

MADS RPG Demo Packet #1: Mine of the Goblin Horde

What is MADS?

MADS is short for Mental, Attack, Defense, and Skill; the different types of dice rolls used in this system. The main purpose of this product is to allow characters from different game systems to adventure together by converting them to the MADS system. It doesn't take a character from System A and convert it to System B. Rather, it takes a character from System A and a character from system B and converts them to System C.

The MADS core rulebook includes rules for creating original characters as well. This demo packet does not include character conversion or generation rules, but is designed to give you a taste of the game's mechanics.

Why use a character conversion system?

There are several ways MADS can come in handy.

MADS can allow you and your friends to do something different for a game session. Rather than just another dungeon crawl, you can pit your archmage against a comic book super villain. Or perhaps you would like to see how your friend's soldier from a science fiction setting would do if he was placed in a world of knights and dragons. And since MADS allows converted characters to gain experience points and in game items, any games played in this manner will contribute to the character's growth and may provide him with equipment that could come in handy at a later date.

Another way to use of this system is if you have an RPG that no one else in your area plays. MADS will allow you to take your character and play it by having your friends convert their characters to MADS. Or perhaps you have an RPG with a really cool character creation system, but the game mechanics are clumsy, confusing, not to your liking, or are just plain bad. You can use the MADS system instead, allowing you to play your character without unwanted or confusing rules.

The purpose of this demo packet is to provide gamers with an intro to the MADS system and its mechanics. It includes basic game rules, sample characters, and one demo adventure. It should be noted this packet does not contain any information on how to role play or run an adventure. Due to the nature of the MADS system, it is assumed the reader has at least a passing familiarity with how to play and run a role playing game.

What you need

MADS uses the d6 to resolve combat, spell casting, and skill checks. You will probably want to have at least five dice, since that is the maximum number of dice a character can usually have in any sort of dice throw (attacking, casting a spell, using a skill, etc.). There are situations where you might be able to make additional rolls, so it isn't a bad idea to

have two or three extra dice on hand just in case. This will make keeping track of dice rolls much easier.

Explanation of a MADS Character

All characters converted to MADS have eight statistics, as described below. Most characters will be rated between 1-10, though it is possible for some characters to have exceptionally high scores due to superpowers, technology, or racial ability.

Strength (Str.) is the character's muscle power. It modifies damage and combat rolls with unarmed combat, melee and thrown weapons. Characters can also use their strength score for performing acts of physical labor such as lifting heavy objects or sprinting.

Agility (Agi.) measures the character's quickness, modifies defense rolls, and also affects his hit and damage rolls with missile weapons. Agility can also be helpful for doing things such as keeping balance or getting out of the way of a falling object.

Endurance (End.) reflects the character's overall health and physical conditioning. It modifies chances to resist disease, poison, and attacks that are meant to knock out or incapacitate the character. This ability also comes into play when the character physically exerts himself over an extended period of time. For instance, running a marathon is more a feat of endurance as opposed to strength because the runner is trying to pace himself and make his energy last over a period of several hours instead of releasing a short term burst.

Willpower (Will) is the character's ability to resist temptation and carry on despite pain and hardship. This attribute also keep a character alive when he is near death.

Intellect (Int.) is the character's intelligence and ability to apply learned skills. Intellect measures how readily a character can recall learned skills like working with electronics or crafting a healing potion.

Mysticism (Mys.) is the character's ability to attack with and defend against magic and super powers. Characters from game settings with little or no magic or psychic powers will generally have lower mysticism scores because they are not used to dealing with such forces.

Charisma (Cha.) is the character's ability to socialize and reflects how easily he can influence the actions of others. Characters with high charisma generally come off as being charming and likable. Those with low charisma tend to say the wrong thing at the wrong time and don't get invited to many parties.

Perception (Per.) is the ability to pick up on other people's thoughts and intentions, as well as spot things that might be out of place. Perception also helps the character avoid being surprised. A character can use his perception score to spot traps and potential hazards. This does not mean the character can do such feats as readily as someone with training, it just means he has a chance to spot things that are somewhat out of the ordinary, like runes carved on a wall or a pile of leaves covering a tripwire.

There are four types of dice rolls used to resolve situations:

Mental Roll (MR): This is used for attacking with or defending against superpowers and magic, feats of willpower, and reducing damage from a magical attack.

Attack Roll (AR): As the name implies, this kind of roll is made when a character wishes to attack something.

Defense Roll (DR): A Defense Roll is made when a character attempts to avoid physical attacks and some types of directed superpowers (such as a beam of energy).

Skill Roll (SR): This roll comes into play when the character wants to use skills, such as cooking, first aid, or using a computer. The character also uses his skill dice when determine the order he will act in during a round.

Characters also have the following abilities.

Action Order (AO), which is the modifier used to determine when a character will act in a round.

