

QUESTLINE

THE AMULET OF LIFE



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For Aaron

The story so far

King Pensinor desperate to cure his daughter of a mystery wasting illness, has pledged a fortune to anyone who can cure her, many have tried and failed.

You here a tale of an evil wizard in the next kingdom, who possesses The Amulet of Life, reputed to cure all illnesses, even restore life itself to the wearer.

Next morning you decide to set off on a quest to find this amulet, here your journey begins.....

Setting up the game

Set up the board, Take the cards, separate the Wizard, Keep Guard and Warrior of Chaos. Put these on their relevant squares. Shuffle the rest of the monster cards and deal 20 cards face down onto any free space. Put the rest in a draw pile to one side.

Each player takes a character sheet and chooses a figure.

LP = Life points/ health, RP = Roll points, these are obtained by buying equipment, they are added to the dice roll during combat.

You start the game with 5 LP's, 0 RP's, a dagger, normal clothes and 300 Gold Pieces.

If you are continuing your adventures from a previous game or have played before, you may bring with you, 1 extra LP, a short sword, leather armour, 2 spells or a magic item and up to 1000 gold.

Playing the game

Roll a dice for who goes first, roll the 2 dice and move clockwise around the board, if you land on a square with writing on it do what it says, if you land on a monster card, turn it over and if you can, fight it,(see Combat and Magic).

If you don't wish to fight you can FLEE, (see Flee).

If a monster is killed, put it back in the pile, re-shuffle and deal a new card. Proceed around the board, moving inwards and outwards following the arrows, buying and selling items as you go, until you are ready to assault the tower.

You do not have to roll exactly to enter a shop, but any extra moves are lost.

Short cuts may only be used if you finish up on them.

Every time you cross a toll bridge you must pay the 2GP toll fee.

If you do not have the toll fee, a troll will attack you (fight/flee).

You may not kill merchants and you cannot kill other players.

You can only use items stated in the lists, anything else should be sold.

You may only carry 20 items in your bag and 20 magic scrolls.

Every 5 kills you can gain 1 LP.

If your LP's reach zero you are dead, you can elect to return to the start.

If you are killed more than 5 times you may gain a temporary RP.

Winning the game

Make your way to the base of the keep. Move up the keep ONE square at a time. Once you enter you may not go back.

The winner is the one who kills the wizard first, as they may then advance to the top of the keep and claim the Amulet. You can also win by being the last one alive.

Restoring Life Points

You may either use Magic or miss a turn for each LP you wish to restore.

You may not restore your LP's to more than start point of 5.

You can restore full LP's by stopping on the start/camp square, extra moves are lost.

COMBAT

When you land on a monster card turn it over, consult with the monster chart to find out it's LP's and RP's.

If the monster has a star next to them they have special rules, so consult this section as well.

1. Roll two different coloured dice, One for you, one for them
2. You add the RP's to the dice, 1 weapon, 1 armour and any other bonuses, to give a total score.
3. If your score is higher, you get the hit. If theirs is higher they get the hit. If both scores are the same the blow is blocked, go back to step 1.
4. Deduct 1 LP from the relevant LP's, unless using magic.
5. If LP's reach zero they are DEAD, otherwise go back to step 1.

You may now write down what they are carrying on your character sheet.

MAGIC

To use a spell, hold the scroll and say the word, this can be done any time and they will always work, except during combat,(see below).

Once used a spell is gone, it is a one shot spell scroll.

You may only carry 20 spells.

You may cast 1 spell before combat begins.

To use magic during combat, you must roll for the hit as before, the spell then counts as the hit, deduct any LP's.

If you use a spell during combat and you don't get a hit, it is regarded as a miss, the spell is still lost.

FLEE

If you do not wish to fight a monster you have the chance to flee before combat, however there may be a price for doing so.

Roll D6 On ODD numbers (1,3,5) you get struck fleeing LOSE 1 LP.
On EVEN numbers (2,4,6) you get away unharmed.

STORES

Each Shop consists of Weapons, Armour, Magic and a Bank.

BANK

To avoid losing all your gold along the way, while you are in the shop, players may bank some or all of their gold, any gold banked is marked under the banked section on the sheet and can be used as a credit in any of the shops.

Please note * Toll bridges and Merchants will not accept credit.

