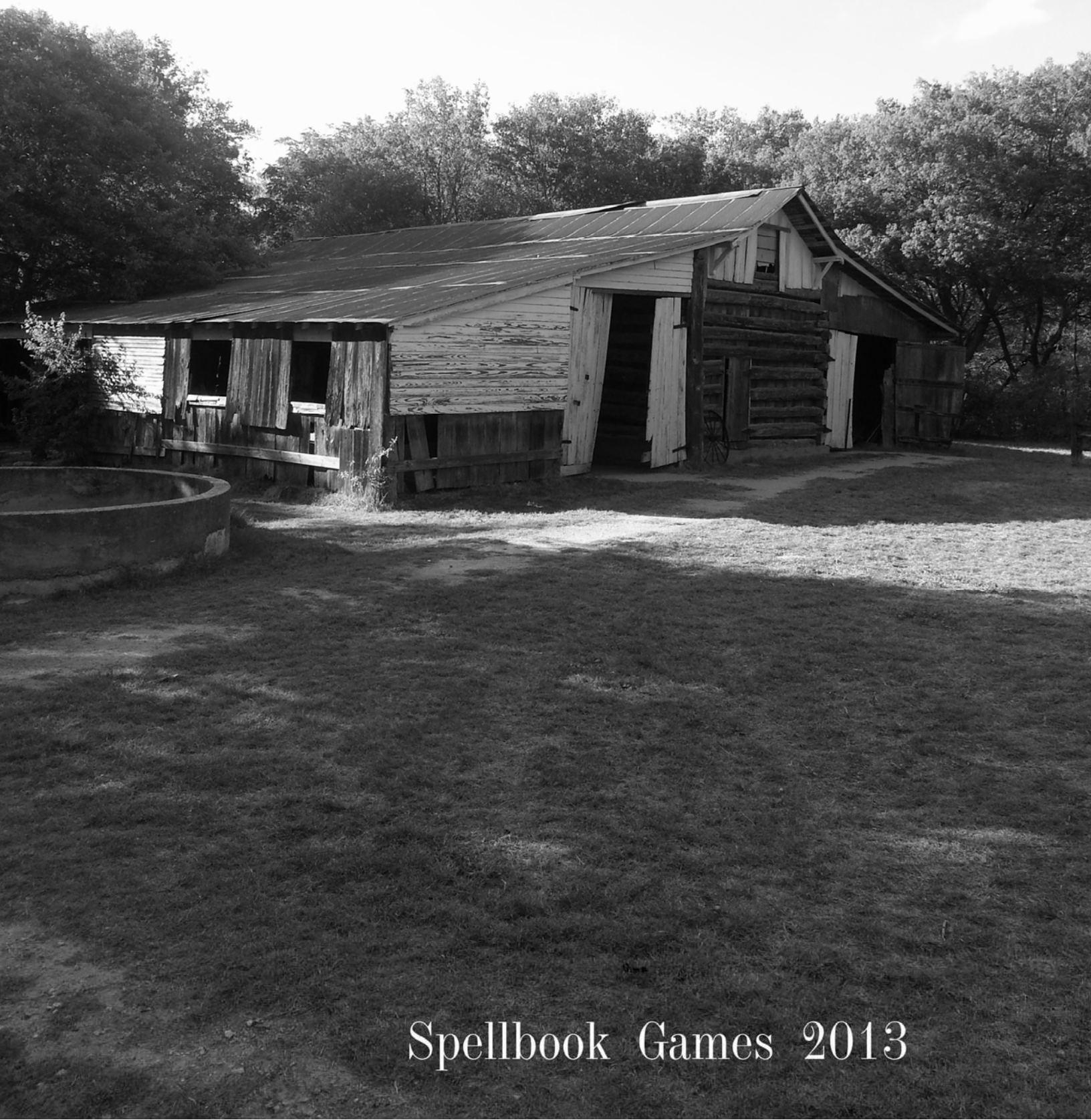


Warrock's Farm

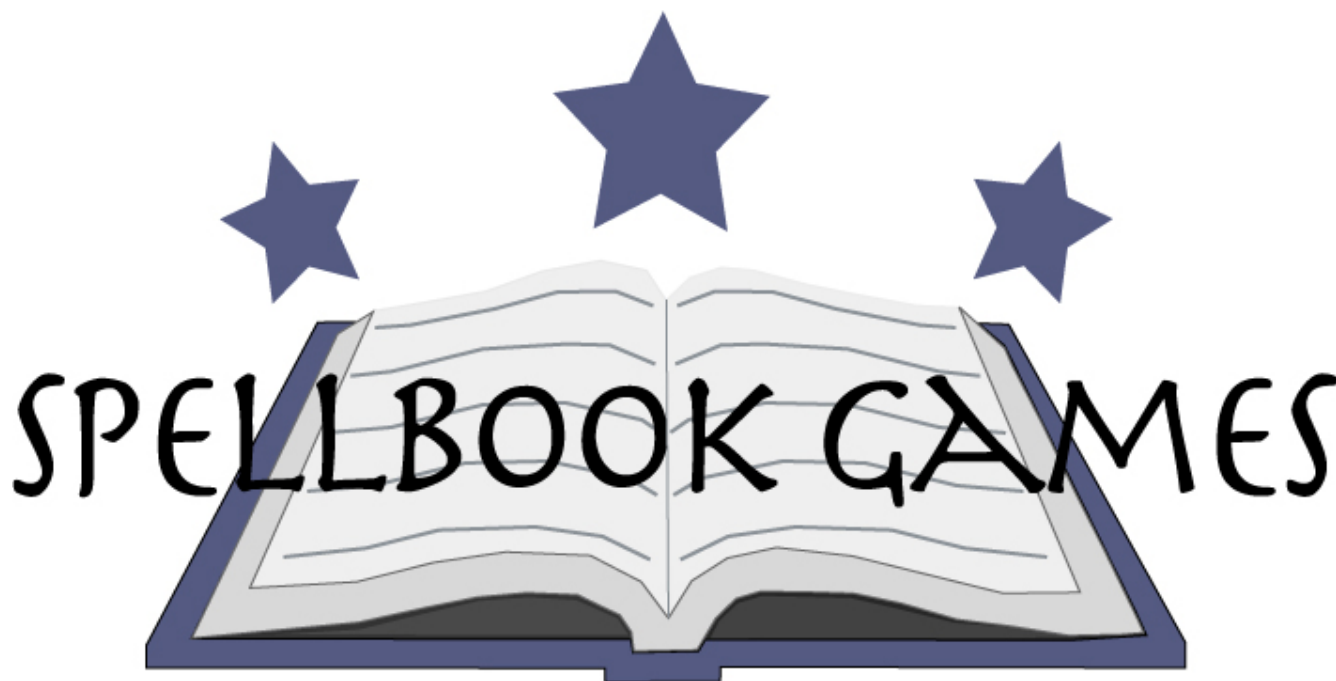


Spellbook Games 2013

Warrock's Farm

Writing and Production by

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Introduction

This adventure is suitable for a group of beginning or low-level Adventurers, of no more than Third Level. The characters may be from the small town of Ash Mill (e.g. in the Flying Boar Tavern when the news arrives) or may volunteer to assist in investigating the burning wagon (e.g. on the coach that discovered the situation). A variety of environments are included, open plains, forests, hills, farms, caves, and a ruin. Example or pre-generated characters are included with the adventure.

Common Abbreviations

AC – armor class, feet – FT, GTET – greater than or equal to; hp – health points; HD – monster hit die (1d10), L# - Class level of #, LTET – less than or equal to; TH – to hit

Situation

It is early afternoon (about 1:30 p.m.). The afternoon stagecoach from Elinbrock has just arrived at the Flying Boar Tavern, appearing about an hour later than usual. The coach driver, Cymar, tells of finding a burning farm wagon at the ford about two miles east of Ash Mill. There was dried blood on the driver's seat, large holes in the sideboards, and very large footprints in the mud. The coach horses would not approach the wagon, acting very frightened. Two horses were found butchered a short distance away, and some winter cabbage had been taken. A search found a short bow with ten arrows, a dirk, and two men's cloaks. A broken staff and several arrows were on the ground, two arrows had blood on the head. It is uncertain when the attack occurred, but Cymar estimates it was at least 3 hours before he arrived at the scene (maybe happened around 9 a.m.).

Several townsfolk remember hearing rumors in the past two or three months of a band of bandits operating around Elinbrock; the band was led by Staffan Red-Beard (m), with partners Ulfrad (m. Dwarf, also called 'Braidbeard') and Heckard Kowarson (also called 'Two Cut,' for his two-rapier fighting style).

If Adventurers are still in town in early evening (6-6:30 p.m.), Bedwin (a young farm hand at Warrock's farm, one-and-quarter miles to the south) arrives riding an ox. He tells of an attack on the farm by three huge humanoids, occurring about three hours earlier; Warrock and his wife Eillis are unhurt, but children Ainne (f9) and Dunhai (m6) are missing. If Adventurers depart before Bedwin arrives, they hear of the attack when they arrive back in town (if at the ford, ruin, or any cave), or about two hours later (from runners dispatched to every local farm).

The Town of Ash Mill

Prian, Village Elder (Prian m, Bayla f, Chestalla dau); **Flying Boar Tavern**, Althos & Greten proprietors (husband/wife); **Church of Saint Ephowlett** (Anuruck, monotheistic deity), Hessel (Head Priest L5), Ronan (Priest L3); **Lywel's General Store** (Lywel m, Macha f, Florie dau, Alcina dau, Odgar son); **Sadoth, Blacksmith** (Sadoth m Dwarf, Relgor m Dwarf, Morix m Human); **Hestin, Saddler and Stables**, (Hestin m, Amene f, Nythan son, Lerins son, Gwri son, Sabra dau); **Meylor, Bowyer** (Meylor f, Lucan son); **Ferenc, Healer** (Ferenc m Gnome, Gyall m, Igna f), **Trumwin, Hunter/Tracker** (Trumwin m Half-Elf, Ulda f); **Delgil, Land Owner** (Delgil m Half-Elf {Gentry}, Russa f, Ovarra dau, Montos son); **Tulgaid, Land Owner** (Tulgaid m {Gentry}, Evlyn dau).