Armor Value (AV), which measures how strong the character's armor is. The AV number is subtracted from most forms of damage a character can take.

Body Points (BP), which measures how much damage a character can withstand before dying.

Power Points (PP) are only used by characters who have magic, superpowers, or psychic abilities. They determine how much energy the character has to use cast spells and use abilities.

Safe Limit is another ability unique to spell casters and super humans. The purpose of Safe Limit is described under the Game Mechanics section.

Basic Game Mechanics

Unless otherwise stated, dice rolling in MADS follows a similar pattern: roll the dice, add the appropriate modifiers, and compare the result to a target number. If the player rolls a natural 6, she gets to roll again. This way, even characters with low dice and modifiers still have a chance to succeed when performing a difficult action. If you're really lucky, you might end up rolling several times. However, each 1 rolled cancels out itself and the highest of any additional dice rolled. If by bad luck the player rolls enough 1s to cancel out all other dice, the action automatically fails, perhaps even critically if the GM deems it so.

Keep in mind modifiers from ability scores, skills, and other sources are always factored in after the dice rolls, and only once. A character with a die roll of 3D6+5 would only add the +5 bonus once, not per die roll.

However, if a player who rolls 6s for an action does not want to make the additional rolls (and thus avoid the risk of rolling 1s), he does not need to.

There are three steps to basic combat:

1. Declare intentions
2. Roll for Action Order
3. Make necessary rolls

Step 1: Declaring intentions

After describing the scene, the GM should ask the players what their intentions are. He should let the players know if he is assigning any penalties or bonuses based on the situation.

Step 2: Determining Action Order (AO)

All characters roll their Skill Dice and add their Action Order modifier (*not* the modifier listed by “Skill” in the Dice column-see characters in the adventure section) to determine when they can act in a round. Rolling a 1 does not cancel out any die rolls, but rolling a six allows for another roll. The highest rolls go first. In the event of a tie, both characters roll 1D6 with the higher roll going first. If the tie is between two players, they are free to determine who will act first.

Step 3: Combat

Timekeeping

Time in MADS is measured in one minute segments called rounds. Minutes and rounds can be used interchangeably.

Attacking and defending

During physical combat, the attacker makes an Attack Roll and the defender makes a Defense Roll. After adding modifiers, they compare results. If the attacker has the higher roll or the rolls are tied, the result is a hit. If the defender wins, the attack misses.

Once it has been determined the attack was successful, the attacker tells the defender how much damage he inflicted. The defender then subtracts his armor value (AV) from the damage inflicted. All attacks result in at least one point of damage.

Skill check

During the course of an adventure, a player may want to have his character apply his knowledge to accomplish a task, such as building a fire or using a compass. To do this, the player rolls the character’s Skill dice and needs to beat a target number. For this demo adventure, the target number is 7 (the MADS rulebook lists difficulty levels for harder and easier tasks). The GM may assign a bonus or penalty if he feels the character is attempting an exceptionally easy or difficult task.

Using magic and powers

Use of magic, super powers, and special abilities will usually depend on your character's Mental dice, though in cases where the character needs to hit something the GM could decide an Attack Roll is in order. If the GM decides the power is more magical or mental in nature, the character and the target need to make Mental rolls against each other. If the attacker gets higher or the result is tied, the ability takes full effect. If the GM feels it appropriate, he could require the player to roll Skill dice or Defense dice in situations where the character is using a power or spell for an unusual purpose.

If the defender wins, the effects of the spell or the amount of damage inflicted is lessened, depending on the nature of the spell or power. If the effect does not cause damage, like a sleep spell or a mind control superpower, then the defender suffers no ill effects. If the attack causes damage, then the defender may make another Mental roll using dice only. While making this roll getting a 1 will not cancel out another die roll. The sum of the player's rolls is how much less damage the character takes. The character will always take at least one point of damage from the attack.

Characters with magic, psychic abilities, or super powers have a reserve of energy measured in units called Power Points. Following the descriptions in the spell lists of the magic-using characters provided in this demo is *Power Point Cost*. This is how many Power Points are used when the character casts a spell. Additionally, the character can spend up to two additional Power Points to increase the effects of his spells.

If a spell inflicts damage, every additional PP spent increases damage by 1D6 points. If the spell influences a modifier (like damage or Attack Rolls), each additional PP spent increases the bonus or penalty by 1 point. If the spell lasts for a duration, spending a PP will increase the duration by 1D6 rounds. When rolling for extra damage or duration, rolling a 6 will not grant the player another roll, nor will rolling a 1 cancel out another die.

For purposes of this adventure, a character will recover 1 Power Point for each hour of undisturbed rest.

Death

Once a character has been brought down to zero or less body points, he enters a state of shock. He has three rounds to receive medical attention. For purposes of this demo adventure, a character with skill in first aid can stabilize a dying character by spending one round bandaging wounds, stopping blood flow, and checking vital signs.

