

BLOODHAIMMER AND THE CHOULS THROUGH THE BREACH

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This stand-alone adventure is designed for a single player with no GM. All you need to play is some dice (d6, d8, and 20), a pencil, some paper, and this book.

The rules are explained as you play. Begin at paragraph 1 and proceed from there, taking notes (including the paragraph path you've already followed) on your paper as you go.



You are Kalgor, son of Kongar, son of Kalal, of the Bloodhammer Clan. You were born in the depths of the earth, in an underground dwarven city. Ever since you can remember you have dreamed of joining the Iron Shields, the elite guards who protect your city from threats from both above and below. For years you have trained, mastering not only hammer and shield, but also the proper tactics for leading soldiers into battle.

Each year, the Iron Shields accept only half of those who make it to the final test. The applicants are paired in one-on-one combat. The winner joins the Shields; the loser must wait a year for even the chance to fight again. Your final test comes today.

To continue, read 22.

2

You step into streets and speed towards your next location.

You often have the option to navigate the city by going to this section. You begin knowing several locations to travel to. You may discover further locations during the course of the adventure. When you do, you will be asked to write the option on your paper. You will need to refer to your note in order to know where to go.

If you head toward the city wall, where the ghouls came from, read 33.

If you head east, toward the ghouls and the feast hall, read 34.

If you go to the barracks to get help, read 45.

If you go to the House of Healing, read 65.

If you go to another location, consult your

3

The immediate threat eliminated, you have a chance to evaluate the scene more fully. The crack in the wall opens to a narrow tunnel. You've seen many stones similar to the one that lies nearby. When an unwanted tunnel is discovered, masons fill it with crumbled rock, cover the opening with a massive slab of stone, and bolt the stone to the outer wall with strong iron bands.

You find the iron bands and examine them. Oddly they show no signs of being broken or strained. This can only mean that they were removed from the inside. A ghoul would certainly be noticed traveling through the city; a dwarf must have helped the ghouls.

You examine the stone. It might be possible to at least lift it back into place, although it will be difficult, and you aren't sure how long it will hold.

If you attempt to move the stone, read 25. If you leave the stone alone read 2.

4

"I fought against the ghouls, and saved a woman in the streets. She rests now at the House of Healing, and the cleric Hilgar can speak to my actions."

If you know **Secret A**, but NOT **Secret E**, now read **70**.

Otherwise, read 59.

5

You try to dodge away, but the axe catches your side,

and leaves a nasty gash.

You suffered a severe wound from Brusgar's attack. Brusgar wields a two-handed axe, so his attack deals 1d12+6 (roll your 12-sided die and add 6 to the result) points of damage. You began with 36 hit points. Subtract Brusgar's damage from your starting hit points and note this on your paper.

Then read 12.

6

Brusgar's axe lands a bone-shattering blow. Your legs collapse and you crumple to the ground. The arena fades to black. The last thing you see is a figure in white rushing toward you.

Now read 48.

7

You look over Brusgar's wounds. Although he survived this battle, you doubt he can take much more.

"If the ghouls destroy the House of Healing,

it'll be a disaster. Somebody must protect it."

Brusgar considers your words carefully. Then, at last, he speaks. "Your words have a certain wisdom. I'll protect the House of Healing. See if you can reach Gunthar at the Iron Shields' feast hall." He pauses, then adds, "And take this." He hands you a small stone engraved with a magic rune, and explains its function. Brusgar then bows and leaves for the House of Healing.

You have received a rune stone of fire. Make

a note of this on your paper.

Rune Stone of Fire: Before making an attack, you may choose to activate the rune stone. If you do, for the rest of that battle, your attacks deal an extra 1d6 points of fire damage every time you hit. Once you use the rune stone, it is destroyed.

Also note that you learned Secret E.

Now return to 2

8

Brusgar deftly parries with his axe. "Is that the best you've got?" Brusgar says.

You missed Brusgar, and he is undamaged.

Read **37**.

notes.

9

An older dwarf steps into the room. You know his face well, Gunthar, son of Galdur, son of Untharg, of the Stonefist Clan - the leader of the Iron Shields.

You bow your head in respect.

"You fought bravely, son of Kongar," he says. "Brusgar is a fierce warrior, and starved after two years of losing glory. Few of us joined on our first try, and I have no doubt you will succeed next year. If the Iron Shields survive, that is."

"As long as one brave soldier lives," you say,

"the Iron Shields will survive."

The older dwarf smiles. "I wish it were that simple," he says. "I should probably not be telling you this, but there are some on the Council of Elders, led by Thorvald Blackhelm, who believe the Iron Shields have...outlived our usefulness. He and his allies seek to disband the Iron Shields."

