

# Empire Ruins

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## *Treasure of the River Kings*

### **Introduction**

A thousand years ago war and revolution swept through The Golden Empire. With the revolutionaries battering at the walls of their palaces, the Sun Lords were driven to a last act of desperation - they gathered all their arcane power and unleashed a magical storm that raged across their empire, destroying and corrupting all that it touched.

In the past year the storm's energies have ebbed, and brave, not to mention greedy and foolhardy, treasure hunters are starting to explore the ruins of The Golden Empire.

Which is why you find yourself at Fool's Rush, a settlement that's sprung up in the pass leading from your homelands to the Empire Ruins.

### **Character creation**

Before you can venture into the lands of the Golden Empire, you need to create a character.

#### **Attributes**

Your character is defined by three attributes; their Combat Skill, their Knowledge and their Luck.

Combat Skill and Knowledge start at 2, and you may raise one of them to 3.

This number is the number of six-sided dice you roll when testing an attribute.

Luck is equal to 6 plus the value of one die.

#### **Wounds**

You can take five wounds before collapsing (and probably being slain by your opponent).

### **System**

#### **Testing attributes**

Each challenge in the adventure has a difficulty level; when you're asked to test an attribute pick up a number of six-sided dice equal to your attribute value and roll them. If they total to equal or more than the difficulty of the check you've succeeded.

#### **Using Luck**

You may spend a point of Luck to add a die to any roll. If you're ever asked to test Luck by itself, you must roll equal to or less than your current luck on two dice, and then reduce your luck score by one.

## Blessings

You will have the opportunity to obtain the blessings of various gods during your adventure. You may only have one blessing at a time (the gods are jealous), and you may not gain a new blessing until you've used the one you have.

The situations in which you can use a blessing are explained when you get it.

To use a blessing, you need to **Test your luck**; if you are lucky, the gods are listening and aid you. If you are not, they aren't. Either way, the Blessing is expended.

## Combat

When fighting another being, whether that's a human, beast or monster, roll both Combat Skill ratings; the combatant with the lowest total value takes a Wound. Combat continues until specified in the paragraph – not every combat will be to the death.

If fighting without a weapon, reduce your combat result by 2.

If not wearing armour, increase your opponent's combat result by 2