Sample Combat

Bjorn the Barbarian is attacking Tibolt the Thief. Bjorn has an Attack of 3D6+7, while Tibolt has a Defense of 2D6+9. For his first attack, Bjorn rolls a 3, 5, and 2 for an attack roll of 17. Tibolt rolls a 2 and 6. He gets to roll once more and gets another 2, bringing his Defense roll up to 19. Bjorn misses!

Unfortunately for Tibolt, that was only the barbarian's first attack. For his second strike, Bjorn rolls a 4, 6, and 4, then rolls another 6. His last roll is a 5, bringing his Attack Roll up to 37. Tibolt rolls a 2 and a 3, modified up to a 14. Bjorn is using a club for 27 damage. Tibolt has an Armor Value of 5, so Bjorn's attack inflicts 22 damage.

Poor Tibolt is pretty beat up the barbarian still has one attack left. Bjorn rolls a 5, 5, and 4, for a grand total of 21. Tibolt rolls a 3, 6, and then a 3, bringing his defense roll up to 21 as well. Close, but still a hit. The 22 damage puts the thief to -5 body points.

Starting the next round, Tibolt has three rounds to receive healing. Fortunately, he has some friends nearby, including two magic users. The wizard sees his friend fall and casts a damaging spell on the barbarian. Bjorn has a Mental of $2D6-2$, while the wizard has a Mental of $4D6+4$. Bjorn rolls a 4, followed by a 6, and then a 4. Because of his penalty, Bjorn's final Mental roll is 12. The wizard rolls a 1, 6, 4, and 5. The 1 and 6 cancel each other out, leaving the mage with a Mental roll of 14. The spell is successful and the player informs the GM that the barbarian takes 50 points of damage.

The cleric has a MR of $3D6+3$ and also casts a damaging spell. The cleric rolls a 5, 2, and 1. The one cancels out the five and leaves the cleric with a MR of 5. Bjorn rolls a 3 and a 6, followed by another 6, followed by a 5. After his -2 penalty, Bjorn's Mental roll is 17, enough to allow him to lessen the spell's damage. The barbarian rolls 2D6 and gets a 5 and a 6. He rolls again and gets a 1, which does not cancel out other rolls. This gives Bjorn with a total of 12. The cleric's spell inflicted 25 damage, which is reduced to 13 because of Bjorn's Mental roll. Since the barbarian only had 10 body points left, he falls. The next round, Tibolt's cleric ally gets to him and casts a healing spell, restoring 10 body points. Since Tibolt was at -5, the thief awakens with 5 BP.

Demo Adventure: Mine of the Goblin Horde

Mine of the Goblin Horde is an "old school" dungeon crawl adventure designed for newly created characters in a fantasy role playing game system. The game world details are vague to allow it to be placed in any game setting. If goblins do not exist in the chosen game world the GM may substitute any other humanoid.

Ronae Homeburrows

Gnome trickster

DICE	COMBAT	STATISTICS	
Mental: 2D6+2	Action Order: +1	Strength: 3	Intellect: 8
Attack: 1D6	Armor Value: 1	Agility: 8	Mysticism: 7
Defense: 2D6+4	Body Points: 30	Endurance: 5	Charisma: 5
Skill: 3D6+3	Power Points: 10	Willpower: 5	Perception: 6

Skills: Hide, move quietly, detect trap, set trap

Abilities: Ronae enjoys a +1 bonus to defense and a +2 to any skill checks involving hiding due to small size. He has a Safe Limit of 2.

Equipment: Cloak, belt with 3 pouches, padded armor, short sword, blowgun w/12 darts

Ronae's Spell List

Allergy attack

The target must make a Mental Roll against Ronae. If Ronae wins, the target starts to experience allergy-like symptoms (watery eyes, sneezing, minor headache and the like). During this time the target will suffer a -1 penalty to all rolls. The symptoms last 1D6 rounds. This spell will not affect undead or non-living targets.

Power Point Cost: 2

Drop

The target must make a Mental Roll against Ronae. If Ronae wins, the target drops one item he or she is holding (caster's choice). The item may be recovered on the target's next turn by sacrificing an attack.

Power Point Cost: 1

Minor illusion

Ronae may create a minor illusionary effect covering no more than a 10x10x10 foot cube. The illusion lasts for ten minutes and disappears if touched.

Sneeze: If this spell is successful the target sneezes uncontrollably for 1D6+1 rounds.

During this time spell casting is impossible and the target suffers a -1 penalty to attack and defense rolls.

Power Point Cost: 2

Trip

The target must make a Mental Roll against Ronae. If Ronae wins, the victim falls flat on his or her face and cannot act for the rest of the round. Any attacks made against the target are at +2 to hit while he is recovering from the fall.