You are stunned. It cannot be. The Iron Shields have always been your city's first line of defense. Without them...

"But I should not worry youth with the fears of an old man. You fight bravely, son of Kongar."

"Thank you," you say. Then a thought occurs to you. "I mean no disrespect, sir, but should you not be at the ceremony?" With the winners, you think but do not say.

Gunthar chuckles. "That was a mighty fine blow you suffered. The ceremony's come and gone, and you've slept through it. Rest in the House of Healing tonight, and tomorrow you may resume your training."

Gunthar turns from your bed, nods to Hilgar, and leaves. You lie down and soon enough you

surrender to slumber.

A scream outside jolts you awake. *Now read* **10**.

10

You quickly grab your hammer and shield and race out to the street. You soon see the cause of the screams: A foul creature bears down on a fallen female dwarf. If the hunched creature stood upright, it would be as tall as a human, but its yellow eyes, clawed hands, and rank stench betray it for the monstrous undead that it is: a ghoul.

You raise your hammer and charge the beast.

You will run this combat similarly to how you fought the battle with Brusgar. However, the ghoul gets to attack you twice per round, with a +3 attack bonus each time. Make sure you keep track of how many hit points you have even after the battle ends, as you don't automatically heal between fights.

Your Attack Bonus	+8
Warhammer Damage	1d8+3
Your Armor Class	20
Your Hit Points	36
Ghoul's Attack Bonus	+3/+3
Claw Damage	1d6+1
Ghoul's Armor Class	14
Ghoul's Hit Points Special: Undead	13

If the ghoul reduces you to 0 hp, read 73. If you reduce the ghoul to 0 hp, read 21.

11

The barracks are lifeless, and everything of value has been destroyed. You will have to go elsewhere to complete your quest.

Now read 2.

12

This battle has just begun. You and Brusgar are both fierce warriors, and it will take more than a single hit to take either of you out of battle.

You have just played a single round of combat. Each round you make an attack and then your foe (in this case Brusgar) does. An attack hits if the total (a d20 roll plus the attacker's attack bonus) is equal to or higher than the defender's armor class. If the attack

hits, the attacker deals damage.

This adventure uses hit points to track how much punishment somebody can take. You started with 36 hit points and Brusgar started with 30. If you hit him with your warhammer, you do 1d8+3 damage: roll your 8-sided die and add 3 to the result, and then subtract it from Brusgar's current hit point total as noted on your paper.

If he hits you with his greataxe, he does 1d12+6 damage: roll your 12-sided die, add 6 to the result, and then subtract it from your current hit

points as noted on your paper.

Your Attack Bonus	+8
Warhammer Damage	1d8+3
Your Armor Class	20
Your Hit Points	check your paper (maximum 36)
Brusgar's Attack Bonus	+7
0	· ·
Greataxe Damage	1d12+6
The second secon	1d12+6 17

Now read 13.

You continue to run the battle until one side or the other drops.

> If you are reduced to **0 HP**, read **6**. If you reduce Brusgar to **0 HP**, read **14**.

You bring your hammer down on Brusgar's helmet and hear a loud crack. With a dazed look in his eyes, he struggles to raise his axe once more, then it slips from his fingers, and he crumples to the ground.

As soon as Brusgar falls, dwarves rush from the edges of the arena. Clerics from the House of Healing surround Brusgar and begin to weave their

A young dwarven woman with golden hair and wearing the crest of the House of Healing approaches you. "Well fought. Do you require healing?

You nod curtly.

"Not much of talker are you... Kalgor was it? And I am Hilgar." She calls forth divine magic and your wounds mend.

"My thanks, and the thanks of my ancestors," you say.

"The honor is mine," Hilgar says, then turns away.

Healing your wounds restores your hit points to their maximum of 36.

Now read 31.

With pride swelling in your heart, and the memory of your battle with Brusgar fresh in your mind, you lie awake for several hours that night.

Just as you are about to drift off to sleep you hear a scream outside.

Now read 10.

The way ahead of you is clear, and, if you desire, you can swiftly reach the Iron Shields' feast hall.

Add a note at 2 that you can travel to the Iron Shields' feast hall at 60.

Now read 2.

"I returned the stone to its place," you say. "Though the iron fastening must be tended to."

Elder Thorvald nods. "And what of your actions during the battle? Are there any who can speak to them?"

> If you know Secret E, read 19. If you know **Secret A**, but **NOT Secret E**, read **4**. Otherwise, read 51.

The large stone still lies on it side, but you know that your strength alone is not enough to lift it. You must find help elsewhere.

Now read 2.

