, shaking up the ocean mantle and awakening the unspeakable...

Map Location Features

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The sleepy seaside wharf on **Aomi Island** is under siege! As the dawn peeks its way over the horizon, an odd ripple approaches from the ocean waters. The **thracken** smells the blood of fish and the flesh of humans. It has been a long time since it has had a decent meal.

The Party finds itself in this small coastal village as a stopover to another assignment. Most of the people are in a panic as the huge monster emerges from the sea. Only Poseidon's amulet (1x use) can return the creature back to the depths!

The End: Find and use the amulet for 8d6 Damage.



Narrative. **The End** is encountered at the END Location on the map.





'Luck is what happens when preparation meets opportunity.'
Seneca, Roman Philosopher

The Adventure Begins...

The following are a few sample adventures for you to enjoy. The adjacent page is a blank template for you to create your own scenarios. It's a great big world out there – let's go explore it!

Title/Primary Target:

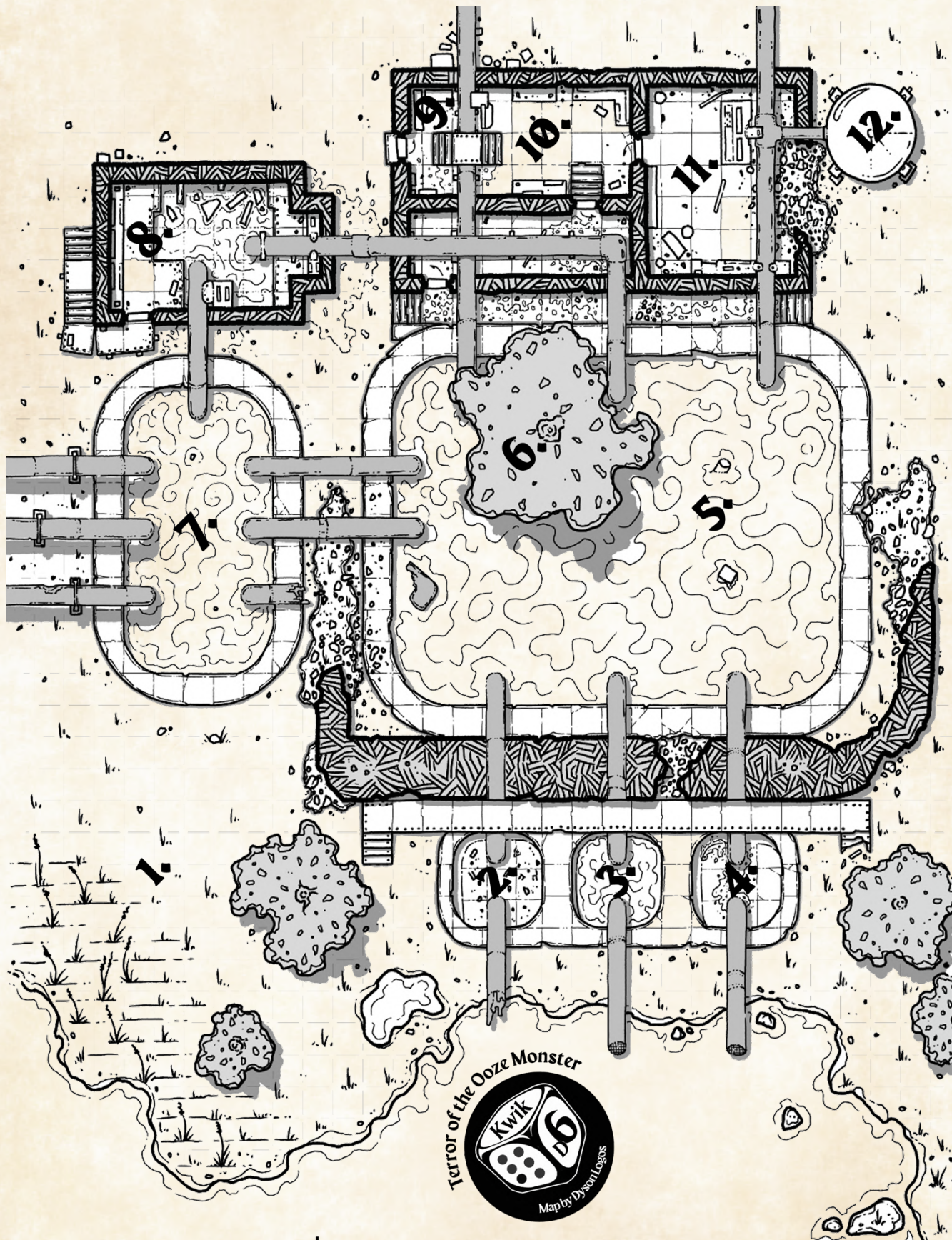
1. Monsters & NPCs		HP	B	M	S
1.					
2.					
3.					
4.					
5.					
6.					
2. Traps & Puzzles		B	M	S	
1.					
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3. Loot & Gear					
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4. Arms & Armor					
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5. Magic Items & Artifacts					
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6.					
6. Hazards & Obstacles		B	M	S	
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Hook:

