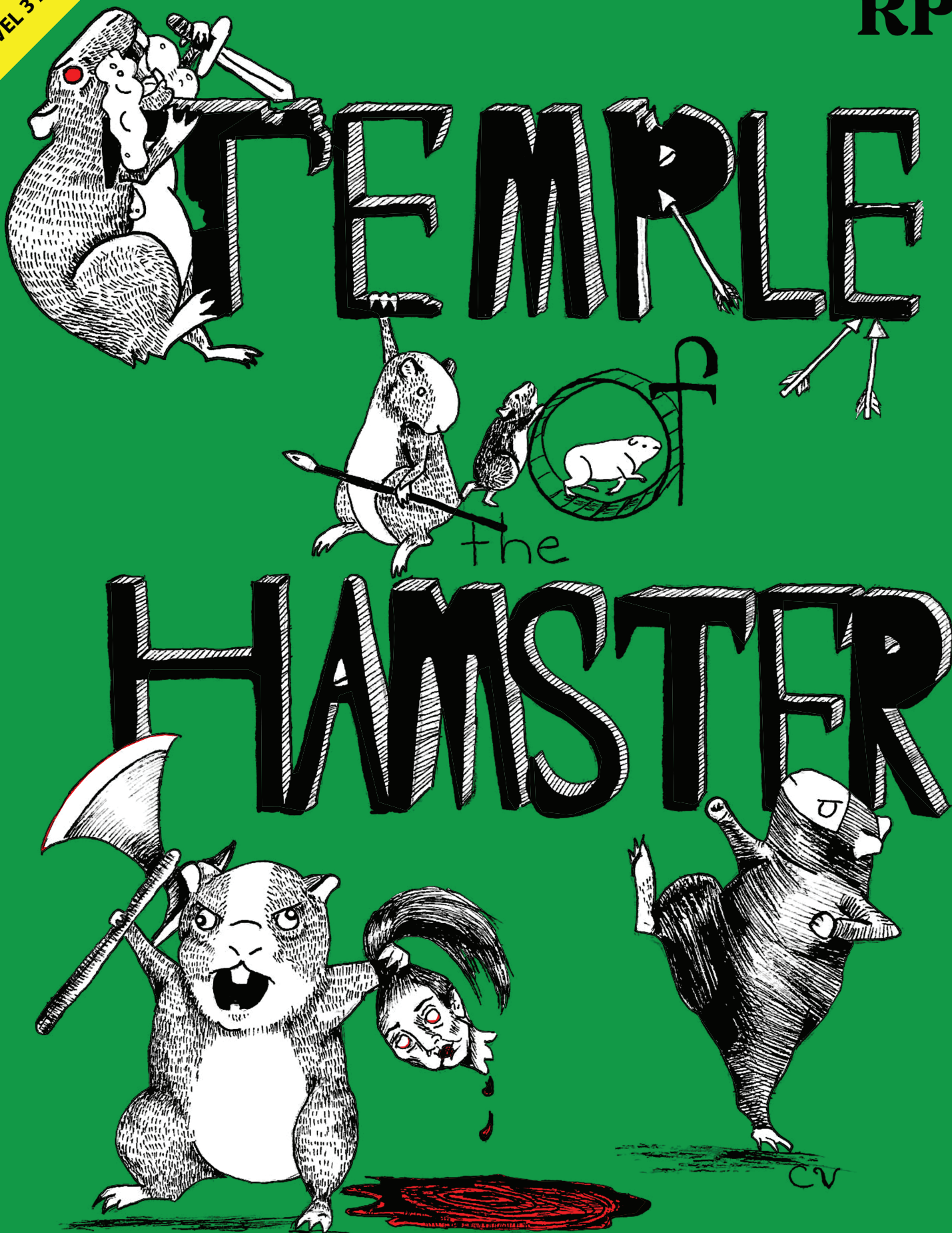


GG 2

A LEVEL 3 ADVENTURE

COMPATIBLE WITH
**DCC
RPG**



By Daniel Vance



Temple of the Hamster

A Level 3 Adventure

By Daniel Vance.

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Temple of the Hamster

A Level 3 Adventure

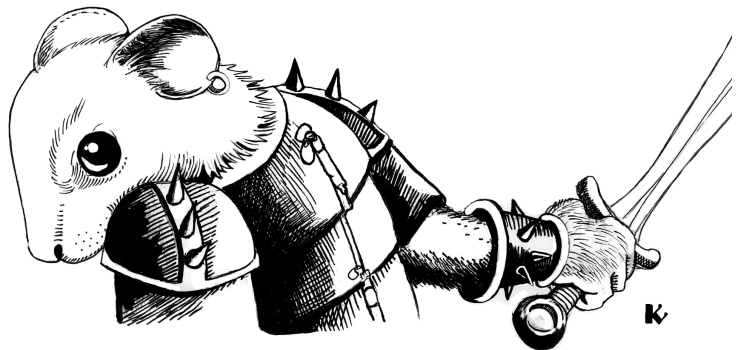
This adventure takes place in the town of Kamis. The town was named after Kamis the Hamster God, also known as the oppressor. Once the god and its hamster priests ruled the town openly. But the people of Kamis grew tired of the cruelty of this cult. A great mob lead by the priests of Garm stormed the temple and destroyed its upper levels. The temple lay forgotten and unused for ages. A city dump known as the mound eventually came into being over its remains. In time the cult of the hamster god reopened its temple; now that they feel strong again, the cult has begun to terrorize the people of Kamis once more.

Set Up: Each adventurer should pick a pregenerated character. Once a character has been selected each adventurer should also draw a random crime for which they were imprisoned.

Start: The adventure starts with our adventurers locked in the local jail for various random offenses. The adventurers are visited by Alderman Jaks Olafson and two city guardsmen. Jaks offers the adventurer's a pardon if they will investigate and stop the murders that have been taking place in a portion of Kamis known as "Old Town." If adventurers make an intelligence check they will know that Old Town is the original section of the city (DC 12). If the adventurers succeed at the check with a DC of 18 or higher, the adventurers will also know that the city of Kamis was named for some forgotten god (once the patron of the city). The alderman describes a series of gruesome murders and disappearances that have taken place. Everyone who has investigated the matter has either turned up missing or dead. Which is why the town council has decided to seek outside help. The alderman will not mention the bizarre manner of death of the last watchmen to investigate the area, unless specifically asked (the watchman's stomachs had burst from being overstuffed with grain). Once the adventurers agree to the pardon, they will be guided to the Old Town District and released. The adventurers will be given all of their starting equipment at this time (no other equipment will be issued). Upon the success of their mission the adventurers will be given a written pardon and a cash reward of 25 gold pieces. If the adventurers chose to flee wanted posters will be sent out calling for their capture and the adventure will of course be over.

Old Town (a district in the city of Kamis) Old Town is the oldest part of the city of Kamis. Its buildings are more worn and rough hewn than the newer sections of town. For the most part Old town is deserted. However for each hour the adventurers spend in the area the game master should roll a d6 on a roll of a one some sort of encounter is indicated (roll on the chart below). Statistics for all encounters are given in the appendix at the back of the module.

Roll	Encounter
1	Beggars d3
2	Band of Thieves d4
3	Lost Guards d6
4	Drunks d6
5	Giant Hamsters d6
6	Hamster Ninjas d6
7	Hamster Raiding Party d6
8	Something Terrible



A. **TEMPLE OF BOREDOM:** The Temple of Boredom is a very plain square building, which has no decoration of any kind. The temple has only one room inside. This room is empty of anything except a very plain altar. No writings or images can be found anywhere inside or outside of the temple. Any knowledgeable person will be able to recall that the temple is dedicated to a very minor lord of law that is so unimportant no one remembers the god's name. The temple is covered in dust and has no priests or attendants.

B. **BURNED OUT SHOP:** This building is a burnt and gutted wreck. The only thing of value in the debris is a small silver pendant of a hamster. The pendant will only be revealed by a thorough search as it is under some of the wreckage.

C. **TEMPLE OF THE DOG:** This small humble temple has one priest remaining. The very loyal but scrawny and frightened priest is one of the few residents remaining in the old quarter. The stone temple is plainly constructed and quite old. It is one of the original town buildings. Once upon a time the Temple of the Dog was a fierce rival to the Temple of the Hamster. The servant of the god Garm knows the history of the Temple of the Hamster and its location under the mound. He has not yet connected the wrecked temple with the murders, however.

Kered (Lvl 1 Cleric of Garm): Init +1; Atk club (1d6); AC 10; HP 7; MV 30'; Act 1d20 SV Fort +0, Ref+1, Will +1; AL Neutral. Spells: Blessing, Detect Magic, Holy Sanctuary, Word of Command

D. **ABANDONED HOME:** This was once a grand home and is now a tattered wreck. Almost everything of value has been taken from this building long ago. If an adventurer makes an intelligence check his or her adventurer would realize that this must be the original Lord of Kamis' residence (DC 12). Naturally the current lords have a palace elsewhere in the city and the ruins of this house lie forgotten. The main item of interest is a large mirror directly facing the doorway to the street. The mirror has lost some of its silver backing and is worth less than 5 copper pieces. However while the adventurers look into the mirror a pale woman can be seen. The image in the mirror will display the house in its former glory. The woman can plainly be seen mouthing the words "behind you." As the door to the house swings silently open. Blood flows over the image and then the house is shown as it is. When the adventurers turn about they will notice the door has swung open and directly across from the house the market can be seen and past that an enormous mound of garbage. The basement of the house contains a wine cellar with 4d6 vintage wines. Each Character may make one luck roll to see if they can find a bottle that has not turned to vinegar. The wine is worth 2d6 gold per bottle. The cellar also contains a hidden tunnel to the entrance of the temple of the hamster (although the exit for the tunnel will not be visible from the other side because of the garbage of the mound). If the game master feels that the action is lacking this is a good place for the adventurers to be attacked by 1d6 giant hamsters.

E. **MARKET SQUARE:** The Market square is empty and unlit except for the inferno which was once the Temple of Bloody Axes.

F. **TEMPLE OF DELIGHT:** The Temple of Delight is abandoned. All of its windows and doors have been carefully boarded up. All of its goods and relics lovingly carted out of this hellhole. It is the only wooden temple on the square. A crazy old woman (Old Betty) once a priestess at the temple still wanders the site. It is unclear whether she was abandoned or retired. She knows nothing about the strange goings on in old town. Old Betty is frail and at the end of her life. She is prone to bizarre ramblings and odd questions. Old Betty may appear (even in the dungeon) if the party is in dire need. She will remember a spell or two (of clerical nature) before dying from exhaustion.

G. TEMPLE OF BLOODY AXES: When the adventurers reach the square one of the first things they will notice is this temple, which is currently on fire. If the fire is inspected it is obvious that the temple has been stuffed with wooden debris and set ablaze deliberately. Outside the temple the axes of the priests lie in a pile, broken and bloody. If the adventurers somehow extinguish the blaze and investigate the ruins nothing of value will be found. However, if an adventurer braves the flames a glowing axe will be found floating in the fire. This magical axe glows with an unholy red fire. The battle axe functions as a Flame brand. The axe will burst into flames up to 3/day, with a duration of 6 rounds. These flames inflict an additional 1d6 damage and may ignite targets on fire (if they are inflammable). An adventurer has to make a luck roll each round spent inside the burning temple; a failed luck roll would result in burns for 1d4 damage.

H. THE MOUND: This innocuous garbage dump actually covers the remains of the Temple of the Hamster. If the adventurers search this area, they will find a hidden opening inside a dilapidated wardrobe (search difficulty DC 15). The adventurers may search this mound as long as they like making a check for each 10 minutes of searching. The adventurers may be attacked by (3d4) giant hamsters (on a roll of a 1 in 6), after the first 10 minutes of searching. This chance for attack should continue to be checked in 10 minute intervals, for as long as the adventurers continue to search.

Giant Hamsters: Init +3; Atk Paws +1 melee (1d4), bite +3 melee (1d6) or net (entanglement); AC 11; HP 10; MV 40'; Act 1d20 SV Fort +1, Ref+3, Will +1; AL Neutral. When a hamster attacks with a net the adventurer must make a Strength check vs. the hamster's attack roll. If the adventurer wins they break free, if not they are entangled in the net until they break free (check once per round) or Characters automatically free themselves in 1d3 rounds if the net is not in the furry little paws of a hamster.

I. GUARD SHACK: Chained, locked and empty. If the shack is carefully explored a collapsed tunnel will be found under the loose floor boards.

