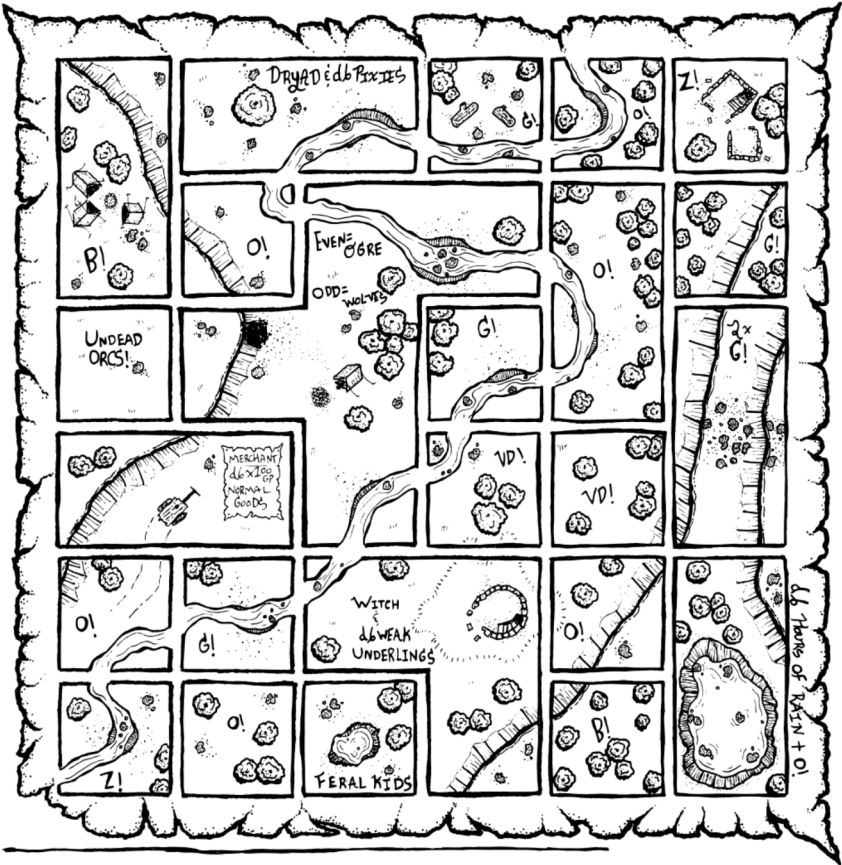




DIE DROP MAP AND ENCOUNTER TABLE

This will function as both a die drop encounter table and a map. The scale is determinable by GM and the symbols or art can be seen as descriptors of the current area. Before moving into a new area, the GM is to roll 1d6 on to the map to determine the next creature encountered as well as the group size. Any roll of 1 that lands on an O, a B, a G, a Z, or a VD means no encounter. Those encounters are orcs, bandits, goblins, zombies, and vicious dogs respectively.



DEAR READER,

In your hands is a companion zine to your Sword & Backpack RPG rules. Among the pages of this small booklet you will find ideas, maps, monsters, and more advanced rules to bring to your own adventures! Feel free to change up anything you find in here to suit your adventures, and don't be afraid to come up with your own ideas!

HOW TO USE THIS BOOK

Really, you can use this book any way you want, but there are some specific things you should know. For instance, when you see a monster entry, it will come with with a number called a defeat count that looks something like this:

