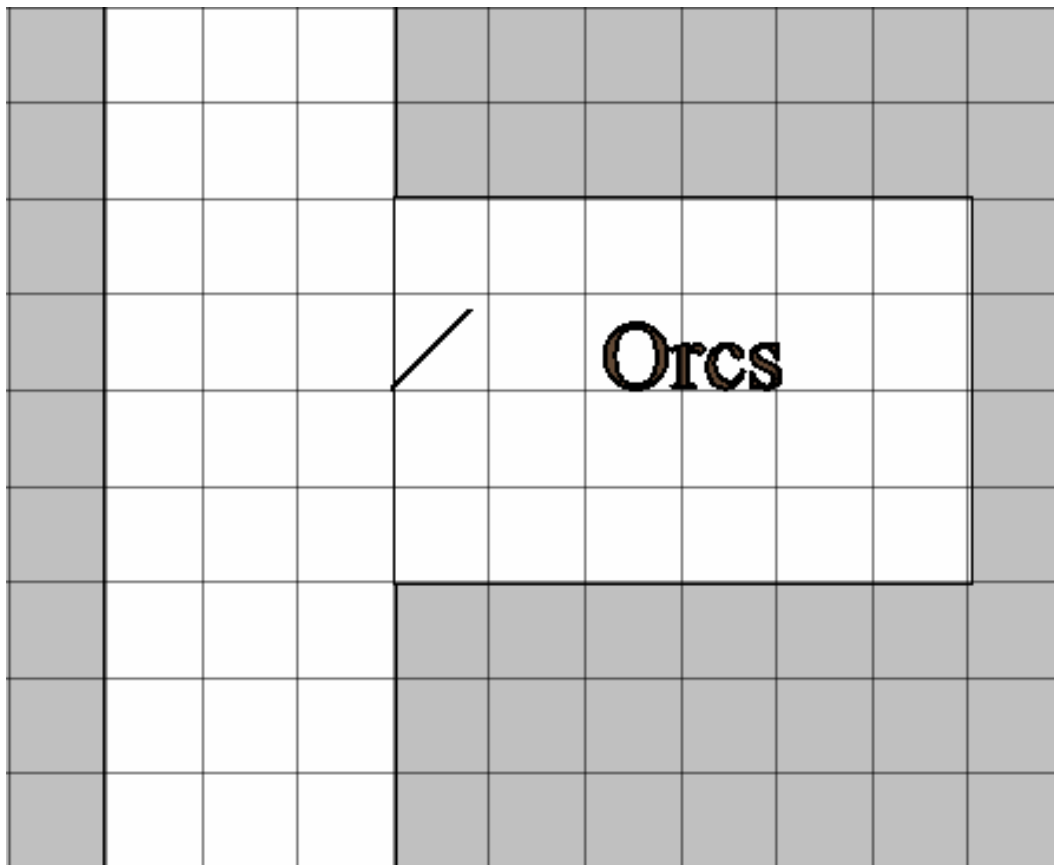


First Level

A Role-Playing Game designed for submission to the 24 Hour RPG Project
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Introduction

Beneath the Cold Mountains lies the Tombs of the Ancient Ones. This underground city was built for their dead. One entrance is in the Valley of the Orcs. The other entrance is on the other side of the mountains in the Lands of the Humans. For centuries, this underground complex became a battleground, as one group, then another tried to use it to invade each other's territory.

Several generations ago, a human magician known as the Gray One, cast a powerful spell that stopped the Orcs from advancing past a magical barrier. This invisible barrier ran along one wall of a corridor in the upper level. No Orc could pass through the doors on that wall, yet humans could safely enter and exit through the doors.

For years, small groups of humans have tried to infiltrate the Tombs. The Valley Confederacy has opposed the intruders by setting up traps and guards on the Orc-side of the Tombs. Still, the humans continue to trespass. Many on the council believe once the humans find a passage into the Valley of the Orcs, it will only be a matter of time before an invasion force is sent to the Valley.

