

Traps & Treasure v1.01

Setup

1. Lay out the village, dungeon, or other set of locations to be played. Any size of board with any number of locations is valid.
2. Each Player chooses their Characters - one Leader, one Mercenary, and one Apprentice, each of any Class. Players may form into Teams or play a free-for-all. Alliances can be made (and broken) between Players at any time. Items **may** be traded or taken from Disabled Characters.
3. Designate and place a Camp for each group of Characters as well as for the Pillagers near one or more board edges.
4. Distribute Event Markers to each desired location (generally one per room or defined area, but more or less are valid).
5. Place all Characters at their Camp. Camps may not contain Event Markers.
6. Place D6 Pillagers at random building exits. Generally at a ground-level door exiting from a building with an Event Marker.

Game Play

1. At the beginning of each Turn, roll a D6 for Initiative for each Character, Monster, and for the group of Pillagers. For every 3 Pillagers which end their move at their Camp, remove one random Event Marker.
2. Each turn begins with all Creatures with Initiative 6 taking their two Actions and counting down to 1. Ties are broken by higher Rank, then by Speed, and then by a roll-off.
3. If a Character comes within 1" of a previously unchecked Event Marker, roll a free Wits check. Follow the instructions on the Wits Event Marker Success or Wits Event Marker Failure chart. Each time an Event Marker is revealed, place D3 Pillagers at random exits of locations which still have Event Markers.
4. Game ends after a set time, or after all Characters are Disabled, or when all Event Markers have been revealed and all Treasure has been moved to a Camp.
5. The Player or Team with the most Treasure in their possession (on Character or at Camp) at the end of the Game wins.

Combat

1. Attacker rolls to hit and needs current Combat value on a D6.
2. If a hit is scored, Defender rolls to save and needs their current Might value on D6.
3. If Defender fails to save, Attacker rolls location and Defender crosses off the next available box in that location. Defender now uses the new value in the first available box for that particular attribute.
4. If all non-gray boxes are crossed off in the location, a box on Torso is crossed off instead.
5. If all non-gray boxes in the Head or Torso areas have been crossed off, the Character is Disabled and may take no further actions until healed (Heal spell or Healing Salve) by another Character.

Wits Event Marker Success Chart		Wits Event Marker Failure Chart	
Roll	Event	Roll	Event
1-2	Monster <ol style="list-style-type: none"> 1. Replace the Event Marker with a Monster from Monsters chart - not in contact with Character. 2. Monster rolls initiative and play continues. 	1-2	Monster <ol style="list-style-type: none"> 1. Replace the Event Marker with a Monster from Monsters chart placed in contact with Character. 2. Monster takes one Action, rolls initiative and play continues.
3-4	Trap <ol style="list-style-type: none"> 1. Rogues may make a Wits roll to disarm the trap. 2. Randomly choose a Trap and resolve if not disarmed. 3. Roll for Treasure and remove Event Marker. 	3-4	Trap <ol style="list-style-type: none"> 1. Randomly choose a Trap and resolve. 2. Roll for Treasure and remove Event Marker.
5-6	Treasure - Replace Event Marker with Treasure.	5-6	Hidden Treasure – Replace marker with Treasure after next successful Wits check on this marker.

Actions (2 per Turn)

Action	Attribute
Move	Speed in inches. Climbing costs 2" of Speed per vertical inch.
Attack with melee or ranged weapon	Combat
Break down a door	Might
Cast a spell, use Crystal Ball	Wits
Retry Wits Event Marker Check	Wits
Lock or unlock a door using Lockpicks	Wits
Use an item (Healing Salve, etc)	-
Give one or more items to another Character	-
Pick up and stow a Treasure or item.	-

Treasure <ul style="list-style-type: none"> When a Monster's Hits reaches 0 or Trap is resolved, roll for Treasure on the Monsters or Traps chart and replace the Monster or Trap's Event Marker with Treasure if successful. Picking up and stowing a Treasure takes one action. Each Treasure carried by a Character reduces Speed by 1". Treasure may be taken from Disabled or Unconscious Characters. Treasure may not be taken from a Camp. 	Doors <ul style="list-style-type: none"> The first time a door is encountered, roll a D6. 1-2 the door is locked and must be picked or broken to allow Creatures to pass. Pillagers may pass through doors regardless of their lock status and do not affect the door's lock status. Unbroken doors may be locked by a Rogue's lockpicks.
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Monsters

Roll	Rank	Wits	Might	Combat	Speed	Hits	Treasure	
-	Pillager	6	-	6	5"	1	6	<ul style="list-style-type: none"> Pillagers will stand and fight if engaged, but will otherwise move towards their Base avoiding combat. Monsters will attack the closest Character to them at the beginning of their turn. Monsters can leave the area that they were revealed in. Monsters do not use a location chart nor lose their skills as they get hit.
1-2	Apprentice	6	6	6	8"	2	5, 6	
3-5	Mercenary	5, 6	5, 6	5,6	8"	3	4, 5, 6	
6	Leader	4, 5, 6	4, 5, 6	4, 5, 6	8"	4	3, 4, 5, 6	

Traps

Roll	Name	Area of Effect	Treasure	Description
1	Teleport	Individual	6	Teleports Character 4D10 inches in random direction. Stops at board edge.
2	Sleeping Dart	Individual	6	Roll Might or go unconscious for D3 Turns.
3	Poison Dart	Individual	6	Roll Might or take two Hits.
4	Sleeping Gas	Smaller of 3" radius or room size	5, 6	Roll Might or go unconscious for D3 Turns.
5	Poison Gas	Smaller of 3" radius or room size	5, 6	Roll Might or take two Hits.
6	Slow	Smaller of 3" radius or room size	5, 6	Roll Wits or only 1 Action is allowed per Turn for D6 Turns.

Items

Name	Class	Description
Bag of Holding	Any	Holds up to 4 Treasures without penalty to Speed.
Crystal Ball	Mage	Wits check to reveal an Event Marker within 6". Use Wits Event Marker Success Chart as normal, but ignore failed Wits checks. Monsters or Treasure appear at the Event Marker and a Trap will only affect the area it is in.
Healing Salve	Any	Heals 1 box of Player's choice. Cross off Healing Salve after one use.
Lockpicks	Rogue	Unlock locked doors using Wits.
Melee Weapon	All	1" Combat attack.
Ranged Weapon	Rogue	24" ranged Combat attack.
Special Melee Weapon	Warrior	Cross off two boxes in same location per Combat attack if Creature does not save.

Spells (Requires Wits check to cast)

Name	Duration	Range	Area of Effect	Description
Climb	D6 Turns	1"	Target	Target can climb any surface without Speed penalty.
Confusion	D3 Turns	12"	3" radius	Creatures in the area must make a Wits check or move randomly their Speed. Confused Creatures stop at the board edge and will run down stairs instead of falling.
Fire Wall	D6 Turns	12"	6"L 1"W 2"H	Creates a fire wall blocking passage up to 6" long decided by caster. Automatic hit to any Creatures who move through. The wall stops if it contacts an obstruction or Creature.
Force Bolt	Instant	12"	Target	Caster makes ranged attack causing Creature to roll a Might save or take 1 hit.
Fly	D3 Turns	1"	Target	Target can move in any direction up to normal unencumbered movement. Target will float directly down and land at the end of the spell.
Heal	Instant	1"	Target	Heals 1 box of Player's choice. Each Character can be Healed by spell once per Game.
Stone Wall	D6 Turns	12"	6"L 1"W 2"H	Creates a stone wall blocking passage up to 6" long decided by caster. The wall stops if it contacts obstructions or Creatures.