Map Location Features	
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Storyline:

Scene



Terror of the Ooze Monster

'Ooze Monster' – HP 20 B 2 M -1 S 0. Toxic touch (Heavy Damage), Photosensitive (Disadvantage)

1. Monsters & NPCs		HP	B	M	S
1.	Skeleton warrior	3			
2.	Rats (x5)	1			
3.	Town drunk	7		-1	
4.	Alligator	10	1		
5.	Newspaper boy	5			2
6.	Goblins (x2)	5			
2. Traps & Puzzles			B	M	S
1.	Locked door, 2HP		0	0	
2.	Arcane riddle, 5HP			1	1
3.	Warding runes, 4HP			1	1
4.	Hidden rope snare		0		
5.	Noxious gas, Light Damage		1		
6.	Swinging hammers, Hvy Dam		1		
3. Loot & Gear					
1.	Lantern				
2.	Rope and Grapple				
3.	Gold coins (x2)				
4.	Hooded cloak (waterproof)				
5.	Gemstone				
6.	Mirror				
4. Arms & Armor					
1.	Dagger, Medium Damage				
2.	Cursed Dagger (player unaware), -2 Dam				
3.	Chainmail vest, +1 Target (Body)				
4.	Wooden shield, +1 Target (Body)				
5.	Gloves				
6.	Pike, Heavy Damage				
5. Magic Items & Artifacts					
1.	Healing potion (1d6HP), 1x use				
2.	Light-casting amulet, Advantage in dark				
3.	Old map of the facility				
4.	Master key to facility doors				
5.	Ring of fortitude (+1 Spirit)				
6.	Fire-casting scroll, 1x use, Heavy Damage				
6. Hazards & Obstacles			B	M	S
1.	Sticky ooze on floor		1		
2.	Crumbling stairs		0		
3.	Green Fog, Disadvantage		0	0	0
4.	Acid puddles, Light Damage		0		
5.	Toxic ooze drips from ceiling		0		0
6.	Sense of doom, Disadvantage				2

Strange things are afoot in Khi's Port. Horrible things, terrible things. Folks turn on faucets only to be attacked by green, slimy tendrils – not to mention the (justifiable) fear of using the toilet!