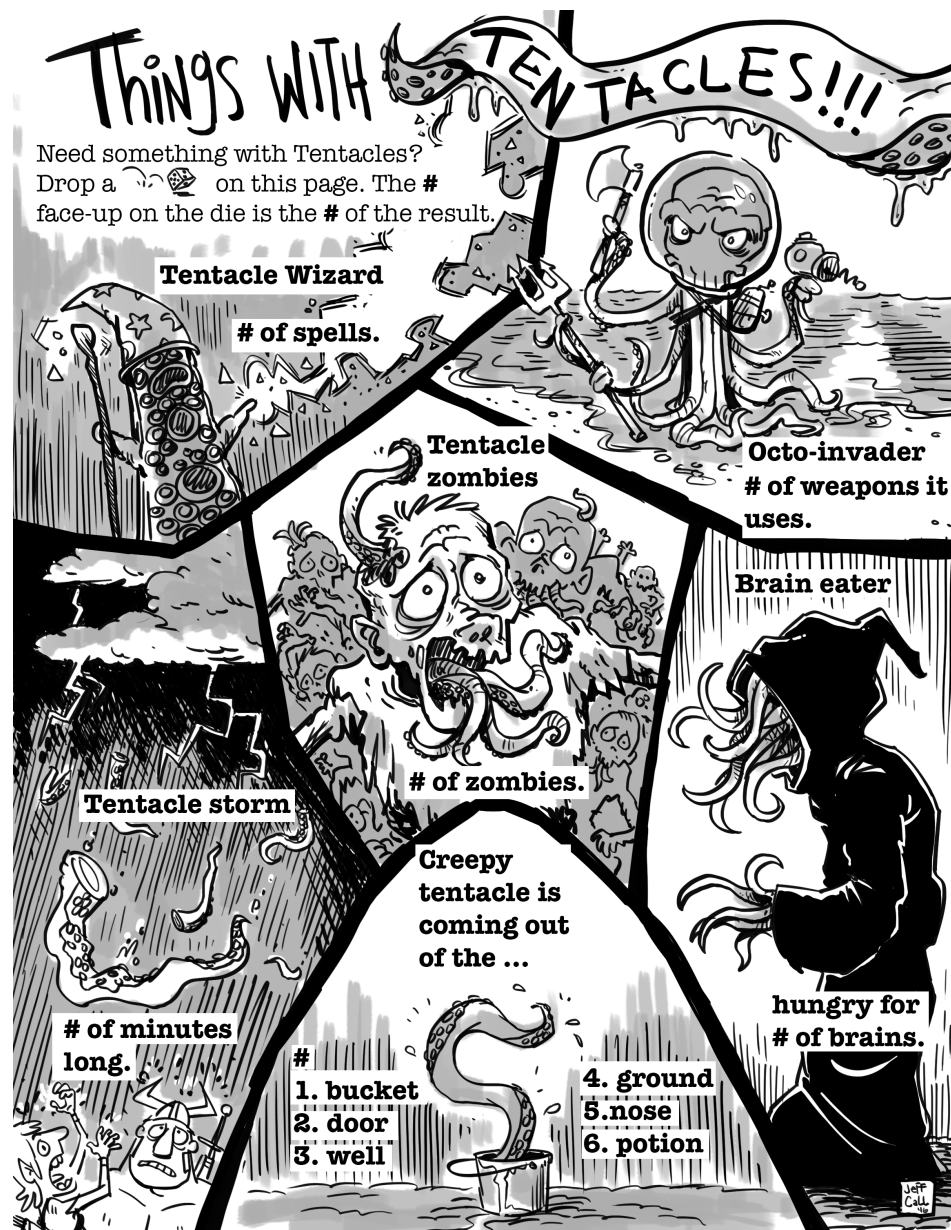
D:1

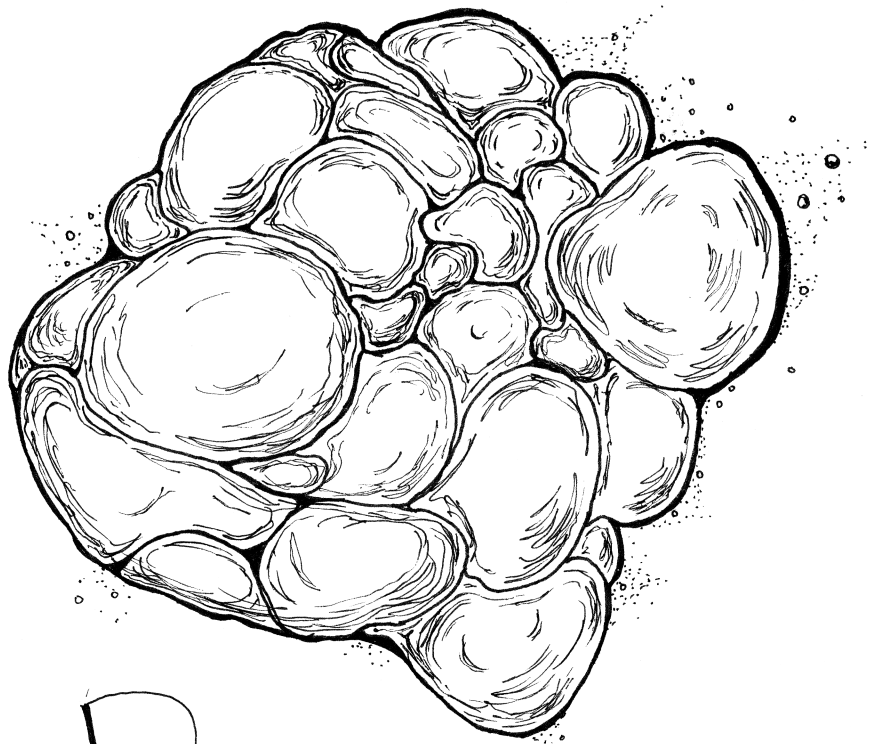
This is the number of combat rounds a monster can lose before it is defeated, think of the D as standing for difficulty. The number can be any number, not just one. Really tough monsters will have a high number, and really flimsy monsters will have a low number. When making your own monsters, remember to give them an appropriate defeat count. A slimy worm probably isn't that difficult to defeat, but a four armed giant with axes in each hand is probably really hard to defeat!

