

Heroes N' Hobgoblins

Hero's Manual

Welcome to the world of Heroes N' Hobgoblins. It is a magical place full of adventure!

There are gnomes who live on the plains, and dwarves mining in the mountains.

But beware... Monsters lurk in shadows, and not everyone can be trusted.

Will your adventure go down as legend,

or be forgotten in the sands of time?

SELECTING YOUR CHARACTER

There are four classes of character to chose from:

Warrior

A hardened soldier, deadly with a sword.

Wizard

A wise magic user, able to cast spells causing damage, and heal allies.

Thief

A nimble character who can help open locked treasures.

Ranger

Expert with a bow and arrow, primarily for hunting beasts.

Tip: Whilst you are more than welcome to double up on character's (as in if you have four players you can have two as Warriors, one as a Wizard, and another as a Thief), this is not advised unless you are after a challenge.

CREATING YOUR CHARACTER

First, grab one of the Character Sheets provided And write the name of your character next to CHARACTER.

Now write what class of character you are next to CLASS.

Now look at the Class Information Guide on the next page and Fill out the EVADE, HITPOINTS, MOVEMENT, and EQUIPMENT.

CLASS INFORMATION GUIDE

Warrior

EVADE 4

HP 35

MOVEMENT 4

rusty broadsword = 3 damage + damage roll

Can use Rage (uses one turn to charge rage, if an enemy attacks it's a guaranteed hit. The next turn the warrior rolls to deal double damage (if a 12 is rolled for the "hit or miss roll", it's double damage, doubled again.)

Wizard

EVADE 4

HP 20

MOVEMENT 3

Oak Staff = 1 damage + damage roll

Can cast spells!

Thief

EVADE 9

HP 30

MOVEMENT 6

rust dagger = 1 damage + damage roll

Can open locked chests and doors easier, uncovering hidden secrets!

Ranger

EVADE 6

HP 25

MOVEMENT 4

Arrow = 1dmg

Rusty short sword = 2 damage + damage roll

Can shoot over distance with bow and arrow

Congratulations, you've just created your character!

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 gets 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 person's 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 target's EVADE, then that is a hit. If it is lower than your target's 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 you team HIT POINTS to 0)

Tip: There may be other ways to end a battle, but only the Dungeon Lord will know all these secrets.

And that's about all that you need to know as a Hero, the rest is up to your Dungeon Lord.

Good luck.