

# AXEBANE'S MOLDY CODEX

Issue #1

A homebrew fanzine for #ICRPG

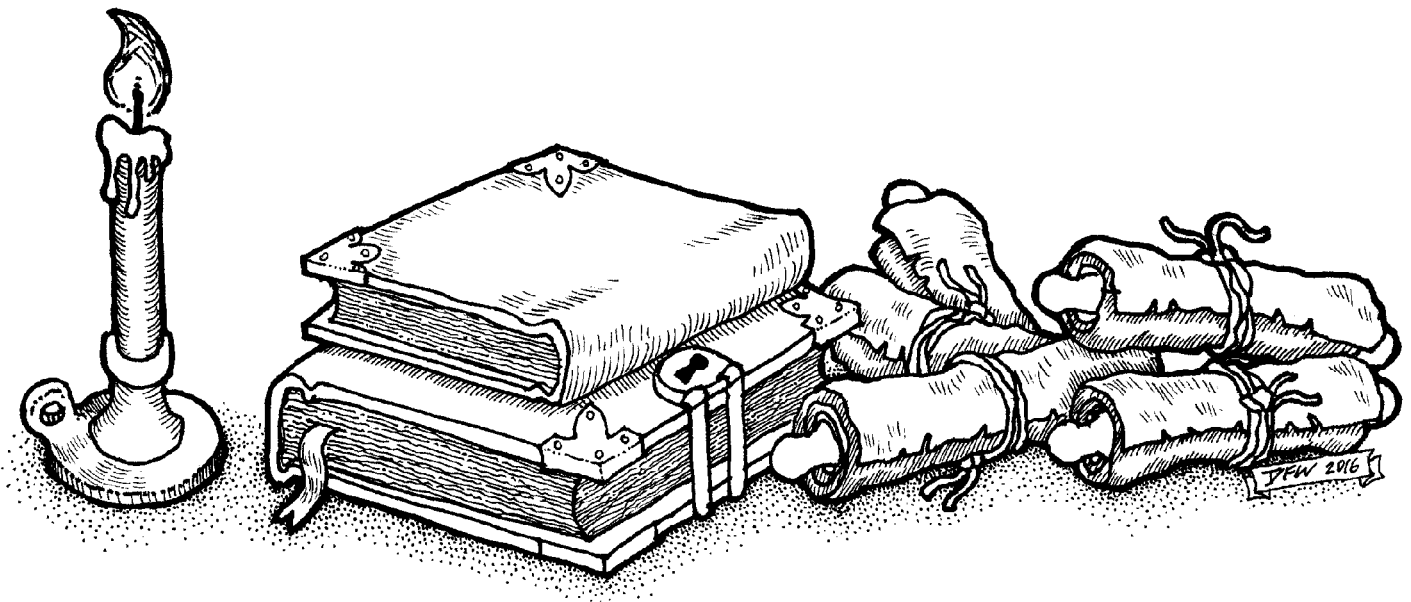
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2017



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## Credits:

Written and illustrated by Daniel F. Walthall.

Special thanks to Hankerin Ferinale for creating Index Card RPG! Also, a big thank you to my proofreaders and playtesters on the ICRPG Google+ community: <https://plus.google.com/communities/113794869422304907451>

Some of the content included in this fanzine is derived from the Index Card RPG Core rules by Hankerin Ferinale (Runehammer Games), licensed under a Creative Commons Attribution 4.0 International Public License. A copy of this license can be found at: <https://creativecommons.org/licenses/by/4.0/legalcode>

To find out more about Index Card RPG, check out the official website: <http://www.runehammergames.com>

You can buy more sweet ICRPG loot at DriveThruRPG:  
<http://www.drivethrurpg.com/browse.php?x=0&y=0&author=Runehammer%20Games>

# Greetings from Axebane

Hail and well met!

Welcome to the very first issue of the Moldy Codex fanzine for Index Card RPG! I created this fanzine to share all my weird lumpy-headed ICRPG ideas with the community, and as a creative outlet. Contents of each issue will vary, but some of the things you can expect to find within these moldy pages include:

- Original ICRPG adventures with maps and art
- Solo ICRPG adventures (choose-your-path style!)
- New loot tables
- New classes
- Various random tables (I love random tables)
- Print-n-Play gridless map tiles
- Print-n-Play monster reference cards
- Print-n-Play minis
- and more!

Each issue will be released as a PDF on DriveThruRPG and I plan to keep writing new issues for as long as folks are interested in reading them.

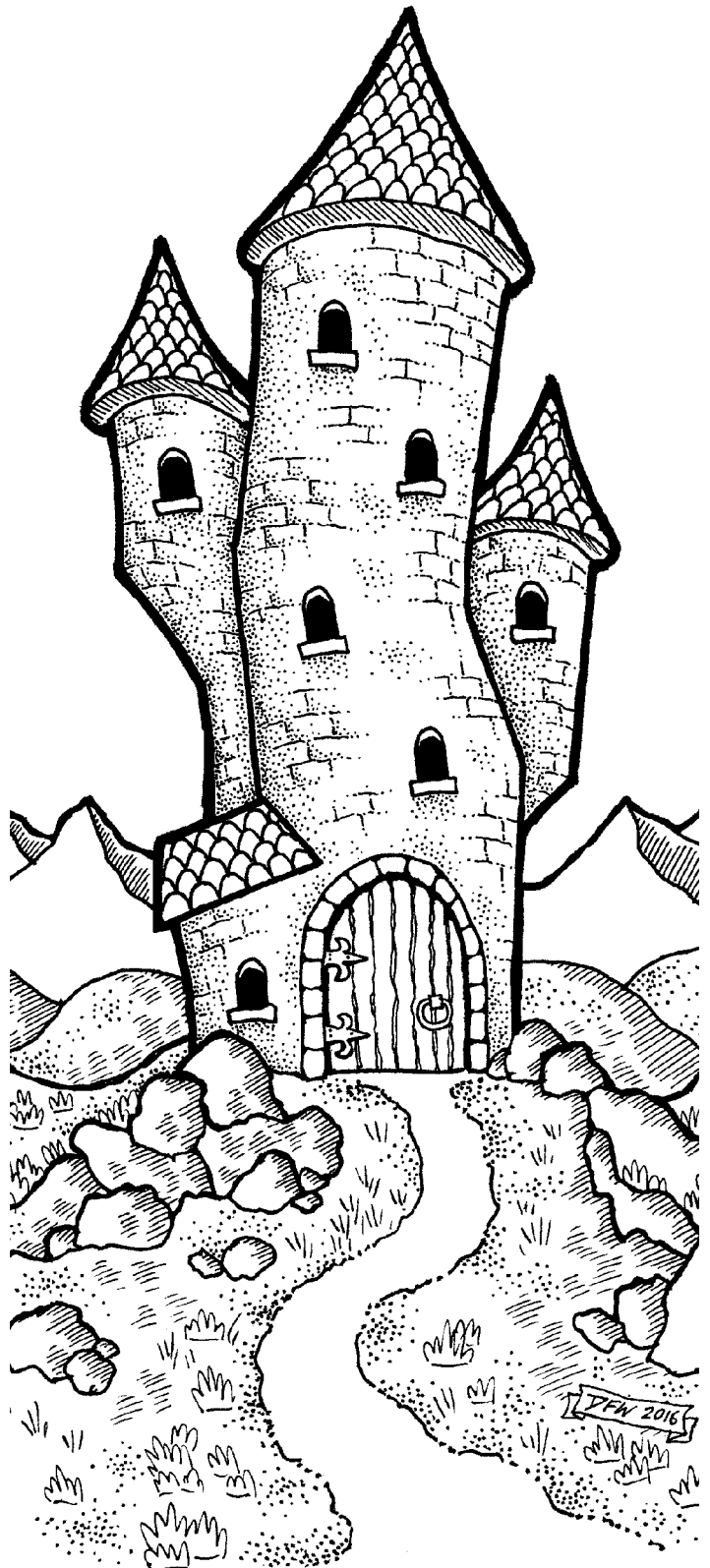
Because I am creating this fanzine in my spare time, there will not be a strict release schedule, but I am hoping to release at least 6 issues per year. When the fires of creativity are burning hot I might be able to release them more often, but only time will tell. (Roll a TIMER die. When it reaches zero, unleash new issue!)



If you have any questions, comments, complaints, or other messages for me, the best place to find me is on twitter: <http://www.twitter.com/axebane>