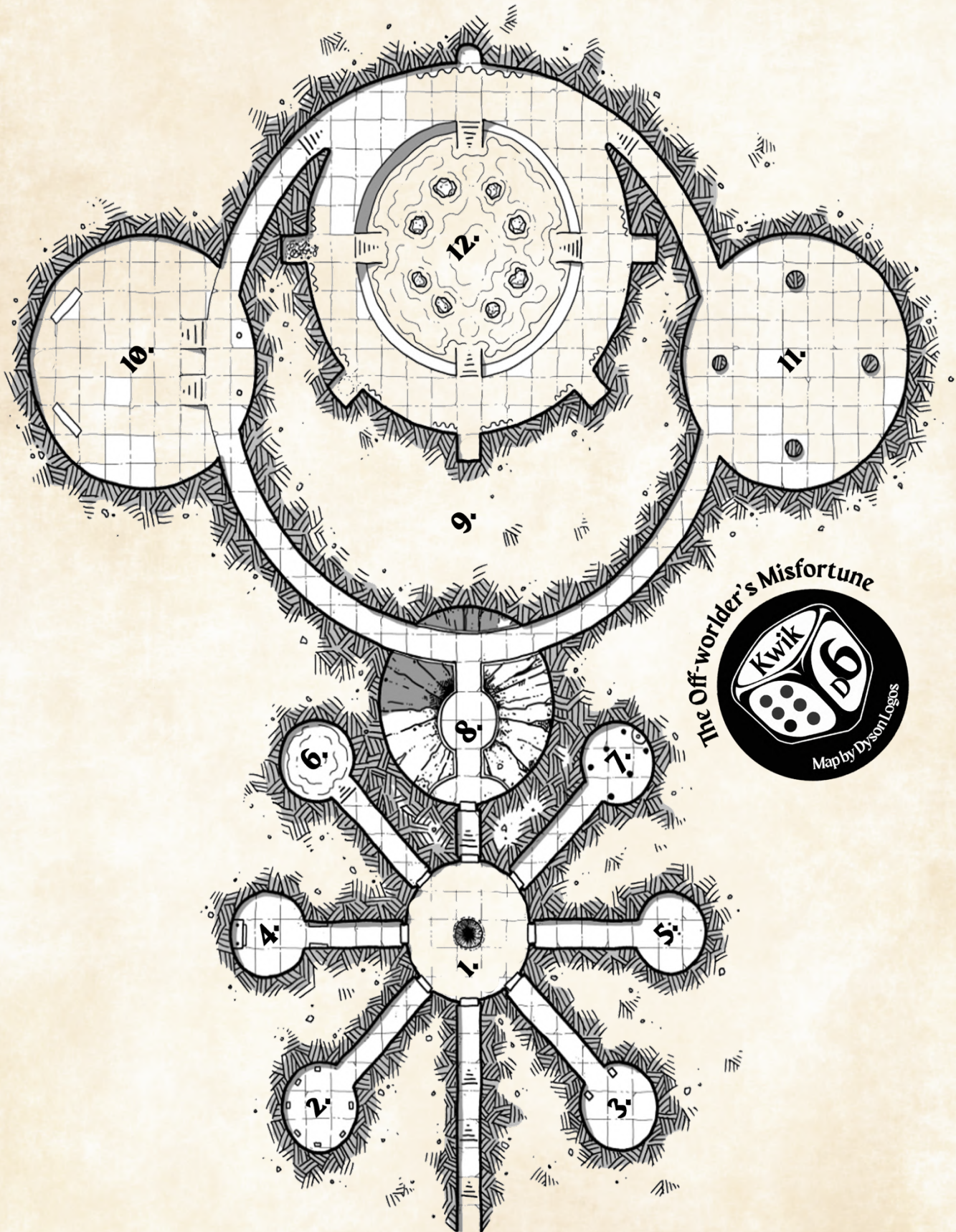
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Lorde Bryson Barclay III needs your help! A feral ooze monster has taken residence in the old sludge treatment facility. From there, he is able to infect all the waters of the town. If not stopped, those infected will become monsters themselves!

Any green, moderately flammable slime, encountered throughout the site, is toxic and will do Medium Damage if touched. Monsters and NPCs are all contaminated with it. The facility needs to remain intact for the town's sanitation.

The End: Infiltrate the facility and eradicate the ooze monster. Place ooze monster at the End.





The Off-worlder's Misfortune

'Off-worlder' – HP 17 B 1 M 2 S 2. The alien may be friendly or hostile (*see DM note*)

