

# Rye, the Baker

Personal Life Points:

(10)(9)(8)(7)(6)(5)(4)(3)(2)(1)

### Other Possible Life Points:

(30)(29)(28)(27)(26)(25)(24)(23)(22)(21)(20)(19)(18)(17)(16)(15)(14)(13)(12)(11)(10)(9)(8)(7)(6)(5)(4)(3)(2)(1)

## Steam Powered Armor's Life/Hit Points:

(40)(39)(38)(37)(36)(35)(34)(33)(32)(31)(30)(29)(28)(27)(26)(25)(24)(23)(22)(21)(20)(19)(18)(17)(16)(15)(14)(13)(12)(11)(10)(9)(8)(7)(6)(5)(4)(3)(2)(1)

With no powered armor on, you are a very ineffective fighter. You were trained to beat dough, not the heads of draconians! Unarmored, you hit on a roll of 3 or less and do 1 point of damage to your enemy. With your armor on, you hit on an 8 or less and do a variety of damage. Your damage varies because you can build up the power in your armor by increasing the steam power in the suit.

First Combat Turn Second Combat Turn Third and all future turns

5 Points of Damage 7 Points of Damage

10 Points of Damage

Personal Weapons Damage #

Other Objects Carried:



# The Draconian Scout

#### **Life Points:**

(10)(9)(8)(7)(6)(5)(4)(3)(2)(1)

Weapon: Its sword (strikes successfully in combat on a roll of 9 or less). It inflicts 7 points of damage with each successful strike.

Use the following to determine what section to turn to, depending on what die number is generated:

(114D)

(58D)

(79H)

1 The trapped draconian

## Die Number

2 The sleeping draconian	(106G)
3 The battling draconian	(35F)
4 The fleeing draconian	(125I)
5 The amused draconian	( <b>59I</b> )
6 The ambushing draconian	(52G)
7 The surprised draconian	(39H)
8 The hungry draconian	(63H)
9 The diligent draconian	(116G)
10 The watchful draconian	<b>(16I)</b>
11 The powerful draconian	(58D)

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12 The successful draconian

# THE GNOMISH MOUNT **NEVERMIND WORKSHEET**

Days Remaining:

Chamber #

(20)(19)(18)(17)(16)(15)(14)(13)(12)(11)(10)(9)(8)(7)(6)(5)(4)(3)(2)(1)

Note: When time runs out, turn to the final battle on page 82.

Short Description

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