

Cave Looters: Relics of Old

a game by Shawn Hescoc
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Introduction:

A mysterious figure has requested that you collect five items, one from each of his favorite merchants who are all conveniently located inside a system of caverns known as the Higby Caves. Inconveniently, they are surrounded by enemies. He promises you great adventure and reward for your perilous journey. Upon accepting the quest, he vanishes into thin air, leaving behind only a map with a large 'X' on it. This must be the location of the cave... time to go looting!

Items to Gather:

You will need three six-sided dice (**3D6**), an erasable writing utensil, and a Looter Token; this token can be a miniature, a coin, a chess piece, etc. For a faster game, you could get three sets of 3D6, each a different color, where you assign a single color to each of the three stats.

Game Setup:

First, roll for your Looter's Statistics. Roll **1D6** three times and, starting from left to right, scribe in your scores for Attack, Defense, and Magic based on the following:

If you roll a:

- 1** or **2**, the score is 1
- 3** or **4**, the score is 2
- 5** or **6**, the score is 3

These final scores represent the number of dice rolled for each of those stats.

Second, roll for your Looter's Health: Roll **2D6**, the sum of all two dice is the total health.

Place your Looter Token at the cave opening, where it says, "START HERE," and start exploring the cavern system using the same sequence of actions, repeat round after round until all Merchant spaces ("**M**") have been visited.

Sequence of Actions:

1. Your movement is free and limitless, until you land on a map marker, yet to be resolved.
2. If you pass over an "**E**," STOP, roll **1D6** for an encounter and see the **Encounter Roll Table**. Resolve, then, go back to step 1.
3. If you pass over an "**M**," STOP, see that Merchants requirements in the **Merchant Table**. Resolve, then, to back to step 1.
4. If you pass over an "**L**," STOP, roll **1D6** for a looted treasure and see the **Looter's Reward Roll Table**. Resolve it, mark it off, then, go back to step 1.

Dice Challenges:

Encounters and Merchants will both require dice challenges (DCs) to determine success but the two space types are a little different. Mark off each of the spaces as you visit them by scribing an "X" over the letter.

For the **Encounter**, there is a certain die-value requirement in which you need at least ONE of your dice to be the target value or higher. Roll the number of dice indicated by your statistic for Attack, then Defense, then Magic. Each time, if any one of your dice is the target value (shown on the roll table), or higher, that statistic is considered resolved. Your encounter will only be successful if all three statistics are successfully resolved.

You only get one chance for each encounter. If you fail, you take a point of damage, which is subtracted from your health. If you succeed, roll **1D6** for a looted treasure and see the **Looter's Reward Roll Table**.

For the **Merchant**, the target value identified, shown in boxes under each of the three statistics columns, is a total sum to equal or beat. In other words, roll the number of dice indicated by your own statistic for Attack, Defense, then Magic. Each time, the total sum of all the dice rolled is compared to the target value on the roll table. Each time, if your total score is equal to, or higher, than the target number, that statistic is considered resolved. Your Merchant will give you their item only if all three statistics are successfully resolved.

You only get one chance for each merchant. If you fail, you take no damage, but the merchant is unwilling to part with their item. If you succeed, the merchant will gift you the item and you can add the score of the item to your Final Score.

Ending the Game:

Once all five merchants have been visited, the game is over, and you may sum up all your points from the merchant rewards to determine your final score. If you run out of health before visiting all the merchants, you have died during your epic quest and no points are awarded.