1. Monsters & NPCs		HP	B	M	S
1.	Gelatinous cube	9	1	0	0
2.	Dead alien crewman	0	0	0	0
3.	Juvenile xenomorph	5	2	1	0
4.	Dying alien crewman	2	1	3	2
5.	Rabid rats (1d6 *2)	1	0	0	0
6.	Non-venomous snake	3	1	0	0
2. Traps & Puzzles			B	M	S
1.	Flailing 'live' wire	1			
2.	Sealed airlock door w/ keypad		2		
3.	Laser trip alarms	1			
4.	Scary hologram guardian				2
5.	Blood symbols read, 'Help me'		1		
6.	Countdown explosion timer		2		
3. Loot & Gear					
1.	Uranium rods, touching it = Heavy Damage				
2.	Tarp				
3.	LED flashlight				
4.	X-ray goggles				
5.	Intergalactic military medals (worth \$)				
6.	2-way radios				
4. Arms & Armor					
1.	Phaser, Medium Damage				
2.	Fighter pilot helmet, +1 Target (if head shot)				
3.	'Everything proof' gloves				
4.	Light saber, Heavy Damage, cuts metal				
5.	Old Arutoman dagger, Light Damage				
6.	Cattle prod, incapacitates (No Damage)				
5. Magic Items & Artifacts					
1.	Force field generator, +2 Target (B,M,S)				
2.	Alien family photo				
3.	Mind-reading ring				
4.	Healing potion, +2d6 HP				
5.	Amulet of Resolve, +3 Spirit				
6.	Poison canteen, -2d6HP				
6. Hazards & Obstacles			B	M	S
1.	Pitch darkness, Disadvantage	3			
2.	Slippery oil, Disadvantage	2			
3.	Sense of doom, Disadvantage		3		2
4.	Sharp debris, Light Damage	1			
5.	Low oxygen, Disadvantage	1			1
6.	Broken steam line, Med Dam	2			

The sky is falling! At least that's what the superstitious Arutomans are saying. The burning metallic meteor has left the people fearing the End is near...

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The wreckage of an alien craft lies smoldering in the valley before you. Whispers of an invasion are common in the marketplaces. As first on scene, you must secure and assess the site before the local mob arrives to fight off the intruders.

DM Note (players unaware): Roll 1d6 to determine alien disposition. 1-3 (friendly), 4-6 (hostile).

The End: A badly wounded alien. If friendly, help him get out of the ship and escape the mob (all rolls at Disadvantage). If hostile, kill the alien and claim rights to the ship.





Savage at Seaside

'Thraken' – HP 50 B3 M0 S0. Place Thraken at Loc. 4 or 10 (whichever's furthest from start roll).

1. Monsters & NPCs		HP	B	M	S
1.	Constable (panicked)	7		-1	-1
2.	Pacudyn (x2)	5	1		
3.	Swamp thug	7	1		
4.	Rabid iguana	4	1		
5.	Old fisherman	9	1	1	1
6.	Navy sailor on leave	5	2	1	1
2. Traps & Puzzles			B	M	S
1.	Pile of tangled fishing nets	0			
2.	Rusty harpoon, Med Damage	0			
3.	Semaphore flags, 4HP			1	1
4.	Walk-in freezer, 3HP	0			
5.	Gross fish guts, Disadvantage				1
6.	Lighthouse lights/siren 2HP			1	
3. Loot & Gear					
1.	Bucket of chum				
2.	Fishing poles				
3.	Small motorboat				
4.	Scuba gear				
5.	Flares (x3)				
6.	Commercial fishing net				
4. Arms & Armor					
1.	Rusty harpoon, Heavy Damage				
2.	Scale armor, +2 Target (Body)				
3.	Giant seafood cleaver, Medium Damage				
4.	Copper diving suit, +3 Target (Body)				
5.	Military surplus grenades x2, Hvy Damage				
6.	Cattle prod, Light Damage				
5. Magic Items & Artifacts					
1.	Healing potion (1d6 HP), 1x use				
2.	Eagle-summoning whistle				
3.	Ring of invisibility, Advantage x5 rounds				
4.	Tidal wave trident, 2x use				
5.	Fireball scroll, 3x use				
6.	Navy medal of honor, +2 spirit				
6. Hazards & Obstacles			B	M	S
1.	Rotted floor boards	1			
2.	Leaking boat gas (flammable)				
3.	High tide, Disadvantage				
4.	Rusty metal hardware				
5.	Uneven stone floors	0			0
6.	Bitter cold & sea-spray				1