Town Details

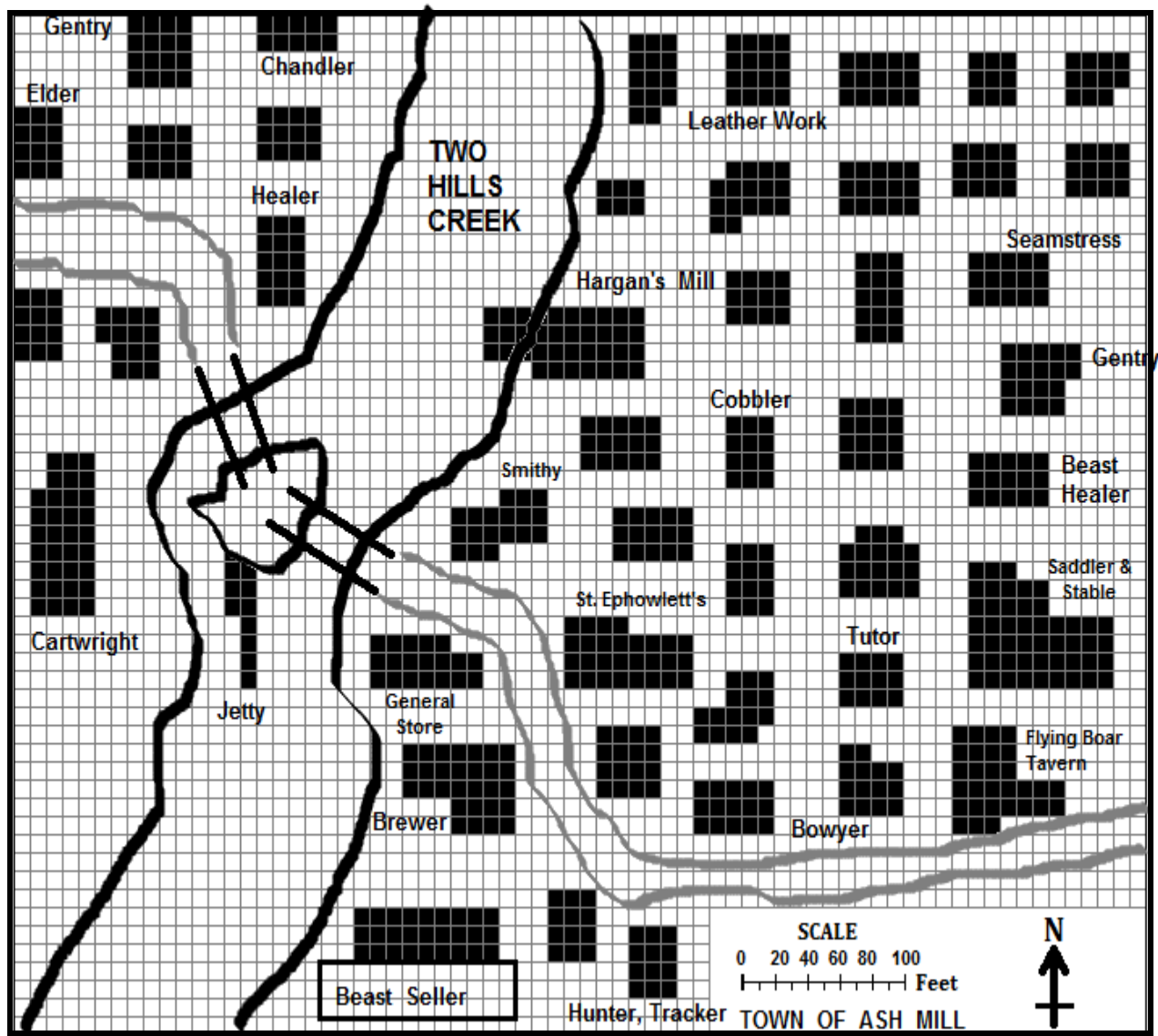
Prian has a strongbox with 212 CP, 18 SP, 4 GP. He also has a *Scimitar +1*.

The Flying Boar Tavern has a strongbox with 310 CP, 77 SP, 3 GP. Althos has a *Flask of Endless Beer* that he keeps locked in the basement (-4 open lock). Greten has a silver-bladed Dagger, and an *Antidote Ring* (versus poison). The tavern has four single rooms for rent and two double room.

The Church of Saint Ephowlett keeps a piece of the saint's left big toe in a silver phylactery (1134 GP). The church has an underground vault (-2 to find, -4 top open) holding 5218 SP, 922 SP, 201 GP, silver sacramental dishes (9, total 846 GP), two rapiers, *War Hammer +1*, *Metal Shield* (AC+6, reflects Devotions from evil Priests), 5 gallons Holy Water, 4 potions (Games Master selection). Hessel is Agility 17, Intelligence 20, Stamina 19, Strength 12, Will 14, hp 23, SPM+5; he has *Priest's Robes AC35*, *Gauntlets AC+6*, *Heavy Mace +2*. Ronan is Agility 21, Intelligence 16, Stamina 18, Strength 13, Will 14, SPM+3; he has *Open-Face Helm AC+6*, *Chain Mail AC+8*, Studded Leather Gauntlets, *Staff +2*, silver-bladed Dirk. The church has two room they rent to the faithful.

Lywel's General Store sells goods of Universal, Common, and Uncommon rarity; the goods have superior quality. Lywel has a strongbox (-2 open lock) holding 439 CP, 82 SP, 10 GP, three diamonds (42, 88, 108 GP), and a bloodstone (201 GP). He has a Cudgel +2 (Knockout 1d100 minutes, save 1d20 GTET [30-Stamina]).

Sadoth does above-average work as a smith. He repairs weapons and armor but usually does not make it. He can sell 4 Daggers (one silver-blade), a Rapier, two War Hammers, a Light Mace, and a Flail.



Ash Mill, Details

Sadoth (continued). He has a hidden strongbox (-4 to find, -4 to open) that holds 112 CP, 230 SP, 26 GP, a white pearl (144 GP), three pieces of polished jade (27, 90, 114 CP), and a piece of black ivory (74 GP). He also has an IOU for 270 GP from Celaphorn, a smith in the town of _____.

Hestin's stable can house 30 beasts and four wagons or carriages. He currently has 18 stalls rented. He has two horses, five burros, and an ox for sale, along with one carriage. Nythan does horse shoeing, Lerins is studying to be a Beast Healer. Hestin can sell up to two wagons of feed. Hestin has a strongbox (-2 open lock) that holds 336 CP, 71 SP, 5 GP. He has one set of *enchanted horse-shoes* that doubles a horse's speed (one hour/day).

Meylor makes bows of Common quality, 4/week. His stock consists of 3 compound bows (+25% range), 9 long bows, 6 short bows, and 4 cavalry bows. He gains +3 TH when using his personal long bow, with +1 damage and +1 critical. His strongbox (-1 open lock) holds 53 CP, 347 SP, 62 GP, 2*emeralds (402, 668 GP), a 102 GP ruby, and a 510 GP nugget of platinum. He also has an adamantite hunting knife (+1 damage), a *Potion of Steady Shooting* (+2 TH, missile weapons), and an *Arrow of Slaying* (save 1d20 GTET [32-Stamina]).

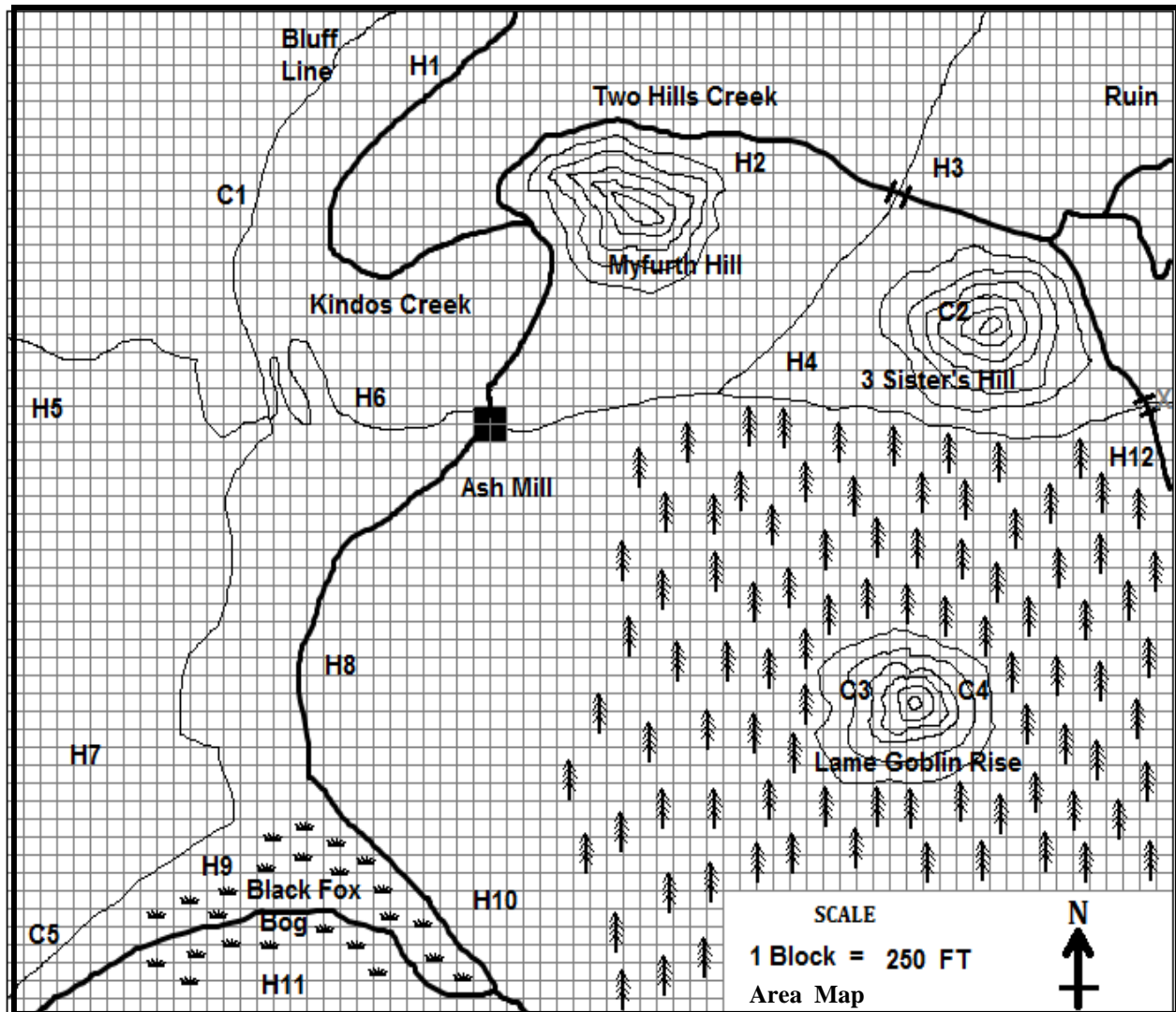
Ferenc has a small clinic with two beds. He relies on herbal remedies, has a small laboratory for processing herbs, and has an herb stock worth 218 GP. He has the following Draughts: Hallucinogen (2), Calming (4), Hangover Cure (8), Muscle Relaxant (5), Nausea Cure (2), +1 Stamina Increasing (1), +1 Strength Increasing.

Ash Mills, Details,

Trumwin has arthritis and is currently ill; a *cure disease* prayer significantly improves his condition, but not enough that he is willing to accompany Adventurers into the field. He tells Adventurer's to make a footprint cast at the scene and gives them some quick-drying plaster. When they return with a cast, he readily identifies the feet as belonging to trolls, and tells Adventurers that in the past trolls have come into the area from the south. The cast is from a large troll indeed. He suggests first checking Runallen, Oander, Kithail, Warrock, and Widow Daramilla's farms, next, looking into Toadstool Cave, Goblin's End Cave, and Roald's Cave, then visiting the ruins of Celfyn Manor.

