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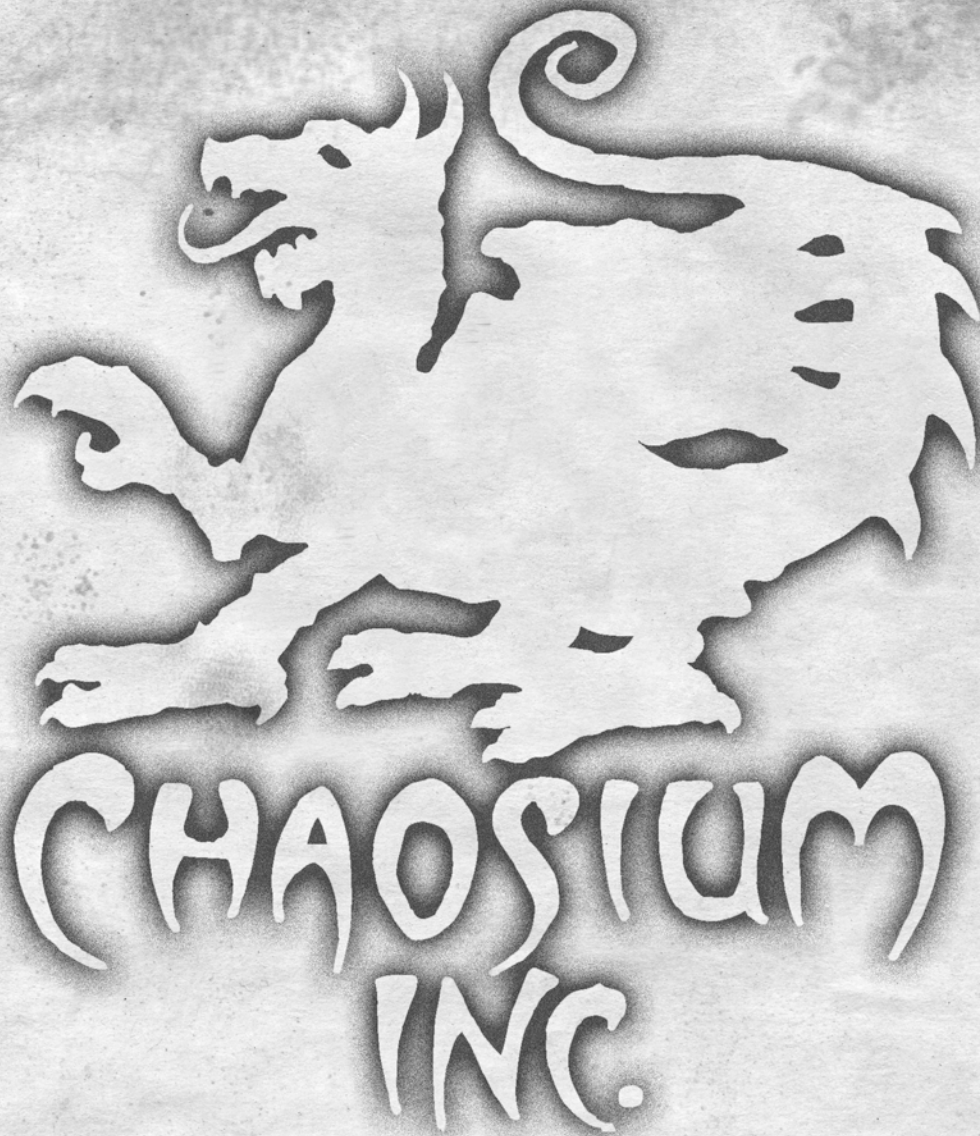
IN SEARCH OF THE TROLLSLAYER

A Heroic-Level Adventure for Basic Roleplaying



Troy Wilhelmson





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IN SEARCH OF THE TROLLSLAYER



THE MAD MAYOR'S DUNGEON DELVE #1

♦

WRITTEN BY

TROY "THE MAYOR OF GEEKTOWN" WILHELMSON

A BASIC ROLEPLAYING FANTASY ADVENTURE
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IN SEARCH OF THE TROLL SLAYER: The Mad Mayor's Dungeon Delve #1
A Basic Roleplaying Fantasy Adventure

Written By Troy "The Mayor of Geektown" Wilhelmson
"I'd like to dedicate this adventure to my wife M.B. Thank you for indulging my inner 13 year old!"

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"To all the gamers; play hard. To my Mom: thanks for everything."

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INTRODUCTION

Welcome to the first of the Mad Mayor's Dungeon Delves! The adventure you now hold in your hands is a classic beer and pretzel dungeon crawl filled with monsters, traps and treasure! Your players will need to use their brawn as well as their wits to survive this dungeon. Just remember to have fun and if a rule bogs you down, make it up and it will sort itself out later.

This module is designed for 3-6 characters of Heroic Campaign power level. Other power levels may be used with some adjustment to encounters and obstacles. It is also suggested that the players create their characters using the total hit point option, as this will allow for a much more dynamic and exciting adventure.

It is recommended that the party include at least one Wizard or Sorcerer, as there are several obstacles that will require their arcane skills to get past.

This scenario is set in a dank and dismal swamp but could be placed in any campaign world with a few minor modifications.

GAME MASTER BACKGROUND

Three hundred years ago a brave human hero named Sir Tolwar was slain leading an epic charge during the height of the Troll Wars. The body of the knight was never found; but, because of his bravery, the tide of the war was turned and Sir Tolwar became revered as a Saint thereafter. A brotherhood was formed that revered the knight

and they erected a shrine on the very sight of the battlefield where Sir Tolwar was slain. They called themselves the Brotherhood of the Lance in honor of the weapon Sir Tolwar wielded on that fateful day (and the only relic they could find of his); a golden spear called Kerok, The Troll Slayer.

Word of the shrine spread. Pilgrims thronged to this holy place where it was said to behold the spear of the saint could cure disease, heal the sick, or bestow courage for those going forth into battle. At first The Brotherhood would accept donations for the upkeep of the shrine, but soon greed began to take root within the ranks of monks. They began to charge great sums of money to anyone who would want to look upon Kerok, causing those who truly needed the help of the saint to be turned away. It was not long before The Brotherhood also began to purchase the farmland surrounding the shrine and demanding the serfs that worked it to pay exorbitant rents. As the years passed the Brotherhood of the Lance became nothing more than a cruel landlord.

The greed and selfishness of the brotherhood angered the gods. They summoned a mighty cataclysm which shook the earth and flooded the Order's holdings, creating the Dread Swamp. The monks themselves were transformed into hideous ghouls which haunt the catacombs of the shrine.

Now the shrine is all but forgotten; a ruin rotting in the middle of the Dread Swamp. But legend has it that Kerok the Troll-slayer, the lance

of Sir Tolwar, remains hidden within the walls of the forgotten shrine, waiting to be claimed by any adventurer willing to retrieve it.

GETTING THE PLAYERS INVOLVED

Use any of the plot hooks below to get the characters directly to the shrine.

- On a previous adventure the characters find an old tome called "The Confession of Garren of Urd." The book describes how Garren was once a miserly moneylender who took advantage of anyone less fortunate than himself. It then describes how Garren had a vision of Sir Tolwar in a dream and decided the next morning to embark on a pilgrimage to the Shrine of the Lance. Once he beheld the weapon he became a changed man and took up the mantle of a monk and joined the Brotherhood. Within the narrative Garren describes in great detail the route that he took and includes a map. With some successful Navigate rolls the characters should be able to pin point the location within the Dread Swamp.
- One night at a tavern, the characters hear a bard telling the story of the doomed Brotherhood and the magic spear they guarded. He goes on to tell of the cataclysm and the curse that befell the greedy monks. Afterwards the characters may speak with the Bard and discover that he heard the story at a farm near the edge of the Dread Swamp and that the farmer told him that he'd seen the ruins of the shrine in the very center of the horrible place.
- The characters are called before the local lord or king who

produces an old map with the location of the shrine on it. By the look of the map it was made before the cataclysm. The Lord / King charges the characters to go forth and retrieve Kerok for the good of the land and his people. He tells the characters that they can keep whatever other treasure they may find but the spear must be returned to him.

Any one of the plot hooks should pique the characters' interest enough to get them to go on the quest to find the spear.





THE JOURNEY THROUGH THE SWAMP

This part of the adventure should be put together by the GM and tailored specifically for the characters in the party. Some suggested encounters can be found below (roll 1D8):

1. Large alligators hunting for food.
2. Swarms of biting insects.
3. Giant constrictor / venomous snakes.
4. A crazy old hermit living in a rotted out tree who may have some secret information about the shrine.
5. The ghost of a monk who was part of the brotherhood before its fall from grace.
6. Zombies of pilgrims who were killed in the cataclysm while on their way to the shrine.
7. A hunting party of Shellbacks (see *New Monsters*).
8. A group of Harpies (see *New Monsters*).

The GM may decide how deep into the swamp the party must penetrate before reaching the shrine.

1. THE BRIDGE

Through the thick reeds and plants of the swamp a ruined temple appears out of the mist. It is made of white marble with carved relief sculptures and stately pillars. At one time it must have been an awe inspiring site but now the shrine is covered in vines and seems to list to one side.

A little further ahead a crude rope bridge fashioned from vines and sticks crosses over the open water to the stone floor of the ancient plaza.