As a young Orc warrior from the Forest tribe, you support the Valley Confederacy of Orc Tribes. You gladly perform guard duty in the underground chambers, in order to secure the safety of the Valley. This is the frontline of defense. This is:

The First Level

Book I

Creating a Character

Dice

First Level uses six sided dice only. One six sided dice is described as 1d6. Two six sided dice are described as 2d6. Three six sided dice are 3d6. Modifiers are added or subtracted using a plus (+) or minus sign (-). Therefore 2d6-1 means roll two six sided dice add up the total number of pips and subtract 1 from the total to get the final result. No roll can be less than one. If the roll and modifier equals one or less, the result is counted as one.

Your character is a young Orc warrior trained in the arts of war, but inexperienced in practice. He or she has the following attributes.

Attributes

- | | | |
|--------------|--------------|---|
| • STR | Strength | Muscular strength to move physical objects. |
| • AGL | Agility | Body and eye-hand coordination. |
| • END | Endurance | Stamina and life pints. |
| • IQ | Intelligence | Smarts. |
| • WL | Will | Focus and self-control. |
| • SS | Soc. Status | Rank within home society. |

To find out your character's attributes, roll 3d6 seven times to get seven separate sets of numbers. Drop the lowest set of numbers and assign the other six to the various attributes. Then add three points to Endurance because these are tough Orc warriors. Each attributes equal 3d6 except endurance which equals 3d6 + 3.

Create two more Orcs so you have a war party of three Orc warriors. Give a fancy name to your characters. Chose one of these characters as your main character. The other two warriors will be his companions.

Attribute Modifiers

To figure out the attribute modifier, subtract ten (10) from the attribute. If the character has an attribute value of 11 then the modifier is +1. If the attribute value is 10 then the modifier is 0. If the attribute value is 9 then the modifier is -1.

Tribal membership

To find out the tribe the character is from roll 1d6.

1 = River	2 = Plains	3 = Forest
4 = Hills	5 = Desert	6 = Swamp

Book 2

Combat

All warriors are skilled using a knife and club. Each tribe has a specialty weapon:

River = Net	Plains = Spear	Forest = Bow
Hills = Sword	Desert = Club +1	Swamp = Blowgun

Weapons

All weapons are ready except knife.

Knife - Strikes on 8+ on 2d6 + STR modifier. Does 1d6-2 damage. Can be drawn and used in the same round. If thrown, it strikes on 9+ on 2d6 + AGL modifier. Does 1d6-2 damage. Can be recovered after combat.

Club - Strikes on 8+ on 2d6 + STR modifier. Does 1d6-1 damage.

Club + 1 - Strikes on 7+ on 2d6 + STR modifier. Does 1d6

Orc Warrior: Quiet Arrow of the Forest Tribe

- **STR**
- **AGL**
- **END**

- **IQ**
- **WL**
- **SS**

The player rolls 3d6 seven times and gets the following results:

10	13	7	12
13	11	9	

The lowest number is 7, which is dropped. The player assigns the remaining numbers as follows:

- **STR** **13**
- **AGL** **12**
- **END** **13 + 3 = 16**

- **IQ** **10**
- **WL** **11**
- **SS** **9**

Subtracting 10 from the attributes gives modifiers of STR +3, AGL +2, END +6, IQ 0, WL +1, SS -1

Quiet Arrow has the following weapons:

Knife
Club

Damage.

Net - Entangles on 8+ on 2d6 + AGL modifier. Does no damage, but entangles target for 1d6-2 rounds. After 1d6-2 rounds target can attempt to break free by rolling 8+ on 2d6 + AGL modifier. Takes 3 rounds to prepare after casting.

Spear- Strikes on 8+ on 2d6 + STR modifier. Does 1d6 +2 damage. If thrown strikes on 8+ on 2d6 + AGL modifier. Does 1d6 +2 damage. Is recoverable after combat.

Bow- Strikes on 8+ on 2d6 + AGL modifier. Does 1d6 damage.

Fires once per round. Has 10 arrows (1d6 recoverable after use).

Sword- Strikes on 8+ on 2d6 + STR modifier. Does 1d6 +3 damage. Cannot be thrown.