Power Point Cost: 1

Weapon	Attacks per round	Attack +/-	Damage
Short Sword	1	-2	9
Blowgun dart	2	+3	7
Unarmed	1	-2	2

Haran Heartfire

Human warrior

DICE	COMBAT	STATISTICS	
Mental: 1D6-1	Action Order: +3	Strength: 7	Intellect: 5
Attack: 3D6	Armor Value: 11	Agility: 6	Mysticism: 4
Defense: 2D6+1	Body Points: 70	Endurance: 7	Charisma: 4
Skill: 2D6+0	Power Points: 0	Willpower: 5	Perception: 8

Skills: Fire building, tracking, survival.

Abilities: Skilled in the use of two handed swords, can use any weapon and wear any armor without penalty.

Equipment: Two handed sword, dagger, banded mail, back pack.

Weapon	Attacks per round	Attack +/-	Damage
Two handed sword	1	+4	34
Dagger	1	+2	10
Unarmed	2	+2	8

Gorgis Stonebreaker

Dwarf warrior

DICE	COMBAT	STATISTICS	
Mental: 2D6-2	Action Order: +0	Strength: 9	Intellect: 3
Attack: 3D6	Armor Value: 8	Agility: 4	Mysticism: 3
Defense: 1D6+3	Body Points: 90	Endurance: 9	Charisma: 4
Skill: 2D6-2	Power Points: 0	Willpower: 5	Perception: 5

Skills: Geology, fire building, blacksmithing.

Abilities: +1 Attack and damage against goblins, +2 Defense against ogres and giants, can see 100 feet in the dark, can use any weapon and wear any armor.

Equipment: Battle axe, large shield, chain mail, helm, back pack, three throwing axes.

Weapon	Attacks per round	Attack +/-	Damage
Battle axe	1	+4	24
Throwing axe	1	+4	16
Unarmed	2	+2	8

Grady Sandla
Human thief

DICE	COMBAT	STATISTICS	
Mental: 1D6-2	Action Order: +4	Strength: 6	Intellect: 6
Attack: 1D6	Armor Value: 3	Agility: 10	Mysticism: 3
Defense: 3D6+5	Body Points: 35	Endurance: 5	Charisma: 5
Skill: 3D6+1	Power Points: 0	Willpower: 5	Perception: 9

Skills: Hide, open lock, detect trap, disarm trap, pick pocket, and move quietly.

Abilities: Grady may make an attack on an unsuspecting opponent with a bonus of +3 to Attack and +5 to damage.

Equipment: Short sword, short bow, 24 arrows, dagger, 50 feet rope, lockpick set, backpack, leather armor.

Weapon	Attacks per round	Attack +/-	Damage
Short sword	1	+1	12
Short bow	2	+5	15
Dagger	1	+1	9
Unarmed	1	+1	7

Byron Longstrider
Half-elf ranger

DICE	COMBAT	STATISTICS	
Mental: 1D6+1	Action Order: +1	Strength: 6	Intellect: 4
Attack: 2D6	Armor Value: 5	Agility: 8	Mysticism: 6
Defense: 3D6+3	Body Points: 60	Endurance: 6	Charisma: 3
Skill: 2D6-1	Power Points: 0	Willpower: 5	Perception: 6

Skills: Tracking, survival, hide (forest only), move quietly

Abilities: Byron receives a +1 to tracking, hide, and move quietly checks in any forest or jungle.

Equipment: Cloak, backpack, brigandine armor, two handed great axe, knife, long bow, quiver with 24 arrows, bird call whistle.

Weapon	Attacks per round	Attack +/-	Damage
Great axe	1	+1	31
Long bow	2	+3	15
Knife	1	+1	10
Unarmed	1	+1	7

Dorian Field
Human mage

DICE	COMBAT	STATISTICS	
Mental: 3D6+3	Action Order: +1	Strength: 4	Intellect: 8
Attack: 1D6	Armor Value: 0	Agility: 7	Mysticism: 8
Defense: 2D6+2	Body Points: 20	Endurance: 4	Charisma: 4
Skill: 2D6+3	Power Points: 10	Willpower: 7	Perception: 6

Skills: Cooking, plant lore, goblin language, animal lore.

Abilities: As a mage, Dorian may not wear armor and only use a dagger, dart, sling, or staff as a weapon. Dorian has a Safe Limit of 3.

Equipment: Robe, staff, sling with 25 stones, scroll with one spell (chosen from the list below).

Dorian's Spell List

Arcane armor

Once cast, this spell increases the target's armor value by 3 for ten minutes.

Power Point Cost: 2

Bolt of magic

This attack spell sends forth a shimmering bolt of energy that strikes any visible opponent. It inflicts 5 damage, but the opponent does not get a Mental roll to avoid the spell or reduce its damage.

Power Point Cost: 1

Sense magic

This simple spell allows Dorian to detect any magical item or enchantment within 50 feet. The spell's effect lasts for one hour.