Area Map

The area map depicts an area about one and one-half miles around the small town of Ash Mill. The town is situated on both sides of Two Hills Creek, about one-half mile south of the junction of Two Hills and Kindos Creeks an one and one-half mile north of Black Fog Bog. A 200-250 FT bluff runs south to north to the west of town. Two Hills Creek flows from the south to north, turns east and wraps around Myfurth Hill and turns again to the southeast around Three Sister's Hill. A nameless creek (possibly referred to as 'Celfyn Creek') joins Two Hills Creek at the base of Three Sister's Hill, flowing from the northeast. The ruins of Celfyn Manor are just north of one branch of this creek, about one and three-quarters mile to the east-northeast of Ash Mill. An east-west road from Elinbrock to Sparcroft runs through Ash Mill, a road from Varcox crosses the creek and joins the Elinbrock road six-tenths mile east from the town.



Area Map, Details

Myfurth Hill lies four-tenths mile to the northeast, with a height of about 400 FT. Three Sister's Hill lies one and two-tenths miles to the east, at a height of about 500 FT. Lame Goblin Rise (or Knob) lies about one mile to the southeast of Ash Mill, at a height of about 550 FT; more than three hundred years ago it was called 'Prospector's Hill.'

Farms (H1 through H12)

[1] A farm located on the west side of Kindos Creek about three-quarters mile north of Ash Mill. The farm is occupied by Warnack (m), wife Conna, sons Wormond, Arthfyw, Conus, and daughter Mellia. Their hired hands are Brerk and Samjam. The farm consists of a house, barn, tool shed, three crop bins, small windmill, a well, and two corrals (one horses, one oxen). No evidence of trolls is found around the farm.

[2] A farm located on the south side of Two Hills Creek, between Myfurth Hill to the west and Varcox Bridge to the east, about two-thirds mile to the northeast of Ash Mill. The farm is occupied by Widow Zinaidia, her son Heinrek, daughter Deleen, and hired hand Thadheg. The farm consists of a house, large root cellar, large barn, small barn, six crop bins, irrigation canals, corral (oxen), and dairy shed. A few troll footprints are found southwest of the farm along the base of Myfurth Hill; two hours of searching are required to find the prints.

[3] A farm located on the north side of Two Hills Creek, east of the Varcox Bridge, south-southwest of the Celfyn Manor ruin. The town of Ash Creek is one and one-quarter mile to the south-southwest, the ruin is a half mile away. The farm is occupied by Kethring (m), his son Gundar, his sister Sillasi, her son Dubric, and her daughter Pennirdan. The farm consists of two houses, a barn, shearing and weaving shed, five crop bins, general purpose shed, horse corral, and sheep corral. No evidence of trolls is found around the farm.

[4] A farm located on north of the Elinbrock Road, just east of the Varcox Bridge split, west of Three Sister's Hill, eight-tenths mile from Ash Mill. The farm is occupied by Justin (m), his wife Hrenna, her brother Brogan, and farm hands Avdei and Agadama (f, sisters). The farm consists of a house, bunkhouse, barn, dairy barn, butter house, smokehouse, and corral (oxen). No evidence of trolls is found around the farm.

[5] A farm located on the plateau, south of the road to Sparcroft, one and three-tenths mile west of Ash Mill; Runallen's farm is nine-tenths mile to the south-southeast.

[5] continued. The farm is occupied by Jaennis (m. Half Elf), sons Lazar, Caseat, and Ratuck, and hired hands Deugans and Bleddyn. The farm consists of two small houses, a large barn, a small barn, root cellar, tool shed, a goat corral, and oxen corral. Two goats have gone missing in the last ten days. A few old troll footprints are found south of the farm; an hour of searching is required to find the prints.

[6] A farm located on north side of the road to Sparcroft, four-tenths mile west of Ash Mill. The farm is occupied by Kustanen (m.), his wife Chaya, Vrata (daughter), Nessim (son), and Pechta (daughter), and hired hands Heber (m. Dwarf), Agaed, and Palemo. The farm consists of a house, bunk house, large barn, five sheds, an apple orchard, a cider press, a corral (horses), and a pasture (cattle). No evidence of trolls is found around the farm (one stray cow is found to the north).

[7] A farm located on the plateau, one and two-tenths mile southwest of Ash Mill (nine-tenths mile from Jaennis, seven-tenths mile from Oander, four-tenths mile from Kithail). The farm is occupied by Runallen (m.), his brothers Vulcagni and Byyan, Byyan's wife Annowere, Vulcagni's children Fergal (m), Tarsalla (f), and Felice (f), and hired hand Davanat (f). The farm consists of a house, large barn, small barn, four crop bins, small sawmill, pond, corral (oxen), and three dairy pastures. Recent footprints are found east and southeast of the farm; Runallen has found two butchered calves in the past twelve days; Davanat may have seen large humanoid shapes to the south in the morning fog four days ago.

[8] A farm located on the east side of Two Hills Creek, six-tenths mile to the south-southwest of Ash Mill (seven-tenths mile from Runallen, half mile from Kithail, six-tenths mile from Warrock). The farm is occupied by Oander (m), his wife Yalwa, sons Jilban and Domos, and hired hands Peppin (m. Dwarf, Warrior L3) and Hendrik (m. Warrior L1). The farm consists of a house, barn, four crop bins, three sheds, smokehouse, root cellar, corral (horses), and orchard. Recent troll footprints are found all around the farm and on the west side of Two Hills Creek. Several trees in the orchard have been damaged recently (not weather). Three nights ago the horses and farm dogs unexpectedly raised a lot of noise in the middle of the night.

[9] A farm located between the Black Fox Bog and the bluff, one and one-tenth mile south-southwest of Ash Mill (about a half mile from Oander, four-tenths mile from Runallen, one-third mile from Widow Daramilla). The farm is occupied by Kithail (m), his wife Slanny, son Tolan, daughter Zarsa, and sons Baludd and Lambert. [continued next page...]

Area Map, Details

[9] continued. The farm consists of a large house, barn, four crop bins, two sheds, stone-cutting shed, horse corral, oxen corral, and spring. An 8 FT wood palisade is built around the house and barn. Troll tracks are found along the northwest edge of the bog. Five days ago Baludd found several butchered deer along the stream to the southwest (foot of bluff near cave).

[10] A farm located on the east side of Two Hills Creek, across from Black Fox Bog, just west of the forest, one-and-quarter mile due south of Ash Mill (six-tenths mile from Oander). The farm is occupied by Warrock (m), his wife Eillis, children Ainne (f9) and Dunhai (m6), and hired hand Bedwin. The farm consists of a farmhouse, small cottage, large barn, two sheds, root cellar, small sawmill, and two corrals (oxen). A 5 FT deep ditch with sharpened stakes surrounds the two houses, barn, cellar, and sawmill.

The farm is found with holes in the cottage and barn, one shed is flattened and the mill is broken. One corral fence is down with five hurt or dead oxen on the ground, two long flattened tracks lead to the east. The surviving oxen has scattered, one is behind the barn. Small tracks are found for 60 FT from the downed shed. Large tracks are all over the central farm and to the east; older tracks are found to the south and along the creek. A butchered stag is found on the east side of the creek across from where Black Fox Creek joins Two Hills Creek.

IF Adventurers arrive before hearing the news in Ash Mill – Warrock and Eillis are at the root cellar, weeping, and Bedwin has ridden to town. Three large humanoids came out of the forest about two hours ago, broke into one corral and slaughtered several oxen. While one dragged two carcasses back to the woods, the other two bashed in farm buildings. The parents hid in the root cellar; they think their children were in the sheds. The children are not to be found around the farm when they are searched for.

IF Adventurers arrive after hearing the news in Ash Mill – Three large humanoids came out of the forest about five hours ago...(see above). The parents have searched the farm and immediate area for the children, without finding any traces.

[11] A farm located on the south side of Black Fox Bog, one-and-half miles south-southwest of Ash Mill (one-third mile from Kithail). The farm is occupied by Widow Daramilla, her son Bajnok, her son Havalor, her daughter Ivana, and hired hands Gyr (m., Warrior L2) and Milaen (m).

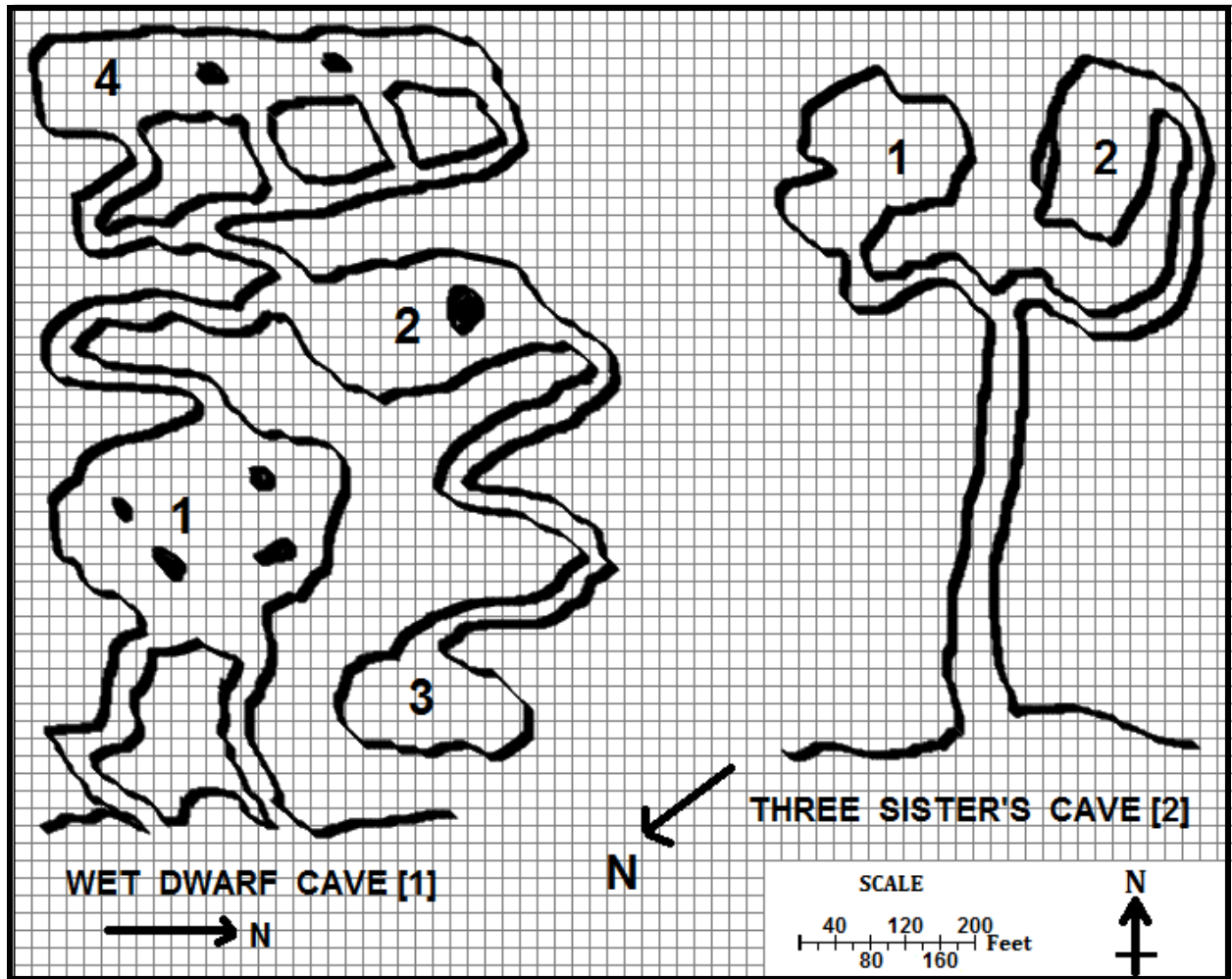
[11] The farm consists of two small houses, small barn, four crop bins, two sheds, a cistern, a stone-lined pond filled with fish, a small wind mill, and a corral (horses). An 8 FT palisade is around the houses, barn, mill, and corral. Old troll tracks are found along the bog's edge, newer tracks are found to the east, on the west side of Two Hills Creek. Four nights ago something pushed against the palisade for a short time, and in the morning they found some gouges in the wood and minor damage, along with a big bare spot on the ground with claw marks.