"I fought alongside Brusgar of the Bronzehand Clan," you say. "He now guards the House of Healing."
"I will speak to him. Are there any others who

can speak of your actions this evening?"

If you know Secret A, read 4. Otherwise, read 70.

You dodge away from Brusgar's powerful blow, and his axe catches nothing but air.

Brusgar missed you. Now read 12.

The ghoul's undead body shatters under the weight of your blows. You rush to the fallen bystander. She has several gashes, but she is awake and alert.

"Did you see where the ghoul came from?"

you ask.

The woman nods her head and points down the street to the west, the direction of the city wall.

"Were there any more?"
She nods again. "They were headed east," the direction of the Iron Shields' feast hall.

If you help the survivor to the House of Healing,

To travel toward the city walls, toward the feast hall, or to the Iron Shields' barracks to get help, read 2.

You wait in a room below the arena. Above you, you hear the sounds of clashing steel. Finally a messenger comes to you. "It is time," he says.

You follow the messenger through twisting halls until you reach a wide arch. Then you step into the bright arena, your hammer in one hand and shield in the other. Across the arena, you see your competition, Brusgar Bronzehand. You know him. Brusgar is two years your elder and twice now he has failed the final test to join the Shields. He is stronger than you, and skilled, but he is slower and fights without a shield. If you can block his blows you stand a chance.

Gunthar Stonefist, leader of the Iron Shields, signals you both to come forward, and you touch your hammer to Brusgar's axe.

"Looks like they took pity on me," Brusgar says. "I've spit up meals bigger than you." You respond with a stiff nod.

Then the battle begins. Speed is your asset. You are first to swing your weapon at your opponent.

Roll your 20-sided die (d20). If you roll a 9 or higher, read 44.

If you roll a 8 or lower, read 8.

23

Hilgar offers a prayer and her hand glows with divine light. She places a finger on your forehead, and you feel your wounds mend.

"Thank you," you say and bow slightly.

She has healed 16 hit points of damage. Add 16 to your current hit point total; this cannot bring you beyond your maximum of 36.

Now read 2.

24

You spend the night under lock and key, occasionally hearing the sound of battle and wishing you could take part. You learn the next day that many dwarves lost their lives that night.

You remain under guard three more days as Elder Thorvald concludes his investigation. In the end, he learns the truth: Gunthar, indeed, allowed the ghouls to enter your city. For this, he is executed.

You are freed. But, alas, your dream of joining the Iron Shields is dead. At Elder Thorvald's urging, the Council of Elders disbands the group, using Gunthar's treachery as an excuse. You are offered a position in the Common Guard, but you worry that your home may not survive a true attack without the protection of the Iron Shields.

This concludes the adventure. To attempt a different outcome, return to *I* to begin again.

25

Your muscles strain under the extreme weight of the stone.

By trying to lift this weight, you are making a Strength check. Roll your d20, and add 3 (your Strength bonus).

If the total is 15 or higher, read 52. If the total is 14 or lower, read 43.

26

You help the woman to her feet, and support her as you walk to the House of Healing.

Hilgar, the initiate who tended your wounds, greets you as you enter. "I heard screams," she says. "What happened?"

"Ghouls," you mutter.

Her face blanches for a moment, then she turns to her work and begins tending the woman's wounds. You turn to leave, but Hilgar stops you. "Take this," she says as she hands you a flask of sparkling liquid. "It's holy water. You'll need it if there are more of those creatures."

Make a note on your paper that you have a vial of holy water.

Holy Water: Instead of attacking on your turn in a round, you can throw the holy water at an undead creature (holy water does not affect the living). Make an attack roll with a +8 bonus. If you hit, you deal 2d6 damage (roll your 6-sided die twice and add the two results together) to the target and 1 point of damage to every other undead in the battle. If you miss, you still deal 1 point of damage to your primary target, as some of the water splashes onto it. Once you use the vial, it is destroyed.

Also note on your paper that you learned

Secret A.

Now read 50.

27

With all your force, you smash your hammer against the stone, and the stone shatters.

Now read 29.

28

You crush the final ghoul, and then rush to Brusgar's side. He bears many wounds and blood pools around him. Brusgar looks into your eyes and whispers, "Avenge me." Then his life slips away.

Now read 11.

29

The stone wall crumbles, and three warriors wearing the colors of Clan Blackhelm enter followed by the clan's patriarch, Elder Thorvald.

"What is going on here?" the elder demands. "Treachery," Gunthar replies. "I discovered

this wretch was in league with the ghouls and he attacked me."

"Gunthar, son of Galdur, son of Untharg, of the Stonefist Clan speaks false," you reply. "It is he who betrayed us."

