Adventure Book 01

DUNGEONS SDRAGONS®

Arsenic and old Spellbooks
Book 1

Of Wine and Snow



Written by Emanuele Betti



Arsenic and old Spellbooks

Of Wine and Snow



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The rules in this handbook are based on D&D rules as described in the original handbooks in Basic, Expert, Companion, Master and Immortal sets, in the official Gazzetteer expansions, in some non-official books published in Italy by Master: fantasy publishing company and on the work of Marco Dalmonte, with a special mention on his Codex Immortalis.

To play with this book iyou must have the original Basic, Expert, Companion and Master set rules for Dungeons & Dragons.

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Arsenic and Old Spellbooks is a campaign set in the Principalities of Glantri, in the world of Mystara. It is meant to be played with the old school BECMI edition of the game. To play it with different editions, the adventures must be highly adapted.

This campaign is built in a peculiar way: it is not made of a single storyline, but of many different paths that the Master and the Players may chose to follow. For this reason, the campaign is divided into \mathcal{Books} , each one made of 5 adventures, often connected by a general plot or by the place they are happening in.

This organization of the campaign is ideal for Masters who don't have very committed players, because it allows to change players easily when a Book is over, but even for Masers who want to leave their players free to roam around or ongoing campaigns that move to the Principalities of Glantri.

Each adventure is marked with the title and a small icon at every page, so that it will be easier for the DM to find them in the book

OF WINE AND SNOW

This book is set in the Lonely Valley, a secluded valley in the north-west of the Principalities, very close to the Adri Varma Plateau and close enough to the kingdom of Wendar as well.

This far away land is not of any interest for most of the powerful wizards, and the people that live here may enjoy a peaceful life.

The characters come from Senin or the neighbouring villages and they all live in Senin, where they just joined the local Adventurers' guild. Here, the guildmaster uses them as cleaners and waiters, because he doesn't consider them good for any dangerous task.

The guildmaster is a wizard who graduated at the Great School of Magic and is now living in town guiding the adventurers and going sometimes to adventure himself. He is a silent man, with a quite dark attitude towards other people and is often seen as intimidating or creepy.

The campaign starts in an autumn day, when all the adventurers are out and the guildmaster is called away for an important mission.



1 - A QUEST FOR A FINE WINE

The day the guildmaster left, at the guild comes

a rich young man from Averoigne. He is a fine wine conoisseur and he is here because he is searching for some bottles of an old wine, known as the *Maiden Blood*, once produced in this area. Unfortunately, he finds out that it is not produced anymore, after some enemies raided the lands where the grapes for it were grown.

Gathering informations from the peasants, the owners of the taverns and the inn, and from the local library in Midgard, the man found out that the wizard living in Castle Morg, just north from here, used to have a big collection of wines before he suddently disappeared. He wants to hire the

characters to explore the ruins of the castle and bring him at least one bottle of that wine, if they ever manage to find one.

The castle is in ruins and infested by monsters and wild animals, but in its dungeon there is still, in a cellar, a stock of wine bottles.



2 - UNDER THE ICE

The characters have gained some points in

the guild for completing their first quest while the guildmaster was away, and he is keen to give them some simple tasks, now. They are soon called to escort a young mover to the village of Torles.

The travel itself is not easy, but when they reach the village, they find out that the people in the village is worried because after a storm, a cave in the ice has been found and some monsters came out quite close to the houses. The mayor asks the characters to get in and explore the caves, to make sure there is no more monsters that may attack the village and map the cave.

In the cave, the characters may find some old traces of people living in there, including a diary written in a language that nobody can decode.



3 - AQUAMARINE BLUES

It is now full winter, and the snow keeps falling.

The men keep mining the gemstones in the mine, but the things get always harder in winter. Then, one day the alarm sounds at the mine and the miners are all evacuated: somehow some huge monster spawned in the depth of the mines and killed some miners.

The miners ask the adventurers'guild for some help, and the guildmaster gives the task to the characters to explore the tunnels, while he is busy searching for a lost boy that lives in the Villa of lady Karnelian.

Exploring the mines, the chracters will find that it was the missing boy who summoned the monsters, by using an

ancient ritual he found in a forbidden book that he stole from lady Karnelian's private library. Trapped in the mines by his own summoning, the boy is waiting for someone to come and rescue him.



4 - RED LEAVES AND WHITE SNOW

The spring is coming, the snow starts melting

and people travels again more freely around the mountain passes. New members are in the guild now, and the characters have reached a proper adventurers' level in the organization.

The wine enthusiast that hired the characters in winter is back in town and is looking for them once more. He discovered in his search that the Maiden Blood grape was produced mainly in the town of Urk, on the mountains north-east from Senin, and wants the characters to escort him to the ruined city in search of the lost breed of grape to bring back to life that amazing wine.

The travel is not easy, because there is no path to reach the town, and once in the town the characters need to find the grapes based only on the bottle and the label that is on it. The bottle's label depicts a fountain, that is in the courtyard of an old palace and a plant of grapes with red leaves and purple veins.

While in the past years all the grapes outside have been destroyed by the hard weather and the weeds that killed all other plants, in the palace there is a glasshouse where the plants were reproduced and nursed until they grew enough to be out in the ground, and here there is a huge plant of Maiden Blood grape.



5 - DRAGON BLOOD

Two months have passed, and the sommelier is back to

Senin. He is very happy with his vineyard, but he read that Maiden Blood is always grown on the mountains because it needs a very particular fertilizer to give a good amount of grapes: white dragon's blood.

The guy tells the characters that he will pay about 50 Dc per pint, if they go and grab some for him. The more they can get, the happier he will be.

Characters will have to roam the Valley until they find someone who has some informations about a white dragon that lives nearby.

A white dragon does actually live almost at the top of mount Gregorius, on the Wendar side. The characters will have to organize this adventure very well, with bottles, waterskins, barrels or whatever they want to use to carry the dragonblood. During this adventure, they will have the chance of getting some side-quests as well and, at the end, if they defeat the dragon, they won't only get its blood, but they will be able to get its treasure. However, this task won't be that easy, because the dragon is able to talk and to cast, and won't let the characters kill him that easilv.

PRE-ROLLED

CHARACTERS

This campaign can be played with any character that is allowed in the Principalities of Glantri. You can find informations about the characters that are allowed in the campaign book.

If you don't want to waste time by rolling characters, at the end of this book you can find 8 pre-rolled characters that may be used in the campaign, complete with equipment and spellbooks.

If you decide to use the pre-rolled characters, just copy their statistics on the character sheets and you are ready to play.

NOTES

In the adventures in this book, the text enclosed in a square, like this one, is to be read to the players aloud.

On the other hand, text not enclosed in a square, like this one, is for the master only to read. The master, depending on the situation, may decide to disclose some parts of it to the players when necessary.

BREAKING WEAPONS

Normally, weapons cannot be broken during a fight. However, if the characters use their weapons to try and break hard items, dig into the rock and hit metal, the weapons may break. A normal non-magic weapon that breaks iust becomes useless and must be discarded. However, a magic weapon cannot just break like that. If a magic weapon is used and gets broken, it is only damaged and loses a +1 bonus. Even if the weapon's bonuses are completely cancelled this way (for example if a +2 sword gets damaged twice and loses both the bonuses), the weapon is still to be considered magic and may stil be repaired, but it will take one week time and a cost of 500 Dc for each +1 bonus restored. This means that to restore a +2 bonus, it takes 2 weeks and 1.000 Dc of cost.

If a magic weapon lost all of its bonuses and gets damaged once more, the weapon breaks completely and loses its magic as well. A broken magic weapon cannot be repaired and becomes non-magic forever.

This adventure is suitable for a group of 4 - 6 characters of levels 1 and 2. The adventure takes place in midautumn, and the prologue is set on Fyrmont 25th.

PROLOGUE

It's autumn in Senin. The mountains around are getting red and yellow as the leaves start falling, and the wine makers gather their grapes and dance above them, harvesting the juice that will become wine. The boys wander in the woods collecting mushrooms and chestnuts, and the women start airing the fur coats and stitch the holes in the boots and the heavy garments.

It's been almost 3 weeks since when you joined the adventurers' guild in Senin, but so far it's not been as exciting as you thought it would be. Because there's always more experienced adventurers around, Sir Datrion the guildmaster never gives you any other task than cleaning the building, going for shopping, preparing lunch and making the beds in the rooms

Now, in the guild there's only you and the guildmaster left. All the other members are out for some mission, and a rich and elderly looking woman just walked in sir Datrion's office. It takes a good hour before she gets out, and the guildmaster calls you in.

"The lady that just left - He tells you is a rich member of a very influent family. She requires my services urgently, thus I have to leave the guild. I think I'll be back in a couple of days. In the meantime, you are in charge of the guild. Keep it clean and tidy and, if anyone comes to offer a mission, say that we are closed and they can come back in three or four days."

The guildmaster then dismisses you while getting ready for his travel.

He is ready to leave, when the door of the guild slams open and a bizarre looking guy walks in. "Bonjour, monsieur Datriòn!" he says, with a deep averoignese speech.

"Welcome, sir Bussière. It's been a while since your last visit." Sir Datrion says. "But I'm sorry to say that I'm leaving. If you don't mind to come back in a couple of days..."

"Oh, it will take just some minutes." Sir Bussière says. "I've come to ask for a group to go and search some rare wine for me."

"Well, as I was saying, I am just leaving, and I don't have any adventurers left here." The guildmaster replies.

"Why, these ones are adventurers or not?" He replies pointing at you.

"They are just rookies. I cannot guarantee they survive, if they go out alone." Sir Datrion explains.

"Oh, that's fine for me." Bussière replies. "If they die, I don't have to pay, nespà?"

The two of them laugh, then the guildmaster puts his bag on the floor and says: "Well, then, if you are willing to give this task to them, let's sign the contract..."

Half an hour later, the bureaucratic part is done.

Apparently, this guy is a famous sommelier working in the restaurants of Vyonnes, a big city in the Principality of La Nouvelle Averoigne. He wants to try and find an old wine that is thought to be lost, and the grapes used to produce it extinct. He says he discovered that the wizard living in castle Morg used to have a collection of fine wines, and he wants you to explore the ruins in search of the wine cellar, where some old bottles of that wine may be still found.

The sommelier will pay each of you 500 ducats for the search, plus an extra 100 ducats for each bottle you will retrieve. The guild will get 20% of it all, and the rest will be your gain.

"How comes a wine can be lost?" One of you asks.

"Well, about 50 years ago a group of nomads invaded the Lonely Valley from

the Plateau. They raided the land and destroyed the fields. When they left, many villages were completely destroyed and all of the fields of the Maiden's Blood grapes were burned." The sommelier explains. "But apparently, the ruins of the castle are deserted since about 60 years ago, and that gives us a small chance of finding something in there."

After the explaination, sire Guillaume leaves the guild, and the guildmaster gives you 100 gold ducats to get ready for your journey. "I will be leaving, now." He adds. "Try to survive and come back. I would like to earn something, not just to lose 100 gold."

NOTE

The money the guildmaster gives to the characters can be used to improve their equipment before going out for the adventure. The characters should make sure they have some food rations and anything else they might need for camping or sleeping out.

When they are ready, keep reading the end of the prologue.

The trip to the castle is easy and smooth. You reach it in the early afternoon, after crossing the Pass of Senin. It is a great building on the side of the mountain, with grey stone walls and a big slightly open front door, just on top of a grey stone staircase.



INTO THE CASTLE

The castle is very old and most of it is ruined. The upper floors collapsed in many points, and only one tower is left. Many rooms of the ground floor don't have a ceiling anymore.

The owner of the castle disappeared in unknown circumstances about 60 years ago, and nobody ever settled this castle anymore. The fast degrade that this castle underwent after his death brought thoughts of a big fight in the castle itself, maybe during the nomads' invasion some years later, but this is all speculation. The truth may be hiding somewhere in the depth of the dungeon under the castle, just waiting to be unveiled...

The castle is quite big, and the characters may need to rest during the exploration, sleeping somewhere. They should find a safe place to hide, when they sleep, and they should also have night watches, so that they don't get surprised by monsters while asleep.

RANDOM ENCOUNTERS

In the castle, there is a chance of a random encounter every 2 turns, to be determined rolling 1d6. If the result is a an encounter occurs. encounters may be rolled when the characters do something that is extremely noisy or that may attract attention from the nearby creatures. On the other hand, if the characters rest in the dungeon in a place that is quite safe, the chance of an encounter is to be determined every 2 hours, and not every 2 turns. The encounters must be determined random on the chart in this page, rolling 1d12.

The DM may increase or reduce the rate of random encounters basing his decision on the average health of the group and their chances to survive one encounter. Random encounters are the same for the whole dungeon.

1D12	RANDOM ENCOUNTERS
1	GIANT BEES: 1d4+1 first level giant bees (AC: 7, HD: 1/2*, Mov: 45 (15) flying, Initiative: 0, Att: 1, D: 1d3 + light poison, ST: F1, MI: 9, MA: N, XP: 6 each) are flying around in the castle. The bees do not attack the characters, if they stay at more than 6 m from them.
2	KOBOLDS: 1d4+2 first level kobolds (AC: 7, HD: 1/2, Mov: 27 (9), Initiative: +1, Att: 1 club, D: 1d4, ST: NP, MI: 6, MA: C, XP: 5 each) patrol the corridors. They would not attack the PCs if the PCs are not aggressive, and would just ask for some money or food to let them go unharmed.
3	GIANT FERRETS: 1d3 second level giant ferrets (AC: 5, HD: 2, Mov: 45 (15), Initiative: +2, Att: 1 bite, D: 1d8, ST: F2, MI: 8, MA: N, XP: 20 each) are hunting rats in the corridors. They are scared of humans, but if the characters attack them, they will attack back and try to run away as soon as possible.
4	GIANT LOCUSTS: 1d8+2 second level giant locusts (AC: 4, HD: 1**, Mov: 18 (6), Initiative: +1, Att: 1 bite / 1 bump / 1 spit, D: bite 1d2, Bump 1d3, Spit 0, ST: F1, MI: 5, MA: N, XP: 16 each) are swarming through the corridors. The characters may just avoid meeting them by hiding somewhere out of their way, possibly behind a closed door. If the locusts are attacked, they start shrieking, and there's 1 chance out of 6 per round that 1d4+1 more locusts come in their aid.
5	DRACO: A hungry 3rd level draco (AC: 5, HD: 4+2, Mov: 36 (12), Initiative: 0, Att: 1 bite, D: 1d10, ST: F3, MI: 7, MA: N, XP: 125) is searching for something to eat. It is hiding in the castle from the cold weather and would attack the characters as soon as it spots them, but would try to run away if hurt for more than 75% of its total HP.
6	FIRE BEETLES: 1d4+2 first level fire beetles (AC: 5, HD: 1/2, Mov: 36 (12), Initiative: 0, Att: 1 bite, D: 1d4, ST: F1, MI: 6, MA: N, XP: 5 each) are crawling around. They would fly around the characters and try to get into their backpacks for food. However, they are easily scared and, if the characters kill one of them, the other ones will try to fly away.
7	IRON STATUE: The owner of this castle had 2 of these third level constructs (AC: 2, HD: 4*, Mov: 9 (3), Initiative: -1, Att: 2 swords, D: 1d8 each, ST: F4, MI: 11, MA: N, XP: 125) to protect the place. They are going around the castle looking for human or humanoid intruders. The kobolds managed to block one in a closed room, but the other one is still around. This encounter should only happen with one statue, but it may be repeated if the characters run or avoid it without killing it. The statue will stop wherever it is, pretending it is a normal statue, as soon as it hears someone approaching.
8	STIRGES: 1d4+1 second level stirges (AC: 7, HD: 1*, Mov: 9 (3), Flying: 54 (18), Initiative: +1, Att: 1 beak, D: 1d3, ST: F2, MI: 9, MA: N, XP: 13 each) fly around looking for preys. They immediately attack the characters if they spot them, and figh until at least half of them are killed. If this happens, the other ones will try to fly away.
9	CROCODILE: One second level crocodile (AC: 5, HD: 2, Mov: 27 (9), Initiative: -1, Att: 1 bite, D: 1d8, ST: F1, MI: 7, MA: N, XP: 20) managed to get into the castle from the moat. The crocodile is looking for small preys and will avoid the characters if possible. If attacked, it will fight until killed.
10	ROBBER FLIES: 1d4+1 first level robber flies (AC: 6, HD: 1, Mov: 27 (9), Flying: 54 (18) Initiative: 0, Att: 1 bite, D: 1d8, ST: F1, MI: 8, MA: N, XP: 10 each) are hiding in the shadows where the characters are walking. They will try to surprise attack them (they get a success with 1-4 on 1d6), but they will fly away as soon as two of them are killed.
11	Boars: Kobolds took some boars in the castle so that they can use them for meat, and for defense. Some of them are roaming the corridors. All of the boars in the castle are level 3 boars (AC: 7, HD: 3*, Mov: 27 (9), Initiative: 0, Att: 1 tusk, D: 2d4, ST: F2, MI: 9, MA: N, XP: 50 each). Boars will charge the characters if they feel trapped, but will try to run away if they get a chance. Each encounter is with 1d3 boars.
12	OCHRE JELLY: This encounter is potentially lethal and should happen only once. One 6th level ochre jelly (AC: 8, HD: 6*, Mov: 9 (3), Initiative: -1, Att: 1, D: 2d6, ST: F3, MI: 12, MA: N, XP: 500) moves slowly through the dungeon. The characters may carefully avoid it, but if they touch it or get too close (less than 3 m), the creature will attack.

LEVEL 1: THE CASTLE

The castle is mostly ruined. Big portions of the roof collapsed into the rooms and in the garden. One portion of the walls fell into the moat as well. The round tower collapsed, and only the ground floor is now accessible, while the big square tower is the only part of the castle above ground floor that still stands.

While exploring the ruins, the characters don't need to worry about light, because daylight is enough to see perfectly in the ground floor and the tower. However, there are many torch stands around the place, and some of them have unlit torches on, that the characters may want to take and use later on in the dungeon.

A deep moat runs all around the castle, and the characters will need to find a way in, as their first task.

1-THE MOAT

The castle itself is built in the middle of a moat. While the castle is mostly ruined - only one tower still stands - the moat is still full of water. The moat around the castle seems quite deep and is more than 4 m wide. The water is dirty and full of algae and fallen leaves, that are rotting on the surface. Unfortunately, the cantilever bridge is up, and it looks like it's not been moved for a long time.

There are two ways into the castle: one is the main door, through the cantilever bridge, and the second is the breach in the wall, through zone 11.

In both cases, characters will need to figure out how to get over the moat.

A character with high dexterity (a thief or a mystic, for example) may always try to jump over. However, it is not a short jump, and a character will have higher chances to get on the other side of the moat if he helps his jump with a pole and a run. A character is normally able to jump up to one third of his normal movement rate if he

succeeds in a Dexterity check. However, the armors may reduce the movement rate and thus reduce the jumping distance as well. And still, the normal movement rate for most characters is 12 m and without some help from a run or a pole, they should not be able to jump over the moat. If the characters don't have a pole, they can cut some branch from the trees nearby and use as a pole to jump.

If the characters try to swim in the moat or end up falling in it while jumping, they will alert two level 2 crocodiles (AC: 5, HD: 2, HP: 9, 13, Mov: 27 (9), Initiative: -1, Att: 1 bite, D: 1d8, ST: F1, MI: 7, MA: N, XP: 20 each) that live in the moat. The crocodiles will come in 1d6+2 rounds, swimming underwater, and will attack the characters in the water taking them by surprise with a roll of 1-4 on 1d6. Remember that, being the moat about 3 m deep, any character with a metal armor must tae it off or he will risk to drown. The DM may decide how to handle a character drowning.

If the characters kill the two crocodiles, they could decide to inspect the bottom of the moat and, if they do that with a *light* spell or using some glands of *fire beetles* that they may be able to find, under the mud at the base, the corpse of a dead fighter. The corpse has a banded mail, a longsword and a mace. Besides the corpse, the characters may also find 32 Dc that were in a pouch that's been destroyed by water.

If the characters manage to reach the cantilever bridge, they need to put together at least 45 points of strength to move it, and one turn only to open it enough to get in. If they want to open it completely, covering the dotted area on the map, and allowing them to get in and out freely, they will need at least 3 turns. During this time, the DM may roll for some random encounters.

2 - ENTRANCE

This covered passage is blocked on both ends by metal gates. On both sides there are openings that lead to small rooms. The gates are old and look rusty.

To get in the castle, the characters must find a way to open the gates. The easiest way to open the gates is to open them with strength, with an *open doors* roll. Using weapons against the metal gates may also work, if the characters deal at least 30 damage to each of them. However, each time they hit the gates with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore.

In the entrance passage there's nothing else.

3 - ARMORY

In this room there is a small table with three old chairs and a rack with some rusty and dusty weapons in. On the stone wall, a torch holder is holding an unlit torch, that's probably been there for ages.

This was an old armory and guardpost. The table ad chairs are old and unstable. The rack holds six weapons: 2 rusty longswords, one warhammer, one axe, one longbow and a rusty claymore.

The longswords and the claymore need to be sharpened, but may still be used. If used like this their damage potential is lower than usual: the longswords only deal 1d6 damage, while the claymore only deals 1d8. The warhammer is in god conditions and may be used normally. The axe's wooden handle is too old and, even if it may be used normallly, every time it's used to attack in melee combat, there's a chance out of 6 that the handle breaks and the axe becomes useless. The longbow is so old that if any character tries to use it, it breaks.

Hidden behind the weapon rack, there is the remains of a money pouch, where the character may find 20 Dc, 1 Cr and a garnet gemstone, worth 100 Dc.

The torch in the holder is old, but may still be used normally, and the characters may take it if they want.

4 - COMMAND ROOM

This small room has, on a side, a big wheel blocked with a lever and connected to a heavy chain that enters in the wall. On the opposite side, a torch holder is holding an unlit torch that looks very old. A chest is pushed over another wall, and in front of the last wall, two old wooden barrels are sitting.

The mechanism in this room controls the cantilever bridge. It needs a person with strength 15 or higher to activate it, or two people adding up to 15 points of strength or more.

The torch in the holder is old, but may still be used normally, and the characters may take it if they want.

The barrels were full of water and fish. However, the one that was full of water is now empty, while the one that was full of fish is now half-full of the mummified remains of dead fish.

The chest is locked, and may be open with strength, in the same way a character may open a door, or with weapons. However, the chest has metal bands and each time the characters hit the chest with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore. To open the chest, it needs to take at least 15 points of damage.

In the chest, the charaters may find an old bronze chain mail that's perfectly useable, a very well kept longsword, a dagger and a quiver of arrows. The quiver is now falling apart, but the arrows are still good. There are in total 14 arrows. Of these, 12 are normal arrows, while the last 2 have a silver tip.

On the bottom of the chest there's a small wooden box that contains 10 Dc and 130 Sv.

5 - COURTYARD

The courtyard of the castle is now covered in high weed and bushes, where there used to be the flowerbeds. The paths are covered in grass and fallen leaves, and an old statue is almost completely hidden under a towering plant of ivy. Some debris from the roof and the upper floors that collapsed has fallen on the paths and the trees have grown wild and big.

The garden is empty except for a beehive of giant bees that hide in the ivy, just under the statue. When the characters get closer than 9 m from the statue, they may hear a buzzing noise coming from it (roll a search to see if they hear it) and, if they get closer than 6 m from the statue, 4 level 1 giant bees (AC: 7, HD: 1/2*, HP: 1, 2, 2, 4, Mov: 45 (15) flying, Initiative: 0, Att: 1, D: 1d3 + light poison, ST: F1, MI: 9, MA: N, XP: 6 each) will come out to fight them away. If the characters run away, the bees don't chase them.

If the characters defeat the bees, or if the fight goes on for more than three rounds, the other bees will come out of the hive. The other bees are two more level 1 bees (AC: 7, HD: 1/2*, HP: 3, 3, Mov: 45 (15) flying, Initiative: 0, Att: 1, D: 1d3 + light poison, ST: F1, MI: 9, MA: N, XP: 6 each), four level 3 bees (AC: 7, HD: 1+3*, HP: 5, 6, 9, 9, Mov: 45 (15) flying, Initiative: 0, Att: 1, D: 1d4 + light poison, ST: F2, MI: 9, MA: N, XP: 19 each) and a level 8 queen bee (AC: 7, HD: 4*, HP: 19, Mov: 45 (15) flying, Initiative: 0, Att: 1, D: 1d6 + average poison, ST: F4, MI: 11, MA: N, XP: 125).

The bees will fight until the queen is still alive. If the queen dies, they will immediately fly away. If the bees are killed or chased away, the characters may find under the ivy their hive, where they can collect some honey, if they have jars. (jars can be found in the

dungeon under the castle). There is enough honey to fill up 14 jars. Each jar may be eaten to heal 1d4 HP lost by a character. Under the ivy the characters may also spot the corpses of two kobolds, if they succeed in a normal search. One of them is wearing a leather armor. Both have spiked clubs as weapons, and in their pockets they have 21 Sv and 30 Py.

6 - HALL

The entrance hall of this castle is pretty big, and it is one of the few rooms where the ceiling idn't collapse, even partially. The dust on the floor looks like some creatures moved around it recently, making paths in it, but the tracks are confused. On the wall of the main door, two torch holders are holding unlit torch, that seem old but still good.

The torches in the holders are old, but may still be used normally, and the characters may take them if they want. The room is empty except for the torches.

7 - COLLAPSING ROOM

Part of the ceiling of this room has collapsed inside, and the floor is full of debris. It's not easy to walk in here, but apparently, apart from the debris, the room looks empty.

There is nothing to find in this room. However, the ceiling is still unsafe and, if the characters ended up fighting here, at every round there's one chance out of 6 that, hitting the walls, someoune causes part of the ceiling to fall and one random section of 3x3 m of the room is hit by falling debris. Whoever is in that section must save vs. magic wands and, if the save fails, will suffer 1d6+1 damage. If the save succeeds, the character or creature avoids the falling stones.

8 - ANTEROOM

This big room looks empty.

This room is actually empty.

9 - ROUND TOWER

Most of this tower collapsed inside or in the moat around it. The stairs that once led upstairs are reduced in pieces, and only part of the outer shell of this tower now stands.

Over the characters' heads, in the remains of the upper floor, there is a dangerous 3rd level draco (AC: 5, HD: 4+2, HP: 20, Mov: 36 (12), Initiative: 0, Att: 1 bite, D: 1d10, ST: F3, MI: 7, MA: N, XP: 125), that's going to jump on whoever steps in, and attack gaining the surprise on a roll of 1-4 on 1d6. The creature will fight till death.

If the characters kill the lizard, they can search the room and find, under a pile of debris, in a crushed wardrobe, an agate necklace worth 500 Dc, and 5 platinum Crowns. The characters need to succeed in a search to find these items, and it will take at least one whole turn.

10 - BEDROOM

In this room two straw beds are made up on broken furniture bases. Three small creatures that look like humanoid dogs, not taller than one meter, are arguing in a orner, while a much taller one, a bit bigger than a human, with a greenish skin and covered in black fur on most of the fat body, is laughing at them, sitting on one of the beds.

If the characters approach the room with weapons ready, the creatures in this room will show an aggressive attitude. They will not immediately attack, though. Otherwise, they will not pay much attention to the characters.

The creatures are one level 2 bugbear (AC: 5, HD: 3+1, HP: 14, Mov: 27 (9), Initiative: 0, Att: 1 magic mace+1, D: 1d6+2, ST: F3, MI: 9, MA: C, XP: 50) and three level 1 kobolds (AC: 7, HD: 1/2, HP: 3, 3, 4, Mov: 27 (9), Initiative: +1, Att: 1 club, D: 1d4,

ST: NP, MI: 6, MA: C, XP: 5 each). The bugbear has a magic mace +1 that he is using as a weapon, while all of the kobolds are using spiked clubs. The bugbear has a bag with coins and gemstones under the stray bed. In the bag there are 80 Dc, 110 Sv, 35 Py, 1 citrine worth 200 Dc, one amethyst worth 50 Dc and one spinel worth 60 Dc. Each kobold is carrying 3 Sv.

The bugbear is one of the two leaders of the kobolds. He is quite greedy, but doesn't really care of the characters being here, if they don't steal his things and don't harm the kobolds. He may let the characters get around the castle if they pay him 5 Dc each, but he may also accept any one gemstone instead of the money, because he likes gemstones very much, even if he doesn't understand their real value. If the characters pay for the chance of inspecting the castle, the bugbear will tell one kobold to follow and guide them. If the characters talk of the wine, the bugbear will escort them downstairs together with the kobolds, to the second bugbear in room n. 20.

The bugbear speaks bugbear and kobold language, while the kobolds only speak kobold. If the characters don't speak any of these languages, the humanoids may become very upset for not being able to understand them, and will chase them away from the castle.

11 - THE BREACH

The outside wall of this room collapsed into the moat, taking down a great part of the ceiling. Broken furniture and debris cover the greatest part of the floor. In a corner, four small creatures that look like humanoid dogs, and not taller than one meter, are collecting some of the wood.

The creatures are four first level kobolds (AC: 7, HD: 1/2, HP: 1, 1, 3, 3, Mov: 27 (9), Initiative: +1, Att: 1 club, D: 1d4, ST: NP, MI: 6, MA: C, XP: 5 each). They are collecting wood for the fireplace in room 12. If the characters

come in, they will be very aggressive and, if attacked, they will start to scream "intruders!" in their language to call their friends from rooms 10 and 12 to help. If the characters kill one of them in only one hit (which is very easy), the other ones will try to run away, and may even dive in the moat, if there is no other way out. The kobolds only speak kobold language.

12 - KITCHEN

In this room a fire is cracking in a big fireplace, and four small creatures that look like humanoid dogs, and not taller than one meter, are chopping some dead animal on the ground with some chort swords, and roasting them with the fur, on the fire. The smell is quite bad, but they seem to like it.

On the wall an old torch holder stands empty.

These creatures are kobolds. Three of them are level 1 (AC: 7, HD: 1/2, HP: 2, 2, 4, Mov: 27 (9), Initiative: +1, Att: 1 short sword, D: 1d6, ST: NP, MI: 6, MA: C, XP: 5 each), while the last one is level 3 (AC: 5, HD: 1+2, HP: 7, Mov: 27 (9), Initiative: +1, Att: 1 short sword, D: 1d6, ST: F1, MI: 7, MA: C, XP: 19). The level 3 kobold has a lower AC due to a leather armor that he's wearing. He also carries 5 Dc in his pockets. The other ones have no money.

These kobolds are cooking the meal for the whole tribe. They caught some foxes, hares and one opossum and are roasting them. If the characters walk in. they will be quite defensive, but menacing. If the characters speak kobold, they can talk to them. The kobolds know there is some wine in the basement, but they may tell the characters that they need to go to their boss, in room 10, to get the permission to take any. If the characters show interest in the food that the kobolds are cooking, they will be offered a meal for 1 Dc. It consists in the burned tail of the fox and half opossum, and it will not be

easy to eat it all.

Kobolds have quite a number of wooden plates on the floor, and they all look quite dirty.

13 - THE BEETLES

Most of the ceiling and part of the outside wall of this room are collapsed and a lot of light comes in. Thrugh the gaps among the floor tiles some bushes have grown quite big. An old ripped curtain is hanging on the wall opposite the door, and another door opens on the same wall, but some meters on the left

The bush itself is not interesting to the characters, but in the bush a family of fire beetles found shelter and made their home. The three creatures are 2nd level beetles (AC: 5, HD: 1, HP: 4, 5, 7, Mov: 36 (12), Initiative: 0, Att: 1 bite, D: 1d6, ST: F1, MI: 7, MA: N, XP: 10 each). These creatures are normally quiet and wouldn't attack the characters, but if the characters move the bush to inspect it, they will come out and attack.

The characters may roll for a search normally in this room, to notice a low buzzing noise and some light coming out of the bush.

If the characters kill the beetles, they can collect their light glands, that may be used to make light in a radius of 3 m and continue to glow up to 1d6 days after being collected.

14 - STAIRS

The stairs in this small area lead down in the dungeon. One small barrel with a wooden ladle on top is stored in this passage as well. The roof and wall of this room are still standing and look fine.

The kobolds store here their driking water because it doesn't risk being hit by falling debris. The barrel is actually full of clear drinking water. On the bottom of the barrel the characters may spot a gold ducat coin if they succeed

in a search. However, to collect it, they will probably need to empty the barrel.

15 - TOWER BASE

The door of this room is closed with a hold portal spell and is reinforced with metal bars. However, characters may open it by casting a knock spell, or try to destroy the door with weapons and magic. In this case, the door needs to take 30 damage before falling in pieces, and each time the characters hit the door with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore.

Characters may also try to enter the tower from the top floor, where there is a small terrace, if they have a thief in the group or another character that's able to reach it by climbing the wall or levitating. If the characters manage to get in this room, read the following description.

This is a big room with 4 columns made of the same stone of the walls, 4 torch holders on the walls still holding 4 old torches, and a stone staircase going up. As soon as you step in the room, a white dragon appears from thin air among the columns and roars at you.

The dragon is an illusion. It is a magic trap triggered by any one person entering the room, and this trap may not be detected by a thief. The illusion, made with a phantasmal force, is also completed by the roar, generated with a ventriloquism spell. The illusion is harmless, but the characters may still fight it if they think it's a real dragon. For more details, read the description of the phantasmal force spell. The illusion may also breathe ice on one character, to scare the party away. However, the party may easily realize that the damage is not real, after some rounds.

16 - THE LABORATORY

This room smells of sulphur, smoke and wax. It has a big magic circle drawn on the floor, with a star drawn on it. On each of the points of the star there is a half-melted candle: three of them are red and three white, and in a corner of the room there are three wooden crates and one barrel. Some broken furniture lie on the floor not too far. Everything in this room is covered in a thick layer of dust.

The circle is not magic by itself. It was used as a confinement device for summoned creatures. The characters may take the half-used candles on the floor, if they want. In one of the crates, the characters may find another 50 red candles and 50 white candles. In the second one, there are 40 empty parchment scrolls, while in the last one there are just two silver daggers on a layer of straw.

The barrel is half full of sulphur powder. The characters may recognize it with a test on science: geology, knowledge of magic or recognize smells and tastes general skills. The sulphur powder is a substance that is used a lot by magic-users in their laboratories and is quite precious. The whole amount that there's here is worth about 120 Dc, but to carry it the characters must decant it into an empty bag. Otherwise, the person carrying the barrel will not be able to carry any weapon or shield in his hands, because the barrel cannot be fit in the inventory. Moreover, the movement rate of that character will be halved for the time he carries the barrel.