Blowgun-Strikes on 8+ on 2d6 + AGL modifier. Does no damage on the round it hits. Next round does 1d6 damage ignoring any armor in all rounds. Round 3 it does 2d6. Round 4 it does 3d6. Damage can only be stopped by Cleric casting cure poison spell. Spell takes one round to work. Blowgun fires once every two rounds. E.G. Fires every odd round— round 1, round 3, round 5, etc. Has 5 darts (one use).

Because of the confined space, there are no distance modifiers for any thrown or fired object.

Armor

Skin - Armor value 0

Soft leather - Armor value 1. Subtract one (1) point from all damage.

Hard leather— Armor value 2. Subtract two (2) points from all damage.

Chain mail— Armor value 3. Subtract three (3) points from all damage.

Chain mail is unavailable for Orc warriors. Roll 1d6 to see what armor they are wearing. 1 = skin, 2-3 = soft leather, 4-6 = hard leather.

Damage

All damage not absorbed by armor is taken from endurance (END). When endurance is zero or less, character is unconscious. Character will bleed one (1) point per round

Bow

Quiet Arrow's Weapons

Knife - Strikes 8+ on 2d6 + 3. Does 1d6-2 damage. Can draw and use on same turn.

Club - Strikes 8+ on 2d6 +3. Does 1d6-1 damage.

Bow— Strikes 8+ on 2d6 +2. Does 1d6 damage. 10

Arrows (1d6 recoverable after use).

Quiet Arrow's player rolls a 2 on 1d6 for armor. Quiet Arrow is wearing soft leather, armor value 1.

unless given cure spell/potion or healing. Healing skill or spell/potion will stabilize character and/or increase endurance (END). Character regains consciousness at +1 endurance (END). Character will die at -10 endurance (END) points.

Healing

If character has intelligence (IQ) modifier +2 or better, they have the healing skill and can stop bleeding in one round, see damage above. If they spend three rounds healing, they can increase 1d6-2 endurance points in patient.

Standard bottle of healing potion is 1d6 points added to endurance. Endurance cannot go over starting value. Any healing that is over starting endurance is discounted to starting value of endurance. All warriors start each 8 hour shift with one bottle of standard healing potion. If their bottle isn't used from the first shift, then they will have two bottles.

A cleric can cast cure light wounds 1d6-2 by touching the patient. If he is a captive, a cleric can be persuaded to cure a hurt warrior by rolling 9+ on 2d6 + will (WL) modifier of a chosen warrior character. Only one attempt is allowed per 8 hour shift.

Time

During combat, time is broken down into rounds. Each round is five (5) seconds. Initiative is as follows:

Round One All Intruders move first.

Round Two All Warriors move first.

Round Three All Warriors move first.

Round Four All Intruders move first.

Round Five All Warriors move first.

Initiative is alternated between Intruders and Warriors every other turn as rounds 4 & 5 until the conflict is resolved.

Combat Round

1. Move side with initiative.
2. Resolve attacks of opportunity.
3. Resolve attacks for side with initiative.
4. Move side without initiative
5. Resolve attacks of opportunity.
6. Resolve attacks for side without initiative.
7. Decide Command decisions—Run away? Stand and Fight?
8. Continue next combat round or resolve conflict.

Quiet Arrow's war party:

Quiet Arrow of Forest Tribe

Main weapon Bow with 10 arrows with a standard bottle of healing potion

Slasher of Hill Tribe

Main weapon Sword with a standard bottle of healing potion.

Little Rock of Desert Tribe

Main weapon Club + 1 with a standard bottle of healing potion.

Quiet Arrow's Story:

Quiet Arrow decides to get a tattoo in the barracks. This brings his permanent social standing (SS) to 10 but his endurance will be at 14 for the next 8 hours of guard duty.

His war party is lead up from the barracks to the *First Level* by an older warrior. Quiet Arrow admires the guide's confident manner and notices a faint scar on the Orc's forearm.