J. BEGGAR'S GREEN: The beggars green is a large field. Scattered throughout the field are a number of wooden shacks and cloth tents. If the dwellings are searched a few random items might be turned up at the discretion of the game master. Some of these dwellings are covered in blood or may have bits of flesh inside. A fire can be seen to the center of the field. If the adventurers venture closer they will see a fire in a low stone lined pit around which two figures warm themselves. The two figures are in fact the last of the beggars on the green. They are a bit crazy but generally amicable. Snootfruit and Vanderbeard as they identify themselves claim to have lived here for the past five or so years. They have seen strange shadows lurking about the green and market; shadows that seem to always come from the direction of the mound. The two vagrants are finally planning to leave the area for greener pastures. The vagrants are AC 10, HP 2, and are armed with clubs DM 1d4. Each vagrant has 1d2 copper pieces.

K. PET STORE: This small store is packed with tiny cages filled with small animals. Most of the animals are hamsters but a few other animals are scattered through the store. No large animals are present in the shop and the kindly storekeeper will explain that they are momentarily sold out. The storekeeper is actually a giant hamster in a human mask. The adventurers will notice this if they think to examine the shop or its contents closely (skill check at DC 12). The hamsters are sold off to human children so that they may spy on human families for the cult of the hamster god.



Yrret the Shop Keeper/Giant Hamster: Init +3; Atk Paws +1 melee (1d4) or bite +3 melee (1d6) or net +6 (entangle); AC 14; HP 16; MV 40'; Act 1d20 SV Fort +1, Ref+3, Will +1; AL Neutral.

Net: If attacked with a net the adventurer must make a Strength check vs. the hamster's attack roll. If the adventurer wins they break free of the net, if not they are entangled in the net until they break free (check once per round) or they automatically free themselves in 1d3 rounds if the net is not in the furry little paws of a hamster.

L. ABANDONED HOME: This abandoned home is now used by a band of thieves. The thieves meet here to discuss thefts, split up loot and to lay low from city guard patrols. The exterior of the home is boarded up. Some of the knotholes in the boards are removable from the inside and are used as spy holes by the thieves. Although the back door appears to be boarded it is still able to swing open. This door will be kept locked by the thieves whether they are in the home or not. The threshold of the door is trapped with a tripwire run to a nearby crossbow. The first character inside the door must make a DC 15 reflex save or be struck by a crossbow bolt (unless the trap is disarmed). 10d6 gold and a silver necklace worth 15 silver is hidden under the floorboards of the living room. At anytime there will be from 0 to 5 (1d6-1) thieves present in the house.

Thieves: Init +1; Atk Short Sword +1 melee (1d6); AC 13; HP 9; MV 30'; Act 1d20 SV Fort +1, Ref+1, Will +0; AL Chaotic. Each carries 2d6 gold pieces worth of stolen items.

The Temple of the Hamster

Note: Unless specified the floors in the temple are made of a thick covering of wood chips. This allows hamsters to erupt from underneath the layer surprising adventurers on a 1-2 on a d6.

1. BOULDER TRAP: Just your standard rolling boulder trap here. As the adventurers walk past the center point of the hall, they will trigger this trap. The primary purpose of the trap is to close off the entrance to the temple. Actually harming a adventurer is just an extra. The game master should NOT hint that the boulder might in fact block the entrance, but rather play up the danger of the trap ("Oh no a slowly moving boulder!"). The boulder can actually be quite dangerous once it gets moving. But as it is loud and moving in a straight line it should be easy to move out of the way. Have the adventurers roll for initiative and the game master should roll to determine the initiative for the trap. Any adventurer who has initiative may simply walk out of the way. If the trap has a higher initiative the adventurer must roll to dodge out of the way (a DC 12 skill check). Even in the confined space of the entryway a adventurer could lie down where the floor meets the wall and completely avoid the trap. The boulder will cause 6d6 points of damage if it actually hits a adventurer.

2. GUARD ROOM: Two giant hamsters guard this room. The guards in this room will be alerted and prepared for intruders, unless the party does not set off the rolling boulder trap. Either way they will be in their hamster balls waiting to defend the temple. The guards will attack anyone that is not accompanied by a priest or a giant hamster. When the hamsters are in the enchanted crystal hamster balls use the following stats:

Hamster Balls: AC 18; HP 20; Ball Attack +4 (1d8) Act 1d20, SV Fort +3, Ref +0 Will (as Hamster). Once the balls are broken or opened the adventurers must fight the giant hamsters themselves. Clever adventurers may be able to steal these balls and use them.

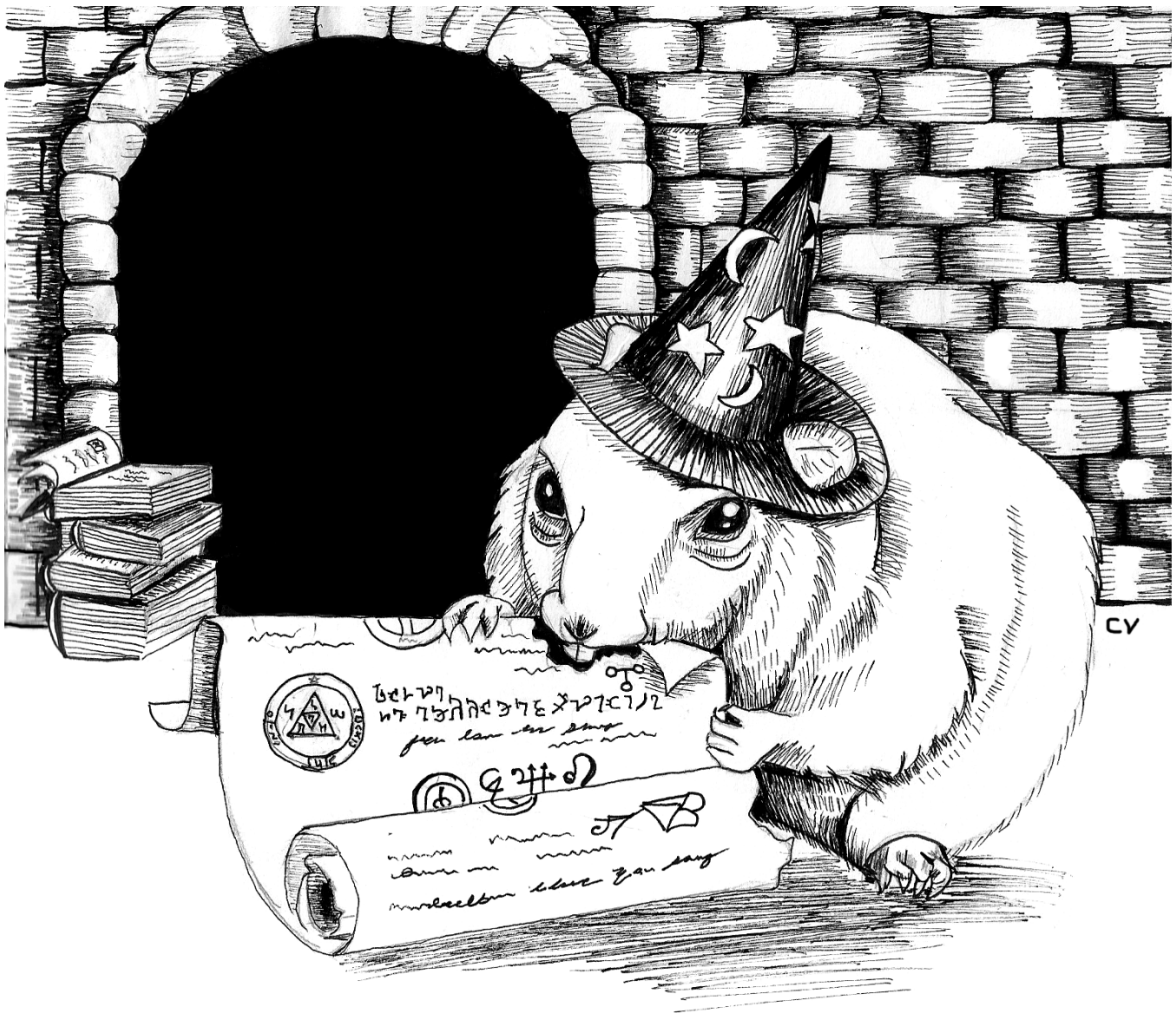
Giant Hamster Guards: Init +3; Atk Paws +2 melee (1d4) and bite +4 melee (1d6); AC 14; HP 16; MV 40'; Act 2d20 SV Fort +3, Ref+2, Will +1; AL Neutral. If the adventurers decide to open the hamster balls the game master should allow any reasonable attempt to work.

3. HAMSTER MONKS DOJO: This room is obviously used for training and sparring. A large reed mat sits in the center of this room. There are also two racks of weapons one on each of the longer walls of the dojo. A table with a small travel shrine occupies the far wall of the room. The shrine is a wooden box about 7 inches wide and 7 inches deep; its height is about 14 inches. The shrine has two compartments the top compartment carries a very fine jade sculpture of the hamster god Kamis and the lower compartment contains a scroll. This magical scroll details Hamster Style Kung Fu, a martial arts technique. The scroll is described in the appendix at the back of this module. The box is obviously designed for travel and a leather strap also rests on the table. The strap may easily be attached to the shrines outer fittings, so that it may be carried as a backpack or sling pack.

Hidden up above the ceiling of the dojo are up to 7 ninja hamsters who will explode into action once the adventurers enter (one ninja for each adventurer character).

Giant Ninja Hamsters: Init +3; Atk Paws or martial arts weapon+4 melee (1d8) and bite +5 melee (1d8); AC 16; HP 16; MV 40'; Act 3d20 SV Fort +1, Ref+5, Will +3; AL Neutral.

Each Ninja also carries a smoke bomb, which can completely obscure the entire room for 1 round. The last few ninjas will use these to escape. Escaped ninjas should be used as random encounters.



4. THE WHEEL OF FORTUNE: This room has a brass wheel inside which a mechanical hamster rests. An elderly hamster with a long beard and pointed hat sits on a cushion nibbling on an old scroll. The giant hamster slowly stands erect and asks if the adventurers would spin the wheel of fate and fortune. If an adventurer agrees, the old hamster asks the adventurer to rest his hand on the outer surface of the wheel and give it a spin. Once the wheel begins to turn the mechanical hamster runs to keep pace with it. The hamster and wheel slowly begin to slow down and when the wheel stops an adventurer's fate is forever changed or revealed (roll d24 and consult the chart below). Although he might mock the adventurers, the old hamster will only attack if threatened. The old hamster's name is Eg'dup. His stats are as follows:

Eg'dup (Ancient Giant Hamster): 3rd level wizard. AC: 10, HP: 12, Spells: Detect Magic, Read Magic, Magic Shield, Choking Cloud, Color Spray and Invisible Companion. Invisible Companion has already been cast at a 20 on the casting roll. AC 18 HP 12, +3 attack bonus, will wield sword hidden under cushion. 50% chance of attacks missing the companion because of its invisibility.

The Wheel of Fate and Fortune

	Effect of the Wheel
1	Adventurer loses 1d3 off of a random attribute permanently.
2	Adventurer grows hamster feet and gains +10' to speed.
3	Adventurer is cursed to have all clothes and equipment become rags. This curse is permanent and will affect all new clothes and equipment used by the adventurer. The curse takes 1d3 days to effect the adventurer's belongings
4	The adventurer gains 1 applicable magic weapon (or wand if wizard).
5	The adventurer will miss their next 3 saving throws.
6	A fortune of 10d100 gold coins rains down on the adventurer causing 1 point of damage for every 25 coins. If the adventurer makes a reflex save, they take half damage. All other adventurers within 5 feet take half damage or quarter damage on a save.
7	The adventurer transforms into a giant hamster.
8	A small mammal has been inserted into one of the adventurer's orifices Richard Gere style.
9	The adventurer will miss their next saving throw.
10	The adventurer is blessed with a +1 bonus to all actions, rolls, saves, and damage for the rest of the adventure.
11	The adventurer is cursed to transform into a regular hamster whenever they enter combat.
12	The adventurer is blessed by the hamster god to make his next 1d3 saving throws automatically.
13	The adventurer is cursed to follow the orders of the hamster priest (and the priests automatically realize this curse upon viewing the adventurer).
14	The adventurer grows a thick and luxurious hamster hair suit all over their entire body. The adventurer takes a -1 penalty to social rolls but gains +2 to AC. The effects are permanent.
15	All of the adventurer's equipment and valuables evaporate.
16	The hamster god grants the adventurer the ability to call forth a giant hamster champion. The giant hamster uses typical stats given in the appendix. The adventurer should roll d6 to see how often they may call forth this champion (1. Only once. 2. Three times. 3. Once every month. 4. Once a week. 5. Once a day. 6. Once a day and hamster has maximum HP).
17	If the adventurer is a wizard they permanently lose one spell (which can now only be cast by spell burning at least one point). If the adventurer is a cleric they have earned the displeasure of their god and may no longer cast spells until they atone for their transgression (a matter left up to the game master).
18	Nothing seems to happen but the adventurer is marked by the hamster god. All hamsters and rodents will squeak at his or her arrival. The adventurer will be treated with deference by those that see this mark. Clerics, seers and prophets will also notice the mark if they make a perception check.
19	The adventurer gains one random 1 st level wizard spell. If the character is a wizard, this additional spell is permanent otherwise roll d6 to determine how many times it may be cast.
20	The adventurer grows some really big hamster teeth and gain a 1d6 dm bite attack.
21	The hamster god rips their soul from their body. Each hour that it is gone they receive a cumulative -1 to all ability scores (until a score reaches 0 and they die). If the soulless adventurer can defeat the hamster god before this happens, the soul will be returned (along with the lost points).
22	The adventurer may now choose to transform into a giant hamster. While in this form the adventurer gains +3 AC +1HD, +3 STR, +2 CON but has a -5 INT, -3 PER and a -1 DEX.
23	The adventurer can now only speak in hamster tongue.
24	The adventurer gains 1d3 on an attribute (max 18).