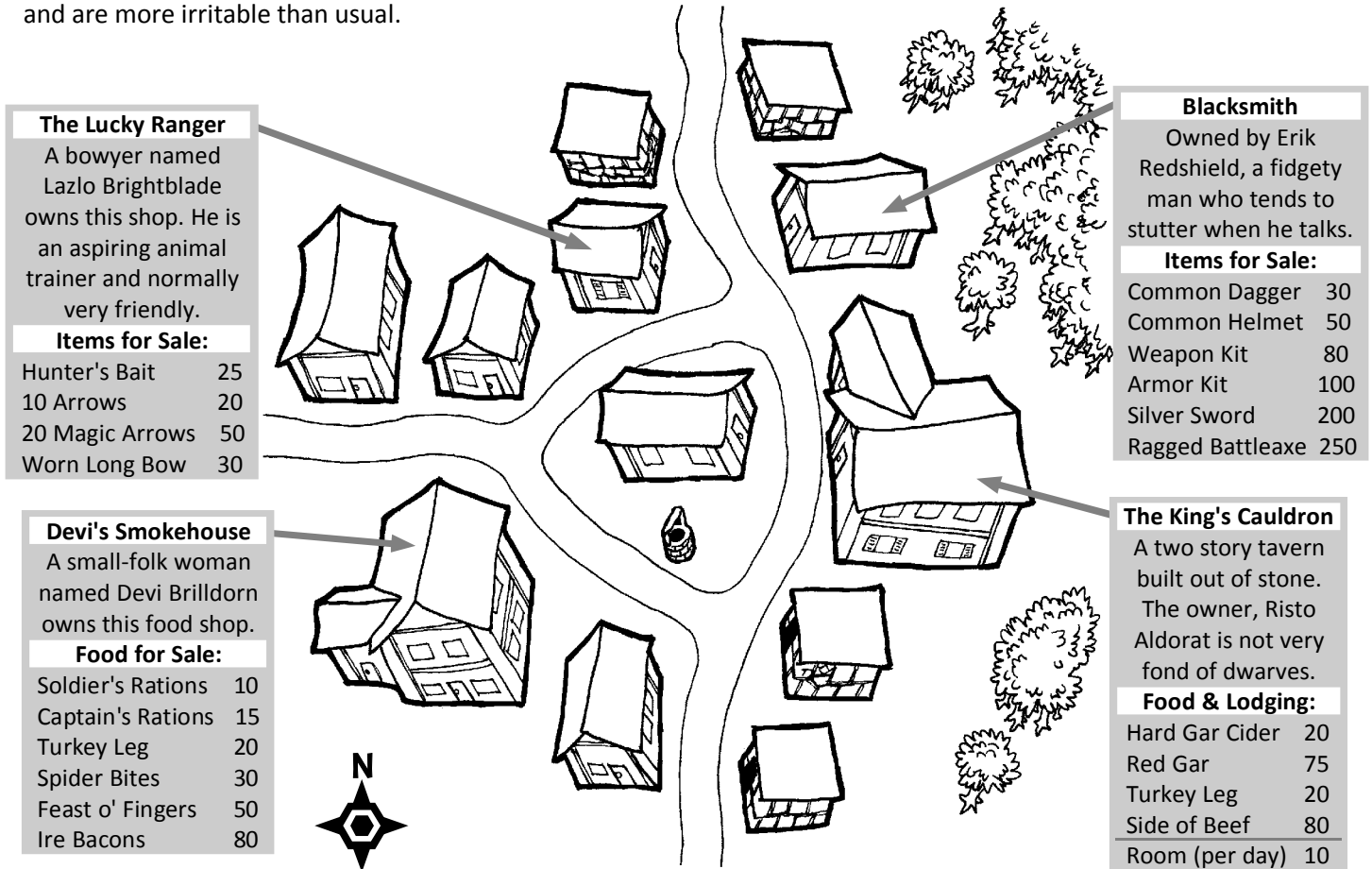
I'm also on Patreon: <http://www.patreon.com/axebane>

Thanks, and I hope you enjoy the Moldy Codex!



# Village of Hadorne

Hadorne is a small farming village nestled between civilization and the rugged wilderness. The locals are suspicious of adventurers, as they tend to bring trouble. The village has a small but skilled militia led by the blacksmith Erik Redshield. Raids by goblins tend to occur here occasionally, mostly during the harvest months, but the last few weeks the villagers have been dealing with a different threat: skeletal warriors that emerge from the Gloombranch Forest to the east, and attack during the night. Most of the villagers have been losing sleep due to these sporadic weekly attacks, and are more irritable than usual.



## The Lucky Ranger

A bowyer named Lazlo Brightblade owns this shop. He is an aspiring animal trainer and normally very friendly.

### Items for Sale:

Hunter's Bait	25
10 Arrows	20
20 Magic Arrows	50
Worn Long Bow	30

## Devi's Smokehouse

A small-folk woman named Devi Brilldorn owns this food shop.

### Food for Sale:

Soldier's Rations	10
Captain's Rations	15
Turkey Leg	20
Spider Bites	30
Feast o' Fingers	50
Ire Bacons	80

## Blacksmith

Owned by Erik Redshield, a fidgety man who tends to stutter when he talks.

### Items for Sale:

Common Dagger	30
Common Helmet	50
Weapon Kit	80
Armor Kit	100
Silver Sword	200
Ragged Battleaxe	250

## The King's Cauldron

A two story tavern built out of stone. The owner, Risto Aldorat is not very fond of dwarves.

### Food & Lodging:

Hard Gar Cider	20
Red Gar	75
Turkey Leg	20
Side of Beef	80
Room (per day)	10

## Random Villagers

Name	Occupation	Personality
1: Agoston Vizorth	1: Beggar	1: Arrogant
2: Marko Goldenview	2: Farmer	2: Calm
3: Edmond Silverleaf	3: Weaver	3: Moody
4: Kayino Badu	4: Potter	4: Polite
5: Hannu Grayson	5: Mason	5: Unfriendly
6: Tameem Kayu	6: Alchemist	6: Energetic
7: Amalia Perova	7: Artist	7: Mysterious
8: Greta Frostgrave	8: Mercenary	8: Suspicious
9: Fari Adamana	9: Tanner	9: Serious
10: Selah Greenhill	10: Miner	10: Cheerful
11: Tuula Vesurina	11: Cook	11: Anxious
12: Marah Moonsea	12: Jeweller	12: Fidgety

## Random Weather

1: Sunny	3: Thick fog	5: Thunderstorm
2: Cold/windy	4: Warm/dry	6: Ice storm

## Random Encounters

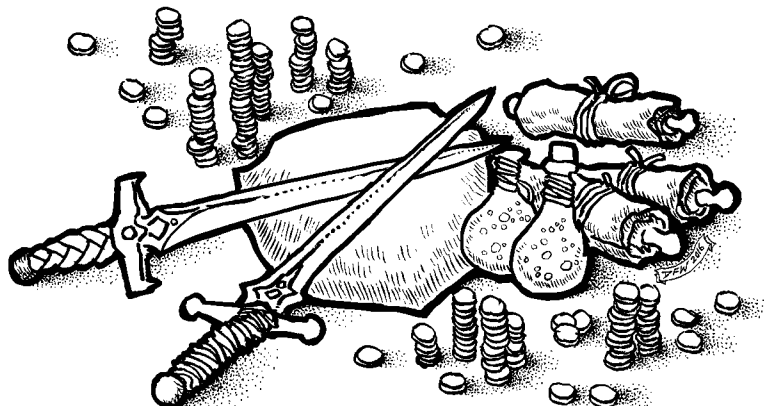
- 1: Shouts are heard from the east, and moments later you are attacked by skeletal warriors! (2D6 Skeletons) A few villagers are nearby, and 1D4 of them join in the combat.
- 2: A group of chickens are wandering through the street, causing some commotion. One of the chickens looks very sickly. (Risto Aldorat owns the sick chicken)
- 3: A funeral procession is moving down the street to the south, toward the graveyard just outside the village. If the party investigates, they find out that the local baker is dead.
- 4: Dark clouds form, and a cold rain begins to fall.
- 5: An old dog with a mangy coat and a scar on its snout takes a liking to the party and begins to follow them around.
- 6: A man in dark robes is preaching energetically about the "End of Time" and urging loyalty to the "Serpent Lords". He has a strange triangular tattoo on his forehead.
- 7: The stench of rotting vegetables wafts by. The odor seems to be coming from behind "The Lucky Ranger" shop.
- 8: You notice a belt pouch laying in the dirt (2D20 Coin).

# Village of Hadorne: Loot Shopping

The prices on the previous page are just guidelines. To simulate "fluctuating" prices, add 1D20 Coin to any listed price. If the players have already saved the village, or on very friendly terms with the NPC, instead subtract 1D20 from the price. Add your own items to the list below to expand the available shopping opportunities!

## Hadorne Loot Items for Sale:

10 Arrows: Item, Standard ammunition, 10 count	20 Coin
20 Magic Arrows: Item, Inflict MAGICAL damage with a bow shot	50 Coin
Armor Kit: Item, +1 Armor	100 Coin
Captain's Rations: Food, Heal 1D6 HP	15 Coin
Common Dagger: Weapon, Standard steel dagger	30 Coin
Common Helmet: Armor, +1 Armor	50 Coin
Feast o' Fingers: Food, Heal all allies 1D8 if they are at CLOSE range	50 Coin
Hard Gar Cider: Food, Ignore the next 10 damage done to you	20 Coin
Hunter's Bait: Item, A non-perishable odoriferous gunk that draws wildlife for up to 1 mile	25 Coin
Ire Bacons: Food, Heal 3D12	80 Coin
Red Gar: Food, Heal to full HP, absorb the next Attack unharmed	75 Coin
Ragged Battleaxe: Weapon, STR 11 1, -2 to Attempts but roll ULTIMATE effort every time	250 Coin
Side of Beef: Food, Heal 3 people 1D12	80 Coin
Silver Sword: Weapon, +1 EFFORT, Silver properties	200 Coin
Soldier's Rations: Food, Heal 1D4 HP	10 Coin
Spider Bites: Food, Heal 2D6 HP but you're pretty much eating a bug	30 Coin
Turkey Leg: Food, Heal 1D10 HP	20 Coin
Weapon Kit: Item, +2 WEAPON EFFORT	80 Coin
Worn Long Bow: Weapon, Has 10% chance of breaking when used	30 Coin



# Lost Tomb of the Skeleton King

## Skeletal Warriors Stalk the Night

A chill wind blows through the village of Hadorne, and the locals seem irritable and sleep deprived. They eye you with suspicion, and you get the feeling they don't really trust most adventurers. A local tavern owner explains that the villagers have been attacked by skeletal warriors several times in recent weeks, always at night.

- Ancient tomb deep in the forest east of Hadorne
- Tomb entrance has been lost for centuries
- The bones of fallen heroes were entombed within, and their mighty warrior-king: The Skeleton King
- Living Statues guard the tomb
- An adventuring party found and unsealed the tomb three weeks ago, then perished inside
- To save the village, tomb must be cleared of undead
- Every 1D4 ROUNDS while party is underground and not in combat, they may be attacked by skeletal warriors (1 Skeleton per player)

## Moments

### 1: GLOOMBRANCH FOREST

An overgrown forest of oaks, maples, and poplar trees. Pockets of fog and swirling mist can be found in many places, obscuring the mossy ground.