17 - THE MIRROR

This is the top room of the tower, and has a big old bed in it. There are also an empty fireplace, a pile of wood logs, a chest, a table with a chair and some scrolls on it, a curtain on the wall and a broken door leading out, on a small terrace. The whole room is covered in dust, as if it was not used for ages.

If the characters search the room, with a successful rll, they will notice that the bed linen has been partially eaten

by some critters. If they move the linen, they will wake the critters, that are 8 second level giant locusts (AC: 4, HD: 1**, HP: 2, 3, 3, 4, 6, 6, 6, 8, Mov: 18 (6), Initiative: +1, Att: 1 bite / 1 bump / 1 spit, D: bite 1d2, Bump 1d3, Spit 0, ST: F1, MI: 5, MA: N, XP: 16 each). If the locusts are disturbed, they attack the characters and start shrieking, and there's 1 chance out of 6 per round that 1d4+1 more locusts come in their aid from the broken door.

The chest is locked, and there is a trap on the lock. If the trap is not removed, who tries to open the lock must save vs. magic wands, otherwise he will be hit by a poisonous dart. The dart only causes 1 HP of damage, but the character needs to save vs. poison. or he will be affected by a debilitating poison. The dart may hit multiple times, but the poison on it is enough to poison only one person. If the characters want, they may try to break the chest open with their weapons. If they do so, the chest needs to take 30 damage before falling in pieces, and each time the characters hit the chest with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore

In the chest, the characters may find:

- one flask of ink
- one alphatian silk robe,
- a wooden box containing 250 Dc, 20 Cr, one silver ring with a moon stone, worth 350 Dc, and three amethysts worth 50 Dc each
- A dagger with a glass blade and a yellow gemstone on the handle
- A spellbook that's almost completely destroyed
- Two potions

The ink is magic ink, and the flask is still full, so there's enough for writing 10 spells. The dagger is a magic *dagger* +1 of the wind. It may be thrown twice the normal distance. However, it's very fragile, and if it's thrown and doesn't hit the target there's always a chance of 20% that the blade breaks hitting something hard, and it becomes unusable. The gemstone on the handle is a heliodoro and, if the dagger is destroyed, it may be sold for 700 Dc.

The spellbook is mostly unusable. Only two spells can still be read, and any spellcaster may decide to copy them on their book. These are: *Charm person* and *Phantasmal force*.

The two potions are healing potions.

One of the two scrolls on the table is just a letter and it's also mostly crumbled. The other one is a magic scroll with two copies of the *magic missile* spell on it.

Behind the curtain, on the wall is hanging a big mirror. If a character looks in the mirror for longer than three rounds, the face of a pale old alphatian man appears.

If it happpens, read the following passage to the players.

The image of an old alphatian man, with a very pale complexion and white hair, appears in the mirror. The man looks surprised to see you as well.

"So, finally someone has found me in this mirror." The man says. "I was thinking I would spend the eternity here, in the dark. Would you please free my soul from this prison?"

The characters may ask the man all of the questions they want. He used to be the owner of this place, but he fell victim of the curse of this mirror when he freed an evil creature that was inside and was forced to take his place. Obviously, he kows about the wine and will gladly tell the characters where to find some bottles, if they agree to free him. He also thinks that the only way to be free with no risk for both him and the

characters is to dispel the magic of the mirror, and that can be done with a *rod* of destruction, that he left in his private library in the dungeon. The man's body died years ago, and now only his soul can be set free.

If the characters take the rod and come to free him, they will get an experience bonus for accomplishing this special goal. See the epilogue paragraph for details. If the man is set free, his soul will appear. He says he died years ago and his soul was kept captive, but now he's free to go. Then, he will disappear.

However, if the characters simply break the mirror, the soul of the wizard will be freed together with the body, and it will turn into a second level wraith (AC: 5, HD: 3*, HP: 16, Mov: 27 (9), Initiative: -1, Att: 1 touch, D: energy drain, ST: F3, MI: 12, MA: C, XP: 50) and attack the characters.

There's also another way to free the wizard, which is to pronounce the sentence: "I wish for your freedom", but whoever says that will be trapped instead.

18 - TERRACE

This small terrace is half full of what looks a big nest of birds. Unfortunately, the birds seem not to like intruders, and as soon as you step out of the room, they jump out of the nest and start attacking you.

The birds are 5 second level stirges (AC: 7, HD: 1*, HP: 3, 4, 4, 4, 6, Mov: 9 (3), Flying: 54 (18), Initiative: +1, Att: 1 beak, D: 1d3, ST: F2, MI: 9, MA: N, XP: 13 each), and they will fight till death to protect their nest, where three eggs are laid. The three eggs may be used as one ration, but have no other value. If the characters run from the terrace, the stirges don't follow them.



LEVEL 2: THE DUNGEON

The dungeon is dug in the stone, but the walls are reinforced with red bricks, which is the main construction material in the dungeon. Most of the rooms have arched roofs, and there's plenty of torch holders around, however most of them are empty. The wine cellars are now used by the two bugbears as their private reserve of wine and don't allow the kobolds to take any.

Some debris has falllen from the ceiling only in two rooms, but most of the dungeon is still in very good conditions.

19 - KOBOLDS LAIR

This huge room is lit by some torches hanging on the walls from four holders. It is full of crates and barrels that have been moved on the sides, and has a big pool, probably an underground fountain, on the wall opposite to the stairs. However, no water is flowing, and the water in the pool looks dirty and unhealthy. In the room, there are ten small creatures that look like humanoid dogs, and not taller than one meter. They seem surprised to see you here, and one of the biggest ones, with a club in his hands, approaches you, saying something in his language.

The creatures are kobolds. There are 7 first level (AC: 7, HD: 1/2, HP: 1, 1, 1, 1, 2, 2, 4, Mov: 27 (9), Initiative: +1, Att: 1 club, D: 1d4, ST: NP, MI: 6, MA: C, XP: 5 each) and three second level (AC: 7, HD: 1, HP: 3, 6, 7, Mov: 27 (9), Initiative: +1, Att: 1 club, D: 1d4, ST: F1, MI: 6, MA: C, XP: 10 each) kobolds here. The kobolds only speak in kobold language. The one that approached the characters is asking who are they and why are they entering their castle. If the characters are friendly and speak the kobold language, the kobolds may not attack them, and take them to their boss in room 20. Obviously, if the characters are escorted here by some of the kobolds or the bugbear that are

in the upstairs rooms, the kobolds will not be aggressive.

The kobolds in this room only have 23 Sv in total in their pockets, and they all fight with spiked clubs. If attacked, they will fight until half of them are killed. After that, they will try to run away through the stairs or, if they are blocked, they will alert the other kobolds in room 24 and try to ambush the characters here, if they chase them. Obviously, if the characters fight here, the noise will attract the bugbear from room 20.

The barrels in this room are all empty. In the crates, the characters may find many useful items.

Two crates are full of glass jars with lids. There's 30 in total.

Some crates are full of empty bottles and corks. There's a total of 120 bottles here.

One crate is full of torches, for a total of 20. Another crate is full of oil flasks, for a total of 20.

Other crates are empty.

The fountain is blocked and water doesn't flow anymore, therefore the water is now dirty and smelly, and may not be drunk, but may still be used to wash away the grape juice from room 22 (see later), if needed. However, it gives the person washing with it a bad smell, that reduces Charisma by 1 point until the character washes properly.

On the bottom of the fountain there is a big peridot gemstone worth 800 Dc, but to find it the characters must empty the fountain somehow or get in it and spend at least 2 turns searching (getting the smell on them and losing Charisma in the while).

20 - BUGBEAR'S WINES

This room is a small wine cellar with a couple of shelves full of bottles on the opposite wall. There is also a small empty barrel in a corner, and a fat creature is sitting close to it. It has a greenish skin, but is covered in a thick and quite long brown fur on most of the

body. He wears a ripped chainmail and has a big stone maul on his side.

The creature is a second level bugbear (AC: 3, HD: 3+1, HP: 15, Mov: 27 (9), Initiative: 0, Att: 1 great maul, D: 1d8, ST: F3, MI: 9, MA: C, XP: 50), and he and his friend upstairs decided that the wines in this cellar belong to themselves. The bugbear is quite aggressive with intruders, but if the characters blandish him, give him some presents or offer to pay him for the bottles, he may decide to listen to them instead of killing them. The bugbear, though, only speaks kobold and bugbear languages, and will only answer if questioned in those languages.

If the characters offer to buy any bottles, the bugbear will agree at his conditions: first, the characters must give him 10 Dc for each bottle they take or break (however, he can oly count up to 100, and will never ask for more than that amount). Second, before being allowed to take any bottles, the characters must get rid of the magic statue that roams the building and tries to kill kobolds all the time. It is the iron statue that may come in the random encounters. If the characters already killed it, the bugbear will ask them to take him to the place where they destroyed it, to see the pieces with his own eyes. If they didn't, the characters will have to get around the castle until they find it. However, the DM may decide not to roll for the encounters random and just have them meet the statue as soon as the first random encounter happens.

If the characters agree the conditions, once they killed the statue, they will be allowed to look on the shelves for the bottles they want and, when they won't find the bottles in this room, the bugbear will let them go to room 21 to search more, telling them to watch out for the insects, in there.

The wines on the shelves in this room are quite common, and each bottle from here is worth not more than 5 Dc if the characters loot them to sell. There's a total of 34 bottles here.

21 - FINE WINES CELLAR

This room is another small cellar, but it's packed of shelves and the wines on them look more expensive than the ones in the previous room. If there's a place where that wine may be, it's here.

The cellar is packed with a total of 100 bottles of wine. However, if the characters come in with any light source that makes light in more than 3 m radius (torches and lanterns do much more, but the light glands of fire beetles don't), they will scare 7 second level giant locusts (AC: 4, HD: 1**, HP: 2, 3, 3, 4, 6, 6, 6, 8, Mov: 18 (6), Initiative: +1, Att: 1 bite / 1 bump / 1 spit, D: bite 1d2, Bump 1d3, Spit 0, ST: F1, MI: 5, MA: N, XP: 16 each) that hide behind the bottles. The locusts will try to run out of the room, but whenever they bump onto a character, the character will hit one shelf and 1d4 bottles will fall on the floor, breaking.

Of the 100 bottles in the cellar, only 5 are of the Maiden Blood wine that the characters are looking for. Therefore, whenever the characters break one bottle, there's a 5% chance that they break one of the wine they are looking for. However, the DM should always let them find at least one bottle not broken in the end.

The remaining wines in this cellar are worth 25 Dc per bottle, if the characters want to try and sell some.

22 - BARRELS

This room contains some small barrels and a huge one. There's a sweet smell of grapes in the air.

The three small barries are empty, while the big one is quite heavy, but if the characters try to open its tap,

nothing comes out. The barrel is full of dried out grape juice, which is now a glue-like very sticky substance. If it falls on the floor, whoever steps on it has his speed halved until he manages to wash his shoes or feet with water. Moreover, whoever touches it will be covered in the sweet smell of grapes until washed away. This means that characters smelling like this will naturally attract insects. If the characters pass any room where insects are hiding while smelling like this, the insects will attack them immediately. If the characters smelling like this get a random encounter, the DM may only roll 1d4 to chose among robber flies, giant bees, giant locusts and fire beetles

If characters want to take some grape juice into a jar to use it as a glue bomb, they first need a jar (there's some in the crates in room 19). Moreover, they will need a tool to take it if they don't want to get sticky and attract insects. The ladle in room 14 would be perfect. However, they will need to find a way to open the barrel without spilling the juice on the floor.

23 - EMPTY ROOM

With the exception of some debris on the floor, this room looks empty.

This room is empty.

24 - GUARD POST

Some broken bicks and ground has fallen in a corner of this big rooom. A closed door is exactly in front of the door you walked in through, while on the right you can see stairs going down through a narrow passage. In another corner of the room there's an old table with three chairs.

If the characters didn't fight the kobolds in zone 19, and none of them fled to this room, read the passage below as well.

Around the table there are another 6 of the canine humanoids you already

met. They are talking and seem puzzled when you walk in.

Otherwise, the kobolds are ready flattened against the wall to attack them when they walk in. In that case, they'll get the surprise with a roll of 1-4 on 1d6. The kobolds are all level 1 (AC: 7, HD: 1/2, HP: 1, 1, 2, 3, 3, 4, Mov: 27 (9), Initiative: +1, Att: 1 club, D: 1d4, ST: NP, MI: 6, MA: C, XP: 5 each) and only speak kobold. They guard the boars in room 26 and also check that the statue from room 27 and the rust monster from room 25 won't get out. They wouldn't allow the characters to get past this room without a fight, and they will fight till death.

25 - THE RUST MONSTER

This room is closed and locked from the outside. The characters may open the door and get in with no problem.

In this room, otherwise empty, there is a creature as big as a pig, that looks like an armadillo with two long antlers on the head and a funny looking furry tail. The creature looks very quiet, and when you open the door it slowly comes closer as if curious to check on you.

This third level rust monster (AC:2, HD: 5*, HP: 28, Mov: 36 (12), Initiative: +1, Att: 1 antlers, D: transforms metal in rust, ST: F3, MI: 7, MA: N, XP: 300) will try to touch one of the characters' weapons or metal armors to turn it into rust and eat it. It is not an aggressive creature, but it may cause some proper damage to the characters' equipment. The kobolds closed it here because it was wandering around the castle and it ate most of their weapons. That's why most of the kobolds now only use clubs.

26 - BOAR STYE

This room gives out a smell of manure and its ground is wet. There are two crates in a corner, and three big boars

The boars are not immediately aggressive. They know not to attack the kobolds if they come to feed them, but if the characters try to get through the room, the boars will attack them. Fortunately for the characters, there's not enough room for them to charge. The animals are 3 third level boars (AC: 7, HD: 3*, HP: 10, 14, 17, Mov: 27 (9), Initiative: 0, Att: 1 tusk, D: 2d4, ST: F2, MI: 9, MA: N, XP: 50 each) and they will fight till death. The characters may take the corpses of the boars to sell them for 15 Dc each, if they want, but each boar must be carried by a character with a minimum score of 15 in Strength. Moreover, who carries the boar, that doesn't fit in the inventory and is too bloody to cut in pieces and put in the backpack, will only have to carry it and may not use any weapon or shield while doing so. Whoever carries a boar has his movement rate halved until he puts it down. The characters may also cook the boar to make it into preservable rations, and in that case they may get 10 rations from each boar, but they will need the cooking general skill.

In one of the two crates, there is plenty of acorns, and in the second one mushrooms. If the characters throw them to the boars, they may be able to get through the room without being attacked. The mushrooms are just random mushrooms from the woods, and some of them are poisonous for the humans. The kobolds only give them to boars. Therefore, if the characters try to eat of the mushrooms, whoever does it must save vs. poison and, if the roll fails, the character will be toxicated and must roll 1d4 to derermine the effect of the poison:

- 1 paralizing
- 2 irritating
- 3 debilitating
- 4 light poison

It is not possible to pich the good mushrooms from the bad nes, because they have been mixed and the spores of the poisonous ones already contaminated them all.

27 - THE STATUE

This room is closed and locked from the outside. The characters may open the door and get in with no problem.

This big room is completely empty but for a statue of a warrior hit by two swords that lays on the ground, opposite to the door.

The statue is actually a third level living statue of iron (AC: 2, HD: 4*, HP: 20, Mov: 9 (3), Initiative: -1, Att: 2 swords, D: 1d8 each, ST: F4, MI: 11, MA: N, XP: 125). The owner of this castle had 2 of these constructs to protect the place. They were going around the castle looking for human or humanoid intruders. The kobolds managed to block this one in this room. but the other one is still around. The statue will attack any intruders, but will wait until the characters are close enough to attack. If the characters never get close enough, it will follow them out of the room and attack as soon as possible.

The two swords that are going through the body of the statue are two short swords that the kobolds used against it, therefore they can be taken after the construct is destoryed. If the statue meets the rust monster, it can be destroyed by it in three attacks.

28 - LIBRARY

The door of this room is closed with a hold portal spell and is reinforced with metal bars. However, characters may open it by casting a knock spell, or try to destroy the door with weapons and magic. In this case, the door needs to take 30 damage before falling in pieces, and each time the characters hit the door with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore.

This small room has in its center an old and rusty bronze brazier. A strong

wood and metal chest is by the wall opposite to the door, and on the sides of the door, two bookshelves stand, full of old and moldy books.

This old library has not been open since the wizard that was the owner of the tower disappeared. The books on the shelves are mostly ruined. However, there are one dozen that are still in good conditions, and the characters may take them, if they want. Each book takes an encumbrance class F in the inventory. This is the list of the books and their value:

Magic plants, mushrooms and molds
By Nigella Oak Dc 210

Nothing gets wasted out of the goblin

By Xirion Sinister Dc 40

Basic spellcasting

By Etienne D'Amberville Dc 150

Fairies and other magical creatures

By Eudora Carlissian Dc 130

Guide to cauldrons and other pots

By Finnicella Tobren White Dc 60

Interpreting dreams*

By Jherek Virayana Dc 570

Creations of the mind - a practical guide to illusionism*

By Otwald Grunnard Dc 450

History of the Great School of Magic

By Carlotina Erewan Dc 120

The darkest arts in the myths of the past**

By Natacha Datchenka Dc 90

The influence of the stars on magic preparations

By Delmàr Garcia Dc 170

Legends of the Glantrian Alps

By Gaspard Du Nord Dc 330

Magic of Deceiving*

By Tobias Mc Lure Dc 240

The books marked with a * are connected to the secret craft of Illusionism. If a character collects 2.000

Dc worth of books on this subject, he will discover the existence of this secret craft in the Great Schoool of Magic and, if he is a student, he may be able to join it. In the same way, the book marked with ** is about the secret craft of Necromancy, and if an arcane collects 2.000 Dc of books about this craft, he discover its existence. If he is a student, he may be able to join it as well. The brazier is dusty and old, but has no magic power or whatever else. It is worth 35 Dc if sold, and takes an encumbrance class G if taken. The chest is closed with a dagger trap. If someone tries to open it without removing the trap, the character needs to save vs. breathe weapon, otherwise the blade will hit him for 1d4 points of damage. The blade recharges automatically, so the trap needs to be removed to be able to open the lock. However, the characters may decide to break the chest open with their weapons. If they decide to do so, the chest needs to take 30 damage before falling in pieces, and each time the characters hit the chest with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore.

In the chest, the characters may find:

3 m of chain
an old and moldy rope 15 m long
a black crystal rod
A moldy envelop with 4 potions
1 scroll with 2 spells

1 redwood wand

1 parchment envelope containing 50 Dc, 10 Cr and three gemstones. One of them is wine red, while the other ones are amber colour. The chain and rope are not magical. The rope is so old and moldy that there's a 50% chance at every round that it is used to climb something that it may break. The crystal rod is a rod of destruction. The four potions are one potion of heroism, one potion of fly, one potion of healing and one potion of invisibility. The scroll contains the spells magic missile and

shield, both first level spells. The wand is a wand of the locks with 11 charges left, non rechargeable. The wine red gemstone in the bag is a red tourmaline, worth 300 Dc, but it is also a spell gemstone enchanted with a hold person spell. The other gemstones are amber gems, worth 70 Dc each.

The descriptions of all of the magic items are given at the end of the book. However, the characters may need to identify them before using any.

EPILOGUE

Once the characters have found the wine, and have explored the castle as much as they like, they go back to Serin and meet the sommelier once again. You can read the epilogue to the players, if you want.

The day after you returned, the sommelier comes to the guild and meets you. He is really delighted for the chance of finally tasting this rare wine, that he thought was lost forever.

"You can't understand how much this means for me *mes amies*." He says, giving the money he promised to the guildmaster. Then, he walks away with his wine safely packed in a bag, happy like a child with a new toy.

"Well done, rookies." The guildmaster says. "I didn't expect you to come back alive. I must recognize that I may have underestimated you." Then, he counts 20% of the total and takes it for the guild, and gives you the rest.

"It is 500 Ducats for each of you, minus 20% for the guild. That makes 400 ducats each left." He says giving you the bags with the money. "And for the wine it was 100 ducats per bottle, minus 20% it makes 80..." He says, putting on the table another small bag of money. Now, go to rest and think how to spend that money, guys. I think I may have some new tasks for you soon enough..."

Then, the characters are free to spend their new money. The fighters

will probably want to buy some better armors, and the arcanes may want to study their books. The characters will have some time before the next adventure, that will take place in winter. In the meantime, the snow starts falling, and the mountains change their colour. The trees have no more leaves, and most of the animals disappear from the woods...

EXPERIENCE

The characters must be awarded XP for all of the monsters they killed or managed to overcome during the exploration of the castle. Treasures must be put in XP the characters gain, counting as treasures every valuable things that the characters looted in the building, but excluding the magic items.

Arcanes will also get experience out of the books they found and that they will study after the adventure.

But, on top of the normal experience that the characters may have gained, the DM may also give two bonuses.

The first one, for completion of the adventure, should be between 100 and 300 XP per character, depending on how well the player played the character and his MA, how useful or decisive he was for the final outcome of the adventure, how much did he roleplay as opposed to how much did he only rely on the dice rolls.

The second bonus should be given only if the characters freed the soul of the wizard in room 17 by disenchanting the mirror with the rod of destruction. If the characters did so, the DM should award each of them a bonus of 500 XP for completing one extra goal within the adventure.

Some characters may need to undergo some training to be able to gain their next level. In this case, the DM should play some short interludes with the players playing those characters, before the next adventure begins. Characters may also gain more XP in those interludes, allowing some more of them to level up.

This adventure is suitable for a group of 4 - 6 characters of level 1 - 3. The adventure takes place in early winter, and the prologue is set on Sviftmont 8th.

PROLOGUE

More than one month passed since when you retrieved the wine for sir Guillaume. The snow started falling, and the mountains lost their colours. The trees lost their last leaves, and most of the animals disappeared, hiding in their burrows until next spring.

However, since then the guildmaster didn't find any real job for you. It's true that he gave you some more tasks, but not real adventures so far. At least until today.

When he walks through the door of the guild half-covered in snow, he immediately calls you guys around.

"I have something for you, my boys." He says. "I met in town a guy from the movers' guild in Midgard. He is carrying a parcel to the village of Torle, on the mountain. It is his first delivery without partners, but he fears he could be in danger travelling on the mountains alone, and he asked me for a cheap group of bodyguards. You just need to take this guy up there and back here alive. I already accepted for you." He adds.

The guildmaster gives you until tomorrow to get ready for the trip. The guy, whose name is Ascot Reddhigord, of Alphatian heritage, will wait for you at the North doors. It should be possible to reach Torle within one day, but because of the snow, the guildmaster suggests that you get ready to camp outside, if anything happens.

The characters may now do some shopping before the adventure. As usual, they are free to buy whatever they want. However, if they ask for some more specific equipment, some winter items they may want to buy are described in the chart in this page, with

SPECIAL WINTER EQUIPMENT AND CAMPING EQUIPMENT					
İTEM	DESCRIPTION	PRICE IN DC	ENCUMBRANCE CLASS		
Ice cramptons (2)	Spiked tools that get fixed under the boots to avoid slipping on the ice.	10	B*		
Snowshoeing (2)	Raquet-like tools that get fixed under the shoes to prevent the feet from sinking in the snow.	6	G*		
Ice skates (2)	Boots with a blade applied under the sole, used to move quickly on ice.	25	F*		
Skis (2)	Long and flat wooden tools applied under the shoes used to slide on the snow.	12	E*		
Snow sticks (2)	Used with skis, snowshoeing or ice cramptons to help moving on the snow. They are thin and long sticks with a short spikey tip surrounded by a crown-like frame.	2	D*		
Fur coat	Good to protect a character from very low temperatures.	15	G**		
Fur hat	Good to protect a character from very low temperatures.	5	F**		
Fur boots	Good to protect a character from very low temperatures.	20	F**		
Fur gloves	Good to protect a character from very low temperatures.	15	B**		
Fur throw	Good to protect a character from very low temperatures while sleeping.	10	F		
Wool balaclava	Good to protect a character from very low temperatures, doesn't allow spellcasting.	5	B**		
Tent (for 4 people)	A tent made of thick wool and leather. A good repair from rain and snow. Up to 4 people may sleep inside at the same time.	30	G		
Tent (for 2 people)	A tent made of thick wool and leather. A good repair from rain and snow. Up to 2 people may sleep inside at the same time.	20	F		
Sleeping bag	Needed to sleep in a tent.	7	F		
Pots set	Pots for cooking. The set includes a water boiler, a frying pan, a grill for meat, a small pot and the lids. Can be used to cook food for up to 8 people.	8	G		
Cauldron	A cauldron for boiling water or brewing potions. The small travel cauldron may be used for up to 3 potions or to cook food for up to 4 people	5	F		

- *: Encumbrance for the pair, when not worn.
- ** : Encumbrance when not worn

the relative price and encumbrance. Please note that in winter, with the snow falling, adventuring on horseback is not adviseable. Horses may suffer a lot, or even die, during the night. And still, they cannot move full speed in the snow, and the rider would need to dismount often.

Once the characters are ready for the adventure, read the rest of the prologue.

When you reach the North Door of Senin, where the path for the Pass starts from, you immediately spot the young mover. He is not very tall, and is completely covered in fur garments. He also wears a wool scarf around the mouth, and the only thing you can

properly see of him are the eyes, of a bright turquoise colour. He is wearing a backpack and a pair of fur mittens on the hands.

"Are you my guards?" He asks, tentatively, when you approach him. His voice is deep and sounds even deeper, muffled by the scarf. "That's great! Let's start moving! I'm already freezing... I really hope we can reach Torle by tonight. I'm a bit scared of camping on the mountains. I heared legends of giants and dragons that eat travellers..."

The guy keeps talking for a while, until the road starts climbing the pass. Then, fatigue starts coming out and he needs to save his breathe.



RANDOM ENCOUNTERS

While adventuring on the mountains, the characters have one chance out of 6 once per day and twice per night to get some random encounters. During the day, the characters should be able to spot the creatures approaching from far away, and then decide whether they want to engage them in combat, try a friendly approach, or even just hide and hope the creatures will leave.

The chart in this table gives you the description of every random encounter that is possible on the mountains. To determine which one happens, just roll 1d8 and check the matching number on the chart.

THE PATH TO TORLE

The bad weather and the fact that Torle is up a mountain won't help the characters in this travel. Many dangers lie on the path, and most probably the characters will be forced to stop by the river Refresco for the night, before reaching Torle. Along the way, the characters will have some fixed encounters in particular areas. On the map of the mountains, the fixed encounters are marked with a capitol letter, and they will all be described here.

Moreover, on the mountains, the characters may also be facing some random encounters.

The Pass of Senin is a narrow path leads up between Mount that Adennoben and Mount Limbor. The Pass is clearly marked and kept free of obstacles by the people of Senin and the occasional merchants coming from Het Klooster or even abroad. While following the pass, the characters may not get lost and they will soon get into sight of Castle Morg. However, from here the characters will start climbing the valley between Mount Canades and Mount Limbor with no paths to follow, because the small path that the people from Torle use in the good season to

1 _D 12	RANDOM ENCOUNTERS
1	SNOW APES: A small herd of snow apes is raoming the mountains. The characters may spot them only if they get a 5 or 6 on the roll of 1d6. One of them is a fourth level ape (AC: 6, HD: 4+2, Mov: 27 (9), Initiative: 0, Att: 1 rock + 1 hug, D: 1d6 / 2d6, ST: F4, MI: 11, MA: C, XP: 125), while the remaining 1d4+1 apes are second level (AC: 6, HD: 2+1, Mov: 27 (9), Initiative: 0, Att: 1 rock, D: 1d6 each, ST: F2, MI: 7, MA: C, XP: 25 each). The apes are not aggressive, if the characters stay away from them. If the characters get too close, the apes will fight with them, but they immediately run away if the big one is killed or if their number is halved. Apes will attack with stones and blocks of ice, using them both as melee weapons or throwing them. The smaller apes cannot use the hug, because they are too young.
2	Wolves: 1d4+2 third level wolves (AC: 7, HD: 2+2, Mov: 54 (18), Initiative: +1, Att: 1 bite, D: 1d6, ST: F1, MI: 8, MA: N, XP: 25 each) can be spotted on the mountains. There's two chances on 1d6 that the wolves spot the characters and chase them. However, the characters may keep the wolves quiet by giving them at least three rations of food.
3	GNOLLS: a group of gnoll bandits is hiding on the mountains. There's about 20 of them in the group, but the characters will only meet a small party of 1d3+2 second level gnolls (AC: 5, HD: 2, Mov: 27 (9), Initiative: 0, Att: 1 spear, D: 1d6+1 each, ST: F2, MI: 8, MA: C, XP: 20 each). If they want to search the mountains for their lair, the DM may set up a mini-dungeon and give the characters a small treasure as a reward for defeating them. In the gnolls' lair there is also a level 5 leader.
4	BEAR: One fourth level black bear (AC: 6, HD: 4, Mov: 36 (12), Initiative: 0, Att: 2 claws or 1 bite, D: claws 1d3 each, bite 1d6, ST: F2, MI: 7, MA: N, XP: 75) spots the characters and approaches them looking for food. If the characters give it at least three rations, the bear should leave them alone. The bear is very hungry and if the characters attack it, it will fight until death, but otherwise it is quite placid. If the characters give him nothing, the bear will follow them for a while, waiting for a chance to get some food, before leaving them alone.
5	HIPPOGRIFF: One third level hippogriff (AC: 5, HD: 3+1, Mov: 54 (18), Flying: 108 (36), Initiative: +1, Att: 2 claws + 1 bite, D: Claws 1d6 each, Bite 1d10, ST: F2, MI: 8, MA: N, XP: 50) flies in circles in the sky. If the characters hide somewhere they can avoid it. Good hideouts may be protruding rocks on the mountainside or anything that may give them even a partial cover. If the characters are creative enough finding a hiding spot, the hyppogiph may fly away after 1d6 turns. If the characters don't hide, the hippogriff will attack, trying to catch at least one character and lift him in the air, throwing him on rocks from the sky
6	later on to kill and eat him. Roc Bird: A second level roc bird (AC: 4, HD: 6, Mov: 18 (6), Flying: 144 (48), Initiative: 0, Att: 2 claws or 1 bite, D: claws 1d4+1 each, bite 2d6 ST: F6, MI: 8, MA: L, XP: 275) flies off a mountain top and flies around searching for preys. If the characters hide somewhere they can avoid it. Good hideouts may be protruding rocks on the mountainside or anything that may give them even a partial cover. If the characters are creative enough finding a hiding spot, the roc bird may fly away after 1d6 turns. Otherwise, the roc bird will spot them sooner or later and, if there is even only one chaotic character in the group, it will attack and try to kill him. Then, the roc will take the corpse away to eat it. This encounter should happen only once.
7	FROST SALAMANDER: One second level frost salamander (AC: 3, HD: 4*, Mov: 36 (12), Initiative: 0, Att: 4 claws and 1 bite, D: claws 1d3 each, bite 1d6, ST: F4, MI: 8, MA: C, XP: 125) is hiding in the snow looking for food. The characters must roll 1d6 and they will not be surprised by the salamander's attack only if they roll a 5 or 6. The salamander will try to run away if hurt for more than 75% of its HP. This encounter should be happening only once, but it may be repeated if the characters don't kill the salamander and only chase it away.
8	WYVERN: This dragon-like creature will be seen on the ground, eating the remains of its last prey. It is some person's body. If the characters get closer to have a better look, there's a high chance that the wyvern spots them (about 75% if they don't take any precautions). If the wyvern spots the group, it will attack them and try to kill or poison as many as it is possible. The wyvern will fly away if it's left with less than 75% of its HP, but will follow the characters to attack again in the night, if they camp outside. In the meantime, its HP will go back to 50% of the total. There's only 1 wyvern in this area, and the characters should never end up meeting more than one. This wyvern is a level 2 monster (AC: 3, HD: 3*, Mov: 27 (9), Flying 72 (24) Initiative: 0, Att: 1 bite / 1 sting, D: bite 2d4, sting 1d3+ light poison, ST: F4, MI: 9, MA: C, XP: 50).

come down, in winter is almost completely deserted and covered by snow. From this point on, the characters will have to figure out their direction between the mountains until they reach the river Refresco. From that point on, they can just follow the river backwards until they reach Torle.

THE WEATHER

The characters will spend most of this adventure in very cold weather, and will have to walk on snow and ice all the time. During the first and last part of the adventure, when adventuring outdoors, the DM may reduce their movement speed accordingly if they didn't take any snowshoeing. Characters may use skis and skates in different parts of the adventure to improve their movement rate, as well (for example, from the top of the pass to the next valley, or from Torle back). Even in the ice caves, they may come in handy.

However, this will not help the characters to cope with the cold better. The characters will need to get some heavy clothes for it. After every 2 hours of game time, each of the characters will need to roll 1d6 plus the Constitution bonus. If characters wear a balaclava and / or fur clothes, for each of these pieces of clothing, they get an extra +1 bonus to the die roll

If the result is equal to the number of rolls made since when they started their travel, the character starts being too cold. He gets a -1 malus to Saving Throws, To-Hit rolls, AC and on the use of all of the general skills related to strength, constitution and dexterity. This malus is cumulative and, if the character fails the roll 3 or more times in the day, he starts losing 1 HP per hour for the cold.

To invert the effects of the cold, the characters need to build a shelter (a tent is fine), with a fire to warm themselves up, and a warm meal or drink. The characters will then need to rest for at least three hours before they

are ready to go on. Remember that this may be needed in the caves as well. This rest does not substitute overnight sleep and does not allow arcane characters to memorize new spells.

ASCOT REDDHIGORD

Ascot the mover (AC: 8, HD: NP, HP: 6, Mov: 36 (12), Initiative: 0, Att: 1 club, D: 1d4, ST: NP, MI: 6, MA: N, XP: 10) is not the kind of character that would engage in a fight. If he is in trouble, he will try to bargain to save his life, and he never used a weapon at all. He may use anything he happens to have in his hands like a club with base mastery, but has no proficiency in any other weapon.

Ascot expects the characters to protect him and his parcel, and wouldn't engage in a fight at least until the situation becomes desperate. The DM should make it clear that it's the characters' duty to protect him, possibly having him shout: "please don't hurt me!" and run away at the first sign of a fight. After all, this is why the characters are paid for this job.