They are lead through secret passages to their post. Since there are many chambers in this underground city, not all of the rooms have guards. Some rooms are traps, other rooms are empty. But the overall effect is to hinder any trespassers from advancing

During Guard Duty, time is broken down into two shifts. Each shift consists of 4 hours off duty in the barracks and 8 hours on duty in the tomb. While at the barracks, you can get a tattoo which increases your social standing (SS) +1 permanently. However on your next shift on duty, your endurance will temporary be -2 because of lack of sleep and irritation of having a new tattoo. You may only get one tattoo per Guard Duty. While in the barracks, all wounds are completely healed by your local shaman. All missiles, arrows and darts, are replaced back to their starting level.

1						
2						
3						
4						
	A	B	C	D	E	F

On each hour of duty in the room, discovery checks are rolled to see if any intruders are encountered. Encounters occur on 10+ using 2d6. If the warriors want more encounters, they can talk at a normal level +1 and keep a candle near the door so the light attracts intruders +1.

Movement

The room is 20' x 30'. It is depicted in five foot squares. The width of the room is divided by five foot squares using numbered rows from 1 to 4. The length of the room is divided by five foot squares using lettered columns from A to F. All the Orcs and humans have a movement value of 6. Diagonal travel is counted as 2 movement values.

With movement 6, Quiet Arrow can run from F4 to A4 in one combat round. However he could only run to A3 from F4 in one combat round. If he wanted to run to A1 from F4, it will take two combat rounds.

If a character runs by an opposition character during combat movement, the opposition character gets an attack of opportunity. If a character attempts to disengage and steps back to an-

towards the entrance to the Valley of the Orcs.

They enter the room through a secret door on a side wall. Their guide tells them that the door will be locked from the outside. At the end of their shift in 8 hours, he will come back to retrieve them.

Besides their weapons and equipment, they carried three clay pots with lids. One pot contained water. The other pot contained a meat stew that was to be their meal. The third was a chamber pot.

The room that they are posted is 20' x 30'. It is an underground chamber with stone floor, walls and plastered ceiling. An ancient tomb, Quiet Arrow can smell the damp air, as it makes its way through the cracks in the walls. At first glance, it appears there is nothing in the room.

The guide crawls out through the secret door. "You're on your own. Good Luck." Next came the sound of sliding stone as the entrance is sealed and a *click* as the stone is secured from the outside. They are alone.

After a quick discussion, the group decides to keep a low profile. One tallow candle is lit, on the opposite end of the room, so the light can't be seen from the door. Voices

other 5' square, the opposition character has an attack of opportunity. These attacks are resolved first. However, if a character steps to the side and remains engaged, the opposition character does not get an attack of opportunity.

An arrow can be fired from A2 to a target at F2. If another character is in the way of the arrow, even if they are from the same side, they must roll 8+ on 2d6 + AGL modifier or they will be struck by the arrow. The shooter rolls damage and the arrow ends its journey where it strikes.

Book 3

Creating Intruders

Humanoid intruders have the same attributes as Orcs do. However their creation is simpler. For each human attribute roll 2d6 +2 and assign that value to the attribute. Figuring out the attribute modifier is the same as before. Subtract 10 from the attribute to get a plus (+) or minus (-) modifier.

Modig Jademark

- **STR** **5**
- **AGL** **6**
- **END** **10**
- **IQ** **10**
- **WL** **6**
- **SS** **14**

STR modifier - 5, AGL modifier - 4, END modifier - 0, IQ modifier - 0, WL modifier - 4, Soc. Status + 4

Outside of his social standing, Jademark's has an average IQ and END. This would make him an average wizard with the minimum of one spell.

Human attributes to determine type of Intruder

Human's highest attribute:

- Strength (STR) - Fighter.
- Agility (AGL) - Archer
- Intelligence (IQ) - Wizard
- Wisdom (WL) - Cleric

are kept to a whisper.

Quiet Arrow's Story
continues page 8

Human Intruder Type : Wizard

Modig Jademark

- **STR** **5**
- **AGL** **6**
- **END** **10**
- **IQ** **10**
- **WL** **6**
- **SS** **14**

STR modifier - 5, AGL modifier - 4, END modifier - 0, IQ modifier - 0, WL modifier - 4, Soc. Status + 4

Spell:

Magic missile - A magical missile is created and cast like an arrow. It automatically hits its target. Does 1d6-2 direct damage, ignoring any armor values. Minimum of 1 point of damage.