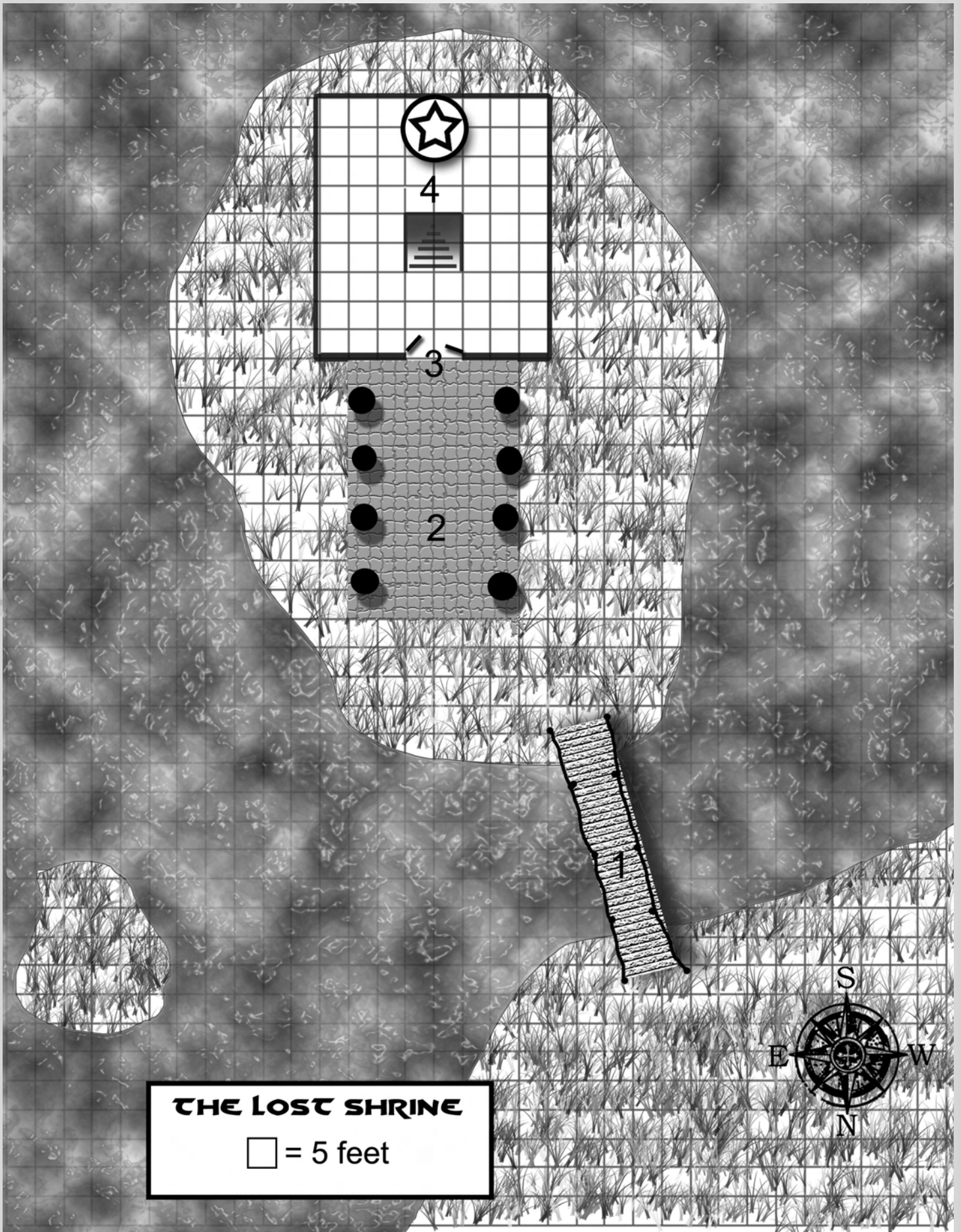
Looking around the area of the shrine the players notice several crude totems sitting at the base of each pillar. They are made of sticks and reeds with wooden masks carved in the shape of some kind of reptile or amphibian. They almost seem to be guarding the area.

When the characters decide to cross the bridge, have the players each make a Luck roll. If they are successful they get across with no problems, if any fail they fall into the water and attract the attention of a giant venomous snake curled up under the bridge!

GIANT VENOMOUS SNAKE

STR	26	CON	7	SIZ	23
DEX	12	INT	3	POW	5
Move	6 (4 swimming)				
Hit Points	17				
Damage Bonus	+2D6				
Armor	3-point scaly skin				
Attacks	Bite 70%, 1d2+1/2db (impaling)+poison POT 16 (see pg. 229 BRP)				
Skills	Climb 50%, Dodge 50%, Hide 80%, Sense 65%, Stealth 90%, Swim 50%				





2. THE PLAZA

The marble slabs that make up the plaza sit at awkward angles and are covered in moss and algae making the surface slick and unstable to walk on.

Eight pillars create a colonnade that leads to the main entrance to the shrine. At the base of each is a crudely built totem made of sticks and reeds with an archaic carved mask resting on top. Each resembles some kind of reptilian warrior.

The effigies are attached to the pillars with lengths of vines and will fall if cut or untied. If the party searches the totems they will find a skull tucked inside each one. is a human-sized skull but reptilian or amphibious in look. A **Knowledge: Magic** roll

will tell that these effigies may be guardian spirits of the tribe who built them.

A successful **Listen** roll will hear a faint echoing hiss coming from within the shrine.

3. THE ENTRANCEWAY

The opening into the shrine is massive; eight feet wide by twenty feet tall. The once gilded wooden doors are broken, one hanging from the frame and one lying on the ground.

Cold musty air seeps from the darkness of the shrine; the only light comes from the doorway you stand in.

Suddenly, a crude spear impales itself within the rotten door as several turtle-like humanoids holding spears rush out of the darkness toward you!



There are three Shellback soldiers guarding the entrance. They have been watching the characters approach and are ready to fight them.

THREE SHELLBACK WARRIORS

	STR	CON	SIZ	DEX	POW	HP	DB
#1	11	15	14	10	12	14	+1D4
#2	14	14	10	9	9	12	NONE
#3	12	16	14	12	12	15	+1D4
Move	6 (8 swimming)						
Hit Points	14						
Damage Bonus	see above						
Armor	4 points (Shell and skin)						
Attacks	Claws 50% 1D4+db (bleeding) Bite 50% 1D6+db (bleeding) Spear 35% 1D6+1+db (impaling) Heavy Club 35% 1D8+db (crushing)						
Skills	Hide 40%, Listen 35%, Sense 65%, Spot 35%, Track 40%, Stealth 45%, Swim 80%						
Powers	Shellbacks can see in near darkness equaling the power Super Sense / Night Vision. They can also stretch their necks out 1 meter and deliver a bite (Stretching 1 neck only).						

4. THE SHRINE

A thirty-foot statue of a noble armored knight wielding a spear dominates the interior of the shrine. However, the head of the statue now rests at its feet and has been replaced with a crude head made from a large turtle head.

At the base of the statue is a makeshift camp. Logs form a circle and a recently extinguished fire sits next to the fallen head. A wooden box also lies nearby.

In the center of the chamber a stairway descends into the damp darkness below.

If the characters study the statue a successful **Knowledge: History** will show that this was Sir Tolwar. A successful **Knowledge: Magic** roll will deduce that the turtle shell head must represent the god of the Shellbacks. Another successful **Knowledge: Magic** will know of a reptile god called Kroon.

Searching the camp finds very little; only a few rotten fish and some bone dice. Looking at the wooden box the party sees that it has a primitive lock and is easily opened with a successful easy **Fine Manipulation** roll. However, the lock is also trapped with a small needle; this can be detected with a successful **Spot** roll. If the character fails to notice the needle trap, his finger is pricked and he must make a CON vs. Pot 5 poison on the resistance table or become ill for the next 1D10 rounds (all skill rolls will be made at 1/2 current skill level).





5. THE STAIRWAY

The wet, algae covered stairs descend thirty feet into the darkness. The walls are covered in carvings depicting Sir Tolwar's final charge during the troll wars.

As the characters descend the stairs the players may attempt a **Listen** roll to hear a door slam from the darkness below.

6. THE ANTECHAMBER

As your torch illuminates the large frescoed chamber you can see a large wooden doorway to the right, a rough barricade built of logs to the left and a dark tunnel straight ahead.

This large room is painted with frescoes depicting the life of the great knight Tolwar. Much of the plaster has fallen off of the walls due to the overwhelming moisture of the shrine.

The wooden door is locked from the opposite side but may be unlocked with a successful **Fine Manipulation** roll. If the battle in area 3 made a lot of noise, the Shellbacks in area 7 will be prepared to fight the intruders.

Ten feet into the darkened tunnel the characters will come to a dead end due to a cave-in.

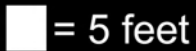
The wooden barricade covers a locked iron door that leads into the crypts of the shrine. Carved into the logs are several Shellback runes. A character that uses Magic Spells or Sorcery can attempt an **Idea** roll. If successful the character realizes that a Seal (2) spell has been placed upon the barricade and will require a Dispel spell vs. a level 2 Seal.

If the characters manage to remove the barricade they will find a locked iron door as the next obstacle. A successful **Spot** roll will allow a Thief character to notice that the door is trapped. A successful **Fine Manipulation** can disarm the spike trap in front of the door (1D10 damage to any within two meters of the door, characters may try to Dodge to avoid the damage). A second successful **Fine Manipulation** roll will unlock the iron door.

7. THE AUDIENCE CHAMBER

Three Shellback guards occupy this large chamber. The room is lit by several small braziers that sit in each corner of the room. To the south, a large Shellback shaman occupies a large throne carved from dark oak. An open archway leads out of the southwest corner and another wooden door leads out of the north.







If the Shellbacks heard the battle in area 3 they will be prepared to hold off the intruders taking up defensive positions and having their shaman cast 1 point of Protection on each of

them. The Shaman then readies a third level **Blast spell (3D6 damage)** to hit the first non-shellback through the door.

If the characters manage to defeat the Shellbacks a search of the guards finds 16 gold coins and a silver figurine of Tolwar worth 20 gold coins.

A search of the Shaman finds a golden Ring of Armor (3) and a Wand of Perception with 13 charges in it.

THREE SHELLBACK WARRIORS

	STR	CON	SIZ	DEX	POW	HP	DB
#1	12	14	13	11	10	13	+1D4
#2	15	15	13	9	9	12	+1D4
#3	12	16	14	12	12	15	+1D4
Move	6 (8 swimming)						
Hit Points	14						
Damage Bonus	see above						
Armor	4 points (Shell and skin)						
Attacks	Claws 50% 1D4+db (bleeding) Bite 50% 1D6+db (bleeding) Spear 35% 1D6+1+db (impaling) Heavy Club 35% 1D8+db (crushing)						
Skills	Hide 40%, Listen 35%, Sense 65%, Spot 35%, Track 40%, Stealth 45%, Swim 80%						
Powers	Shellbacks can see in near darkness equaling the power Super Sense / Night Vision. They can also stretch their necks out 1 meters and deliver a bite (Stretching 1 neck only).						

SHELLBACK SHAMAN

STR	12	CON	13	SIZ	13
DEX	12	INT	17	POW	17
Move	6 (8 swimming)				
Hit Points	14				
Power Points	30 (16 after all the spells are readied)				
Damage Bonus	none				
Armor	7 points (Shell, skin and ring of armor)				
Attacks	Claws 50% 1D4+db (bleeding) Bite 50% 1D6+db (bleeding) Spear 35% 1D6+1+db (impaling) Heavy Club 35% 1D8+db (crushing)				
Skills	Hide 40%, Listen 35%, Sense 65%, Spot 35%, Track 40%, Stealth 45%, Swim 80%				
Powers	Shellbacks can see in near darkness equaling the power Super Sense / Night Vision. They can also stretch their necks out 1 meters and deliver a bite (Stretching 1 neck only).				
Spells	Blast (3) 75%, Diminish (1) 55% Protection (1) 75%, Seal (1) 55%				

8. THE SHAMAN'S SANCTUM

The heavy wooden door is decorated with primitive paintings of a reptile god which can only be Kroon. The door itself sits slightly open leading into a darkened room. Upon entering you find the walls covered with strange wooden masks and the air thick with pungent incense. Against the east wall another crude statue of the reptile god sits illuminated by two small braziers.