FIXED ENCOUNTERS

The following encounters are set to happen if and when the characters reach some particular areas on the map. If the characters take a route that brings them far from all of these encounters, the DM may decide to move the encounters somewhere ese, or to add some more encounters, maybe taking inspiration from the random encounters.

A - AQUAMARINE MINES

The snow keeps fallling slowly, but the mines are still active. Smoke comes from the chimney of the great building, and from the guardian's hut. There is no trace of the guards that normally stay at the doors, though.

While you walk along the path, the big doors of the mines open for some seconds, and a short figure, completely enveloped in a heavy coat, runs quickly from there to the hut. That must be the quardian.

The mine where aquamarine is dug is normally open. In the tunnels, the miners are repaired from cold, and keep up with their job. The guards of the mine (AC: 5, HD: F3, HP: 17, 18, 20, 21, 23, 28, Mov: 27 (9), Initiative: 0, Att: 1 halberd, D: 1d10+2, ST: F3, MI: 11, MA: L, XP: 35) keep up with thier duty, but stay inside the building to avoid the cold as well. There are 6 guards in total, armed with halberd and chain mail. Guards will stop the characters if they try to get in the mines

The guardian of the mines (AC: 7, HD: F5, HP: 34, Mov: 36 (12), Initiative: +1, Att: 1 axe, D: 1d8+2, ST: F5, MI: 11, MA: L, XP: 175) didn't notice the characters, but if they call him, he will welcome them in his hut, to talk.

The guardian is a quiet and nice 54 years old man. He says that some travellers reported that the mountain pass has been closed by a rockslide, and getting over it is not easy. If the characters have time, he suggests to wait some days before going to the pass. Unfortunately, the mover says it is an urgent delivery he has to do.

B-TOP OF THE PASS

When reaching the top of the pass, you notice that a lot of stones and snow have fallen on the street. Getting closer, you see that the stones block the passage and are at least 3 m tall. It won't be easy to remove those stones, but it may be easier to walk around.

You are studying the situation, and where to go to avoid the obstacles, when a voice calls from above the stones: "Give all your munny now or you die!". Raising your heads, you see in the snow one huge figure that is aiming at you with a bow, while another two are coming down the slopes armed with axes.



The creatures are three first level ogres (AC: 5, HD: 3+1, HP: 13, 14, 16, Mov: 27 (9), Initiative: 0, Att: 1 longbow / 1 axe, D: longbow 1d6, axe 1d8+1, ST: F3, MI: 9, MA: C, XP: 75), but the characters may not recognize them because they are covered in clothes. However, they are more than 2m tall, and possibly about twice the weight of a big man. The ogres are taking advantage of the rockslide to stop travellers and steal their goods.

If the characters leave at least 300 Dc to the ogres, they will be allowed to pass, even if these are not all of the characters' belongings. However, the ogres may decide to follow them to ambush them overnight, if they didn't get everything.

C - WOLVES

Howl on the mountains tell you that there are wolves close enough... And surely you see them after some time. There's a small pack of these animals on the snow, not too far from you, and it looks like they smelled or saw you as well. The wolves start running at you, howling through the falling snow and will soon reach your party.

There are a total of five third level wolves (AC: 7, HD: 2+2, HP: 7, 9, 10, 11, 14, Mov: 54 (18), Initiative: +1, Att: 1 bite, D: 1d6, ST: F1, MI: 8, MA: N, XP: 25 each) in the pack. They will try to focus their attacks on one character or maybe two. The characters should try to protect Ascot, because he is the most vulnerable target.

However, if one of the characters dies, the wolves will try to chase the other ones away, while they eat the dead one. On the other hand, if one or more wolves die, the other ones will run away.

D - AMBUSH AT THE RIVER

The frozen river flows under a shell of shiny ice, partially covered in snow. Its noise fills the air, and covers your footsteps. Following the river backwards, you should be able to reach the village of Torle easily, now.

You start moving along the river, when you hear some creature growling not too far, ahead of you. When you raise your heads, you see a group of four humanoid creatures that look like hyenas with big heads and fangs, almost as tall as a human, and with spears and shields in their hands. They come running towards your group yelling and ready to fight.

These creatures are four second level gnolls (AC: 4, HD: 2, HP: 6, 10, 10, 13, Mov: 27 (9), Initiative: 0, Att: 1 spear, D: 1d6+1 each, ST: F2, MI: 8, MA: C, XP: 20 each). The gnolls are part of the tribe that lives on the mountains, and were out hunting for food. However, they had no luck and, when the characters arrived, they decided to hunt the characters for their meal. One of the gnolls carries an aquamarine gemstone, worth a nice 500 Dc. while another one has 15 Dc in his pockets. The gnolls will fight until death, and may not be persuaded to stop their attack, be it with food, money or threats.

During the first round of the fight, one gnoll will try to chase Ascot the mover, because he has no weapon and looks ike he is the easiest target. When this happens, read the following passage to the players:

One of the enemies starts running towards Ascot the mover, clearly determined to kill him. The young guy, scared, breaks into a run through the snowy fields yelling for help. The guy is crossing the frozen river, when a cracking noise surprises both him and the chasing creature. The ice breaks under the weight of the mover, while the monster manages to jump back on the snow. Ascot risks drowning in there, with all of his clothes...

One of the characters will have to help Ascot out of the icy water. The young mover should not die, therefore allow him to hold on the ice to avoid drowning until someone helps him.

Once the fight is over and Ascot has been saved, it must be clear that the characters cannot keep on moving with Ascot completely wet, sneezing and freezing. They will need to stop at least 5 or 6 hours to dry out his clothes. This means they may need to stop overnight, if they didn't do it yet. When the characters leave the campsite, Ascot still has a bad cold, and the closer they get to Torle, the worse it becomes, until he passes out in the snow just before the village.

E-ICY WATERFALL

Following a narrow path by the river, you get to a point where the river makes a couple of short jumps and draws a waterfall. You can hear the water gurgling beneath the ice, as you admire the icy waterfall that covers it. The path ends by the waterfall, though, and the easiest way you can see to get over this place is to climb the waterfall itself. However, even if it is thick and strong, it may not hold ore than one person's weight and it may be very slippery to walk onto. The alternative is to go back and find another way round, or to climb the stone to the top.

If there is a thief or mystic in the group, the icy waterfall can be climbed with a -10% on the climb walls roll. This -10% can be turned into a zero, if the or mystic is wearing thief cramptons. Other modifiers equipment still apply normally, except that barefeet bonus, that cannot be applied on ice. A character trying to climb a wall of ice barefeet will suffer damage and will have a huge malus on his die rolls. To climb the stone of the mountain, the character needs to roll with a -35%, because the stone is icy, guite smooth and very straight.

The total length a character needs to climb to reach the top is 9 m. The character may use hammer and nails to secure a rope for other characters to climb later on, but if he does, his speed is halved.

Characters climbing by using a secured rope get a 50% chance bonus on climb walls skill, or get climb walls skill at 70% success chance if they don't usually have that skill.

Another alternative could be to tie a rope to a grappling hook and secure it to one tree that is just above the waterfall and use the rope to climb. In this case, the characters get the same advantages as if they had a secured rope.

F-VILLAGE OF TORLE

The doors of the village are closed, and guards look out of a small window on top of them, when you pull the chain of the bell to call them.

Then, someone comes down to the door, and asks the reason of your visit.

The characters may get here with Ascot unharmed, or with him freezing and sick. In the first case, Ascot will tell the guards that he is a mover. The guards will ask the characters for their licences and let them in the guardpost. When the checks are done, they are free to get in the fortified village.

If ascot is sick, the characters will get some help from the guards taking him in. The guards will still ask for the licences to check them, but they will take Ascot to the healer's house.

After delivering the parcel, the characters will go to the local inn to get a room to rest, most probably. The innkeeper gives them a room for 2 Dc each per night, or allows them to sleep in the stables with the horses for 5 Sv each. When the characters are settled in their rooms, go to the next paragraph: *into the ice caves*.

G-TOWER OF LEITH TORLES

The tower is at about 3.000 m altitude. The characters, getting here, will start feeling very fatigued. They should not go higher than this without any spells or magic items that help climbing mountains, or without a guide and some training. This is not a place where low level characters should get. However, the description of the place is below:

A black tower stands in this place, possibly seven or eght flooors tall, and without any windows or doors. For what you know, this used to be the tower of Leith Torles, a powerful Alphatian wizard and the founder of the nearby village of Torle. More than one century ago, Leith Torles misteriously disappeared overnight, and in the morning his tower was like this, completely sealed and inaccessible.

The tower is sealed, and the characters should not be allowed in. It hides some very powerful secrets, and low level characters can't break its magic seals, yet. If analyzed with a detect magic, the whole tower is magic.

H - ICE CAVES

These caves are better described in the next paragraph: "into the ice caves". However, the characters may get close to the caves if they take a route that is not the normal one to get to Torle. In that case, read the following description:

Some kind of cave opens in the icy side of the mountain here. The entrance looks quite big, and you cannot see the inside, because it is too dark. You don't remember you've ever heared of caves on this mountain...

If the characters want to explore the caves, Ascot the mover will tell them that he doesn't pay them to explore, but to take him to Torle. They will have time to explore the dungeon later, if they want. If the characters decide to spend the night in the caves before getting to

Torle, just roll for random encounters normally. The next day, i the morning, the snow stops falling, and the characters can see the village not too far from here and go there directly.

INTO THE ICE CAVES

After reaching the village of Senin, Ascot the young mover will fall sick, if he didn't during the travel. The mystic healer of the village says he is not in life danger, but he must rest for some days, maybe even a week, before leaving the village again. The characters obviously must stay here for that time, because they need to bring him back to Senin alive to get the reward.

Let the characters explore the village, go to shops, organize their days the way they want, before reading the following passage to them.

You are in the tavern at the inn, when a short man walks in and, after taking his cloak and big fur hat off, comes to your table. He speaks in a deep alphatian accent, and his skin is pearl white. His few hair and big mustache are of a blueish shade of grey, and he looks like he is in his late fourties.

"I heared of your arrive in town and I thought of greeting you personally. I'm glad to meet you. My name is Odic Cloventron, and I'm the chief of this village."

After a few more compliments, and a hot grog that he kindly offers to you, the man reaches the point he was clearly waiting for...

"I heared that you are adventurers, members of the adventurers' guild in Senin, right? You know, if you are looking for something to do in town while waiting for your friend to heal, I may have some job for you. Some days ago, there was a big rockslide from the top of the mountain. After the rockslide, some of our sherpas reported that they found a new cave on the mountainside. Probably the rockslide opened a pas-



sage to get in the cave,

or something like that... However, the sherpas said that the cave looks quite deep, and they met some monsters when they tried to inspect it. Unfortunately, the cave is quite close to Torle, and I'm afraid that the monsters may get out and attack my citizens. Would you want to get in the caves to map them, and to get rid of any dangerous monsters you may find inside? If you accept, I'll pay your stay at the inn, your meals, and I'll give to each of you 200 gold ducats.

The characters may still decide to refuse. In that case, the village chief may raise his offer up to 400 Dc per character. If they still refuse, the DM may force them into the adventure by improvising a brawl at the inn, where the characters will be involved with some village guards, and when they will be taken to the village chief for judgement, he will hint that they can be left free of charge if they explore the caves for him, but this time for free.

However, the exploration of the ice caves is the biggest part of this adventure. The DM may still allow the characters not to go in them, but then they will lose the biggest share of the loot and of the experience points.

The characters may buy more equipment before going into the caves. The winter clothing, the special winter equipment, the camping equipment and the normal equipment are available in the small emporium of the village at the usual prices.

RANDOM ENCOUNTERS

In the caves, there is a chance of a random encounter every 2 turns, to be determined rolling 1d6. If the result is a 1, an encounter occurs. Extra encounters may be rolled when the characters do something that is extremely noisy or that may attract attention from the nearby creatures. On the other hand, if the characters rest in the caves in a place that is quite safe,

1D12	RANDOM ENCOUNTERS
1012	RANDOM ENCOUNTERS WHITE RATS: The white rats are just normal rats, but have a thicker fur which is
1	always white, and they resist much colder climates. The characters will meet a swarm of 2d10 first level rats (AC: 9, HD: 1, Mov: 18 (6), Initiative: +1, Att: 1 bite per pack, D: 1d6 + disease, ST: F1, MI: 5, MA: N, XP: 2 each). The rats may ignore the characters, if they are not disturbed, otherwise they will attack for 2 rounds and then run away. There's 1 chance out of 20 that a character bitten by a rat contracts a disease.
2	GIANT BATS: 1d4+1 fifth level bats (AC: 6, HD: 2, Mov: 54 (18) flying, Initiative: -, Att: 1 bite, D: 1d4, ST: F1, MI: 8, MA: N, XP: 20 each) are flying around. The characters may try to avoid them by hiding in some side passage, or go through them. If the characters get close, the bats attack them. Once at least half of the bats are killed, the other ones will flee trying to get outside.
3	SNOW APES: A small herd of snow apes is raoming the caves. One of them is a fourth level ape (AC: 6, HD: 4+2, Mov: 27 (9), Initiative: 0, Att: 1 rock + 1 hug, D: 1d6 / 2d6, ST: F4, MI: 11, MA: C, XP: 125), while the remaining 1d4+1 apes are second level (AC: 6, HD: 2+1, Mov: 27 (9), Initiative: 0, Att: 1 rock, D: 1d6 each, ST: F2, MI: 7, MA: C, XP: 25 each). The apes are aggressive, and in the moment they will spot the characters, the apes will fight with them, but they immediately run away if the big one is killed or if their number is halved. Apes will attack with stones and blocks of ice, using them both as melee weapons or throwing them. The smaller apes cannot use the hug, because they are too young.
4	FROST SPARKS: The characters meet 1d3 third level frost sparks (AC: 4, HD: 1+3*, Mov: 9 (3), Initiative: +1, Att: 1 touch, D: 1d6, ST: F1, MI: 12, MA: N, XP: 19 each). The sparks can be avoided, but will be automatically attracted by any form of magic performed within 9 m from them or by any living creature within 3 m.
5	ICE CRABS: 1d2 fourth level ice crabs (AC: 2, HD: 3, Mov: 18 (6), Initiative: 0, Att: 2 claws, D: 2d6 each, ST: F2, MI: 7, MA: N, XP: 35 each) hide in the snow. They are related to the ones that live on the beaches, but these ones are covered in a white snow-like powder. They will surprise the characters with a roll of 1-4 on 1d6.
6	BATEYES: These creatures look like ball-like beings with very small legs, huge heads and wings, directly attached to the heads, one eye that takes most of the head, and a broad mouth. The characters will meet 1d4 first level bateyes (AC: 8, HD: 1+1*, Mov: 54 (18) flying, Initiative: 0, Att: 1 bite or 1 paralyzing ray, D: bite 1d4+1, ray paralysis, ST: F1, MI: 8, MA: N, XP: 19 each). The bateyes can use their paralyzing ray once per day. The ray deals no damage, but the victim must save vs. paralysis or he will be paralyzed for 2d4 rounds. Bateyes are not very brave, and they run away if atacked with magic or when the first one of them dies.
7	TROGLODYTES: A group of 1d4 first level troglodytes (AC: 5, HD: 1*, Mov: 36 (12), Initiative: 0, Att: 2 claws and 1 bite, D: 1d3 each, ST: F1, MI: 9, MA: C, XP: 13 each) plus one third level boss (AC: 5, HD: 3*, Mov: 36 (12), Initiative: 0, Att: 2 claws and 1 bite, D: 1d4 each, ST: F3, MI: 9, MA: C, XP: 50) is around the caves. They will try to chase the characters away from the caves, but if they are engaged in combat, they fight till death.
8	WHITE VERONICA: This very spcial giant butterfly can only be found in icy weathers, and is very rare. The characters may spot only one at a time, normally. The White Veronica only attacks by biting the characters, but whoever sees it may be charmed as for the first level spell and must save vs. spells to avoid it. A Charmed character will allow the butterfly to sit on his body and bite him, sucking his blood until death, at a rate of 1d4 per round. This way, the wings of the butterfly fill of red stripes. Characters will see one first level butterfly (AC: 8, HD: 1+2*, Mov: 18 (6) flying, Initiative: 0, Att: 1 bite / charme, D: 1d4, ST: F1, MI: 6, MA: N, XP: 19) only. If atttacked, the butterfly flies away.
9	SHADOWS: 1d4 first level shadows (AC: 7, HD: 1+1*, Mov: 27 (9), Initiative: 0, Att: 1 touch, D: 1d3 HP, 1 point of Strength, ST: F1, MI: 12, MA: C, XP: 19) try to surprise attack the characters. The surprise attack is successful with 1-4 on 1d6.
10	POLAR BEAR: One third level polar bear(AC: 6, HD: 6, Mov: 36 (12), Initiative: 0, Att: 2 claws or 1 bite, D: claws 1d6, bite 1d10, ST: F3, MI: 8, MA: N, XP: 275) is hunting in the tunnels. If the characters keep away from it, the bear does not attack them. However, if they attack it, the bear will attack back and fight until death.
11	WHITE SNAKE: A second level white snake (AC: 8, HD: 3+2*, Mov: 36 (12) in the snow, 18 (6) on other terrains, Initiative: +2, Att: 1 bite, D: 1d6 + poison, ST: F3, MI: 9, MA: C, XP: 400) hides under the snow and attacks the characters trying to get them by surprise. Characters will be surprised with 1-4 on 1d6. The poison of the white snake freezes the enemies, who get paralyzed and lose 1 HP per round for 1d8+1 rounds.
12	ICE BEAST: One fourth level ice beast (AC: 3, HD: 4, Mov: 12 (4), Initiative: -1, Att: 2 fists, D: 1d4+3 each, ST: F2, MI: 10, MA: C, XP: 75) attacks the characters, gaining the surprise with 1-4 on 1d6.

the chance of an encounter is to be determined every 2 hours, and not every 2 turns. The encounters must be determined random on the chart in this page, rolling 1d12.

The DM may increase or reduce the rate of random encounters basing his decision on the average health of the group and their chances to survive one encounter. Random encounters are the same for the whole dungeon.

Please note that the encounters with the white snake and with the shadows are quite dangerous, and the DM should avoid repeating them too often.

LEVEL 1:

THE ICE TUNNELS

The caves are covered in soft ice, that is very similar to the snow-like ice that forms in the freezers from the condensation of the vapor in the air. However, in some points, there are smooth surfaces of ice that the characters need to walk on by using skates or ice cramptons. If they don't, they can only move 3 m per round on the ice, and they need to roll a dexterity check every round to avoid falling on the ground.

In the ice tunnels there are many dangerous monsters, starting with the tribe of the troglodytes. The creatures living in the caves mostly live of the big fungi that grow in the biggest caves and of the meat of the bats and rats. Troglodytes also eat apes, ice crabs and wooly swines that they breed in room n. 4.

The characters may want to rest in the caves. If they do, there is only one room that may be suitable: room n. 7, where they can light a fire with the fungi that grow in the caves. If they sleep in any other room, they won't recover any HP overnight, due to the low temperature. Characters may also go back to town to sleep overnight, and they may also get some healing from the mystic healer in town, if they are

ready to pay. The healer may heal the characters for 1d4+1 extra HP with his herbs and medications in one night, asking 50 Dc per character. The healer may even have 1d4 healing potions to sell to the characters, for not less than 500 Dc each.

THE TROGLODYTES

Troglodytes live in the rooms numbered from 2 to 9. With the exception of room 2, where the troglodytes are scraping the ice and are quite noisy, the troglodytes in the other rooms are not easy to teke by surprise. Actually, it's the exact opposite.

The DM must roll 1d6 every time the characters enter a room where troglodytes live. If the die roll is 5 or 6, the troglodytes heared the characters arrive and used their chamaleon skin ability to merge with the snowy environment. The characters have a higher chance to avoid being heared (1 to 5 on the 1d6) if they have no light source, only walk in natural light, and try to be as quiet as possible. However, a fight happening in the next room, or high volume talks will 100% alert the troglodytes.

The descriptions of the rooms where the troglodytes live are divided in two parts: the general description and the description of the troglodytes in the room. If the characters get spotted by the troglodytes, only read the general description. Otherwise, you can read both.

1 - ENTRANCE

the entrance to the caves is narrow and dark. The stone of the walls and the floor is covered in ice and snow, and the temperature is probably just a little higher than outside, but still very cold. The tunnel curves in the dark, slowly going down into the mountain side.

The entrance tunnel is empty. See the description of the ice tunnels for movement on the icy ground. Characters will soon find out that some of the caves are not as dark as they thought: some caves are covered in ice, and a small amount of light shines through from the outside. With the natural light, during daytime, the characters may be able to see up to 3 m away. Creatures in the caves are able to see very well in the dark: they can always see up to 18 m with the little light they have in the day, and up to 6 m in complete darkness or by night.

The caves that have some natural light coming in during the day are: all of the rooms from 1 to 13, plus room 35.

2 - GRATED ICE

Approaching this room, the characters may hear (hear noise for a thief, with no modifier, otherwise 1 chance out of 6 for other characters) a noise coming from the next room, like something scratching on ice.

In this room, there are two humanoid creatures that are scratching ice with some primitive tool made of bones. The creatures look like reptiles with very short tails, long legs and spines on the heads and arms, arranged like combs. They are wearing white fur clothes and have a bowl where they are putting the grated ice. The two creatures also smell very bad, like rotten meat and rancid fat

The creatures are 2 second level troglodytes (AC: 5, HD: 2*, HP: 8, 11, Mov: 36 (12), Initiative: 0, Att: 2 claws and 1 bite, D: 1d4 each, ST: F2, MI: 9, MA: C, XP: 25 each). The troglodytes are dangerous humanoids that hate and hunt most of the other races. Troglodytes are extremely rare in the Principalities of Glantri, and they only speak their own language. The smell of the troglodytes may affect the characters that get too close to them, as explained in the description of the monsters at the end of this book.

The characters may try to take the troglodytes by surprise if they switch their light sources off and approach quietly: the scraping noise covers their footsteps. Roll for surprise as usual, if the characters try to surprise the troglodytes.

If the characters don't get the surprise, the troglodytes will be very aggressive and yell something at them. If any character speaks troglodyte, he may understand that they want the characters to be gone from their lair. The characters may try to calm them down with some presents, (shiny items and food may be very effective to earn their trust) and explain that they don't want to harm them.

However, it is very unlikely that the troglodytes will tolerate the characters in the caves for very long, and they will probably follow them to attack them when they are in a dangerous situation, to get rid of them. For example, the troglodytes may follow the characters while disguised with their chameleonskin skill, and then ambush them in zone 13, trying to push them down the cliff, and then throw ice blocks at them.

The tool the troglodytes are using to grate the ice has a blade that's made of a translucent white stone, which is moon stone. It is worth 300 Dc.

3 - EMPTY CAVE

This cave is empty.

This cave is empty.

4 - FLUFFY PIGS

When approaching the room, you notice that the ice is blocking the bottom part of the entrance, like a 1 m tall wall, that's still quite easy to jump over. From the room a strong smell of manure comes, and you can see in the caves some creatures, seven in total, that look like pigs or boars, but completely covered in a white and fluffy fur, that looks like sheep wool. There are three adults and four piglets in the room, and they seem quiet.

These pigs are kept here by the troglodytes, that use them both for the wool and the meat. The creatures are wooly boars, a very special breed of boars that is extinct in the known world (some can only be found wild in the Norwold) and that produces a soft white wool like sheeps, but stavs a little smaller than the usual boars. Their stats are the same as boars, though. There are three adult 2nd level boars (AC: 7, HD: 2, HP: 10, 11, 15, Mov: 27 (9), Initiative: 0, Att: 1 fangs, D: 2d4, ST: F1, MI: 9, MA: N, XP: 20 each) and 4 first level piglets (AC: 7, HD: 1/2, HP: 2, 2, 3, 3, Mov: 27 (9), Initiative: 0, Att: 1 fangs, D: 1d3, ST: NP, MI: 9, MA: N, XP: 5 each). If the characters get in the pig stye, the boars will approach looking for food, but if the characters try to touch the piglets, the adults will attack them. The piglets will immediately try to escape the fight, while the adults won't give it up until the piglets are around. If the characters manage to capture the wooly boars and take them back to Torle, a merchant will happily buy them for reproduction. The piglets are worth 30 Dc each, while the adults are 100 Dc each. There are 1 adult male and 2 male piglets, while the female ones are 2 adults and 2 piglets. Piglets can also be trained for truffle search and to guard places. Cross breeds with other pigs or boars do not develop the white fluffy fur: they will just look like white boars.

Please note that if characters want to keep the boars for training, or for breeding, they will need a proper place where to keep them and also the general skills that allow them to take care of the animals properly (animal breeding, animal training and, because they are wild animals, knowledge of nature).

5 - THE FUNGI

This room is quite big, and most of the walls are covered in a greyish fungus that looks like an overgrown lichen some of which grow wider than half a meter. Some of these fungi are on the ground, cut in pieces.

If the characters are not spotted by the troglodytes read the following text as well.

Three creatures, that look like reptiles with very short tails, long legs and spines on the heads and arms, arranged like combs, are cutting the fungi from the wall, apparently only taking the bigger ones. They are wearing white fur clothes and smell very bad, like something dead.

These are 3 second level troglodytes (AC: 5, HD: 2*, HP: 7, 10, 14, Mov: 36 (12), Initiative: 0, Att: 2 claws and 1 bite, D: 1d4 each, ST: F2, MI: 9, MA: C, XP: 25 each). The troglodytes will be extremely aggressive towards the characters. They will immediately attack and try to kill them one by one. They are intelligent enough to keep focusing their attacks on one character only until they take him down. If two of them are killed, the last one will try to escape to alert the rest of the tribe. If it happens, the troglodytes will 100% be hiding when the characters get in their rooms, for the rest of the adventure. One of the troglodytes has a small knife (cannot be used as a dagger) with a blade made of moonstone. The knife itself is worth 150 Dc if the characters want to sell it.

6 - EMPTY CAVE

This cave is empty.

This cave is empty.

7 - CLAN ROOM

This big room has a smooth and flat icy surface in the middle, and the rest is raising towards the walls. There are several bed-like structures made in dried fungi, bones and yellowish wool scattered around the room, under the walls, and some big fungi, that look like overgrown lichens, grow on the walls. In a spot, there's a fireplace where the

leftovers of some of the same fungi can be seen burning slowly. The smoke slowly raises to the ceiling, where there must be a small hole for it to leave the room.

If the characters are not spotted by the troglodytes read the following text as well.

A total of eight creatures, that look like reptiles with very short tails, long legs and spines on the heads and arms, arranged like combs, are dealing with everyday tasks. Some very young ones are fighting, some are cracking crab shells to take the meat out and mix it with very small pieces of the fungi, and a last one is chopping fungi to put in the fire. They are wearing white fur clothes and smell very bad, like something dead.

The troglodytes in this room are 4 first level children (AC: 5, HD: 1*, HP: 2, 4, 5, 6, Mov: 36 (12), Initiative: 0, Att: 2 claws and 1 bite, D: 1d3 each, ST: F1, MI: 9, MA: C, XP: 13 each), four second level (AC: 5, HD: 2*, HP: 8, 9, 12, 13, Mov: 36 (12), Initiative: 0, Att: 2 claws and 1 bite, D: 1d4 each, ST: F2, MI: 9, MA: C, XP: 25 each) and two third level (AC: 5, HD: 3*, HP: 14, 17, Mov: 36 (12), Initiative: 0, Att: 2 claws and 1 bite, D: 1d4 each, ST: F3, MI: 9, MA: C, XP: 50 each). The troglodytes become immediately aggressive if the characters get spotted. The adults will immediately attack, trying to protect the children. The children will try to run from the room, if they have a chance. If forced to stay in the room, they will fight as well.

If the characters defeat the troglodytes, they can search the room for useful things. They can find two ropes made of white wool, one scraper made of bones and moon stone, worth 300 Dc, and another three small shards of moon stone, worth 75 Dc each, and made into pendants with wool threads.

The icy surface in the centre of the room is quite dangerous: it is much

thinner than it looks, and if a character with Constitution 10 or higher steps on it, it will crack open. The characters that are on the ice when it happens must save vs. magic wands and, if they fail, they fall in the hole. Whoever falls down this hole takes only 1d6 points of damage, but slides down through room 40 for many meters before stopping, ending up in room 39, on the second level.

8 - Boss Room

There are several bed-like structures made in dried fungi, bones and yellowish wool scattered around this room, under the walls, and some big fungi, that look like overgrown lichens, grow on the walls.

If the characters are not spotted by the troglodytes read the following text as well.

A total of six creatures, that look like reptiles with very short tails, long legs and spines on the heads and arms, arranged like combs, are dealing with everyday tasks. Some are hitting the big mushrooms taken from the walls with an ice block, possibly to make them soft, some are arranging wool in the beds, and a last one is just sitting in his bed and eating while the other ones work. This last one looks bigger than any other humanoid you have seen in these caves. They are wearing white fur clothes and smell very bad, like something dead.

The troglodytes in this room are 2 first level, (AC: 5, HD: 1*, HP: 5, 7, Mov: 36 (12), Initiative: 0, Att: 2 claws and 1 bite, D: 1d3 each, ST: F1, MI: 9, MA: C, XP: 13 each), three second level (AC: 5, HD: 2*, HP: 11, 13, 16, Mov: 36 (12), Initiative: 0, Att: 2 claws and 1 bite, D: 1d4 each, ST: F2, MI: 9, MA: C, XP: 25 each) and one fifth level boss (AC: 4, HD: 5*, HP: 22, Mov: 36 (12), Initiative: 0, Att: 2 claws and 1 bite, D: 1d6 each, ST: F5, MI: 11, MA: C, XP: 300). The troglodytes become

immediately aggressive if the characters get spotted.

The boss of the troglodytes will try to run away if the characters kill at least half of his minions, and come back with the rest of the tribe to chase them.

If killed, the troglodyte boss has a big pendant made in moon stone and bones that is worth a good 450 Dc, if sold.

9 - CRABS ROOM

When approaching the room, you notice that the ice is blocking the bottom part of the entrance, like a 1 m tall wall, that's still quite easy to jump over. In the room you can hear a ticking noise, and you immediately see where it comes from: there are several white and blueish crabs, about 40 cm big, going around in the room. Some kind of fungi, probably of the same type you saw elsewhere in the caves, are broken on the ground, and some crabs are eating them. One particularly big crab stays in a corner without moving, for some reason.

The crabs are kept here by the troglodytes that use them for the meat. These creatures are ice crabs, and there's a total of 7 second level ones (AC: 3, HD: 1, HP: 3, 4, 4, 4, 5, 6, 8, Mov: 18 (6), Initiative: 0, Att: 2 pincers, D: 1d6 each, ST: F1, MI: 7, MA: N, XP: 10 each). The one that stays at a distance is the mother, and she doesn't move because she is protecting her eggs. Mama crab is a 4th level ice crab (AC: 2, HD: 3, HP: 17, Mov: 18 (6), Initiative: 0, Att: 2 pinchers, D: 2d6 each, ST: F2, MI: 8, MA: N, XP: 35). Ice crabs are quite aggressive, and if the characters get in the room, they will attack and fight until death. The mama crab will only attack if the characters get less than 3 m from her. Under mama crab the characters may find 6 eggs, and each of them will hatch for a first-level crab in 1d3 days. The crabs have AC 8 when they are born, and their skin hardens in one day,

taking the AC to 3. Newborn crabs are 12 cm wide, and each egg is about 12 cm in diameter and very round, taking one space in the inventory. Baby crabs normally just run to hide until their shell hardens, then they start preying on small animals for food. Baby crabs can be used as rations: two of them make a meal.

10 - ICY LABYRINTH

This area of the caves is a labyrinth of tunnels. Characters will need to spend a long time to map them and to explore all of the tunnels. There is nothing particularly dangerous in the labyrinth, and the tunnels themselves are out of the troglodytes' caves, but the characters will risk baing trapped in tunnels while verv small thev experience some random encounters. However, there's nothing to find in the tunnels themselves, but there are 2 hidden rooms in the tunnels where the characters may get some treasures.

11 - WHITE VERONICA

In this room there is a little more light in other ones, than immediately spot on the ground the corpse of one humanoid creature. Like the ons you saw before, this creature looks like a reptile, with spikes on the head and the arms, and looks like it died a long time ago, because the corpse is almost mummified. In the room, you can also spot three big butterflies, with wings as big as 50 cm each, of a pearl white colour and a silvery body. These butterflies are some of the most beautiful creatures you have ever seen.

The butterflies are three specimens of first level white veronica (AC: 8, HD: 1+2*, Mov: 18 (6) flying, Initiative: 0, Att: 1 bite / charme, D: 1d4, ST: F1, MI: 6, MA: N, XP: 19). These butterflies only live in very cold environments and feed on blood. Their beautiful look is used to enchant victims: whoever sees

the white veronica must save vs. spells or fall under their charme spell. The charme is so powerful that doesn't break even if the butterflies attack the victim. A victim charmed by the white veronica will allow them to land on him and to suck his bloood without any resistence. This means that the butterflies don't need to roll to hit when sucking blood from charmed victims: they will automatically deal 1d4 damage per round. The save is needed only once per fight, and if the characters already met these dangerous butterflies, they may add a +1 bonus to their future saves against the same charme

If the characters get rid of the butterflies, they can inspect the corpse of the troglodyte, who actually has a small bag where the characters may find one moon stone knife worth 150 Dc and two things that look like stone goose eggs. The eggs are two eggs of wonders.

12 - ANCIENT HUT

The only entrance to this room is closed by the ice that actually formed a wall over it in the time. The characters may find the entrance only if they have some light source, with a roll to find secret doors. The entrance can be opened by breaking the ice with weapons or by melting it down. If the characters try to break the ice with weapons, they need to deal to it 30 points of damage or more. However, each time they hit the ice with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore. If the characters find a way to get in, read the passage below

Behind the wall of ice, there is a hidden room. It loooks like this room was once used to live in by someone. There's remains of what used to be furniture, and most of the items in the room are now covered by a layer of ice as well.

This room was once the hideout of a criminal flaem wizard who arrived in the Principalities centuries ago, with the ancestors of the Vlaardoen family. The wizard was trapped in the room when an earthquake blocked the exit. He tried to summon a fire elemental using a scroll, to dig an escape route, but he was cursed by the other flaem, and the spell misfunctioned. The summoned creature was a water elemental and, when he lost his concentration, the elemental hit him with his water, that froze him on the spot. The corpse of the wizard is still encased in the ice pillar that is in this room. To find him, the characters need a light source, and a successful search roll. If they find him, read the following passage:

When your light hits the ice pillar, you see something weird, something you would never think it was possible. Encased in the pillar, still completely intact, there is the body of a man in his late thirties, with a long red beard, a deep red robe, and his eyes closed. He must have been here for a very long time.