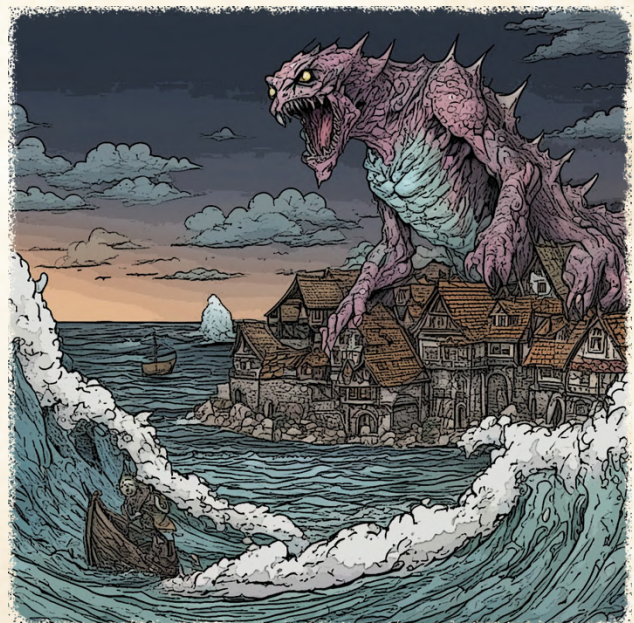
Everyone knew it would happen – it was just a matter of time! In their greed, the Mining in Society Group drilled too far, shaking up the ocean mantle and awakening the unspeakable...

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The sleepy seaside wharf on Aomi Island is under siege! As the dawn peeks its way over the horizon, an odd ripple approaches from the ocean waters. The thraken smells the blood of fish and the flesh of humans. It has been a long time since it has had a decent meal.

The Party finds itself in this small coastal village as a stopover to another assignment. Most of the people are in a panic as the huge monster emerges from the sea. Only Poseidon's amulet (1x use) can return the creature back to the depths!

The End: Find and use the amulet for 8d6 Damage.





Rescuing Princess Beatrix

'Druid Sorceress' – HP 20 B 0 M 1 S1. Commands nature (trees, etc.) to defend and fight for her.

1. Monsters & NPCs		HP	B	M	S
1.	Forest troll	15	2		
2.	1d6 goblins	4			
3.	Annoyingly bad bard	7			1
4.	1d6 wolves	4	1		
5.	Shamed ranger	9	1		-2
6.	Lost mule (w/ 2 Gear)	5	2		
2. Traps & Puzzles			B	M	S
1.	Riddle (tells Loc of Beatrix)			3	
2.	Spring net		1		
3.	Old bridge (fall = Lt Damage)		0		
4.	Magic compass, Loc of mirror				3
5.	Spike pit (Med Damage)		1		
6.	Rune map (Loc of mirror)			2	
3. Loot & Gear					
1.	Rope				
2.	Herbicide				
3.	Bucket				
4.	Golden goblet				
5.	Rare potted plant				
6.	Sisters of the Forest pendant				
4. Arms & Armor					
1.	Holocaust cloak (fireproof)				
2.	Spear, Medium Damage				
3.	Crossbow w/3 bolts, Medium Damage				
4.	Shield, +2 Target (Body)				
5.	Chainmail vest, +1 Target (Body)				
6.	Serrated knife, Light Damage				
5. Magic Items & Artifacts					
1.	Healing potion (1d6 HP), 1x use				
2.	Mind control helmet, (+3 Mind)				
3.	Ring of invisibility, Advantage x5 rounds				
4.	Water wand (extinguishes all fire, 2x use)				
5.	Rope of Binding (3 rounds, 2x use)				
6.	Truth serum (dispels Magic mind control)				
6. Hazards & Obstacles			B	M	S
1.	Quicksand (sink in 3 rounds)		1		
2.	Stinking swamp (-2 Spirit)				1
3.	Ice (DisAdvantage)		2		
4.	Rocky terrain (DisAdv)		1		
5.	Confusing terrain (get lost)			2	
6.	Wind (lose 1 Gear)		2		

