

Heroes N' Hobgoblins

Dungeon Lord Book

WHAT IS THE DUNGEON LORD?

The Dungeon Lord is many things. You control the monsters in battle, act as the many people the heroes will meet on their journey, and basically be the referee and run the game.

You need four books, the Dungeon Lord Book (this one), the Monstrous Book of Monsters, the Spells Book, and the Adventure Book.

The Heroes should never see the contents of these books, and information should only be given to them when they need it.

Example: A hero Wizard is ready to learn a new spell, you may tell them what spells are available at their level, and what they do.

Tip: Even though you control the monsters, you don't want to aim to kill the heroes, you just want to make it challenging to complete their quest.

First up, how to run the battle.

BATTLE SETUP

First you will want to find the appropriate grid map for the battle that is about to happen between the players as the heroes, and you as the Dungeon Lord.

Place the grid down so that the players can see, but don't let them see your secret battle strategy guide included in this book. It is for your eyes only. It tells you everything you need to know about the upcoming battle, including how the heroes can achieve VICTORY.

Looking at the strategy guide, place the tokens of the heroes and monsters where directed.

BATTLE!

Understanding combat in Heroes N' Hobgoblins is very easy, but the combat can be challenging at times.

All players and the Dungeon Lord roll the two dice.

The players roll for their character, and the Dungeon Lord rolls for each of the Monsters on the battlefield grid.

The number determines who get's to go before the other people, and the higher the number the better.

For example: Adam, Ben, Carly, and Dominic are players, and Eugene is acting as the Dungeon Lord, controlling a Gremlin Warrior, and a Dark Knight.

Adam rolls a 3, Ben an 11, Carly a 4, Dominic a 6, and Eugene rolls a 2 for the Gremlin Warrior and an 8 for the Dark Knight.

So the order is as follows:

Ben

Dark Knight

Dominic

Carly

Adam

Gremlin Warrior

Each persons turn is done in 2 parts, MOVEMENT and ACTION.

Look at the number for MOVEMENT on your character sheet, that's how many squares your character can move per turn.

The next step is ACTION.

In ACTION you can attack, cast spell, open a door, or use an item such as a Potion of Great Healing.

Let's go over an attack.

Whoever attacks rolls two dice, this is called the "HIT OR MISS" if the total of the dice is greater than your targets EVADE, then that is a hit. If it is lower than your targets EVADE, then you miss. If it is equal to, then it hit poorly, only causing half damage, if you don't end up with a whole number, you round it up.

Example: 7 damage halved is 3.5, round it up to 4.

So if that roll is a "hit", the next roll is called the "DAMAGE" roll. You take one die and roll it to see how much damage you do. Lets use an example.

Ben rolls for damage and rolls a 4. Ben is playing as a Warrior attacking with a Rusty Broadsword. Look at the details for Rust Broadsword and you will see it deals 3 damage + damage roll. So that is 3 damage + 4 damage = 7 damage in total.

For every 1 damage, you take one HIT POINT from the target. So if you cause 7 damage, the target loses 7 HIT POINTS.

The battle ends when you have defeated all of the monsters (by bringing their HIT POINTS to 0), or if the monsters have defeated your team (bringing all of the members of your team HIT POINTS to 0)

Tip: There may be other ways to end a battle, but only you, the Dungeon Lord will know all these secrets. They will be revealed to you at the appropriate time.

Tip: As a Dungeon Lord, you will need to get good use out of the Monstrous Book of Monsters. It will instruct you on how the monsters that you control should act in battle. Does a Gremlin Warrior fire his bow over range, or does he run to the nearest opponent and slice n' dice with his sharp dagger? This book will tell you the how's and why's of monster control.

HERO LEVELS

As the Heroes gain EXP through their adventure, they gain RANK. All Heroes start out at RANK 1 and can go all the way to RANK 5.

Tip: It is written in the Adventure Book as to how much EXP you should grant the Heroes, and when you should do it.

At the following EXP, the Heroes will gain the following RANK:

EXP	RANK
0	1
100	2
500	3
1000	4
2000	5

When a Hero gains a RANK, get them to add 10 HP to their current HP level on their Character Sheet.

When a Wizard reaches level 3 and 5, they have the opportunity to learn new spells!

ITEM LIST

Weapons

The weapons in Heroes N' Hobgoblins are class specific. A thief uses a dagger, a warrior uses a broadsword, etc.

By playing the adventure in this book your heroes may find most, if not all of them. Remember to use them in your own adventures too!

Thief

Rusty Dagger (1 damage + damage roll) - buy \$5gp / sell \$1gp

Iron Dagger (3 damage + damage roll) – buy \$20gp / sell \$5gp

Titanium Dagger (7 damage + damage roll) – buy \$70gp / sell \$25gp

Titanium Dagger of Luck (not found in a store) - sell \$25

Warrior

Rusty Broadsword (3 damage + damage roll) - buy \$5gp / sell \$1gp

Iron Broadsword (7 damage + damage roll) – buy \$20gp / sell \$5gp

Titanium Broadsword (15 damage + damage roll) – buy \$70gp / sell \$25gp

Titanium Broadsword of Death (20 damage + damage roll + second damage roll)
(not found in a store) - sell \$25

Wizard

Oak Staff (1 damage + damage roll) - sell \$1

Ranger

Arrow (1 damage) - buy \$5gp / sell \$1gp

Stone tipped arrow (2 damage) – buy \$20gp / sell \$5gp

Iron tipped arrow (5 damage) – buy \$70gp / sell \$25gp

Titanium tipped arrow (8 damage) – buy \$120gp / sell \$45gp

Titanium tipped arrow of Headshots (guaranteed to never miss your target) (not found in a store) - sell \$45

Rusty short sword (2 damage + damage roll) - buy \$5gp / sell \$1gp

Iron short sword (5 damage + damage roll) - buy \$20gp / sell \$5gp

Armour

Thief

Leather Armour +2 HP - buy \$25gp / sell \$3gp

Hardened Leather Armour +4 HP - buy \$50gp / sell \$15gp

Troll Hide Armour +8 HP - buy \$100gp / sell \$35gp

Dragon Hide Armour +12 HP (cannot be bought) – sell \$200

Warrior

Rusty Plate Mail Armour +6 HP - buy \$80gp / sell \$20gp

Iron Plate Mail Armour +12 HP - buy \$200gp / sell \$55gp

Titanium Plate Mail Armour +24 HP - buy \$400gp / sell \$100gp

Ranger

Rusty Chain Mail Armour +4 HP - buy \$50gp / sell \$15gp

Iron Chain Mail Armour +8 HP - buy \$100gp / sell \$35gp

Titanium Chain Mail Armour +16 HP - buy \$300gp / sell \$75gp

Wizard

Tattered Robe +1 HP - buy \$10gp / sell \$1gp

Silk Robe +5 HP - buy \$75gp / sell \$15gp

Spider Silk Robe +10 HP - buy \$130gp / sell \$3gp

Shields

Any class can use a shield.

Small Shield +1 EVADE – buy \$100gp / sell \$25gp

Big Shield +2 EVADE – buy \$200gp / sell \$75gp

Huge Shield +3 EVADE (cannot be bought in a store) - sell \$180