If there is any magic-user or any flaem in the group, tell them that they hear a voice in their heads saying: "Please, let me free... let me free..." in common glantrian, but with a very weird accent. The voice only repeats that, and won't answer any question.

If the characters free the body of the wizard, they will find out that he turned into a third level wraith (AC: 5, HD: 4*, HP: 19, Mov: 27 (9), Initiative: -1, Att: 1 touch, D: energy drain, ST: F4, MI: 12, MA: C, XP: 125) when he died, and now only wants to kill as many glantrians as he may, starting with magic-users and flaems.

In the room there are also a number of useful things, that the characters may find just searching in the broken furniture and under the icy layer. There is, for example, a wooden box completely covered in ice that contains

the wizard's spellbook.

However, the box is closed and there is a magic lock on it, that can only be opened by speaking the correct magic word. Unfortunately, the characters may never find it. To open the box the characters need to defrost it with fire first, then to break it with a strength check, but whoever does it will be hit by a curse and his strength will be halved until a *remove curse* spell is cast on him. The guildmaster may accept to cast the spell on the character if the character gets no pay at the end of the

adventure. The spells on the book are:

Level 1

Read magic

Shield

Ventriloquism

Sleep

Light

Spirit claw

Level 2

ESP

Locate object

Fire bolt

Continual light

Level 3

Fireball

Protection from normal projectiles

The spellbook is written in ancient Flaem language, which is very similar to Glantrian. However, who tries to read the book needs to roll under his common glantrian score to be sure that each spell is understood properly, when transfering the spells to his own spellbook. If the result is a fail, the spell is still copied, but with some mistake, and the character may not use it. Mistaken spells still disappear from the original book, leaving the character with nothing.

The new spells *Spirit claw* (1st level) and *Fire bolt* (2nd level) are described at the end of this book.

In what is left of the wizard's wardrobe, the characters may find an ivory horn. The horn is a *horn of*

blasting, a magic item that's described at the end of this book.

In the remains of a writing table, there are some ancient coins. There are 60 gold, plus 30 silver. These coins will not be accepted by any merchant in Torle, but the museum of Leith Torles that is in town may be interested in buying them by paying their exact value (60 Dc and 30 Sv). However, if the characters bring them to Senin, the guy at the emporium may buy them for only 90% of their value (54 Dc and 27 Sv).

Finally, on the body of the magicuser, the characters may find a silver dagger, a pendant with a fire opal (worth 1.200 Dc) and a scroll with the spell *Sleep*.

13 - THE ICE BRIDGE

This room is very big, and the little natural light that still comes in it allows you to see its size, which is impressive. The ceiling is about 15 m above you. However, most of the room is hollow and, even if you don't think it's extremely deep, you can't see the bottom of the room properly. From the ceiling, some water drops fall down, and it may be the falling vater that formed many ice stalactites stalagmites, and even some ice pillars, in this room. But the most impressive feature in the room is an arc, completely made of ice, that connects this side to the other side, like a shiny ice bridge.

If the characters enter the room with some light sources, or they get very noisy, read the following passage as well.

Probably awakened by you, some big creatures jump off the ceiling and fly towards you. They have big round heads, about 30 cm wide, and extremely short legs that protrude directly from the head. In the center of the head, a big lonely eye stands, and two bat-like wings, each measuring at least one meter, are attached to the

head as well. Under the eye, they have a big mouth full of teeth. These creatures are almost completely white, and that's why you couldn't spot them before.

These creatures are 3 first level bateyes (AC: 8, HD: 1+1*, HP: 3, 5, 6, Mov: 54 (18) flying, Initiative: 0, Att: 1 bite or 1 paralyzing ray, D: bite 1d4+1, ray paralysis, ST: F1, MI: 8, MA: N, XP: 19 each). Bateyes may grow much bigger than this, in a normal environment, but in here this is the maximum they can get. Bateyes can use a paralysing attack, like a magic ray from their eye, but each of them may only use that attack once per day. The ray automatically hits the target and deals no damage, but the target must save against paralysis to avoid being blocked and completely unable to do anything for 2d4 rounds. Elves are not immune to this paralysis. Each round 1d3 eyes will use the paralysing attack, until all of them did. At that point, they will only attack the nonparalysed targets left to take them down. Bateyes are not extremely brave, though, and if at least three are killed, the last ones will try to escape flying through the tunnels.

The characters may get to the other side of the room walking on the ice bridge. However, if they don't have ice cramptons and they fail a dexterity check while crossing it, they will fall. Moreover, the bridge is not very strong and every character with Constitution 13 or higher will cause it to break. The bridge will also break if more than one character uses it in the same moment.

If the bridge breaks, or the characters fall while crossing the bridge, they end up in room 35, in the second level of the dungeon. Whoever falls takes only 1d6 damage, because of the snowy ice that there is on the bottom.

At the opposite end of the bridge there's a small passage, that the characters may only spot if they have

some light sources, and only if they succeed in a search. See zone 14 for details on the passage.

Remember that after this room, all other rooms don't have natural lighting, and the characters will need to use some light source to keep on exploring.

14 - MOONSTONE MINES

To reach this room, the characters can only use a small and dangerous path, mostly only 30 cm wide. There are some gaps in the path, that need to be jumped over (Dex check required), a stone ladder that needs to be climbed (another Dex check required) and an icy part (see the introduction to this adventure about walking on ice). However, if a character is able to get over these dangers, he may also set some nails and a rope for the other ones to use as a safe and allow them to walk here safely, even if slowly. It takes one turno to get from the bottom of the stairs to the ice pillars in the bridge room. When and if the characters get in this room, read the following description. Remember that this room does not have natural light, like the ones before, and characters will need some light source to explore it.

This big room's walls ahine of a weird light, as if crystals were encased n the stone under the ice.

Under the ice covering the walls, the characters may see that there are crystals of moon stone. They need to melt the ice to see them. This room was used as a mine for moonstome, and the troglodytes same came sometimes to take some shards to use as knives or other tools. The characters cannot take any moon stone with bare hands, ad if they use weapons to try and get them, the weapons have 1 chance out of 6 to break when used like that, and there is only a 30% chance that a character can get a valuable shard of moon stone this way. If the characters get one shard, roll 1d6:

1-3 a small shard, worth 75 Dc4-5 a medium shard, worth 150 Dc6 a big shard worth 300 Dc.

Characters can dig in the stone for a maximum of 10 shards of moon stone. After that, it becomes quite hard to break the stone further without special tools, like pickaxes. Digging for one shard takes 6 rounds (1 minute).

15 - EMPTY CAVE

This cave is empty.

This cave is empty.

16 - THE SALAMANDER

While approaching this room, the characters will realize that the air is getting much colder. Give this information to them, before they enter the room and you get deeper in the description, so that they can still change their mind or get better prepared before getting in.

In this room, there is a very deep cold, and it looks like it comes from a creature that is sitting in here: it is a big lizard, almost 2 m long, with 6 legs, that sits on the snowy ground and stares at you, breathing slowly.

This creature is a small specimen of frost salamander: this one is only 3rd level (AC: 3, HD: 6*, HP: 22, Mov: 36 (12), Initiative: 0, Att: 4 claws and 1 bite, D: claws 1d3 each, bite 1d8, ST: F6, MI: 8, MA: C, XP: 500). The salamander is quite aggressive, but does not attack immediately if the characters are all together: it would immediately strike if only one character walks in alone. If the characters are aggressive, or when they turn their backs to it, the salamander will attack, and fight until death. The salamander radiates a cold aura. Whoever is getting less than 3 m close to it, will suffer 1d3 points of damage for the extreme cold at every round.

17 - GIANT BATS

As soon as you walk into this room, four big bats come off the ceiling and swarm around you, trying to bite wherever they can.

These four fifth level bats (AC: 6, HD: 2, Mov: 54 (18) flying, Initiative: -, Att: 1 bite, D: 1d4, ST: F1, MI: 8, MA: N, XP: 20 each) will attack the characters for some rounds but, as soon as one of them is killed, the other ones will fly away through the entrance and towards room 13.

18 - EMPTY CAVE

This cave is empty.

This cave is empty.

19 - THE ICE BEASTS

In this room, full of soft ice, there are three small mounds topped with big ice crystals. A thin ice stalagmite raises to the ceiling close to one of them. However, the passage in the center of the room is free.

The small snow mounds are nothing else than ice beasts that are camouflaged in the snow. The ice crystals are actually protruding from their backs. If the characters get very close, the beasts will immediately attack, gaining the surprise with 1-4 on 1d6. The three beasts are second level creatures (AC: 3, HD: 2, HP: 8, 9, 14, Mov: 12 (4), Initiative: -1, Att: 2 fists, D: 1d4+1 each, ST: F1, MI: 10, MA: C, XP: 20 each).

20 - WHITE RATS

In this room, your light illuminates a big swarm of rats whose fur is as white as snow. They are swarming around something, as if they were eating. Apparently, they do not care about you, so far.

The white rats are just normal rats, but have a thicker fur which is always white, and they resist much colder climates. The swarm in this room is

made of 25 first level rats (AC: 9, HD: 1 HP, Mov: 18 (6), Initiative: +1, Att: 1 bite per pack, D: 1, ST: F1d6 + disease, MI: 5, MA: N, XP: 2 each). The rats may ignore the characters, if they do not enter the room, otherwise they will attack for 2 rounds and then run away. There's 1 chance out of 20 that a character bitten by a rat contracts a disease.

The rats were eating the corpse of a dead white ape.

21 - EMPTY CAVE

This cave is empty.

This cave is empty.

22 - THE STAIRS

This passage starts climbing down, with a natural stair, after some meters. The stairs seem quite long and their end is lost in the dark.

These are the stairs for the second level of the dungeon.

23 - APE TRIBE

When climbing in this room, you see some broken icicles on the snowy floor, traces of creatures that have been walking on the snow, a white and quite big ball of fur not far from the entrance. However, as if your light disturbed it, the fur ball starts moving suddently when you walk in. In just some seconds, you realize that the fur ball was nothing more than a family of white apes all sleeping together to keep each other warm

The apes are 5 first level (AC: 6, HD: 1+1, HP: 2, 4, 4, 6, 7, Mov: 27 (9), Initiative: 0, Att: 1 icicle, D: 1d6 each, ST: F1, MI: 7, MA: C, XP: 15 each) and three second level (AC: 6, HD: 2+1, HP: 10, 10, 13, Mov: 27 (9), Initiative: 0, Att: 1 icicle, D: 1d6 each, ST: F2, MI: 7, MA: C, XP: 25 each). The apes are aggressive and will attack the characters, screaming and throwing icicles at them, or using them as clubs.

If the characters run from this room, the apes won't chase them. The apes in this room are all too young and small to use the special hug attack. However, their noise will attract the apes of room 24 after 1d4+1 rounds from the moment the characters get in this room.

24 - APE BOSS

If the characters fought the apes that are in this room in the previous room, adapt this description accordingly.

In this room, there is something that looks like a big round nest with dirty fur and mushroom pieces in, that has probably been used for ages. The smell that comes from it is disgusting and pierces your noses even in the cold weather.

In the nest, there are four apes whose fur is white. They are all quite big, bigger than a human at least, but one of them looks even bigger than the other ones. The apes don't seem happpy to have you in their room, and immediately start screaming when you walk in.

The apes are trying to chase the characters away screaming, but if it doesn't work, they will immediately start atacking them with whatever they can find in the nest. There is plenty of big bones and dried mushroom pieces that are hard enough. Moreover, there are stones and ice blocks on the floor that they can use as well.

There are three third level apes here (AC: 6, HD: 3+1, HP: 11, 14, 19, Mov: 27 (9), Initiative: 0, Att: 1 icicle / rock +1 hug, D: rock / icicle: 1d6, hug: 2d4, ST: F3, MI: 9, MA: C, XP: 50 each), and a fifth level alpha male (AC: 6, HD: 5+2, HP: 29, Mov: 27 (9), Initiative: 0, Att: 1 icicle / rock + 1 hug, D: rock / icicle 1d6+2, Hug: 2d8 ST: F6, MI: 11, MA: C, XP: 225). If the apes in the room just before this fight some intruders, the apes in this room may go and help them.

LEVEL 2:

THE DEEPER VAULTS

The deeper level of the caves is not very different from the upper one, but the rooms tend to be bigger and there is no natural light coming in, except for room 35.

25 - LOTS OF CRABS

In this big room there are lots of white crabs, of many different sizes, from the smallest ones, about 15 cm wide, to a huge one with a diameter of more than 1 m, and as tall as a big dog. When you walk in, illuminating the room, the crabs react coming towards you, as if they smelled food.

The crabs in the room are: 8 first level (AC: 3, HD: 1/2, HP: 1, 1, 2, 2, 2, 2, 3, 4, Mov: 18 (6), Initiative: 0, Att: 2 pincers, D: 1d4 each, ST: F1, MI: 7, MA: N, XP: 5 each), 6 second level (AC: 3, HD: 1, HP: 2, 3, 4, 5, 7, 8, Mov: 18 (6), Initiative: 0, Att: 2 pincers, D: 1d6 each, ST: F1, MI: 7, MA: N, XP: 10 each), and one fourth level (AC: 2, HD: 3, HP: 16, Mov: 18 (6), Initiative: 0, Att: 2 pinchers, D: 2d6 each, ST: F2, MI: 8, MA: N, XP: 35) ice crabs.

These crabs can be kept quiet by throwing them some food. It may be rations, or even some of the big mushrooms that grow upstairs. To feed all of the crabs and keep them quiet long enough to get through the room, the characters will need to give them at least 4 rations of food.

If caught or killed, crabs can be used as food by the characters. Two first level crabs make one ration. One second level crab makes a ration as well, whilte the fourth level crab can make 2 rations.

26 - DEAD END

The tunnel reaches a dead end here, and doesn't go any further.

There's nothing here.





27 - EMPTY CAVE

This cave is empty.

This cave is empty.

28 - WINDY ROOM

Entering this room, you feel a gust of wind hitting you. It is weird how a room this deep beyond the surface can be this windy, especially when the rest of the dungeon isn't.

In this room, you can immediately notice two elevated areas, one in the center of the room, and another one at your left, on the top of rock cliffs more or less 3 m tall.

Except this, the room looks empty.

The wind in the room is caused by an invisible creature: a third level wind beast (AC: 6, HD: 3+3*, HP: 17, Mov: flying 63 (21), Initiative: +1, Att: 2 claws, D: 1d6 each, ST: F3, MI: 9, MA: C, XP: 75 each). Wind beasts are extremely rare and normally live only in frozen lands in the north. However, one was trapped here by the flaem wizard that lived upstairs. The wizard used this creature as a guardian for his treasure hidden in a chest on top of the cliff to the north. The wind beast won't attack if the characters just go through the room, but it will immediately attack if someone tries to climb the cliffs. The wind beast, being invisible, will automatically get the surprise in the first round. Moreover, the characters will suffer a -4 malus on their to-hit rolls to hit an invisible creature. If they switch off their light sources, the beast will suffer the same malus and elves may be able to use the infravision instead, avoiding the -4 malus.

Wind beasts are invisible by nature, and don't become visible when they attack. They can only be hit with silver or magic weapons, or with magic. They are enchanted creatures and may be destroyed by a *dispel magic* spell, and may not get through the protection granted by a *protection from evil* spell.

If the wind beast is reduced to less than half its HP, it will fly somewhere else to find shelter and rest, to heal its wounds. It will take one hour per HP, more or less. After that time, if the characters are still in the dungeon, it will go back hunting for them, to seek its revenge.

The chest on the cliff is frozen, and the characters will need 1d4 turns to defrost it using a torch. Once defrosted, the lid must be forced open with a crowbar or broken like a door, or a thief may try to open its lock with no malus and no bonus (it is an easy pick, but the ice in the lock makes it harder).

When the characters manage to open the lock, they can find in the chest some old coins (500 gold, 700 silver), one bejewelled belt (600 Dc), one magic sword +1 and two books that are still in good conditions. They are written in old Flaem language, therefore the character reading them must succeed a roll under common glantrian to understand them. The books are:

An Introduction to Fire Magic

By Barnabas Vlaardoen Dc 480

Creatures of the Plane of Fire

By Barnabas Vlaardoen Dc 390

Both of the books are connected to the secret craft of Elementalism (Fire). If a character collects 2.000 Dc worth of books on this subject, he will discover the existence of this secret craft in the Great Schoool of Magic and, if he is a student, he may be able to join it.

Barnabas Vlaardoen was one of the first Princes of Bergdhoven, before the Great School of Magic was built, and the first Grand Master of the School. Characters may know this with a successful skill roll with general skill history of the Principalities of Glantri.

The old coins can be sold to the museum for 570 Dc (their actual value) or anywhere else for 513 Dc, because they are too old and are not used anymore, therefore they must be exchanged.

29 - FROST SPARKS

This room has a small crater on a sice, as if some ice crushed and left a hole in it. From the bottom of that hole, a feeble white light shines in the rest of the room.

The source of the feeble light are three third level frost sparks (AC: 4, HD: 1+3*, HP 6, 8, 9, Mov: 9 (3), Initiative: +1, Att: 1 touch, D: 1d6, ST: F1, MI: 12, MA: N, XP: 19 each). The sparks will attack whatefer life form within 3 m, and will be attracted by any magic cast or used within 9 m from them. However, if the characters keep their distance, the sparks won't get closer and won't attack the characters.

The hole in the room where the sparks are is 3 m deep and, if the characters get to the edge to look down, they will attract the sparks. Like every other elemental, sparks can only be hit by magic and magic weapons. Fortunately, the sparks move very slowly and, if the characters just run away from them, the sparks will stop chasing them as soon as they are too far to be detected.

30 - THE LAST YETI

In this room there is a big white mound that looks like a huge igloo hut. Besides that, there are plenty of bones, even huge ones, around, and the smel you could expect to smell in the lair of an animal. When you walk in, something big and covered in fur moves close to the hut, and then it stands on his big feet, turning around.

The creature looks like a crossbreed between a gigantic human and an ape. It has fur on most of its body, and grabs a big icicle while slowly coming towards you. It doesn't look aggressive, but it has huge fangs coming out of its mouth.

The creature is a fourth level sasquatch (AC: 6, HD: 7, HP 40, Mov: 18 (6), Initiative: -2, Att: 1 club, D: 2d6+2, ST: F7, MI: 10, MA: N, XP:

550). It is the last of its species on the Wendarian Range. Some other ones may be found on the Glantrian Alps, but most of the yeti that are left in this continent now live on the mountains of Norwold or other areas very far from human lands. The yeti may be friendly with the characters if they give him some food. Something like six rations may do to keep him quiet. If the characters get close and try to talk to him, the yeti starts to get irritated, because he cannot speak and cannot understand. If characters refuse to give him enough food or irritate the yeti for too long, it will start screaming and lift his club to attack. The yeti wil be easily scared by magic.

In the hut of the yeti, the characters may find an item that one of his ancestors collected long time ago in the caves: a gold bracelet worth 860 Dc.

31 - SLIDE

This short corridor is all covered in smooth ice. Unfortunately, it also has a slope, and if the characters walk on it without ice ramptons under their shoes, they will fall and slide until the end of the passage. The characters will have to save vs. magic wands to avoid taking 1d2 points of damage.

If the characters fall, they need a rope thrown at them to go back up, or they may try to climb by holding on the walls, that are quite generous of rocks they can grab. If using a rope, a strength check is enough to climb out of the corridor. If holding on the walls, the first strength check will only be enough to reach room n. 32, while a second one will be needed to get back to room 28. Every time a character fails a strength check, he falls again and must repeat the save.

32 - SHADOWS

It is not easy to reach this room. See room 31 for details. When the characters manage to get in here, read the following passage.

This room looks empty. However, once you start looking around, you notice that shadows in the room move in a weird way, as if they were alive... Until they come off the walls and the floor and get closer, trying to touch you.

The shadows in the room are actually four first level shadows (AC: 7, HD: 1+1*, HP 4, 6, 6, 6, Mov: 27 (9), Initiative: 0, Att: 1 touch, D: 1d3 HP, 1 point of Strength, ST: F1, MI: 12, MA: C, XP: 19) exactly like the ones that the characters may find in random encounters. The shadows can only be hit by magic weapons, silver weapons and magic. Shadows will attack the characters until death.

If the shadows are killed, the characters may find in this room a vein of moonstone in the walls, like in room 14, but smaller. However, in this room the stone is more visible, because the ice doesn't cover it. The characters only need to succeed in a search to find it. Here, they may dig for up to 1d6+2 moonstone shards. After that, it becomes quite hard to break the stone further without special tools, like pickaxes. The characters cannot take any moon stone with bare hands, ad if they use weapons to try and get them, the weapons have 1 chance out of 6 to break when used like that, and there is only a 30% chance that a character can get a valuable shard of moon stone this way. If the characters get one shard, roll 1d6:

1-3 a small shard, worth 75 Dc4-5 a medium shard, worth 150 Dc6 a big shard worth 300 Dc.

Digging for one shard takes 6 rounds (1 minute).

33 - EMPTY CAVE

This cave is empty.

This cave is empty.

34 - GIANT BATS

When you get in this room, your light awakes a number of giant white bats that were sleeping on the ceiling, and they start swarming around your heads and trying to bite you.

The bats in the room are 16 first level bats (AC: 6, HD: 1 HP each, Mov: 36 (12) flying, Initiative: -, Att: 1 per group, D: confusion, ST: NP, MI: 6, MA: N, XP: 2 each) and 4 fifth level ones (AC: 6, HD: 2, Mov: 54 (18) flying, Initiative: -, Att: 1 bite, D: 1d4, ST: F1, MI: 8, MA: N, XP: 20 each).

The first level bats will swarm around the head of one character per round, confusing him. That character will then suffer a -2 malus on all of his attack rolls, saving throws and may not cast spells in that round. If the bats are reduced to less than 10, they are not able to confuse the characters anymore, and in that case they will fly away through room n. 35. Other bats are actually attacking the characters, but if two of them are killed, the rest of them will fly away as well.

35 - LAIR OF THE WHITE SNAKE

This huge room gets light from the vault above, where some natural light filters in. It is not easy to see the whole room with just natural light, though.

Many ice pillars and stalagmites punctuate the room, and the floor has a slight slope towards the icy part, which is at the bottom of it. Bones and crab shelll pieces are scattered here and there, but apart from this the room looks empty.

This room is the lair of the white snake. The snake living here is a third level one (AC: 8, HD: 5+3*, HP: 37, Mov: 36 (12) in the snow, 18 (6) on other terrains, Initiative: +2, Att: 1 bite, D: 1d8 + poison, ST: F5, MI: 9, MA: C, XP: 400), and is the biggest one the characters may find in the dungeon. It is the mum of all of the other snakes around. The snake hides

under the snow and waits for the right moment to attack one of the characters, hiding close to the biggest ice pillar in the room. The snake attacks gaining the surprise with a roll of 1-4 on 1d6 when jumping out of the snow. If the characters don't walk close enough to the pillar, the snake will still attack, but it will not have the surprise. The poison of the white snake freezes the enemies, who get paralyzed and lose 1 HP per round for 1d8+1 rounds.

If the characters lure the snake on the ice, it will slow down quite a lot, and they may be able to run from it.

36 - POLAR BEARS

This room looks like an animal's lair. It is full of bones, big and small, and there is a bad smell. And sure enough, there are two big white furry animals in the room. They are two white bears, and it looks like they are asleep at the other end of the room.

The two bears are two 3rd level polar bears (AC: 6, HD: 4+2, HP 15, 19, Mov: 36 (12), Initiative: 0, Att: 2 claws and 1 bite, D: claws 1d4, bite 1d8, ST: F3, MI: 8, MA: N, XP: 125 each). They are having a nap and, if the characters try not to make noises and just walk by the room keeping some distance, it is easy for them to go through without waking them up. However, if they try to get closer, there is 1 chance out of 4 for each character that goes, that the bears hear them and wake up. The bears are immediately aggressive if the characters wake them up, especially if they are very close to them. The bears will fight until death to protect their lair.

37 - FROST SPARKS

In this big room, there are five shiny creatures, one bigger and four smaller, that look like whirling masses of snow that fly around emitting a feeble white light and dropping snowflakes around. The smaller ones are as big as a

melon, while the biggest one is almost as big as a watermelon.

These creatures are frost sparks. They are lesser elemental creatures coming from the plane of frost. In the room there are four second level sparks (AC: 4, HD: 1*, HP: 2, 6, 7, 7, Mov: 9 (3), Initiative: +1, Att: 1 touch, D: 1d4+1, ST: F1, MI: 12, MA: N, XP: 13 each) and one sixth level sparks (AC: 4, HD: 3*, HP: 14, Mov: 9 (3), Initiative: +1, Att: 1 touch, D: 1d8+1, ST: F1, MI: 12, MA: N, XP: 50).

The sparks will attack whatefer life form within 3 m, and will be attracted by any magic cast or used within 9 m from them. However, if the characters keep their distance, the sparks won't get closer and won't attack the characters.

Like every other elemental, sparks can only be hit by magic and magic weapons. Fortunately, the sparks move very slowly and, if the characters just run away from them, the sparks will stop chasing them as soon as they are too far to be detected.

38 - THE SHINING CRYSTALS

In the center of this room there's a big formation of crystals. They are whiteish and translucent, and they look like they are emitting a feeble white light. The formation is stuck in the stone on the ground and is partially covered in snowy ice.

This formation is a big crystal of natural moonstone. If the characters manage to take it off the ground whole, they can take it back to town and sell it for as much as 5.000 Dc. The crystal must be carefully dug around using a pickaxe and a hoe. Using other tools it won't be possible to dig it out whole.

Moreover, the digging will take at least one hour (six turns) during which the characters will produce a lot of noise, and the chance of doing random encounters will have to be checked at every turn.

If the crystal is dug with different tools, like weapons, the characters will need 1d6+2 turns digging just to break it in 3 smaler pieces, worth no more than 1,200 Dc each. Each of these pieces can be carried as a class of encumbrance B. If the characters manage to get the crystal whole, it has a class of encumbrance G.

39 - EMPTY CAVE

If the characters get in from room 38, read the following passage:

In the passage, the floor drops by some meters, and you must figure a way to reach the room below without falling on the ice. You can barely see the roundish shape of the room from here, and a passage opening on your left, at ground level.

If the characters want to get in the room, they can use a rope to get down. If they just jump, they take 2d6 points of damage for the fall.

This cave is empty. The characters may spot the opening to room n.39 about 6 m above them. To reach the opening, a thief will only need one *climb walls* test, most likely. In case of a fail, the thief will take 1d6 damage. The wall that the thief needs to climb is average, and won't give the thief any malus or bonus to the test. Other characters may climb by using a rope.

40 - SLIDE

If the characters break the ice in room 7 and fall through this room, read the following text:

The ice breaks under your feet, and you fall shortly before hitting a hard and smooth surface, and start sliding on it through a narrow and icy tunnel, like in a frozen slide. After hitting the walls at every curve, you finally land in a room whose floor is almost completely covered in smooth ice.

If the characters reach this room through the ceiling, they must save vs.

magic wands or lose 1d2 HP each for the ride on the slide.

If the characters want to climb the slide backwards, they can do it with no trouble only if they are wearing ice cramptons. They may also be helped out by other characters upstairs by using a rope with some weight attached so that it may easily reach the bottom of the slide. In that case, the character trying to climb out will need to succeed in 2 strength checks to reach the top. If he fails even just one, he will fall again through the slide and he will have to repeat the save to avoid the damage.

BACK TO SENIN

When the characters finish mapping the dungeon, the village chief of Torle will give them the reward he promised. The characters will also have time to rest and heal completely. When they will be back in shape, the mover will be healed and ready to go back as well.

If the characters report to the village chief that they found a vein of moonstone in the caves, he will be delighted for the news, and will pay 1.000 Dc to the characters if they promise they won't tell anyone else, for he is thinking of asking for a mining permit to the Council, to improve the economy of the village.

When going back to Senin, the characters will have to go through the wilderness encounters once again but, if they take the same route they used to come, they won't make any of the encounters that they already had. The DM should only roll for random encounters, and consider that the characters will probably move down the mountain much faster than they climbed it. They should only end up doing some other encounters if for some reason they took a different route than when climbing the mountain.

Random encounters for the travel back to Senin can be determined on the chart at page 16.

When the characters reach the town of Senin, the adventure is over and the DM may read to the players the epilogue.

EPILOGUE

You get back to the guild tired but satisfied with the success of your mission. The guildmaster congratulates with you and then lets you go to rest. On the next day, he gives you the money that was agreed with the mover for your services, 100 Dc each.

"I guess I really underestimated you, guys." The guildmaster says, while talking to you in a guild packed of senior adventurers. "Expect some better tasks from now on. I'm giving you a promotion to junior adventurers."

Now that the adventure is over, characters will get their experience. Depending on the size of the group and the amount of monsters they killed, they should get between 2.500 and 5.000 XP each. The DM may increase that amount of up to 500 XP for the accomplishment of the adventure. Remember that the characters should not gain more than one level per adventure.

Some characters may need to undergo some training to be able to gain their next level. In this case, the DM should play some short interludes with the players playing those characters, before the next adventure begins. Characters may also gain more XP in those interludes, allowing some more of them to level up.

After the adventure, the characters will have some time to study new spells found on the books and scrolls, or research some spells themselves, study the books, train for weapon mastery, if they gained new slots, and of course sell the things they took back from the adventure and do more shopping to improve their equipment.

This adventure is suitable for a group of 4 - 6 characters of levels 2 - 4. The adventure takes place in mid-winter, and the prologue is set on Eirmont 21st.

PROLOGUE

The guildmaster is out of the guild: he went for a delicate mission with some of the senior adventurers. Apparently, the youngest son of a rich Lady, Petzyte Karnelian, has gone missing after getting out to play in the snow, and she is worried that someone may have kidnapped him to get a ransom. While the guildmaster is gone, he left Hylke Nijboer in charge.

Hylke is a senior adventurer, a fighter who got hurt quite badly in her last mission, and now is recovering. Therefore, she cannot join her group for any missions, now. However, Hylke has been out of the guild for the whole morning, and when she comes back, it is already after lunch time.

"I'm glad to find you all here." She says, calling the members of your party for a meeting. "I was summoned to the mines on the pass. There is some trouble going on in the tunnels. Apparently, some monsters spawned in the mines, and nobody knows where they came from. The mines have been evacuated, but four miners went missing, and the other ones fear that they may be dead or trapped somewhere. Two guards tried to get in, but they were outnumbered and had to back away They are now guarding the entrance of the tunnels."

Hylke makes a short pause, massaging her arm covered in bandages.

"I have already contacted Sir Seipher, the owner of the mines, and we bargained a good contract. He will pay us 1.500 Ducates for each of the adventurers that we will send in the mines. As usual, 20% of it goes to the

guild, and the remaining to you. He will also pay an extra 2.000 Ducates, to split among you guys, for each of the miners that you will take out of the mines still alive. However, you are also required to identify whatever is causing the monsters to spawn into the mines, and stop it."

Hylke makes another pause and looks at you, one by one. Then, she adds:

"I had to agree to let the guards phisically inspect each of you every time you get out of the mines, to make sure that you are not stealing gemstones. I hope you understand that this is a very important and very reasonable precaution. However, Sir Seipher agreed that for this mission you are free to use whatever equipment you may find in the mines and that may come in handy. I am giving you a great opportunity to show some style... do not waste it, rookies!"

After the meeting, Hylke tells you to get ready quickly, because you will need to get in the mines as soon as possible.

Give the players the time to memorize their spells, update their equipment and do some shopping, if they need. Once they are ready, finish reading the last part of the prologue.

You get out of town and take the path of the pass up, until you reach the mines. The snow is still falling, and now the road is not easy to walk. After half an hour or so, you reach the mines. The guardian comes to meet you on the path, panting under a heavy scarf, and guides you to the main building. Getting in, you are hit by the warm light of the fire cracking in the fireplace. The building is made of only one big room, about 5 m tall and mostly used as a warehouse. There are two gates closing the entrances to the mine tunnels. Four guards are in the room. Two of them are guarding the gates with their crossbows.

"Welcome." The guardian says. "We were waiting for you. I'm sorry to say that

you should hurry. We don't know how long the lost miners may survive in there."

He helps you to take off the heaviest clothes, so that you can move better. Then, he talks again.

"You see these gates?" The guardian says. "There's plenty of these in the tunnels. They are safety measures. Each of them is activated by a lever like this." He adds pointing to a metal lever on the ground. "These ... " He says pointing to a small chest in a corner "...are emergency kits. They contain different mechanic parts to be used to fix rails and carts, but also some first-aid essentials. Not all of them have been replenished recently, though. If you are in trouble, try to locate the closest one. And, one last thing: if you need to rest, if you are badly hurt, or you think you cannot keep on going, you may always come out. You can sleep in my house, if you need."

So said, the guardian leaves you to your preparations.

INTO THE MINES

Adventuring in the mines, the characters will find plenty of monsters from the negative plan. These creatures are coming in the mines through the magic circle that the boy drew in one of the deepest rooms of the mines. To erase the circle, the characters must find the book and follow its instructions. If they cannot read it (it is written in Thothian), the boy must be found: he can read it. Then, the characters need to find the items they need to reverse the ritual, and do the reverse ritual while fighting the monsters

However, even if the task seems quite hard, the characters won't risk to be trapped in the mines, and may actually go back to town to rest or do more shopping whenever they want. The guards will push them not to waste time

until they find the three missing men. After that, they won't complain anymore if the characters take

complain anymore if the characters take some more days to clean the mines from monsters. Nobody knows that the boy is in the mines.

The tunnels in the mines are normally 3 m tall, reinforced with poles and tables, and in most of them there are rails on the ground to allow the miners to move ground, stones and gemstones on carts. There is a total of three carts in the mines. The carts cannot be used as a transport: they need someone to carry them along. However, they may be useful to carry the corpses of the dead miners or to carry incapacitated characters out of the mines.

To use the carts on the rail lines, the characters will need to activate the levers to allow them to go in the direction they want.