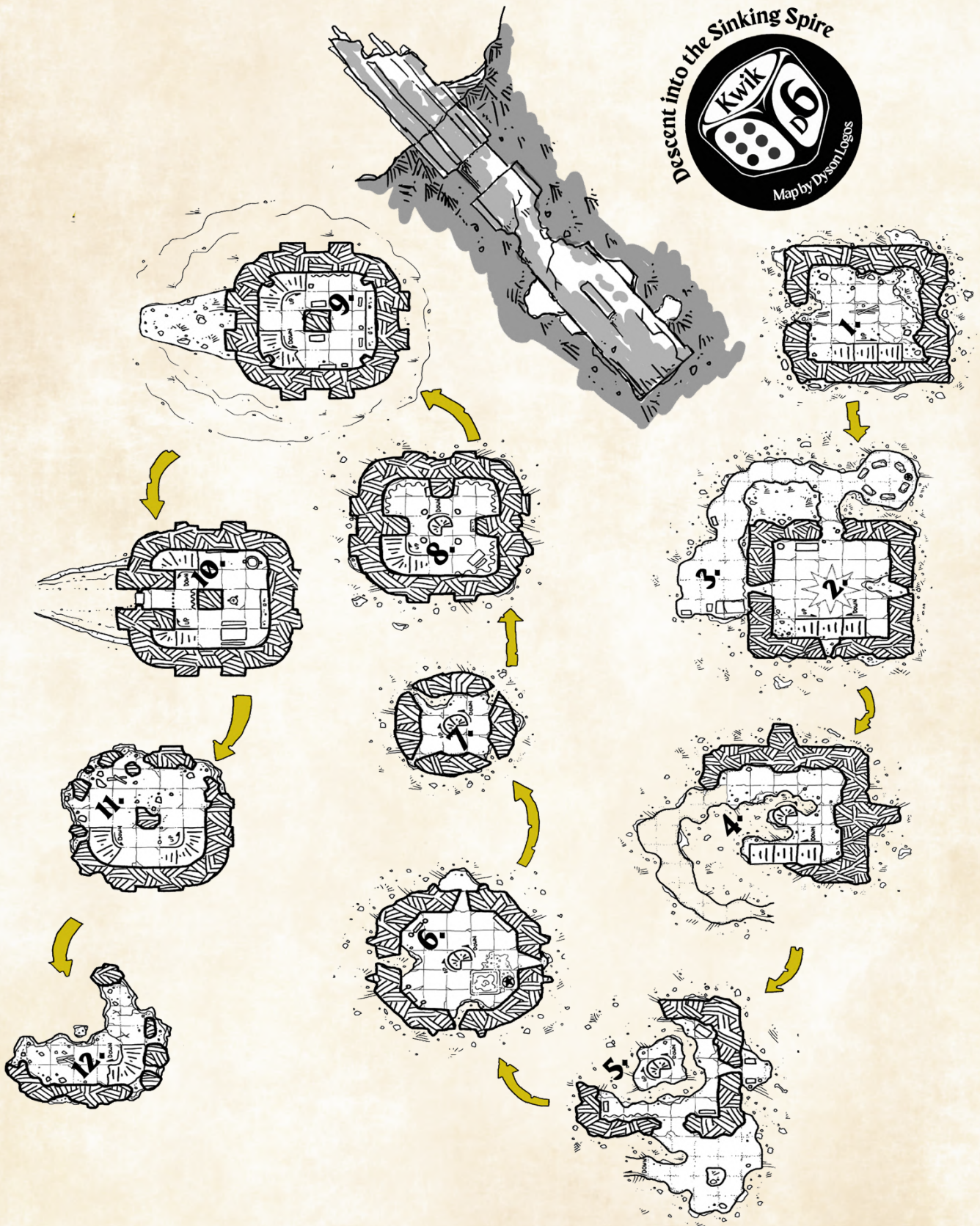
Princess Beatrix is not like other princesses – what with her red scales, long tail, and huge wings. Did we mention the fire? Yeah – she also breathes fire (and it's not from the jalapeños)!

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Though powerful, the red dragon, Beatrix, ruler of the Dread Isles, is naïve. Lured by the promise of enduring peace, she succumbed to the hypnosis of an evil druid sorceress. Completely under her spell, Beatrix was coerced to fly off to an unknown region under the druid's control. Even worse, the good red dragon has been brain-washed to defend her captors until the Magic's hold is broken. The key lies within the golden Mirror of Truth that reminds the looker of who they truly are...

The End: Place Beatrix and the sorceress here. The good dragon is HP80, B4, M1, S1.





Descent into the Sinking Spire

'Ichabod Helmz' – HP 10 B 0 M 3 S 1. So smart that he anticipates every move for +2 Target.