5. **THE ORACLE'S CHAMBER:** This small cramped room is the oracle's chambers. Incense hangs fills the air and tapestries with mystic phrases hang on the wall (phrases like: "Eat at Joes Rib Shack"). A table with a crystal ball rests in the center of the room. And sitting in a tall wooden chair is a hamster with mustache (possibly fake) and a tiny cylindrical hat. The cylindrical hat is decorated with the images of the sacred hamster wheel. The giant hamster will introduce himself as Taf Obbuhc, the oracle of the temple. Taf Obbuhc is an old fraud with no magical powers at all. He will attempt to con party members into having their fortunes told. All fortunes are incredibly bogus lies. If attacked Taf will bite the nearest adventurer and flee. Taf is infected with the hamster lycanthropic virus, so anyone bitten must make a CON saving throw (DC 17) or become a were-hamster on the next full moon. Since he is a were-hamster he may also transform into an old man with a mustache or a regular size hamster. Taf's only treasure is a pocket full of copper coins and his crystal ball. The crystal is actually magical, but Taf does not understand its use. The Crystal ball is described in the appendix.

Taf Obbuhc (Giant Hamster Con Artist/Were Human): Init +3; Atk Paws +1 melee (1d6) and bite +3 melee (1d8); AC 14; HP 16; MV 40'; Act 1d20 SV Fort +1, Ref+3, Will +1; AL Neutral. If Taf Obbuhc transforms into a human his stats actually decrease to that of a normal 0 level man. However he may only be truly killed with silver or magical weapons. Taf will only receive half damage from normal weapons and will regenerate normal damage even if slain (1 hp/minute). Taf is a coward and if he is badly injured he will try to feign death and escape.

Feel free to use the following table when making up fortunes or invent your own.

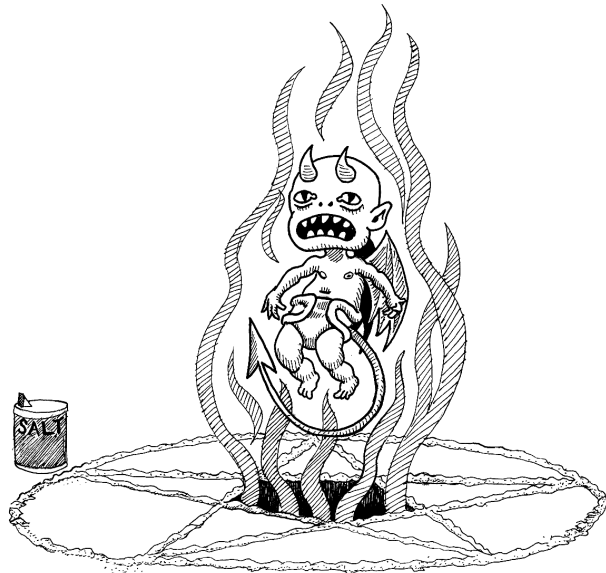
Roll	Stupid fortune
1	You will die on the toilet (after you become a famous minstrel).
2	Your next dream will come true
3	An attractive stranger has a message for you.
4	(Insert random party member) is trying to kill you.
5	You will meet a tall dark handsome stranger.
6	Beware of a one eyed man!
7	Beware of a woman dressed all in green.
8	You will get a promotion at work.
9	You will travel soon.
10	A great evil is coming! Only you may defeat it. Look to the east for a sign of its arrival.
11	If you take three lefts in a row, they will take you where you want to go (true).
12	(Insert random party member) is your long lost brother.
13	You will win a kingdom by your own hand.
14	You will be imprisoned for a crime you did not commit.
15	When the north wind howls follow it and you will find your hearts desire.
16	A rich widow has her eye on you, marry her and your dreams will come true.
17	Great fortune will soon be yours.
18	Great misfortune will befall you if you leave your house on the next waning moon.
19	(Insert a random party member) is secretly in love with you.
20	Someone close to you is envious of your wealth or position and seeks to sabotage your success.

6. **TEMPLE LIBRARY:** This musty room is filled with scrolls and books written in the ancient hamster language. A very ancient hamster wearing a worn pointy hat sits in a comfy chair chewing aimlessly on a tattered scroll. The hamster will not fight the party and is actually quite kind albeit very senile. He will address the group as if they were young hamsters and nothing will shake him of this conviction. Since he is quite senile he is not much use answering adventurer questions. He will allow the adventurers to read or remove any work (as long as they agree to return it). The librarians name is Yttaf and on close inspection his pointy hat can be seen to be a child's birthday hat. All of the written works in this room have been nibbled upon. As the strange scrawl of "hamstereese" can only be understood by chewing on the written work. A scroll with spell to summon Ereg Drachir is lying in a pile of other scrolls in this room. If this scroll is used while fighting the hamster god, Ereg Drachir will come and retrieve his pet.

Yttaf (Ancient Giant Hamster Librarian): Init +0; Atk Paws +0 melee (1d4) and bite +1 melee (1d6); AC 12; HP 10; MV 40'; Act 1d14 SV Fort -1, Ref+0, Will +3; AL Neutral.

If the adventurers read the books roll on the chart below to see what they have found. Each Adventurer may roll but once (ignore duplicate rolls or make something up.)

Roll	Book or Scroll Found
1	The Scroll of Ereg Drachir (contains spell the summon Ereg Drachir). This scroll is detailed in room 11.
2	Of Hamsters and Men ("Its called interspecies erotica bucko").
3	The History of the Town of Kamis.
4	The Revels of the Hamster God (general knowledge about the cult).
5	101 Uses for a Human Child.
6	The Care and Feeding of Humans
7	A scroll with one random 1 st level spell. This enchanted scroll can be used to cast the spell once per day. The scroll may only be used by the appropriate type of spell caster (25% chance of a wizard spell/75% chance of a clerical spell).
8	A scroll cursed to transform the reader into a giant hamster.
9	A scroll filled with drawings of hamsters performing mundane activities.
10	The Big Book of Unnatural Acts.
11	A book of children's stories.
12	A physicians guide for the care of hamsters.
13	As the Wheel Turns (a trashy romance novel for hamsters).
14	Legends of Fur and Fang (Myths and legends about great hamster heroes of the past).



7. ROOM OF THE HAMSTER PRIESTS: This wood chip filled room is where the hamster priests take their rest. A beautiful hamster wheel rests in the corner and the finest drink and food dispensers hang from the wall. While the room appears empty 2 hamster priests actually lie asleep under the wood chips. The treasure of the hamster priests lies underneath the wood chips as well; 13 gems worth 1d6 gold coins each. The gems are contained in a box fashioned from a human skull.

Giant Hamsters Clerics(level 3): Init +3; Atk Paws +2 melee (1d4+2) and bite +4 melee (1d6+2) or mace +1 (1d6+2) or by spell (listed below); AC 14; HP 24; MV 40'; Act 1d20 SV Fort +1, Ref+4, Will +2; AL Neutral.

Cleric 1: Word of Command, Darkness, Food of the Gods, Detect Magic, **Bloat** (see appendix).

Cleric 2: Paralysis, Blessing, Holy Sanctuary, Detect Evil, **Bloat**.

NOTE: Cleric 2 also carries the **Enchanted Human Hand**, detailed in the back of this module.

8. THE HUMAN CAGES: This room is lined with wire cages filled with human children. Most of the children are infants but some are as old as 2-3 years. The cages are quite comfortable providing everything a small human needs: woodchip bedding, exercise wheels, food bins and drip style drink dispensers. A giant hamster is the caretaker here. If the caretaker is engaged in combat, it will throw the caged babies at the adventurers; please won't you think of the children? The Giant Hamster also has one pouch of sleep dust. The effects of this dust is described below. One side of the room has a very large adult size cage. Currently the large cage is empty but if the adventurers are captured they will be placed inside (until they are taken to fight in the arena or sacrificed).

Giant Hamster/Care Taker: Init +3; Atk Paws +1 melee (1d4) or bite +3 melee (1d6) or dust; AC 14; HP 16; MV 40'; Act 1d20 SV Fort +1, Ref+3, Will +1; AL Neutral.

Pouch of Sleep Dust: This dust may be used in two ways. The hamster may either sprinkle a pinch of dust on a foe or throw the entire bag at the party. If a pinch is used the victim must make a Fort save (DC 17) or fall asleep for 1d6 turns. If the pouch is thrown everyone within a 10' radius must make a Fort save (DC 15) or fall asleep for 1d6 rounds (clearly the dust is more potent when sprinkled not thrown).

9. THE TUBE MAZE: The tube maze is a tangle of clear tubing that twists and wraps around itself. The secret to the maze isn't really very impressive. As adventurers navigate the maze they will come to a series of junctions. If the adventurers state that they are making a left turn three times in a row they will come to a three-pronged junction. If the adventurers answer in any other fashion they will remain trapped crawling through the very tight maze. Periodically hamsters will attack the last person in the group from behind. Since the tunnel is so tight the adventurers will not be able to turn around. This pack of crazed regular hamsters will viciously bite the last adventurer in the rear. The attack role is made at +3, for 1d4 points of damage. The game master should check if the adventurers make a wrong turn at a junction. Roll d6 the rear adventurer is attacked on a 1-3. The adventurers are ignored if they turn correctly. I realize this is unrealistic, but it will help get them through. Plus you are fighting hamsters so realism is kind of out the window. No map of the maze is given just keep describing the cramped maze and bringing them to junctions until they die or figure it out. The three-pronged junction will take the players to the right, left or forward exits of the room respectively.

10. **THE FALLING CAGE:** An enormous heavy iron cage drops from the ceiling. After a while, some hamsters come by to look at what the trap has caught; They are clearly laughing at you. They point and say “Squeek Squeek Squeek!” at your dilemma and then leave. If the adventurers are unable to escape the giant cage a hamster will come by every hour and poke them with a stick. The adventurers may make a skill check once per hour to try to overturn or break free of the cage. Doing so is exhausting and the adventurer in question must rest between checks. The DC of the check is 25. Each investigator trying to overturn the trap adds 1 point to the die roll (+STR bonus). A natural 20 will automatically succeed. The trap may be noticed simply by looking up.