[12] A farm on the west side of Two Hills Creek after it turns south from Three Sister's Hill, one mile and eight-tenths due east of Ash Mill; the Elinbrock ford is a quarter-mile to the north-northeast. The farm is occupied by Alcmund (m), his wife Yoain, their son Dragan, Dragan's wife Solabarga, their son Dynfal, and hired hand Morirex (m. Dwarf, Warrior L1). The farm consists of a large house, a cottage, a barn, five crop bins, a tool shed, a small grinding mill (oxen-powered), a corral of horses, a corral of oxen and dairy cows, and a root cellar. A solid 7 FT wood fence separates the main part of the farm from the woods to the southwest. There are no troll tracks near the farm or on the west side of the creek. Older tracks are found on the east side of the creek after two hours of searching.

If approached the same day – Alcmund thinks he may have heard a commotion to the northeast (by the ford) early this morning but didn't go look {there have been rumors of bandits in the last month or so}. If approached the next day or later, Alcmund remembers nothing.

Caves (C1 through C5)

[1] **Wet Dwarf Cave.** Located in the base of the bluff, three quarters mile to the northwest from Ash Mill; the cave is about half-way between the Warnack and Kustanen farms. A four-room cave, two entrances 150 FT apart both lead into the first room. (1) A room 280x320 FT, 20 FT tall along the edges and 50 FT tall in the center, with a wet sand floor and four large floor-to-ceiling columns. Water drips from the ceiling in most of the room. (2) A room 150x300 FT, 25 FT tall south of the large column, 15 FT ceiling east of the column, the floor is slippery wet shale. Water slowly drips from the ceiling in the east end. (3) A room 200x100 FT, 80 FT tall along the edges and 60 FT tall in the center, with a dry sand floor. Very little water drips in this room (northwest wall is damp). Four **Giant Skunks** (1*HD1 juvenile, 3*HD3, hp9-20-23-25, Bite d4, 2*Claw d3, Musk 5/d 25FT, infrared vision, resist Earth 17, rabies 18) have a den here. A lockbox is shallowly buried in the room (find [30-Intelligence], open lock -2, 37 CP, 15 SP, 2 GP, bloodstone 68 GP).



Area Map, Details

[Cave 1] (4) A room 520x80 FT having two floor-to-ceiling columns; the ceiling is 50 FT tall south of the columns, 20 FT tall between columns, and 40 FT tall north of the columns. The floor is slate. Water slowly drips from the ceiling in the eastern end. There is no evidence in the cave of either bandits or trolls.

[2] **Three Sister's Cave.** This two room cave is halfway up Three Sister's Hill, on the northwest side of the summit. (1) A room 200x185 FT, with a ceiling 20 FT high in the north and 35 FT to the south end, the floor is dry granite. (2) A room 200x100, the ceiling 70 FT high. A 40 FT ledge on the east side is 50 FT off the floor; a *skeleton* in rotting tunic is found on the ledge (either human or elf, looks to be more than a century old), along with a Dirk+1 (silver bladed), rotted backpack, rotted rope, 3 rusted steel spikes, a rusty metal lantern, 8 GP,

Area Map, Details

Three Sister's Cave, continued. ...and 12 SP. There is refuse, rotting wood and a stone fire area, and badly constructed large rotting wood furniture in Room 2 that suggests large humanoids may have used it in the past, but not for years.

[3] **Toadstool Cave.** A six-room cave is one hundred feet up the west side of Lame Goblin Rise, a quarter mile from Goblin's End Cave on the east side, and three-quarters mile southeast from Ash Mill. Three hundred years ago this cave was called 'Prospector's Cave.' (1) A room 110x120 FT, the floor is dry white limestone, the ceiling is 30 FT tall. A **Komodo Dragon** (HD4, hp35, AC45, Bite d8, fatal disease save [32-Stamina], death in 1d100 hours) lives in the room; many bones and rotting carcass pieces are on the floor. A skeleton in rotting tunic is on the floor, a backpack contains: 24 CP, 5 SP, dirk in scabbard, vial Holy Water, old garlic, dry canteen, 3 rations {rotted}, brass whistle, [continued next page].

Area Map, Details,

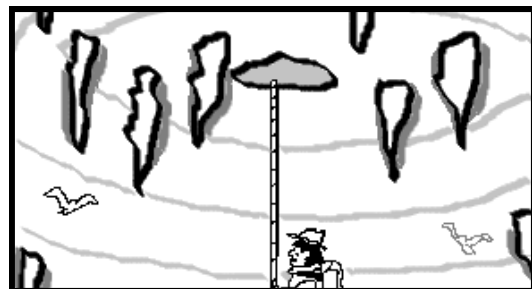
[3] **Toadstool Cave**, continued. ...hip flask with brandy, and art supplies. (2) A triangular room 120 FT at the base, 120 FT from base to tip, the floor is dry white limestone, the ceiling is 60 FT tall. The room is filled with giant pale white toadstools, to 4 FT tall (sickening-sweet aroma). (3) A kidney-shaped room 140x80 FT, the floor is dry grey slate, the ceiling is 15 FT tall. Some pale blue shelf fungi grow on the southwest wall, and pale pink fungi hang from the roof in the southeast end. (4) A room 300x160 FT, the floor is dry grey slate, the ceiling is 25 FT tall in the western side, 40 FT in the east. The remnants of long-ago mining is found on the north wall (rusted pick heads, broken shovel, small piles of crumbling rock, rusted lanterns, broken flasks). An *Enchanted Spade* is found here on 1d20 rolls GTET [32-Intelligence]. (5) A room 260x70 FT, the floor is dry grey slate, the ceiling is 25 FT tall on the eastern side, 35 FT tall to the west. Metallic flecks are seen in the north and east walls (gold or silver ore). (6) A room 200x150 FT, the floor is dry white limestone, the ceiling is 50 FT tall. The room is filled with giant pale white and pink toadstools, to 5 FT tall (nauseating aroma, save [28-Stamina]). A dead-end passage leads 160 FT to the south. A green-yellow phosphorescent mold is on the walls of rooms 1-2-3. There is no evidence in the cave of either bandits or trolls.

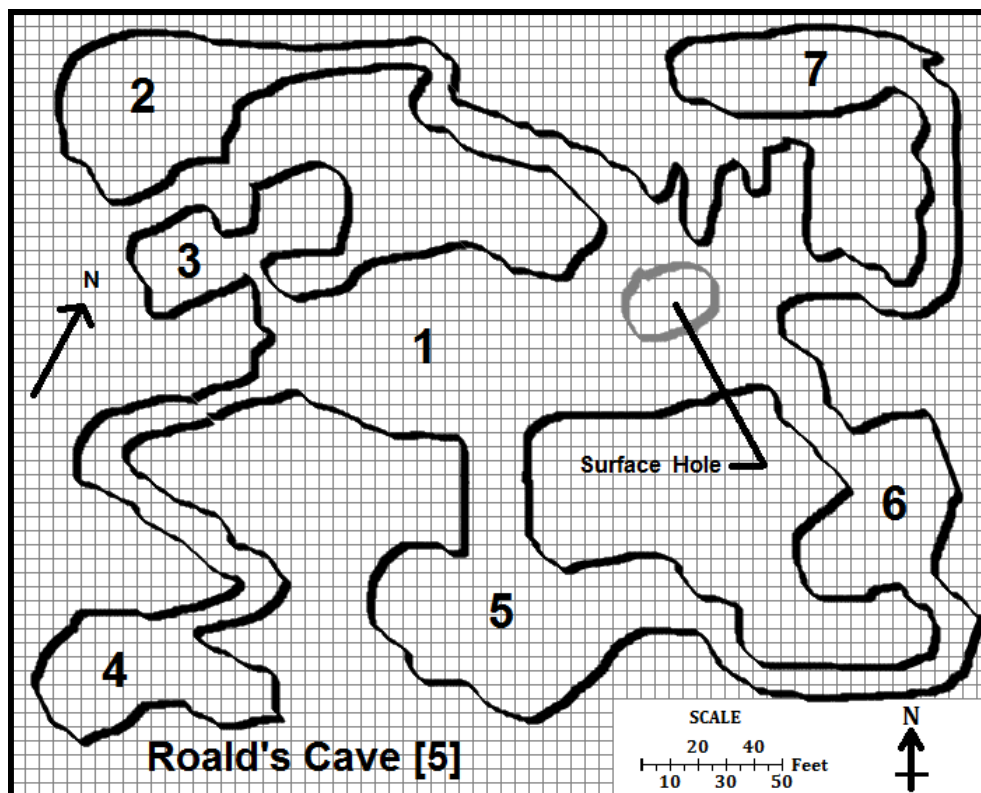
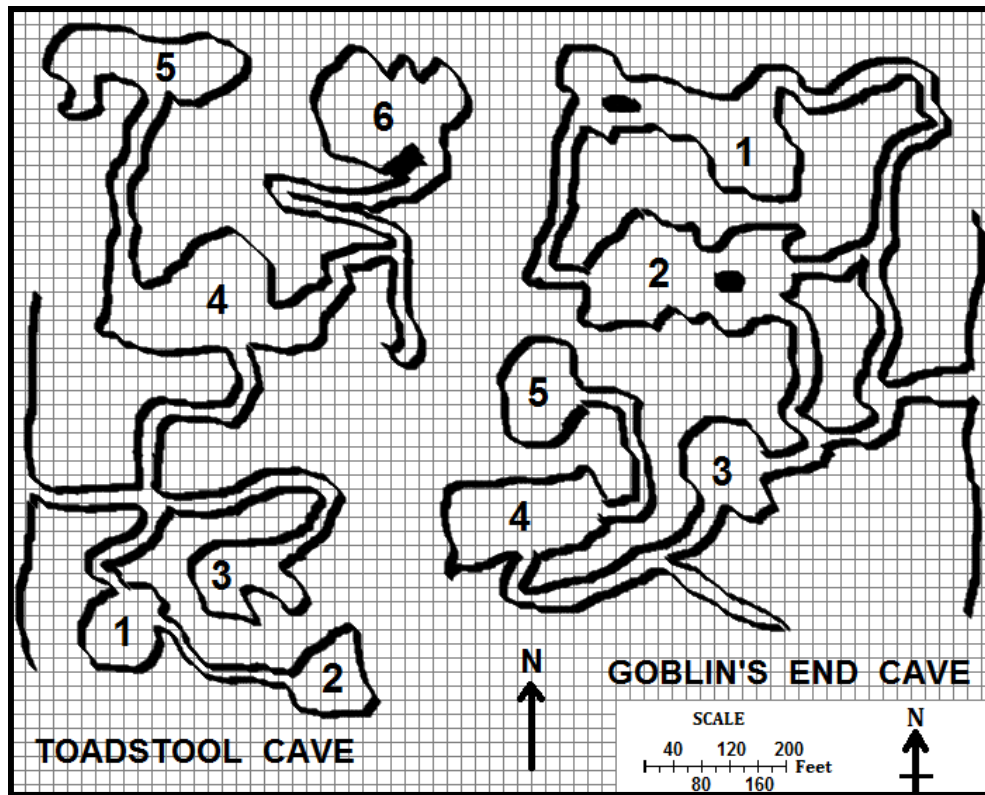
[4] **Goblin's End Cave**. This five-room cave is one hundred feet up the east side of Lame Goblin Rise, a quarter mile from Toadstool Cave on the west side, nine-tenths mile east-southeast from Ash Mill. The name commemorates a fight between settlers and a tribe of goblins on this hill and in this cave, three hundred years ago. (1) A diagonal room 400x150 FT with a floor-to-ceiling column at the west end. The floor is black granite, the ceiling is 30 FT tall in the southeast, 70 FT tall in the northwest end. (2) A room 320x150 FT, a floor-to-ceiling column in the east end; the floor is black granite, the ceiling is 22 FT tall west of the column, 15 FT east of the column. (3) A room 110x140 FT; the floor is rough grey granite, the ceiling is 15 FT along the edges, 40 FT in the center. (4) A room 220x100 FT; the floor is rough grey granite, the ceiling is 18 FT along the south wall, 28 FT along the north wall. (5) A room 110x150 FT; the floor is black granite, the ceiling is 45 FT tall..