1. Monsters & NPCs		HP	B	M	S
1.	Skeleton guard	5	1		2
2.	1d6 goblins	4			
3.	Talking crow, tells lies	1		3	
4.	Rabid groundhog	2		-1	1
5.	2d6 rats	1			
6.	3d6 spiders				
2. Traps & Puzzles			B	M	S
1.	Falling ladder (Lt Damage)	2			
2.	Trap door (Med Damage)	1			
3.	Combination door			2	
4.	Arcane lights (rune coded)				2
5.	Stop-sinking lever	1	1	1	
6.	Poison gas (Med Damage)	1			
3. Loot & Gear					
1.	Rope				
2.	Torch				
3.	Grappling hook				
4.	Bag of copper coins				
5.	Silver ring				
6.	Canteen				
4. Arms & Armor					
1.	Rusty short sword, Medium Damage				
2.	Broken arrows (x3)				
3.	Small hand axe, Medium Damage				
4.	Dry-rotted leather armor (useless)				
5.	Bo staff, Light Damage				
6.	Rusty iron shield (useless)				
5. Magic Items & Artifacts					
1.	Healing potion (1d6 HP), 1x use				
2.	Holy water vial (Med Dam to skeletons)				
3.	Rat token (commands rats)				
4.	Old book (history of Katharsis)				
5.	Partial scroll (signed by Ichabod)				
6.	Medium sapphire gem				
6. Hazards & Obstacles			B	M	S
1.	Rusty rebar (Lt Damage)	1			
2.	Slippery floor (DisAdv)	1			
3.	Rubble (Disadvantage)	1			
4.	Eerie darkness (DisAdv)			2	1
5.	Creepy silence (DisAdv)			2	1
6.	Bone-chilling cold (Lt Dam)	1			

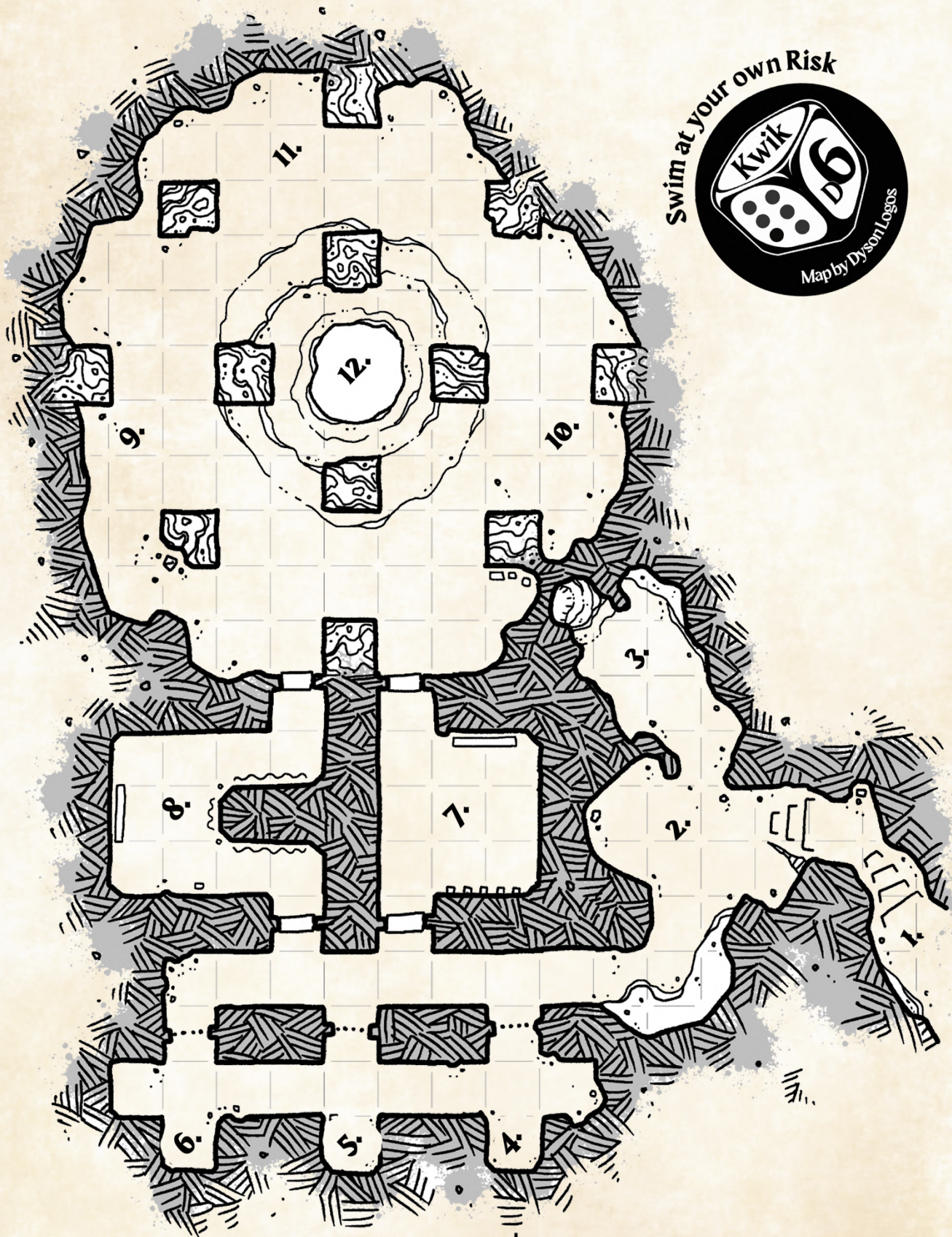
Some say the spire is sinking – others claim it was built to look that way, the machinations of an artisan genius gone mad. Either way, few have dared to venture down thru its dozen depths...