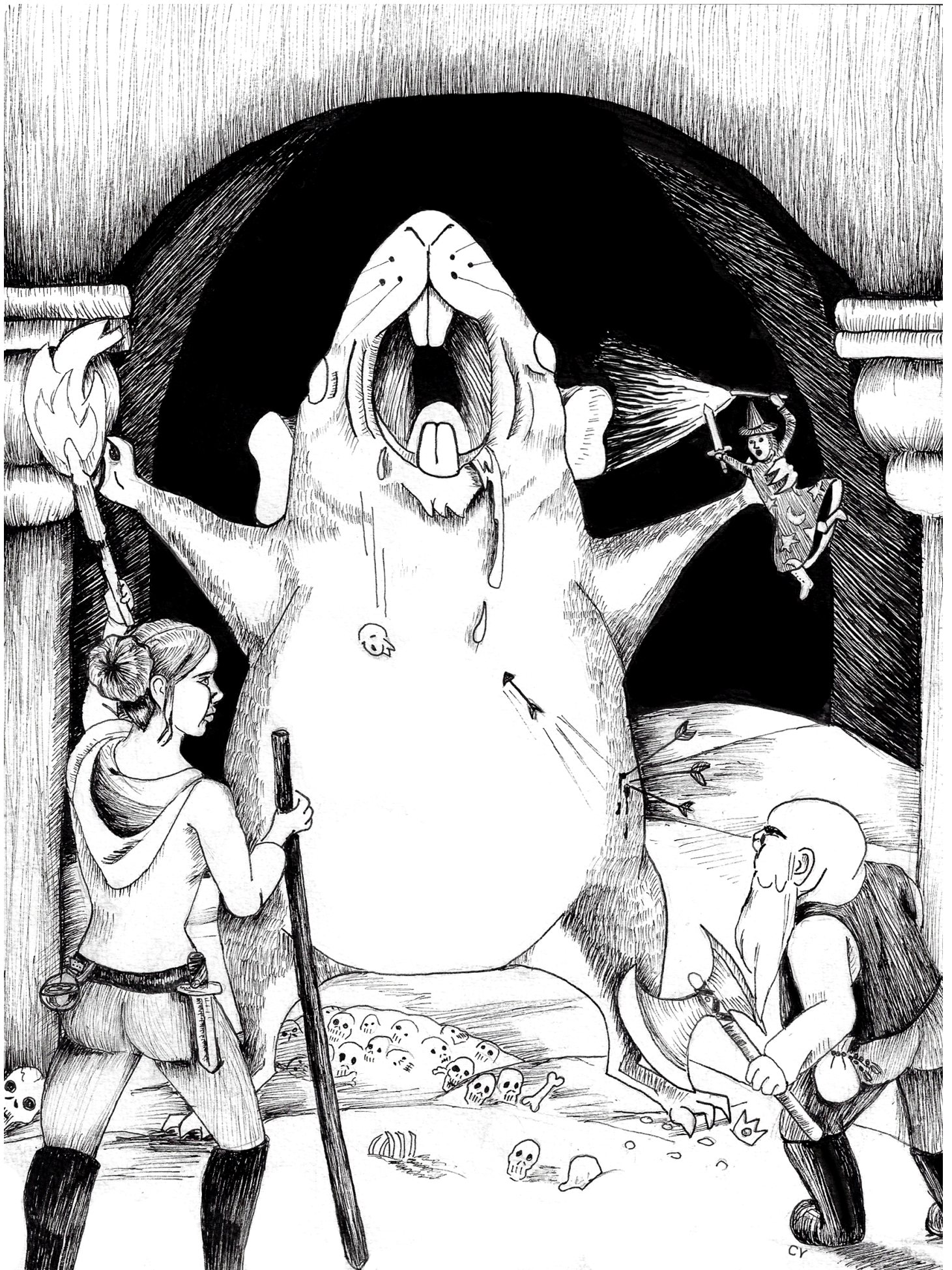
11. **MAIN TEMPLE:** This is a very elaborate temple carved from colored marble. The walls are decorated with relief sculptures of important hamsters and the floor is an inlaid glass tile mosaic depicting wood chips with a smattering of vegetables. On the main wall of the temple is massive tapestry of a hamster wheel. An altar of carved jade lies just off of the center of the room, behind which a large stone throne can be seen. If the stone throne is touched Kamis the Oppressor will materialize on it. Kamis the Oppressor is a very minor demon god. Kamis, the dread lord of all hamsters appears in the shape of a gigantic hamster. If he is sorely pressed in combat he will call upon his patron the dread Ereg Drahcir. Nothing is known about this patron except he has a reputation for being quite mysterious. Ereg Drahcir also has the ability to cut weapons in half with his mind. If either Kamis or the party calls Ereg Drahcir, a whirling cloud of smoke will begin to form in the ceiling (this takes 1d4 rounds). The purple cloud will throw off harmless flashes of green light and generally look very ominous. After the cloud forms an enormous hand reaches into the room and retrieves Kamis. The hand pulls Kamis into the cloud at which point the hand, cloud, and Kamis all disappear. It will be centuries before Ereg Drahcir allows his hamster to escape again. If Ereg Drahcir is summoned after the Hamster God is slain (or if his hamster is killed while the gate is open) roll on the chart below to see what Ereg Drahcir does.

Roll	Action from Ereg Drahcir
1	Nothing, but the sounds of weeping may be heard.
2	Lashes out in anger crushing one character then leaving.
3	Scoops up all of the characters and deposits them in another time or world.
4	Scoops up all of the characters and teleports them 5d100 miles away
5	Transforms them into giant hamsters
6	Transforms an adventurer to take his hamster's place
7	Bestows each character a gift (which may or may not be usable).
8	Seemingly nothing but the character's piqued Ereg Drahcir's interest and he will begin watching them and perhaps meddling in their affairs for his own amusement (his cloud may reappear and enormous eyes will be seen watching the party or worse).

Kamis the Hamster God: Init -2; Atk Paws +7 melee (2d8) or bite +10 melee (3d6) or magic (see below); AC 14; HP 80; MV 40'; Act 1d24 and 1d20; SV Fort +10, Ref+5, Will +10; AL Neutral.

Hamster God's Magical Abilities:

Spider Climb (+7 cast check); Dispel Magic (+7 cast check); Charm Person (+7 cast check); Choking cloud (from the butt of the hamster); Comprehend Languages (Automatic, cast at 22); Teleport (any range no error, no casting check); ESP (Automatic, cast at 18); Fulfill another's wish (No casting check needed); Breath fire (as flaming hands +7 to cast check); Invoke Patron (Ereg Drahcir), **Bloat** (+7 to cast check see appendix)



12. **TREASURY:** The head of a large jade hamster protrudes from the wood chip floor. A sparkle of gold can be seen glinting in the open mouth of the sculpture. This Jade sculpture will animate and attack if molested; it will definitely bite the first person that tries to stick their arm in its mouth. The statue will erupt from the wood chips when it attacks (it is a whole carved hamster not just a head). If the adventurers place an object of value in the statues mouth it will allow them to leave unmolested.

Hamster Golem: Init +6 (surprise); Atk Paws +3 melee (1d8); AC 16; HD 3d8; HP 20; MV 30'; Act 1d20; SP surprises 50% of time; SV Fort +4, Ref -2, Will -2; AL Neutral. The hamster golem performs as a living statue made of stone. Inside the Hamster Golem is 6d6 gold, 12d6 silver and 18d6 copper coins and 7 small gold hamsters worth 1 gold each. The gold hamsters are magical but actually do nothing except mark the adventurer bearing one as a thief to all hamster kind.

13. **THE TOMBS OF THE HAMSTER KINGS:** This room is filled with large long cardboard boxes. The boxes are brightly painted and covered in strange colorful characters. This writing is undecipherable. The boxes are about 7 feet long by 3 feet wide and 3 feet tall. Each box contains the mummified corpse of a hamster king. The fifth box contains a hamster mummy/vampire. Each hamster king is buried with 2d6 silver worth of jewelry and a mask worth d6 gold. The masks are made of various materials such as ivory, jade, silver and the like. On a side note observant adventurers might notice that the boxes are actually giant shoeboxes. The names of the kings are printed on each box: Ekin, Sadida, Kobeer, Esrevnoc, Amup, Sdek and Srehceks.

Mummified Giant Hamster King: Init +0; Atk Choke +5 melee (1d4/2d4/etc); AC 11; HD 8d8+8; HP 48; MV 20'; Act 1d20 SV Fort +4, Ref+2, Will +10; AL Neutral.

Note: this mummified hamster king has the same abilities and weaknesses as a regular mummy (including mummy rot).

14 **THE EMPTY ROOM:** This room is completely empty except for its menacing woodchip floor. Now everyone can savor the nostalgia of an empty room. Don't forget to try to make adventurers paranoid about its possible contents. After the party leaves this room, strange noises can sometimes be heard emanating from it.

15. **THE WONDEROUS TOMB:** This is the tomb of some very ancient king or great wizard. There is no way in or out of this tomb as it is surrounded by solid rock. Also the tomb is masked by incredibly powerful magic, which makes the tomb completely undetectable. The tomb is constructed so well that even dwarves may not smell the gold or gems (if you go in for that kind of thing). The tomb contains piles and piles of coins of every kind, mounds of glittering gems (including one specimen worth over 10,000 gold), not to mention all of the magical treasure and jewelry contained herein. The Hand of Vecna? Yup it's in here, holding the Sword of Kas. Why would this stupidly large trove of treasure be in this module? So that you as the game master can tell your adventurers they have missed all the best stuff! Remember gloat long and gloat hard.



16. ARENA: The arena is lined with fine carved marble. It is oval shaped and has seating on the north and south walls. Currently the hall is filled with hamsters of all sizes cheering on human children, while star trek style fight music is played (by minstrel hamsters). All the while a hamster is walking the aisles hawking snacks. These snacks consist of deep fried or pickled human skin, fingers, eyes, etc. The arena floor where human children are made to do battle for hamster amusement is made of a thick layer of wood chips. Currently two toddlers are fighting with tiny weapons; one has a net and a spear and the other a morning star on a chain. If the hamsters are attacked the smaller hamsters will form into a horde while the larger hamsters fight independently. The human toddlers should be used as wild cards, attacking whichever group the game master sees fit (or doing nothing at all).

Horde of Small Hamsters: Init +3; Atk: Group bite +3 melee (1d8); AC 12; HD 3d8; HP 20; MV 40'; Act 1d30; SV Fort +1, Ref+0, Will +0; AL Neutral. For each 5 points of damage received by the swarm move the action and damage dice down the dice chain one notch.

8 Giant Hamsters : Init +3; Atk Paws +1 melee (1d4) or bite +3 melee (1d6); AC 11; HD 2d8; HP 10; MV 40'; Act 1d20; SV Fort +1, Ref+3, Will +1; AL Neutral.

Toddlers : Init -3; Atk weapon -1 melee (1d3) or bite -2 melee (1d2); AC 9; HD 1d3; HP 3; MV 10'; Act 1d12 SV Fort -3, Ref-8, Will -5; AL Chaotic.

17. TUNNELS TO HAMSTER CITY: This tunnel leads out of the temple and out of the adventure. It is left open for the game master to expand if the adventurers wish to explore further.

18. TUNNEL TO THE PET STORE: This tunnel leads to a small alcove with a ladder. The above the ladder is a trap door in the ceiling, which leads to the backroom of the pet store.

19. PSYCHIC HAMSTER: This small round room is bare of furnishings except for a small round cushion upon which a hamster sits cross-legged. The hamster is technically a giant hamster but much smaller (the size of a small child). The hamster's eyes are closed and it seems to be in a deep state of meditation or asleep. This deadly but cute hamster is a mental adept. It has mastered the mental arts. As the adventurers walk into the room the hamster will speak telepathically and ask them what they seek. If the hamster is asked politely it will inform them that its name is Oob. The hamster can unleash a deadly psychic blast, use telekinesis, precognition and of course telepathy. The furry psychic will only unleash his fury if provoked, otherwise he will probably do his best to ignore the party.

Oob/Psychic Hamster: Init +10; Atk Paws +1 melee (1d4) and bite +3 melee (1d6); AC 14; HP 16; MV 40'; Act 1d20 (plus 2d20 psychic actions); SV Fort +1, Ref+3, Will +10; AL Neutral.

The psychic hamster may use two of the following psychic abilities in any combination each round in addition to any melee attacks it chooses to make.

Psychic Armor Class

Most abilities must overcome an opponents psychic armor class or PAC to be successful. Generally the hamster must roll above the Targets personality score. The personality score is used as a psychic armor class, or PAC; intelligence will also modify PAC.

Empathic Crush

This attack floods an opponent with overwhelming emotional stimuli. Empathic Crush also causes damage to an opponents personality score. This damage is temporary and will return at a rate of 1 point for every 10 minutes not in combat. This damage also lowers the victims PAC making successive psychic attacks more devastating. Penalties from following attacks are not cumulative, simply use the highest penalty received.

Empathic Crush Effect Table		
# above PAC	Damage to PER score	Secondary Effects
0	-	The victim begins crying like a little child -1 to all actions for 1 round
1	-	The victim wets themselves -2 to all actions d2 rounds
2	1	The victim soils themselves -3 to all actions for d3 rounds
3-4	1	All the above happens -4 to all actions for d4 rounds
5-6	d2	All the above happens while the victim also laughs uncontrollably -5 to all actions for d6 rounds.
7-8	d3	All the above happens and the victim convulses for 1 round and may perform no other action. The victim is at -5 to all actions for d6 rounds afterward.
9-11	d4	The victim screams in terror and pain and is stunned for d6 rounds. At the end of this time a will saving throw with a DC of 12 must be made or the victim will try to commit suicide at the earliest opportunity.
12-14	d5	The victim screams in terror and pain and begins convulsing. A Fort saving throw must be made with a DC of 15 or the victim has a heart attack and dies. Convulsions last for d6 rounds.
15-17+	d6	The victim's head explodes, they may make a saving throw if they want but they are still dead.