Power Point Cost: 1

Slumber

Upon uttering a command word, the caster can cause one opponent to fall fast asleep. The target gets a Mental Roll against caster to resist. Sleeping targets will remain so for ten minutes or until physically struck.

Power Point cost: 1

Weapon	Attacks per round	Attack +/-	Damage
Staff	1	-1	9
Sling stone	3	+2	6
Unarmed	1	-2	4

Sanathos Flowingstream
Elf swordmage

DICE	COMBAT	STATISTICS	
Mental: 2D6 +1	Action Order: +2	Strength: 5	Intellect: 6
Attack: 2D6	Armor Value: 3	Agility: 9	Mysticism: 6
Defense: 2D6+4	Body Points: 45	Endurance: 6	Charisma: 6
Skill: 2D6+1	Power Points: 10	Willpower: 5	Perception: 7

Skills: Plant lore, animal lore, hide.

Abilities: Can use any weapon and armor and has limited magic abilities, but may only use magic when wearing leather or lighter armor. Sanathos has a Safe Limit of 1.

Equipment: Long sword, long bow, leather armor, 24 arrows, cloak, belt with 2 pouches.

Sanathos' Spell List

Bolt of magic

This attack spell sends forth a shimmering bolt of energy that strikes any visible opponent. It inflicts 5 damage, but the opponent does not get a Mental roll to avoid the spell or reduce its damage.

Power Point Cost: 1

Elf light

The target of this spell starts to twinkle, making it impossible to hide in the darkness. In addition, the target is easier to see, granting all opponents a +2 Attack bonus. This spell lasts ten minutes.

Power Point Cost: 2

Weapon skill

For the next ten minutes, the character receives a +1 to Attack Rolls and inflicts an extra 2 damage with any weapon or unarmed attack.

Power Point Cost: 1

Weapon	Attacks per round	Attack +/-	Damage
Long sword	1	+1	14
Long bow	2	+4	23
Unarmed	1	+0	6

Regeo Oakleaf
Human priest

DICE	COMBAT	STATISTICS	
Mental: 3D6 +2	Action Order: +5	Strength: 5	Intellect: 5
Attack: 2D6	Armor Value: 11	Agility: 6	Mysticism: 7
Defense: 1D6+4	Body Points: 45	Endurance: 6	Charisma: 7
Skill: 2D6+1	Power Points: 10	Willpower: 7	Perception: 10

Skills: Treat poison (a successful skill check allows a poisoned character to make a second attempt to resist the poison. Must be done within five minutes and one attempt per poisoning), plant lore, predict weather.

Abilities: Regeo may use any type of armor, but may only use blunt weapons. He has a Safe Limit of 2.

Equipment: Mace, medium shield, banded mail, holy symbol, healer's kit (contains enough herbs and bandages to treat 10 injuries or poisonings. A successful skill check restores 7 body points. This skill may only be used once per injury), 5 glass vials of holy water (may be thrown up to 25 feet, breaking on impact with solid surface and affecting one target), scroll with one spell (chosen from the list below).

Regeo's Spell List

Curse

This spell requires the target to make a Mental roll against the caster. If the caster wins, then target suffers a -1 to all rolls for the next ten minutes.

Power Point Cost: 2

Heal wounds

This simple healing spell instantly restores 10 body points to the target. The caster must touch the target in order for the spell to take effect.

Power Point Cost: 1

Protective blessing

This spell creates a holy aura around the target which makes him a little harder to hit. For the next ten minutes the target receives a +2 bonus to Defense rolls. The caster must touch the target for the spell to take effect.

Power Point Cost: 2

Repel undead

Once cast, this spell causes a shimmering aura to appear around the character. All lesser undead (skeletons and zombies) who see the character will turn in fear and try to avoid the caster for the next ten minutes.

Power Point Cost: 1

Weapon	Attacks per round	Attack +/-	Damage
Mace	1	+0	12
Holy water	1	+1	15 (vs. undead only)
Unarmed	1	+0	6

If you are not going to run this adventure, please stop reading now! The following pages are for the GM's eyes only.

Setting the Stage

The players are taking the roles of a band of adventurers looking to make a name for themselves. Having grown bored of their mundane lives in a large city, they have taken up their weapons and armor and set out into the world. The characters created for this adventure have been friends for many years, and are aware of each other's abilities and personalities.

When you are ready to begin the game, read the following text to the players:

“You have mutually agreed to leave your hometown. After pooling together your limited resources, you and your friends managed to purchase a few days worth of food and some camping supplies. There is just enough for one last meal and a drink at your favorite local tavern. After saying good bye to friends and family, it is time to hit the open road.

After much deliberation, your party has decided to venture to a small mountain village two days journey away. Word has it the poor villagers have had problems lately with goblin raiders. Perhaps you can help them.