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Ichabod Helmz had a brilliant mind, so coveted that the Dark Mages put a bounty on his (literal) head. Knowing his end was near, Helmz wrote all of his best inventions in one large tome. He then built the 'sinking' tower to protect the work. Should anyone unworthy find the volume, the spire is set to descend into the depths of the earth, taking all with it. Rumors persist that Ichabod is still alive, waiting for the proper recipient to claim the book.

The End: The book. Once found, the ghost of Ichabod appears, faking attack. If fought, the tower sinks, killing all. If negotiated in peace, the Party keeps the book.





Swim at your own Risk

The Party should find various shipwreck artifacts that build up the mystery of the Vortex.

1. Monsters & NPCs		HP	B	M	S
1.	Ill-tempered octopus	8	2	2	1
2.	Lionfish x2	2			
3.	Moray eel	7	2		
4.	Notso Great Wht shark	23	3		
5.	Diver almost out of air	3			-2
6.	Free diver (for pearls)	9	2	1	1
2. Traps & Puzzles		B	M	S	
1.	Whirlpool -1HP	2			
2.	Combination airlock door			1	
3.	Coral tentacles	1			
4.	Sea anemones (Lt Damage)	2			
5.	Hot sea vent (Med Damage)	1			
6.	Blocked breathing line (panic)				2
3. Loot & Gear					
1.	Black pearl				
2.	Pirate gold coin				
3.	Rusty (not working) antique musket				
4.	Extra oxygen tank (5 min air supply)				
5.	Silver diving watch				
6.	Bottle of rum				
4. Arms & Armor					
1.	Harpoon, Medium Damage				
2.	Diving knife, Light Damage				
3.	Diver's bell helmet				
4.	Wet suit				
5.	Shark repellent				
6.	Giant clam shell (shield) +1 Target				
5. Magic Items & Artifacts					
1.	Arcane flare (10-min burn)				
2.	Healing rum (+1d6HP)				
3.	Talk to fish token				
4.	Your final note, left to self in bottle				
5.	Captain's spyglass from old shipwreck				
6.	Family photo from old shipwreck				
6. Hazards & Obstacles		B	M	S	
1.	Icy cold water (DisAdv)	2			1
2.	Boiling hot water (Lt Dam)	3			
3.	Strong current (DisAdv)	2	2	2	
4.	Feel being watched (DisAdv)		2	3	
5.	Barnacles (DisAdv or Lt Dam)	1			
6.	Deep Darkness (DisAdv)				2

Considered the 'black hole of the Aridian Ocean,' the Vortex has claimed the lives of countless ships and crew. But, is this a natural phenomenon or something more sinister, something manmade...

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12.	Vortex

The Party has been enlisted to investigate the Vortex and, if possible, to shut it down. All of the Gear is converted to its 'underwater equivalent.' Your limited oxygen supply is such that you'll need to complete this mission within 30 minutes (real time) or else you drown.

The End: The Vortex. Upon entering the Vortex, everything goes black as the Party is swept up in the waterspout. They ultimately find themselves spit out on a beach in another dimension. The ocean is filled with ships long disappeared, all in perfect condition. The thriving village is populated with crew. This is your home now.