Elder Thorvald turns to you, "Speak, young

one. Have you evidence?"

"I discovered a breach in the western wall. It was once blocked, but the stone was removed. The iron bars showed no sign of bending or breaking; it was opened from the inside."

"And what has become of this breach?" Elder Thorvald asks.

If you know **Secret B**, read **17**. If you know **Secret D**, read **46**. Otherwise, read **53**.

The final ghoul falls. Brusgar turns to you, "I've gotta admit, I thought when push came to shove, you'd crumble. Glad you proved me wrong."

You nod briskly. "What happened?" you ask.
Brusgar shakes his head. "I don't know. Most
of us were asleep when the attack started. Some of
us never had a chance, All-Father take their souls."
Brusgar makes the sign of the prayer to watch over
the dead. "But there will be time for the dead soon
enough. Now we need to see if there are more ghouls
out there, and make them pay."

If you've learned **Secret C**, read **38**. Otherwise, read **7**.

31

The next few hours are a haze of congratulations and cold looks of jealousy. Then you arrive at the feast hall of the Iron Shields. After a tremendous banquet, a great figure rises to address those assembled. Instantly the crowd falls silent. You know this man, Gunthar, son of Galdur, son of Untharg, of the Stonefist Clan - the leader of the Iron Shields.

"My brothers and sisters," Gunthar says, "we are the Iron Shields. We protect our home from all dangers above and below, but it seems there may be another danger that we have not yet reckoned with. Yesterday I spoke with the Council of Elders. It seems some members of the Council, led by Thorvald Blackhelm, believe we have outlived our usefulness." At these words, the crowd erupts in jeers and boos.

Gunthar raises his hands, "But that is not why we gather here tonight. We come to welcome new members to our ranks. All have proven themselves many times over, and all have fought with bravery, doing their ancestors proud." Then he reads the names of the dozen men and women who earned the right to join the Iron Shields that day, and Gunthar presents each with a shield.

At last he comes to your name. "Kalgor, son of Kongar, son of Kalal, of the Bloodhammer Clan." The rest of the assembled clank their goblets on the table as you approach Gunthar.

"It is rare that one so young joins our ranks," Gunthar says to you. "I believe you shall serve us well to great glory." He hands you your shield. You fit it on your arm, and you marvel at its craftsmanship.

The shield Gunthar gives you is magically enchanted. It has the following power:

Guardian Shield: Once per day you can call on the guardian shield's power to protect you from harm. You may activate this power when you are hit by an attack; you suffer no damage from that attack. Once you have used the power of the shield, you may not use it again until the next day.

Now read 15.

You bow to Gunthar. "I know where my allegiance lies."

"Excellent," Gunthar replies. "Then let us do our job and rid the city of this ghoul menace."

Gunthar gathers a party of the greatest warriors in the Iron Shields. He leads them out into the city, and you are at his side. The soldiers sweep through the streets, and quickly dispose of the ghouls. Several dwarves lost their lives this day, but you know that the losses would've been much worse without the Iron Shields.

This concludes the adventure. To attempt a different outcome, return to I to begin again.

33

You head to where the injured dwarf said the ghouls came from.

If this is the first time you've ventured here, read 66.
If you've been here before, read 47.

34

You make your way down the street, and soon come upon more stalking ghouls. Without wasting any time, you charge them.

You now face one normal ghoul and one ghoul fighter. You can only attack one ghoul each turn, but they can both attack you, the normal ghoul twice per round and the ghoul fighter once per round but with a higher attack bonus and damage.

Your Attack Bonus	+8
Warhammer Damage	1d8+3
Your Armor Class	20
Your Hit Points	check your paper (maximum 36)
Ghoul's Attack Bonus	+3/+3
Claw Damage	1d6+1
Ghoul's Armor Class	14
Ghoul's Hit Points	13
Ghoul Fighter Attack Bonus	+6
Longsword Damage	1d8+3
Ghoul Fighter's Armor Class	14
Ghoul Fighter's Hit Points	18

If the ghouls reduce you to 0 hp, read 73. If you reduce both ghouls to 0 hp, read 16.

Special: Undead

35

You rise from your cot. Your head spins briefly, but you soon regain your balance, and begin gathering your gear. As if on cue, a golden-haired young dwarven woman enters the hall.

"First you sleep like a log, then you're dashing out the door," she says. "Take some time to rest up."

You pause and examine her face. You recognize her as a recent initiate to the House of Healing, but you cannot recall her name.

"I'm Hilgar, by the way," she says. "You don't

talk much, do you?"

You nod, "Kalgor. Thank you for the care, but

I've already taken up enough of your time."