- Cold air and strange sounds move through the forest
- If explored at night, 25% chance of 4 Skeletons attacking the party
- Tomb entrance found with 1 HEART of WIS EFFORT

### 2: ENTRY CHAMBER

This small chamber has four carved stone columns supporting the ceiling. The floor is covered in a thick layer of dust. An archway in the far wall leads to a staircase leading down into the darkness.

- Eerie silence inside, and a musty smell
- Chunks of stone from 2 broken statues litter floor
- Lots of footprints in the thick dust on floor and dried blood splatters on 1 of the stone columns
- A torch (illuminates NEAR for 1D8 ROUNDS) on floor

### 3: HALL OF CHAMPIONS

A wide hallway, unlit and deathly quiet stretches westward. The stone walls are etched with carvings depicting scenes of battle from ancient times. A foul smell of decay hangs thick in the air.

- Toward end of hallway the corpses of 3 recently slain adventures can be found (each hold SHABBY loot)
- 2 Living Statues stand guard at end of hallway and must be overcome to venture farther into the tomb

### 4: BURIAL CHAMBER

This chamber contains 20 stone sarcophagi. It appears that most of them have been opened, their heavy stone lids laying beside them. The musty and earthy smell of the grave is strong here.

- 17 sarcophagi are empty, except for bits of bone, scraps of tattered cloth, and grave dust
- 3 sarcophagi are closed, EASY STR Checks required to lift their lids (each contain STRANGE loot - pg. 11)
- If the party lingers here for too long, a Slime Cube emerges from an alcove and attacks!

### 5: HALL OF EBONY SKULLS

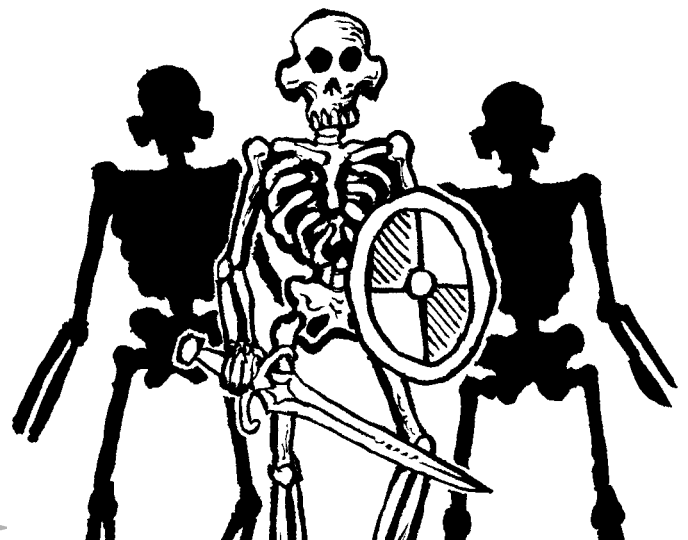
A gust of cold air rushes past as you enter, kicking up dust, and causing the hairs on the back of your neck to stand on end. Large skulls carved from some kind of black stone are set into the walls of this hallway.

- Pressure plate (HARD WIS Check to spot, 1 HEART of DEX EFFORT to disarm) triggers a trap that fires arrows from stone skulls (dealing WEAPON DAMAGE)
- 2 Living Statues block access to the final chamber

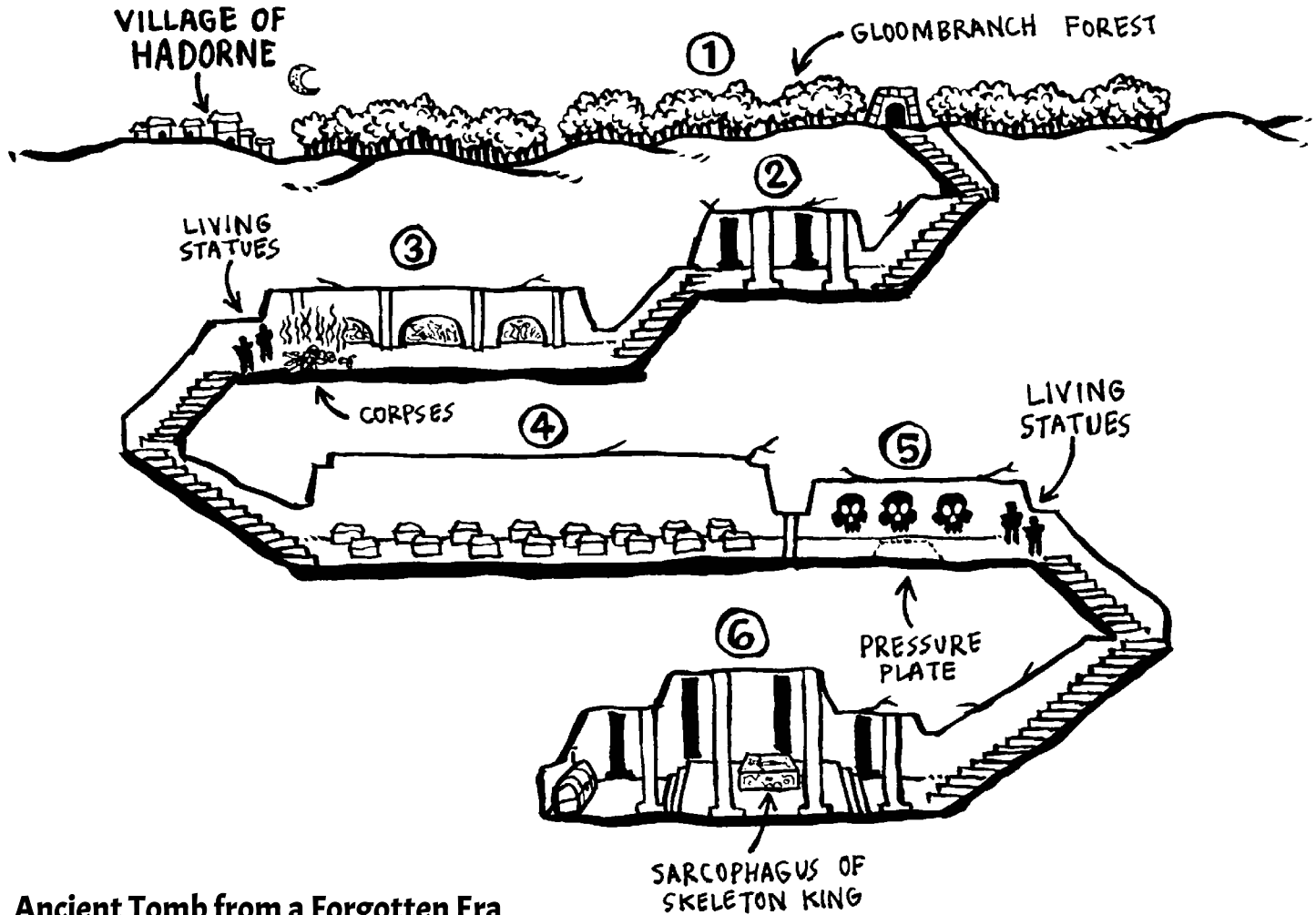
### 6: SKELETON KING'S CHAMBER

This room has high ceilings, held up by 8 stone columns. In the center of the room, on a raised platform, is a large stone sarcophagus. The sarcophagus is ornately carved and looks to be large enough to fit a 8-foot tall human!

- When the party enters this room a strange humming sound begins to echo through the tomb, and skeletal warriors attack! (1 Skeleton per player)
- Roll a TIMER die, when it reaches zero the lid of the sarcophagus opens and the Skeleton King emerges!
- Once the Skeleton King is defeated, any remaining Skeletons collapse into a pile of bones
- A chest at the back of the room contains 1 piece of BASIC loot per player



# Lost Tomb of the Skeleton King: The Map



## Ancient Tomb from a Forgotten Era

Here are 20 details that can be found with a closer look. ROLL or CHOOSE on successful investigations.

- 1: A clicking sound and... a trap has been triggered, releasing a hail of darts that deal WEAPON DAMAGE
- 2: Runic carvings in an ancient language (if translated reads: "Rise up, warriors, take your stand at one another's sides.")
- 3: A leather sack laying in the dust (contains 1 piece of SHABBY loot)
- 4: A dented metal helmet laying in a corner, and a broken arrow nearby
- 5: Scratches and chips in the stone floor, possibly caused by weapon impacts
- 6: A carving under a layer of dust depicting a tall skeleton wearing a jeweled crown
- 7: A carving on the wall depicting a large black skull with arrows protruding from its mouth
- 8: The decaying body of a long-dead giant rat, It stinks and could be diseased
- 9: An alcove in the wall containing a dusty human skull
- 10: A large spider web hanging from the ceiling
- 11: Something glimmering beneath a layer of dust (a pile of 3D12 Coin)
- 12: An unlit torch laying on the floor, and nearby is a leather sack (contains 1 piece of STRANGE loot - pg. 11)
- 13: Shards and splinters of bone from a crushed human skull
- 14: Human leg bones wrapped in tattered cloth
- 15: A broken arrow with a wicked looking metal arrowhead
- 16: A leather backpack (contains 1 piece of STRANGE loot - pg. 11)
- 17: Broken shards of red clay pottery, and 1D12 Coin
- 18: A centipede the size of a loaf of bread scurries across the ceiling
- 19: Footprints in the dust that seem to lead back toward the tomb entrance
- 20: A secret door! It slides upward, revealing a heavy chest in an alcove (contains 1 piece of BASIC loot per player)

# Lost Tomb of the Skeleton King: Mechanics

## Target Numbers

In true ICRPG style, many details are left out of this adventure, encouraging you to improvise at the table. Adjust the target number to fit the situation, such as increasing it when things are getting more dangerous. If the party is made up of new characters, target numbers ranging from 10-13 are probably good.