If the characters try to snatch some aquamarine stones out of the mines, they should try to find a suitable hideout for the stones. If they are smart enough, the DM should allow the characters to get up to 5.000 Dc worth of Aquamarine each. However, there is always a 10% chance at every perquisition of each character that the guards find the stones, when searching a character that is carrying stones out. If the characters are caught snatching stones, they will be not taken to the guards, but at the end of the adventure they will receive no pay, and the guildmaster and Hylke will be very upset with them.

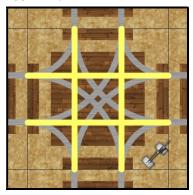
SPECIAL FEATURES

In the mines, there are some special dungeon features that the characters may find scattered around. Here there is a short description of each of them. These features are marked with green capitol letters on the maps.

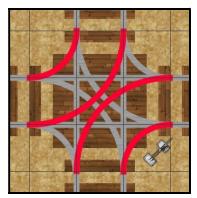
A - CROSS JUNCTION

Cross junctions allow the carts to go in every direction. The characters need to operate the lever that is on the southeast corner of the junction to switch the direction. The lever has three different positions, marked with numbers 1, 2 and 3. The numbers match the following highlighted positions of the rails:

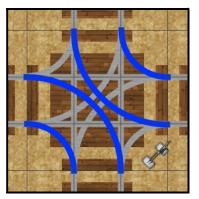
1 - Straight (this is the initial setting of every junction)



2 - North-West and South-East



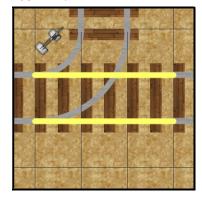
3 - North-East and South-West



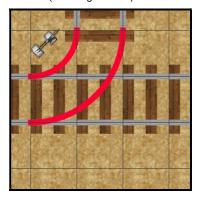
B-TEE JUNCTION

T junctions allow the cart to go straight or turn (either right or left). The characters need to operate the lever that is on a corner of the junction to switch the direction. The lever has two different positions, marked with numbers 1 and 2. The numbers match the following highlighted positions of the rails:

1 - Straight (this is the initial setting of every junction)



2 - Turn (either right or left)



C - CLOSED GATE

Gates in the mines can be closed or open. To swap between open and closed gates, the characters must operate a lever that is usually neraby, in a junction, a room or a niche along the rail line. Characters cannot get through a closed gate, and the gates may not be crushed open by slamming on them one cart.



D - OPEN GATE

Gates in the mines can be closed or open. To swap between open and closed gates, the characters must operate a lever that is usually neraby, in a junction, a room or a niche along the rail line.

E - EMERGENCY KIT

These crates are scattered throughout the mines. As a DM, you should keep track of which ones the characters found and opened, and what is inside them. The content of each crate may be decided by the DM depending on the situation. One emergency kit usually contains 1d6+1 of the items listed below, and never more than once each item. The DM may determine the content of the kit by rolling 1d12 for each item he needs.

Here is a short description of each item they may find in the crates:

1 - Iron bolts

Used to hold the rails on the wooden tables, they can also be used as sling berries. if the characters need.

2 - Rope

A normal rope, 15 m.

3 - Hammer

A small hammer, may be used to push nails in the wood or even in the stone.

4 - Iron nails

Big iron nails, like the ones the characters may buy in shops. They can be used in wood or in stone, to hold ropes.

5 - Lantern

A lantern, to make light by burning oil in it.

6 - Oil flask

Used to lube the rail and the wheels of the carts, but also to replenish lanterns. Characters may also use it as a molotov bottle, if they like.

7 - First Aid kit

Each kit has got bandages, ointments and herbs. They can be used to replenish a healer's bag. Each kit has enough items to fix 1d3 wounds

8 - Healing potion

One healing potion that heals 1d6+1 HP to a person is a standard emergency item.

9 - Helmet with candle

A helmet, with a small candle on top. The helmet prevents the character wearing it from getting hurt hitting rock with the head and protects him from falling stones. The candle illuminates in 6 m radius and burns for 1 hour.

11 - Candles

To replace the candles on the helmets when they become too short.

12 - Emergency rations

In case someone gets trapped in the mines, in the chests there are emergency rations, preservable for a long time, that can be used

Tinderbox

Useful if a miner needs to light up candles or lanterns and has no flame he can use.

F - UNDERWATER TUNNEL

On the lowest level of the mines, there are some natural caves rich in aquamarine stones, but filled with water. Below the level of the water there are some narrow tunnels connecting them. Characters may only get in the tunnels if they are able to *swim*, with the relative general skill.

A character may move under water by no more than 6 m per round, and needs

one test on the skill for every round he wants to swim underwater. In case he fails one test, the character starts losing 1 HP per round and get a -1 modifier on the following tests. For every failed test after the first one, the modifier increases by -1 and the damage taken every round increases by +1. Moreover, the only light that a character may take underwater is the one produced by magic sources.

MARCEL DUBOIS

One of the three miners that went missing in the mines, and the only one that is still alive, is Marcel Dubois (AC: 6, HD: F1, HP: 9, Mov: 36 (12), Initiative: +1, Att: 1 club, D: 1d4+1, ST: F1, MI: 9, MA: N, XP: 10, Str 13, Int 9, Wis 13, Dex 13, Con13, Cha 14, wears a leather armor). If the players are using Blanche Dubois as a character (see pre-rolled characters, at the end of the book), Marcel is her older brother.

Marcel is quite a tough guy, and he has base mastery in the sword and the axe. If the characters want to give him a weapon, he will be happy to use it to fight in case they need. He also knows the map of the mines pretty well, and may try to describe them to the characters, if they need. He also warns the characters that the monsters seem to come from the bottom level of the mines, where they recently started diggin in some natural caves they found.

Marcel is not an adventurer, and if asked to follow the characters in the mines to guide them he will accept (especially if his little sister is going in as well), but won't be happy.



1_D12

RANDOM ENCOUNTERS

In the mines, there is a chance of a random encounter every 2 turns, to be determined rolling 1d6. If the result is a encounter occurs. encounters may be rolled when the something that is characters do extremely noisy or that may attract attention from the nearby creatures. On the other hand, if the characters rest in the mines in a place that is quite safe, the chance of an encounter is to be determined every 2 hours, and not every 2 turns. If they rest in a closed area, like a room with a door shut, there is no chance of encounters. The encounters must be determined random on the chart in the next page, rolling 1d12.

The DM may increase or reduce the rate of random encounters basing his decision on the average health of the group and their chances to survive one encounter. Random encounters are the same for the whole dungeon.

If the characters spend time exploring the underwater tunnels and the caves that they connect, the DM may also use the short table in the next page (underwater random encounters) to determine the encounters.

LEVEL 1

MAIN MINING AREA

The mines are dug in grey stone, and the height of the tunnels is normally around 3 m. The characters, exploring the mines, may find here and there some patches of ground. The tunnels and rooms are normally reinforced with tables and poles, and the stone itself is normally quite dry, even if patches of wet stone are not unusual, as much as small puddles of water in the rooms and corridors. Rails help the miners to operate carts that they use to take out of the mines all of the debris that they

	TANDOM ENGOGITERS
1	GIANT ANTS: 2d6 first level giant ants (AC: 3, HD: 2*, Mov: 54 (18), Initiative: 0, Att: 1 bite, D: 1d6, ST: F1, MI: 12, MA: N, XP: 25 each) spot the characters and attack them. The ants are very aggressive and once engaged in combat, they won't back away, fighting until death.
2	BLINK Dogs: a pack of 1d4+1 first level blink dogs (AC: 5, HD: 2*, Mov: 36 (12), Initiative: +1, Att: 1 bite, D: 1d4, ST: F2, MI: 6, MA: L, XP: 25 each), plus one third level (AC: 5, HD: 4*, Mov: 36 (12), Initiative: +1, Att: 1 bite, D: 1d6, ST: F4, MI: 6, MA: L, XP: 125), turn out where the characters are. They are not aggressive and, if the characters give them food, they may follow them for some time. However, if the characters try to capture them, the blink dogs will attack them for 1d4+1 rounds, then they will run away.
3	BATEYES: These creatures look like ball-like beings with very small legs, huge heads and wings, directly attached to the heads, one eye that takes most of the head, and a broad mouth. The characters will meet 1d4+1 second level bateyes (AC: 8, HD: 2+2*, Mov: 54 (18) flying, Initiative: 0, Att: 1 bite or 1 paralyzing ray, D: bite 1d6+1, ray paralysis, ST: F2, MI: 8, MA: N, XP: 35 each). The bateyes can use their paralyzing ray once per day. The ray deals no damage, but the victim must save vs. paralysis or he will be paralyzed for 2d4 rounds. Bateyes are not very brave, and they run away if atacked with magic or when the first one of them dies.
4	STIRGES: 1d6+1 third level stirges (AC: 7, HD: 1+2*, Mov: 9 (3), Flying: 54 (18), Initiative: +1, Att: 1 beak, D: 1d3, ST: F2, MI: 9, MA: N, XP: 13 each) fly around looking for preys. They immediately attack the characters if they spot them, and figh until at least half of them are killed. If this happens, the other ones will try to fly away.
5	RATS: The characters will meet a swarm of 3d10 first level rats (AC: 9, HD: 1HP, Mov: 18 (6), Initiative: +1, Att: 1 bite per pack, D: 1d6 + disease, ST: F1, MI: 5, MA: N, XP: 2 each), plus 1d4 fourth level giant rats (AC: 7, HD: 2 Mov: 36 (12), Initiative: +1, Att: 1 bite, D: 1d6 + disease, ST: F2, MI: 7, MA: N, XP: 20 each). The rats may ignore the characters, if they are not disturbed, otherwise they will attack. There's 1 chance out of 20 that a character bitten by a rat contracts a disease.
6	DISPLACER BEASTS: 1d2 second level displacer beasts (AC: 4, HD: 4*, Mov: 45 (15), Initiative: +1, Att: 2 claws, D: 1d6, ST: F4, MI: 8, MA: N, XP: 125 each) are exploring the mines looking for preys. They will attack the characters as soon as they are spotted, and fight until death. If the characters are being followed by blink dogs, the dogs and the beasts will attack each other, ignoring the characters.
7	GIANT BATS: a big swarm of 1d4+1 fifth level bats (AC: 6, HD: 2, Mov: 54 (18) flying, Initiative: -, Att: 1 bite, D: 1d4, ST: F1, MI: 8, MA: N, XP: 20 each) and 3d10 level 1 bats (AC: 6, HD: 1 HP, Mov: 36 (12) flying, Initiative: -, Att: confusion, D: confusion, ST: NP, MI: 6, MA: N, XP: 2 each) are flying around. The characters may try to avoid them by hiding in some side passage, or go through them. If the characters get close, the bats attack them. Once at least half of the bats, or all of the giant bats are killed, the other ones will flee trying to get outside.
8	THOULS: These creatures look like big, greyish goblinoids and smell like rotten flesh. A group of 1d3+1 of these creatures can be met in the mines, looking for food and for something precious. The thouls the characters can meet roaming around are all 2nd level monsters (AC: 6, HD: 3**, Mov: 36 (12), Initiative: -1, Att: 2 claws, D: 1d3 + paralysis, ST: F3, MI: 10, MA: C, XP: 65 each) and have no weapons, but fight with their claws. Thouls can regenerate 1 HP per round, if wounded.
9	TIGER BEETLES: A big fifth level tiger beetle (AC: 3, HD: 5+2, Mov: Flying 45 (15), Initiative: 0, Att: 1 bite, D: 2d8, ST: F3, MI: 9, MA: N, XP: 225) is flying in the mines searching for some food. The characters could hear it come for the buzz, which is very strong, and hide, or may give him some food and keep it busy while they get over it. If attacked with magic, the beetle flies away.
10	GREEN SLIME: A 4th level green slime (AC: can always be hit, HD: 4**, Mov: 90 cm (30 cm), Initiative: 0, Att: 1, D: dissolves, ST: F2, MI: 7, MA: N, XP: 175) is hidden on the top of a corridor or a room in the mines and will drop on the first character to pass under it. Characters may notice it from 3 m away if they declare that they search the roof, but there is still a 50% of chances that they will mistake it for wet stone.
11	GIANT LEECH: This loathsome giant worm-like creature, thicker in the middle than at the ends, is more than one meter long. It will stick on any character that it hits, sucking blood until the character dies. This giant leech is third level (AC: 7, HD: 6, Mov: 27 (9), Initiative: -1, Att: 1 bite, D: 1d6, ST: F3, MI: 10, MA: N, XP: 275).
12	RHAGODESSA: A pony-sized spider-like creature, this second level monster (AC: 5, HD: 3+1, Mov: 45 (15), Initiative: +1, Att: 2 legs or 1 bite, D: legs: grab, bite: 2d6, ST: F2, MI: 9, MA: N, XP: 50) is hunting and loves human flesh. It attacks with legs and, if it hits, it grabs the preys. On the next rounds, it will just take the preys to the mouth and eat them with no need for any to-hit roll. Once it captures a prey, the rhagodessa flees with it to eat quietly.

RANDOM ENCOUNTERS



produce when mining for

aquamarines.

If the characters decide to dig for aquamarine crystals in the mines, they need to use pickaxes and hammers. Once they get the tools, they can dig in the stone in the rooms where there are crystals. This takes 10 rounds for one crystal, and there is a chance that the noise attracts wandering monsters. Therefore, the DM should roll for an encounter everytime the characters dig for a crystal.

When the characters dig for a crystal, roll 1d6 to determine the size of the crystal and its value:

1-3	small crystal	250 Dc
4-5	average crystal	500 Dc
6	big crystal	1.000 D

In each room there is a limited amount of crystals that the characters may dig out, which is always noted in the description of the room.

1 - MAIN BUILDING

This is the main building of the mines, where the aquamarine gets collected after mining. The building has already been described in the prologue.

If the characters ask for some equipment before going in the mines, they will be given a helmet with a candle each, to have some light, and one extra candle per person, but nothing more.

Once the characters enter the tunnels, the guards will close the gates behind them, and open them back only when the characters ask to get out. Remember that each character will be searched in this room when they get out of the mines, to ensure that they don't snatch any gemstones.

2 - DIRTY CLOTHS

In this room, otherwise empty, there's a pile of dirty clothes on the ground. It is probably old rugs that the miners use to

1D6	Underwater Random Encounters	
1-2	SEMU SHELLS: Semu shells look like big shiny shells laying on the ground of lakes, rivers and seas. When someone gets closer than 1,5 m from them, they stick to their enemies with tentacle-like arms and bite them, sucking blood like leeches. They move very slowly, though, and are easy to avoid. There are 1d4 second level semu shells (AC: 4, HD: 1, Mov: 6 (2), Initiative: 0, Att: 1 bite, D: 1d4, ST: F1, MI: 12, MA: N, XP: 10 each) per encounter.	
3-4	THORNFISH: There is a school of 1d4 second level thornfishes (AC: 7, HD: 2-2, Mov: 63 (21), Initiative: +1, Att: 1 thorn, D: 1d6, ST: F1, MI: 9, MA: N, XP: 15 each) that swim and attack the characters. Thornfishes will run away as soon as the first one of them is killed.	
5-6	SHADOWS: 1d4 first level shadows (AC: 7, HD: 1+1*, Mov: 27 (9), Initiative: 0, Att: 1 touch, D: 1d3 HP, 1 point of Strength, ST: F1, MI: 12, MA: C, XP: 19 each) slither through the water and may surprise attack the characters. The surprise attack is successful with 1-4 on 1d6	

oil the rails and the wheels of the carts.

The rugs in this room hide a nest of tiger beetles. In here there are three second level beetles (AC: 3, HD: 5+2, Mov: Flying 45 (15), Initiative: 0, Att: 1 bite, D: 2d8, ST: F3, MI: 9, MA: N, XP: 225). If the characters search in the rugs, they will be attacked by the beetles, but if they manage to kill only one of them, the other ones will fly away. In the pocket of an old pair of trousers, the characters may also find 2 Dc and 1 Sv.

3-WASHING AREA 1

This room is empty but for three barrels and a big metal sieve.

The barrels are full of water and, on the bottom, of mud. The miners use the sieve to submerge the stones in the barrels and wash the aquamarine, leaving the dirt in the water and keeping only the stones. The water in the barrels can be drank, but tastes muddy.

4 - DEAD END

The rail ends here, and the tunnel has not been dug any further.

There's nothing notable in this area.

5-EXTRACTION AREA 1

This room is partially reinforced with tables and poles and partially still being dug. There are some tools on the ground, and you can see something shiny among the rocks. Some debris is on the ground,

as well, surely fallen from the rocks when digging.

When you enter the room, a group of birds flies off the raw rock, where it looks like they built their nest with some ripped clothes. They seem very irritated by your presence, and immediately attack you, with their long beaks.

The birds are stirges. The ones in this room are 7 third level ones (AC: 7, HD: 1+2*, Mov: 9 (3), Flying: 54 (18), Initiative: +1, Att: 1 beak, D: 1d3, ST: F2, MI: 9, MA: N, XP: 13 each). These birds will immediately fle if attacked with magic, otherwise they will fight until death.

On the floor there are one spade and two pickaxes. The pickaxes may be used to dig in the stone, or in combat with the same stats as an axe. The spade is not really a good weapon, and a character may only use it as if it was a staff.

If the characters want to use a pickaxe to extract some aquamarines from the wall, they may take up to 1d4+1 crystals from this room.

6-THE BLACK BEASTS

This big room has three doors on the north, south and east walls. The room would be empty, if it wasn't for two big beasts that look somehow like black panthers, but with six legs and two long tentacles each, protruding from their shoulders.

The creatures are third

level displacer beasts (AC: 4, HD: 6*, Mov: 45 (15), Initiative: +1, Att: 2 claws, D: 2d4, ST: F6, MI: 9, MA: N, XP: 500 each). They are not automatically aggressive, and if the characters just try to walk through the room without attacking, they may just stay away from them. If given food, they will stay at bay. However, if the characters are with blink dogs or attack the creatures, the beasts attack them and fight until death.

7 - STOREROOM A

Both of the doors of this room are locked. The characters need to crush the door open, pick the lock or chop the door using a weapon. In his last case, they need to deal atleast 20 points of damage to break a door. However, each time they hit a door with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore. Once the characters find a way to get in, read the following description.

This room is a storeroom and is packed with barrels, crates and tools. There are also some dirty cloths on the ground, and a pile of ropes.

If the characters spend some time searching in the barrels and crates, they will see that one barre is half full of drinking water, a second one is full of pickled fish and the third one is empty. The pickled fish can be taken and used as normal rations, but the characters will have to use some parchment paper or something else to wrap it in. There is a total of 30 rations here.

The cloths are nothing interesting, and are quite dirty, therefore are not good to wrap the fish.

There are two hoes, that may be used as weapons with the same stats as axes, but dealing only 1d6 damage. The ropes are 6 rolls of 15 m each.

One of the crates is full of candles, for a total of 25. A second crate contains 120 nails and 2 hammers, while the third one contains 20 torches.

8 - DEAD END

For some reason the tunnel ends here, and the miners didn't keep on digging any further. The moisture drippping from the ceiling made a puddle here, and some big mushrooms grew in the cracks of the stone. A chest is also set in a niche on the side of the rail. However, the passage is also occupied by two big hairy spiders, almost 2 m long each, that are approaching you snapping their fangs.

The mosters are third level Giant Tarantula spiders (AC: 5, HD: 4*, HP 18, 18, Mov: 36 (12), Initiative: 0, Att: 1 bite, D: 1d8 + poison, ST: F2, MI: 8, MA: N, XP: 125 each). These spiders cause spasms in the victims of their poison, that make them move as if they were dancing. The spasms have an hypnotic effect on other characters, who may as well be influenced and start dancing the same way, against their will. Tarantulas are quite cowardly, and if one of them is killed, the other one will run from the fight through the corridors, walking on walls and roof. On the other hand, if the characters are running from the fight, the tarantulas will surely chase them down.

The mushrooms in the tunnel are edible, and there is enough to make up two normal rations. However, to eat them a character needs to cook them. The chest is a normal emergency kit chest.

9 - MINING GOODS

A cart on the rail partially closes the entrance to this room. Probably, whoever was working here ran away without worrying of what he was leaving behind. The cart is half-full of stone and ground mixture, and a shovel is thrown on the

ground just on the side. In a corner of the room a barrel and three crates are piled up.

The shovel is not really a good weapon, and a character may only use it as if it was a staff, if they want to pick it up.

The barrel is full of drinking water, and a pewter mug can be found behind it. The mug is worth no more than 2 Py.

The top crate contains 15 apples. Characters may want to take them. Three apples can be used as a food ration, therefore the characters may get up to five food rations here. The apples will go off in one week, or may be sold for 3 Py each. Another crate has 4 helmets in, while the last one holds 20 candles.

10 - EXTRACTION AREA 2

There is a big pile of rock and ground in this room, and tools thrown on the ground. Most of the room is still being dug for minerals, and you can see some of the shiny crystals coming out of the stone surface. In a corner, where some water dripping from the ceiling made a small puddle, a group of greyish mushrooms is growing.

When you enter the room two big creatures, looking like flying eyes with short legs and big mouths, fly off the ceiling and attack you, probably scared.

The creatures are two third level Bateyes (AC: 8, HD: 3+3*, HP: 21, 14, Mov: 54 (18) flying, Initiative: 0, Att: 1 bite or 1 paralyzing ray, D: bite 1d4+3, ray 1+ paralysis, ST: F3, MI: 8, MA: N, XP: 75 each). Bateyes normally try to paralyze their opponents before eating them. However, if after using their eyebeam attack they cannot paralyze all of the enemies, they tend to attack the ones that are not paralyzed with their bite.

The mushrooms in the room are not edible. If the characters try to eat them, they will be poisoned with a *debilitating*

poison. On the ground, the characters may find a hammer (stats like a war hammer) ad a pickaxe (stats like a pickaxe). From the walls, characters may dig out up to 1d6+1 aquamarine crystals. However, whenever they try to take one, the DM must roll 1d6: with a roll of 1 or 2, the digging causes some debris to fall from the ceiling, and all of the characters in the room must save vs. breathe weapon to avoid being hit. A character hit by falling debris takes 1d4 damage. Damage from falling debris is halved (round up) if the characters wear protective helmets.

11 - CENTIPEDES

This big room is empty but for four big centipedes crawling in it. Each of the centipedes is more than one meter long. Looks like they are searching the room for food.

The characters may avoid a fight if they just stay far from the centipedes. However, if they stay in the room for longer than one minute (six rounds), the centipedes will crawl closer to them. The centipedes are third level creatures (AC: 8, HD: 1+3*, HP 5, 6, 8, 9, Mov: 18 (6), Initiative: -1, Att: 1 bite, D: 1d4 + poison, ST: F1, MI: 8, MA: N, XP: 19 each) and may be kept quiet if the characters give them a couple of rations of food. If the centipedes are attacked, they will strike back to protect themselves, but they will try to run away through the corridors as soon as magic is used against them, or the first one of them is slain. Giant centipedes only have a debilitating poison.

12 - EXTRACTION AREA 3

Apparently, in this corridor the miners were mining for aquamarine, but stopped for some reason. It looks like nobody was mining here for a while, even if there are some evident crystals in the stone. A patch of orange mushrooms have grown

on the stone at half a meter from the ground, and an emergency kit chest is seet on the side of the rail.

Treat the chest as usual. The mushrooms in this corridor are edible if cooked. They are enough for one ration (non preservable). A character with the *cooking* general skill may prepare them for consumption, or dry them out in one week time and make them into a preservable ration. If eaten raw, these mushrooms may be toxic, though. The character eating them must roll a save vs. poison or suffer a debilitating poisoning.

From the walls, characters may dig out up to 1d6+1 aquamarine crystals. However, whenever they try to take one, the DM must roll 1d6: with a roll of 1 or 2, the digging causes some debris to fall from the ceiling, and all of the characters in the room must save vs. breathe weapon to avoid being hit. A character hit by falling debris takes 1d4 damage. Damage from falling debris is halved (round up) if the characters wear protective helmets.

13 - WASHING AREA B

This big room has three barrels and a big metal sieve in it. In front of the barrels, on the other side of the rail line, there is a chest in a small niche. Three big hounds are crawling in this rooom, looking hungry. They are grey-ish and their yellowish eyes seem to shine in the dark. When youu walk in this room, they start growling menacingly at you.

The barrels are full of water and, on the bottom, of mud. The miners use the sieve to submerge the stones in the barrels and wash the aquamarine, leaving the dirt in the water and keeping only the stones. The water in the barrels can be drank, but tastes muddy. The chest is a normal emergency kit for miners.

The dogs in the room are 3rd level blink dogs (AC: 5, HD: 4*, HP 12, 15, 16, 19, Mov: 36 (12), Initiative: +1, Att: 1 bite, D: 1d6, ST: F4, MI: 6, MA: L, XP: 125 each). They are quiet creatures that won't attack the characters, if they are not threatened. They are scared by the characters but, if they are given some food rations (one per dog), they will follow them from a distance. If attacked, they will fight for three rounds blinking here and there, but then they will blink away, and run from the fight. If lured wih food, the blink dogs may also be taken out of the dungeon with no harm and trained or sold to the Monsters Handlers Syndicate for up to 500 Dc each.

To train the blink dogs, characters will need to know the general skill *monster training: blink dogs* or *Animal training: dogs*. Otherwise, they may go to a professional trainer and pay to have them trained. Training usually costs 10 Dc per month per HD of the creature and requires one full year (12 months) to be completed.

To train an animal or a monster, a character would need to be a member of the Monsters Handlers Syndicate, and needs to succeed in 12 tests under the skill that is required, one per month. If a test is not passed, it needs to be repeated after one month. Once the 12 tests are passed, the animal is trained and may adventure with the character. However, if a character gets three failures in a row, the animal cannot be trained anymore and will never be domestic.

A character trying to train a blink dog with the skill *Animal training: dogs* will suffer a -4 malus on the score of the skill, due to the wild nature and the magical powers of this creature.

14 - EMPTY ROOM

This square room looks empty and not in use.



This room is empty.

15 - EXTRACTION AREA 4

In this big rooom there is a well with a bucket tied to it. Part of the walls of the room are still rough, and it's obvious that aquamarine crystals have been dug out of these walls a lot. There is still some of them visible in the rough stone.

When you first enter the room, your attention is gathered by five one-meter long bumps on the ground, that look like wet ground piles. However, it's a matter of seconds for those things to start moving, and you realize that they are disgusting slug-like creatures.

These creatures are first level giant leeches (AC: 8, HD: 2, HP 7, 8, 10, 11, 14, Mov: 27 (9), Initiative: 0, Att: 1 bite, D: 1d3, ST: F1, MI: 10, MA: N, XP: 20 each). Once one of the leeches hits a target, it sticks on the creature and cannot be removed until it's killed, sucking blood and inflicting its damage at every round automatically.

From the walls, characters may dig out up to 1d8+2 aquamarine crystals. However, whenever they try to take one, the DM must roll 1d6: with a roll of 1 or 2, the digging causes some debris to fall from the ceiling, and all of the characters in the room must save vs. breathe weapon to avoid being hit. A character hit by falling debris takes 1d4 damage. Damage from falling debris is halved (round up) if the characters wear protective helmets.

The well connects this room to room 38, on the second level of the dungeon.

16 - EXTRACTION AREA 5

Here, where this line of the rail ends, there is a partially-dug room. The miners were probably still digging aquamarine crystals here, and they left some tools on the ground. A pile of rocks and ground lays besides the rail end.

In the room, you can see four big insects, similar to ants but more than one meter long, that are digging in the rock. It looks like they just started digging some kind of tunnel. When you get closer, the ants see you, and immediately start crawling quickly towards you.

These are first level giant ants (AC: 3, HD: 2*, HP: 6, 7, 10, 11, Mov: 54 (18), Initiative: 0, Att: 1 bite, D: 1d6, ST: F1, MI: 12, MA: N, XP: 25 each). Giant ants are quite aggressive, and once they engage in combat, they fight until death and chase any enemy.

On the ground, there are a pickaxe and a spade. The pickaxe can be used like an axe, while the spade is not a good weapon at all, and may be used like a staff

From the walls, characters may dig out up to 1d4+1 aquamarine crystals. However, whenever they try to take one, the DM must roll 1d6: with a roll of 1 or 2, the digging causes some debris to fall from the ceiling, and all of the characters in the room must save vs. breathe weapon to avoid being hit. A character hit by falling debris takes 1d4 damage. Damage from falling debris is halved (round up) if the characters wear protective helmets.

17 - EXTRACTION AREA 6

The room is square and quite big. Looks like on a side of it, there is a natural crack in the stone, where miners were probably digging out some more aquamarine stones. Rock debris is left on the ground close to the crack.

The first character entering the room will be ambushed by a third level green slime (AC: can always be hit, HD: 3**, HP: 14, Mov: 90 cm (30 cm), Initiative: -1, Att: dissolves, D: special, ST: F1, MI: 7, MA: N, XP: 65) that was hiding on the ceiling. The green slime can be spotted if the characters look up,

because it looks like a greenish jelly stuck to the stone. If they don't look up, it will get a surprise attack with a roll of 3-6 on 1d6.

Moreover, the green slime damaged the poles and tables holding the ceiling, therefore for each round that the characters spend in this room, there is one chance out of 6 that some debris falls from the ceiling, and all of the characters in the room must save vs. breathe weapon to avoid being hit. A character hit by falling debris takes 1d4 damage. Damage from falling debris is halved (round up) if the characters wear protective helmets. The green slime is immune to damage from falling debris.

From the walls, characters may dig out up to 1d4+1 aquamarine crystals. The mushrooms in this room are poisonous, and whoever eats them, both raw and cooked, will suffer a light poisoning.

18 - DANGER ZONE

If the characters enter this room from north, through the corridor and the rail line, read the following passage before they open the door.

On the door you can see a ripped sign on a scroll. Part of it got lost, and you can only read "Dang" at the very top of the scroll, and "ter" at the very bottom.

The sign, like the one on the door of room 20, used to read: "Danger. Debris fallling from the ceiling. Do not enter". Some monster ate the missing part. The door is slightly open, anyway. If the characters still enter the room, or if they enter from north, just read the following description.

The room is empty, except for pieces of stone here and there on the ground, and a number of barrels in a corner close to the north door. There's some puddles here and there as well.

This room, and rooms n. 19 and 20,

have been nealected because above them there is fragile and wet stone, and the fall of debris is very common. For every round the characters spend here, there is 1 chance out of 6 that some debris falls from above. However, if the characters fight here, the chance increases to 2 out of 6 per round. If something falls from the ceiling, all of the creatures in the room must save vs. breathe weapon to avoid being hit. A creature hit by falling debris takes 1d4 damage. Damage from falling debris is halved (round up) if the characters wear protective helmets.

Note that if the characters spend time searching this room and talking, the noise they make has 1 chance out of 4 to lure the tuatara in room n.19 out of its lair to attack them. See room n. 19 for further details.

The barrels in this room are common empty barrels.

19 - TUATARA LAIR

This rough tunnel looks like it's been only partially dug, and there is quite a number of aquamarine crystals on its walls. Not even the ground has been flattened properly.

If the characters already fought the Tuatara in room 18 or 20, stop reading here. Otherwise, read the following passage as well.

When you walk in the passage, the light illuminates a big reptile that sits on a nest made of old clothes. The reptile looks like a crossbreed between a toad and a lizard, and is almost 2 meters long. Disturbed by your ights, the reptile hisses towards you in a very aggressive way.

If the characters back away in less than three rounds, the creature will not attack. Otherwise, it will strike. This is a third level tuatara (AC: 4, HD: 6, HP: 29, Mov: 27 (9), Initiative: 0, Att: 2 claws + 1 bite, D: claws: 2d4, bite: 1d6, ST: F3,

MI: 12, MA: N, XP: 275) and in its nest, it has three big eggs. If the characters take them, they may want to sell them to the monsters handlers syndicate, who will be happy to buy them for 100 Dc each. Each egg takes an encumbrance class B in the inventory of a character, and must be rolled into cloths or other soft things to make sure it doesn't break while carrying it around. The Tuatara is fighting to protect its eggs, therefore its morale raises to 12. If the characters run away, th tuatara will chase them to room 18 or 20, but not after those rooms.

This room, and rooms n. 18 and 20, have been neglected because above them there is fragile and wet stone, and the fall of debris is very common. For every round the characters spend here, there is 1 chance out of 6 that some debris falls from above. However, if the characters fight here, the chance increases to 2 out of 6 per round. If something falls from the ceiling, all of the creatures in the room must save vs. breathe weapon to avoid being hit. A creature hit by falling debris takes 1d4 damage. Damage from falling debris is halved (round up) if the characters wear protective helmets. If the tuatara is lured out of its nest, there is a chance of 1 out of 10 that, when debris is falling, it falls on the eggs, breaking 1d3 of them.

From the walls, the characters may dig out 1d6+1 crystals, but it is very risky.

20 - DANGER ZONE

If the characters enter this room from south, through the corridor and the rail line, read the following passage before they open the door.

On the door you can see a sign, written in common Glantrian. It says: "Danger. Debris fallling from the ceiling. Do not enter".

If the characters still enter the room, or if they enter from north, just read the

following description.

The room is empty, except for pieces of stone here and there on the ground. There's some puddles here and there as well.

This room, and rooms n. 18 and 19, have been neglected because above them there is fragile and wet stone, and the fall of debris is very common. For every round the characters spend here, there is 1 chance out of 6 that some debris falls from above. However, if the characters fight here, the chance increases to 2 out of 6 per round. If something falls from the ceiling, all of the creatures in the room must save vs. breathe weapon to avoid being hit. A creature hit by falling debris takes 1d4 damage. Damage from falling debris is halved (round up) if the characters wear protective helmets.

Note that if the characters spend time searching this room and talking, the noise they make has 1 chance out of 4 to lure the tuatara in room n.19 out of its lair to attack them. See room n. 19 for further details.

21 - EXTRACTION AREA 6

In the room there are some tools thrown on the ground, a chest and a barrel. On the final section of the rail, you can see aripped piece of cloth, probably from some shirt. Aquamarine crystals protrude from the wall of this room.

In the room, a big creature is staring at you from a corner: it is as big as a pony, but looks like a spider. Its head is very big and its jaws are bright yellow on a brown body. Then, it starts moving towards you on its many legs.

This creature is a third level rhagodessa monster (AC: 5, HD: 4+2, Mov: 45 (15), Initiative: +1, Att: 2 legs or 1 bite, D: legs: grab, bite: 2d8, ST: F2, MI: 9, MA: N, XP: 125), a spider-like creature that has 10 legs. The two front

ones have suckers on them, and the rhagodessa attacks with them to trap victims. Once a victim is trapped, being hit by one leg, the rhagodessa takes it to its mouth and bites it with an automatic hit, making its damage. The rhagodessa will climb the walls and sit on the ceiling eating its victim, as soon as it manages to catch one.