This room is the private chamber of the Shellback Shaman. Various religious artifacts are scattered throughout the room (primarily bones, rattles, shells and wooden drums). A successful **Spot roll** notices a rusted steel amulet tied around the neck of the statue. Closer inspection reveals the amulet to be an image of Tolwar riding his horse and holding aloft his spear. This is one of the amulets necessary to enter the Vault of the Spear.



A second successful Spot roll finds the Shaman's spell book. This is actually a long scroll written in the primitive Shellback tongue (a Wizard may

use the **Perception spell** at a cost of two power points to magically translate the language). The scroll contains the following spells: Blast, Protection, Seal and Diminish.

9. THE LIBRARY

The door to this chamber appears to have not been opened in nearly a century. Dirt and grime cling to the base and there is no handle to be seen. A large bronze plaque fills the center of the door. As you approach, words begin to appear...

The magic lock of this door is actually a random riddle that those that wish to go through must answer, the idea being that only the scholarly may pass. The riddle is never the same twice and may be one of six found below. The game master is encouraged to change or insert riddles to accommodate their own campaign.

If the characters give a wrong answer the door will not open.

Riddle 1: I can run but not walk. Wherever I go, thought follows close behind. What am I?

Answer: A Nose

Riddle 2: Give me food, and I will live; give me water, and I will die. What am I?

Answer: Fire

Riddle 3: The man who invented it doesn't want it. The man who bought it doesn't need it. The man who needs it doesn't know it. What is it?

Answer: A coffin

Riddle 4: What can run but never walks, has a mouth but never talks, has a head but never weeps, has a bed but never sleeps?

Answer: A River

Riddle 5: No sooner spoken than broken. What is it?

Answer: Silence

Riddle 6: You use a knife to slice my head and weep beside me when I am dead. What am I?

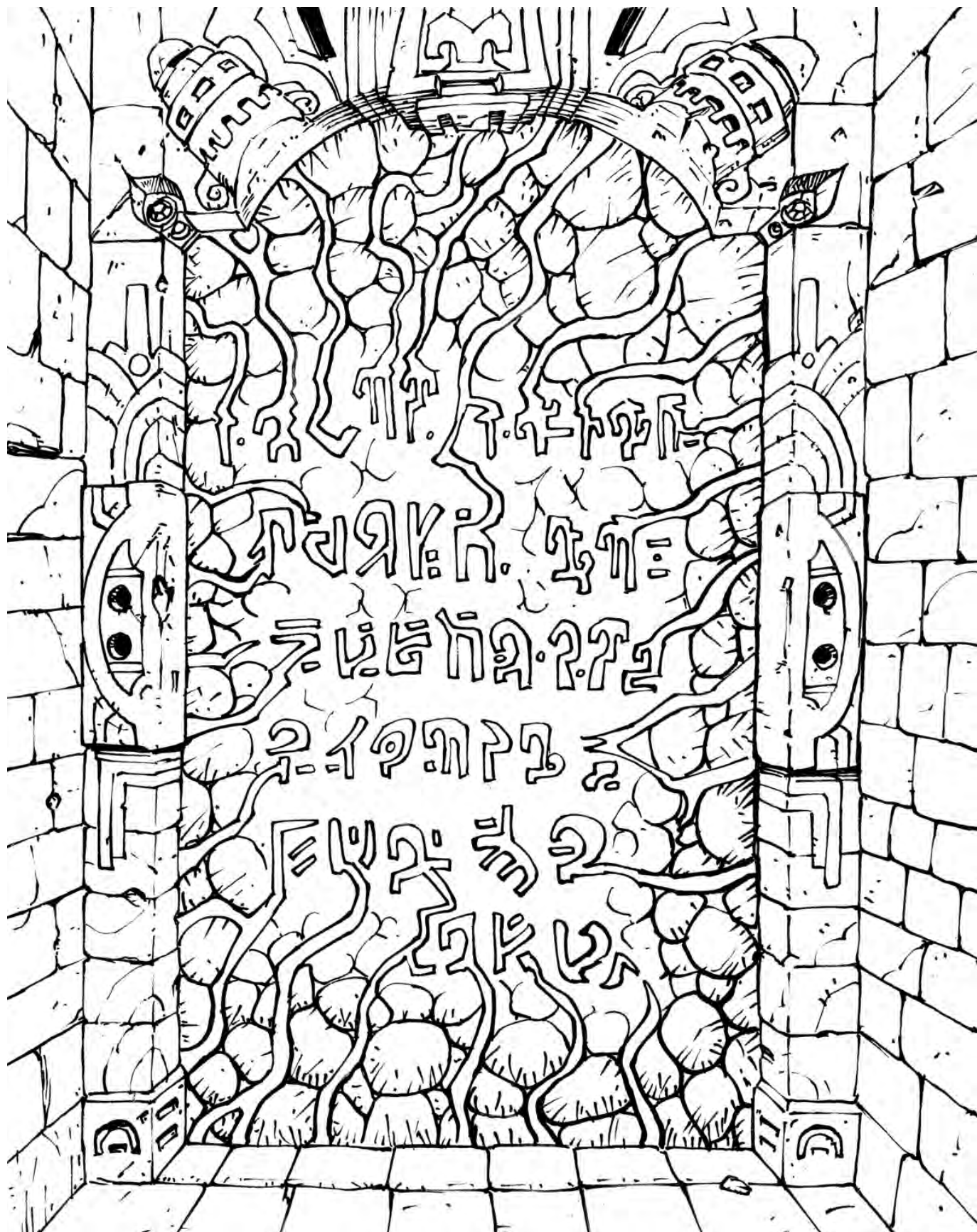
Answer: An onion

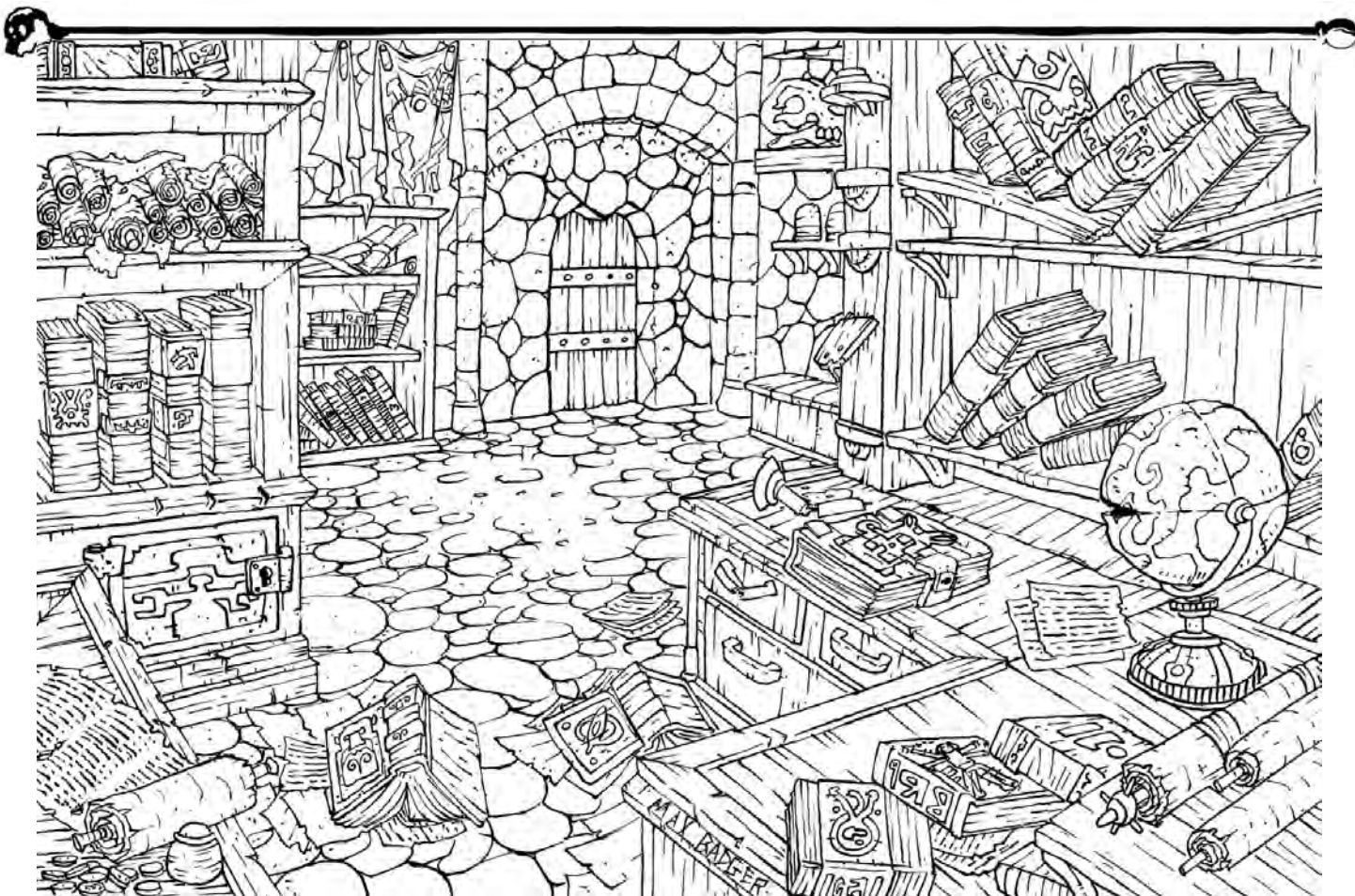
If the characters give a correct answer the words will fade and the door will slowly open. Read the following aloud.

The door opens to reveal a massive library. Tomes, books and scrolls of all sizes and shapes fill the shelves of this room. Various coffers and covered pots are inserted between stacks of books. At the north end of the chamber a gilded statue of Tolwar stands.

If the characters begin looking through all of the books, ask what they are specifically looking for and then allow the player to attempt a **Research roll**. For each successful roll the characters can discover another piece of information:

- The complete history of Tolwar as written at the beginning of this module.
- The fall of the shrine as written at the beginning of this module.
- A tome documenting the construction of the shrine and the various protections put on the building. They include traps in the crypts, a riddle door on the library, and summoning of the Angel to protect the spear.
- (Found with a Difficult success) Once the construction of the Spear Vault was complete the masters of the shrine decided to summon an angel to protect the spear from theft. However, when the monks of the shrine began to corrupt themselves, so too did the angel. It slowly began to transform into a fiend—rotting from within just as the shrine did. The monks began to shun the vault; five years before the fall, they sealed it with several spells that can only be passed by those possessing the Iron Amulet of Tolwar.





If the characters search the coffers and pots, they will find the following items: 150 gold coins, a ruby ring worth 40 gold coins, and a silver writing quill worth 20 gold coins. A successful **Spot roll** will find a secret panel behind the statue. Upon opening the characters discover an enchanted broadsword known as Glare (see *New Treasures*), a potion labeled "Roar" (see *New Treasures*) and Iron Amulet of Tolwar. There is nothing else of particular interest in this room.