Psychic Blast

This attack is a barrage of pure psychic energy; it is used to batter the mind of an opponent into unconsciousness, insanity or death. Psychic blast has a range of 20 and may be used to attack up every creature in the psychic's field of vision. When the psychic uses this attack they will roll one attack roll for the opponents in the area of effect. This roll will be compared with the opponents PAC and the results will be determined with the table below.

Psychic Blast Effect Table		
# above PAC	Damage	Secondary Effects (Will save vs. check to avoid secondary effects)
0	1d4	None
1	1d6	None
2	1d8	-3 to all actions next round
3	2d6	Stunned for 1 round
4	2d6	Stunned for 1d3 rounds
5	3d6	Confused for 1d6 rounds
6	3d6	Stunned for 1 round and idiocy (1d6 INT damage, heals at 1/day)
7	3d6	Stunned for 1d3 rounds and idiocy (2d6 INT damage, heals at 1/day)
8-9	4d6	Stunned for 1d6 rounds and idiocy (3d6 INT damage, heals at 1/day)
10-11	4d6	Unconscious for 1d6 Hours
12-14	4d6	Coma for 1d6 days
15-16	5d6	Coma for 1d6 weeks Plus permanent Idiocy (1d6 INT loss)
17+	6d6	Death

Telekinetic Attack

A psychic may use this attack to physically crush their opponents with telekinetic force. The psychic hamster may target one opponent with this attack. The hamster must roll against his opponents PAC. If the attack succeeds the target takes 2d6 damage and may be pushed back up to 20 feet.

Telekinetic Shield

When used the psychic forms a shield of telekinetic force, which will deflect attacks. The telekinetic will reduce the damage from all attacks by 1d6 damage. This defensive screen lasts d6 rounds. Only one telekinetic screen may be used at a time. While no dice roll is required, one action die is expended to activate this defense. This die is only expended for the round, not the duration of the shield.

Precognitive Attack

A psychic who possesses precognition may try to maneuver their opponents into unsafe positions where harm will befall them. Often the psychic will use their abilities to position opponents to be struck by the melee attacks of others. To succeed in this attack the psychic hamster must roll against an opponents PAC. Each point rolled above the PAC causes one point of damage. The game master should come up with a creative description for how this damage is accrued.

Precognitive Defense

Psychics with precognition are very difficult to hit. The psychic may use this defense to dodge attacks before they actually occur. When this defense is used the psychic rolls the d20 action die; the die roll is banked as points, which may be spent to increase the hamsters AC. Each attack is handled separately and in any case unused points disappear at the end of each round. For example if the hamster were to roll a 7 on their action die, it would have 7 Precognitive Defense Points to spend that round. Perhaps on the first attack it might have to spend 5 points raising its AC to 19; leaving only 2 Precognitive Defense Points remaining. If the next attack would hit AC 17 or higher there is no way for the hamster to stop the attack and it would be successful. However the hamster could spend the remaining 2 points on the next attack after that one. Precognitive Defense Points may also be spent on saving throws; if used in that manner they give a +1 bonus for each point spent. Remember all unused points dissipate at the end of the round.

Telepathic Attack

The psychic uses this attack to trap an opponent in a web of lies and illusion. If the attack is very successful the psychic might actually be able to hijack an opponent's body. This attack form has a range of 50 feet. The psychic must be able to see the opponent for this attack to be successful; however once the attack is made line of sight is no longer necessary.



Telepathic Attack Table	
# above PAC	Effects
0	Mental whispers distract the victim -3 to all actions for 1 round
1	Mental whispers and images distract and blind the victim for d3 rounds -5 to all actions.
2	The psychic is able to overload the nervous system of the victim for 1d3 rounds, causing him to stand frozen during this time.
3-4	The psychic influences his opponents mind he is able misdirect his opponents actions for 1d4 rounds. Examples of this influence include: making the opponent move to a location of his choosing (if the opponent choose to move), cast the wrong spell, cast a spell at the wrong target, attack the wrong target, etc. The psychic may not initiate an action only misdirect one.
5-6	The psychic hijacks his opponents mind he is able cause the opponent to stand still for 1d6 rounds or perform various actions for 1d3 rounds.
7-8	The mind of the opponent is suppressed for 1d6 rounds. The psychic may use the opponent's body as a puppet during this time.
9-11	The mind of the opponent is suppressed for 2d6 rounds. Not only can the psychic use the opponent's body as a puppet, but they may also transfer their consciousness to the body while the opponent's consciousness is suppressed. If the psychic transfers consciousness to the new body and their old one dies the psychic will be trapped in the new body and it will be up to the game master to decide how best to proceed. The original mind is conscious of the invasion of its psyche and is able to access its senses (but is unable to act).
12-14	The mind of the opponent is knocked unconscious for 1d3 hours. During this time the psychic use the opponent's body as a puppet, they may also transfer their consciousness to the body and controlling it until the original consciousness revives. If the psychic transfers consciousness to the new body and their old one dies the psychic will be trapped in the new body and it will be up to the game master to decide how best to proceed. The affected person will have no recollection of what has transpired after the effect has worn off.
15-17+	The mind of the opponent is snuffed out. Not only can the psychic use the opponent's body as a puppet, but they may also transfer their consciousness to the body and live in it indefinitely.

Appendix I: MAGIC ITEMS

The Scroll of Hamster Style Fighting: If a character reads this scroll and practices the martial arts detailed within, the following abilities will manifest after (2 weeks of practice): The ability to cause damage with an unarmed attack, a bonus to armor class and a bonus to movement. The AC and movement bonus only applies when the character is unarmored and unencumbered.

Level	Unarmed Damage	Bonus to AC	Bonus to Movement
0	1d4	+1	None
1	1d6	+1	+5
2	1d8	+2	+5
3	1d8	+3	+10
4	1d10	+4	+10
5	1d10	+5	+10
6+	1d12	+6	+15

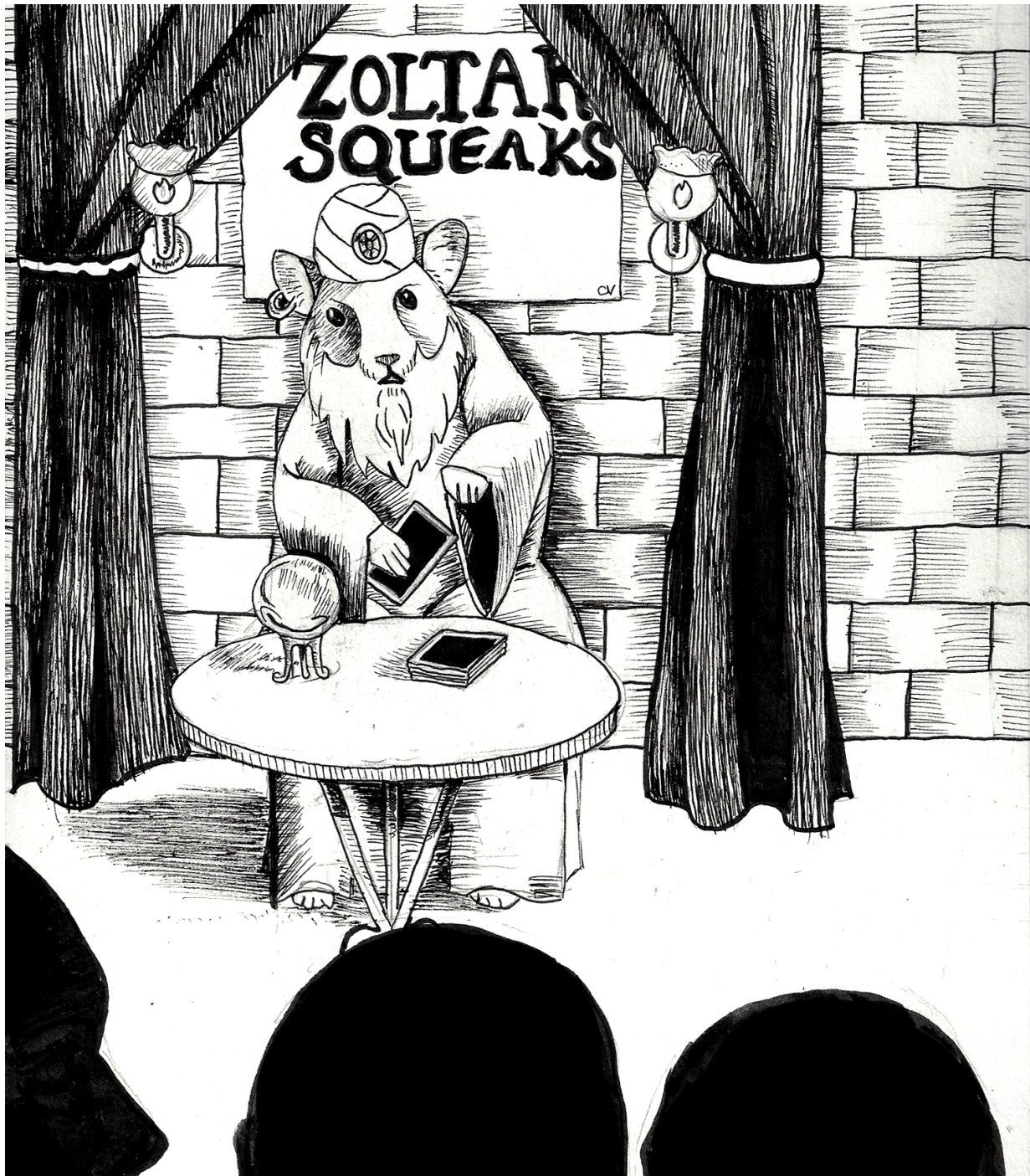
NOTE: In this instance, level is determined by each level gained since finding and reading the scroll. The Character must continue to practice hamster style Kung Fu to gain any long term benefit from the scroll. The game master may want to limit the use of this scroll to warriors and thieves

The Enchanted Hand: This weapon appears to be a withered human arm severed at the elbow. The arm is wrapped with leather thongs at its base and covered with strange runes. This enchanted hand may be used as a club. In combat it strikes for 1d8 points of damage. The enchanted hand also has other effects in combat, after a successful strike roll on the chart below to determine what else occurs to an opponent:

Roll	Additional Effect (armor or helmet may negate some effects)
1	Nothing
2	Finger in the nose. No effect but gross
3	Disarm! The hand wrests the opponents weapon out of their grasp and wields until after its next attack. The weapon's base damage is added to the hand's damage on its next attack.
4	Sneaky Fingers! The hand steals one random object from the target
5	The Shocker! Its nails are so sharp, -3 to next action.
6	Bitch Slap! +1d6 extra damage and -1 to next action from shame.
7	Tickle Tickle! -1 to next action and Spell checks at -3
8	Fish Hook Mouth Grab! -2 to next action and no spell casting allowed.
9	Three Stooges Eye Poke! Lose next action and -1 to all actions for 1 round afterward.
10	Wet Wiley! - 1 next action.
11	Nipple Twist! Lose next action.
12	Crotch Grab! Opponent stunned for 1d3 rounds.

The hand is animated and has a will of its own and it may perform unexpected actions at inconvenient times. Once the hand has chosen an owner it will not be parted with them and will slowly travel after its new owner if separated (regardless of distance).

The Crystal Ball: If an adventurer holds the ball in their hand and gazes deeply into its depths, they will begin to see flashes of spectral light and images. The player must make an intelligence check with a DC of 16 on a failure the adventurer has attracted misfortune. The Game Master may cause the player to fail any one roll of his choice. This misfortune is permanent until used. The air of misfortune also causes the adventurer to suffer minor discomforts such as losing small objects, tripping or stepping in puddles/excrement. This effect is continual until such time as the Game Master forces the player to fail a roll. Once this has occurred there is no other ill effect. A player that succeeds their intelligence check will gain 1d6 temporary luck. These points function in the same way normal luck points do but under no circumstances to they regenerate; once spent they are gone. The crystal ball will function only one time for an adventurer. Each time the crystal is used roll a d6 and on a roll of a 1 the crystal crumbles.