The first day of your adventure passes without incident. All seems quiet, and with the exception of a small merchant caravan you encounter little traffic along the way. The next day you should reach the village, but for now night falls and it is time to rest.”

Encounter #1: Night time ambush

The party has decided to rest for the night, and it is time to set up camp. Unbeknownst to our brave group of adventurers, they have been followed! A goblin scouting party has discovered the characters and tracked them to their camp site. The goblins realize that these are no ordinary villagers or merchants. They will attack when they think the party is off guard and try to take out sleeping characters first.

Have each goblin make a skill check with a +2 bonus since the characters are sleeping. Success means the goblin inflicts full damage on the character (Armor Value is ignored). Failure means the character wakes up just in time, but the goblin still gets a +2 to his Attack roll since the character is just waking up.

If one or more of the party is standing watch, then have each awake character make a surprise check. Success means the character notices the goblins and may alert the other party members. Waking characters receive a -2 to all actions the first round since they will still be groggy.

A total of four goblins will attack head on. A fifth goblin will lurk in the shadows making attacks with his bow.

Goblins

Mental: 1D6 -1

Attack: 2D6

Defense: 2D6+3

Skill: 1D6 -1

Body Points: 30

Armor Value: 3

Action Order +1

Skills: Hide, move quietly*Equipment:* Leather armor, axe, small shield .

<u>Weapon</u>	<u>Attack</u>	<u>Damage</u>
Axe	-1	16

Goblin archer

Mental: 1D6 -1

Attack: 2D6

Defense: 2D6+2

Skill: 1D6 -1

Body Points: 30

Armor Value: 3

Action Order +1

Skills: Hide, move quietly*Equipment:* Leather armor, short sword, short bow, 12 arrows.

<u>Weapon</u>	<u>Attack</u>	<u>Damage</u>
Short sword	-1	11
Short bow	+2	17

The goblins have little of value on them, as all their equipment is of poor quality. The only exception is the goblin archer, whose arrows are decent enough to pass for average.

Encounter #2: The mountain village

If the party survives the goblin encounter, the rest of their journey will pass uneventfully. When they finally get to the village they will note its somber mood. The locals will inform the party that several of the village's children (mostly teenagers) have disappeared over the last few weeks. Even worse, attacks from goblins have become more common. This is a peaceful village mostly of farmers and crafters with very few trained warriors, so casualties have taken their toll on the townsfolk. Some even speak of leaving their beloved village behind and moving to a more secure location.

Eventually, the party will probably decide to contact the village's leadership to see what can be done. The village is run by a council of 5 elders. They will welcome any suggestions or help the party wishes to give. They will not ask the party to go off in search of the missing children, but if the characters take it upon themselves to assist the town in its plight they will offer a reward of 25 gold pieces per party member. One of the elders is also a priest, and will offer to cast one 10 point healing spell on each party member.

If the party accepts the mission, then the elders will suggest they start their search in the nearby foothills. They will give the party a map with notes as to where the goblins are believed to have a colony.

Encounter #3: Goblin patrol

The party should follow the map's directions, and by doing so they will come closer to solving the mystery of the missing children and goblin raids. The journey to the foothills will take about two hours. Along the road they will encounter a goblin patrol. The party will note that four of the goblins appear similar to the ones they fought before, but they are lead by a goblin that looks bigger and stronger. The goblin leader will demand to know the character's business in Grand Lord Urag's territory. He will also demand the party surrenders all their weapons, armor, and valuables then leave immediately.

However, he only speaks the goblin language. If no one answers him, or the party refuses to comply (the more likely scenario), he will order his troops to attack!

Goblins

Mental: 1D6 -1
Attack: 2D6
Defense: 2D6+3
Skill: 1D6 -1
Body Points: 30
Armor Value: 3
Action Order +1
Skills: Hide, move quietly
Equipment: Leather armor, axe, small shield.

Goblin warrior

Mental: 1D6 +0
Attack: 2D6
Defense: 2D6+3
Skill: 1D6 -1
Body Points: 50
Armor Value: 5
Action Order +3
Skills: Hide, move quietly
Equipment: Axe, hide armor

<u>Weapon</u>	<u>Attack</u>	<u>Damage</u>
Axe	-1	16

<u>Weapon</u>	<u>Attack</u>	<u>Damage</u>
Axe	+3	20

Like the goblins from encounter #1, the creatures in this encounter have nothing of worth on them.

Encounter #4: Entrance to the cave

Once the party has overcome the goblin patrol they will have no problems finding their way to the goblin colony. While the colony is off the beaten path, the goblins have not taken much effort to cover their tracks, and small footprints and broken branches are apparent. The travel time from the location of encounter #3 to #4 is about 30 minutes.