If the characters have made a lot of noise the Shellbacks in this room will be waiting for them with weapons ready. If they have managed to stay relatively quiet they will be able to catch the Shellbacks by surprise. Either way read the following aloud.

10. THE COMMON ROOM

Down the long hallway, dim firelight can be seen reflecting on the walls. Low hisses emanate from within the room and dark shapes can be seen walking in front of the fire.

As you enter the large common room you see the remnants of several wooden tables now being chopped up and used as firewood. The eyes of six Shellback soldiers glare at you as the creatures hiss and rush to fight the intruders!





SIX SHELLBACK WARRIORS

	STR	CON	SIZ	DEX	POW	HP	DB
#1	12	14	13	11	10	13	+1D4
#2	15	15	13	9	9	12	+1D4
#3	12	16	14	12	12	15	+1D4
#4	11	15	14	10	10	14	+1D4
#5	16	17	13	10	11	15	+1D4
#6	11	13	12	11	9	12	NONE

Move 6 (8 swimming)

Hit Points: 14

Damage Bonus see above

Armor 4 points (Shell and skin)

Attacks Claws 50% 1D4+db (bleeding)

Bite 50% 1D6+db (bleeding)

Spear 35% 1D6+1+db

(impaling)

Heavy Club 35% 1D8+db

(crushing)

Skills: Hide 40%, Listen 35%, Sense 65%, Spot 35%, Track 40%, Stealth 45%, Swim 80%

Powers: Shellbacks can see in near darkness equaling the power Super Sense / Night Vision. They can also stretch their necks out 1 meters and deliver a bite (Stretching 1 neck only).

If the characters are successful in the battle they may search the guards' corpses to find 14 gold coins. In the middle of the room is a large iron pot that is currently cooking up a watery soup made from fish and grubs. In the northeast corner is a large pile of dirt, which is part of the cave-in of the central shrine. If any character digs just under the surface of pile they will find 10 Shellback eggs.

11. THE KITCHEN

This filthy room was once a kitchen that served the monks of the shrine and the many pilgrims who came here. Pots and pans lay rusting in pools of dirty water, broken crockery litters the floor, and mould and fungus cover mounds that may have once been food. To the north a low buzzing sound comes out of a dark archway.

This room is practically empty with very little of value here. A successful **Spot roll** will find a rusty meat cleaver.

11A. THE PANTRY

As you peer into the darkness, the floor seems to ripple with reflective movement. The source of the buzzing sound is suddenly revealed as your torch illuminates a seething mass of blue-black beetles covering the floor!

As soon as the beetles notice the light they will begin to swarm towards the characters hoping for a fresh meal!

BEETLE SWARM

STR - CON - SIZ 10

DEX 16 INT - POW -

Move 8

Hit Points 10

Damage Bonus none

Armor none but can only be hurt

by crushing weapons

Attacks Bite 100%, 1D4 (bleeding)

Powers Players can attempt a **Difficult Dodge** roll to avoid the swarm, or can use some other means to drive them away (fire, smoke, etc).

Once the swarm has been dealt with the characters can take a look around this small pantry. With a successful Spot roll a character finds a small wooden box, which holds 18 gold coins and a small amethyst worth 22 gold coins.



12. THE BLOCKED PASSAGE

The hallway turns to the east and widens to twenty feet with a high arched ceiling. At the far end of the hall is a pair of large double doors barricaded with logs, rope and sticks. A large rune is painted on the door much like the first barricade you encountered. The hallway walls are decorated with crumbling frescos depicting the glory of Tolwar.

Directly across from where you entered there is a smaller barricade without any runes but with several skulls placed within it.

This large hallway leads to the great temple in the center of the shrine. The doors are blocked with a crude barricade that has a **Diminish SIZ 3** spell cast on it (POW vs. 12 or lose 3 SIZ and potentially any SIZ related bonuses for 15 minutes). The double doors behind the barricade are locked but can be picked with a successful **Fine Manipulation** roll.

The barricade covering the southern hallway appears to have just been placed in the way of the tunnel.

13-15. MONKS CELLS

All of these rooms are exactly the same. However, when the characters encounter the first zombie, the other two zombies will break through the doors of the cells they occupy and move to destroy the intruders.

The rotting wooden door opens easily; you peer into the murk of this small room. Inside is a small wooden bed and table, long rotted beyond all use. Standing in the far corner facing the wall is a robed and hooded monk. The robes are rotting away and patchy with white mold. Slowly the brother turns; you can now see the rotting flesh of his hands and face. With a low moan it out stretches its arms and moves to attack!

THREE ZOMBIE MONKS

	STR	CON	SIZ	DEX	POW	HP
#1	15	16	13	7	1	14
#2	18	18	15	4	1	16
#3	14	14	17	10	1	15
Move	4					
Damage Bonus	+1D4					
Armor	none (slashing, crushing, and impaling weapons only do half damage. Fire does full damage.)					



Attacks Bite 30%, 1D3+1/2db (bleeding)
 Claws 25% 1D3+db (bleeding)
 Grapple 35%, special
 Skills Sense 50%

After the battle with the zombies the characters can make **Spot rolls** in each cell to find some treasure:

ROOM 13

1 gold coin.

ROOM 14

4 gold coins and an iron amulet similar to the one found in room 8; another amulet needed to enter The Vault of the Spear.

ROOM 15

10 gold coins and a small copy of *The Teachings of Tolwar*. A successful **Literacy: Common Language** roll finds an inscription in the back of the book that reads:

"I have learned the secret of the temple! Brother Derros told me that when the High Monks lock the doors, a spell is placed on one of the two statues of Tolwar that guard the chamber. Derros said that if anyone enters the temple and does not recite the password the statue will animate and attack the intruder! Luckily, Derros also told me the password—but I would be a fool to write it here. For the sake of helping me remember, I will only say that it is the name of Tolwar's horse."

16. THE CHASM

The hallway abruptly ends as if it had been broken off. A deep, dark chasm has opened up and the sound of falling water can be heard. The air smells musty and damp. Peering into the darkness your eyes barely make out some openings fifty feet away on the other side of the rift.

I have learned the secret of the temple! Brother Derros told me that when the High Monks lock the doors, a spell is placed on one of the two statues of Tolvar that guard the chamber. Derros said that if anyone enters the temple and does not recite the password the statue will animate and attack the intruder!

Luckily, Derros also told me the password—but I would be a fool to write it here. For the sake of helping me remember, I will only say that it is the name of Tolvar's horse.



Silently hunting through the chasm (this includes areas 16, 17 & 27) is a single Cave Kraken. Once it senses the presence of the party it will attempt to seize one of them for its next meal.

CAVE KRAKEN

STR	33	CON	13	SIZ	30
DEX	22	INT	8	POW	9
Move	10 flying				
Hit Points	22				
Damage Bonus	+3D6				
Armor	3-point hide				
Attacks	Beak 45%, 1D10+1/2 db (impaling) Tentacle 45%, 1D6+db (crushing) <i>A cave kraken can attack up to five different targets simultaneously with its beak and ten tentacles.</i>				
Skills	Fly 100%, Hide 70%, Spot 65%, Stealth 85%				
Powers	Cave Kraken have the ability to fly silently through the air. They also have the ability to cast the magic spell Dark (3) filling an area 9x9 meters with impenetrable darkness.				

Directly opposite of where the characters are standing is the remains of another monk's cell. If they are able to reach the room they will discover that it is almost identical to rooms 13-15. If they make a successful **Spot roll**, the party will find a leather pouch containing a golden Amulet of the Hidden Stair (see *New Treasures*) and 9 gold coins. This room is a massive 90 x 90 feet across; it is nearly 100 feet to the top of the dome. If the

17. THE TEMPLE

The immense doors slowly open revealing a vast domed temple. The sound of dripping water is everywhere. Water cascades through cracks in the dome above, creating shallow puddles over much of the floor. Mosaics cover nearly every surface of this room, depicting the virtues of the gods and their saints. Two gilded stairways rise up ten feet to an altar flanked by two twenty foot high statues of Tolwar, one in

a pose depicting strength and the other bravery. Behind the altar is another set of gilded double doors etched with an image of a glowing spear. On the north end of the temple, one wall has collapsed, closing off the main entrance.

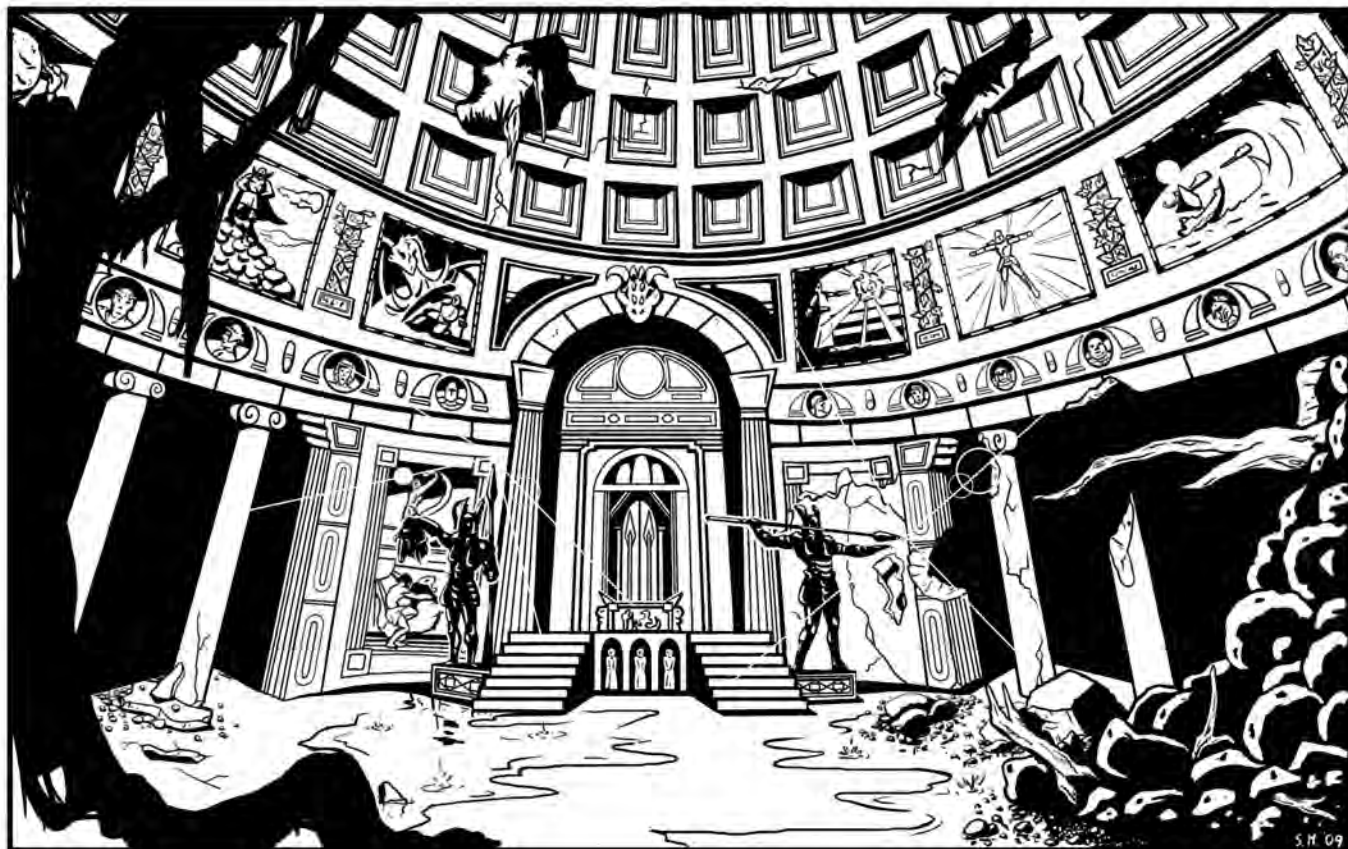
characters examine the dome where the water is coming through they can attempt a **Repair roll** to realize that the dome is in very poor shape; any heavy vibration may cause it to collapse, flooding the entire shrine with the swamp above. If the characters search around the floor they may attempt a **Spot roll** to notice one of the flagstones on the east side of the room is slightly raised. Further examination finds that the stone is loose. Lifting it reveals a very crude, narrow tunnel just large enough for a man to crawl through (this leads to room 25).