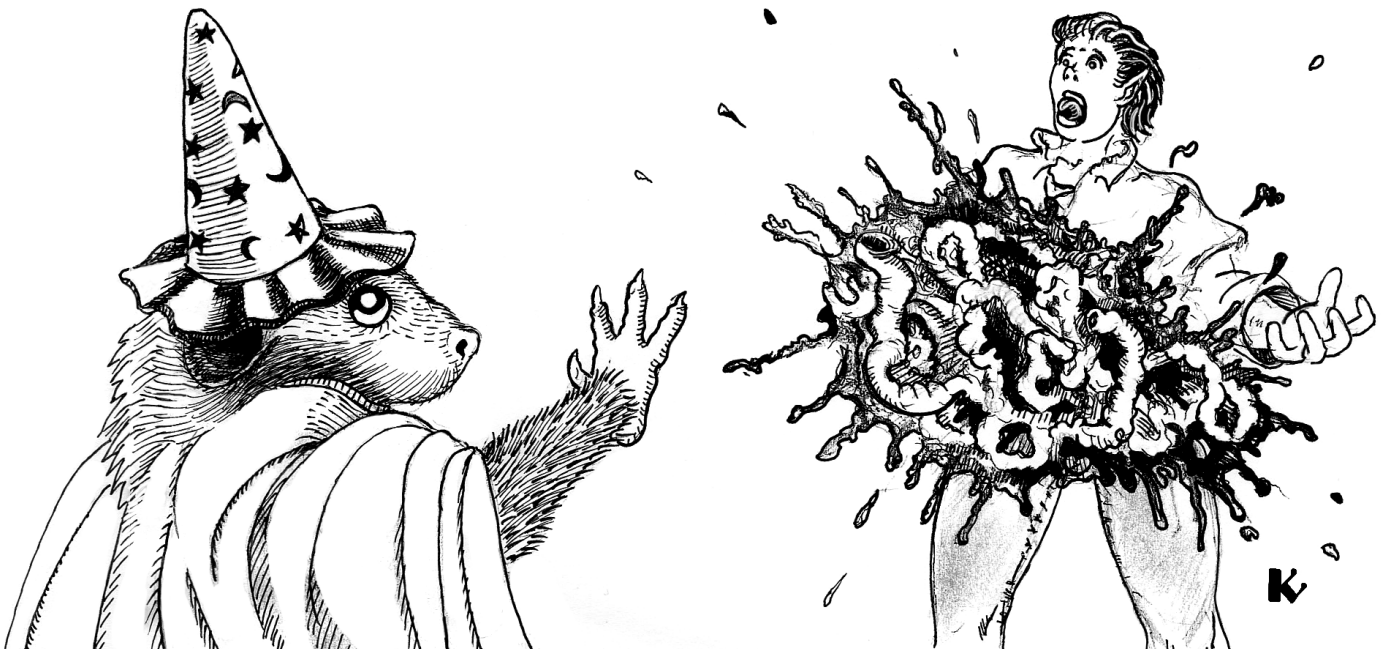


Appendix II: SPELLS

The spell bloat is a 1st level spell granted to the priests of the hamster. Only clerics of the hamster god may learn this spell.

Bloat

Level 1	Range 30'	Duration: Instantaneous	Casting time: 1 action	Save: None
General	The caster materializes grain inside an enemy's causing him to bloat, bleed internally or split open (other side effects are also listed below). Really hungry victims may take 1 less point of damage.			
Manifestation	When this spell is cast the spectral hand of Ereg Drahcir appears. The hand grasps the victim while a magic stream of grain shoots into the victim's mouth.			
1 -11	Failure.			
12 - 13	1 point and flatulence			
14 - 17	1d4 + caster level lose one round while adjusting belt or suffer a -2 penalty to next action.			
18 - 19	1d6 + caster level lose one round while adjusting belt or suffer a -2 penalty to actions and a -5 to movement for 1d6 rounds.			
20 - 23	2d6 + caster level lose one round from retching and suffer a -1 penalty to actions and a -5 to movement for 1d6 rounds.			
24 - 27	3d6 + caster level and lose 1d3 rounds due to retching and cramps.			
28 - 29	4d6 + caster level and make a Fort vs. spell check save or pass out from pain for 1d6 rounds.			
30 - 31	5d6 + caster level and make a Fort vs. spell check save or pass out from pain for 1d6 turns.			
32+	6d6 + caster level and make a Fort vs. spell check save or become unconscious for 1d6 hours.			



Appendix III: MONSTERS AND ENCOUNTERS

The following are for use in generating random encounters.

Beggars: Init -1; Atk Club +0 melee (1d4); AC 10; HP 3; MV 30'; Act 1d20 SV Fort +0, Ref+0, Will +0; AL Neutral or Chaotic. Each carries 1d6-1 copper pieces.

Band of Thieves: Init +1; Atk Short Sword +1 melee (1d6); AC 13; HP 9; MV 30'; Act 1d20 SV Fort +1, Ref+1, Will +0; AL Chaotic. Each carries 3d6 gold pieces worth of stolen items.

Lost Guards: Init +0; Atk Short Sword +0 melee (1d6) or Spear +0 melee (1d8); AC 13; HP 4; MV 30'; Act 1d20 SV Fort +0, Ref+0, Will +0; AL Neutral or Lawful. Each carries 2d6 copper pieces.

Drunks: Init -3; Atk Rapier +0 melee (1d6) or Fist melee (1d2) or Vomit +1 missile (just gross); AC 10; HP 6; MV 25'; Act 1d20 SV Fort +3, Ref -3, Will -3; AL Chaotic. Each carries 2d6-2 copper pieces, 1d6-1 silver and 1d3-1 gold.

Giant Hamsters: Init +3; Atk Paws +1 melee (1d4), bite +3 melee (1d6); AC 11; HP 8; MV 40'; Act 1d20 SV Fort +1, Ref+3, Will +1; AL Neutral.

Giant Ninja Hamsters: Init +3; Atk Paws +4 melee or martial arts weapon (1d8+1) or bite +5 melee (1d8); AC 13; HP 10; MV 40'; Act 2d20 SV Fort +1, Ref+5, Will +3; AL Neutral. Feel free to give them ninja style weapons but keep the attack rolls and damage at the same level as their unarmed attacks.

Giant Hamster Raiding Party: is made up of hamsters with nets using the following stats: Init +3; Atk Paws +1 melee (1d4), bite +3 melee (1d6) or net (entanglement); AC 11; HP 8; MV 40'; Act 1d20 SV Fort +1, Ref+3, Will +1; AL Neutral. When a hamster attacks with a net the adventurer must make a Strength check vs. the hamster's attack roll. If the adventurer wins they break free, if not they are entangled in the net until they break free (check once per round) or Characters automatically free themselves in 1d3 rounds if the net is not in the furry little paws of a hamster.

Something Terrible: I don't know its your game, just make it awful and memorable.



Appendix IV: PREGENERATED CRIMES

This list of crimes should be cut into strips to be drawn randomly from a hat by the players. Players may draw additional crimes if they so choose but only after each player has drawn a crime. Every player must draw at least one crime at the start of the game.

LITTERING: Handing out self-help pamphlets is a poor excuse for littering. Even in a town as dirty and ill kempt as ours we don't throw trite literature on the ground.

FORNICATING WITH ANIMALS: I don't care if you want to call it interspecies erotica, it's gross, just gross. Are you proud of yourself you sick little monkey? Well are you?

MURDER OF A COMMONER: Our grand society has no place in it for Homicidal Transients (murder hobos) such as you. Your heinous crime is not justifiable even and I want to make this absolutely clear even if the deceased did cut in line.

THEFT: Theft is a serious offense and one we do not take lightly. Especially when you are caught stealing my horse; I don't care if you wanted it more.

LOITERING: One does not simply stand around existing!

PUBLIC URINATION: Urinating on a school is disgusting! But urinating on school children is completely reprehensible.



SINGING: Even if baby has back, we don't want to hear about it.

FORGERY: Perhaps you will think twice in the future before trying to forge free drink coupons for Tricky Rick's Tavern.

PUBLIC INDECENCY: Someone please inform the defendant that they cannot argue their innocence for this crime without first wearing clothes.

PUBLIC INTOXICATION: If you are going to overindulge in spirits kindly do so in your domicile not during communion at the High Temple.

KIDNAPPING: You simply cannot steal a human child, it doesn't matter how hungry you are.

GRAVE ROBBING: Yes grave robbing is still a crime even if you are just stealing part of a body! Now what did you want with all of those feet?

VANDALISM: Painting "Lord Cumbersnatch has a tiny wang!" on his manor is still a crime; even if it is true.

UNKNOWN CRIMES: I agree that no one is really sure why you are here. But surely you know why you are imprisoned? No? Well you must have done something right?



Appendix V: PREGENERATED CHARACTERS

BORIC THE BALD

Class:	Warrior	Occupation:	Outlaw
Level:	3	Exp:	110
Alignment:	Neutral	Speed:	25
Armor Class:	17	Hit Points:	25
Initiative:	+3		
Melee Attack(includes STR):	d5+3		
Missle Attack (includes DEX):	d5		

STRENGTH	18	+3
AGILITY	12	
STAMINA	12	
PERSONALITY	7	-1
INTELLIGENCE	3	-3
LUCK	11	

SAVES	
Reflex	+1
Fortitude	+2
Will	+0

SPELLS/ABILITIES:

Mighty Deeds (Die: d5)

ARMOR

Banded Armor
Sheild

WEAPONS

Battleaxe (d10+2*)
2 hand axes (d6+2*)
Dagger (d4+2*)
*+deed die (d5)

EQUIPMENT

Backpack
Rope
2 large sacks
Flint and steel
5 torches

CORWIN THE COWARDLY

Class:	Wizard	Occupation:	Locksmith
Level:	3	Exp:	110
Alignment:	Chaotic	Speed:	30
Armor Class:	11	Hit Points:	10
Initiative:	+1		
Melee Attack(includes STR):	+1		
Missle Attack (includes DEX):	+2		

STRENGTH	12	
AGILITY	15	+1
STAMINA	9	
PERSONALITY	9	
INTELLIGENCE	17	+2
LUCK	8	

SAVES	
Reflex	+2
Fortitude	+1
Will	+2

SPELLS/ABILITIES:

Color Spray,	Spell checks +5
Detect Magic,	Magic Shield
Choking Cloud	Sleep
Ekim's Mask	Spider Climb
	Invisibility

ARMOR:

None

WEAPONS

Longsword (d8)
Dagger (d4)

EQUIPMENT

Backpack
Small sack
Candle
Writing kit
Paper
Flint and steel
2 oil flasks
Lockpicks

JAMIE THE RED

Class: Warrior **Occupation:** Hunter
Level: 3 **Exp:** 110
Alignment: Neutral **Speed:** 30
Armor Class: 17 **Hit Points:** 29

Initiative: +4
Melee Attack(includes STR): d5+1
Missile Attack (includes DEX): d5+1

STRENGTH 13 +1
AGILITY 13 +1
STAMINA 16 +2
PERSONALITY 11
INTELLIGENCE 8 -1
LUCK 9

SAVES
Reflex +2
Fortitude +4
Will +1

SPELLS/ABILITIES:

Mighty Deeds (Die: d5)

ARMOR

Chainmail
Shield

WEAPONS

Longsword (d8*)
Short bow (d6)
Dagger (d4+1*)
*+deed die (d5)

EQUIPMENT

24 arrows
Quiver
Small sack
Lantern
3 oil flasks
Flint and steel
Grappling hook
Rope
Backpack

MARGERY MURDERFACE

Class: Wizard **Occupation:** Mercenary
Level: 3 **Exp:** 110
Alignment: Chaotic **Speed:** 30
Armor Class: 15 **Hit Points:** 14

Initiative: +2
Melee Attack(includes STR): +2
Missile Attack (includes DEX): +3

STRENGTH 13 +1
AGILITY 16 +2
STAMINA 13 +1
PERSONALITY 5 -2
INTELLIGENCE 15 +1
LUCK 8 -1 (Corruption checks)

SAVES
Reflex +3
Fortitude +2
Will +0

SPELLS/ABILITIES: Spell Check +2 (with armor and shield)

Cantrip Ropework
Choking Cloud Ward Portal
Enlarge Scorching Ray
Flaming Hands

ARMOR

Leather
Shield

WEAPONS

Short sword (d6+1)
Short bow (d6)
Dagger (d4+1)

EQUIPMENT

24 arrows
Quiver
Backpack
5 torches
Flint and steel
4 oil flasks
Crowbar
Rope

TRESSA THE SWIFT

Class:	Thief	Occupation:	Jeweler
Level:	3	Exp:	110
Alignment:	Neutral	Speed:	30
Armor Class:	14	Hit Points:	18
Initiative:	+2		
Melee Attack(includes STR):	+2		
Missile Attack (includes DEX):	+4		