"Nonsense," Hilgar replies. "I've closed your wounds, but you need rest. Besides, you have a visitor."

Now read 9.

36

"I'm sure you know the ghouls have struck," you tell Gunthar. "I'm here for orders."

Gunthar nods, and assigns you to a squad of Iron Shields. Your soldiers sweep the streets, and quickly clear out all the ghouls. Although several dwarves lost their lives this day, you know the losses would've been much worse without the Iron Shields.

Yet in the back of your mind, you cannot shake the feeling that something is wrong. You can't put your finger on it, but you think there's more to this attack than what it seems.

This concludes the adventure. To attempt a different outcome, return to *1* to begin again.

37

Your attack left an opening, which Brusgar seizes. He swings his axe at your chest.

Make an attack for Brusgar by rolling your d20. If you roll a 13 or higher, read 5. If you roll a 12 or lower, read 20.

38

You look over Brusgar's wounds. Although he is injured, he still has great strength - strength you need.

"There is another matter we must see to first. The ghouls come through a hole in the wall. I need your help to raise a stone to block it."

Brusgar nods. You lead him quickly to the breach. There you struggle together to lift the stone into place. With Brusgar's strength, the two of you raise the large slab. Brusgar, exhausted by the effort, collapses.

"If the ghouls destroy the House of Healing, it'll be a disaster. Somebody must protect it."

Brusgar considers your words carefully. Then, at last, he speaks. "Your words have a certain wisdom. I'll protect the House of Healing. See if you can reach Gunthar at the Iron Shields' feast hall." He pauses, then adds, "And take this." He hands you a small stone engraved with a magic rune, and explains its function. Brusgar then bows and leaves for the House of Healing.

You have received a rune stone of fire. Make

a note of this on your paper.

Rune Stone of Fire: Before making an attack, you may choose to activate the rune stone. If you do, for the rest of that battle, your attacks deal an extra 1d6 points of fire damage every time you hit. Once you use the rune stone, it is destroyed.

Also make an note that you have learned **Secret D**.

Now return to 2.

39

"Are you in need of healing?" Hilgar asks.

If you accept healing now, read 23.

If you leave without being healed, read 2.

40

"I'm sorry," you reply. "But what you ask of me goes against everything the Iron Shields stand for."

"No," Gunthar replies. "I am sorry." He traces a magical rune on his desk, and the stone door slams shut. He raises his hammer and attacks.

In this battle, you not only need to track hit points, but you also must track the total number of rounds that you have completed.

Your Attack Bonus	+8
Warhammer Damage	1d8+3
Your Armor Class	20
Your Hit Points	check your paper (maximum 36)
Gunthar's Attack Bonus	+12/+7
Battleaxe Damage	1d8+6
Gunthar's Armor Class	24
Gunthar's Hit Points	62

If you decide to throw your vial of holy water at Gunthar instead of attacking, read 72.

After you complete the second round, read 67.

After you complete the third round, read 42.

After you complete the fourth round, read 29.

If Gunthar reduces you to 0 hp, read 73.

If you reduce Gunthar to 0 hp, read 49.

"I fought alongside Brusgar of the Bronzehand Clan," you say. "He now guards the House of Healing."

"I will speak to him. Are there any others who can speak of your actions this evening?"

If you know **Secret A**, read **4.** Otherwise, read **59**.

You hear muffled voices from outside the stone door, and then pounding on it. You realize that someone's trying to break through, and that perhaps if you help destroy the

door, you won't face Gunthar alone.

For the rest of the battle, you have the option to try to break down the door instead of making an attack. This requires a Strength check. You roll your d20 and add your Strength bonus (+3). If the total is 15 or higher, you will read 27. Make a note of this on your paper.

Now return to the battle in **40**.

You begin to lift the stone, but the weight becomes too much to bear. It slips from your grasp and slams against you as it falls to the ground.

You suffer 1d6 points of damage from the stone, and you can't try to lift it again on your own.

Make a note that you learned Secret C.

If this reduces you to 0 hp, read 73. Otherwise, read 2.

Your hammer strikes Brusgar's side. He grunts in pain,

but quickly regains his composure.

You just hit Brusgar and caused him damage.
Roll 1d8+3 (roll your 8-sided die and add 3 to the number rolled) to determine how much damage you dealt. This adventure uses hit points to track how much punishment somebody can take. Brusgar started with 30 hit points. To find his current hit points, subtract your damage from his previous total of 30. Mark Brusgar's current hit points on your piece of paper.

Then read **37**.

If this is the first time you're at the barracks, read 69. If you've been to the barracks before, read 11.

"Brusgar of the Bronzehand Clan and I were able to set the stone in its place, though the iron fastening must be tended to."