At the end of the book you will also find two tools called die-drop tables. To use them, lay the page flat and drop a regular six sided die, or a d6, on to the page. Where the die lands and the number the die shows determine your results.

And finally, in some entries you will see the abbreviation GM, this stands for Game Master and it means the exact same thing as storyteller in the regular Sword & Backpack RPG rules.

Have fun!





BUBBLE HORROR

D:3

The bubble horror is a floating pile of goop, waiting to strike an unassuming adventurer deep in a dark, dank dungeon! When the bubble horror attacks, it will try to cover the adventurer in goop to keep them from escaping.

If an adventurer loses a round of combat with a bubble horror, that adventurer loses his or her next combat turn.

Art by Cecil Howe

THE DREADED CAPTAIN BILLY BOUY

D:6



Captain Billy Bouy comes from a long line of dreaded pirate captains! Recently his prized ship was wrecked on a nearby island, and his treasure is ripe for the taking!

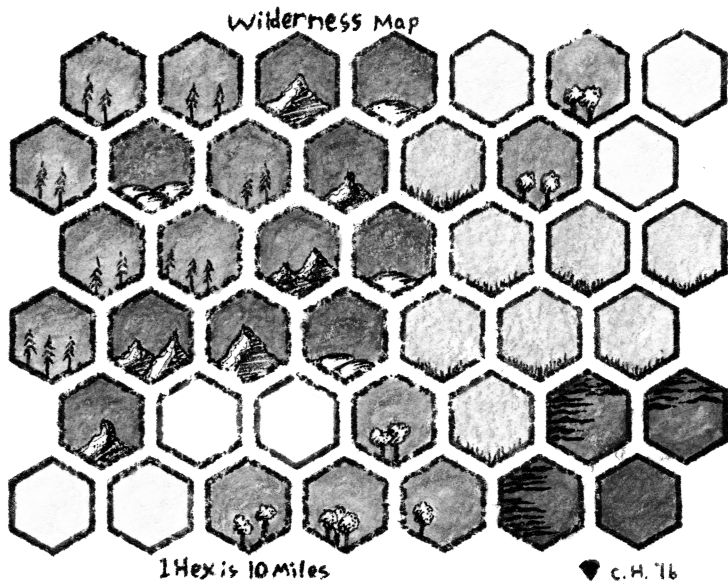
When using Billy Bouy as an enemy or monster, give him some pirate henchmen with a lower defeat count to protect him. Billy promises a healthy sum of treasure to any pirate who protects him!

Billy Bouy will probably have a treasure map hidden somewhere on his ship. If your adventurers find it, it may lead to a forgotten tomb or lost ruins. Using one adventure to lead to another adventure is called campaigning, and it is a great way for your adventurers to stay together and keep exploring!

Art by Matthew Adams

HEX MAPS

This is a blank hex map. A hex map is an arrangement of hex shaped boxes that show an area of land in your world. Each hex represents a small portion of the land, and have an equal distance between them. Icons are drawn in on each hex to show what kind of terrain is in that portion of land. In this map, pine tree forests, low hills, mountains, grasslands, oak forests, and a large lake are show.