If the characters have 3 or more milestone rewards, however, or lots of other loot, you will probably want to use higher target numbers; 12-15 for instance.

## The Dead Awaken

While the party is underground, keep a TIMER die running. Each time it reaches zero, if the party is not in combat, skeletal warriors attack (1 Skeleton per player), *OR* tell them they "hear footsteps in the distance" and re-roll the TIMER.

## All That Sweet Loot

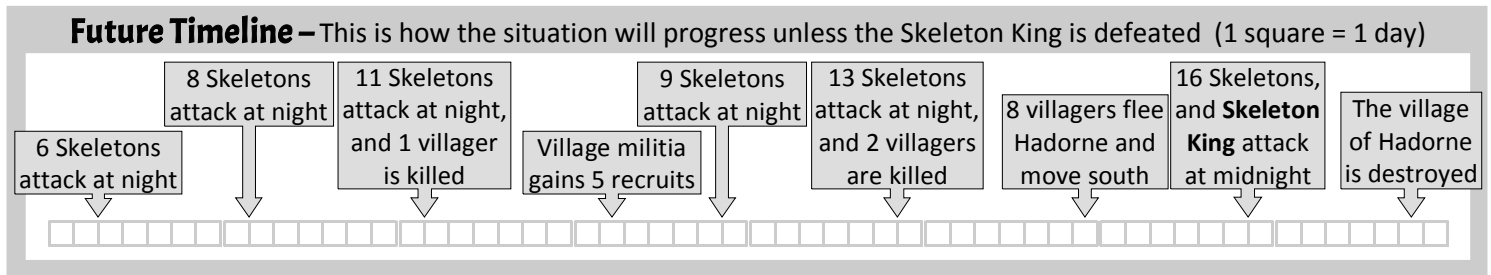
Various loot (SHABBY, BASIC - a.k.a. STARTER loot, and STRANGE) are placed within this adventure, but feel free to increase the amount of loot found, especially for a one-shot. If the party consists of seasoned heroes, you might also want to reward 1 piece of EPIC loot.

## A Party of One or Two

If running this adventure for a party of less than 3, use slightly lower target numbers, and also do the following:

**1 player:** Give the player 2 extra HEARTS, and allow them to move and then take 2 actions each turn. (or move FAR and then take 1 action)

**2 players:** Give each player 1 extra HEART, and allow them to move and then take 2 actions each turn. (or move FAR and then take 1 action)



# Lost Tomb of the Skeleton King: Conclusion

## And the Peasants Rejoice!

If the party can defeat the Skeleton King, all the skeletal warriors that have been assaulting the village of Hadorne will collapse into lifeless bones. It is very important that you change the way the villagers react to the party after this happens! The villagers should go from being suspicious and irritable, to joyous and grateful. This will help make the players really feel like heroes! Perhaps even have the village arrange a feast in honor of the party. (everyone at the feast heals 5 HP)

## His Name Was Lost to Time

If the players try to find out the true name of the Skeleton King, they should learn from an old sage or other villager that no one remembers his name. His reign was likely from as far back as 800 years ago!

## Death and Despair

If the party does not defeat the Skeleton King, the village will experience more and more nightly raids by undead. The Skeleton King himself may even attack the village. The villagers will likely blame the party for these attacks, even if the party tries to prove that they are not responsible. Eventually the village will be destroyed!

## Where to Go From Here?

After the adventure is concluded, if the party remains in the village of Hadorne, they may learn that Goblin scouts have been spotted recently to the north. The local Goblin tribe might be building up a raiding party and planning to assault the village in order to take advantage of the weakened condition of most of the village militia...

# New Monster: Living Statue

## LIVING STATUE



**ROLLS: +3 STR, +3 CON**

### ACTIONS

**ATTACK-STONE SWORD:** MAGICAL melee attack, CLOSE reach, using a heavy stone sword reinforced with arcane magic

**ATTACK-STONE KICK:** The Living Statue kicks with its stone foot dealing WEAPON DAMAGE at CLOSE range, and shoving the target back NEAR distance

**DURABLE:** Any incoming NON-MAGICAL DAMAGE of 2 or lower is ignored, due to the magically hardened stone these beings are crafted from

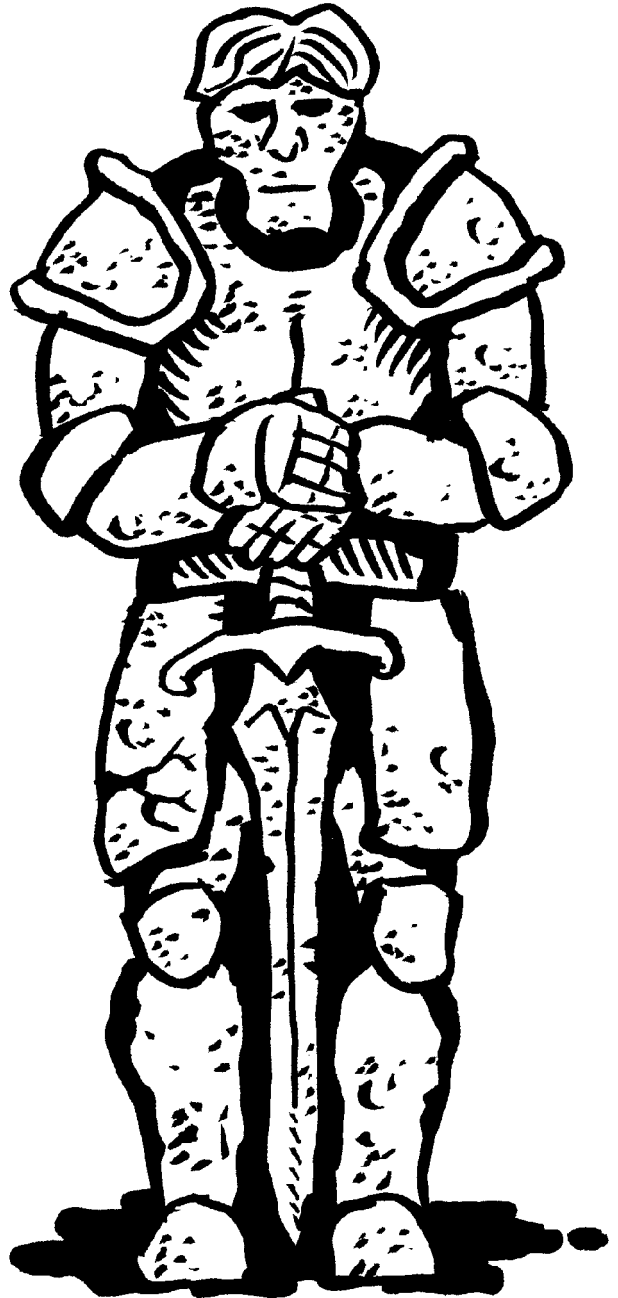
**HEAVY AS A ROCK:** The Living Statue cannot be pushed or pulled against its will, even if grappled

*These tall, human-shaped statues were created via powerful ancient magic, and stand guard for eternity; tasked with repelling any intruders except those who created it. They move slowly, cannot speak, and require no sustenance, making them perfect for guarding tombs, temples, and treasure vaults.*

**SLOW AND STEADY:** Living Statues cannot move further than NEAR each turn, and they do not use advanced tactics. Instead, they march toward the enemy with expressionless stone faces, attacking the nearest intruder until they are defeated.

**STOIC GUARDIANS:** A Living Statue will remain completely motionless until it is attacked, or until an intruder attempts to bypass the zone it is guarding. It is indistinguishable from a normal statue until it awakens and begins to move.

**A HIDDEN WEAKNESS:** A weak point, such as a hairline fracture, can be found with 1 HEART of WIS or INT EFFORT (EASY rolls). Once this weak point is found, all attacks against the Living Statue are EASY for the rest of the battle, and it loses the DURABLE property.



# New Monster: Skeleton King

## SKELETON KING



**ROLLS: +4 ALL ROLLS**

### ACTIONS (2 PER TURN)

**ATTACK-MITHRIL GREATSWORD:** A huge sword that deals **MAGICAL DAMAGE** at **NEAR** range

**ATTACK-ULTIMATE DEATH TOUCH:** Making a normal **STR** attack, the Skeleton King grasps bare skin, burning it with cold blue fire. This causes **ULTIMATE DAMAGE**