The piece of shirt belongs to Marcel Dubois (see room 24 for details), who has been attacked by the monster, but escaped and hid from it.

22 - AIRING GRATE

This rectangular room looks completely empty but for a grate on the floor, in a corner.

This room is empty. The grate closes a pit that goes down to room 27, on the lower level of the mines. The characters may open the grate by lifting it, but they will need a combined strength of at least 60 to take it out, because it has not been moved for a while and it is stuck. The Pit was dug to grant more air exchange to the lower tunnels.

23 - STOREROOM B

In this room there is an old barrel, open and apparently empty, and around it there are dirty old rugs, broken crates and barrels and other pieces of wood. The room looks otherwise empty.

There is nothing worth finding in this room. However, in the rugs and broken wood pile there is a colony of 24 first level rats (AC: 9, HD: 1HP, Mov: 18 (6), Initiative: +1, Att: 1 bite per pack, D: 1d6 + disease, ST: F1, MI: 5, MA: N, XP: 2 each), plus one fourth level giant rat (AC: 7, HD: 2, HP: 11, Mov: 36 (12), Initiative: +1, Att: 1 bite, D: 1d6 + disease, ST: F2, MI: 7, MA: N, XP: 20). After one round fighting, the first level rats will run from this place, trying to

reach a safe hideout. However, the giant rat fights until death.

24 - EXTRACTION AREA 7

The door for this room is blocked from inside. The characters may decide to break it open, or to call and check if there's anyone inside. If they call, Marcel, that is hiding inside, will open the door and let them in.

This room is not too big, and some rock debris is to be found on the ground. However, the room has been mostly secured with poles and tables. In the room, a young and tall guy with grey eyes and black hair, whose clothes are ripped and dirty, and apparently very frightened, smiles when he sees you coming in. "Praise be to Rad!" He says. "I thought I was going to die down here."

This guy is Marcel Dubois, the only survivor among the miners that didn't manage to run from the mines when the monsters appeared. He is very happy to see the characters, and cannot wait to get out of the tunnels. He may help the characters, if asked to, but he'd rather get out as soon as possible.

Except for Marcel hiding inside, this room is otherwise empty.

25 - EXTRACTION AREA 8

This big room looks empty but for some big orange mushrooms growing on the stone.

This room is empty. However, if the characters spend here more than some rounds, from the tunnel n.26 two third level carrion crawlers (AC: 7, HD: 3+1*, HP: 11, 17, Mov: 36 (12), Initiative: 0, Att: 8 tentacles each, D: paralysis, ST: F2, MI: 9, MA: N, XP: 75 each) come out, in search of food. They will attack the characters, but may run away if attacked with spells.

The mushrooms in the room are edible

if cooked, and there is enough for three rations (non preservable). A character with the *cooking* general skill may prepare them for consumption, or dry them out in one week time and make them into three preservable rations. If eaten raw, these mushrooms may be toxic, though. The character eating them must roll a save vs. poison or suffer a debilitating poisoning.

26 - TUNNEL

Th tunnel turns right twice, ad is quite long, and you can feel that it goes down as well, deeper into the mountain, possibly leading to a lower level of the mines.

There's nothing special in this tunnel. By taking this tunnnel, the characters will reach room 27, on the second level of the mines.

LEVEL 2

NEW MINING AREA

This floor includes all of the new tunnels that have been added recently to the mines. However, the excavation runs slowly down here, for the existence of many natural caves that are partially flooded with water.

The description of these tunnels is exactly like the tunnels above, but the DM may underline that these tunnels are much more moist than the ones on the first floor, with frequent puddles and drippings from above. The Random Encounters are the same as the first level, with the addition that in the tunnels floooded with water, it is possible to make encounters with water monsters.

27 - WASHING AREA C

In this big room, a number of full bags is piled up on the wall on the left of the rail line. There are also two barrels and a metal sieve on a side of the bags. On the

right, next to one exit, the body of a slain miner lies on the ground.

A group of creatures is examining the bags, that look like they are just full of ground and stones, illuminating them with candles. The creatures are as tall as humans, but look like goblins with long greasy hair, very long arms and a greyish and sick complexion, as if their skin was rotten. They turn towards you when

you enter the room, looking suspicious.

These creatures are thouls. There is a total of four second level thouls (AC: 6, HD: 3**, HP: 18, 8, 10, 16, Mov: 36 (12), Initiative: 0, Att: 2 claws, D: 1d3 each, ST: F3, MI: 10, MA: C, XP: 65 each). Thouls are normally aggressive. These ones, though, may not attack the characters, if they give them something (like food, weapons or monery) to safely go throguh their room. Then, they will folow the characters and surprise attack them as soon as they are involved in some fight, so that they can steal their belongings as well. Remember that the touch of a thoul paralyzes exactly like the touch of a ghoul, and that thouls regenerate 1 HP per round.

The thouls speak thoul language. One of them also speaks goblin.

The slain miner was killed by the thouls when he tried to run away from the tunnels, and they still didn't examine his body. He was carrying a lantern, that is now broken, a pouch with 22 Dc, a *Potion of gaseous form*, a silver dagger, and a tinderbox. If Marcel is in the group, he will recognise the slain miner as Axiom Belsamen.

The tunnel leading west of this room is slowly decreasing and goes further down in the mountain. The tunnel going nort, on the other hand, is slowly raising. On the roof, in the area marked with a dotted line, there is a manhole, that takes up to the first level, in room 22, but its exit is closed by a heavy metal grate.

The barrels contain water and are used, together with the sieve, to sieve out impurities and wash the crystals found in the mines. The water inside can be drunk, but tastes muddy, and on the bottom of the barrels, there's a layer of stones and mud.

28 - EXTRACTION AREA 9

This room has a big pile of debris on the ground, and some aquamarine shines through the walls. Some tools are on the ground, while three creatures, that look like the ones you met in the previous room, are searching through the debris to isolate the good crystals from the stones, at the light of some candles. When you enter the room, they shout something at you.

The thouls are digging for aquamarines. They already dug out 1 big crystal, 2 small and no average ones. They are shouting to the characters to leave their room, in thoul language. They do not speak any other language. The three thouls all are second level creatures (AC: 6, HD: 3**, HP: 18, 8, 10, 16, Mov: 36 (12), Initiative: 0, Att: 2 claws, D: 1d3 each, ST: F3, MI: 10, MA: C, XP: 65 each). Remember that the touch of a thoul paralyzes exactly like the touch of a ghoul, and that thouls regenerate 1 HP per round.

Of the tools on the ground, the two pickaxes may be used as axes, if the characters want to pick them up, while the spade is not easy to use as a weapon, and may be used like a staff, in combat.

If the characters want, they may mine out another 1d6+2 crystals from the walls of this room.

29 - EXTRACTION AREA 10

This big room has been recently dug on the walls, and an abandoned pickaxe on the ground testifies it. Some crystals are still shining through the rough stone, and a crate is laid on the ground. On the rough stone, some weird-looking birds with long beaks and colorful feathers are sittin in nests made of scraps of cloths and tiny pieces of wood. As soon as you enter the room, with your lights, they fly off the nests and start flying around you.

These birds are third level stirges (AC: 7, HD: 1+2*, Mov: 9 (3), Flying: 54 (18), Initiative: +1, Att: 1 beak, D: 1d3, ST: F2, MI: 9, MA: N, XP: 13 each) and there is a total of six of them here. Stirges attack with their long beak and, when they hit, they get stuck to the creature and keep on sucking blood until removed.

In this room, the characters may dig out up to 1d4+1 aquamarine crystals. The pickaxe on the ground may be used like an axe by characters.

30 - BRIDGE CROSSING

In this room, on the bridge, there is a monster hiding. If the characters enter from the tunnels going north or south, they will immediately see the monster. If they enter from the other tunnels, they will not see it until they get attacked by surprise. Read this first decription to the characters, first.

This room has a very tall ceiling, possibly around 6 m tall, and is crossed half-way by two rail lines. The first one is on the ground, and the second one, crossing the first one, is on a wooden bridge about 2,5 m tall. On the bridge, there is an abandoned leather backpack. On the ground, there lies the slain body of a miner whose face has been completely dug out, in a pool of dried blood.

If the characters entered this room from east or west, have all characters roll for surprise: with a roll of 3 or more, they will be surprised by the attack of the



creature, otherwise read

the following passage.

At the very end of the bridge, hiding in the shadow, you see a big figure, about 2,5 m tall, that looks like a huge insect ready to strike. And sure enough, as soon as the insect sees you, it does: it is like a big humanoid mantis with a black shell

This creature is a third level Black Mantis (AC: 2, HD: 5+3, HP: 29, Mov: 45 (15), Initiative: +1, Att: 2 arms +1 bite, D: Arms: 1d10, Bite: 1d6, ST: F5, MI: 10, MA: N, XP: 225). It is a very rare creature that normally lives in big colonies, and is more common in deserts and warm places. It is the monster that killed the miner below. If the black mantis hits with either of the arms, it gets a +2 bonus on the attack with the bite.

If the characters are fighting on the bridge, they get a -1 to hit due to the reduced space they have to move around. Moreover, if they get hit, they need to roll a save vs. magic wands to avoid falling from the bridge. A character falling down will suffer an additional 1d6 points of damage.

In the backpack, that was lost by Rayturad Karnelian (see room 36 for details), the characters may find 2 food rations, 14 Dc, 8 Sv, a Scroll of equipment (depicting a bucket of water, a dagger, a rope, a quill, an ink bottle and a pair of leather gloves), and a Rope of climbing.

The dead body belongs to an elf, and it can be identified because one ear is still intact. Marcel may identify him as Elithrad Glorianor, who was one of the very few elf miners. He is wearing a magic leather armor +1 and a gold medallion worth 800 Dc. He also has on his body a wand of repair with 7 charges, a pouch with 41 Dc and a spellbook with the first level spells:

Read magic

Magic missile

Hold portal

Floating disc

Protection from evil

31 - WASHING AREA D

This huge room, which also has a pillar in the centre to hold it strong, has a pile of wood poles, tables, and broken crates and barrels in a corner, and a closed door in another corner. On the side of the door, there are three wooden barrels and a big metal sieve.

The rail leading to this room from room 30 is raising, bringing it to almost the same level as the bridge in room 30.

The barrels contain water and are used, together with the sieve, to sieve out impurities and wash the crystals found in the mines. The water inside can be drunk, but tastes muddy, and on the bottom of the barrels, there's a layer of stones and mud.

The wood pieces are used to reinforce the tunnels and kept here if needed.

32 - EXTRACTION AREA 11

In the walls of this room there are some shiny blue aquamarine crystals. Some stone debris is on the ground, where a spade is also being left, and part of this room, that seems to be a natural cave, is flooded with water.

The spade can only be used like a staff, if anyone wants to try and use it as a weapon. In the walls, the characters may try to dig out no more than 1d4+1 crystals of aquamarine.

However, it is in the water that the danger lies: in this room, there are 4 second level semu shells (AC: 4, HD: 1, HP: 2, 5, 7, 8, Mov: 6 (2), Initiative: 0, Att: 1 bite, D: 1d4, ST: F1, MI: 12, MA: N, XP: 10 each). If the characters dive into the water, they will be attacked by the monsters. Semu shells are quite

nasty because, once they hit the target, they are stuck on their target and keep on sucking his blood at every round, dealing automatic damage, until they are killed.

The water is about 2,5 m deep, and only if the characters dive in, they may be able to find the underwater passage that connects this room to room 33. However, to do so the characters need some way to see under the water, be it a light spell, infravision or anything else.

33 - SECRET CAVE

Probably nobody found this cave before. It is full of some of the biggest and purest aquamarine crystals you have seen in the whole mines, but it is for a great part full of water.

This room has not been found by miners, yet. If the characters report that they found this hidden room, the Boss of the mines will reward them an extra 2.000 Dc after inspecting it, for their informations. If the characters want to dig in this room, they can take up to 1d12+3 crystals from here, and may add +1 to the die roll when determining the size of the crystals they get.

The water in this room is about 2 m deep everywhere.

34 - EXTRACTION AREA 12

In this big room, there is a pool of water, and in the walls you can see some crystals shining. Some tools have been abandoned on the ground, and there is a big pile of debris. A big creature, looking like a bear, but with the head of an owl, is in this room as well, and when it sees you, it comes towards you, screeching, ready to attack.

The creature is a third level owlbear (AC: 5, HD: 5, HP: 28, Mov: 36 (12), Initiative: 0, Att: 2 claws + 1 bite, D: claws: 1d8, bite 1d8, ST: F3, MI: 9, MA: N, XP: 175). It is quite an aggressive

creature, and it is also

hungry. Characters may calm it down by throwing two or three rations to him. However, the owlbear is always quite dangerous, and the characters should find a way to get rid of it. If both paws of the owlbear hit a target in the same round, the bear hugs the victim for an additional 2d8 points of damage.

In this room, the characters may dig out up to 1d4+1 crystals of aquamarine.

On the ground, the characters may find two big hammers, that can be used like warhammers, and one pickaxe, that has the same stats as an axe.

The water in the room is as deep as 4 m in its deepest point. Underwater passages, connecting this room to rooms 33 and 35 can be found only if the characters enter the water and have some way to see in the water, for example light spells or infravision.

35 - DEAD END

The rail ends in a natural cave that is partially flooded by water. Some aquamarine crystals can be seen on the walls of the cave, but apparently the miners were not working here.

In this room, the characters may be able to dig out 1d4+1 crystals, but they are smaller than in other rooms, therefore when rolling for their size, the characters will suffer a -1 modifier to the roll.

If the characters dive into the water, they will find out that it is quite deep, about 3 m. If characters have some way to see under the water (spells, infravision), they may see that there are tunnels under the level of the water, connecting with other rooms.

36 - THE SHADOWS

This big room looks empty.

The characters need to roll 1d6 when entering the room. If they roll 3 or less, they are surprised by the two third level shadows (AC: 7, HD: 3+3*, HP: 12, 16, Mov: 27 (9), Initiative: 0, Att: 1 touch, D: 1d6 HP, 1 point of Strength, ST: F3, MI: 12, MA: C, XP: 75 each) that dwell in this room. The characters that get a 1 or 2 as a result, notice that the shadows move in a weird way, and will be able to fight back without being surprised.

Shadows can only be hit by silver or magic weapons or by spells.

37 - STOREROOM C

The door of this room is blocked from inside. If the characters call, the kid that is hiding inside will open it. Otherwise, they will have to force the door open or use some spell.

In this storeroom there are three open crates and three barrels. One of the barrels is open, and is full of water. The crates contain candles, apples and ropes. On one of the candles there are the remains of many melted candles, and one candle is still burning. A young boy, possibly 8 or 9 years old, weaing expensive clothes, but extremely dirty and stinky, runs towards you and cries: "I was so scared! Please, take me out of this place! I swear to Rad, I won't do it anymore!"

The boy is Rayturad Karnelian (AC: 8, HD: MU 1, HP: 3, Mov: 36 (12), Initiative: +1, Att: 1 dagger (Base), D: 1d4, ST: MU 1, MI: 6, MA: N, XP: 13, Str 9, Int 13, Wis 7, Dex 14, Con 10, Cha 11), the lost kid of lady Karnelian. The boy stole a book from lady Karnelian's library and used it to show his magic powers to his friends. He performed a ritual that, for some reason, made him invisible. At this point, his friends dared him to go in the mines and come out with an aquamarine crystal as a proof. Rayturad accepted and sneaked in the mines, spending some time to explore them and trying to avoid contact with the miners.

Eventually he reached a cave where there were no miners and was full of big aquamarine crystal, but in that moment the invisibility faded, and he became visible again. Scared, he tried to perform the ritual again, but something went the wrong way, and a magic circle appeared. A huge monster came out, eat the book and tried to get to Rayturad, but it was too big to get out of the door. The boy hid in this room, and peeking out he saw other monsters coming, and the screams of the miners. He shut himself in this room, where he found candles, food and water, waiting for someone to rescue him. If the characters find the book, any arcane of age may be able to reverse the spell and close the magic circle. The characters may also cancel the magic circle by using the wand of destruction found in the adventure a quest for a fine wine or with any form of dispel magic.

The book may be retrieved simply by killing the monster in room 38 and opening its belly. The book will be particularly sticky and stinky, but still readable. The candles in the crate are 6, the apples are enough for 6 non preservable rations, and the ropes are in total 6 rolls of 15 m each.

38 - EXTRACTION AREA 13

This big natural cave is half-flooded with water. Its walls are very rich in Aquamarine crystals, and its ceiling is about 6 m tall. On the ground, you immediately spot a red and shiny magic circle, where a grey-ish dust whirls. A big creature, about 2 m long, that looks like a gigantic turtle with a metallic and shiny shell, is crawling in the room. The turtle has some plaques of the same material of the shell on its head and legs as well. Its beak clicks nervously when you enter the room, and it starts getting closer to you.

This creature is a dangerous second level adamantart (AC: -2, HD: 7*, HP:

34, Mov: 18 (6),

Swimming: 63 (21), Initiative: -1, Att: 1 bite, D: 1d6+2, ST: C14, MI: 12, MA: N, XP: 850), a very rare creature that normally lives in tropical Summoned here by the magic of the circle, the adamantart has made its nest in this room, where it is trapped, and will attack any character and fight until death. The adamantart has eaten the book that Rayturad Karnelian has used to summon the magic circle (see room 37 for details). However, the characters may retrieve it by killing the monster and taking it out of its stomach. Note that the adamantart can swim very well, therefore the characters that go in the water are not safe from its attacks.

Once the book is retrieved, an Arcane must perform an inverse ritual from the book to close the circle. The ritual takes about 30 minutes (3 turns) to be over, and at every turn, the DM must roll for random encounters: if an encounter occurs, the monster, or group of monsters, appears in the circle. The character performing the ritual cannot fight, and must keep the concentration until the end of the ritual, to close the circle. If the character's concentration is broken, the ritual must be performed again, starting from the beginning. To perform the ritual, the characters will need 12 candles (they can find plenty in the mines).

In this room, the characters may dig up to 2d10+4 aquamarine crystals from the walls, if they want to.

EPILOGUE

When the characters close the magic circle in room 38, the adventure is not over, yet: they will still need to eliminate the dangerous monsters that are left around the mines. However, to underline that the monsters are no longer spawning in the mines, there will be no more need to roll for random encounters. Once the characters finish their cleaning action in the mines, read the following passage.

Once the mines are emptied of the monsters and the boy you found in there is given back to his very worried mother, the head of the mines gives his reward to the adventurers' guild. You also receive a basket full of food and wine from Marcel and his family, for saving the miner's life.

In the guild, you become quite famous for solving not one, but two cases together, doing better than the guildmaster himself. To cut those stories short, the guildmaster adds to your reward 1.000 Dc each from the reward that Lady Karnelian paid to him, with the promise that you would not spread them anymore. Your position in the guild is now of full-fledged adventurers.

In the following day, a snow storm fals on the village, and most of the activities stop. The guild is not different, and you spend some time at home, quietly, waiting for some new adventures to come along.

If the characters didn't get caught stealing aquamarine from the mines, they get the full 1.500 Dc each, which becomes 1.200 once the guildmaster takes off the guild's share. The characters get the 2.000 Dc for saving Marcel, the 2.000 Dc reward if they report that they found the secret room n. 33, plus the 1.000 Dc each from the guildmaster without any reduction.

If the characters get any aquamarine stones, they will need to sell them to be

able to get cash, and they may need to go to Midgard to do so, because in town they would be a bit too obvious about the provenience of the stones. Therefore, they will have to wait until after the next adventure (Red Leaves and White Snow) to exchange the stones into cash.

EXPERIENCE

This adventure will give characters only around 8.000 XP for monsters, and almost nothing for treasures. Therefore, as a DM, you should count for the final count of XP the whole reward the characters get as well.

Moreover, you can give lawful characters a bonus of 2.000 XP at the end of the adventure if they didn't steal any aquamarine, and give chaotic characters the value of the gemstones they snatched, if they did steal the gemstones and were not caught. Neutral characters will get half the value of the gemstones in XP, if they steal any, but no bonus if they don't steal.

All in all, characters should get an amount of XP between 2.000 and 6.000 each in this adventure, which should be enough to raise their average level by one, once again.



This adventure is suitable for a group of 4 - 6 characters of levels 3 to 5. The adventure takes place in the first days of spring, in the new year, and the prologue is set on Nuwmont 6th.

PROLOGUE

The celebrations for the new year have gone, and the spring is slowly starting to show up. Snowdrop flowers are starting to bloom, and the temperatures are raising.

In a chilly spring afternoon, the bell at the door rings, when a customer comes in. He is heavily wrapped in a colorful scarf and, when he takes it off, you recognise Sir Bussière, the Averoignese sommelier that asked you to search the Maiden Blood wine for him. He is sincerely delighted to see you in the guild, and immediately comes to shake hands and exchange kisses on the cheeks. After the greetings, he asks you to take him to sir Datrion, and you obey.

"Please, come in as well. It has something to do with you as well." He says when you show him Datrion's office.

"Welcome back, Sir Bussière. Are you enjoying your wine?" Datrion asks.

"Greatly! I am extremely delighted by that wine. And this is the reason why I came here." He replies.

"I'm sorry, my friend, but I don't think we can find anymore of your wine in the castle of Morg." Dalston says.

"Oh, I know." Bussière says, vaguely noticing the puzzled face of sir Datrion.
"I came for this..." And takes out of his pocket a small scrap of paper, showing it to the guildmaster. "I carefullly removed the label from one of the bottles, and after examining it, I noticed this. This is the shield of a town or a village, but I did never see it before. I went to a friend of mine, who is an expert in heraldry, and after some researches, he said that this is the shield of..."

"...of the village of Urk. Sure." Sir Datrion finishes his sentence. "But the village has been abandoned for decades, now... What do you think you can find in there?"

"Well..." The sommelier says, taking back the label that Datrion gives him.
"... it's been abandoned for about sixty years, actually. More or less like the castle of Morg. And if they were growing grapes there, I bet they didn't take the vineyards away, when they left the village."

At this point, Datrion starts smiling. "I think I know where you are aiming at..."
He says.

"I want to plant a vineyard with those grapes. I need cuttings from the original plants, and I am ready to pay for them. As many as you can get me. Ideally, I'd need one hundred of them, but if I get just one, it will be enough to start a production. And if there is a place where it can be found, that is the ruins of Urk." Sir Bussière's eyes are shining with determination, and he stood on his feet on the last words. The guildmaster sits at his chair, looking at his fingertips, joined over his nose, like he always does when he is thinking.

"The chance you can find something good after such a long time are quite low. I want you to know that. And I won't send a group of adventurers there only for a commission."

"I'm ready to pay as much as you ask." The sommelier says. "But I don't want any one group. I want these guys." He adds, pointing at you. "They were brilliant last time. I trust them. I'm sure they won't let me down."

The hour left before dinner time is then spent in bargaining the price and filling up the needed bureaucracy. Then, the sommelier leaves. Sir Datrion managed to get an increadibly high pay for this job. After the taxes and the guild's share, each of you will get 4.000 Dc. To these, Bussière will add another 50 Dc for each cutting of the plant that you will manage to take back to him.

He promised to come back the next day to show you how to recognise the plant, and how to cut and preserve the cuttings.

The next day, he arrives with a stick in his hands, that looks like a wand. "This is the ideal size of a cutting. Between 30 and 40 cm, not thinner than 1 cm and not thicker than 2. They need to be green inside, you see? Otherwise they are dead. Cut all of the leaves off, but don't rip them away, or you may damage the cutting. And to preserve them, you may roll about 10 of them in a piece of damp cloth, then tie it with some thread." He makes sure that you got the instructions right, then he gives you the label of the wine. "Look at the image on the label. Whoever made it, made a drawing of the plant as well. It has a very particular leaf, red with big, light green veins, and for what I know form my research, it doesn't lose its leaves even in winter. It should be easy to recognise it."

After giving you all the instructions, the sommelier leaves you and tells the guildmaster to send him a message in Midgard when you are back. "I'm going there to see if I can buy some fields to make my vineyard. In this region the land is perfect for that grape." And with that, he leaves.

The characters will need some particular equipment for this adventure: a roll of thread (it will be enough for the whole adventure) and about 10 linen cloths (1 for every 10 cuttings they will get). They can keep the label to compare it with the plants, in case they find any. They will have to adventure on the mountains, and it's very likely they will find snow, therefore some winter equipment may be useful, including heavy clothes. Once the characters are set and ready to go, go to the next chapter.



RANDOM ENCOUNTERS

While adventuring in the vallleys and on the mountains, the characters have one chance out of 6 once per day and twice per night to get some random encounters. During the day, the characters should be able to spot the creatures approaching from far away, and then decide whether they want to engage them in combat, try a friendly approach, or even just hide and hope the creatures will leave.

The table in this page gives you the description of every random encounter that is possible in the valley and on the mountains. To determine which one happens, just roll 1d8 and check the matching number on the chart.

NPC GROUPS

If the characters meet an NPC group, the DM must deterine what kind of NPCs are met. The NPC groups can be friendly, neutral, helpful, enemies or whatever else the DM wants. The DM may build his own NPC groups, if he likes. Some sample NPC groups are described at the end of the book in the chapter: NPCs of the Valley. For this adventure, I recommend to use the following groups, to be determined random rolling 1d6:

- 1 Mystics
- 2 Adventurers
- 3 Knights
- 4 Merchant
- 5 Commoners
- 6 Hunters

BANDITS

Bandits are described at the end of this module, exactly like other NPCs. However, the DM should put some more efforts into making the groups of bandits look always different, and change the situations in which the bandits are met. For example, some bandits may have some humanoids within their ranks, like an ogre, some goblins or the likes. Some groups will be smaller, some other bigger, and

1D8	RANDOM ENCOUNTERS
1	Wolves: 1d6+3 third level wolves (AC: 7, HD: 2+2, Mov: 54 (18), Initiative: +1, Att: 1 bite, D: 1d6, ST: F1, MI: 8, MA: N, XP: 25 each) can be spotted on the mountains. There's two chances on 1d6 that the wolves spot the characters and chase them. However, the characters may keep the wolves quiet by giving them at least three rations of food.
2	HIPPOGRIFFS: 1d3 third level hippogriffs (AC: 5, HD: 3+1, Mov: 54 (18), Flying: 108 (36), Initiative: +1, Att: 2 claws + 1 bite, D: Claws 1d6 each, Bite 1d10, ST: F2, MI: 8, MA: N, XP: 50 each) fly in circles in the sky. If the characters hide somewhere they can avoid them. Good hideouts may be protruding rocks on the mountainside or anything that may give them even a partial cover. If the characters are creative enough finding a hiding spot, the hippogriffs may fly away after 1d6 turns. If the characters don't hide, the hippogriffs will attack, trying to catch at least one character and lift him in the air, throwing him on rocks from the sky later on to kill and eat him.
3	HOBGOBLINS AND GOBLINS: Hobgoblins and goblins have a base in Urk, from where they roam the mountains and attack travellers to steal their food and money. A band of 1d3 third level hobgoblins (AC: 6, HD: 3+3, Mov: 27 (9), Initiative: 0, Att: 1 spear, D: 1d6, ST: F3, MI: 8, MA: C, XP: 50) and 1d4+2 first level goblins (AC: 6, HD: 1-1, Mov: 27 (9), Initiative: 0, Att: 1 club, D: 1d4, ST: NP, MI: 7, MA: C, XP: 5 each) attacks the group. They may be preparing an ambush (1-2 out of 1d6) or not. If they ambush the characters, they may be getting the surprise in the first round with a roll of 5-6 on 1d6. Hobgoblins fight with spears. Goblins have rudimental clubs. Each monster carries along 2d8 coins that can be Ducates (1 on 1d6), Sovereigns (2-3 on 1d6) or pennies (4-6 on 1d6).
4	Roc BIRD: A second level roc bird (AC: 4, HD: 6, Mov: 18 (6), Flying: 144 (48), Initiative: 0, Att: 2 claws or 1 bite, D: claws 1d4+1 each, bite 2d6 ST: F6, MI: 8, MA: L, XP: 275) flies off a mountain top and flies around searching for preys. If the characters hide somewhere they can avoid it. Good hideouts may be protruding rocks on the mountainside or anything that may give them even a partial cover. If the characters are creative enough finding a hiding spot, the roc bird may fly away after 1d6 turns. Otherwise, the roc bird will spot them sooner or later and, if there is even only one chaotic character in the group, it will attack and try to kill him. Then, the roc will take the corpse away to eat it.
5	Bugbears: a small group of 1d4+2 third level bugbears (AC: 5, HD: 3+1, Mov: 27 (9), Initiative: 0, Att: 1 axe, D: 1d8+1, ST: F3, MI: 9, MA: C, XP: 50 each) is spotted from some distance by the characters. If the characters hide, there's a 50% chance that they won't be spotted by the bugbears. The bugbears are mercenaries, and the characters may want to hire them as guards. However, they cannot be trusted and if the characters leave them on guard duties while sleeping, they will easily find themselves robbed of everything in the morning, and the bugbears will be gone. If hired by the PCs and engaged in combat with enemies, the bugbears will flee if they fail a morale check, like any normal monster. Bugbears ask for 5 Dc per day for each of them, to protect the characters. Bugbears fight with axes and wear leather armors. Each of them carries money for 2d12 Ducates of value.
6	BEAR: One fifth level black bear (AC: 6, HD: 5, Mov: 36 (12), Initiative: 0, Att: 2 paws or 1 bite, D: paws 1d4 each, bite 1d6, hug 2d8, ST: F3, MI: 7, MA: N, XP: 175) spots the characters and attacks them for food. If the characters give it at least three rations, the bear should leave them alone. The bear is very hungry and if the characters fight it, it will fight until death. If both paws hit in the same round, the bear squeezes the victim into a painful hug for one round.
7	NPC GROUP: See description below. There are different types of NPC that the characters may meet. Each group is better detailed in the chapter: NPCs of the Valley at the end of this book.
8	BANDITS: A group of bandits tries to rob the characters of their money and valuables. The bandits are described as part of the NPC groups in the chapter: NPCs of the Valley at the end of this book.

some will have magic-users or elves in. Moreover, bandits are not stupid monsters that attack and fight until death. If the bandits will be suffering losses, they may decide to flee, and try again their attack later on, with a bigger and better organized group.

The DM should however stop using bandits as random encounters in the

moment the characters defeat the bandits in their hideout on the mountains (see later, under the letter B).



CROSSING THE MOUNTAINS

The first thing that che characters need to go is to go from the village of Senin to the ruins of Urk. The easiest way to reach this village, which was very isolated on the mountains, is to go south until the Lonely Valley, and then follow the Refresco River backwards up to Lake Gal. From the lake, where the characters may find the last human outpost where they can buy equipment, they will need to climb the pass between mount Gregorius and Mount Collinollo. On the other side f the pass, on the edge of the rift above a big lake, the ruins of Urk rest, neglected by humans for decades and now inhabited by monsters.

This adventure is not linear like the ones before, though. The characters don't just need to explore a dungeon and find an item, or kill some monsters. In this adventure, the characters will have a chance to explore the wildlands, and especially to explore the lost village. During this adventure, the characters may also be involved in a side quest, to hunt the bandits of Lake Gal, if they want.

LETTERS AND NUMBERS

In this adventure, each location is marked by a letter. Some locations, like the mountains, the bandits' hideout, and some buildings in the lost village of Urk, are bigger than others and, to mark different areas in them, the places on the maps of these areas are marked with the lower-case letter of the location, plus a number.

ON THE MOUNTAINS

Like the adventure *Under the Ice*, in this scenario the characters need to travel on the mountains. Moreover, on the mountains, the characters may also be facing some random encounters. However, the distance between the last village in the valley, Shurriki, and the lost village of Urk, is not that big, and the characters may cover that distance

in just 6 hours walk. The characters may find some suitable place to sleep in Urk, therefore they shouldn't worry too much about the weather and about sleeping outdoors.

In this season, the weather in the valley is getting warmer, the snow almost disappeared and the plants start blooming. However, on the hills there is still snow that didn't melt, and the temperatures are lower. On mountains, the snow is still quite a lot, and the characters will need some snow equipment to climb efficiently. Temperatures are starting to raise, but here the spring is still far to come. When the characters reach the village of Urk, they find it still completely covered in a layer of about 30 cm of snow

a1 - Senin Creek

Along the shores of the Senin Creek, the snow is finally melting. The ice on the creek is cracking, and parts of it are now free. The noise of the gurgling water stands out clear and vivid in the fresh air. Not too far from where you are walking, you notice a family of wild boars close to the creek, possibly drinking from it. There are two adults and about ten or twelve piglets with them.

The characters may obviously just pass by and ignore the boars. If they decide to get closer, though, the two adults, two level 4 adult boar mothers (AC: 7, HD: 4, HP: 17, 21, Mov: 27 (9), Initiative: 0, Att: 1 fangs, D: 2d6, ST: F2, MI: 9, MA: N, XP: 125 each), immediately react charging characters. The same happens if the characters try to hunt them down with arrows or other ranged weapons. The first level piglets are 12 in total (AC: 7, HD: 1/2, HP: 1, 1, 1, 1, 1, 2, 2, 2, 3, 3, 4, 4, Mov: 27 (9), Initiative: 0, Att: 1 fangs, D: 1d3, ST: NP, MI: 9, MA: N, XP: 5 each), and they will probably try and run away as soon as the moms attack, hiding anywhere they could find a suitable spot nearby. The characters may take the corpses of the boars to sell them for 15 Dc each, if they want, but each boar must be carried by a character with a minimum score of 15 in Strength. Moreover, who carries the boar, that doesn't fit in the inventory and is too bloody to cut in pieces and put in the backpack, will only have to carry it and may not use any weapon or shield while doing so. Whoever carries a boar has his movement rate halved until he puts it down. The characters may also cook the boar to make it into preservable rations, and in that case they may get 10 rations from each boar, but they will need the cooking general skill.

If the characters manage to kill the boars, each of the mothers is worth 1d12+6 rations, and each of the piglets 1d4+1. If the characters manage to catch some piglets alive, they may be able to sell them for some good cash, about 15 Dc each, if they reach some village or find a merchant that wants to buy them.

a2 - Beggars

Where the path splits in two, one side still going down the vallley towards Midgard, and the other one climbing up towards the mystic monastery of the Lonely Valley, you can see some people, probably a family. They look extremely poor. The father and mother, with the biggest daughter, are searching for herbs and other things to eat in the shallow vegetation, while the second daughter is tending to her smaller brothers on the path.