These maps are a good tool to keep track of adventurers as they cross the countryside looking for trouble! To use them, you can put numbers in the hexes then use your Sword & Backpack notebook to write down what happens if the players travel into a hex with a number on it.

For example, in this map there are some low hills on a hex in the middle of the pine forest. This is a great spot to put an old castle, or an orc hideout. To keep track of that, you would write the number one on the hex with the hills, and in your notebook you would write the number one, and then describe what is on the hill.

The pictured hex map is an area that covers hundreds of miles of untamed wilderness. You could put in ruined castles, rustic villages, wandering monsters and all kinds of wondrous things for an adventurer to explore. Think about what kinds of stuff your players would like to find and fill it up.

Remember that these hexes are 10 miles across, so your adventurers cannot just walk from one area to the next,. Some time must pass before they leave one hex and arrive in another. If they are walking on foot it would take half a day, or 12 hours, and less than half that on horse. If it gets too dark outside to see, then your adventurers should make camp for the night, and watch out for bandits.

ADVENTURING POINTS

If you feel like you want to add a little bit more complexity to your Sword & Backpack game, you can add in more rules and concepts. In traditional RPGs, the GM will award the players with experience points which the players would then use to level up their adventurers. Sword & Backpack players around the world prefer to use a system called Adventurer Points.

An experience point system involves the players gathering experience points until they have enough to go up a level or get stronger, but using adventurer points is much quicker. When one of your players defeats a monster, or saves the day, or overcomes a challenge with cunning intelligence then you can give them adventurer points as a reward. The players can then use those adventurer points to gain new powers, spells, or abilities. The higher the difficulty the more points should be awarded.

For example, if Dunkey the fighter slays a dragon then the storyteller would award him 3 adventurer points (AP) for his amazing bravery. Dunkey can then use those 3 AP to gain a new fighting power. After he spends his points, he loses them. Be sure to have your players keep track of how many AP they have, and their new abilities on the character sheets.

Here is a short list of spells, powers, or abilities to award to your adventurers. Feel free to change them up, and add your own, or take some away!

Name and description:	AP cost:
Double Slash - a fighter can use this to attack twice in one round	2
Ghost Hand - a wizard can summon a ghost hand to grab something	2
Back Flip - a rogue can back flip away from danger after an attack	2
Bonus Plus - increase your adventuring job bonus from 5 to 6	3
Healing Word - a wizard uses this incantation to heal defeated friends	1
Animal Talk - any adventurer can now talk to animals	4
Blink - a wizard can teleport a very short distance away, up to 5 feet	3
Shield Boomerang - a fighter can throw his shield like a boomerang	3
Smell Gold - an rogue can smell and find treasure a mile away	3
Dark Eyes - an adventurer can see in pitch black darkness for five minutes	4

GOBLINS

D:2



No monster is more of a nuisance than the green skinned, pig faced goblin. These pesky monsters stand just over 3 feet tall, but don't let their short stature trick you! They travel in big numbers and cause trouble everywhere they go.

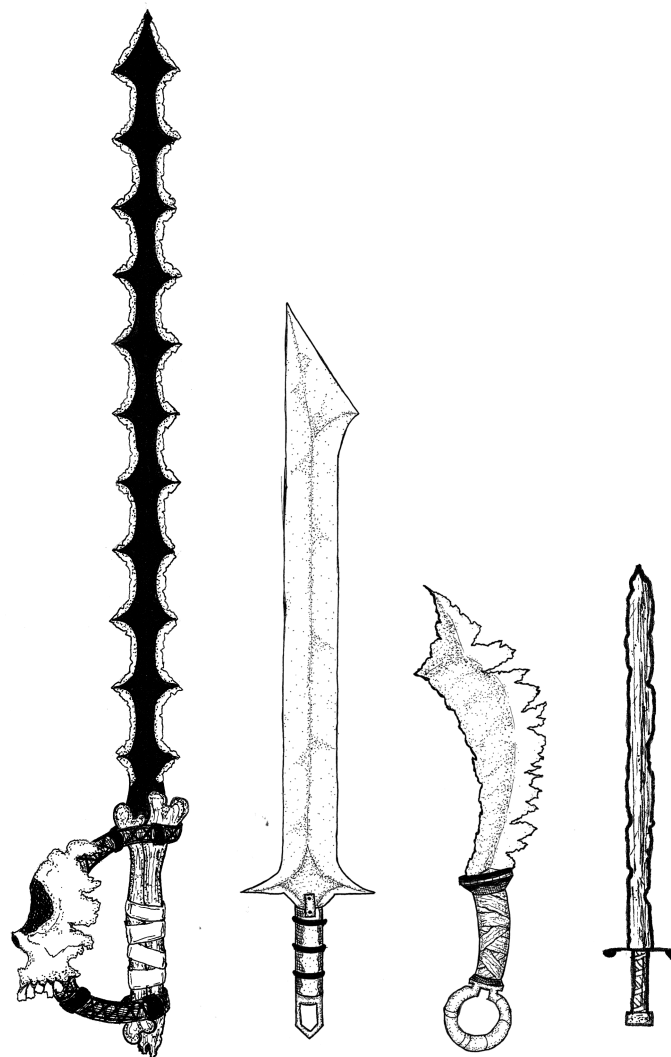
Goblins can live in shallow caves nearly anywhere in your world. They prefer to stay in the dark caves during the day, and venture out at night to steal food and supplies from nearby villages.