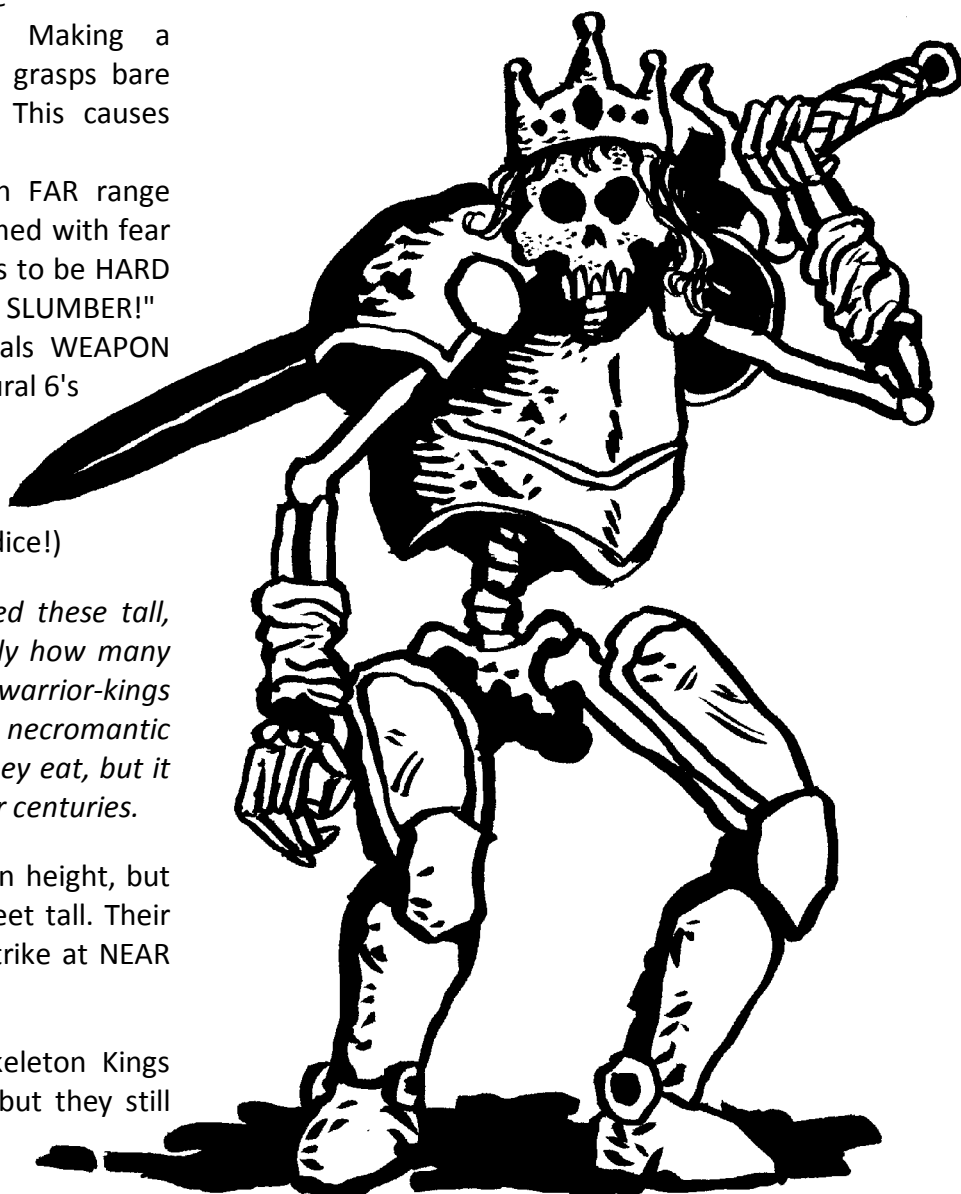
**BOOMING VOICE:** All enemies within **FAR** range must make a **CHA** Check, or be consumed with fear on their next turn, causing all their rolls to be **HARD** for that turn "WHO DARES DISTURB MY SLUMBER!"

**BRITTLE BONES:** When an enemy deals **WEAPON DAMAGE** to the Skeleton King, any natural 6's rolled grant that enemy another roll, repeating the process if another natural 6 is rolled, then totaling all **EFFORT** dice for that attack (exploding dice!)

*Dark magic and ancient rituals created these tall, imposing beings. No one knows exactly how many exist, but legends speak of at least 9 warrior-kings who supposedly live on via these necromantic powers. They do not breathe nor do they eat, but it is said that they do sleep, sometimes for centuries.*

**8 FEET TALL:** Skeleton Kings can vary in height, but legends say that most are at least 8 feet tall. Their height and long arms allow them to strike at **NEAR** range with any kind of weapon.

**CUNNING FOE:** The names of the Skeleton Kings have been lost to the mists of time, but they still retain most of their memories from when they were alive and leading their armies in glorious battle. They are very intelligent and will use any advantage they can seize upon in combat situations.



# STRANGE Loot Table

- 1: Fermented Cabbage: Food, Heal 3 HP
- 2: Roasted beetles: Food, Heal 1D6 HP, EASY CON Check or unable to consume another food item for 6 ROUNDS
- 3: Bronze Urn: Item, Contains the ashes of somebody's loved one
- 4: Ceramic Pig: 1D12 Coin
- 5: Funky Compass: Item, 10% chance to point south instead of north
- 6: Wolf Mask: Armor, CHA 10 1, +1 Armor, Roll MAGIC EFFORT when intimidating
- 7: Spiced Gar Recipe: Item, INT 14 2, Spend 10 Coin and then do 2 HEARTS of INT or WIS EFFORT to brew 1 Spiced Gar
- 8: Spiced Gar: Food, Heal 5 HP, Make an EASY CON Check to heal an extra 1D6 HP
- 9: Deformed Skull: Item, A weird artifact kept by some oddball
- 10: Lockbox of the Mundane: Item, Anything placed inside is covered with illusion that makes it look worthless
- 11: Ruby Pendant: Item, Absorbs all Burn damage, Destroyed once it has absorbed 2 HEARTS of Burn damage
- 12: Common Axe: Weapon, A well-balanced steel one-handed axe
- 13: Green Tomato: Food, Heal 1D8 HP
- 14: Shell Bracelet: Item, Once per day activate to breathe underwater for 6 ROUNDS
- 15: Rusty Pitchfork: Weapon, NEAR reach, Has 10% chance of breaking when used
- 16: Ogre Perfume: Item, 3 count, Apply to skin to smell like rotting garbage for 1 day
- 17: Agnar Figurine: Worth 2D12 Coin
- 18: Rawhide Bone: Item, Make EASY rolls when attempting to tame dogs, wolves, hyenas, or jackals
- 19: Spicy Sauce: Item, 4 count, Make an EASY CON Check when consuming Food to heal an extra 3 HP
- 20: Jug of Junk Oil: Item, Leftovers from mechanical work, Highly flammable, Slick
- 21: Bone Sword: Weapon, A heavy sword carved from dense bone
- 22: Goblin Sausage: Food, Heal 2D8 HP, Tastes like smoked Goblin meat
- 23: Rogue's Coin: Item, When flipped will show whatever result the user desires, Not limited to heads/tails
- 24: Tiny Scissors: Item, Make EASY rolls when cutting tiny things
- 25: Golden Apple: Worth 3D12 Coin
- 26: Snakeskin Boots: Armor, +1 Armor, Look like a big ol' badass while you swagger
- 27: Jagged Dagger: Weapon, +1 EFFORT, Strange dagger with a zig-zag shaped blade made of black metal
- 28: Geology Book: Item, Make EASY rolls when attempting to identify stone, crystal, or ore
- 29: Shrunken Head: Item, +2 EFFORT when intimidating
- 30: Moldy Tome: Item, Make an INT Check to learn something about the local area, Usable once per day
- 31: Sleeping Potion: Food, Fall into a deep sleep for 2D6 hours, Cannot be woken by any non-magical means
- 32: Eye of Kryn: Item, INT 14 2, Gain the ability to see in the dark
- 33: Oil Paints: Item, Tubes of vibrant color, 6 count, Create a painting worth 2D20 Coin with 2 HEARTS of DEX EFFORT
- 34: Dust of Disappearance: Item, 1D4 count, Sprinkle on someone to make them invisible until they move even slightly
- 35: Dust of Chaos: Item, 1D4 count, Sprinkle on loot to transform (roll on STRANGE LOOT table to determine new form)
- 36: Dust of Power: Item, 1D4 count, Sprinkle on someone to grant them +3 MAGIC EFFORT for 1D12 hours
- 37: Obsidian Idol: Worth 4D10 Coin
- 38: Silver Flail: Weapon, STR 12 1, Magical, Silver properties
- 39: Goblin Cloak: Armor, +1 Armor, Roll EASY Checks when sneaking but always smell like Goblin poop
- 40: Magic Dice: Item, Make EASY rolls when gambling, 5% chance (1-in-20) of getting caught cheating when used
- 41: Love Potion: Food, Make a HARD CHA Check or fall madly in love with the next creature you see for 2D6 days
- 42: Bone Shield: Armor, +2 Armor, A shield crafted from heavy brown bone
- 43: Glass Rose: Worth 3D20 Coin
- 44: Helm of Insight: Armor, +1 Armor, +1 WIS
- 45: Helm of Agility: Armor, +1 Armor, +1 DEX
- 46: Necklace of Alarm: Item, If enemies within DOUBLE FAR while wearer is sleeping 50% chance to awaken wearer
- 47: Magic Acorn: Item, Destroy to cause a tall oak tree to instantly grow on any surface within NEAR range
- 48: Boomerang: Weapon, DEX 13 2, +1 EFFORT, FAR range, 90% chance to return to user after thrown
- 49: Treasure Map: Item, INT 14 2, Once learned reveals location of buried treasure (1 EPIC loot) 1D6 days travel away
- 50: Heart Stone: Item, Add 1 HEART to your max