Weapon:

Flint Knife - Strikes on 8+ on 2d6 + STR modifier. Does 1d6-2 damage. Can be drawn and used in the same round. If thrown, it strikes on 9+ on 2d6 + AGL modifier. Does 1d6-2 damage. Can be recovered

Create a human intruder for each class.

Human weapons

A wizard cannot use metal weapons because it interferes with their spell-casting abilities. All other classes can use short sword. Treat weapon as regular club.

Short Sword - Strikes on 8+ on 2d6 + STR modifier. Does 1d6-1 damage.

Mace - Strikes on 7+ on 2d6 + STR modifier. Does 1d6 damage.

Flint Knife - Strikes on 8+ on 2d6 + STR modifier. Does 1d6-2 damage. Can be drawn and used in the same round. If thrown, it strikes on 9+ on 2d6 + AGL modifier. Does 1d6-2 damage. Can be recovered after combat.

Human fighters will carry short swords unless they make weapons roll of 6 on 1d6. Then they will have sword with harden leather armor. Weapons rolls 1-5 on 1d6 give fighters short sword with harden leather armor.

Human archers will have short sword, bow and soft leather armor.

Human clerics will wear harden leather armor and carry mace. Treat weapon as club + 1. If they have social standing modifier +2 or better, then they have chain mail instead of harden leather.

Human wizards cannot carry iron weapons because it would interfere with spell-casting. They cannot wear harden leather armor because it would restrict spell-casting gestures. They can use a flint knife. Treat as regular knife.

Human Magic

There are two types of human magic, wizard spells - intelligence (IQ) based and clerical spells - will (WL) based.

Clerics and wizards can have as many spells equal to their intelligence (IQ) modifier for wizards or will (WL) modifier for clerics. If their modifiers are zero or less then they can cast the minimum of one spell.

after combat.

Armor:

Soft leather - Armor value 1.

Subtract one (1) point from all damage.

Quiet Arrow's Story

A close inspection of the room revealed several interesting items. A small metal knife was found in one of the corners. It had lain there for some time. There was still what looked to be crusted blood on the hilt.

A boot was found among the rubbish that was scattered about the floor. There were odd rags from long ago on the floor. Hidden underneath one pile was an old black boot.

I had heard about footwear like this, although had never seen anything like it before. I was amazed at the meticulous craftsmanship that went into making such a thing. Most of the tribes either wear moccasins or go bare foot. This seems like true human decadence.

After a while, boredom set in. There did not seem to be anyone in the corridor. Little Rock became tired of playing with the magical barrier, trying to go out the door. The only amusement was to talk in low whispers about the

The cost to cast a spell is 3 endurance points. Therefore a spell-caster can damage themselves simply by casting too many spells. These endurance point losses are treated exactly as if they were damaged by a weapon.

Wizard Spells

Magic missile - A magical missile is created and cast like an arrow. It automatically hits its target. Does 1d6-2 direct damage, ignoring any armor values. Minimum of 1 point of damage.

Hold person - Freezes one target for 1d6-3 rounds for a minimum of one combat round. Target can try to overcome the spell by rolling 6+ on 2d6 + IQ modifier. If target overcomes spell, the wizard still subtracts the cost in endurance points.

Create light - Creates a soft light source using an object as the focus of magic. Lasts 6 combat turns.

Sleep - Puts a group of beings to sleep for 1d6-3 combat rounds. Minimum of one combat round. Effects a 40' x 40' square area, so if cast within room, it could put everyone asleep including the caster. Targets can try to overcome spell by rolling 6+ on 2d6 + IQ modifier. The wizard subtracts cost of spell in endurance points, upon casting.

Read magic - Allows caster to read magical books or scrolls for one combat turn. Does not allow caster to speak the magic, just read it.

Read foreign language - Allows caster to read writing in a foreign language. It does not allow caster to speak the language, just read it for 3 combat turns.

Cleric Spells

Cure poison - Cleric must touch patient to cure for one combat round. Stops the effect of poison.

Cure small wounds - Cleric must touch patient to cure for one combat round. Restores 1d6-2 endurance points with a minimum of one point.