When you get closer, the father, who looks in his late 20s or early 30s, comes closer, bowing his head and looking towards the floor. "I'm sorry to bother you, sirs. Please excuse my insolence, if you can, but... can you please give us something? Anything... My farm got destroyed by a rockslide two weeks ago, and we have nothing left to feed our children. Please, noble

travellers, would you help us?" He asks. They all look like they didn't eat for days.

Let the characters deal with the poor man the way they prefer. If the characters seem like they don't want to give anything, the man will try and sell them his only valluable belonging: it is a book of magic that his mother used to use before she died, and he knows that it's worth something. The book, titled Evolution of spellcasting: from prehistoric rituals to modern spells, is written by Lord Harald of Haaskinz, Archduke of Westheath, and is worth 560 Dc. The characters may try to estimate its value before buying it. The man would accept anything for it, if forced, but he would like to get at least 100 Dc, which would be enough for him to rebuild his farm.

All of the members of the family are normal persons (AC: 9, HD: 1, HP: 1, 2, 2, 3, 5, 5, 7, Mov: 27 (9), Initiative: 0, Att: 1 fist, D: 1d2, ST: NP, MI: 7, MA: N, XP: 5 each).

a3 - The Monastery

The mystic monastery is surrounded by smaller ruined buildings, some fields and a tall stone wall. On two sides, it sits on the rift and looks towards the valley. The big door of the building is open during the day, and when you get closer a mystic of the monastery comes to welcome you on its grounds.

The characters may want to ask the mystics to heal their wounds or for a place to sleep overnight. The mystics are happy to help, but ask the characters, if they can, to give them some offers to keep their services going. The characters are free to give as much as they want, but if they don't leave anything, the mystics may not be that friendly with them in the future.

a4 - Bandits in the woods

You are following the path in the woods, when you reach a spot where a

wagon is sitting with only three wheels. The fourth one, broken, is on the ground. Three persons, two men and a woman, are gathered around a fourth one that's lying on the ground, and has a bloody cloth tied around the head.

"Thank Rad someone passed by!" the younger of the two men says. He is probably about 17 or 18 years old. "We were riding towards Hyadacal, and one of our wheels broke. Dad was guiding our wagon, and due to the accident, he fell and hit his head on a rock. Please, can you help us? Mom and uncle Dan are trying to revive him, but he won't answer."

This situation is a trap. The four guys are bandits, and the guy on the ground is not wounded at all. This is just a tactic to put the characters' guard down and threaten them with weapons while they have none out. When the characters put their weapons away, and the situation is favorable, the bandits take their weapons out, and from the woods another two men come out with bows and arrows. One ogre also steps out of the wagon to help them. If the characters surrender, the bandits steal all of their gold, licences, their weapons, their spellbooks, their horses and their food. The characters will only be left with standard equipment and cloths. If the characters start a fight, the bandits will have the advantage of the first round of surprise, if the characters had their weapons put away. If the bandits suffer heavy losses (meaning if at least two of them die and none of the characters is dead, or any similar situation that is clearly in favor of the characters), they leave the ogre to deal with them and try to run in the wood with their horses. If chased, they aim at characters' horses first.

Once they robbed the characters, if they did, the bandits tie them with ropes, put the real wheel of the wagon on (it is sitting inside the wagon), get the broken one from the ground and leave. The characters will be able to

walk towards the village in half an hour, even with their hands tied, where someone will free them from the ropes.

These are the stats of all of the bandits in this group:

The man that pretends to be wounded (AC: 8, HD: T5, HP: 19, Mov: 36 (12), Initiative: +1, Att: 1 sword, D: 1d8+3, ST: T5, MI: 9, MA: C, XP: 300, Str 13, Int 8, Wis 11, Dex 15, Con 13, Cha 11) is *Skilled* with the sword and has a ring at his finger worth 400 Dc.

The woman (AC: 7, HD: F3, HP: 23, Mov: 36 (12), Initiative: 0, Att: 1 mace, D: 1d6+4, ST: F3, MI: 10, MA: C, XP: 35, Str 16, Int 9, Wis 10, Dex 11, Con 10, Cha 14) is *skilled* with the mace and wears a leather armor under the clothes. She has a pouch with 32 Dc on her and, in her belt, two oil flasks and a tinderbox.

The boy (AC: 6, HD: T4, HP: 19, Mov: 36 (12), Initiative: +2, Att: 2 daggers, D: 1d4+1, ST: T4, MI: 9, MA: C, XP: 125, Str 10, Int 11, Wis 5, Dex 18, Con 14, Cha 13) uses daggers as weapons, and has a total of three. He is *Skilled* in this weapon. He may throw one and then fight with two daggers, one per hand. One of his daggers is silver, and he has two potions of healing in his belt.

The second man (AC: 5, HD: T6, HP: 19, Mov: 36 (12), Initiative: +1, Att: 1 axe, D: 1d8+3, ST: T6, MI: 11, MA: C, XP: 500, Str 10, Int 13, Wis 14, Dex 16, Con 10, Cha 12) is the leader of the group. If he is killed, everyone else must make a morale check. He fights with a magic axe +1, and he is skilled in this weapon. He wears a leather armor under the clothes, and also has a ring of protection from fire at his finger. He has a gold pendant at his neck, worth 300 Dc.

The first man in the woods (AC: 2, HD: F3, HP: 23, Mov: 24 (8), Initiative: +1, Att: 1 longbow or 1 claymore, D: 1d6+2 or 1d10+2, ST: F3, MI: 10, MA: C, XP: 35, Str 16, Int 5, Wis 13, Dex 14, Con 13, Cha 8) uses a longbow in the first stages of the fight. However, he

only has 5 arrows in his quiver and, if he runs out or he is forced in melee combat, he will drop the bow and take out his claymore. This guy is *Skilled* in the use of the bow, but only has *Base* proficiency with the claymore. He is wearing a plate mail and has a pouch with 100 Dc and a topaz in it, worth 1.000 Dc.

The second man in the woods (AC: 5, HD: T3, HP: 14, Mov: 36 (12), Initiative: +1, Att: 1 longbow or 1 trident, D: 1d6 or 1d8+1, ST: T3, MI: 7, MA: C, XP: 50, Str 13, Int 15, Wis 9, Dex 16, Con 13, Cha 5) is using a longbow but, like his friend, only has 5 arrows. If he runs out or if he is forced to hand-to-hand combat, he drops the bow and switches to trident. He wears a leather armor and if he gets wounded too badly, he always carries around a potion of gaseous form that he would drink to escape the fight.

The fourth level ogre (AC: 5, HD: 6+2, HP: 30, Mov: 27 (9), Initiative: -1, Att: 1 great maul, D: 1d8+4, ST: F6, MI: 10, MA: C, XP: 350) fights with a Great Maul and is *skilled* in that weapon. He carries a pouch with 12 Sv and 6 Py around.

a5 - Elven village of Hyadacal

This small village is quite widely spread, with a number of big farms built around a fortified town center. Most of the farms also have small towers and wooden fences or walls around them.

The village is populated exclusively by elves of Erewan. They are mainly farmers, and only a few merchants and artisans live, mainly in the fortified town center. The town center once used to be a big market, built to improve commerce with the kingdom of Wendar but, after the project was neglected, it became the home of some small shops and artisans, a big mill and some storage units, especially used for wheat and other long-lasting products.

The people of the village is welcoming foreigners, but in this period

the bandits are frightening them quite a lot, therefore only some villagers will be happy to help the characters. If they get to the village tied and robbed, they will obviously be more kind. In the village the characters may find only very basic stuff to buy and, if they don't have money, they will need to sell something or to find a job to get the money they need. Most of the jobs they could find here consist of farming, tending the animals, seeding, and other similar tasks. However, there is a potter in town, Serenidor Willowsdeen, who goes every now and then to Midgard to sell his stuff and would gladly hire the characters to protect him. He will pay for their new weapons, licences and armors in the village shops and at the end of the journey, he will let them keep the items. The travel is going to take one day and a half to go to Midgard, one day of stay in town, and one day and a half to go back. During these four days, the DM should at least put one random encounter in the wild, or something notable while in town, to have the characters earn their reward.

In the village shop, the choice of items is quite limited, especially for weapons and armors. Things that are not available include: plate mail, banded mail, and any other heavier or more exensive protections, claymore, battle axe, maul, halberd, pike, war scythe, crossbow, javelin, cestus, bolas. Of any other item, the shops will only have about 1d4 each. Of course, if the characters want clubs and other things that they can find in nature, they are free to get as many as they want in the wood.

a6 - The explosive fisherman

A tiny village lies on the shores of this mountain lake. You can see it from a distance, before reaching it. But as you get closer, you start hearing some booming noises coming from it, and you even notice water fountains from the lake following each explosion..

The village of Shurriki is mainly a fishing village. The ice on the surface of the lake is almost completely gone, thanks to the activity of this particular fisherman who uses a homemade air explosive mixture to kill the fishes and then collect them while they float dead on the water surface.

This village is quite small, and there are more or less the same limitations about the items that can be found in shops as the village of Hyadacal. But, on top of that, Doc Jimen, the fisherman that uses his explosive mixture to fish may be willing to sell some. He may give it to the characters for about 1.000 Dc per flask, but he may only give them up to 5 pieces, otherwise he would not have enough for his activity. Explosive mixtures are described at the end of the book, among the magic items.

If the characters search informations about the bandits, or search some way to get some money, the people of the village may tell them that the bandits have a hideout on the side of Mount Limbor, and that if they have been robbed, most probably their belongings must have been taken there. Bandits have been a major issue for the village, recently, and the village chief promised a reward of 2.000 Dc to anyone who takes the two leaders of the bandits back to town to be judged. The reward is halved if they take back the corpses. The village chief may give characters a general description of the two leaders, Engelbert and Riana, so that they can recognise them when they meet them.

a7 - Top of the pass

From the top of the pass, you can see to the north the luxurious woods of Wendar spreading on the land, and south the valley you come from, slithering among the mountains. Some shrubs and weed colour the top of the pass in green, while on the other side of the pass a stony descent awaits.

The top of the pass is a good place to find herbs, if someone wants to replenish the healer's bag with the general skill: Science: herbalism. There can be found herbs for up to 2d6 uses of the healer's bag, here. However, the herbs grow close to the shrubs, which actually are 5 fifth level archer bushes (AC: 7, HD: 3, HP: 11, 13, 13, 15, 18, Mov: 90 cm (30 cm), Initiative: 0, Att: 1 volley of thorns, D: 1d6, ST: F1, MI: 12, MA: C, XP: 35 each). If the characters get closer than 6 m from them (and they must do that if they are searching for herbs), they get attacked by the bushes. Each bush throws thorns for up to 5 rounds. If one enemy is killed, the bushes try to gather towards the victim to eat it with their mouths.

a8 - Pegar Springs

In this point, the water of Pegar Creek comes out of the mountains and starts forming the creek. Two big white butterflies are flying above the spring, careless about the cold.

The two butterflies are two specimens of second level veronica (AC: 8, HD: 2+2*, Mov: 18 (6) flying, Initiative: 0, Att: 1 bite / charme, D: 1d6, ST: F2, MI: 7, MA: N, XP: 35 each), a very dangerous species. The characters may have met some already, in the adventure under the ice. If the characters get closer than 6 m from them the butterflies attack them. If the characters attack the butterflies from a distance, they will just fly away, scared.

These butterflies only live in very cold environments and feed on blood. Their beautiful look is used to enchant victims: whoever sees the white veronica must save vs. spells or fall under their charme spell. The charme is so powerful that doesn't break even if the butterflies attack the victim. A victim charmed by the white veronica will allow them to land on him and to suck his blood without any resistence. This

means that the butterflies don't need to roll to hit when sucking blood from charmed victims: they will automatically deal 1d4 damage per round. The save is needed only once per fight, and if the characters already met these dangerous butterflies, they may add a +1 bonus to their future saves against the same charme.

a9 - the village of Urk

Finally, you reach the small path, now full of shrubs and snow, that leads down towards the abandoned village. The village lies there, behind a short wall limited by two towers, on a small promontory above the lake.

When the characters reach the village of Urk, go to the next chapter, The Ghost Village, to continue the adventure. From this distance, the characters may not be able to see any vineyard, and most of the building still seem intact or at least still standing. It is not possible to sort the buildings from each other, partially for the distance, and partially because they are all covered in snow.

a10 - Hippogriff's nest

On a side of the mountain, over some round-shaped rocks, the hippogriffs built a nest made of tree branches, leaves, bones and something that looks like dried clay. It is about 4 m wide, and some of these creatures are sitting in it.

Unfrtunately, it looks like the hippogriffs spotted you as well, and as soon as you see them, two of them jump in the air and start flying in circles over the nest.

If the characters get close to the nest, the two hippogriffs immediately attack, and after 1d4 rounds, the other 2 hippogriffs thet are in the nest will attack as well. The characters may be able to get close and not get attacked only if they carefully back away and

plan a new raid overnight or hiding somehow on the mountain.

The four fourth level hippogriffs (AC: 5, HD: 3+1, HP: 14, 16, 20, 21, Mov: 54 (18), Flying: 108 (36), Initiative: 0, Att 2 claws + 1 bite, D: claws 1d6, bite 1d10, ST: F2, MI: 8, MA: N, XP: 50 each) fight until death or until the characters flee, without chasing them. If the characters manage to defeat all of the hippogriffs, in their nest they can find 5 hippogriff eggs and the remains of a couple of dead adventurers, who carry one dagger, one spear, a scale mail, coins for 25 Dc, and the ripped remains of a spellbook. In the spellbook, the characters may find the following spells, written in Alphatian language. There were probably many more, but other pages were destroyed and eaten by the creatures.

1st level
Jump
Magic missile
Protection from Evil
2nd level
Moonbeam
Locate object
3rd level
Sprout

The spells *Jump, Moonbeam* and *Sprout* are new spells and are described at the end of this book.

If the characters decide to take and carry the eggs, carefully wrapped in cloths to a village, within 6 hours or less, they can try and give them to someone to hatch. Otherwise, without the heat of the mother's body, the eggs die and be only good for food. One egg takes an encumbrance class D once safely wrapped in cloths. Characters may use ripped cloths of the dead adventurers for this purpose. Eggs have a 40% chance to hatch each and the puppies, which may randomly be 50% male and 50% female, need two years to be trained and become adults. Hippogriffs need to be trained and tended to by a professional monster

handler. Characters with the general skill *monster training:* hippogriff may train the puppies themselves.

Training usually costs 10 Dc per month per HD of the creature and requires one full year (12 months) to be completed.

To train an animal or a monster, a character would need to be a member of the Monsters Handlers Syndicate, and needs to succeed in 12 tests under the skill that is required, one per month. If a test is not passed, it needs to be repeated after one month. Once the 12 tests are passed, the animal is trained and may adventure with the character. However, if a character gets three failures in a row, the animal cannot be trained anymore and will never be domestic.

a11 - The Caecilia

In this area there is a wide scrap of land which, flooded by Refresco river, has turned to mud. Soil is soft, and not a lot of grass grows on it. However, you notice something almost in the middle of this place, like a dead hand coming out of the mud.

What looks like a hand is actually a discolored leather glove, left by a person who walked through the mud plains and got eaten by the giant worm that lives under its surface: a third level Caecilia (AC: 6, HD: 6*, HP: 30, Mov: 18 (6), Initiative: -1, Att 1 bite, D: 1d8, ST: F3, MI: 9, MA: N, XP: 500). If the characeters try to reach the glove to check on it, they will be slowed down by the mud, unable to move faster than half their normal movement speed, and completely unable to run. After 1d4 rounds since when entering the mud, the Caecilia will attack the party and, when it swallowed one character, it tries to go back under the mud and quietlly digest him. A victim is swalowed if the caecilia rolls a natural 19 or 20, and the swallowed character will take 1d8 points of damage per round automatically until the victim or the caecilia is dead.

If the characters manage to kill the big worm, they can find the remains of some other unlucky adventurers in its stomach, including 3 *magic arrows +1* and three gemstones: an amber worth 70 Dc, a spinel worth 60 Dc and a citrine worth 200 Dc.

B - THE BANDITS' HIDEOUT

On the side of the mountain, you see a shallow stone building, about 25 m wide. Smoke is coming out of its chimneys, clearly giving a hint that someone lives in it.

The characters may find the bandits' hideout thanks to the description of the place from the people of Shurriki, or just by getting close and taking note of the building on the side of the mountain. In this building, the chiefs of the bandits that in these days are roaming the valley are hiding, and here they collect the goods that are stolen. Depending on when the characters get to the hideout, and when they decide to break in, if they do, the description of the single rooms changes between day and night.

b1 - entrance

Please note that if the characters don't expressely say that they are trying to keep hidden, the guard at the door of the building will spot them from about 24 m away. Especially at night, the characters will have some light sources and it will be easy to spot them getting closer from a much longer distance, even if thhey turn their lanterns and torches off once they are close to the building. If the characters are spotted from far away during the night, the guard at the door may try to ambush them.

DAY:

The building looks like a wide chalet on a single floor, made of stone and with a wood roof. Sitting on a chair, and busy carving a piece of wood with a dagger, a young man guards the door of the building.

The guard is André (AC: 4, HD: T7, HP: 22, Mov: 36 (12), Initiative: +1, Att: 1 shortbow or 1 warhammer, D: bow 1d6+2, warhammer 1d6+1, ST: T7, MI: 9, MA: C, XP: 850, Str 13, Int 11, Wis 12, Dex 16, Con 10, Cha 9), a young bandit of Averoignese ethnicity, with long blond hair tied in a ponytail, hazel eyes, and a visible scar on his face. He is skilled in the use of the shortbow, has a quiver with 10 arrows, wears a magic leather armor +1 and has in his belt a potion of healing and a potion of haste. If the characters do not hide, he orders them to stop before getting too close, because they are in a private property, and they need to leave at once. If the characters don't comply, he knocks at the door, then aims at the characters with his shortbow, shooting only if they get closer. He will treat the intruders in quite a harsh way, even if they are kind and ask for help, for a place to sleep or for food. After 1d4 rounds from when André knocks at the door, his friends from rooms b2 and b3 will join him. If the characters start a fight with him, they will join without any need to be called, in the same time, Thanks to his training, André knows the thief skill feint that he may use in combat.

NIGHT:

You see the silhouette of a big chalet, apparently of only one floor, in front of you. There is no light lit out of it, therefore it's impossible to see any more details without getting closer.

The building is guarded overnight by Borovin the elf (AC: 4 (2 with the shield), HD: E5, HP: 25, Mov: 36 (12), Initiative: +1, Att: 1 longbow or 1 trident, D: 1d6 or 1d8+3, ST: E5, MI: 7, MA: C, XP: 425, Str 14, Int 13, Wis 13, Dex 14, Con 10, Cha 6). Borovin wears a chain mail, has a longbow, a quiver with 10 arrows, a magic shield

+1, a sword, and carries in the belt an explosive mixture (dark element) and a Stone Acorn. Borovin is Skilled in the sword. When it is as dark as tonight, he uses his infravision to check the surroundings and, if he spotted the characters coming, he will be hiding in the bushes around. Overnight, the door of the chalet is locked, and if the characters get closer, Borovin will blow in his horn to wake up his friends, and then attack the characters with his longbow. If severely hurt, and left with less than HP, Borovin will try and run from the chalet, hiding on the mountains. Borovin has a key to open the door of the chalet in his pocket. Borovin doesn't carry his spellbook around, but he memorized the following spells for the night:

1st level
Detect magic
Magic missile x2

2nd level
Web
Mirror image

3rd level
Hold person*

b2 - kitchen

In this room there are a big fireplace with a pot boiling on it, and giving smell of food, a table with six chairs, three barrels and som shelves full of crockery and a basket of bread.

DAY:

During the day in the room there is Thomàs (AC: 5, HD: T6, HP: 29, Mov: 36 (12), Initiative: +2, Att: 1 dagger and 1 cleaver, D: dagger 1d4, cleaver 1d6, ST: T7, MI: 9, MA: C, XP: 500, Str 10, Int 7, Wis 11, Dex 17, Con 14, Cha 17), an averoignese bandit who is in charge of the meals for the rest of the group. He always carries a cleaver (that he uses as if it was a short sword) and a dagger. He is *skilled* in the dagger, but usually fights with it in the off-hand. He also wears a leather armor, a *ring of*

safety with 3 charges left, and has a potion of healing in his belt. Thanks to his training, Thomàs knows the thief skill feint that he may use in combat.

In the shelves, there is nothing really worth taking, maybe except a big kitchen knife that can be used as a dagger, a candle-holder with three candles on, and a tinderbox. In two of the barrels there is wine (red in one, white in the second one), and in the last one there is freshwater. Three wooden ladles, one per barrel, are used to take the liquids.

NIGHT:

During the night, the fireplace is left with only embers on. In the pot, the bread or some stew is being made for the next day, slowly cooking. Nobody stays in the kitchen overnight. The torch on the wall is normally off, because it is only used over the dinner, in the evening.

b3 - The well

This square room with no windows holds a central position in the house. In its center there is a well, with a metal bucket attached to a chain. On the side of the well, a pile of dirty clothes waits to be washed. Two wood basins are left on a wall, and in one of them there is a big pile of ashes. On another wall, a lot of lumber is piled tidily, probably to be used in the fireplaces of the house.

DAY:

During the day, in this room there is Sergej (AC: 5 (4 with the shield), HD: C7, HP: 40, Mov: 30 (10), Initiative: 0, Att: 1 broomstick/staff or 1 warhammer, D: broomstick 1d6+2, warhammer 1d6+5, ST: C7, MI: 10, MA: N, XP: 1.250, Str 16, Int 9, Wis 17, Dex 11, Con 15, Cha 13), a bandit that comes from Boldavia. Sergej is the one that cleans the building and tends to the laundry, but also the one that works in the armory, when needed. He is also a Cleric and Riana's lover. If the characters enter the room and take him

by surprise, he is actually using a broomstick to brush the floor, and will use the broomstick as a weapon (it can be considered a staff). Otherwise, the broomstick is left in a corner, and he uses his own magic warhammer +1 and shield to fight. Sergej is skilled with the warhammer and has base mastery with the staff. He always wears his chainmail and has a scroll of cure serious wounds, a potion of gaseous form and two healing potions in his belt. If the characters fight here during the day, Engelbert will reach the room in 1d3 rounds, and Riana 1d2 rounds after Engelbert. If Sergej is in a life threatening situation, he will try to drink the potion of gaseous form and reach Riana in her room, to heal and prepare for the counterattack.

Sergej is a cleric of Halav and normally has the following spells prepared for the day:

Level 1
Cure light wounds * x3

Light *

<u>Level</u> 2

Hold person * x2 Silence 4,5 m radius

Level 3

Striking

Gust of wind

These clerical spells are described at the end of the book.

During the day, the characters may also hear music coming from behind the door to zone b5.

If the characters spend about 2 turns, they can search all of the laundry and find two silver pieces in the pocket of a pair of trousers.

If the characters climb down the well, they can find in the water the head of an axe (missing the wood handle) and a golden ring with a green peridot stone, worth 700 Dc. To find the items, the characters must be able to see under the water, which is almost 140 cm deep, and reach for them.

NIGHT:

During the night, nobody is in this room, and everything is silent.

b4 - Forge and Armory

This room is very hot, and that is possibly due to the forge that is in a corner, lit. An anvil and a big hammer are set just on its side. Some weapons are set on two racks and on a table, while ropes, a chair with chains and a table with weird instruments at the other end of the room show that this space is also used as a torture chamber, in need.

DAY and NIGHT:

This room is the same at any time of the day. Nobody stays here normally, if there is not a good reason. In this room, the badits torture their prisoners, keep them tied, and make weapons for all of the bandits that roam the mountains nearby. There is quite a big amount of weapons here that the characters may want to take. There are:

- 3 long swords
- 1 claymore
- 1 mace
- 2 warhammers (including the one on the anvil)
 - 3 spears
 - 1 pike
 - 1 halberd
 - 2 longbows
 - 1 wooden staff
 - 1 dagger
 - 1 trident

If the characters come here after being robbed by the bandits in area a4, they will find some of their weapons in this room. For each non-magical weapon they had, the DM must roll 1d6: with a roll of 1-4 the weapon is here. Magical weapons and other equipment are not here. The tools on the table are torture instruments, and are little if no use at all in combat.

b5 - Music room

This room is set with a grand piano, two armors, a carpet on the floor, and some velvet chairs around. On the walls, paintings and portraits hang tidily.

DAY:

During the day, the characters may hear music coming from this room. This is because Engelbert (AC: 3, HD: T9, HP: 35, Mov: 36 (12), Initiative: +1, Att: 1 long sword and 1 short sword, D: long sword 1d8+2, short sword 1d6+1, ST: T9, MI: 11, MA: C, XP: 1.600, Str 9, Int 13, Wis 13, Dex 16, Con 15, Cha 8), the head of the bandits, likes to play the piano and spends a lot of time here. Engelbert has a magic short sword +1, a common long sword, a magic leather armor +2, and carries in his belt a potion of polymorph self. He is Skilled in both the long and the short sword, and thanks to his training, he knows the thief skills feint and defensive fighting that he may use in combat. He also knows the secret techniques fight artist and dodge that he learned at the thieves'quild in Glantri, before leaving it.

The armors in the room are two suit armors. The paintings at the walls, 8 in total, are worth each 50+ (1d10x10) Dc. The Grand Piano cannot be carried without a wagon, but it's worth about 2.000 Dc. The carpet could be sold for 200 Dc, but may only be carried on a wagon or by two persons, taking 3x5 spaces on the inventory of both of them, and slowing them down to half their normal speed as long as they carry it. The chairs are nice, but not precious: they could be sold for not more than 10 Dc each.

Under the carpet there is a hidden manhole, closed with a lock. Engelbert and Riana both have one key for this lock and for the door thet connects this room to room b3. Engelbert also has a third room, that is the one for his chest, in room b6. However, the lock is a good one, that is quite hard to open without the key and gives whoever tries to open

it a -10% on the open locks score. Under the manhole there is a small hiding spot where the bandits hide the most precious things that they steal, witing for the momet to sell them, and their money.

In the hideout there are:

5 flasks of holy water

magic scale mail +2

magic bag of beans (7 beans inside)

- a jewel case in silver and quartz (worth 900 Dc) that contains:
- a pair of earrings with emeralds (worth 2.100 Dc)
- a bejewelled belt with silver and obsidian inserts (worth 120 Dc)
- an iron brooch with an amethyst (worth 100 Dc)
- a carnelian necklace (worth 600 Dc)
- 8 gemstones (1 obsidian 2 Dc, 1 brown agate 15 Dc, 1 carnelian 30 Dc, 1 chalcedony 40 Dc, 1 moon stone 150 Dc, 1 aquamarine 500 Dc and 2 rubies 1.200 Dc each)
- a bag with 408 Dc, 1.140 Sv and 3 Cr.

If the characters come here after being robbed by the bandits in area a4, they will find some of their belongings in here as well. Add to the treasure half of the total coins they were stolen, and roll 1d6 for each of the other items (excluding normal weapons, see room b4) that they were stolen. Everything that is not here or in room b4 was given to some other bandits or sold and the characters may not be able to retrieve.

NIGHT:

During the night the door that opens to room b3 is locked from inside. Engelbert sleeps in his room, and in the room there is nobody, but the items in the room are the same.

b6 - Engelbert's room

This room has a big bed, a small round table with a chair and a nice

fireplace in it. On the side of the bed there is a crate used as a bedside table. At the end of the bed, there is a chest with a lock. In front of the bed, on the wall, there are some shelves on which you can see some clothes tidily folded and piled, eight candles, a tinder box and a candle holder. On the small table there is a violin with its bow.

DAY:

During the day, nobody is in the room, and the fireplace is empty. In the crate on the side of the bed, there are just more clothes. In the chest there are Engelbert's personal belongings, including a set of thieves tools, a cloak of the bat and a bag with 100 Cr inside. However, the chest is locked with a good lock, that is quite hard to open without the key and gives whoever tries to open it a -10% on the open locks score. The violin itself is worth 190 Dc and must be carried carefully wrapped something soft. It takes encumbrance class G in the inventory.

NIGHT:

During the night Engelbert sleeps in this room. Engelbert (AC: 3, HD: T9, HP: 35, Mov: 36 (12), Initiative: +1, Att: 1 long sword and 1 short sword, D: long sword 1d8+2, short sword 1d6+1, ST: T9, MI: 11, MA: C, XP: 1.600, Str 9, Int 13, Wis 13, Dex 16, Con 15, Cha 8), the head of the bandits, likes to play the piano in room b5 and the violin. Engelbert has a magic short sword +1, a common long sword, a magic leather armor +2, and carries in his belt a potion of polymorph self. He is Skilled in both the long and the short sword, and thanks to his training, he knows the thief skills feint and defensive fighting that he may use in combat. He also knows the secret techniques fight artist and dodge spells that he learned at the thieves'guild in Glantri, before leaving it.

While sleeping, Engelbert has his weapons on the crate, so that in case of

need, ha may take them quickly. He is not wearing his armor or belt, though, and his boots are left beside the fireplace. If Engelbert is not taken by surprise in his bed, he will be fully equipped, and will even be wearing the cloak of the bat that is in his chest.

b7 - Common room

In this room there are a fireplace, four beds, each one with a crate et its side, a table with 4 chairs and, on the table, a bow, a quiver with arrows and a deck of playing cards.

DAY:

During the day, a man is sleeping in a bed. It is Borovin the elf (AC: 4 (2 with the shield), HD: E5, HP: 25, Mov: 36 (12), Initiative: +1, Att: 1 longbow or 1 trident, D: 1d6 or 1d8+3, ST: E5, MI: 7, MA: C, XP: 425, Str 14, Int 13, Wis 13, Dex 14, Con 10, Cha 6), who is in charge of night watches and sleeps by day. Borovin usually wears a chain mail, has a longbow, a quiver with 10 arrows, a magic shield +1, a sword, and carries in the belt an explosive mixture (dark element) and a Stone Acorn. Borovin is Skilled in the sword. If severely hurt, and left with less than HP, Borovin will try and run from the chalet, hiding on the mountains. Borovin has a key to open the door of the chalet in his pocket. Borovin doesn't carry his spellbook around, but he memorized the following spells for the night:

1st level
Detect magic
Magic missile x2

2nd level
Web
Mirror image

3rd level
Hold person*

If Borovin is surprised in his sleep, he is not wearing armor and belt, but keeps his sword and shield on the crate at his bed, so that he may be able to get to them quickly when he needs. If he is not surprised, he will be in his bed fully equipped under the blanket, trying to take the characters by surprise, attacking when they get closer.

During the day, on the table there is Borovin's longbow and his quiver with 10 arrows.

Rummaging in the crates the characters may find in the belongings of the thieves a total of 101 Dc, three rolls of rope, a set of thieves tools, a lantern, a tinderbox, a potion of healing and Borovin's spellbook, which contains the following spells:

1st level
Read magic
Detect magic
Floating disc
Magic missile
Protection from Evil

2nd level
Web
Mirror image
Detect invisible
Locate object

3rd level
Hold person
Dispel magic
Fly

NIGHT:

During the night, Borovin's bed is empty, but the other three are occupied by André. Thomàs and Sergej (also see rooms b1, b2 and b3).

André (AC: 4, HD: T7, HP: 22, Mov: 36 (12), Initiative: +1, Att: 1 shortbow or 1 warhammer, D: bow 1d6+2, warhammer 1d6+1, ST: T7, MI: 9, MA: C, XP: 850, Str 13, Int 11, Wis 12, Dex 16, Con 10, Cha 9) is a young bandit of Averoignese ethnicity, with long blond hair tied in a ponytail, hazel eyes, and a visible scar on his face. He is *skilled* in the use of the shortbow, has a quiver with 10 arrows, wears a magic leather armor +1 and has in his belt a potion of healing and a potion of haste. Thanks to his training, André knows the thief skill *feint* that he may use in combat.

Thomàs (AC: 5, HD:

T6, HP: 29, Mov: 36 (12), Initiative: +2, Att: 1 dagger and 1 cleaver, D: dagger 1d4, cleaver 1d6, ST: T7, MI: 9, MA: C, XP: 500, Str 10, Int 7, Wis 11, Dex 17, Con 14, Cha 17) is another averoignese bandit who is in charge of the meals for the rest of the group. He always carries a cleaver (that he uses as if it was a short sword) and a dagger. He is skilled in the dagger, but usually fights with it in the off-hand. He also wears a leather armor, a ring of safety with 3 charges left, and has a potion of healing in his belt. Thanks to his training, Thomàs knows the thief skill feint that he may use in combat.

Sergej (AC: 5 (4 with the shield), HD: C7, HP: 40, Mov: 30 (10), Initiative: 0, Att: 1 warhammer. D: 1d6+5. ST: C7. MI: 10, MA: N, XP: 1.250, Str 16, Int 9, Wis 17, Dex 11, Con 15, Cha 13), a bandit that comes from Boldavia, is the one that cleans the building and tends to the laundry, but also the one that works in the armory, when needed. He is also a Cleric and Riana's lover. He uses a magic warhammer +1 and shield to fight. Sergej is skilled with the warhammer. He always wears his chainmail and has a scroll of cure serious wounds, a potion of gaseous form and two healing potions in his belt. If Sergej is in a life threatening situation, he will try to drink the potion of gaseous form and reach Riana in her room, to heal and prepare for the counterattack.

Sergej is a cleric of Halav and normally has the following spells prepared for the day:

Level 1

Cure light wounds * x3 Light * Level 2

Hold person * x2

Silence 4,5 m radius

Level 3

Striking

Gust of wind

These clerical spells are described at the end of the book.

If the characters enter the room and manage to take the bandits by surprise, they may just be able to take their weapons (and Sergej's holy symbol) from the top of their crates, but they won't be wearing armors, belts or other things. If, on the contrary, they have been warned of the presence of intruders, they will be fully equipped and try to ambush the characters as soon as they walk in the room, hiding behind the door.

During the day, on the table there is André's shortbow, and his quiver with arrows. The things that the characters may find in the crates don't change during the night.

b8 - The Magic Circle

In this room there are some boxes and barrels, and a magic circle on the ground. As soon as you walk in the room, the magic circle glows golden, and in its place a big mushroom, that looks like a 1-m tall ceps mushroom, appears, and starts shrieking loud.