# STRANGE Loot Table

- 51: Thirsty Mug: Item, Points in direction of nearest tavern when placed on a flat surface
- 52: Brass Bell: Item, Prevents all sound within CLOSE distance of bell
- 53: Divine Luck: WIS Power, WIS 12 1, Grant one ally you can see +4 ULTIMATE EFFORT until end of current encounter
- 54: Frogman Gear: Item, INT 8 1, Mask, fins, and a small air bladder for 4 ROUNDS spent underwater, Reusable
- 55: Eye of Truth: Item, WIS 12 2, Look through this lens to see through any illusion and see any invisible creatures
- 56: Moonblade: Weapon, STR 12 2, Magical, Make an EASY INT Check to activate, Illuminates NEAR for 2D8 ROUNDS
- 57: Lucky Rabbit's Eye: Item, Whenever you roll for MAGIC EFFORT you may re-roll all 1's
- 58: Tiny Painting: Worth 1D100 Coin
- 59: Monkey Brains: Food, Heal 4 people 1D10 HP
- 60: Shrink Ray: INT Spell, INT 11 2, Reduce one target to 1/100<sup>th</sup> its size for 1D4 ROUNDS
- 61: Eye of Newt: Food, +2 MAGIC EFFORT for 1 day
- 62: Lightning Bracers: Armor, +1 Armor, Once per day grant extra 1D8 Burn damage on next successful weapon attack
- 63: Obsidian Dagger: Weapon, INT 15 2, Magical, Once per day summon 1D4 Skeletons that fight by your side
- 64: Phial of Acid: Item, A few ounces of concentrated hydrochloric acid
- 65: Silver Trident: Weapon, +1 Effort, NEAR reach, Silver properties
- 66: Ogre Bone Bracers: Armor, +1 Armor, Use MAGIC EFFORT when bashing open a door or chest with your fists
- 67: Skeleton Key: Item, 1-in-6 chance to open any non-magical lock
- 68: Puzzle Box: Item, INT 17 3, Once learning requirement has been met it opens and contains 8D20 Coin
- 69: Hard Gar Cider: Food, Ignore the next 10 Damage done to you
- 70: Elven Rope: Item, DEX 12 1, Use MAGIC EFFORT when climbing
- 71: Poison Cloud: INT Spell, INT 12 2, Hits all within FAR range of target you can see, HARD CON Check for half damage
- 72: Orcish Arrows: Item, 5 count, +2 WEAPON EFFORT with a bow shot
- 73: Mithril Lockpick: Item, DEX 13 1, Use MAGIC EFFORT when lockpicking, 5% chance to break when used
- 74: Eye Beast Figurine: Worth 2D100 Coin
- 75: Book of Omens: Item, WIS 14 2, Once per day ask GM one yes/no question about world, GM must answer honestly
- 76: Mithril Spade: Item, INT 11 1, Use MAGIC EFFORT when digging
- 77: Viridian Chainmail: Armor, +2 Armor, Make EASY rolls when sneaking within any forest or jungle
- 78: Elixir of Might: Food, +1 STR
- 79: Elixir of Genius: Food, +1 INT
- 80: Elixir of Kings: Food, +1 CHA
- 81: Elixir of Toughness: Food, +1 CON
- 82: Mithril Bracers: Armor, Subtract 1 from all WEAPON DAMAGE done against you
- 83: Runic Greatsword: Weapon, STR 14 2, Magical, Hits up to 2 CLOSE enemies with each successful attack
- 84: Horn of Heroes: Item, CHA 14 1, Spend action to blow, granting all allies +3 WEAPON EFFORT for 2 ROUNDS
- 85: Cloak of Mist: Armor, +1 Armor, Once per day wearer may pass through a solid wall up to 5 feet thick
- 86: Swarm: WIS Power, WIS 18 1, Cast on a location you can see, CLOSE targets take MAGIC DAMAGE for 1D4 ROUNDS
- 87: Prophecy: INT Spell, INT 12 1, If a TIMER is rolled, glean its meaning
- 88: Minotaur Hide: Armor, +2 Armor, +2 WEAPON EFFORT
- 89: Wicked Blade: Weapon, DEX 13 2, If you do not move before attacking you may make 2 attacks instead of just 1
- 90: Soul Shard: Item, Swirling with arcane energy, Destroy to add 1D6 uses to a depleted Wand or Rod
- 91: Wand of Healing: Item, WIS 13 1, 1D6 uses, One ally within CLOSE range is healed with MAGIC EFFORT
- 92: Wand of Ice: Item, INT 13 2, 1D6 uses, FAR range, Target encased in ice and immobilized for 1D4 ROUNDS
- 93: Ring of Life: Item, WIS 14 1, If you roll a 1 for DYING you may re-roll
- 94: Ring of Fate: Item, INT 13 2, Do ULTIMATE EFFORT whenever you roll a 19+ on any Attempt
- 95: Ring of Ruin: Item, WIS 15 2, WIS Check to use, One target within NEAR range takes MAGIC DAMAGE
- 96: Wand of Fire: Item, INT 14 2, 1D6 uses, NEAR range, Ray of flame hits target for DOUBLE MAGIC DAMAGE
- 97: Wand of Storms: Item, WIS 15 2, 1D4 uses, Everything within FAR range blasted with hail for MAGIC DAMAGE
- 98: Rod of Levitation: Item, INT 12 1, 1D6 uses, Target within NEAR range can float up to 12 feet high for 1D4 ROUNDS
- 99: Rod of Decay: Item, WIS 17 3, 1D4 uses, One human-sized target within CLOSE range is reduced to 0 HP
- 100: Roll twice on the STRANGE LOOT table

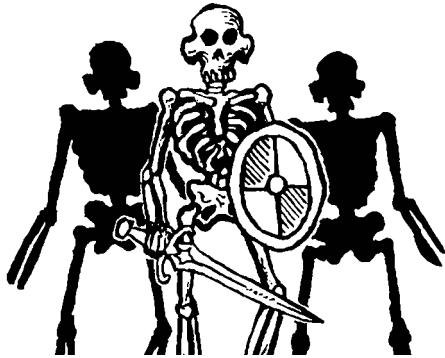
## SKELETON



**ROLLS: +2 ALL ROLLS**

**ATTACK-WEAPON:** WEAPON EFFORT, on a crit fail weapon breaks and must resort to BASIC attacks

**ATTACK-DEATH TOUCH:** STR roll, MAGIC DAMAGE



**SPEAR FIGHTER:** Most use a spear, NEAR reach.

**SLOW AS DEATH:** Never move FAR in an action.

**ANIMATED BITS:** Once killed, pieces can still make attacks, at most doing HARD Attempts for BASIC EFFORT.

**LEGION OF THE DEAD:** Often appear in numbers beyond 100, but only attack in small waves of 4-8 at a time, confused by scale of battle.

**CONTROLLED BY AN OBJECT:** Often bound to relic/artifact from their past. Who commands this object holds their fate, if object destroyed they fall to dust.

## LIVING STATUE



**ROLLS: +3 STR, +3 CON**

**ATTACK-STONE SWORD:** MAGICAL melee attack, CLOSE

**ATTACK-STONE KICK:** Kicks, dealing WEAPON DAMAGE at CLOSE range, shoves target back NEAR

**DURABLE:** Any incoming NON-MAGICAL DAMAGE of 2 or lower is ignored

**HEAVY AS A ROCK:** Cannot be pushed or pulled against its will, even if grappled



**SLOW AND STEADY:** Cannot move further than NEAR each turn, and always attacks nearest intruder.

**STOIC GUARDIANS:** Motionless until attacked, or until intruder tries to pass by. Indistinguishable from a normal statue until it begins to move.

**A HIDDEN WEAKNESS:** Weak point found with 1 HEART of WIS or INT EFFORT (EASY rolls). Once weak point is found, all attacks against are EASY for rest of the battle, and loses DURABLE property.

## SLIME CUBE



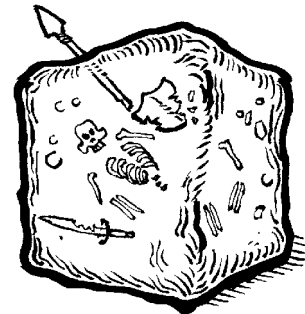
**ROLLS: +5 STR**

**MOVE:** Uses its action to move NEAR, will choose a random direction or move toward sound & light

**IMMOBILE:** Some Slime Cubes cannot move

**STICKY ACIDIC ABSORPTION:** Any non-stone that touches is stuck, in 1D4 ROUNDS if it has not escaped, it's absorbed. Roll higher STR roll than Cube to pull free (Up to 6 creatures can be stuck)

**ABSORBED:** Once absorbed, creatures/objects take ULTIMATE acid damage each turn. Regardless of HEARTS, any living thing inside suffocates in 4 ROUNDS. (No DYING roll, must destroy CUBE to escape)



**RESILIENT:** Immune to damage from non-magical metal, wood, acid or poison.

**LOOT WITHIN:** Can contain 1D4 LOOT.

**DESTROYED BY SUNLIGHT:** Lose 1 HEART per turn exposed to direct sunlight.

## SKELETON KING



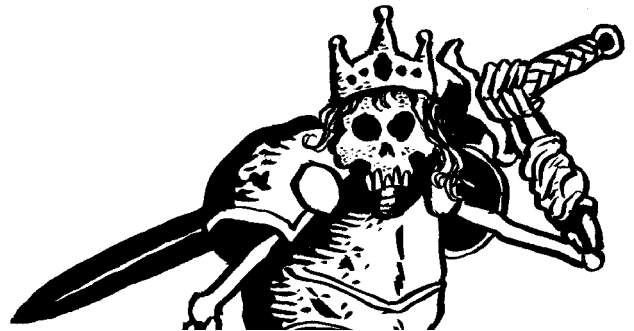
**ROLLS: +4 ALL ROLLS (2 ACTIONS PER TURN)**