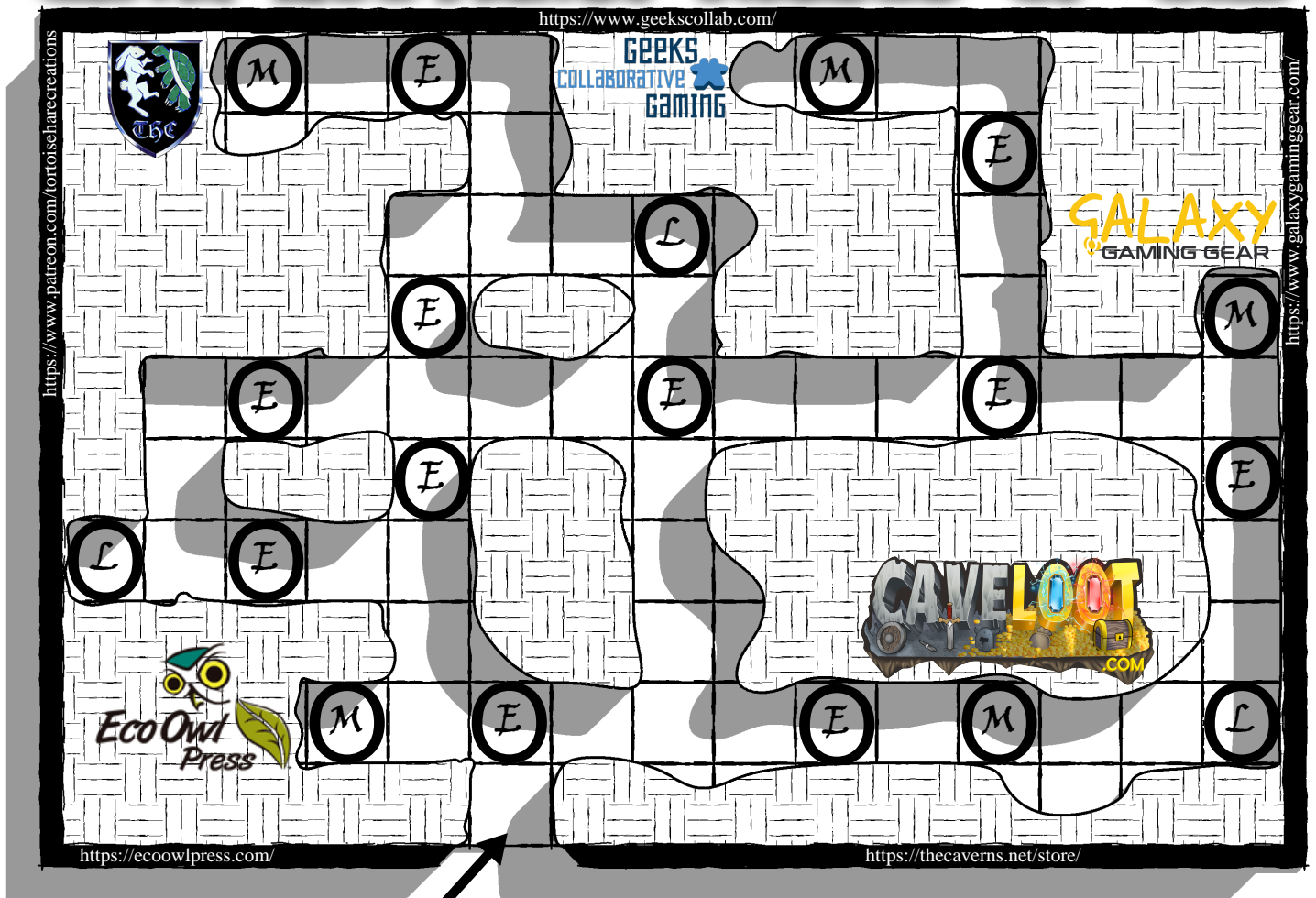
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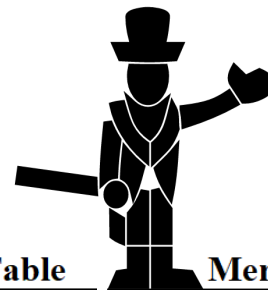
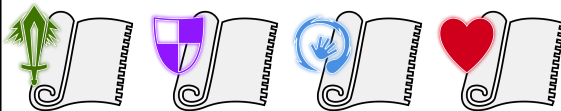


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START HERE

Looter's Statistics & Health



Final Score

Encounter Roll Table

1D6	Picture	Encounter Name	Attack	Defense	Magic
1		Bully			
2		Centaur			
3		Evil Bat			
4		Gargoyle			
5		Gooley Daemon			
6		Werewolf			

Looter's Reward Roll Table

1D6	Picture	Description
1		Attack Bonus, +2 to any attack die, once
2		Defense Bonus, +2 to any defense die, once
3		Magic Bonus, +2 to any magic die, once
4		Health Stone, restore 1 health, once
5		Super Health Stone, restore 3 health, once
6		Statistic Bonus, +2 to any attack, defense, or magic die, once

Merchant Table

Item Name / Score	Attack	Defense	Magic
Tortoise & Hare Creations			
Paint Brush 10	6	6	7
Geeks Collaborative Gaming			
Golden Die 10	5	7	6
Galaxy Gaming Gear			
Diamond Chisel 10	7	6	7
Eco Owl Press			
Ink Well 10	5	4	6
CaveLoot.com			
Gold Sword 15	8	8	8