

Hp - 100                      Resource - 25  
 Defense Rating - Low (6 required to hit) / Some (7 to hit) / A lot (8 to hit)  
 Physical Stat - 1-3                      Magical Stat - 1-3                      Social Stat - 1-3

**Challenges**

- Your stat determines how many d8s are rolled. Eg. if you have a Physical stat of 2, you roll 2d8.
- Worldly challenges encountered in a game: roll 1d8, and a success is 7 or 8 on a dice.
- A difficult check will require an 8 on a dice.
- Combat challenges: Number to match to beat is based on the Defense Rating of what you are fighting (6-8)

**Combat Rounds (6 seconds)**

- 30ft of movement.
- 1 action - physical attack or magical effect (damage/healing dependant on weapon or spell)
- Verbal communication.
- 1 Reaction - Attempt a physical attack if something leaves your physical range, drink a potion or take a hit for a friend (automatic hit, declared before the enemy rolls to hit)

**Major Notes**

- When your HP hits 0, you are dead. There are not Revives.
- A health potion will restore 1d8 of health. A resource potion will restore 1d6 resources.
- Turn order. Roll 1d8.

**Creatures**

Name	Minion	HP	0/0/0/0	Resource	5	DR	Low (6)
P	2	M	1	S	1	P Dam	1d8+2

Name	Champion	HP	59	Resource	15	DR	Some (7)
P	3	M	2	S	2	P Dam	1d10+3
Special		Cleave: a second melee target will take half damage					

Name	Boss	HP	100	Resource	15	DR	Some (7)
P	3	M	2	S	2	P Dam	2d10+6
Special		AOE: Slams sword point first into the ground causing a shockwave that knocks people back 35 feet.					
Special Once		Can duplicate themselves. DR then becomes High (8)					

Name	HoneyBuns	HP	40	Resource	15	DR	Low (6)
P	4	M	3	S	2	P Dam	2d12+9
Special	Bunnyhop. Can avoid being hit once per round.						
Special Once	Can duplicate themselves (multiply like bunnies). DR then becomes High (8)						
Special Twice	AOE: Hold physical, fire 2d12, hold physical, fire 2d12						

Name	HoneyBadger	HP	0	Resource	15	DR	High (7)
P	4	M	3	S	2	P Dam	3d12+9
Special	Double Attack: Attack twice in a round Cleave: a second melee target will take half damage						
Special Twice	AOE: Chain damage, everyone within 20ft of each other, 4d12						

## Specials

**Blood Witch** - Hp is 140, but your resource IS YOUR HEALTH! Defense Rating: Some

### Druid - Defense Rating: Lot.

**Nature's Wrath:** When at 30% or lower, you transform into an upright owlbear capable of casting spells, but unable to communicate verbally as humans would. You also gain two attacks a round and increase your Defense Rating from Low to Lots.

Once transformed, you can never be healed above 30% (thus never be able to return to being human).

**Demon Hunter - Dual crossbows.** You can attack twice in a round. Defense Rating: Some

**Necromancer - Bone Protection.** Any potential killing blows upon yourself, your minions will teleport and take their health as damage with the remainder spilling over to you. (eg if you get hit for 20, when your hp is 16, your minion has hp of 5.  $20-5 = 15$  damage, thus reducing your health to 1. Defense Rating: Low

### Witch Doctor -

As an action, you can perform a sacred rite, sacrificing 1, 2 or 3d8 of your health to heal ally you are touching. They receive twice the health that you sacrifice. Defense Rating: Low

### **Intro - voiced “in a world....” voice**

*In a land, where angels and demons collide, one cult must find a team of heroes amongst the dregs of society. Four heroes must rise, for the demon empire to fall..... three heroes and their friend Neil... two heroes, their friend Neil... and Rethix, will embark on a perilous journey through the downright dark, haunting tombs of The Bloody Ones. With time running out, can they pull their shit together in time to save the world?*

*I Guess... We're about... to find out... Because this time... its seriously, the end of the world!*

Start in a town. There is an old woman, Tayless, in a cloak. She is of the Order of Kaeden, are trying to wipe out the darkness that invades their lands (The Blissful Eclipse), but they need a variety of things: the Murderous Manacles of fate to bind the demon and the Tears of Patricide for the ritual. And something called the Golden Nectar of the Gods. (it's mead, it's fucking mead).

Tayless gives them a mission to delve into the Tomb of The Bloody Skull. But it can easily be confused with the Tomb of The Bloody Dragon, The Bloody Inquisitor or The Bloody Vengeance. They will need to work out which tomb holds the relics.

Of course, the bar keeper will tell them about the fabled Treasure Goblin, who drops many magical items, gold and this can be any magical item in existence.

Send them into the desert (chuck low level fight at them if you want) and led them into a tomb. Describe a proper pyramid style of tomb, with lit torches and stuff. There are 4 symbols. A Dragon with a bleeding heart, A Book with bleeding words, A Sword dripping blood and a Skull with Bleeding Eye Sockets. Make a challenge to get in, let them figure out something ridiculous.

Throw some enemies at them in the tomb, then bring in the treasure goblin. When the goblin is killed (or persuaded - he mentions more treasure) they're taken to the worst place in existence...

### **CottonCandyVale - voiced “in a world....” voice**

*In a land, where salt and caramel meet, one dark team of treasure goblin killing assholes must survive the sickeningly sweet world known as CandyFlossVale. Four ordinary people have to endure chocolate, rainbows and cute cuddly bears, to escape, with their lives. With all this sweetness around them, can they do what they must: kill. the. cuteness?*

*I Guess... We're about... to find out.... Again.*

Everything becomes fluffy, sweet, and everyone transforms into cute and pudgy My Little Pony horse, with cutie symbol.

They see a gingerbread house, and a marshmallow man feeding his cotton candy clouds.

He welcomes them to CottonCandyVale, and all praise HoneyBuns and HoneyBadger. He worships them because they provide the nectar of the gods. Send them to a typical candy mountain or candy castle.

The boss is two things: HoneyBuns and HoneyBadger. They are sharing Golden Nectar of the gods.

When defeated, they can take the nectar and leave, or stay, or whatever the fuck.

Back with Tayless, we learn that that world is forever screwed, and in candycottonvale, we learn that its so sickly sweet, that not even the BBEG will enter.