**ATTACK-MITHRIL GREATSWORD:** Huge sword that deals MAGICAL DAMAGE at NEAR range

**ATTACK-ULTIMATE DEATH TOUCH:** A STR attack, grasps bare skin, causes ULTIMATE DAMAGE

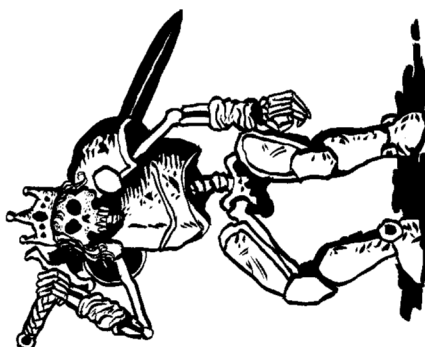
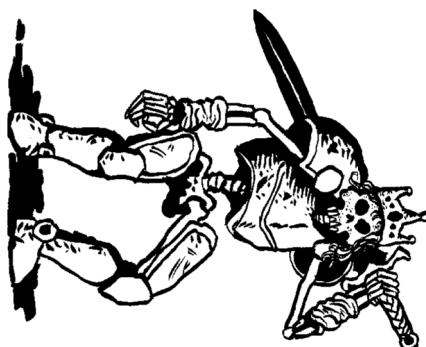
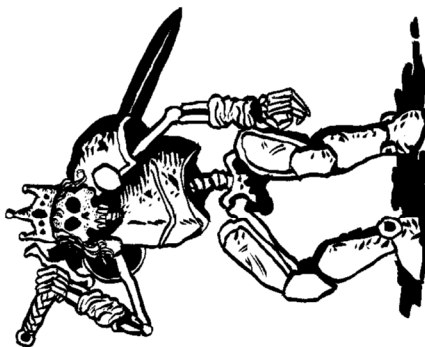
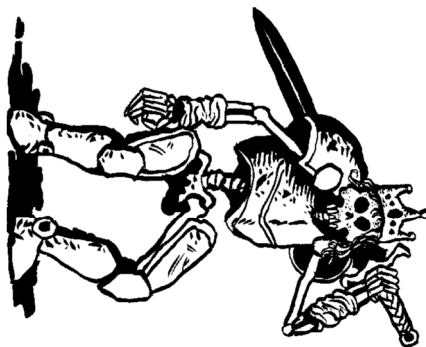
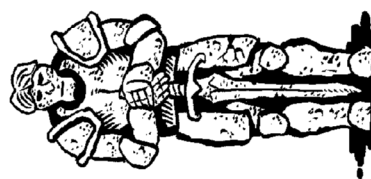
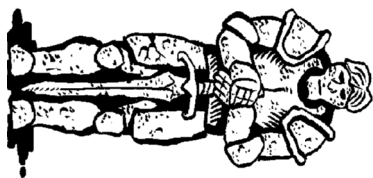
**BOOMING VOICE:** All enemies within FAR make CHA Check, or next turn all their rolls are HARD

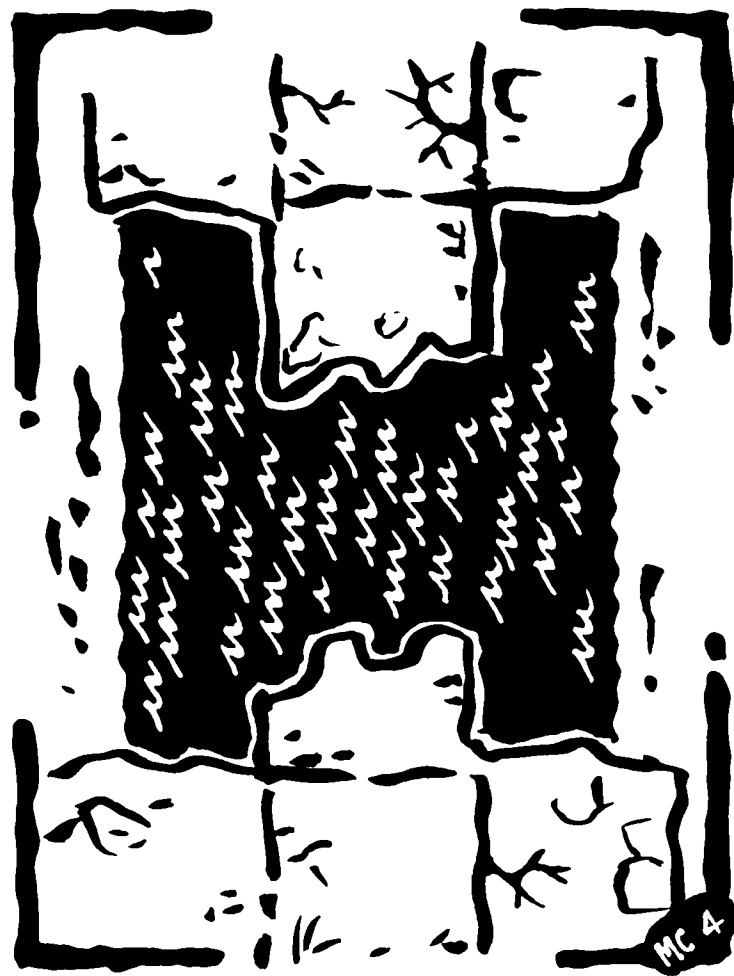
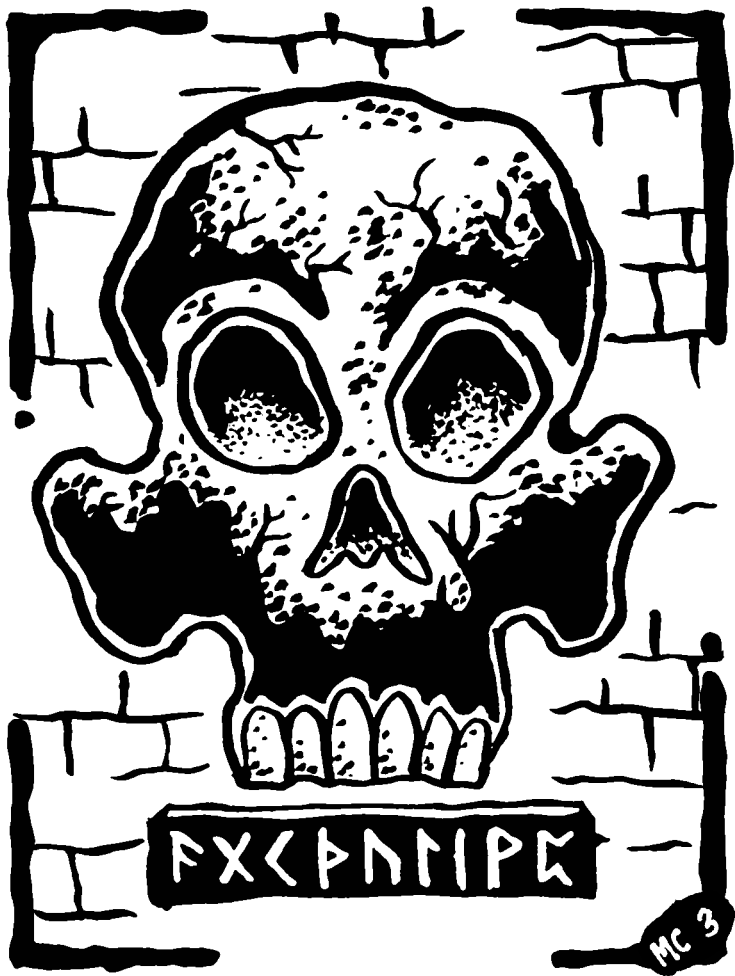
**BRITTLE BONES:** When enemy deals WEAPON DAMAGE to Skeleton King, any natural 6's grant that enemy another roll, repeating if another natural 6 is rolled, then total all EFFORT for that attack (exploding dice!)