If any characters approach the stairway to the altar have all the players make a **Sense roll**. If successful, the characters feel a sense of malevolence coming from the two statues. If the characters proclaim the name of Tolwar's horse "Storm" the sense subsides and they can pass freely to the doors. Players can attempt a **Difficult Idea** or **Ancient Knowledge roll** to recall the name; if they read extensively in the library earlier, make it an Easy roll. Otherwise the statue of bravery comes to life to try to destroy the intruders!

LIVING STATUE

STR	50	CON	50	SIZ	50
DEX	5	INT	1	POW	-
MOVE	15				
HIT POINTS	50				
DAMAGE BONUS	+5D6				
ARMOR	15 POINTS (MADE OF STONE)				
ATTACKS	STONE FISTS (2) 25%, 1D3+5D6 (CRUSHING)				
SKILLS	SPOT 65%				





At the gold doors read the following aloud.

Two fifteen foot golden doors etched with a spear where the seam should be stand before you. Engraved in the common tongue above the door are the words "Only the humble, the weak and the faithful may pass. Let those of foul intent suffer a thousand plagues."

Once the writing is read aloud, the seam of the door will appear and the doors will open. It is at this time that the players will need to prove what their characters intentions are. If they try to reason that their quest or their character is just and good, they will have no problem passing through the doors. If they are dismissive about the warning or if they proclaim that they don't care about the warning,

then they must suffer the effects of a **Curse of Sorcery spell** (POW vs. 15). With a successful POW vs. POW resistance roll, the spell plagues part of the target's body with some gruesome or demonic quality of the GM's choice, such as being extra warm to the touch, slimy, always wet, scaly, extra hairy, warty, multicolored, etc. With a second successful POW vs. POW roll, the targeted body part takes on the physical appearance of a tentacle, a crab leg, a bird's wing, an insect feeler, etc. The appearance is solely cosmetic—no bonuses or abilities are conferred by this curse. If the affected body area is visible, it may cause a loss of 1D3 points of APP while the spell is in effect. The spell's effect ends when the original caster dies. This sorcery spell can only be cast once upon a single target while it is in effect, though it can be repeated if the spell's duration has ended. The game master is encouraged to be as lenient or as wicked as they see fit with the results of the roll.

Once the characters have the door open read the following aloud.

Wide, steep stairs descend into the darkness. The air is damp and smells of earth. Following the stairs downward they suddenly stop only fifteen feet from where they began; the ground has fallen away into a wide, deep chasm. Looking across the expanse through the dim light you can see what must be the continuation of the stairway lower than where you are standing.

The chasm is nearly forty feet across and hundreds of feet deep. Water drips from overhead and a low moaning can be heard echoing through the chamber. The characters will need to decide how to get across. A combination of spells and Jump rolls may be necessary.

Silently hunting through the chasm (this includes areas 16, 17 & 27) is a single Cave Kraken. Once it senses the presence of the party it will attempt to seize one of them for its next meal (see area 16 for stats).

18. THE CRYPTS

Once past the iron door you descend thirty feet deeper into the shrine. The air is damp and smells of algae and rot. The sound of water dripping echoes against the hard stone walls. At the bottom of the steps you find several inches of standing water, your light reflecting strangely off of the surface and disorienting your vision. Soon the tunnel bisects a much larger passage, three times as wide as the one you are in. Looking around you realize you have found the crypts of the shrine.

Game Master Note: as the characters pass through this area the ghouls that lurk here closely monitor them. They will only attack outright if they have the advantage. The crypts are peppered with tunnels so it should be the goal of the game master to create a sense of paranoia as they see a shape move quickly out of the corner of their eye only to look and see nothing; or perhaps they hear, or see, a flagstone fall back into place. Only when the characters seem the most vulnerable should the ghouls confront them. At that point the ghouls attack—one for each party member. In all, there are a total of nine ghouls throughout the crypts.

FIVE GHOULS (SAMPLE)

	STR	CON	SIZ	DEX	IN	THP
#1	19	14	13	10	12	13
#2	16	13	11	12	13	12
#3	14	12	11	11	12	11
#4	17	13	12	11	10	12
#5	14	13	12	12	10	12
Move	8					
Damage Bonus	+1D4					
Armor	None					
Attacks	Claw 30% 1D6+db (bleeding) Bite 30% 1D6+db (bleeding) + venom (see pg. 339 BRP) Howl 100%, special (see pg. 339 BRP)					
Skills	Climb 60%, Dodge 45%, Grapple 50%, Hide 35%, Jump 50%, Listen 60% Sense 40%, Spot 50%, Stealth 60%					
Powers	Venom, howl and Super Sense (Night Vision)					

As soon as the characters enter the wide hallway have the players attempt a **Spot roll**. If successful they see a shadow move quickly into room 19. A successful **Listen roll** hears raspy whispering further down the hallway to the right.



19. CRYPT OF THE PRIESTS

As soon as the characters begin to enter this room, have the players attempt a **Sense roll**. If successful they can feel that the floor is tilting at an angle.

The chamber floor is covered in water. On the east and west ends of the room stands a statue of a monk. Carved alcoves cover the walls each filled with the skull and bones of a former priest. You see nothing else in the chamber.

If the characters decide to try to break open any of the crypts they will find only bones and rotting robes. There is a possibility that they will find one of the ghoulish tunnels on a roll of a 1 on a D10. If any character wishes to climb in they must first remove any armor other than soft leather and they must have a SIZ of 13 or less. Once in the tunnel the character will move at 1/2 speed unless they make a successful **Climb roll**, which will allow them to move at normal speed. Following the tunnel will lead them to room 21.

20. CRYPT OF THE GUARDIANS

Set into the floor of this room are six stone sarcophagi arranged in a circle with the image of Tolwar engraved into the stone in the center. Upon the walls are hung the shields and swords that the monks wielded in their former lives. In the center of the eastern wall there is an inscription that reads, "In life they fought for righteousness as they do in death."

The monks buried in this room were once warriors before they took up the cowl and served the shrine. However, they vowed to take up arms again should the shrine ever be in need of their service. This vow still stands and if any of the sarcophagi or the weapons on the wall are disturbed read the following aloud.

An abrupt flash of green light erupts from the center of the chamber! Suddenly six ghostly knights are hovering above the sarcophagi, wielding the swords and shields that were hanging on the wall. In unison they declare, "You have violated the shrine and its sacred cause. Infidels! You must be destroyed!"

SIX HAUNTS

(all have the same stats)

INT 13

POW 10

APP 9

Move 14

Damage Bonus none

Hit Points 10

Armor None (immaterial but can be damaged by spells and magic weapons)

Attacks Sword 45%, 1D8

Shield 45%, 1D3

Ghostly Combat POW vs. POW

1D3 power points

Skills Listen 30%, Sense 30%

Spot 30%, Stealth 60%

Powers Immaterial, Telekinesis (only to wield their weapons).





21. THE GHOUL WARREN

The tight tunnel abruptly opens up into a large earthen chamber riddled with small holes leading out of it. At the bottom of the chamber is a wide muddy pit where the rotting corpses of several unknown creatures are being feasted upon by four hideous humanoids. Their mud covered faces are sunken and covered with boils; their putrid fangs gnaw on the bones of their victims.

Four ghouls have congregated in this warren and are picking over the remains of their most recent victim. If the characters attack, three of the ghouls will immediately retaliate while the other begins to howl, calling another 1D3 ghouls to their aid, which will arrive in 1D4 rounds.

FOUR GHOULS

	STR	CON	SIZ	DEX	IN	THP
#1	19	14	13	10	12	13
#2	16	13	11	12	13	12
#3	14	12	11	11	12	11
#4	17	13	12	11	10	12
Move	8					
Damage Bonus	+1D4					
Armor	None					
Attacks	Claw 30% 1D6+db (bleeding) Bite 30% 1D6+db (bleeding) + venom (see pg. 339 BRP) Howl 100%, special (see pg. 339 BRP)					
Skills	Climb 60%, Dodge 45%, Grapple 50%, Hide 35%, Jump 50%, Listen 60% Sense 40%, Spot 50%, Stealth 60%					
Powers	Venom, howl and Super Sense (Night Vision)					

A successful **Spot roll** in the mud will find a Ring of the Healing Touch (see *New Treasures*) as well as 43 gold coins.



22. FILLED CRYPT

The twenty foot long passage ends suddenly at a solid cave-in.

23. THE CRYPT OF STORM

As the ten-foot long passage enters the chamber all eyes come to rest upon the statue of a golden horse that dominates the eastern half of the room. At the base of the statue is engraved "Storm". The frescos on the walls depict Tolwar riding this colossal steed in the final battle of the Troll Wars. When the brave knight fell, the stallion staunchly fended off the trolls that tried to defile his corpse, until one of the fiends stabbed the horse through the heart.

The crypt is dedicated to the loyalty the brave Storm showed during the final battle. The corpse of the horse was brought to the shrine along with the spear and was interred in a place of honor.

24. THE MAUSOLEUM OF THE ACOLYTES

The walls of this chamber are covered by thousands of human skulls stacked tightly against the sides. In the center of the floor is the symbol of Tolwar, around which is carved "Peace to the young who passed before their time."



As the characters are examining this area the players can attempt a **Sense roll** to notice a putrid smell wafting through the room. With a successful **Spot roll**, the characters notice eyes looking out of several of the skulls, seemingly watching them. If the characters wish to examine these skulls, the eyes quickly disappear leaving only darkness in their place. If a character wishes to remove a skull to see what might be behind it, they will need to make a successful **Dodge roll** or have the wall of skulls come tumbling down on top of them and cause 1D6 damage to anyone within ten feet of that wall.