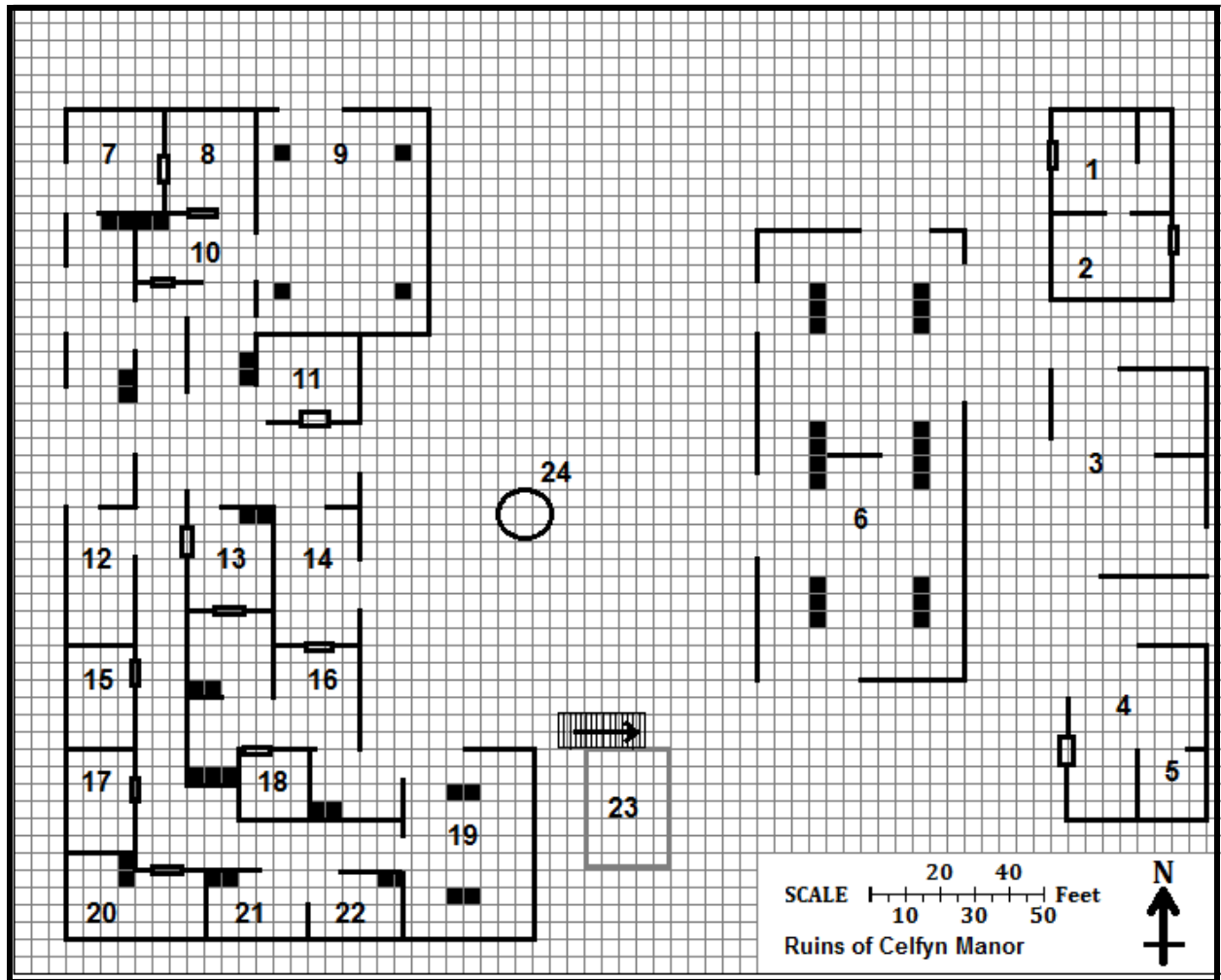
If the trolls are at the cave they are in Room 2, otherwise the room shows signs of recent occupation by large humanoid. There are lashed bed frames with skins, a rough table, five stump seats, a stone fire ring with metal grate, a skin bag of vegetables, a badly-dented cauldron, and some kitchen utensils.

[4] **Goblin's End Cave**, continued. A rockfall is at the back of Room 5, under a large boulder (Strength GTET 20 to move) is a burlap sack holding: 59 CP, 34 SP, 6 GP, quiver of 19 hunting arrows, saber, meat cleaver, open-face helm, leather gloves, two bottles wine (14 GP, 27 GP), three 10x30 inch oil paintings (39 GP, 62 GP, 80 GP), a piece of carved scrimshaw (107 GP), and a religious wood carving (48 GP).

[5] **Roald's Cave**. This seven-room cave is reached through a hole at the top of the bluff, one mile and a third southwest from Ash Mill, a half mile south-southwest from Runallen's farm, a half mile west-southwest of Kithail's farm, and seven-tenths mile west-northwest from Widow Daramilla's farm. (1) A room 190x75 FT, the floors and wall are of dry white limestone. The west end ceiling is 25 FT tall, the center section is 15 FT tall, the east end is 20 FT tall. A 30 FT across hole on the surface gives access to the room, with a 20 FT shaft down to the room ceiling. (2) A room 65x60, the floors and wall are of dry limestone. (3) A diagonal room 80x35 FT, the floors and walls are dark grey granite. A colony of nine **Stigae** (HD1, hp 3-3-4-4-4-5-6-6-8, AC8, Bite d3, Rear Stinger d4, 4*Tentacle hp1; disease from bite 1d20 GTET 15 – save 1d20 GTET [28-Stamina]) nest here. (4) A room 85x45, the floors and walls are dark grey granite. A small (6-8 FT) pool of cold water is in the southwest corner. The room is occupied by seven **Fire Flies** (HD3, hp 21-22-23-24-25-25-27, AC16, Bite d3, Ram hp1, Flame Spit d8 {every 12 rounds}). (5) A room 130x65, the floors and walls are white limestone. (6) A room 50x65 FT, the floors and walls are dark grey granite. (7) A room 95x30 FT, the floors and walls are white limestone. The following fungus grow at the west end: two **Explosive Fungus** (HD2, hp 15-18, AC8, 1d12 explosion at 10 FT, avoid 1d20 GTET [28-Agility]), two **Stool Fungus** (HD4, hp32-35, AC10, mental attack – domination, save 1d20 GTET [30-Will]), and a **Hanging Fungus** (hp61, AC12, dropped tip d6 – avoid 1d20 GTET [28-Agility], spore spray d4 with hp1 lung 1d20 rounds – save 1d20 GTET [30-Stamina] every round until save). A jumble of humanoid bones is among the fungi, along with an iron-shod staff, dirk, scimitar, hooded lantern, and backpack holding 6 pitons, 30 FT rope, canteen {spoiled}, 4 rations {rotted}, 2*flasks lantern oil, charcoal stick, 5*blank parchment sheets, small geologist's hammer, and a glass vial of weak acid.







Area Details,

Ruins of Celfyn Manor

The manor was once owned by the Celfyn family of gentry farmers, and it was the center of their plantation. The entire family was wiped out in a plague about two hundred years ago and there were no heirs. Neighbors at the time believed the plague was not entirely natural. The house has been looted several times so that none of its original furnishings remain, and there have been at least two fires here in the past hundred years.

Parts of three cottages (areas 1 through 5), the barn (area 6), and manor house (areas 7 through 22) still survive. Several piles (10-15 FT high, 30-40 FT across) of rubble are found north of the manor area. The first cottage (1, 2) still has its roof, the walls are intact, and the doors are gone. The third cottage (4, 5) has a partial roof over the southern half, the door is gone; although the northwest corner is gone, the remaining walls are sturdy.

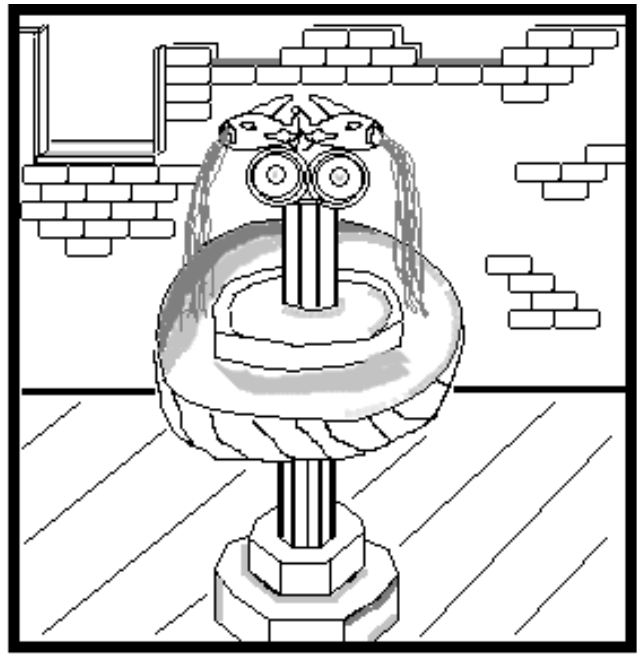
Celfyn Manor, continued,

The barn was once a two-story structure but the upper half is missing; the remaining walls are 15-20 FT tall and are sturdy. The manor house is a one story structure of brown stone, the walls are 12 FT high. Although the roof has fallen in and blown off, rafters are still in place in the southern part of the structure (areas 15 through 22). [1] The walls are scarred and blackened, the floor boards are warped. Dried leaves are blown into a corner. In Autumn a **Giant Boar** (HD2, hp16, AC12, Agil 12, Bite hp2, Gore d6, Trample 1d12+1d6) is using the room as den. [2] The floor boards are warped, some are missing, dried leaves are blown into a corner. If the gap in the floor is searched a 250 GP gold ring is found on 1d20 GTET [32-Intelligence]. 3] The remaining walls are 6-9 FT high, the area has a 2 FT layer of rubble. [4] The floor boards are warped, an empty picture frame hangs on the east wall, a layer of rocks in the center is covered in ash (old fire place). [5] Several empty amber glass bottles are found here, with ration wrappings and a canteen with hole in it. [continued on following page]