Purify food and drink - Cleric purifies and toxic chemicals in food or drink. These toxins can be natural, spoiled food, or intentional, poisoned meal.

Detect life - Can magically detect life behind a closed door.

Righteous might - Temporarily adds +1 to strength for 1d6-3 combat rounds with a minimum of one.

Magic armor - Armor temporarily increases +1 for 1d6-3 com-

various lands out tribes lived in. Slasher could not believe any tribe would willingly live in the desert that Little Rock's people called home.

Little Rock wondered why anyone would dig in the hills, just to get the metals needed for swords. Clubs were just as good and easier to make. This whispered arguing went on for some time.

Finally our hunger got the better of us and we huddled around the stew pot for our meal. As we were dipping into the pot, the door began to rattle.

We quickly grabbed out weapons and went to pre-arranged spots within the room. I was the farthest from the door. I blew out the candle. In the darkness I quietly notched my bow. Listening to the shaking of the door, as it was being forced open.

The door burst open and a small arrow was blindly fired through it. I heard it bounce against the stone wall with much force. I would later learn it was from a crossbow.

A human ran into the room, carrying a torch in one hand and a short sword in the other. I heard him scream as he came in. Little Rock was kneeling near the entrance, half hidden in shadows. He promised to greet every knee-

bat rounds with a minimum of one round.

Human Equipment

Armor conversion from human size to Orc is based on strength.

Human strength (STR) modifier or less gives size small.

Human strength (STR) modifier 1 or 2 gives size medium.

Human strength (STR) modifier greater than 2 gives size large.

If Orc is strength (STR) 2 - 6 then size small.

If Orc is strength (STR) 7 - 12 then size medium.

If Orc is strength (STR) 13 - 18 then size large.

Besides weapons and armor, here are some items you might find from a human intruder.

Flasks of oil Tinder box Rope 50' (common item)

Leather back pack various empty sacks torches

water skin lantern

Human encounters

Roll to see what types of human trespass in the tomb.

On 1d6:

1-2 2 fighters and 1 wizard

3-4 2 fighters and 1 archer

5-6 1 fighter, 1 cleric and 1 wizard.

Leaving First Level

Once an Orc has a social standing modifier of 2+ or more, they will be reassigned somewhere else in the tomb complex and away from *First Level*. Combat encounters with humans is one point for each encounter. Human prisoners are worth one point of social standing. A tattoo is also worth one point of social standing.

cap with his club. It sounded as if he were doing just that. Slasher was already parrying a swordsman who had slipped in during the confusion.

Even though the only light was a fallen torch, it was enough for me to find my target in another human. The arrow just caught the arm, outside of his armor. He swore, more in irritation than true pain.

The fight seemed to last for months, but it really only lasted for a few minutes. The humans scrambled out of the room, leaving behind the man that Little Rock had greeted with his club. His leg was injured, so he was quickly thrown down and captured.

The human had thoughtfully brought 50 feet of rope to tie him up with. And we were beginning our meal again, when we heard more noise at the door.

We had barely gotten into position, when this new party of humans attacked. And like the other fight, they retreated back into the safety of the corridor.

When Slasher walked back to the food, he said, "They know we're here because they can smell the food."

"Then we should put the chamber pot next to the

Postscript

This started off as a thought, then became an obsession. The only thing I regret, besides the lack of sleep, is the lack of time to edit this game.

Ted Ehara

door,” remarked Little Rock.

“We have to fill it first,” replied Slasher, as he pulled a large chunk of meat out of the stew pot.

When Sure Tongue, our guide, came for us at the end of our shift, he was all smiles when he saw the prisoner.

“Your first time and you three have already captured a human. Good...Very Good.”

He unbound the poor fellow and chased him out the door. Gesturing angrily never to come back. Without armor, weapons or his shoes, it will be some time before he even thinks of returning.

When we were getting ready to go back to the barracks, Slasher was playing with the little metal disks that he found in a leather pouch. He would throw them against the wall, to see how many times it would bounce.

“Those are coins,” said Sure Tongue. “Humans value them.”

“Why can’t they trade among themselves, like the tribes do?”, said Slasher. “They are such strange people.”