The walls behind the skulls are pocked by several holes that lead into the ghoulish warren in room 21. If any character wishes to climb in he must first remove any armor other than soft leather and they must have a SIZ of 13 or less. Once in the tunnel, the character will move at 1/2 speed unless

they make a successful **Climb roll**, which will allow them to move at normal speed. Following the tunnel will lead them to room 21.

25. THE CRYPT OF THE ABBOT

In the center of this small chamber is a single sarcophagus. The top is carved to resemble the first Abbot of the shrine. Scattered in the corners of the room are several bones.

If the characters examine the bones they will find gnaw marks on them. A successful **Spot roll** will notice some scratches on the floor curving out from one corner of the sarcophagus. A successful **Idea**



roll will bring the realization that the sarcophagus pivots on one corner. However, because it is made out of stone, a successful difficult **Effort roll** is required to move it. If more than one person attempts to move it the players will roll only a normal **Effort roll** for the strongest character.

Once the sarcophagus is moved, the characters will discover a secret tunnel that leads into the Temple and comes up through the floor. However, the tunnel is flooded and to pass through into the temple will require a successful **Swim roll** unless aided by following a rope or some other device.

As the characters swim through the tunnel they can attempt a difficult **Sense roll**. If successful they feel a large key sitting on the floor of the tunnel. This key will open the secret door and disarm the trap in room 26.

26. THE FALSE TOMB OF TOLWAR

The hall ends at a large archway that leads into a high chamber with a twenty-foot tall statue of Tolwar at the far end. The rest of the room is empty and your light reflects warmly off of the alabaster walls filling the room with a soothing radiance.

This room seems to be empty. If any of the characters approach the statue with an open flame allow the player to make a **Spot roll** to notice the fire blowing slightly away from the statue. A successful **Sense roll** will find that there is a distinct breeze coming from behind the statue and near the floor. A successful **Spot roll** at the wall behind the statue finds a secret door and the keyhole to open it.

The door is locked and trapped. Unless the characters have the key from room 25 they will need to pick the lock and disarm the trap. First, a character will have to make a **Spot roll** to notice

the poison gas trap; this can be disarmed with a successful **Fine Manipulation roll**. If the player misses the roll the poison gas is expelled and will affect anyone within fifteen feet of the statue. Any character affected must make a CON vs. POT 10 on the resistance table or gain the adverse minor mutation Pain Sensitivity for 1D10 turns.

Then they can attempt a second **Fine Manipulation roll** to pick the lock. If successful the door quietly opens inward.



27. THE BROKEN HALL

The passage leads thirty feet into the darkness and abruptly falls away into a dark chasm. The air is damp and the sound of dripping water can be heard. Looking into the chasm you see the tunnel continuing on only fifteen feet across the pit, as well as a second passage far off to the right. Unfortunately, looking down, you cannot see the bottom of the dark abyss.

The characters are going to have to decide how to get across the pit. If they have the Amulet of Unseen Stairs then it will not be a problem for one of the characters. The game master should allow the characters to come up with their own way across and should reward ingenuity.

Silently hunting through the chasm (this includes areas 16, 17 & 27) is a single Cave Kraken. Once it senses the presence of the party it will attempt to seize one of them for its next meal (see area 16 for stats.)

29. THE TREASURE VAULT

Chests and coffers filled with gold and silver coins are scattered across the floor of this room. Other valuable artifacts include silk prayer rugs, silver candlesticks, golden chalices, bonze statuary, Ivory boxes, alabaster urns and more examples of the excess of wealth that brought the shrine to this place of ruin. Looking about the chamber, it becomes apparent that the treasure surrounding you is but a symbol of the greed, which infested this former temple. It is no wonder that the gods cursed this place.

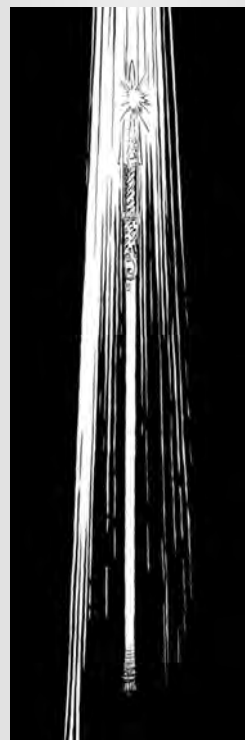
The entire treasure horde is enchanted and can be revealed as such with a **Perception spell**. There is plenty of wealth to be had in this room, but any of the treasure taken from the treasury carries a curse with it. If any character leaves the confines of the room with any of these treasures he will suffer the effects of a **Drain spell**; roll POW vs. POW 18 on the resistance table or lose 4 points of CON. The treasure he is trying to make off with will immediately dissolve into ashes.

If the characters search the walls a difficult **Spot roll** will discover a secret door in the west wall revealing a passage that leads to room 30.

To pass through this hallway, the characters must have at least one of the Iron Amulets of Tolwar (found in rooms 8, 9 and 14). If the characters do not possess one of these amulets, then anyone entering the hallway is immediately **Teleported** (POW vs. 25 to resist) one mile away from the shrine into the middle of the swamp and probably near any one of the random creatures found there.

30. THE HALL OF KEROK, THE TROLL SLAYER

Upon entering this magnificent gilded chamber, you are bathed in a golden light that seems to emanate from nowhere and everywhere. In the center of the room hovers a long, silver spear floating upright within a pillar of light. It seems like this hall should be comforting but there is a sense of dread that fills this room.





The characters have found what they are looking for! This is Kerok the Troll Slayer, the spear of Tolwar (see *New Treasures*). Searching the area around the spear finds no traps or enchantments upon it. Kerok is theirs for the taking. The game master should play up the feeling that this is too easy.

Once they do remove the spear read the following.

You reach into the warmth of the light and grab hold of the ancient weapon and remove it from the radiance. Nothing happens! You are free to leave this dungeon having fulfilled your quest. As you begin to leave you suddenly see a vision of horror standing before you. What was once an angel is now an apparition of death; its once glorious wings are now rotten and teeming with black flies. Its face, once beautiful, is covered with pustules and weeping scabs. The horror wields a great sword that drips an unholy ichor; maggots fall from open sores that cover its hideous, twisted body.

The characters must now face the demon, that was once the angel that protected the shrine. If the characters leave the room the creature will follow them. In fact, the demon can follow them to the entrance of the shrine but cannot cross the threshold to the stairway in area 5.

THE GUARDIAN DEMON

STR	33	CON	22	SIZ	19
DEX	16	INT	14	POW	21
Move	10 (12 flying)				
Hit Points	21				
Damage Bonus	+2D6				
Armor	8-point tough hide				
Attacks	Great Sword 140%. 2D8+db (bleeding) +1D6+1 very strong acid. Plague Breath 100%, POW vs. CON (the result is as the minor mutation Congenital Disease)				
Skills	Climb 90%, Dodge 75%, Fly 100%, Jump 75%, Sense 75%, Spot 75% Throw 75%				
Powers	Swarm of Flies: The Demon may send the flies that swarm around its rotting body to fight a single opponent as a small swarm. Horde of Maggots: The demon may throw a mass of maggots at a character in range. If successful, the attack acts as the sorcery spell Muddle.				

FLY SWARM

STR	-	CON	-	SIZ	10
DEX	16	INT	-	POW	-
Move	8 flying				
Hit Points	5				
Damage Bonus	none				
Armor	none but can only be hurt by crushing weapons				
Attacks	Bite 100%, 1D3 (bleeding) Blind SIZ vs. DEX, character is blinded for one round.				
Powers	Players can attempt a Difficult Dodge roll to avoid the swarm, or can use some other means to drive them away (fire, smoke, etc).				



WRAPPING UP

Once the quest is fulfilled the characters are free to leave the shrine and return the spear to their liege or move on to the next quest. If they decide to keep Kerok there may be former pilgrims to the shrine who will see the wielder as the reincarnation of Tolwar and begin to follow him.

Then again, there may be some former pilgrims who see the wielder as blasphemous and will want to punish them as heretics. And finally, any Troll who the characters come across while using Kerok will immediately recognize the spear and want to destroy the wielder and the weapon.



NEW MONSTERS

SHELLBACK

Living in swamps and other wetlands, these violent reptilian humanoids resemble bipedal snapping turtles. Shellbacks have a primitive society led by either a tribal warrior or a shaman. They will attack using crude spears and clubs, but can also fight with their claws. Their necks can stretch up to 1 meter to attack with their vicious bite. There are legends of a benevolent tribe of Shellbacks living peacefully in the desert, but this has never been confirmed.

CHARACTERISTICS	ROLL	AVERAGE
STR	3D6	10 – 11
CON	1D6+12	15 – 16
SIZ	2D6+6	13
INT	2D6	7
POW	3D6	10 – 11
DEX	2D6+2	8 – 9
Move	6 (8 swimming)	
Hit Points:	14	
Damage Bonus	typ. +1d4: as STR and SIZ dictate	
Armor	4 points (Shell and skin)	
Attacks	Claws 50% 1D4+db (bleeding) Bite 50% 1D6+db (bleeding) Spear 35% 1D6+1+db (impaling) Heavy Club 35% 1D8+db (crushing)	
Skills:	Hide 40%, Listen 35%, Sense 65%, Spot 35%, Track 40%, Stealth 45%, Swim 80%	

Powers: Shellbacks can see in near darkness equaling the power Super Sense / Night Vision. They can also stretch their necks out 1 meters and deliver a bite (Stretching 1 neck only).

LIVING STATUE

Living statues are created by powerful wizards or sorcerers to protect lairs and valuable treasures. They are most often carved from stone, but sometimes can be made from bronze, or iron. Some wizards will imbue living statues with special abilities like breathing fire or melding into stone. To design your own use the **Mecha and Gadget Rules** found in the *Basic Roleplaying Rulebook* (pg. 272).

CAVE KRAKEN

Cave Kraken are mystically enchanted creatures that have adapted to both life out of water but also in the air. Living deep underground the cave kraken appears as a normal kraken but with much larger fins and the ability to “swim” through the air. Most adventurers think that the cave kraken is a myth but those who meet up with one will quickly change their minds. These creatures fly silently through the dark caverns making them excellent hunters and their large eyes, once adapted for life in the deep oceans, are perfectly suited for life underground. In combat they fight with their

ten tentacles and their razor sharp beak. They also have the ability to create a cloud of darkness when they need to escape.

CHARACTERISTICS	ROLL	AVERAGE
STR	10D6	33
CON	1D6+6	13
SIZ	10D6	33
INT	8	8
POW	3D6	10 – 11
DEX	2D6+12	19

Move	10 flying
Hit Points	22
Damage Bonus	+3D6
Armor	3-point hide
Attacks	Beak 45%, 1D10+1/2 db (impaling) Tentacle 45%, 1D6+db (crushing) <i>A cave kraken can attack up to five different targets simultaneously with its beak and ten tentacles.</i>
Skills	Fly 100%, Hide 70%, Spot 65%, Stealth 85%
Powers	Cave Kraken have the ability to fly silently through the air. They also have the ability to cast the magic spell Dark (3) filling an area 9x9 meters with impenetrable darkness.