The crude trail leads the party to a cave in the mountain side. Outside are two goblin guards. If the party makes no attempt to dispatch the goblins quietly, the guard on the left will pull a hidden rope at the first sign of trouble. This rings a bell that will summon others from inside the cave. The next round the goblins from encounter #5 will show up. However, these goblins have also triggered an alarm, and three rounds after they show up the monsters from encounter #6 will show up too!

There are several ways to defeat these two guards without attracting attention, such as using *slumber* spells or stealth. The one of the guards might also be tricked to investigate a noise in the forest. The characters can also try making ranged attacks from behind the foliage, but this will result in a -2 Attack roll penalty. If the guard on the left still stands after these initial attacks, he will pull the rope and summon help. Should he fall, the other guard will try to get to the rope as soon as possible.

Goblin guard

Mental: 1D6 -1

Attack: 2D6

Defense: 2D6+3

Skill: 1D6 -1

Body Points: 30

Armor Value: 3

Action Order +1

Skills: Hide, move quietly*Equipment:* Leather armor, spear

<u>Weapon</u>	<u>Attack</u>	<u>Damage</u>
Spear	+1	18

Encounter #5: Goblin barracks

After the party defeats the guards they will notice the rope running from the cave entrance and down the tunnel. It is threaded through a series of metal loops attached to the tunnel wall. About twenty feet into the cave the amount of daylight entering the tunnel diminishes and torches provide illumination. Fifty feet in the tunnel widens into a cavern 50 feet wide by 100 feet long by 15 feet tall.

If the goblin guard managed to sound the alarm, there will probably be no one here (they rushed out to join the battle). If the party made short work of the goblins, there is a possibility they may encounter the monsters from encounter #6 here. Otherwise, this room will be empty.

If the party prevented the guards from sounding the alarm, there will be six goblins here. They are gathered around a table in the center of the room playing some sort of game with rocks and animal bones. They have the same stats as the goblins from encounter #1

Once they are aware of the party's presence, one of the goblins will try to make it to a rope near the tunnel on the opposite side of the room. This rope is clearly visible and is an alarm that will bring in the monsters from encounter #6. If one of the goblins manages to pull the rope then aid will arrive in two rounds.

Under the table is a locked chest that contains various goods the goblins have taken from travelers over the years. There are three rings, a dagger decorated with gems and gold plating, a silver necklace, and three potion bottles. The jewelry and dagger are non-magical, but the potions could prove useful. Two of the bottles contain a greenish fluid that smells faintly of mint. These are healing potions that restore 20 body points to the drinker. The third potion is blue in color and has no distinctive smell. This potion will slightly increase the drinker's battle skill for ten minutes, granting a +1 to attack rolls and damage. The bottles are marked, but written in the dwarven language. The dagger is worth 200 gold while the jewelry is worth 2D6 x 10 gold each.

A fork in the road

From here, the party can go left or right. They will notice the rope alarm system branches off to the left. If the party decides to go left, go to encounter #6. If they decide to go right, go to encounter #7.

Encounter #6: Grand Lord Urag

As the party continues down the passage, they will notice the rope alarm system rigged against the wall. The tunnel continues for 100 feet until it opens up to a large room 100 feet wide by 200 feet long by 20 feet high. As the party gets closer to this cavern they will hear faint mumbling and the sound of metal hitting rock, along with the occasional cracking of a whip. If the party was detected earlier in the adventure (one of the goblins summoned help) the only ones who will be in the room are the two guards and the taskmaster. Otherwise, read the following:

“The narrow tunnel opens up into another cavern, this one much larger than the last. At the far side of the cavern are six teenagers chained to each other by the ankles. They are working at the wall, striking with pickaxes. A goblin with a club in one hand and a whip in the other motivates the weary children with cracks of his whip. Two goblin guards look on. In the middle of the room is an ogre and a goblin dressed in hides and animal bones sitting at a table. They see you enter, and the ogre bellows 'You have entered the domain of Grand Lord Urag! Prepare to die!' With that, the ogre and goblins advance.

Goblins (2)

Mental: 1D6 -1

Attack: 2D6

Defense: 2D6+3

Skill: 1D6 -1

Body Points: 30

Armor Value: 3

Action Order +1

Skills: Hide, move quietly

Equipment: Leather armor, axe, small shield.

<u>Weapon</u>	<u>Attack</u>	<u>Damage</u>
Axe	-1	16

Goblin taskmaster

Mental: 1D6 +0

Attack: 2D6

Defense: 2D6+4

Skill: 1D6 -1

Body Points: 60

Armor Value: 3

Action Order +2

Skills: Hide, move quietly

Equipment: Leather armor, whip, club, key.

<u>Weapon</u>	<u>Attack</u>	<u>Damage</u>
Club	+1	16
Whip	+1	7

Note: The taskmaster may attack with both weapons per round, but at a -2 penalty per attack.