"And where is Brusgar now?"

"He guards the House of Healing," you say.

"I will speak to him. Are there any others who can speak of your actions this evening?"

If you know Secret A, read 4.

Otherwise, read 70.

If you know Secret B or Secret D, read 63. Otherwise, read 18.

You awaken in strange bed. Many such beds surround you, although all the rest are empty. Your weapons and armor lie in a pile next to you. It takes you several minutes to realize where you are: the House of Healing.

You were told that clerics from the House of Healing would be on hand to ensure that the losers

survived the test of the Iron Shields.

And then it hits you. You lost.

On the positive side, the clerics have restored you to your maximum hit points (36). Note this on your paper.

Then read 35.

Gunthar, son of Galdur, son of Untharg, of the Stonefist Clan, the leader of the Iron Shields, crumbles under your mighty blows. You stare in disbelief at his

broken body and ponder what you have done.

Then the stone door bursts open. Elder Thorvald strides through, accompanied by three more of his clan. He demands to know what happened. After your explanation, Thorvald tells you there will be an investigation, and until then you will remain under heavy guard.

Now read 24.

"And one more thing," Hilgar says. "I've nearly spent my magic for the day, but I think I can manage one more healing. I can heal you now, or you can come back, and I'll heal you then."

If you accept healing now, read 23. If you leave without healing, read 2.

You shake your head. "No. There are none who can

speak for me."

'Very well," Elder Thorvald says. "After the ghouls are eliminated I shall make a full investigation of this matter. Until then, I am afraid you must wait under guard."

Now read 68.

The strain of lifting the stone is almost unbearable, yet you manage it. With a great thud, it slides back into place. This should at least slow the ghouls down, but there are more in the city, and, worse, a traitor in the city.

Make a note that you learned **Secret B**. Now read 2.

"Alas, the breach still lies open, and I fear even now more

ghouls may be pouring through."

Elder Thorvald whispers to one of the guards, who then hastens out of the room. The elder turns again to you. "And what of your actions during the battle? Are there any who can speak to them?"

If you know Secret E, read 41.
If you know Secret A, but NOT Secret E, read 4. Otherwise, read 55.

The ghoul sees you and attacks.

Your Attack Bonus	+8
Warhammer Damage	1d8+3
Your Armor Class	20
Your Hit Points	check your paper (maximum 36)
Ghoul's Attack Bonus	+3/+3
Claw Damage	1d6+1
Ghoul's Armor Class	14
Ghoul's Hit Points Special: Undead	13

After one round of combat, a second ghoul leaps from the shadow, and you must fight two ghouls.

You can only attack one ghoul each turn, but they can both attack you, making two attacks per round each. Both ghouls start with the same stats.

If the ghouls reduce you to 0 hp, read 73. If you reduce both ghouls to $0^{\circ}hp$, read 3.

You shake your head. "No. There are none who can

speak for me.'

"Very well," Elder Thorvald says. "After the ghouls are eliminated I shall make a full investigation of this matter. Until then, I am afraid you must wait under guard.'

Now read 56.

56

You spend the night under lock and key, occasionally hearing the sound of battle and wishing you could take part. You learn the next day that many dwarves lost their lives during the night.

Worse yet, Elder Thorvald's investigation yields little results. It is Gunthar's word against yours, and you have nowhere near his standing. He is able to sway much of the Council to see you as threat to the existence of

You are sentenced to death, to be crushed

This concludes the adventure. To attempt a different outcome, return to 1 to begin again.

You enter the House of Healing. To the right is a room filled with rows of simple cots, to the left a chapel to the All-Father. As the hour is late, only a single acolyte tends the shrine. You recognize her as Hilgar, the cleric who cured your wounds after battling Brusgar.

"I heard screams," she says. "What happened?"

"Ghouls," you mutter.
"I've nearly spent my magic for the day, but I think I can manage one more healing. I can heal you now, or you can come back, and I'll heal you later.

If you accept healing now, read 23.
If you leave without being healed, read 2.

Hilgar greets you as you enter the House of Healing. "I'm glad you are well. The ghouls have stayed clear

If Hilgar has not healed you since the ghoul attack,

If Hilgar has already healed you since the ghoul attack, read 61.

Elder Thorvald strokes his beard. "After the ghouls are eliminated I shall make a full investigation of this matter. Until then, I'm afraid you must wait under guard."

Now read 68.

60

When you arrive at the Iron Shields' feast hall, the chaos you discover tells you that the ghouls stuck here too. You make your way past the guards, and soon find Gunthar Stonefist in his private office.

"Son of Kongar," he greets you. "What news

do you bring?"