Area Map, Details

Ruins of Celfyn Manor

[6] A 6-inch layer of dirt covers the original paving stones. A thorough search of the area uncovers five metal buckles, a bronze ring (1d6 CP), 1d12 CP, knife blade, rusted leather punch, two empty glass vials, nine rusted iron bolts, a metal stirrup, rotting remains of saddlebags, and the glass top of a hurricane lamp. [7] The floor is covered by a 3-inch layer of dirt, the north and west walls are scorched, the door frame to #8 is empty. [8] The remains of a large desk are here, two drawers missing, one drawer is stuck closed. If the desk is moved, a panel hidden in the floor is found on 1d20 rolls GTET [30-Intelligence]; under the cover is found 29 GP, a 500 GP diamond, a 1d10 *Healing Potion* [rancid 1d20 GTET 17], an *Invisibility Potion* [rancid 1d20 GTET 18], and a gold Holy Symbol to Anuruck (monotheistic deity, 216 GP). The door frames to #7 and #10 are empty. [9] Dirt and refuse has blown into the northern part of the room. The walls are painted with murals of dancing couples. [10] The door frame to #8 is empty, the remains of a splintered door hang in the south frame. The room is occupied by a **Giant Scorpion** (HD3, hp24, AC28, Agil 14, Bite d4, 2*Pincers d8+2, Stinger d8, paralyzing poison – save 1d20 GTET [28-Stamina]). [11] Leaves are blown into the corners, the floorboards are warped, the east wall is scorched, the door frame is empty. Some pieces of chairs are found here (four padded seats, inside the third one is hidden a platinum *Water Breathing Ring*). [12] The floor is covered by 2 inches of dirt, with dried leaves and refuse. In spring the area is occupied by three **Giant Dung Beetles** (HD2, hp12-16-18, AC20, Agil 11, Bite d6, save versus disease 1d20 GTET [30-Stamina]). [13] The west door frame is empty, {old} planks have been nailed across the south door frame. [14] The floor is covered by 4 inches of dirt, with dried leaves and refuse. Four empty barrels were left here years ago. [15] The door here was replaced several years ago, and the room was cleaned up. There are scorch marks on the floorboards, the south wall, and the west wall. [16] The area has blown leaves and refuse, and dried dung. Some rotting wood pieces are found here, along with some old bones (hares) an old piece of leather. [17] The door here was replaced several years ago, it has a metal bolt on the inside. There are scorch marks on the floor, the north wall, and the west wall. A pile of cut firewood is under a tarp, along with a hooded lantern, three flasks lantern oil, spare wicks, 4 fire starters, flint/steel, and a small {rusted} hatchet. [18] The door is missing and the floor is bare. A wall safe on the west wall hangs open (in the column, if a hand is inserted a 1d3 needle trap springs 1d20 GTET 17, avoid 1d20 GTET [24-Agility]). Obscene graffiti has been scribbled on the south wall. [19] The remains of the kitchen, the fire pit has been cleaned and covered by a fresh grating, one oven is usable.



Celfyn Manor, continued

[19, continued] Two basins still hold water. A tarp in the southwest corner covers several large pots, an iron fry pan, a small cauldron, a cooking tripod, and a utensil set wrapped in cloth. [20] The door was replaced several years ago and it can be barred from the inside. Two three-legged stools are found here. A leather duffel in the northwest corner holds a folded field cot, two blankets, a tunic and leggings, pair of slippers, four candles, flint/steel, book {trashy novel, 2 CP}, whittling knife, and empty canteen. [21] The area is filled with dirt, blown leaves, and garbage. A badly-done ribald sketch is drawn on the west wall. [22] The area is filled with dirt and blown leaves. In summer there are berry vines on the south wall and the area is home to a mated pair of **Black Bears** (HD4, hp33, AC18, Agil 15, Bite d8, 2*Claw d8, Crushing Hug 3d6). [23] Remains of the Root Cellar, 15 FT underground, 7 FT ceiling, the south end has caved in (goes south another 15 FT). In winter a **Giant Badger** (HD3, hp26, AC15, Agil 12, Bite d8, 2*Claws d6, excellent digger, poor sight in bright light, excellent scent ability) dens here. inches deep. [24] A fountain with three sculpted fish in the center, one fish still spouts water, the pool is 14 inches deep. In Spring the water is healthy to drink, in Summer and Autumn it is green with algae. [continued on next page].

Celfyn Manor, continued

When the trolls are at the Ruins, a fire is going in the fire pit at #19 with a cauldron of soup, tended by Pruza (Bugbear), Rekla (Ogre) is at #4, #16, or #21. Uross (Troll) is at #6, #19, or #23. Abloz (Troll) is at #11, #13, #19, or #23. Eza (Troll) is at #6, #8, #14, #19, #23, or #24.

Searching the Forest

Adventurers walk through the forest at 32 map blocks/hour, and ride at 80 blocks/hour; at this speed they can see into the next block (at most); they notice the trolls on 1d20 rolls GTET [29-Intelligence]. If the trolls are in the forest, they hear Adventurers on horses 3 blocks away and walking Adventurers at 2 blocks, and have time to hide (roll GTET [33-Intelligence] needed to find); Adventurers must be stealthy in the woods for the trolls not to have time to hide.

Adventurers search a zone 14 blocks by 3 blocks per hour, they notice trolls on 1d20 rolls GTET [22-Intelligence], [24-Intelligence] if the trolls hide. If the trolls are present and retreat, they are detected on rolls GTET [18-Intelligence]. Early in the second hour of searching they find the bodies of two middle-aged men dressed like local farmers (missing from the wagon); the legs have been removed from each body.

Adventurers encounter the following creatures in the forest: *After 3 hours* – ten **Scorpion Flies**, HD3, hp17-19-20-20-21-21-21-22-24-26 AC10, Agil 16, Bite hp1, scorpion tail d6, paralyzing venom – save 1d20 GTET [26-Stamina]; *After 10 hours* – 2***Leopards**, HD3, hp26, AC12, Agil 17, Bite d8, 2*Claw d6, Hind Kick d10, infrared vision, move silently in forest, jumper/climber, pounce TH+2; *After 17 hours* – **Catoblepas**, HD5, hp42, AC50, Horns d6, Trample d12+d4, Death Gaze 6 FT – avoid 1d20 GTET [26-Agility], save 1d20 GTET [32-Will]), bull monster/large head/weak neck/head near ground; *After 20 hours* – **Giant Stag**, HD7, hp59, AC14, Agil 14, Bite d3, Antler Gore d10, Foreleg Kick 2*d4 rearing, Hind Kick d6, Trample 3d8).

Trolls and their Movements

Uross **Troll**, **HD5**, hp43, AC42(-5), Bite d4, Punch d10+1, Huge Club d10+d6, infrared vision, resists Earth Magic 1d20 GTET 7, resists Water Magic 1d20 GTET 10 [double damage if not resist], regenerates hp2/round, sees invisible, moves silently in hills.

Abloz, **Troll**, **HD7**, hp60, AC42(-5), Bite d4, Punch d10+1, Huge Club d10+d6, infrared vision, resists Earth Magic 1d20 GTET 7, resists Water Magic 1d20 GTET 10 [double damage if not resist], regenerates hp2/round, see invisible, moves silently in hills.

Eza, **Troll**, **HD4**, hp34, AC42(-5), Bite d4, Punch d10+1, Huge Club d10+d6, infrared vision, resists Earth Magic 1d20 GTET 7, resists Water Magic 1d20 GTET 10 [double damage if not resist], regenerates 2/round, see invisible, moves silently in hills.

Pruza, **Bugbear**, **HD4**, hp31, AC30(-4), Punch d4, Spiked Club d8+1, Short Spear d6, low light vision, magic phobia.

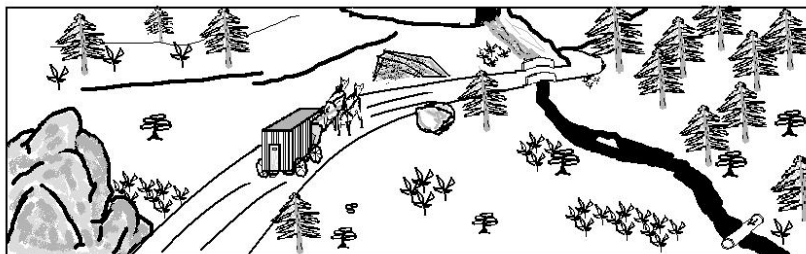
Rekla, **Ogre**, **HD5**, hp42, AC36(-5), Punch d8, Great Club 1d8+1d6, infrared vision, one-tenth damage Cold Magic.

Day One

11 a.m. Warrock's Farm, kidnap Ainne and Dunhai
12 p.m.-3 p.m. west side Lame Goblin Rise
4 p.m.-6 p.m. Goblin's End Cave
7 p.m. east side Three Sister's Hill
8 p.m.-Midnight Ruins of Celfyn Manor

Day Two

Midnight-10 a.m. Ruins of Celfyn Manor
11 a.m. Forest, north side, between Three Sister's Hill and Lame Goblin Rise
12 p.m. Forest south side, south of Lame Goblin Rise
1 p.m. Cross Two Hills Creek south of Black Fox Bog
2 p.m.-8 p.m. Black Fox Bog, east side
9 p.m. Cross Two Hills Creek north of Warrock's farm
10 p.m.-Midnight Goblin's End Cave



Troll Movements, continued

Day Three

Midnight-9 a.m. Goblin's End Cave
10 a.m. Forest, north side, between Three Sister's Hill and Lame Goblin Rise
11 a.m. North side, Three Sister's Hill
12 p.m.-Midnight Ruins of Celfyn Manor (cooks Dunhai 7 p.m.)