When your adventurers encounter goblins, the goblins will usually run away rather than fight. But if a bigger, meaner hobgoblin is nearby he will force the goblins to fight until they are defeated! Hobgoblins (D:4) usually are surrounded by smaller goblins but rarely with other hobgoblins. They are taller than their green cousins, and have furry brown or red skin.

Goblins are tricksters, but not all goblins are hostile. Goblins can be store owners or even adventurers, but they should always be watched carefully...

Art by Matthew Adams

MAGIC SWORDS



Magic swords come in all shapes and sizes, have adventurous names like *MERLIN'S TOOTH* or *BLADE OF INEXPLICABLE FIRE*, and are hard to find. They make good goals for quests, and even better loot for adventurers to find. Practice writing about magic treasure by using your Sword & Backpack notebook to write down names and descriptions of these magical swords.

Magic weapons and magic items, or artifacts, is the main reason adventurers adventure. Be sure to include them as rewards in your adventures!

Art by Cecil Howe

THE OLD DWARVEN MINE

A good dungeon is the key to a good adventure, and a dungeon can be any kind of closed adventuring space. A ruined castle, a haunted forest, or a crowded city street. This particular dungeon map is a classic 2d, side-view of an old Dwarven mine. When looking at this map, look at it as you would an ant farm. When you look at an ant farm you see the sides of the rooms the rooms and tunnels and not much else. As the storyteller you can use dungeon maps like this to plan out a dungeon adventurer, and use the numbered spaces to write down areas where there may be treasure, or monsters, or anything else you can think of! Using clues in the map you can figure out the scale of the map, or how much distance it is from one area to another. For this Dwarven mine map, there are numbers and letters so it is even easier to organize what is where.

Something bad is living at the bottom of this dark mine, so make sure your adventurers come equipped with weapons and torches! The following descriptions match the upper area of the old mines, but you will have to decide what evil or adventure lies below!