If you know Secret B or Secret C, read 64. Otherwise, read 36.

61

"I will offer a prayer to the All-Father for you," Hilgar says. "But I'm afraid there is little else I can do."

You must look elsewhere, read 2.

You lower your shield and present your weapon to Gunthar. "I swear," you say, "to always remain loyal to the Iron Shields, and to keep all their secrets."

"Indeed," Gunthar says, "you will take our

secrets to your grave."

Gunthar swings his axe. With one mighty chop, he severs your head from your body.

Read **73**.

You return to the location of the breach, and see that the stone still stands, blocking the threat of more ghouls. However, you know that there are other ghouls still hunting within the city.

Now read 2.

"I found the breach that the ghouls came through," you tell Gunthar. "And worse, it looks like somebody inside the city let the ghouls in."

"I think..." Gunthar begins. "I think I can

trust you to keep this secret to ourselves."
You cannot believe his words. "Surely we must

find out who the traitor is. The elders..."

Gunthar interrupts. "The elders? The elders are soft! Those few remaining who know the thrill of battle have forgotten it in their old age. Blackhelm and his cronies think they can disband us?" He pauses, and then continues more softly, "Occasionally the elders need reminding how crucial the Iron Shields truly are."

You cannot believe what you are hearing. Gunthar talks as though he welcomed the attack, as

though...

"So, Kalgor Bloodhammer, son of Kongar, son of Kalal, can I trust you to keep this secret?"

If you agree to keep the secret, read 32. If you refuse, read 40.

65

If this is the first time you've entered the House of Healing since the ghoul attack, read 57.

> If you've been to the House of Healing already, read **58**.

You soon reach the edge of the city, and you find the source of the problem. A thin ghoul pulls itself through a small crack in the wall. A large stone block lies nearby.

> If this is the first location you visited since fighting the ghoul in the streets, or if you visited one other location (such as the House of Healing OR the barracks), read 71. If you visited two or more locations (such as the House of Healing AND the barracks), read **54**.

"You could have been one of the greatest of the Iron Shields," Gunthar says. "You still have a chance. Surrender your weapon and swear loyalty, and I will let you live."

> If you surrender you weapon and swear loyalty, read **62**. If you refuse, return to **40** and continue the battle.

You spend the night under lock and key, occasionally hearing the sound of battle and wishing you could take part. You learn the next day that many dwarves lost their lives during the night.

You spend three days more under guard as Elder Thorvald concludes his investigation. Unfortunately, there isn't enough evidence to prove your innocence. Enough members of the Council believe your story to spare your life, but they cannot risk that you may betray the city. You are exiled to the surface world, and may never return.

This concludes the adventure. To attempt a different outcome, return to *I* to begin again.

You enter the barracks. The room nearest the street, where you bunk, is empty, but you hear the sounds of battle further in.

Making your way towards the sounds, you come to another room littered with slain dwarves and ghouls. One dwarf still stands, Brusgar, the one you battled for the right to join the Iron Shields. He is wounded and battles two ghoul fighters. If you don't help him, he will

In this battle you will also make attacks for Brusgar when you attack. One ghoul attacks you for the whole battle, while another attacks Brusgar. Brusgar attacks the ghoul who is attacking him (until it falls), but you are free to attack either ghoul.

Your Attack Bonus	+8
Warhammer Damage	1d8+3
Your Armor Class	20
Your Hit Points	check your paper (maximum 36)
Brusgar's Attack Bonus	+7
Greataxe Damage	1d12+4
Brusgar's Armor Class	17
Brusgar's Hit Points	12 (maximum 30)
Ghoul Fighter Attack Bonus	+6
Longsword Damage	1d8+3
Ghoul Fighter's Armor Class	14
Ghoul Fighter's Hit Points Special: Undead	18

If you are reduced to 0 hp, read 73.

If the ghouls are reduced to 0 hp before Brusgar has been reduced to 0 hp, read 30.

If the ghouls are reduced to $\frac{0}{h}$ h after Brusgar has been reduced to 0 hp, read 28.

Elder Thorvald strokes his beard. "Anything else?" he asks.

You shake your head no.
"Very well. After the ghouls are eliminated I shall make a full investigation of this matter. Until then, I am afraid you must wait under guard."

Now read 24.

The ghoul sees you and attack

The Shour sees you and attack	D.
Your Attack Bonus	+8
Warhammer Damage	1d8+3
Your Armor Class	20
Your Hit Points	check your paper (maximum 36)
Ghoul's Attack Bonus	+3/+3
Claw Damage	1d6+1
Ghoul's Armor Class	14
Ghoul's Hit Points Special: Undead	13

If the ghoul reduces you to 0 hp, read 73. If you reduce the ghoul to 0 hp, read 3.