Day Four

Midnight-11 a.m. Ruins of Celfyn Manor
12 p.m. Forest, northeast side (Alcund sees their passing, sends to Ash Mill by 1 p.m.)
1 p.m.-2p.m. Forest east side, near Two Hills Creek, three-quarters mile east of Lame Goblin Rise
3 p.m.-Midnight Goblin's End Cave

Day Five

Midnight-6 a.m. Goblin's End Cave
7 a.m. Forest west side, near the western edge
8 a.m. Forest, southwest side, near the edge where it approaches Two Hills Creek
9 a.m. Cross Two Hills Creek into Black Fox Bog
10 a.m. Black Fox Bog, western end
11 a.m. Climb the Bluff (up), to northeast of Roald's Cave
12 p.m.-5 p.m. Bluff, south end, around quarter-mile southeast of Runallen's Farm (discovery by Byyan, 1d20 GTET 14)
6 p.m. Climb the Bluff (down)
7 p.m.-Midnight Black Fox Bog (cooks Ainne 10 p.m., discovery by Kithail 1d20 GTET 16)

Day Six

Midnight-8 a.m. Black Fox Bog, center
9 a.m. Cross Two Hills Creek, one eighth mile south of Warrock's farm (discovery by Warrock, 1d20 GTET 12)
10 a.m. Forest, west side
11 a.m.-6 p.m. Goblin's End Cave
7 p.m. Forest, north side, between Lame Goblin Rise and Three Sister's Hill
8 p.m. Three Sister's Hill, east side
9 p.m.-Midnight Ruins of Celfyn Manor

Day Seven

Midnight-9 a.m. Ruins of Celfyn Manor
10 a.m.-11 a.m. Attacks Kethring's Farm (H3)
12 p.m.-6 p.m. Ruins of Celfyn Manor
7 p.m. Forest, north side, between Lame Goblin Rise and Three Sister's Hill
8 p.m.-Midnight Goblin's End Cave

Troll Movements, continued,

Day Eight

Midnight-8 a.m. Goblin's End Cave
9 a.m. Forest, east side, quarter mile east of Lame Goblin Rise
10 a.m. Forest, southeast side, half mile southeast of Lame Goblin Rise
11 a.m. Forest, south side, three-quarters mile south of Lame Goblin Rise
Noon, exit the area, headed south

Other Encounters

Adventurers encounter the following creatures when traveling outside the forest, as determined from 2d20: (2) Chimera HD8, (3) Griffon HD9, (4) Ahuizotl HD4, (5) Three Headed Hydra HD10, (6) 1d6 Giant Weasel HD7, (7) 1d6 Giant Warthog HD3, (8) 1d12 Giant Disease Ticks HD2, (9) 1d6 Giant Skunk HD3, (10) 1d6 Mountain Lion HD5, (11) Leucrotta HD3, (12) 1d8 Ant Lion HD2, (13) 1d4 Giant Musk Beetles HD4, (14) 1d12 Giant Spiders HD2, (15) 1d4 Baku HD5, (16) 1d3 Lion HD6, (17) Giant Forest Hog HD5, (18) 1d12 Bighorn Sheep HD3, (19) Cougar HD4, (20) 1d6 Giant Scaly Anteater HD3, (21) 1d12 Giant Bats HD2, (22) 1d6 Stinger Birds HD3, (23) 1d4 Giant Boar HD2, (24) 1d6 Giant Fox HD3, (25) 2d12 Fire Breathing Ants HD1, (26) 1d6 Giant Poison Frog HD3, (27) 1d12 Hyena HD1, (28) , (29) 1d4 Assassin Bugs HD3, (30) 1d8 Basilisk Lizards HD1, (31) 1d3 Brown Bear HD3, (32) 1d3 Garm HD5, (33) 1d4 Mautherdoog HD5, (34) 1d6 Giant Copperhead HD3, (35) 1d6 Giant Scorpion HD4, (36) Rhino HD8, (37) Komodo Dragon HD6, (38) Grizzly Bear HD6, (39) Basilisk HD4, (40) Ancient Lizard HD6.

Pre-Generated Characters

Pages 15 through 18 present nine pre-generated characters of levels 0 (untrained) to 3, of all character classes. The 'to hit' is for Warriors and Monsters, and takes into account statistic and class bonuses, but not weapon modifiers; apply a TH+2 against Priest and +4 against Wizards. On the spells and prayer tracks, (F) represents a free cast, (0) represents cases where the SPM is greater than the roll needed to continue casting [e.g. need to make a 1d20 roll greater than or equal to zero], and the numbers represent the critical value a 1d20 roll must be greater than or equal to, to continue casting.

Duanroy, male Human, 52 years, Warrior L4, **Moral** Neutral, **STATS** Agility 16 Intel 13 Stamina 17 Strength 13 Will 14 Health 21, **AC**32 (-4), **Lift/Carry** 400/160 pounds, **Languages** Common/Gnomish, **Weapon Proficiencies** Long Sword, Spear, Heavy Mace, Saber, Mattock, Dirk, Sling, **Combat Advantages** +2TH versus humanoids, can attack 3 foes simultaneously at 1 attack/foe [surrounded], called critical hit 4/day [-2 to hit, auto-critical], 2 attack/round versus Untrained Men or HD0 Beasts, **1d20 Open Lock** simple 6 moderate 14 difficult 22, **1d20 Stealth** 12, **1d20 Pickpocket** 16, **1d20 Search** easy 6 moderate 15 difficult 25, **1d20 Find Hidden/Trap** 13, **1d20 Disarm Trap** 20, **Listen** whisper 20 FT speech 60 FT shout 300 FT, **1d20 Listen at Door** [loud -4] whisper 18, speech 13 shout 8, **Gear** Backpack 50#, Water Skin, Staff, Rain Cloak, 3 Torches, Flint/Steel, 4 meals, Rope 25 FT, Twine 50 FT, Wood Mallet, 3 Wood Stakes, 2 Leather Sacks; **Weapons** Saber, Spear +1, Dirk +1, **Armor** Steel Cap, Chainmail Shirt [AC+6], Small Metal Shield [AC+4], Studded Leather Gauntlets. Duanroy is an army veteran, mustered out 25 years ago as a Sergeant (he reached L6 but has regressed due to age and lack of practice).

Hit Die	0	1	2	3	4	5	6	7	8	9	10
TO HIT Monster	7	8	9	10	11	12	13	14	15	16	17

Also Warrior,/Warlock/Crusader/Rascal, Priests +2, Wizards +4

Missiles: Short12, Medium14, Long16, Extreme19

Hamgrik, male Human, 31 years, Warlock L2, **Moral** Neutral, **STATS** Agility 13 Intel 16 Stamina 15 Strength 15 Will 19, Health 19, Special Power Modifier +4, Saving Roll +1 versus Enchantments, Stealth +1, **AC**12, **Lift/Carry** 450/180 pounds, **Language** Common, **Weapon Proficiencies** Dirk, Cutlass, Hammer, Bow, Staff, **1d20 OpenLock** simple 6 moderate 14 difficult 22, **1d20 Stealth** 17, **1d20 Pickpocket** 20, **1d20 Search** easy 5 moderate 14 difficult 23, **1d20 Find Hidden/Trap** 12, **Disarm Trap** 20, **Listen** whisper 20 FT speech 60 FT shout 300 FT, **1d20 Listen at Door** [loud -4] whisper 18, speech 13 shout 8, **Gear** Backpack 50#, Water Skin, Rain Cloak, Lantern, 3 Flasks Oil, Flask Wine, Flint/Steel, 7 meals, Hammer (tool), 3 Metal Spikes, Pot Grease, Spade; **Weapons** Cutlass +1, Dirk +1, Bow, 22 arrows; **Armor** Leather Cap, Leather Shirt, Studded Leather Gloves, Leather Leg Covers. **Spells** (*Free 3*) Bind Weapon, Charley-horse, Finger Bolt, Hero's Luck, Ignite, Object to Hand, Pierce Armor [*can cast and use one-handed weapons in same round but weapon is a -3; cannot spell when carrying GTET 20# ferrous metals*].

Hit Die	0	1	2	3	4	5	6	7	8	9	10
TO HIT Monster	10	11	12	13	14	15	16	17	18	19	20

Also Warrior,/Warlock/Crusader/Rascal, Priests +2, Wizards +4

Missiles: Short13, Medium15, Long17, Extreme20

Dwileckfror, male Dwarf, 45 years, Crusader of Anuruck L3 (Monotheistic), **Moral** Good, **STATS** Agility 19 Intel 13 Stamina 17, Strength 16 Will 17, Health 21, Special Power Modifier +3, **AC**18, **Lift/Carry** 480/190 pounds, **Languages** Common/Dwarvish, **Racial Abilities** Infrared Vision, Underground Sense Direction, Save+1 Disease-Poison-Magic (Body), Hidden Doors +1, **Healing Hands** 3/day at 1d4, **1d20 Reincarnate** 18 [2hr Ritual], **1d20 Bar Undead** GTET Hit Die+16, **1d20 Detect Prayers** 16, **Weapon Proficiencies** Dirk, War Hammer, War Axe, Staff, Heavy Mace, Flail, Javelin, **1d20 Open Lock** simple 7 moderate 15 difficult 23 (+3 Dwarf made), **1d20 Stealth** 10, **1d20 Pickpocket** 14, **1d20 Search** easy 7 moderate 16 difficult 24, **1d20 Find Hidden/Trap** 14, **1d20 Disarm Trap** 23, **Listen** whisper 20 FT speech 60 FT shout 300 FT, **1d20 Listen at Door** [loud -4] whisper 18, speech 13 shout 8, **Gear** Backpack 60#, Canteen, Wineskin, Rain Cloak, 12 meals, Leather Sack, Miner's Hammer, Pry Bar, 5 iron spikes, Spade, Grapple Hook, Rope 50 FT, Miner's Head Lantern, 6 candles, 2 Flasks Oil, Metal Probe, Holy Symbol, Prayer Beads, **Weapons** Dirk, Heavy Mace +1, War Hammer +1, Javelin; **Armor** Open Helm, Leather Neck Guard, Studded Leather Armor, Studded Leather Gauntlets, metal Leg Guards; **Prayers** None (Prayers acquired at L5).

Hit Die	0	1	2	3	4	5	6	7	8	9	10
TO HIT Monster	8	9	10	11	12	13	14	15	16	17	18
Also Warrior,/Warlock/Crusader/Rascal, Priests +2, Wizards +4											

Missiles: Short12, Medium14, Long16, Extreme19

Esmeralda, female Gnome, 29 years, Wizard L3 (Earth), **Moral** Good, **STATS** Agility 12 Intel 16 Stamina 14 Strength 13 Will 20, Health 18 (20 when Familiar 50 FT), Special Power Modifier +6 (+7 when Familiar 50 FT), Saving Rolls +1 when Familiar 50 FT, **AC**13, **Lift/Carry** 390/160 pounds, **Languages** Common/Gnomish/Dwarvish, **Racial Abilities** Speak with Animals, Save +1 Mental Domination, **Weapon Proficiencies** Dirk, Rapier, Staff, Machete, Dart, Crossbow, **1d20 Detect Enchantments** 8, **1d20 Open Lock** simple 5 moderate 13 difficult 21, **1d20 Stealth** 17, **1d20 Pickpocket** 21, **1d20 Search** easy 4 moderate 11 difficult 20, **1d20 Find Hidden/Trap** 11, **1d20 Disarm Trap** 19, **Listen** whisper 20 FT speech 60 FT shout 300 FT, **1d20 Listen at Door** [loud -4] whisper 18, speech 13 shout 8, **Gear** Backpack 30#, Water Skin, Rain Cloak, 5 meals, Small Mirror, Metal Probe, Leather Sack, 5 Wood Stakes, Leather Strap 6 FT, Rope 15 FT, Spell Book; **Weapons** Dirk +2, Staff +1, Machete +2; **Armor** Wizard's Robe [AC8], Leather Cap, Leather Gloves, Leather Vest. **Spells** [cannot spell when carrying GTET 20# ferrous metal and must have one free hand] **BASIC (FREE 5)** Attack, Acid Slime, Beacon, Boulder Toss, Detection, Harden Muck, Open Lock, Rockskin, See Enchantment, Slippery Surface, Telekinesis; LESSER (FREE 3) Attack, Breathe Poison, Darksight, Disperse Magic, Paralyze Hand, Singing Swords. **Familiar** Grega (*Black Dog*, HD1, hp4, Intel 13, Will 14, 1 Detection spell/day), telepathy 150 FT, see/hear from familiar (3/day at 15 minutes, 150 FT), familiar summons 1d8 HD1 dogs at 1/day, *when Familiar GTET 200 FT away* – SPM -1d3 and -2 all saving rolls and hp1 damage every minute, *when Familiar is killed* – hp1d10+4 damage to Wizard.