HARPY

Harpies (also known as Sirens) are foul creatures that hate all living things and care only for cruelty and destruction. These creatures have the body of a vulture and the head of a woman. They are often seen as bringers of death and plague and are rightly feared. They fight with razor sharp claws and fanged, poisoned mouths. Deadliest of all, however, is their song. Harpies have an innate ability to sense when humanoids are near by and when they sense them they will begin to sing. Those adventurers who cannot resist the sirens song will immediately move toward the voice, unable to stop until they reach the harpies nest where the monsters devour their prey.

CHARACTERISTICS	ROLL	AVERAGE
STR	3D6	10-11
CON	2D6+6	13
SIZ	2D6+2	7-8
INT	3D6	10-11
POW	4D6	14
DEX	2D6+12	19
Move	10 flying	
Hit Points	10	
Damage Bonus	none	
Armor	2-point feathers	
Attacks	Claws 45%, 1D6+db (bleeding) Bite 30%, 1D4+db (crushing) and poison A harpy's bite carries a foul poison (POT 8) which will paralyze its victim for 1D8 turns.	
Skills	Dodge 55%, Fly 100%, Sing 100%, Spot 60%	
Powers	Harpies can sense humanoids up to 200 meters as per a Perception spell yet this ability is always active. The harpy's song acts as the magic spell Control (1) but can affect all humanoids that can hear it (range 100 meters).	

NEW TREASURE

A NOTE ON TREASURE AND WEALTH

As Basic Roleplaying uses a wealth system rather than a set gold coin system it is recommended that the game master use the following information in regards to spending treasure: for every 100 gold coins spent the character may purchase items one level higher than their wealth level. For example, a warrior character's wealth level is poor, thus he can only purchase items in the cheap category. If the warrior has found 200 gold coins he can now purchase an item in the expensive category.

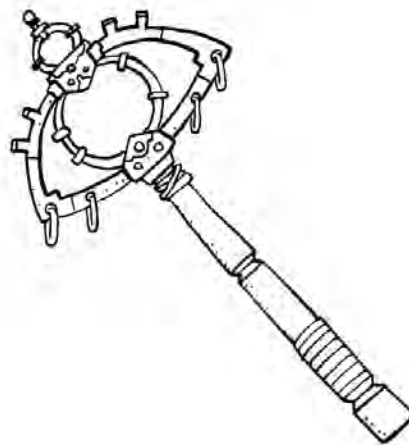
RING OF ARMOR

These golden rings are often fashioned by the mystic races (dwarves and elves) to protect their Kings and Queens. The magic within the ring adds the armor level stated without adding any movement penalty.



WAND OF PERCEPTION

Highly prized by Thieves, these wands are created by Wizards to assist adventurers exploring dungeons and tombs. Each charge acts as a single level of a **Perception** spell.

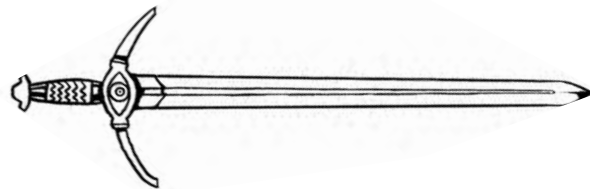


AMULET OF THE HIDDEN STAIR

This medallion, created by the elves, is enhanced to allow the wearer to climb through the air as if climbing stairs or a ladder. The wearer gains the super power: **Super Movement / Air Walking**

GLARE

The Cyclopes on the island of Inishkear forged this broadsword five hundred years ago for the King of Urd. It was lost at the battle of Alum Pass eighty-five years later. This magical sword is one of three—but its brothers (Hoar and Smite) are lost to history. Powers: +20% to attack, +2 damage and when the name is spoken the sword will burst into flame causing an extra 1D6 damage 3times a day



POTION OF ROARING

Alchemists have created this elixir to quadruple the volume of an average humanoid scream. This gives the character a one-time use super power:

**Energy Projection/
Sound 3D6 damage.**



RING OF THE HEALING TOUCH

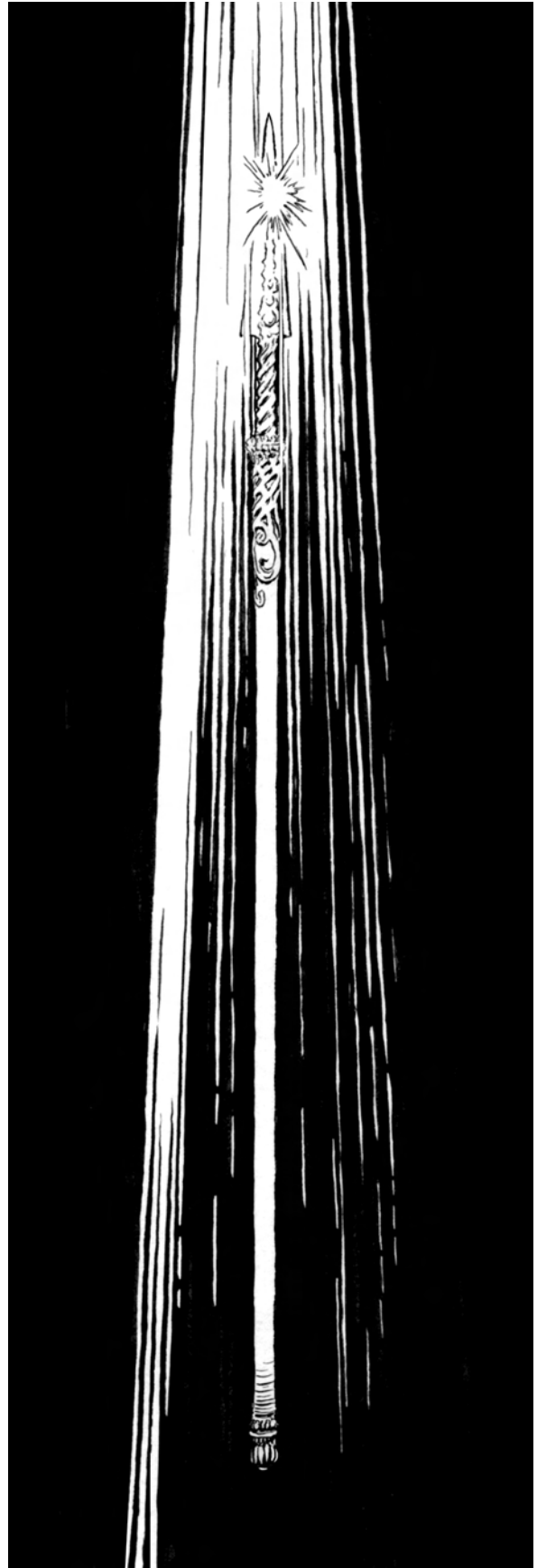
These silver rings were created by the Monks of Loraya to heal the injured and the sick. The rings cannot heal by themselves, and require the wearer

to give up some of their own health to heal those less fortunate. The wearer gains the super power: **Transfer**.



KEROK, THE TROLL SLAYER

This long spear is said to have been created by the human god Forhan to defeat the mountain trolls. Legend says that when the angels delivered Kerok to Tolwar, his vow to destroy them was heard by every mountain troll, starting the Troll Wars. Powers: +30% on attacks and +3 damage. Spells – Perception 100% (always in use and always detecting Trolls), Lightning 100% (3D6 damage twice a day). Super Powers – Drain (hit points) 10 (limited to Trolls), Teleport 3 (spear only; Kerok will return to the wielder 1 round after it has been thrown).



NAME	NOM		
OCCUPATION	THIEF		
RACE	HUMAN	SEX	MALE
HEIGHT	5'-2"	WEIGHT	160 LBS
HIT POINTS	24	MOV	10

STR	13	EFFORT ROLL	55%
CON	12	STAMINA ROLL	60%
SIZ	12	DAMAGE BONUS	+1D4
INT	14	IDEA ROLL	70%
POW	14	LUCK ROLL	70%
DEX	16	AGILITY ROLL	80%
APP	8	CHARISMA ROLL	40%

SKILLS

COMMUNICATION	DISGUISE 25%, FAST TALK 45%, OWN LANGUAGE 70%
MANIPULATION	FINE MANIPULATION 75%, SLIGHT OF HAND 35%
MENTAL	APPRAISE 25%, KNOWLEDGE, ANCIENT LORE 30%, LITERACY, OWN LANGUAGE 70%
PERCEPTION	INSIGHT 45%, LISTEN 65%, SENSE 40%, SPOT 65%, TRACK 20%
PHYSICAL	CLIMB 80%, DODGE 72%, HIDE 50%, JUMP 25%, STEALTH 50%

WEAPONS

	ATTACK/PARRY	DAMAGE	RANGE	# OF ATTACKS
SHORT SWORD	75%	1D6+1+DB	-	1
BLOW GUN	60%	1D3+POISON	30	1

EQUIPMENT

SOFT LEATHER ARMOR (ARMOR VALUE 1)
 POISON (5 DOSES)- POT 10, 1D10 DAMAGE
 STEEL MIRROR
 RATIONS
 BACK PACK
 SMALL SACK OF FLOUR
 THIEVES TOOLS



NAME	HEVERON		
OCCUPATION	WIZARD		
RACE	HUMAN	SEX	MALE
HEIGHT	5'-10"	WEIGHT	130 LBS
HIT POINTS	25	MOV	10

STR	8	EFFORT ROLL	40%
CON	11	STAMINA ROLL	55%
SIZ	14	DAMAGE BONUS	NONE
INT	17	IDEA ROLL	85%
POW	18	LUCK ROLL	90%
DEX	15	AGILITY ROLL	75%
APP	9	CHARISMA ROLL	45%

SKILLS

COMMUNICATION	BARGAIN 15%, ETIQUETTE 35%, OWN LANGUAGE 85% OTHER LANGUAGE (ELVEN) 35%, PERSUADE 50%
MANIPULATION	SLIGHT OF HAND 35%
MENTAL	KNOWLEDGE (ANCIENT LORE) 40%, KNOWLEDGE (MAGIC) 60% LITERACY (OWN LANGUAGE) 85%, LITERACY (ELVEN) 35%
PERCEPTION	INSIGHT 40%, LISTEN 35%, RESEARCH 55%
PHYSICAL	DODGE 30%



SPELLS (POWER POINTS 18 + 17 IN STAFF)

BLAST	67%	3 LVLS
CONTROL	67%	3 LVLS
DISPEL	67%	4 LVLS
INVISIBILITY	47%	5 LVLS
PERCEPTION	67%	2 LVLS
PROTECTION	47%	4 LVLS