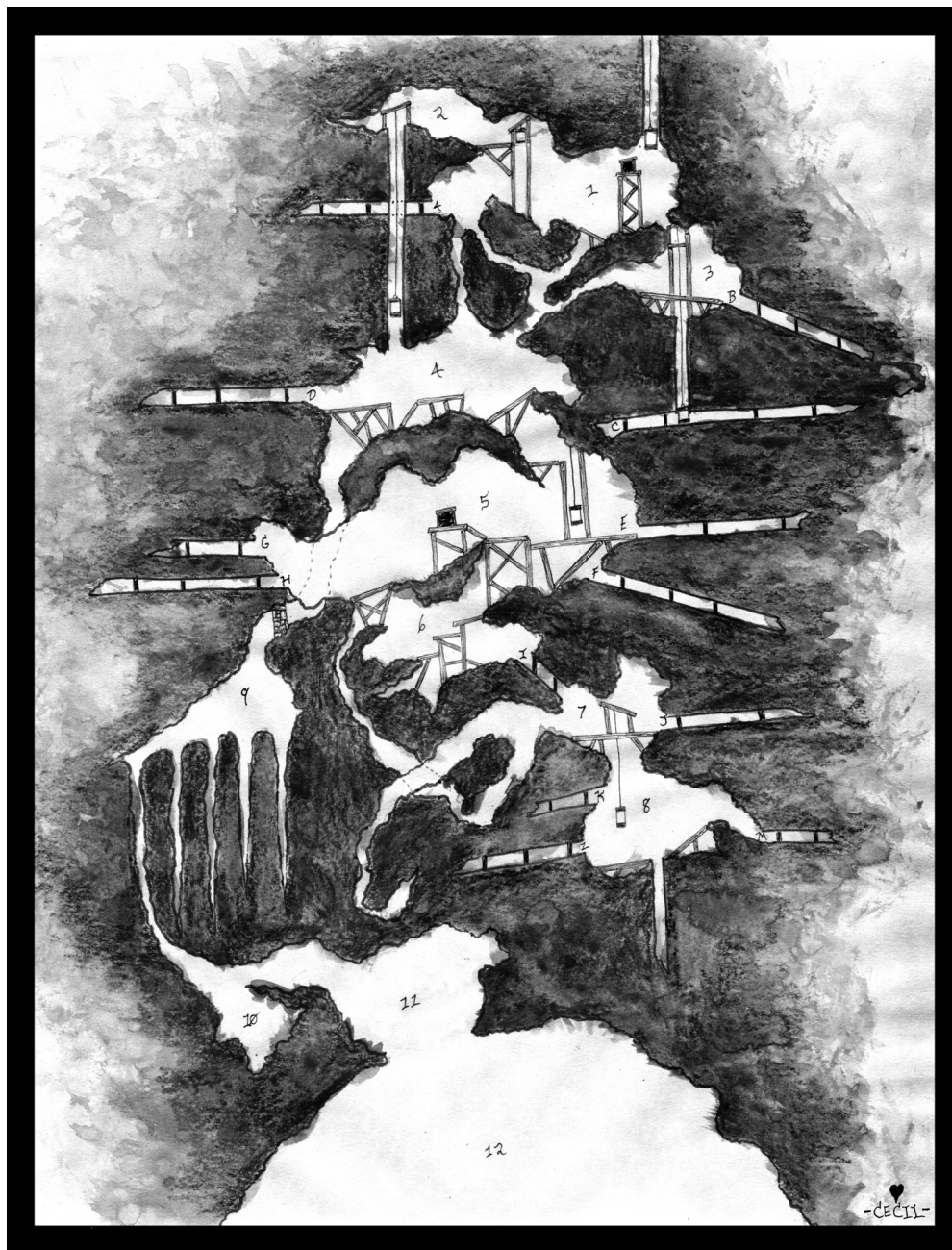
1: The Entrance - Adventurers can get in here through the hand cranked elevator in whatever room or mountainside is above this mine. There are elevators that go to area 2 and area 3, but they must be turned by hand and that means one adventurer must lower or raise another adventurer. Adventurers who look carefully at the back wall will find a tunnel that leads to area 5.

2: Storage Area - This old, small room has barrels everywhere, mostly full of old rotting food, and some tattered cloth. An old box has a rusty old mining pick that can be used as a weapon if needed. There is an elevator down to area 4.

3: Goblin Hangout - Two goblin thieves are sleeping here, if the adventurers surprise them and defeat them, they will find 10 gold coins each! If the adventurers don't fight the goblins, the goblins will let them know that something very big and very evil has moved into the lower mines!

4: Large Open Area - When the mine was in use, this area was where the miners would sleep at night, and eat their food. There are two locked chests with dwarven armor and 15 gold coins in each of them. To unlock the chests adventurers have to do a challenge roll of higher than 10. In the corner of this area is a large trash chute where the dwarves would throw their scraps of uneaten food, broken tools, and other garbage. At the bottom of the chute is a false wall that leads to area 9.

5: Main Mine Shafts - This room is a large open intersection with many mine shafts shooting off to the sides. Roll a d20, if you roll an even number there is nothing bad in this room. If you roll an odd number, there are that many zombie dwarves (D:I) shambling about in here. For example, if you roll a 9 there are 9 dwarven zombies.



You will have to decide what kind of big bad evil monster is living in the bottom of the mine. Be sure to make the monster more difficult than the other monsters, and make sure he is hiding lots of treasure and magic items!