Hit Die	0	1	2	3	4	5	6	7	8	9	10
TO HIT Monster	13	14	15	16	17	18	19	20	20	20	20
Also Warrior,/Warlock/Crusader/Rascal, Priests +2, Wizards +4											

Missiles: Short14, Medium16, Long18, Extreme20

Spells Track

Basic Magic	F	F	F	F	F	0	0	2	4	6	8	10	12	14	16	18	20	out
Lesser Magic	F	F	F	0	2	4	6	8	10	12	14	16	18	20	out			

Alifalor, male Elf, 74 years, Wizard L3 (Fire), **Moral** Neutral, **STATS** Agility 16 Intel 18 Stamina 13 Strength 14 Will 18, Health 17 (20 when Familiar 50 FT), Saving Rolls +1 when Familiar 50 FT, Special Power Modifier +5 (+6 when Familiar 50 FT), **AC**17, **Lift/Carry** 520/170 pounds, **Languages** Common/Elvish/Gnomish, **Racial Abilities** Low Light Vision, Navigate by Stars, Outdoors Direction Sense, Persuasion +1, **Weapon Proficiencies** Dirk, Rapier, Bow, Staff, Sling, **1d20 Detect Enchantment** 6, **1d20 Open Lock** 5 moderate 13 difficult 22, **1d20 Stealth** 13, **1d20 Pickpocket** 17, **1d20 Search** easy 2 moderate 11 difficult 20, **1d20 Find Hidden/Trap** 9, **1d20 Disarm Trap** 17, **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **Gear** Backpack 50#, Water Skin, Rain Cloak, 6 meals, Cloth Sack, Cord 20 FT, Rope 12 FT, Folding Hand Saw, 3 Torches, Flint-Steel, 2 Candles, Hatchet, Canteen, Pipe & Pipeweed, First Aid Kit, 2 stone wedges, Spell Book; **Weapons** Dirk+1, Bow +1. Staff, Sling (20 bullets), **Armor** Wizard's Robe [AC10], Leather Cap, Studded Leather Gloves, Studded Leather Leg Protection. **Spells** [cannot spell when carrying GTET 20# ferrous metal and must have one free hand] **BASIC (FREE 5)** Attack, Call Flames, Detection, Detect Prying Eyes, Extinguish Lights, Fire Arrow, Fireworks, Magic Grenade, Rage, See Invisible, See True Location, LESSER (FREE 3) Attack, Blindness, Disperse Magic, Fire Ring, Invisibility, Vision. **Familiar** Hui-lanar (*Red Ferret*, HD1, hp3, AC6, Intel 15, Will 15, 1 Call Flames spell/day), telepathy 150 FT, see/hear from familiar (3/day at 15 minutes, 150 FT), familiar summons 1d8 HD1 ferrets at 1/day, *when Familiar GTET 200 FT away* – SPM - 1d3 and -2 all saving rolls and hp1 damage every minute, *when Familiar is killed* – hp1d10+4 damage to Wizard.

Hit Die	0 1 2 3 4 5 6 7 8 9 10
TO HIT Monster	12 13 14 15 16 17 18 19 20 20 20
Also Warrior,/Warlock/Crusader/Rascal, Priests +2, Wizards +4	

Missiles: Short14, Medium16, Long18, Extreme20

Spells Track

Basic Magic	F F F F F 0 0 3 5 7 9 11 13 15 17 19 out
Lesser Magic	F F F 0 3 5 7 9 11 13 15 17 19 out

Salwillish, male Human, 33 years, Priest of Anuruck L3 (Monotheistic), **Moral** Good, **STATS** Agility 13 Intel 14 Stamina 20 Strength 13 Will 15, Health 24, Special Power Modifier +4, **AC**19, **Lift/Carry** 390/160 pounds, **Languages** Common/Dwarvish, **Weapon Proficiencies** Dirk, Long Sword, Club, Axe, Bow, Spear, **Healing Hands** 3/day at 1d6, **1d20 Reincarnate** 15 [2hr Ritual], **1d20 Raise Dead** 17 [3hr Moon Ritual], **1d20 Destroy Undead** Hit Die+14, **1d20 Bar Undead** Hit Die+7, **1d20 Detect Prayer** 9, **1d20 Detect Enchantment** 17, **1d20 Open Lock** simple 6 moderate 14 difficult 22, **1d20 Stealth** 16, **1d20 Pickpocket** 20, **1d20 Search** easy 6 moderate 15 difficult 24, **1d20 Find Hidden/ Trap** 13, **1d20 Disarm Trap** 22, **Listen** whisper 20 FT speech 60 FT shout 300 FT, **1d20 Listen at Door** [loud -4] whisper 18, speech 13 shout 8, **Gear** Backpack 50#, Canteen, Rain Cloak, 10 meals, 2 Leather Sacks, Rope 25 FT, Fishing Line 200 FT, 4 fish Hooks, 2 flasks Beer, Garlic, 4 Wood Stakes, Pry Bar, metal Chisel, 10 Caltrops, Holy Symbol, Prayer Beads, Incense stick, **Weapons** Dirk, Long Sword +1, Spear +1, War Axe, **Armor** Steel Cap, Leather Neck Cover, Studded Leather Armor, Steel Gauntlets, Small Metal Shield. **Prayers** DEVOTIONS (FREE 5) Armorskin, Command Animals, Create Minor Food, Cure Light Wounds, Detect Poisons, God's Sword, Minor Prayer, Sword Blessing, Waken, MYSTER-IES (FREE 3) Banish Disease, Cure Wounds, Detoxify Poisons, Divine Armor, God's Serpent, Know Enemy, Minor Disintegration, Restore Sight. **Pet** Corbie (*White Cat*, HD0, hp2, AC4)

Hit Die	0 1 2 3 4 5 6 7 8 9 10
TO HIT Monster	11 12 13 14 15 16 17 18 19 20 20
Also Warrior,/Warlock/Crusader/Rascal, Priests +2, Wizards +4	

Missiles: Short13, Medium15, Long17, Extreme20

Prayer Track

Devotions	F F F F F 0 2 4 6 8 10 12 14 16 18 20 out
Mysteries	F F F 2 4 6 8 10 12 14 16 18 20 out

Karissia, female Gnome, 27 years, Rascal L3, **Moral** Neutral, **STATS** Agility 19 Intel 17 Stamina 13 Strength 13 Will 13, Health 17, **AC**13, **Lift/Carry** 390/160 pounds, **Languages** Common/Gnome/ Elvish, **Racial Abilities** Speak with Animals, Save +1 Mental Domination, **Weapon Proficiencies** Dirk, Rapier, Mace, Bow, Club, Dart, Sling, **Combat Advantages** +2 when fighting with 2 dirks, **1d20 Open Lock** simple 3 moderate 11 difficult 19, **1d20 Stealth** 8, **1d20 Pickpocket** 9, **1d20 Search** easy 2 moderate 9 difficult 18, **1d20 Find Hidden/Trap** 7, **1d20 Disarm Trap** 15, **Listen** whisper 20 FT speech 60 FT shout 300 FT, **1d20 Listen at Door** [loud -4] whisper 18, speech 13 shout 8, **Gear** Backpack 50#, Canteen, Rain Cloak, 2 torches, Lantern, Flint/Steel, 2 flasks Beer, flask Oil, Climbing Rope 50 FT, Cord 100 FT, 3 iron Spikes, 2 wood Stakes, Hammer (tool), Tongs, Metal Probe, Lock Pick set, 2 Candles, small Clamp, Chalk, 11 meals, **Weapons** 3 Dirks +1, Rapier +1, Club, Sling with 25 Shot [*not permitted Long Swords or larger weapons, -2TH with two-handed weapons*], **Armor** Leather Cap, Padded Shirt, Leather Armor, Leather Gauntlets, Studded Leather Leg Protection [*not permitted breastplates, plate armor, helms, medium/large shields*], **Pet** Voli (Giant Rat, HD0, hp2, AC4)

Hit Die	0	1	2	3	4	5	6	7	8	9	10
TO HIT Monster	7	8	9	10	11	12	13	14	15	16	17

Also Warrior,/Warlock/Crusader/Rascal, Priests +2, Wizards +4

Missiles: Short11, Medium13, Long15, Extreme18

Bolgal, male Human, years, Farmer L0, **Moral** Neutral, **STATS** Agility 14 Intel 16 Stamina 19 Strength 17 Will 13, Health 23, **AC**8, **Lift/Carry** 510/200 pounds, **Languages** Common, **Weapon Proficiencies** Dirk Club Spear Bow Polearm, **1d20 Stealth** 19, **1d20 Pickpocket** 20, **1d20 Search** easy 7, moderate 16 difficult 25, **1d20 Find Hidden/Trap** 25, **1d20 Disarm Trap** 34, **Listen** whisper 20 FT speech 60 FT shout 300 FT, **1d20 Listen at Door** [loud-4] whisper 18, speech 13, shout 8, **Gear** Backpack, 2 Torches, Flint/Steel, Pry Bar, Rope 20 FT, **Weapons** Dirk, Pitchfork, Club, **Armor** Leather Cap, Leather Shirt, Leather Gloves.

Hit Die	0	1	2	3	4	5	6	7	8	9	10
TO HIT Monster	11	12	13	14	15	16	17	18	19	20	20

Also Warrior,/Warlock/Crusader/Rascal, Priests +2, Wizards +4

Missiles: Short15, Medium17, Long19, Extreme20

Larlongren, male Human, years, Farmer L0, **Moral** Good, **STATS** Agility 19 Intel 13 Stamina 15 Strength 14 Will 17, Health 19, **AC**8, **Lift/Carry** 420/170 pounds, **Languages** Common, **Weapon Proficiencies** Dirk Club Spear Bow Machete Polearm, **1d20 Stealth** 11, **1d20 Pickpocket** 18, **1d20 Search** easy 10, moderate 18 difficult 27, **1d20 Find Hidden/Trap** 17, **1d20 Disarm Trap** 26, **Listen** whisper 20 FT speech 60 FT shout 300 FT, **1d20 Listen at Door** [loud-4] whisper 18, speech 13, shout 8, **Gear** Backpack, 2 Torches, Flint/Steel, Canteen, pot insect salve, **Weapons** Dirk, Pitchfork, Machete, Club, **Armor** Leather Cap, Leather Shirt, Leather Gloves.

Hit Die	0	1	2	3	4	5	6	7	8	9	10
TO HIT Monster	10	11	12	13	14	15	16	17	18	19	20

Also Warrior,/Warlock/Crusader/Rascal, Priests +2, Wizards +4

Missiles: Short13, Medium15, Long17, Extreme20

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