WEAPONS	ATTACK/PARRY	DAMAGE	RANGE	# OF ATTACKS
STAFF	30%	1D8	-	1
DAGGER	25%	1D4	-	1

EQUIPMENT

WIZARDS STAFF (17 POWER POINTS)
VARIOUS HERBS AND COMPONENTS
3 LARGE POUCHES
WATERSKIN

NAME	DURAL	SEX	MALE
OCCUPATION	WARRIOR	WEIGHT	200 LBS
RACE	DWARF	MOV	6
HEIGHT	4'-3"		
HIT POINTS	23		

STR	18	EFFORT ROLL	90%
CON	16	STAMINA ROLL	80%
SIZ	7	DAMAGE BONUS	+1D4
INT	16	IDEA ROLL	80%
POW	11	LUCK ROLL	55%
DEX	15	AGILITY ROLL	75%
APP	14	CHARISMA ROLL	70%



SKILLS

COMMUNICATION	COMMAND 45%, OWN LANGUAGE (DWARVEN) 80%, OTHER LANGUAGE (HUMAN) 40%
MANIPULATION	
MENTAL	APPRAISE 40%, KNOWLEDGE (ANCIENT LORE) 30%, LITERACY (DWARVEN RUNES) 80%
	LITERACY (HUMAN) 40%, STRATEGY 25%
PERCEPTION	LISTEN 65%, SENSE 40%, SPOT 65%, TRACK 30%
PHYSICAL	CLIMB 65%, DODGE 15%, HIDE 20%, JUMP 30%, STEALTH 55%, SWIM 10%, THROW 35%
RACIAL ABILITY	DARK VISION

WEAPONS	ATTACK/PARRY	DAMAGE	RANGE	# OF ATTACKS
GREAT AXE	75%	2D6+2+DB	-	1
THROWING AXE	35%	1D6+1/2DB	20	1

EQUIPMENT

SCALE ARMOR (ARMOR VALUE 6)

RATIONS

HAMMER

IRON SPIKES (10)

50' ROPE

NAME	ISOLDE		
OCCUPATION	HUNTER		
RACE	ELF	SEX	FEMALE
HEIGHT	5'-0"	WEIGHT	120 LBS.
HIT POINTS	27	MOV	11

STR	13	EFFORT ROLL	65%
CON	16	STAMINA ROLL	80%
SIZ	11	DAMAGE BONUS	NONE
INT	17	IDEA ROLL	85%
POW	19	LUCK ROLL	95%
DEX	16	AGILITY ROLL	80%
APP	11	CHARISMA ROLL	55%

SKILLS

COMMUNICATION	ETIQUETTE 25%, OWN LANGUAGE 85%, OTHER LANGUAGE (HUMAN) 40%, PERSUADE 35%
MANIPULATION	
MENTAL	FIRST AID 60%, KNOWLEDGE (NATURE) 40%, LITERACY (OWN LANGUAGE) 85%
	LITERACY (HUMAN 40%)
PERCEPTION	LISTEN 65%, NAVIGATE 50%, SPOT 50%, TRACK 65%
PHYSICAL	CLIMB 80%, DODGE 62%, HIDE 50%, JUMP 35%, RIDE (HORSE) 50%, STEALTH 50%, SWIM 50%, THROW 45%
RACIAL ABILITY	NIGHT VISION

WEAPONS	ATTACK/PARRY	DAMAGE	RANGE	# OF ATTACKS
LONG BOW	65%	1D8+1	90	1
LONG SWORD	55%	1D8	-	1
HALF SHIELD	55%	1D2	-	-

EQUIPMENT

SOFT LEATHER ARMOR (ARMOR VALUE 1)
 QUIVER OF 20 ARROWS
 BACKPACK
 30 STRING
 WHETSTONE
 FLINT & STEEL



NAME	MEREK	SEX	MALE
OCCUPATION	WARRIOR	WEIGHT	280
RACE	HUMAN	MOV	10
HEIGHT	6'-2"		
HIT POINTS	29		

STR	16	EFFORT ROLL	80%
CON	15	STAMINA ROLL	75%
SIZ	14	DAMAGE BONUS	+1D4
INT	13	IDEA ROLL	65%
POW	11	LUCK ROLL	55%
DEX	13	AGILITY ROLL	65%
APP	10	CHARISMA ROLL	50%

SKILLS

COMMUNICATION	FAST TALK 25%, OWN LANGUAGE 65%
MANIPULATION	
MENTAL	FIRST AID 40%, KNOWLEDGE (ANCIENT LORE) 25%, LITERACY (OWN LANGUAGE) 65%
PERCEPTION	LISTEN 65%, SENSE 30%, SPOT 65%, TRACK 20%
PHYSICAL	CLIMB 50%, DODGE 35%, JUMP 35%, RIDE (HORSE) 25%, STEALTH 35%, SWIM 10%, THROW 25%

WEAPONS	ATTACK/PARRY	DAMAGE	RANGE	# OF ATTACKS
BROADSWORD	65%	1D8+1+DB	-	1
DAGGER	35%	1D4+DB	10	1
BRAWL	35%	1D3+DB	TOUCH	1
ROUND SHIELD	55%	1D3+DB	-	1

EQUIPMENT

SCALE ARMOR (ARMOR VALUE 6)

WHETSTONE

FLASK OF OIL

FLINT & STEEL

RATIONS

WATER SKIN



NAME	ORMALEE		
OCCUPATION	SORCERER		
RACE	ELF	SEX	FEMALE
HEIGHT	5'-0"	WEIGHT	96 LBS
HIT POINTS	25	MOV	11

STR	9	EFFORT ROLL	45%
CON	16	STAMINA ROLL	80%
SIZ	9	DAMAGE BONUS	NONE
INT	15	IDEA ROLL	75%
POW	16	LUCK ROLL	80%
DEX	17	AGILITY ROLL	85%
APP	13	CHARISMA ROLL	65%

SKILLS

COMMUNICATION	ETIQUETTE 45%, FAST TALK 25%, OWN LANGUAGE 75% OTHER LANGUAGE (HUMAN) 60%, PERSUADE 55%
MANIPULATION	CRAFT (CARVING) 35%, SLIGHT OF HAND 25%
MENTAL	APPRAISE 25%, FIRST AID 40%, KNOWLEDGE (ANCIENT LORE) 50% KNOWLEDGE (MAGIC) 40%, KNOWLEDGE (NATURE) 50% LITERACY (OWN LANGUAGE) 75%, LITERACY (HUMAN) 60%
PERCEPTION	INSIGHT 45%, LISTEN 45%, RESEARCH 55%, SPOT 45%
PHYSICAL	CLIMB 50%, DODGE 50%, JUMP 35%, RIDE (HORSE) 35%, SWIM 35%, THROW 35%
RACIAL ABILITY	NIGHT VISION

SPELLS (POWER POINTS 16)

CLOAK OF NIGHT	3 LVLS
HEAL	2 LVLS
MAKE FAST	1 LVL
MAKE WHOLE	3 LVLS
MOONRISE	1 LVL
MUDDLE	1 LVL
SORCERERS SURENESS	3 LVLS
SORCERERS ARMOR	4 LVLS
UNDO SORCERY	4 LVLS

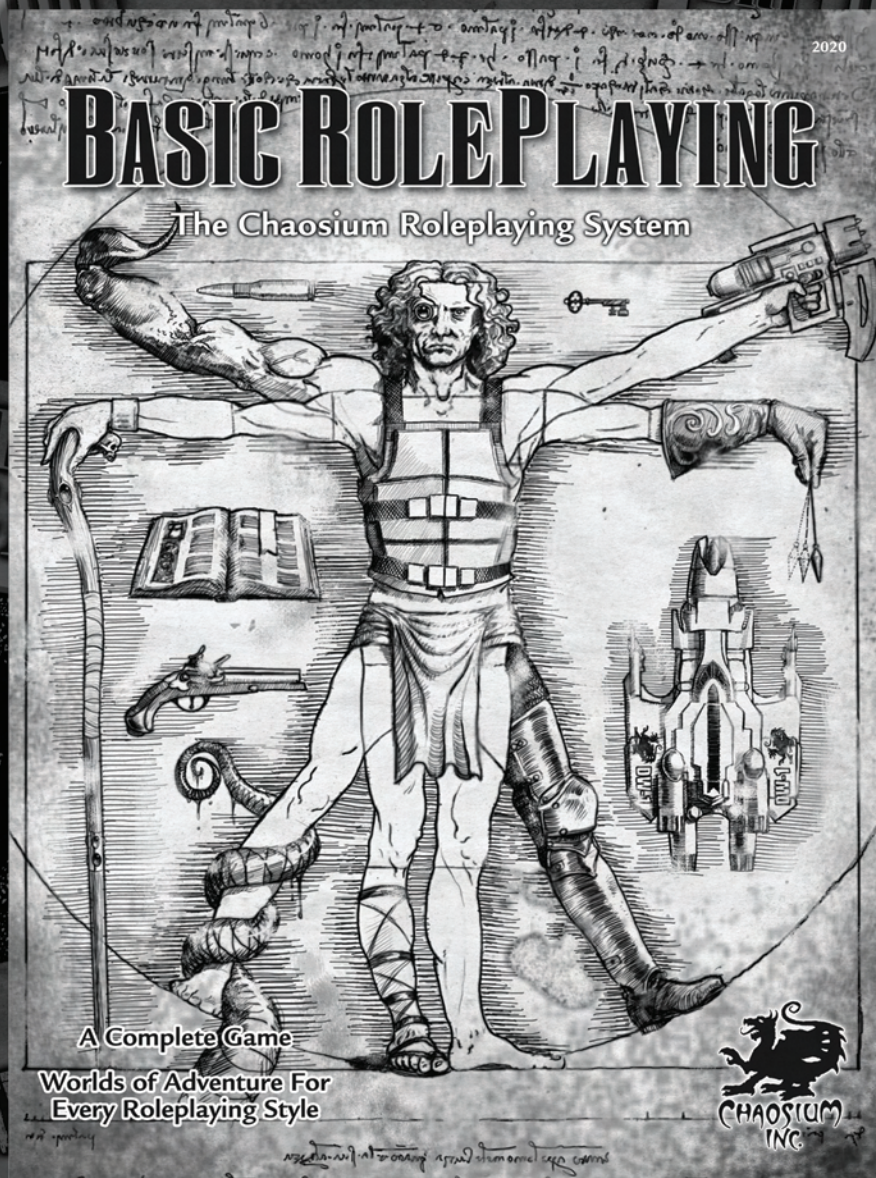
WEAPONS	ATTACK/PARRY	DAMAGE	RANGE	# OF ATTACKS
SHORT SWORD	55%	1D6+1	-	1
HALF SHIELD	35%	1D2	-	1

EQUIPMENT

SOFT LEATHER ARMOR (ARMOR VALUE 1)
3 LARGE POUCHES
RATIONS



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