Gunthar isn't undead, so the holy water does nothing but make him wet and angry.

> Erase the vial of holy water from your paper and return to the fight at paragraph 40.

Your body fails you, and your spirit rises to join the ancestors. Just one question lingers in your mind: Is your city safe?

This concludes the adventure. To attempt a different outcome, return to 1 to begin again.





BLOODH

Alignment Lawful Good Gender and Race Male Dwarf Class and Level Fighter 1

HIT POINTS 13

ARMOR / DEFENSE				
Armor	+ Shield	+ Dex Mod	+ Magic	=AC
+7	+2	+1	0	= 20

ATTACKS / WEAPONS

Speed 20 ft. Initiative +1

Weapon: warhammer

Attack Bonus	Damage
+4	d8+3

Weapon: two-handed axe

Attack Bonus	Damage
+5	d12+5

(Reduce AC to 18 when using this attack, no shield)

CLASS FEATURES

Attack Bonus +1			De la	
Saving Throws	=	Class	+ Ability Mod	+ Misc
Fortitude Save	5	+2	+3	+0
Reflex Save	1	+0	+1	+0
Will Save	1	+0	+1	+0

DWARF TRAITS

Darkvision: You see up to 60 feet in dark conditions. Hardy +2 vs Poison and Spells: Dwarves resist poison and magic when they make saving throws.

Hatred +1 vs. Goblins and Orcs: Dwarves gain a +1 bonus on attack rolls against their ancient enemies.

Weapon Familiarity: All dwarves know how to use battleaxes and warhammers.

ABILITY SCORES / MODIFIERS

Scores	Modifiers
Strength 16	+3 Str Modifier
Dexterity 12	+1 Dex Modifier
Constitution 16	+3 Con Modifier
Intelligence 11	+0 Int Modifier
Wisdom 12	+1 Wis Modifier
Charisma 10	+0 Cha Modifier

FEATS

Weapon Focus (two-handed axe): You have a +1 bonus included in your two-handed axe attacks.

SKILLS

	Ranks	Ability Mod	Misc. Mod	Total
Climb	+1	+3 Str	+3 class, -8 armor	-1
Know: Dungeoneering	+1	+0 Int	+3 class	+4
Perception	+0	+2 Wis	+0	+2
Swim	+0	+3 Str	-8 armor	-5

EQUIPMENT

Warhammer, two-handed axe, heavy steel shield, banded armor



BLOODE

Alignment Lawful Good Gender and Race Male Dwarf Class and Level Fighter 3

HIT POINTS 37

ARMOR / DEFENSE					
Armor	+ Shield	+ Dex Mod	+ Magic	=AC	
+7	+2	+1	0	= 20	

ATTACKS / WEAPONS

Initiative +5

Speed 20 ft.

Weapon: warhammer

Attack Bonus	Damage		
+6	d8+3		

Weapon: two-handed axe

Attack Bonus	Damage
+7	d12+5

(Reduce AC to 18 when using this attack, no shield)

CLASS FEATURES

Attack Bonus +3					
ı	Saving Throws	=	Class	+ Ability Mod	+ Mis
ı	Fortitude Save	6	+3	+3	+0
ı	Reflex Save	2	+1	+1	+0
ı	Will Save	2	+1	+1	+0

DWARF TRAITS

Hardy +2 vs Poison and Spells: Dwarves resist poison and magic when they make saving throws. **Hatred** +1 vs. Goblins and Orcs: Dwarves gain a +1 bonus on attack rolls against their ancient enemies. Weapon Familiarity: All dwarves know how to use battleaxes and warhammers.

Darkvision: You see up to 60 feet in dark conditions.

ABILITY SCORES / MODIFIERS

Scores	Modifiers		
Strength 16	+3 Str Modifier		
Dexterity 12	+1 Dex Modifier		
Constitution 16	+3 Con Modifier		
Intelligence 11	+0 Int Modifier		
Wisdom 12	+1 Wis Modifier		
Charisma 10	+0 Cha Modifier		

FEATS

Improved Initiative You have +4 to initiative. Weapon Focus (two-handed axe): You have a +1 bonus included in your two-handed axe attacks.

SKILLS

	Ranks	Ability Mod	Misc. Mod	Total
Climb	+2	+3 Str	+3 class, -8 armor	0
Know: Dungeoneering	+1	+0 Int	+3 class	+4
Perception	+2	+2 Wis	+0	+4
Swim	+1	+3 Str	+3 class, -8 armor	-1

EQUIPMENT

Warhammer, two-handed axe, heavy steel shield, banded armor

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