Goblin shaman

Mental: 2D6 +3

Attack: 1D6

Defense: 2D6+2

Skill: 1D6 +0

Body Points: 30

Armor Value: 2

Action Order +2

Skills: Hide, move quietly*Special abilities:* The goblin shaman has the following spells and 10 Power Points. He has a Safe Limit of 2.*Curse (PP Cost 1):* This spell requires the target to make a Mental roll against the caster. If the caster wins, then target suffers a -1 to all rolls for the next ten minutes.*Dark protection (PP Cost 2):* This spell grants

the caster +2 to his Armor Value and Defense rolls for ten minutes.

Heal wounds (PP Cost 1): This simple healing spell instantly restores 10 body points to the target. The caster must touch the target in order for the spell to take effect.*Pain flash (PP Cost 2):* This spell instantly inflicts 5 damage on one target within 25 feet. This damage may not be defended against. The target must also make a Mental Roll. If the result is greater than or equal to 7 he may continue to act. If he fails, he loses his next turn.*Equipment:* Animal hide armor, staff.

Weapon	Attack	Damage
Staff	+1	11

Grand Lord Urag

Mental: 2D6 -1

Attack: 3D6

Defense: 2D6+2

Skill: 1D6 -2

Body Points: 100

Armor Value: 8

Action Order +3

Skills: None*Equipment:* Animal hides, spear

Weapon	Attack	Damage
Spear	+5	25

Grand Lord Urag is actually quite small and scrawny for an ogre. Tired of being tormented by his bigger and stronger kin he struck out on his own and eventually came across a tribe of goblins. For the first time in his life, he was around beings smaller and weaker than he. Using his size and strength, he bullied the goblins into submission and took over their colony. When the goblins grew tired of doing all the mining and hard work, it was Urag who suggested stealing children from the nearby village to do their heavy labor.

Once combat starts, the shaman will cast a *dark protection* spell on himself. He will use *curse* on the strongest looking warrior, then try to *pain flash* on anyone who gets too close. He will not engage in melee combat unless attacked first. The goblin taskmaster will go after the weakest looking party member he can, while the guards will focus on protecting the shaman. Urag will go after the closest target.

If the party wins, they will discover the key to the children's chains on the taskmaster. The children will explain that the goblins force them to mine iron for their weapons, cook, clean, and do anything else they don't want to do. There are still more children

elsewhere in the mine. If the children are freed before the battle ends, they will help as much as they can. They have the following statistics:

Children

Mental: 1D6 +0

Attack: 1D6

Defense: 2D6+0

Skill: 1D6 +0

Body Points: 25

Armor Value: 0

Action Order -1

Skills: None

Equipment: Ragged clothing, pickaxe.

<u>Weapon</u>	<u>Attack</u>	<u>Damage</u>
Pickaxe	+0	15

Encounter #7: Skeleton guards

If the party goes to the right, they will follow the tunnel for about 50 feet until they come to another cavern. This one is about 50 feet long and 50 feet wide by 10 feet tall. On the opposite side of the cavern is a locked metal door. Piles of bones line the wall. When the party gets to the center of the room, or within five feet of any of the piles of bones, something frightening happens. The piles of bones instantly form skeletons and spring to action! They will attack anyone, but cannot leave this room.

Skeletons (10)

Mental: 1D6 -3

Attack: 3D6

Defense: 2D6+1

Skill: 1D6 +0

Body Points: 20

Armor Value: 0

Action Order -2

Skills: None

Equipment: None

<u>Weapon</u>	<u>Attack</u>	<u>Damage</u>
Claw	+2	14

The skeletons take half damage from edged weapon attacks, and arrows will be useless against them. Casting a *repel undead* spell will force all the skeletons back against the wall. If engaged, they can still attack but at a -3 penalty.

Encounter #8: The prison

Beyond the locked door are 10 of the village's missing children (the rest are in the area for encounter #6). The lock can be picked, but at a -1 penalty to the skill check due to the difficulty of the lock. Otherwise, the key on the goblin taskmaster will also open the door. If the party does this encounter before rescuing the other children, the kids will inform the adventurers that there are still more villagers to be rescued and tell them about their mining activities. The oldest teenager will guide the rest of the children outside and wait for the party to return.

Conclusion

Once all the children have been freed and the horde defeated the party will receive a hero's welcome from the village. The elders will give the promised reward as well as the assurance that their bravery will never be forgotten.

This concludes the adventure. What happens from here? What about experience points?

Had the characters in the adventure been actual player characters, the GM would award experience points based on the character's original system. This is done because character advancement differs greatly from system to system. The Game Master could award the party the same amount, say 2000 XP, but if the characters came from different systems this might allow one character to advance significantly faster than the others.

So there you have it: a taste of the MADS system and how an adventure might be played out. The MADS rulebook contains its own character creation system, advanced rules, and tips for planning a MADS campaign.

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