WEAPONS

DICE	WEAPON	RP's	BUY	SELL
1	SHORT SWORD	1	300	150
2	MACE	1	300	150
3	LONG SWORD	2	400	200
4	BATTLE AXE	3	450	225
5	CROSSBOW 25bolts	2	500	250
6	BROADSWORD	3	600	300
	MAGICAL FIRE SWORD	4	1200	600
	CROSSBOW BOLTS - 25		50	1 each
	OTHER WEAPONS CAN ONLY BE SOLD			60

ARMOUR These are full suits of armour

DICE	ARMOUR	RP's	BUY	SELL
1	LEATHER	1	300	150
2	STUDDERED LEATHER	1	400	200
3	RING MAIL	2	500	250
4	CHAIN MAIL	2	550	275
5	SPLINT MAIL	3	700	350
6	PLATE MAIL	3	800	400
	MAGICAL PLATE ARMOUR	4	1200	600
	ARMOUR PIECES CAN ONLY BE SOLD 60			

MAGIC

DICE	SPELL	DESCRIPTION	BUY	SELL
1	RESTORE	Restores LP's to start level.	200	120
2	ARMOUR	Add 1 RP during a fight.	300	150
3	FREEZE	Freezes an enemy for 6 rounds. (will not work on the wizard)	300	150
4	LOWER	Decreases enemy RP's by 3 during a fight. (will not work on the wizard)	300	150
5	INCREASE	Increases your LP's by 1.	400	200
6	DECREASE	Decreases enemy LP's by 3.	400	200
	REMOVE	Will remove evil magic or curses.	400	
	IMPLODE	Decreases enemy LP's by 6.	1500	700

MERCHANTS

Once uncovered, the merchant may move D6 squares each round. You may not land on a monster square.

Roll a dice to see what the merchant is carrying and consult the lists.

Roll dice TWICE for Weapons.

Roll dice TWICE for Armour.

Roll dice THREE times for Magic.

Each number equals the item you may buy.

You buy and sell things as in the shops.

The Merchant will accept everything you sell him.

MONSTER	LP	RP	ITEMS CARRIED
BANDIT	5	2	Leather vest, Short Sword, 50 x 1d6 Gold
BAT	2	0	
BEASTMAN	4	2	Long Sword, 10 x 1d6 Gold
EVIL DRUID	6	1	Sickle, Spell RESTORE, 10 x 1d6 Gold
GHOUL	4	1	Axe, 10 Gold
HILL GIANT	8	4	Battle Axe, Chain Mail armour, 50 Gold
GOBLIN	4	1	Short Sword, Dagger, 20 x 1d6 Gold
GRAVEL BEAST	7	1	
GRIFFON	8	4	
HIGHWAYMAN	5	2	Crossbow, 20 Bolts, 100 x 1d6 Gold
HOBGOBLIN	4	3	Short Sword, Chain Mail armour, 1 Spell(d6), 20 x 1d6 Gold
KNIGHT	7	6	Broadsword, Plate Mail armour, Dagger, 20 x 2d6 Gold
MASKED BANDIT	6	1	Short Sword, Dagger, 1 Spell(d6)
MINOTAUR	7	3	A Chest: Long Sword, Dagger, Ring Mail armour, 2 Spells(d6), 100 x 2d6 Gold
MUMMY	5	3	Spell RESTORE
ORC	3	2	Short Sword, Ring Mail armour, 20 x 1d6 Gold
PICKPOCKET	5	0	Dagger, 100 x 1d6 Gold
SKAVEN	5	3	Short Sword, 10 x 1d6 Gold
SKELETON	3	1	Short Sword, 10 x 1d6 Gold
SNAKE	2	0	
SNOTLING	3	1	Short Sword, Spear, 10 x 1d6 Gold
TROLL	6	2	10 x 1d6 Gold
VAMPIRE *	6	3	Dagger, 20 x 1d6 Gold
WARRIOR of CHAOS*	8	6	Battle Axe, Magical Plate armour, 2 Spells RESTORE, 20 x 1d6 Gold
WEREWOLF *	6	3	10 x 1d6 Gold
WILDMAN	5	1	Axe, 10 Gold
WOLF	3	0	
ZOMBIE	4	0	Axe, 10 Gold
KEEP GUARD	8	7	Mace, 100 Gold
WIZARD *	12	8	Amulet of Life, 1000 Gold

* See Special Rules.

SPECIAL RULES

VAMPIRE

If you do not kill the VAMPIRE within 10 rounds, it will have bitten you and you will become a vampire too. As a consequence you may now move at -2 to the dice roll, but gain a permanent +1 RP and +1 LP.

WARRIOR OF CHAOS

The spell FREEZE will only last 4 rounds due to magical armour.

The spell LOWER will only have -1 RP.

If you manage to kill the WARRIOR OF CHAOS, his armour is cursed by chaos, you may try it on but you must take a CHAOS TEST, to make sure it is compatible with you.

Roll a dice 1-3 The armour is Cursed, -3 RP's until removed. 4-6 Completely compatible, +4 RP's.

WEREWOLF

If you don't kill the WEREWOLF within 10 rounds, it has bitten you.

As a consequence every move you have the chance to become a Werewolf too.

Roll a dice 1-4 You are Normal.

5-6 WEREWOLF, gain -1 movement, +1 RP and +1 damage.

THE WIZARD

He will always use Magic. He is very powerful and knows most of the spells. As a result he will inflict +4 damage every hit he gets.

The spells FREEZE and LOWER will NOT affect the WIZARD.