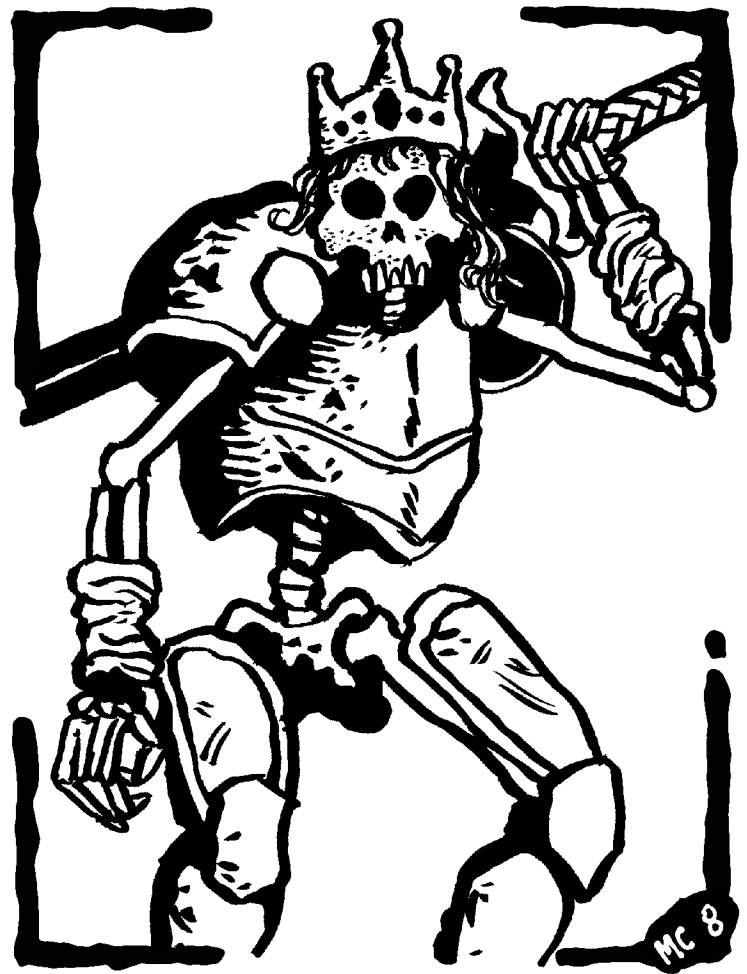
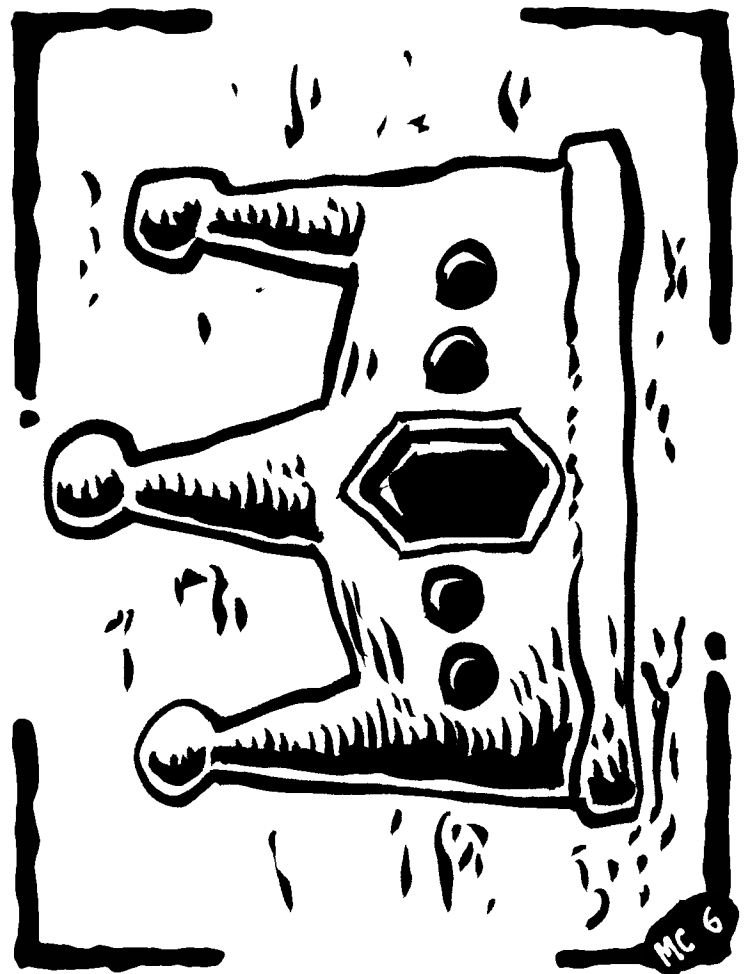
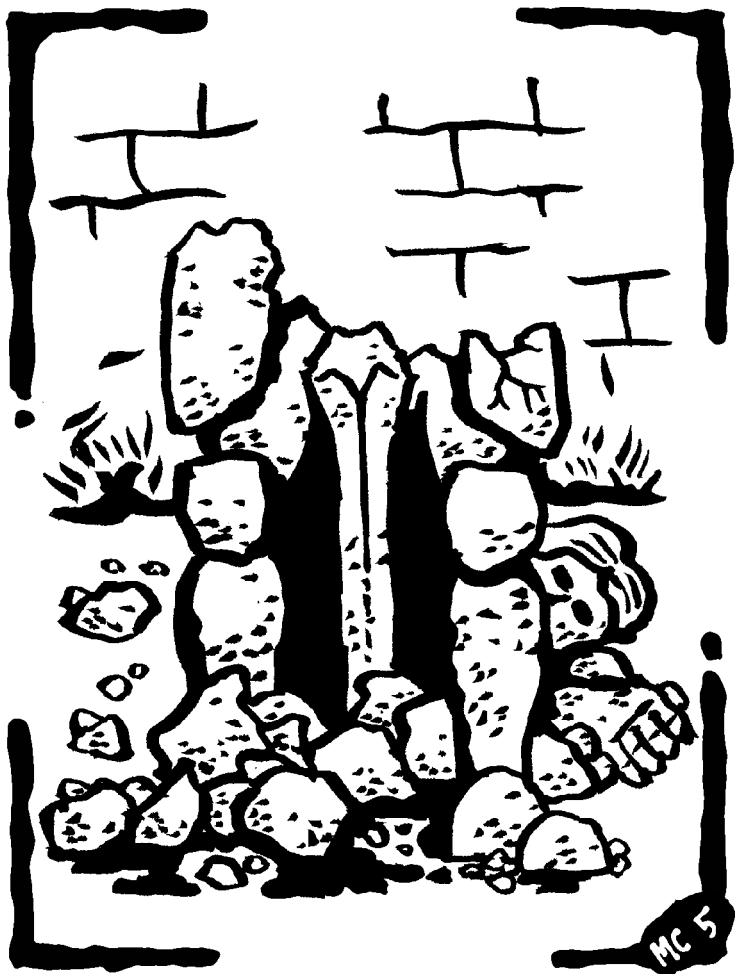


**8 FEET TALL:** Can attack NEAR with any weapon.

**CUNNING FOE:** Retains most of their memories from their mortal days, very intelligent, and will attempt to gain any advantage they can during combat.



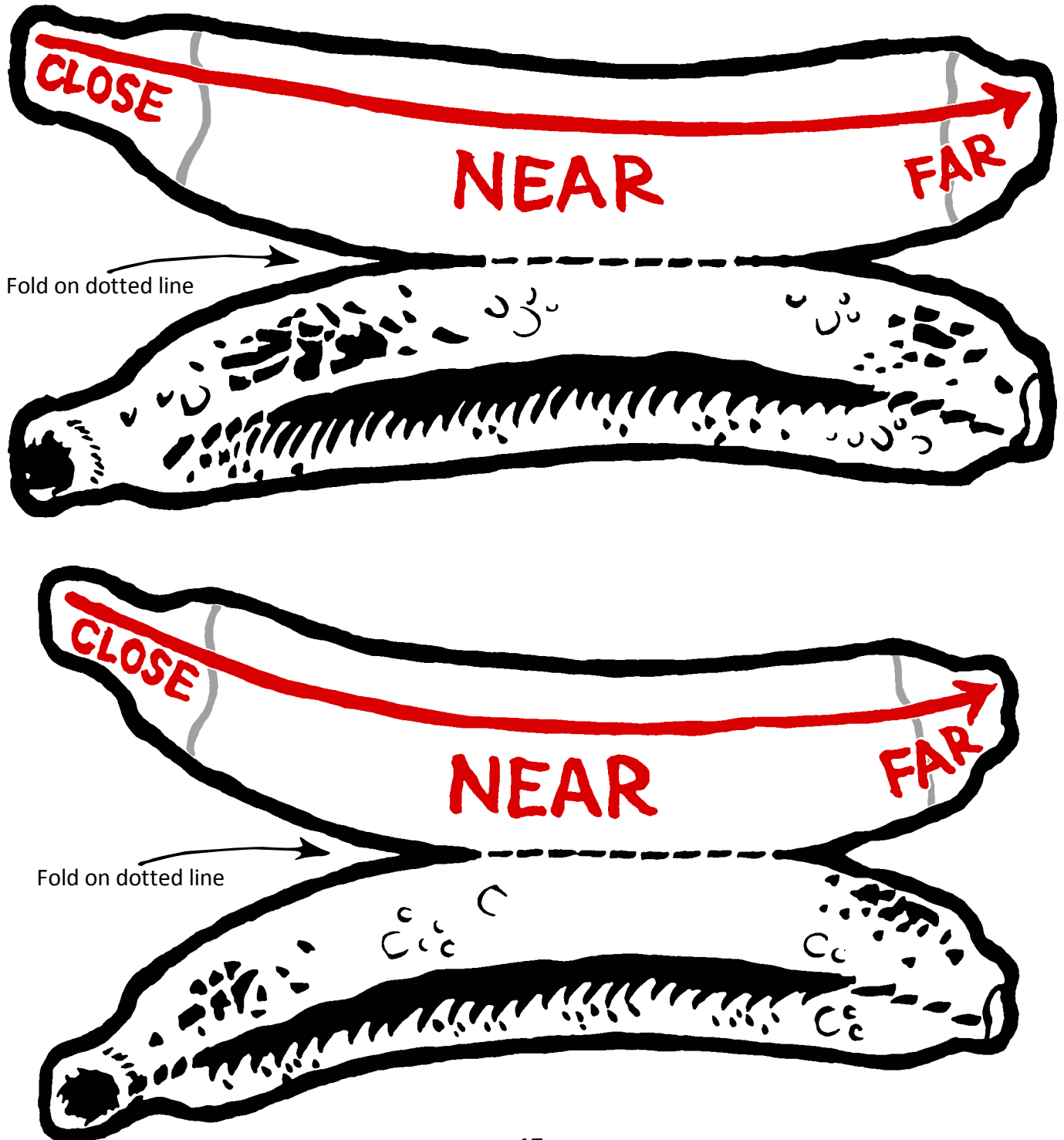




# Moldy Bananas

If you don't have any real bananas around, or you want some special bananas with range markings that will never spoil, give these moldy bananas a try! Why are the measurements different on each banana? Because, the ICRPG "Banana Based Distance System" is clearly designed to be imprecise. When the distance being measured is not clear, I would rule in favor of the players.

**INSTRUCTIONS:** Print onto cardstock, cut out each banana, and fold on the dotted line. Then glue or tape the two halves together and enjoy your bananas. For deluxe bananas, insert a piece of cardboard or foamcore between each half of the banana to give it strength!



NAME: \_\_\_\_\_ CLASS: \_\_\_\_\_ BIO-FORM: \_\_\_\_\_

**CLASS:** \_\_\_\_\_ **BIO-FORM:** \_\_\_\_\_

**BIO-FORM:**

**STORY:**

STR	BASE	LOOT
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
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DEX	BASE	LOOT
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8	8	8
9	9	9
10	10	10
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CON	BASE	LOOT
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INT

WIS		
	BASE	LOOT

CHA  BASE LOOT

**ARMOR:**   

**BASIC EFFORT**                           

WEAPON EFFORT     BASE LOOT

MAGIC EFFORT  BASE LOOT

ULTIMATE EFFORT

12

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BASE LOOT



♥ = 10 Hit Points

### Current Hit Points:



**Dying!** 'til dead

Or roll: **20** to revive.

# EQUIP      GEAR / LOOT      CARRY

## GEAR / LOOT

CARRY

# EQUIP      GEAR / LOOT      CARRY

## GEAR / LOOT

CARRY

## MILESTONES:

**COIN:**