STRENGTH	10	SAVES	
AGILITY	17	Reflex	+6
STAMINA	13	Fortitude	+4
PERSONALITY	9	Will	+3
INTELLIGENCE	7		
LUCK	16		+2 (saves already added in)

SPELLS/ABILITIES:

-1 Thieves abilities due to armor.
D5 luck die

ARMOR

Leather

WEAPONS

Short sword (d6)
4 daggers (d4/d10)
Sling (d4)

EQUIPMENT

Backpack
4 small sacks
Thieves tools
Crowbar
Grappling hook
Rope
Small hammer
6 iron spikes
Candle
Flint and steel
Pouch of stones

IRVING THE IMPOTENT

Class:	Cleric	Occupation:	Beekeeper
Level:	3	Exp:	110
Alignment:	Neutral	Speed:	25
Armor Class:	16	Hit Points:	25
Initiative:	+0		
Melee Attack(includes STR):	+3		
Missile Attack (includes DEX):	+2		

STRENGTH	13	+1	SAVES	
AGILITY	9		Reflex	+1
STAMINA	16	+2	Fortitude	+3
PERSONALITY	17	+2	Will	+4
INTELLIGENCE	8			
LUCK	11			

SPELLS/ABILITIES:

Blessing	Protection from evil	Turn Unholy
Detect Magic	Cure Paralysis	Lay on Hands
Holy Sanctuary	Neutralize Poison	Divine Aid
Paralysis	Restore Vitality	

ARMOR

Chainmail
Shield

WEAPONS

Mace (d6+1)

EQUIPMENT

Holy symbol
Backpack
Lantern
Oil Flask
Flint and steel

JACOB THREE HANDS

Class:	Thief	Occupation:	Merchant
Level:	3	Exp:	110
Alignment:	Chaotic	Speed:	30
Armor Class:	14	Hit Points:	16
Initiative:	+4		
Melee Attack(includes STR):	+2		
Missle Attack (includes DEX):	+5		

ARMOR

Padded armor

WEAPONS

Longsword (d8)
Garrote (1/3d4)
6 daggers (d4/d10)

STRENGTH	11	
AGILITY	18	+3
STAMINA	11	
PERSONALITY	6	-1
INTELLIGENCE	8	-1
LUCK	15	+1 (initiative)

SAVES	
Reflex	+5
Fortitude	+1
Will	+0

EQUIPMENT

Thieves tools
Grappling hook
Rope
Lantern
Flint and steel
Crowbar
3 large sacks
3 oil flasks
Backpack

SPELLS/ABILITIES:

Thieves abilities
D5 luck die

SALLY SLUTFOOT

Class:	Cleric	Occupation:	Astrologer
Level:	3	Exp:	110
Alignment:	Chaotic	Speed:	25
Armor Class:	19	Hit Points:	20
Initiative:	-1		
Melee Attack(includes STR):	+3		
Missle Attack (includes DEX):	+5		

ARMOR

Banded armor
Shield

WEAPONS

2 hand axes (d6+1)
Short bow (d6)

STRENGTH	13	+1
AGILITY	17	+2
STAMINA	8	-1
PERSONALITY	11	
INTELLIGENCE	11	
LUCK	13	+1(missle attacks)

SAVES	
Reflex	+0
Fortitude	+0
Will	+2

EQUIPMENT

24 arrows
Quiver
Backpack
Holy symbol
Vial of holy water
Mirror
Spy glass

SPELLS/ABILITIES:

Darkness	Word of Command	Turn Unholy
Food of the Gods	Binding	Lay on Hands
Second Sight	Curse	Divine Aid
Resist Cold or Heat	Divine Symbol	

KOR THE BOLD

Class: Dwarf
Level: 3
Alignment: Lawful
Armor Class: 18
Initiative: -2 (on d16)
Melee Attack(includes STR): d5+3
Missile Attack (includes DEX): d5+1

STRENGTH 17 +2
AGILITY 13 +1
STAMINA 18 +3
PERSONALITY 5 -2
INTELLIGENCE 7 -1
LUCK 3 -3 (initiative)

SPELLS/ABILITIES:

Mighty Deeds (Die: d5)
Smell Gold
Infravision 60'

Occupation: Dwarven Miner
Exp: 110
Speed: 10
Hit Points: 33

SAVES
Reflex +2
Fortitude +5
Will -1

ARMOR
Half-plate

WEAPONS

Battle axe (d10+2*)
Warhammer (d8+2*)
Dagger (d4+2*)
*+deed die

EQUIPMENT

Backpack
Box full of ears
Shield (slung on back, if used up AC +1 and use d20 for Initiative but must fight with war hammer instead of battle ax)

TEARN TREEFRIEND

Class: Elf
Level: 3
Alignment: Neutral
Armor Class: 10
Initiative: +0
Melee Attack(includes STR): +3
Missile Attack (includes DEX): +2

STRENGTH 14 +1
AGILITY 12
STAMINA 11
PERSONALITY 9
INTELLIGENCE 11
LUCK 16 +2 (spell checks)

SPELLS/ABILITIES: Spell checks +5

Invoke Patron Sleep
Patron Bond Ventriloquism
Chill Touch* Mirror Image
Magic Shield

Occupation: Elven Forester
Exp: 110
Speed: 30
Hit Points: 16

SAVES
Reflex +1
Fortitude +1
Will +2

ARMOR
None

WEAPONS

Long sword (d8+1)
Long bow (d6)
Dagger (d4+1)

EQUIPMENT

24 arrows
Quiver
Backpack
Chalk
Rope

Infravision 60'
Immune to sleep and Paralysis
* Lucky spell +2 to spell check

DWARF THORA THE MIGHTY

Class:	Dwarf	Occupation:	Blacksmith
Level:	3	Exp:	110
Alignment:	Neutral	Speed:	15
Armor Class:	15	Hit Points:	26

Initiative: -1
Melee Attack(includes STR): d5+2
Missile Attack (includes DEX): d5-1

STRENGTH	16	+2
AGILITY	8	-1
STAMINA	13	+1
PERSONALITY	9	
INTELLIGENCE	7	-1
LUCK	12	

SAVES
Reflex +0
Fortitude +3
Will +1

SPELLS/ABILITIES:

Mighty Deeds (Die: d5)
Smell Gold
Infravision 60'

ARMOR

Chainmail
Shield

WEAPONS

2 hand axes (d6+2*)
Spear (d8+2*)
Short bow (d6+2*)
*+deed die

EQUIPMENT

24 arrows
Quiver
Backpack
Lantern
Flint and steel
2 oil flasks

ELF LYSSA LEAFWIND

Class:	Elf	Occupation:	Elven Falconer
Level:	3	Exp:	110
Alignment:	Neutral	Speed:	30
Armor Class:	13	Hit Points:	14

Initiative: +1
Melee Attack(includes STR): +2
Missile Attack (includes DEX): +3

STRENGTH	11	
AGILITY	13	+1
STAMINA	9	
PERSONALITY	11	
INTELLIGENCE	16	+2
LUCK	9	

SAVES
Reflex +2
Fortitude +1
Will +2

ARMOR

Leather

WEAPONS

Long sword (d8)
Long bow (d6)
Dagger (d4)

EQUIPMENT

Falcon
24 arrows
Quiver
Backpack
Small sack

SPELLS/ABILITIES: Spell checks +4

Invoke Patron	Force Manipulation
Patron Bond	Magic Missile
Charm Person	Spider Climb
Detect Magic	Forget

Infravision 60'
Immune to sleep and Paralysis

JORGO THE JIGGLY

Class: Halfling

Level: 3

Alignment: Neutral

Armor Class: 16

Initiative: +1

Melee Attack(includes STR): +2

Missle Attack (includes DEX): +3

Occupation: Trader

Exp: 110

Speed: 15

Hit Points: 18

ARMOR

Chainmail

WEAPONS

2 short swords (d6)

3 daggers (d4)

STRENGTH 9

AGILITY 13 +1

STAMINA 13 +1

PERSONALITY 5 -2

INTELLIGENCE 7 -1

LUCK 18 +3 (armor class)

SAVES

Reflex +3

Fortitude +2

Will +0

EQUIPMENT

Backpack

Large Sack

Crowbar

Rope

Grappling Hook

SPELLS/ABILITIES:

Sneak and Hide +9

Luck (2 points for 1 spent & may give luck to others)

Infravision 30'

Two weapon fighting (use d16 instead of d20 if dual wielding weapons)



WENDY THE WORST

Class: Halfling

Level: 3

Alignment: Chaotic

Armor Class: 16

Initiative: +2

Melee Attack(includes STR): +2

Missile Attack (includes DEX): +5

Occupation: Gypsy

Exp: 110

Speed: 15

Hit Points: 18

ARMOR

Scale

WEAPONS

2 hand axes (d6-1)

2 daggers (d4-1)

Short Bow (d6)

STRENGTH 8 -1

AGILITY 16 +2

STAMINA 13 +1

PERSONALITY 9

INTELLIGENCE 11

LUCK 15 +1 (attack rolls)

SAVES

Reflex +4

Fortitude +2

Will +2

EQUIPMENT

Hex doll

Tarot cards

Small sack on belt

Candle

2 oil flasks

Flint and steel

24 arrows

Quiver

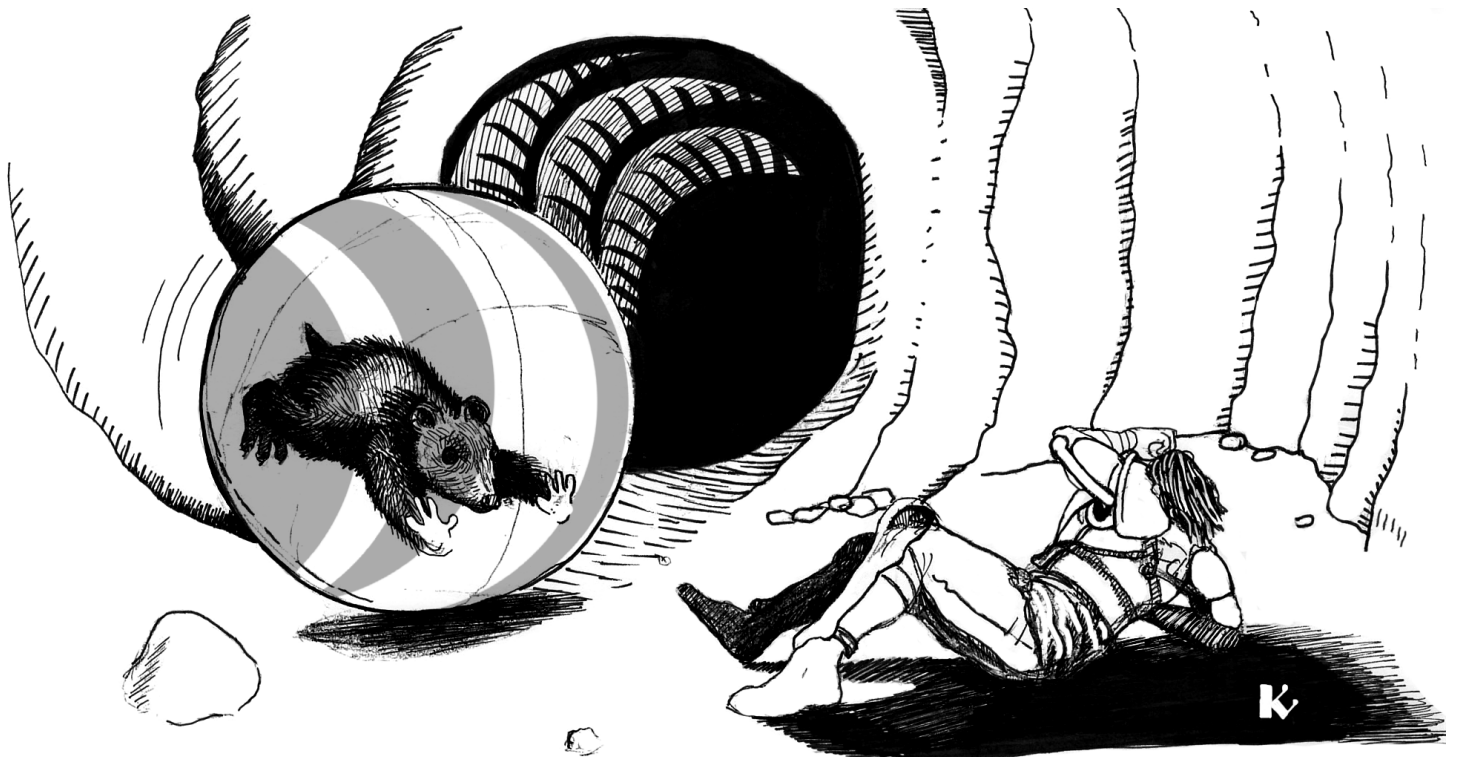
SPELLS/ABILITIES:

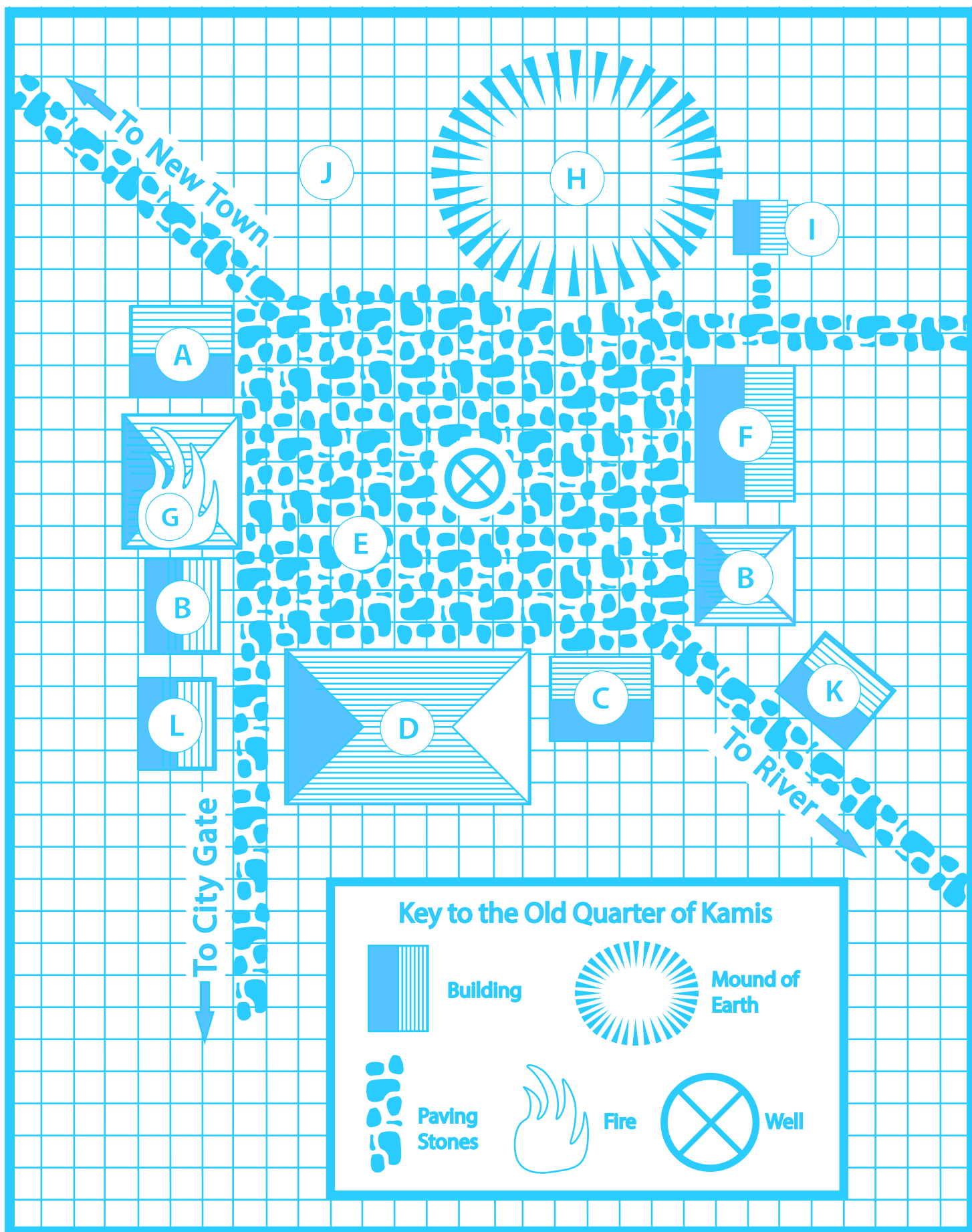
Sneak and Hide +9

Luck (2 points for 1 spent & may give luck to others)

Infravision 30'

Two weapon fighting (use d16 instead of d20 if dual wielding weapons)

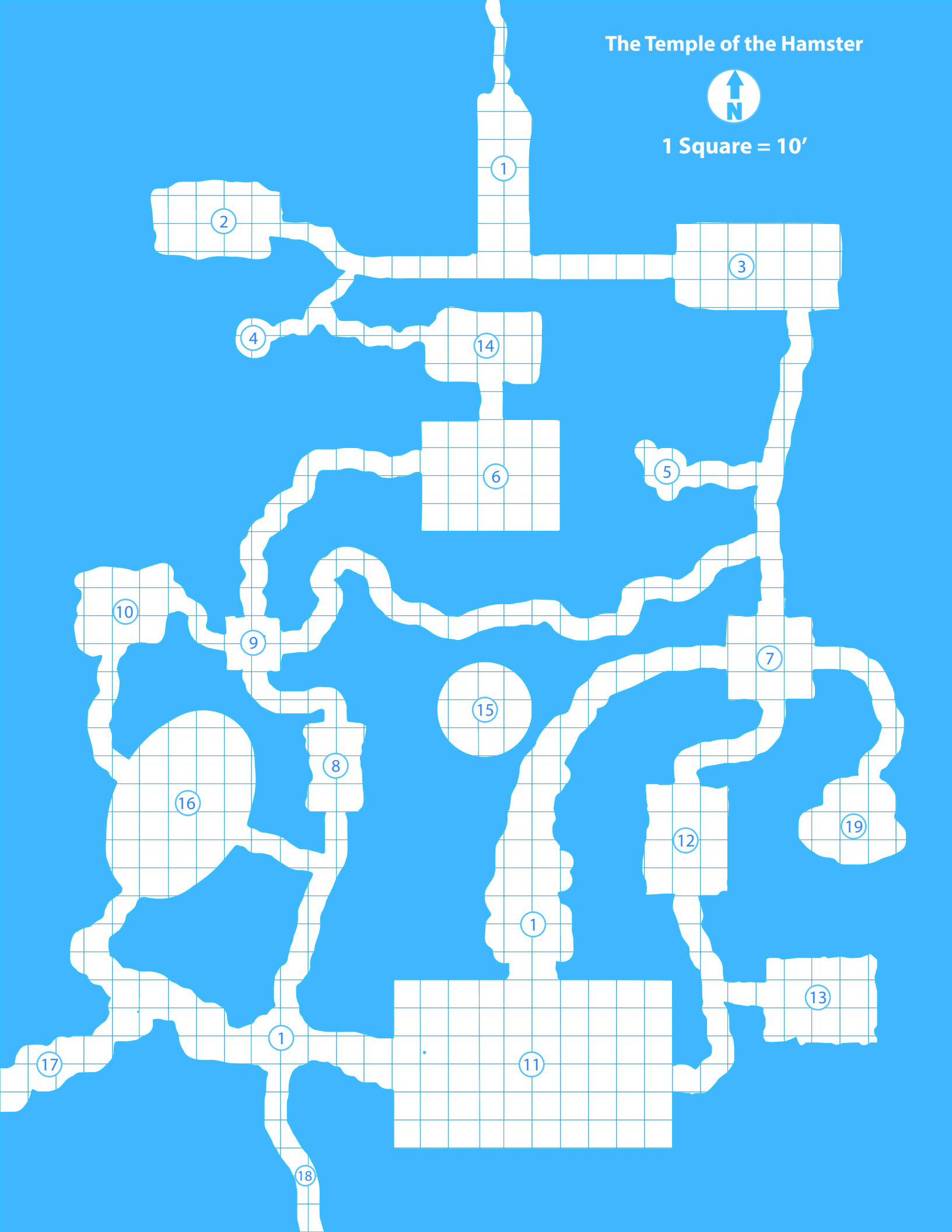




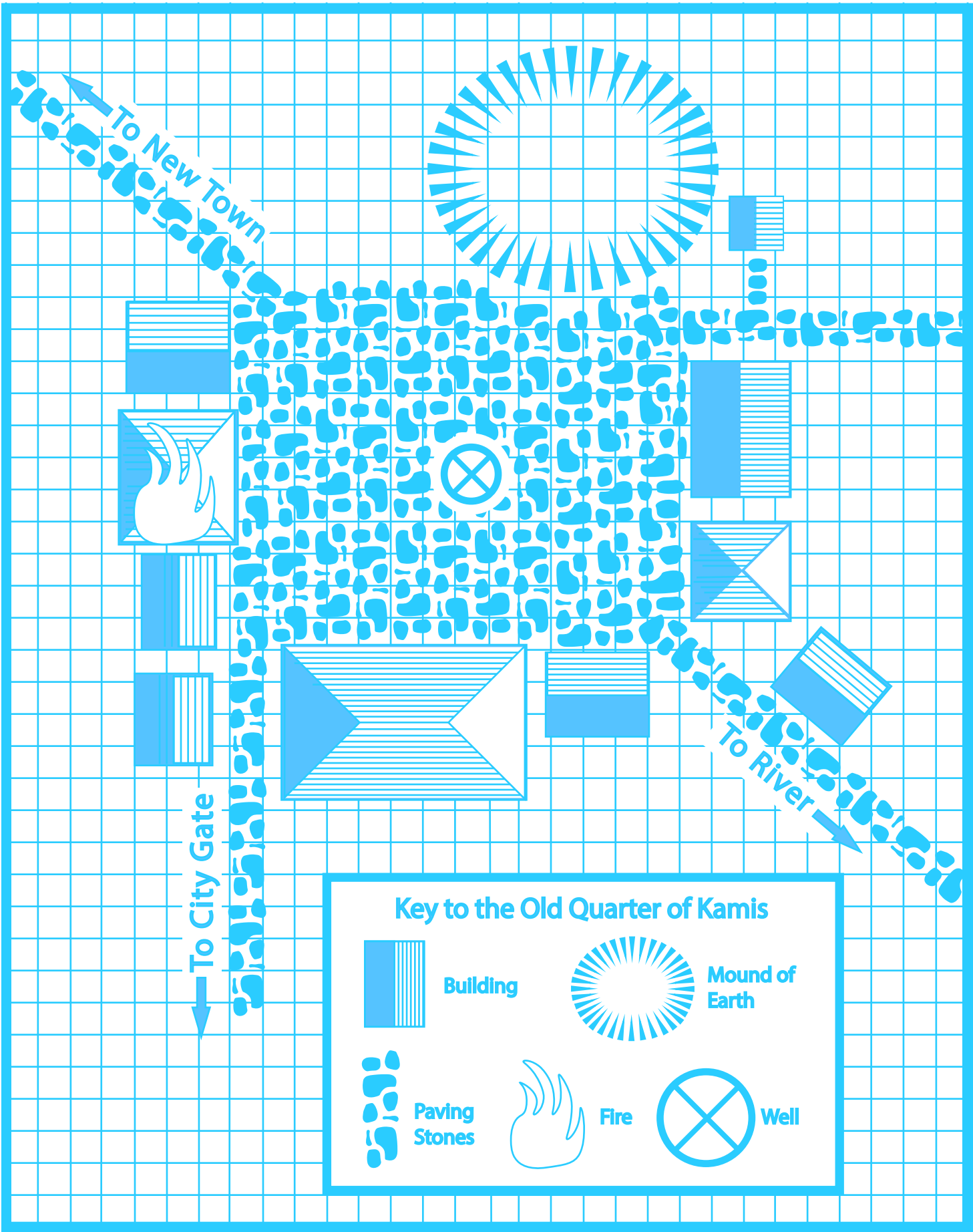
The Temple of the Hamster



1 Square = 10'



Players Map





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THE TEMPLE OF THE HAMSTER



The town of Kamis lies in a panic. Townsfolk are missing and city watchmen lie dead; their sides split open from being over stuffed with grain. A stalwart cadre of adventurers must explore the town of Kamis and uncover the terrible mysteries of the Temple of the Hamster. These adventurers must brave terrible traps and minions before facing the dread peril at the heart of the temple. The Temple of the Hamster is packed with hamster style adventure and has been redesigned to have 100% more hamster wheels and mayhem. This level 3 adventure is guaranteed to entertain even the stoutest hamster hating heart. Also be sure to look for more forthcoming adventures from Gateway Games. Mother's Maze is coming soon!