The creature in the magic circle is a third level shrieker (AC: 7, HD: 5, HP: 35, Mov: 3 (1), Initiative: 0, Att none, D: none, ST: F3, MI: 12, MA: N, XP: 175), and this is Riana's alarm trap. If the characters enter this room and the shrieker starts shrieking, all of the thieves in the building will be alerted of the presence of intruders. The DM may decide to react the way he prefers, but any attempt from the characters to take the enemies by surprise will be hyjacked. In the crates and barrels, the characters may find magic ingredients for a total value of about 500 Dc.

b9 - Riana's room

This room is always locked, and Riana, that lives in here, is often inside. She has the key for this room, for room b4 and for the manhole in room b4 in her pockets.

In the room there is a big bed, a bear skin carpet, a bedside crate, and a chest at the end of the bed. Opposite the bed, there is a fireplace and, on the other side of the room, there are a bookshelf and a desk with a chair. Two books are open at the desk and on the bedside crate.

DAY:

In the room lives Riana (AC: 6, HD: MU7, HP: 22, Mov: 36 (12), Initiative: 0 or +1, Att: 1 staff or 1 dagger, D: staff 1d6+2, dagger 1d4, ST: MU7, MI: 11, MA: C, XP: 1.250, Str 11, Int 17, Wis 13, Dex 14, Con 10, Cha 12), one of the two leaders of the bandits. She is around 40 years old, has red hair striped in grey and a noble figure. She is a Flaem woman. Riana wears an Alphatian silk robe and a ring of protection +1, has a staff and a silver dagger, and is Skilled in the use of the staff, but has Base mastery with the dagger. Riana also carries a scroll of protection from magic, a potion of healing and a potion of polymorph self in her belt. In case she is in danger, she will drink the potion of polymorph to become an insect and fly away towards the woods.

Among the crate and the chest, the characters may find: a box with 100 Dc and a topaz necklace worth 2.300 Dc, magic ingredients for 180 Dc worth of value, a lantern, a tinderbox and Riana's spellbook, plus her clothes. The spellbook contains the following spells. The ones marked with an ashtag sign (#) are the ones that Riana memorized for the day

1st level

Read magic

Detect magic

Floating disc



Magic missile ##

Protection from Evil

Shield #

Sleep

Charm person #

2nd level

Web #

Mirror image #

Locate object

Wizard lock

Knock

Invisibility #

3rd level

Fireball

Dispel magic

Hold person * #

Haste * #

4th level

Wall of fire #

Wizard eye

NIGHT:

Nothing really changes in this room from day to night. The only difference is about how prepared Riana may be to the arrive of the characters. If she is surprised, shw will not be wearing her belt and Alphatian silk robe, but she will have her dagger and staff close to her bed, if she needs to wake up and fight straight away. If she is not surprised, she will be fully equipped, though, and may even cast *invisibility* on herself to be ready to ambush the characters, or to go and alert other members of the band for intruders.

THE GHOST VILLAGE

The characters may explore the village in the way they prefer, moving freely among the buildings and on the streets. The village is still covered by snow, but the layer is not too big, and the characters may easily see what's under the smow.

While in the village, it would be wise for the characters to make up a base in one of the buildings, where they can sleep overnight, go back to heal, and be protected. Many buildings may be suitable.

On the village map, one square measures 6 m.

RANDOM ENCOUNTERS

While exploring the village, there is a chance of 1-2 on 1d6 to make a random ancounter at every hour, both during the day and the night. If the encounter happens in a building, the adventurers will probably be quite close to the encountered creatures, while if it happens on the streets, the characters may be able to see it coming from far away.

The table in the next page gives you the description of every random encounter that is possible in the village. To determine which one happens, just roll 1d8 and check the matching number on the chart.

The DM may decide that the encounter with the giant bees should not happen anymore, or not that often anymore, after the characters cleaned building F. In this case, the DM may decide to substitute that encounter with whatever he prefers, or he may reroll when that result comes from the roll of the dice. He may also just keep the encounter, ruling that these bees escaped the destruction of the hive, and are now looking around for a suitable place to make another one.

THE TROLL

Among the random encounters in the village there is a troll that came down from the mountain to look for food and shelter. This big monster regenerates his wounds and, even after he's been slain, he is able to cure his wounds and come back to life. The only way to defeat a troll forever is to burn down his body after it's been killed, or to kill it with fire. Fire prevents regeneration.

If the characters kill the troll, but don't burn it down, the troll will soon be on his feet again. He won't get back on until the characters are gone and he is completely regenerated, if not threatened. After every fight with the troll, the characters will not see his corpse anymore, and may meet him again in town. If the characters destroy the body of the troll with fire, the DM may want to decide to drop this random encounter, or to substitute it with something else.

THE BUILDINGS

With the exception of buildings G, H and M, the maps of the buildings are not given. The buildings in the village are mostly common houses, and are mainly empty, therefore when the character enter one building to explore it, they won't need a map. Exploring one building thoroughly takes 1d4+2 turns, while just opening the doors and going through all of the rooms only takes one turn, but in this case the characters would not be searching the place properly, and would only see the most evident features.

C - VILLAGE DOORS

The stone wall that blocked the entrance to the village has fallen around the door, and now some ruins are left around and on the entrance, but the passage is open and easy for anyone to cross. Immediately behind the wall, there are some small fields

where you can see abandoned vineyards, but none of the plants here has any leaves on.

The plants at the entrance of the town, like every other grape vines the characters may find outdoors in the village, are completely dried and dead. These ones won't be of any use for Sir Bussière. The village stands on a stone peak which is about 600 m above the lake. If for any reason any of the characters should fall from here, reaching the water below he would automatically die, no matter how many HP he or she may have.

D-EMPTY HOUSES

After exploring this building, which is still in good conditions, you realize that it has been left completely empty. There is no furniture, no creatures inside, and nothing really interesting to see.

These buildings are empty. Any of the buildings marked with the letter D is a good place for the characters to stay overnight, while in the village. They used to be common houses where families were living, and the characters will only need some dry wood to light up a fire, to be able to sleep here.

E - CENTRAL SQUARE

This must be the central square of the village. In front of the entrance, there is a big building that must be some sort of temple, possibly a shrine of Rad. An old well stands in front of a semi-ruined building that must have been a big inn and, on the other side of the square, there is another big building that looks like a big stable. Three streets depart from the square, and the one that goes left heads towards a building topped with a tower.

The well is not extremely deep, just 8 m, but it is dry. The characters may use a rope to climb inside, but they may only find 21 Dc covered by the snow, in here.

1D8	RANDOM ENCOUNTERS	
1	GIANT CENTIPEDES: The characters meet 1d3 sixth level giant centipedes (AC: 6, HD: 3*, Mov: 18 (6), Initiative: 0, Att: 1 bite, D: 1d8+poison, ST: F2, MI: 8, MA: N, XP: 50 each) that are crawling around the village. These monsters have a debilitating poison and measure around 1 m each. Giant centipedes are easily scared away with magic.	
2	BATEYES: These creatures look like ball-like beings with very small legs, huge heads and wings, directly attached to the heads, one eye that takes most of the head, and a broad mouth. The characters will meet 1d4 second level bateyes (AC: 8, HD: 2+2*, Mov: 54 (18) flying, Initiative: 0, Att: 1 bite or 1 paralyzing ray, D: bite 1d4+2, ray paralysis, ST: F2, MI: 8, MA: N, XP: 35 each). The bateyes can use their paralyzing ray once per day. The ray deals no damage, but the victim must save vs. paralysis or he will be paralyzed for 2d4 rounds. Bateyes are not very brave, and they run away if atacked with magic or when the first one of them dies.	
3	HOBGOBLINS AND GOBLINS: Hobgoblins and goblins have a base in the inn, from where they roam the mountains and attack travellers to steal their food and money. A band of 1d3 third level hobgoblins (AC: 6, HD: 3+3, Mov: 27 (9), Initiative: 0, Att: 1 mace, D: 1d6, ST: F3, MI: 8, MA: C, XP: 50) and 1d4+2 first level goblins (AC: 6, HD: 1-1, Mov: 27 (9), Initiative: 0, Att: 1 club, D: 1d4, ST: NP, MI: 7, MA: C, XP: 5 each) attacks the group. Goblins have rudimental clubs, while hobgoblins use maces. Each monster carries along 2d8 coins that can be Ducates (1 on 1d6), Sovereigns (2-3 on 1d6) or pennies (4-6 on 1d6).	
4	GARGOYLES: Some gargoyles had been built to guard the buildings of the village from intruders. Many of them have been destroyed, but some still exist, and may be mistaken for statues by the characters. Gargoyles wouldn't attack the characters, until they don't start looting the abandoned buildings. The gargoyles in the village are level 3 (AC: 5, HD: 4**, Mov: 27 (9), flying: 45 (15), Initiative: 0, Att: 2 claws +1 bite +1 horn, D: claws 1d3 each, bite 1d6, horn: 1d4, ST: F8, MI: 11, MA: C, XP: 175 each) and the characters may encounter 1d4 of them every time.	
5	GRIFFONS: Two griffons fly around the town. If the characters have horses with them, the griffons immediately attack. Otherwise, they spend some rounds flying over them before deciding whether to attack or not. Use monster reaction table to determine it. There are 2 third level griffons (AC: 5, HD: 5, Mov: 36 (12), flying: 108 (36), Initiative: 0, Att: 2 claws +1 bite, D: claws 1d3 each, bite 2d6, ST: F3, MI: 7, MA: N, XP: 175 each) flying around. If the characters manage to defeat the griffons, the encounter should not be repeated. However, the griffons may easily fly away and come back later, or another day, to attack the characters again.	
6	SPECTRE: This encounter may only happen in some building, or in the time between dusk and dawn, along the streets. The spectre of a dead adventurer wanders around and attacks the characters as soon as he spots them. This second level spectre (AC: 3, HD: 6**, Mov: 45 (15), flying: 90 (30), Initiative: 0, Att: 1 touch, D: 1d6 + double energy drain, ST: F4, MI: 11, MA: C, XP: 125) can only be hit by magic weapons, and causes a double energy drain when he hits the target, in addition to the damage. The DM should not repeat the encounter with the spectre more than once, if the characters have already suffered some energy drains or some deaths. A character killed by a spectre raises as a spectre himself on the next night.	
7	TROLL: A troll lives in the village. See the special description of the troll in "random encounters" at page 57 for details. This third level troll (AC: 4, HD: 6+3*, Mov: 36 (12), Initiative: 0, Att: 2 claws + 1 bite, D: claws: 1d6 each, bite 1d10, ST: F6, MI: 10, MA: C, XP: 650) is a big humanoid, around 2,5 m tall, with a flaccid body and long hair. The troll attacks the characters immediately, the first time he meets them. If he meets them more than once, and is defeated on the first occasion, he will try to attack them when they are in trouble or to attack any one of them that leaves the group.	
8	GIANT BEES: 1d8+2 first level giant bees (AC: 7, HD: 1/2*, Mov: 45 (15) flying, Initiative: 0, Att: 1, D: 1d3 + light poison, ST: F1, MI: 9, MA: N, XP: 6 each) are flying around in the village. The bees do not attack the characters, if they stay at more than 6 m from them.	

If the characters spend at least one turn in the square, they may notice giant bees going in and out of building F from some holes in the roof.

F - THE HIVE

This building is falling apart. It is not very tall, standing for only one floor, but most of the ceiling collapsed into it. Some of the walls between rooms have fallen as well. A loud buzzing noise can be heared throughout the whole

building and, in the biggest rooom, there is a big hive. Here, a number giant bees go in and out from the roof.

In this hive there is not less than 32 giant bees. There are 11 first level workers (AC: 7, HD: 1/2*, HP: 1, 1, 2, 2, 2, 2, 2, 3, 4, 4, 4, Mov: 45 (15) flying, Initiative: 0, Att: 1, D: 1d3 + light poison, ST: F1, MI: 9, MA: N, XP: 6 each), 9 second level ones (AC: 7, HD: 1*, HP: 2, 2, 3, 3, 4, 5, 6, 7, 7, Mov: 45 (15) flying, Initiative: 0, Att: 1, D: 1d3 + light poison, ST: F1, MI: 9, MA: N, XP: 13 each), 6 third level (AC: 7, HD: 1+3*, HP: 4, 7, 7, 8, 9, 10, Mov: 45 (15) flying, Initiative: 0, Att: 1, D: 1d4 + light poison, ST: F1, MI: 9, MA: N, XP: 19 each) and 5 fourth level (AC: 7, HD: 2*, HP: 9, 10, 10, 11, 16, Mov: 45 (15) flying, Initiative: 0, Att: 1, D: 1d4 + light poison, ST: F1, MI: 9, MA: N, XP: 25 each). Moreover, there is a nineth level queen (AC: 7, HD: 4+3*, HP: 26, Mov: 45 (15) flying, Initiative: 0, Att: 1, D: 1d8 + light poison, ST: F1, MI: 9, MA: N, XP: 200) in the hive as well. The fifth level bees and the queen will try and avoid fighting, if they don't need to. At every round, the number of bees that comes out of the hive is 1d6+1, until all but the gueen and her guard are out. The DM may decide that the characters may only be attacked by half of the bees during one round, but he should also estimate how the situaton is evolving. In the hive, the characters may find 9 portions of healing honey (see magic items for details).

Please note that as long as the queen bee is in the hive, she is quite safe from area spells and attacks. Moreover, area effects in this building may well cause the collapse of the whole building, and if it happens, everyone inside will suffer 8d6 damage from it, that may be halved by saving vs. breath weapon.

G - THE SLEEPING LION INN

This building looks like an inn, but it's falling apart. A big portion of the roof, and of the upper floor, has fallen, leaving the building exposed to the weather. The DM may find the maps of this building at the end of the book. This building is used by the goblins and hobgoblins as their base.

g1 - Hall of the goblins

This big room is very dark and messy. There's plenty of broken things around, mixed with bones, smelly carcasses, leaves and dust. 6 small creatures live here, with greenish skin, big ears and deformed noses. They look wrinkly and old, and have huge eyes. The creatures start screaming, when you enter the room, and one of them gets closer with a short sword in his hand.

These creatures are second level goblins (AC: 6, HD: 2-2, HP: 6, 6, 7, 8, 8, 11, Mov: 27 (9), Initiative: 0, Att: 1 short sword, D: 1d6, ST: F1, MI: 7, MA: C, XP: 20 each), and they are scared by the characters. They are screaming: "Intruders! Intruders!" in their language. They are not aggressive, immediately and the characters may try to talk them out of fight. However, their screams will alert the hobgoblins in rooms q3 and q4, and the hobgoblins will reach this room in 1d4+1 rounds to check what happened.

If the characters are smart enough, they may ask for the creatures' help to find the plant they are looking for, in exchange for money, magic or food. If the characters fight the goblins, the creatures all have short swords, and in their pockets they may find a total of 24 Sv and 8 Py.

g2 - moldy room

This room was probably closed for a very long time. The floor and the walls are now completely covered in an ochre-yellowish mold. Some old wall cabinet is wisible at the other end of

this room, which was possibly used as a storage in the old days.

This mold is actually yellow mold. The whole amount that covers the room may be considered a level 6 creature (AC: may always be hit, HD: 12*, HP: 50, Mov: None, Initiative: None, Att: reacts to attacks, D: 1d6 + special, ST: F12, MI: Not Applicable, MA: N, XP: 2.125). The mold may only be damaged by fire. Any touch or attack to the mold may cause (50% of chance) a reaction from it. When it reacts, a cloud of spores 3x3x3 m erupts around the area that was hit and stays in the air for one round. Whoever is caught in the cloud takes 1d6 points of damage and must save vs. poison. If the save fails, the victim is poisoned with a heavy poison.

If the characters manage to get rid of the mold and get through the room, they can open the old cabinet. In it, they may still find a *potion of healing* and an *antidote*, together with two bottles of wine that has become vinegar.

g3 - front room

In this room there are five humanoids: three of them, bigger, are sitting down, eating and drinking at an improvised table, while two, smaller, serve them and attend the fire. They all have greenish complexion, big ears and noses and big fangs, but the sitting ones also have beards and log hair, while the other ones are bold.

The creatures in the room are three hobgoblins and two goblins. Two of the hobgoblins are level 3 creatures (AC: 6, HD: 3+3, HP: 14, 21, Mov: 27 (9), Initiative: 0, Att: 1 axe, D: 1d8, ST: F3, MI: 10, MA: C, XP: 75 each), while the goblins are level 2 (AC: 6, HD: 2-2, HP: 7, 13, Mov: 27 (9), Initiative: 0, Att: 1 club, D: 1d4, ST: F1, MI: 7, MA: C, XP: 20 each). The last one is the hobgoblin leader, and he is a level 5 monster (AC: 6, HD: 5+5, HP: 6, 6, 7, 8, 8, 11, Mov: 27 (9), Initiative: 0, Att:

1 axe, D: 1d8+3, ST:

F5, MI: 10, MA: C, XP: 575). He is skilled in the use of the axe. The hobgoblins are not stupid, and if the group of the characters is as big as their one, they will try not to fight now. They may be friendly or suspicious, depending on how the characters play their part. However, the hobgoblins may decide to follow the characters if they seem to be rich, and ambush them when they are already into a fight, to try and take them down. Note that if the characters fight with the goblins in room g1, the creatures in this room will join the fight soon. In the same way, if the characters fight in this room, the goblins from room g1 and the hobgoblins from room g4 will join the fight in 1d4+1 rounds. Goblins use clubs, while the hobgoblins are holding axes as weapons.

If the characters attack and kill the creatures, they can search their bodies and the room. The hobgoblin leader is wearing a pendant made with a rough yellow stone (a topaz) and monster fangs, worth about 500 Dc. The other hobgoblins carry 2d6 Sv each, and the goblins just 1d10 Py each.

Hidden under the crate that's used as a table, the characters may find a key that opens the door to room **g5**. The crates are empty, except for some old rugs.

g4 - hobgoblin quarters

In this room there are three straw beds on the floor and a fireplace. Two big creatures, tall, greenish, with big ears an noses and big fangs, are in the room, polishing their weapons.

These creatures are two level 2 hobgoblins creatures (AC: 6, HD: 2+2, HP: 12, 13, Mov: 27 (9), Initiative: 0, Att: 1 sword, D: 1d8, ST: F2, MI: 10, MA: C, XP: 35 each). They carry and use swords in combat. Each of them has 2d6 Sv in his pockets.

Obviously, if the characters fought the other hobgoblins and goblins in

room **g1** or **g3**, the two hobgoblins in this room joined the fight already, and should not be encountered here.

g5 - treasure room

The door of this room is locked. The key for the lock of this room is hidden in room **g3**. The charac ters may open this door with that key, or by picking the lock, slamming it open or by magic, as usual

This dusty room only contains two chests and a rack with some weapons in it. Several spiderwebs run across the whole room.

If the characters enter the room, they will be disturbing a swarm of spiders. The level 1 swarm (AC: 7, HD: 2*, HP: 14, Mov: 9 (3), Initiative: 0, Att: area effect, D: special, ST: NP, MI: 11, MA: N, XP: 25), is made of 29 spiders and any character hit by the spiders must roll a save vs. poison or suffer for the irritating effect of their bite. A swarm automatically hits every character that is in its area of effect, dealing 2 points of damage to every target. Characters that don't wear armors get 4 damage per round. Characters that run from the swarm or that try to swat the insects away only take 1 point of damage, but may not attack or do anything else in their round. The swarm may chase the characters until they disappear from the sight.

In the weapon rack, the characters may find three spears, one sword, two daggers, two shields and three clubs.

In the first chest, they can find 54 Dc, 620 Sv, 300 Py, a bracelet made of fangs worth no more than 10 Dc and a garnet necklace worth 350 Dc.

In the second chest, the characters may find 890 Py, 5 Cr, two amethists worth 75 Dc each and a *potion of dragon's breath* (acid).

g6 - central hall

This is the main room of what used to be a big inn. A big part of the ceiling

has caved in, crushing some of the rooms on the upper floor, and the roof has partially crushed in as well. However the two stone stairs that lead upstairs and downstairs are still standing. Along with them, it is still possible to recognise two fireplaces and the bar counter, which is partially submerged by the debris.

In this big room there's nothing special.

g7 - patio

The back door of the inn opens on an old and skreaking woooden patio. Around it, there are fields that probably were once grown. You can still see some dried-up wineyards around.

Walking on the patio is dangerous for two reasons: first, it is very old and may break in any moment. Any character crossing it must roll 1d20: if the roll is higher than the character's constitution, nothing happens, otherwise the character breaks the wood with his weight, and falls through it, getting 1d4 points of damage. The characters must add +1 to their Constitution score if they wear a scale or chain mail, +2 if they wear a banded or plate mail, and +3 if they wear a suit armor.

Second: whenever characters walk on the patio, they make a lot of noise, and the DM must immediately roll for random encounters.

The patio is about 1,5 m tall. If the characters decide to search under the patio, they may find 2d12 Sv, 2d12 Py and 2d6 Dc underneath, slipped through the beams of the patio and never retrieved.

g8 - corridor

This corridor is partially occupied by debris that fell from the ceiling. Most of the upper floor, in this area, seems to have collapsed, and you can see the sky from here.

In rooms **g8**, **g9**, **g10** and **g11** there is plenty of debris on the floor, and the

characters may only move up to half their normal speed.

q9 - empty room

In this room, part of the ceiling collapsed as well, but except for some debris around, there seems to be nothing interesting here.

This room is actually empty.

g10 - collapsed roof

The roof of this room completely collapsed into it. Probably nothing is left of the room above. There's only a big pile of debris here.

In this room, a dangerous fourth level rhagodessa (AC: 4, HD: 5+3, HP: 26, Mov: 45 (15), Initiative: +1, Att: 1 leg or 1 bite, D: leg 0, bite 2d8, ST: F2, MI: 9, MA: N, XP: 225) made its nest within the pile of debris. If the characters stay in this room to search it, the monster will get out of its nest to attack them, together with its children, 5 first level ones (AC: 6, HD: 2, HP: 8, 9, 9, 13, 14, Mov: 45 (15), Initiative: +1, Att: 1 leg or 1 bite, D: leg 0, bite 2d4, ST: F1, MI: 8, MA: N, XP: 20 each). The small rhagodessa puppies are not enough to immobilize characters, but they will swarm around the same enemy whenever they try to hit, and if they stick on a character, they can still hit with no roll on the subsequent rounds.

If just one of the puppies is killed, the other ones will retreat in the nest. The mother will never run, to protect its children.

If the characters defeat the monsters, they may find in the nest the remains of some adventurers and goblins, together with a *magic short sword* +1, a mace, a scale mail, 48 Dc and a belt with a golden buckle, worth 200 Dc.

q11 - collapsed roof

The roof of this room completely collapsed into it. Probably nothing is left

of the room above. There's only a big pile of debris here.

This room is empty. There's nothing interesting to be found under the debris.

q12 - upper floor

Most of the roof of the building has collapsed, and it looks like the floor on this level, mainly made of wood tables, is quite unsafe. Part of the wooden flooring, in front of the stairs, has already fallen to the floor below. The wood skrieches uncomfortably under your feet.

If not differently specified in the description of the specific area, on this level the floor is still safe to walk on. However, the characters should be aware that there is a danger, because in some rooms the floor may actually collapse under their weight. There is nothing special in this area.

The following rule applies everywhere on this level of the inn.

If the characters fight in the areas where part of the floor is missing, there is a chance they fall to the floor below, if they are too close to the edge. For every round they fight close to the edge of the floor, each character must roll a dexterity check to avoid falling. If the character fails, he or she will slip down and end on the bottom floor, taking 1d6 points of damage for the fall.

q13 - collapsed room

The east part of this room collapsed on the ground, and the roof in this part of the building is completely missing. In the room there are the remains of an old cabinet, crushed in the corner closest to what's left of the door. Of the floor connecting this room to the ones east there's nothing left, except for two wood beams about 25-30 cm wide. On the other side, only two stone fireplaces still stand, stuck to the pillar between tham, and a very small portion of wooden flooring.

In this room there's nothing interesting. The two wood beams are the only way the characters have to reach area **g14.** If a character tries to walk over one of them, he needs to roll under half his or her dexterity (round up)

to get there safe. A character may also use *acrobatics* general skill and for a mystic - the *balance* acrobatic skill to have a new chance of success, in case the first test fails. If a character fails and falls from the beam, he or she ends up on the floor below, taking 1d6 points of damage for the fall.

g14 - the dangerous hiding place

Just a little strip of floor stands around these two old stone fireplaces. There seems to be nothing interesting around them, though.

In the fireplace on the north side, there is a small secret space, hidden behind a bronze araldic shield on a plaque of the stone frame of the fireplace. The hidden space can be found with a normal search roll (elves may find it with a roll of 1-2 on 1d6, while everyone else with a roll of 1). In it, the characters may find a small wooden chest with silver and mother of pearl decorations (worth 50 Dc if intact), which is locked. If the characters pick the lock or open it by magic, they can sell the chest for full price, but if they break it open using strength, the price of the chest will fall to just 10 Dc.

Inside the chest, the characters may find 150 Dc, 4 Cr, a platinum choker with morganite gemstones worth 3.000 Dc, a *Panacea* potion and a *Scroll of silence*. Both these magic items are described at the end of this book.

g15 - dangerous floor

This room looks empty, except for the fireplace opposite to the door. The ceiling collapsed inside the room, and some of the wood of the floor looks like it's been damaged by the debris.



There is nothing interesting in this room. However, if the characters walk into the room to inspect it, there is 1 chance out of 6 per every character inside, that the flor of the room collapses due to the damage received and the excessive weight. Therefore, if 6 or more characters enter the room at the same time, the floor collapses automatically. Whoever is in the room when the floor collapses falls to the level below and takes 1d6 points of damage for the fall.

g16 - closed room

The door of this room is stuck closed by the falling ceiling that pushes over it. The characters need to find a way to open the door, before getting in. If the door is opened by magic, it poses no danger to the characters. However, if they try to pick the lock, the thief will easily realize after his or her first attempt, that the door is not locked, but stuck. If the characters try to slam the door open using the open doors option, part of the ceiling will fall on the group. If this happens, every member of the group needs to save vs. breathe weapons. Whoever fails the save, takes 1d6 points of damage due to the debris falling on them. When the door is finally open, read the following passage.

In this room, the ceiling collapsed completely inside, and most of it is completely destroyed. A dark stain on the floor, like dried up blood, expands from under the debris in the center of the room.

When the ceiling collapsed, a hobgoblin was in the room. If the characters spend 2 turns moving the debris out, they can find his corpse, now dried-out, still wearing a chainmail, holding a shield and a spear. He also has a pouch with a garnet gemstone (worth 100 Dc) and 23 Dc inside, and a potion of healing on his body.

g17 - griffon nest

To get in this room, the characters need to walk on the wooden beams that are still standing, as most of the floor here collapsed and fell. If a character tries to walk over the beams, he needs to roll under half his or her dexterity (round up) to get there safe. A character may also use acrobatics general skill and - for a mystic - the balance acrobatic skill to have a new chance of success, in case the first test fails. If a character fails and falls from the beam, he or she ends up on the floor below, taking 1d6 points of damage for the fall. Characters may see what's in this room just peeking around the wall, with no risk of falling, though.

Most of the floor and the roof of this room are still intact, and this is probably why some creatures decided to build their nest here. The big nest, made of pieces of wood, tree branches, dried out grass and leaves, and what look like bones and cloths, is almost 3 m wide and accomodates two big monsters that have the bodies of lions and the front legs, wings and heads of eagles.

If the characters are just carefully peeking in the room, there's a high chance (1-5 on 1d6) that the griffons don't notiche them. The two griffons are level 3 creatures (AC: 5, HD: 5, HP: 29, 30, Mov: 36 (12), Flying: 108 (36), Initiative: 0, Att: 2 claws +1 bite, D: claws 1d3, bite 2d6, ST: F3, MI: 7, MA: N, XP: 175 each) and currently don't have any eggs or puppies. However, among the remains of creatures that the griffons used to build their nest, the characters may find a wand of the Ivy with 10 charges left. The wand is disguised among the rest of the pieces of wood in the nest, and may only be identified with a detect magic spell. The wand is described at the end of the book in the magic items section.

g18 - collapsed room

Most of the floor of this room collapsed and, being it very exposed to the elements, what's left of the floor also seems rotten and unstable. However, on the wall oppoiste to you, you can see two frames hanging.

Walking in this room, where the floor is almost completely rotten, is quite dangerous because it may break in any moment. Any character in this room must roll 1d20 when they get in, and then again after every turn: if the roll is higher than the character's constitution, nothing happens, otherwise character breaks the wood with his weight, and falls to the level below, taking 1d6 points of damage. The characters must add +1 to their Constitution score if they wear a scale or chain mail, +2 if they wear a banded or plate mail, and +3 if they wear a suit armor.

If the characters enter this room safely, they may take the two frames. One has a painting that's almost completely desgtroyed in it, but the frame is still good and is worth 20 Dc. The other one has a nice painting of girls playing in a flowery field and frame and painting together are worth 80 Dc. Each frame takes an encumbrance class G to be carried around.

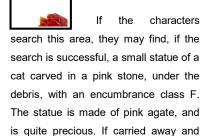
g19 - empty room

This dusty room seems to be in quite good conditions, but is completely empty.

This room is empty and doesn't hide anything interesting.

g20 - collapsed room

Part of this room has collpased and most of the roof over it is gone as well. However, the floor seems to be quite strong and resistent. Some debris covers part of the floor, but the room seems to be empty otherwise.



H - THE PALACE

sold. it may be worth 200 Dc.

This big villa used to belong to the ruler of the village, and is toped with a round tower. It is possibly the best kept building of the village, and is mostly built in stone. It raises for four floors, and it is actually the only place in town where it is possible to find the grape vines that the characters are looking for. The characters may compare the label to the building and see that a round tower very similar to the one of this palace has been drawn on it. The map of the palace is at the end of the book.

h1 - patio

A narrow and stylish patio runs all around the front of this building, which has marble columns and big doors. It must have been the house of the ruler of this village, or at least the house of some very important and rich citizen, most probably an arcane.

There's nothing interesting on the patio.

h2 - entrance hall

This big room, of an irregular shape, is fit with a big carpet running from the main doors to the opposite wall. There are three doors on the right of the entrance, one on the left, and a last one on the wall just in front of it. On the walls, it is still possible to see some old candle holders, but there's no candles on them at all. On the left of the entrance there's a stone staircase that leads upstairs.

This room has nothing interesting in it. The carpet itself may be worth

something, but if the characters try to take it, they will find out that it is nailed to the floor, and trying to take it off the floor will ruin it.

h3 - kitchen

This old kitchen has a door that is half broken and is open directly to the fields outside. Some snow has fallen inside, as well. In the old fireplace there is plenty of cobwebs, clear sign that it's not been used for a long time.

There are some cabinets and a broken table, in the room, but nothing seems very interesting.

The fireplace is empty. Whatever spider made the webs must have gone long time ago. In one of the cabinets, the characters may find a jar full of dried berries. A *science: herbalism* check may identify them for healing berries. Whoever has a healer's bag may use the berries in the jar to replenish the bag with 3 uses. There's nothing else in this room.

h4 - storage

Once you open the door of this room, a smell of old, rotten food, hits you. This must have been the food storage of the palace, and for what looks like, they left something behind when the palace was abandoned. Apparently, insects and rats enjoyed what was left here. There seems to be nothing interesting here, except for the rotten food.

If the characters search the room, they will disturb the insects, mainly centipedes, who will swarm out and attack the characters for 3 rounds before disperding themselves towards the garden. This level 2 swarm (AC: 7, HD: 3*, HP: 21, Mov: 9 (3), Initiative: 0, Att: area effect, D: special, ST: NP, MI: 11, MA: N, XP: 50) is made of not less than 82 insects. In the room, among the rat droppings and the rotten food, the characters may still find a glass jar with a lid containing dried herbs. These herbs can be recognised

with a *herbalism* check: they can be used to top up 5 uses of any healer's bag.

h5 - small living room

This room looks like it's been closed for a long time. There's a strong smell of mold, and everything is covered in a thick greyish layer of dust.

There's nothing interesting in this room.

h6 - salon

This room is a huge salon that was possibly used for parties and balls. It is now completely empty, except for the chains that used to hold the chandeliers on the ceiling, still dangling from above, rusty and empty.

As soon as you enter the salon, the wind blows through the windows, shaking the chains, and you hear a noise coming from upstairs, like the cry of a girl or a child. It is slow, agonizing and sad.

The noise that the characters hear is just the wind that blows through the windows of the upper floor, whistling in a high and discontinuous tone. It seems the cry of a girl or a child, but it is actually nothing to worry about.

h7 - gallery

This room must have been some kind of pictures gallery: on the walls it is still possible to see the marks of the time where the pictures used to be hanging. The walls are covered with old and ripped silk tapestry. The room looks empty.

If the characters search the room, they may find hidden behind the tapestry, within the frame of a missing picture, a secret niche. Here, someone forgot a silver jewelry box.

The jewelry box is worth around 50 Dc, but it's closed and the key is missing, lost long time ago. Its lock must be picked or opened with magic to



have the box whole and

sell it for full price. The box can be forced open with an *open doors* check easily, but in that case it would break and its value would be halved.

In the jewelry box there is a pair of golden earrings with pearls that is worth around 1.200 Dc.

h8 - guard room

This small room was probably used by some guards, back in the old times. Now it's dusty and empty.

In this room there's a secret panel in the wall behind which there's a wooden box hidden. In the box, it is possible to find a short sword, a quiver with 12 arrows and 2 healing potions. To find the secret panel it is necessary a successful search roll.

h9 - upper hall

The room is empty and dark. Two doors open in its walls, and a corridor can be seen at the end of the wall on the left.

This room has no windows, and to clearly see in it, the characters need some source of light. If they light up something, they may notice muddy footsteps walking from the stair towards the room n.11. They look like fresh, big humanoid feet marks.

Except for this, there is nothing worth finding in this room.

h10 - blue bedroom

The tiles on the floor of this room are of different shades of blue. The walls are painted light blue as well, and some decorations of fish and waves are engraved on the columns in the corners. The remains of an old wooden bed are crushed on the floor, and from the broken glass of a big window enters a cold breeze.

A huge racer snake is hidden under the remains of the bed. It came in through the broken window. The snake is a seventh level creature (AC: 5, HD: 6, HP: 35, Mov: 36 (12), Initiative: +1, Att: 1 bite, D: 1d10, ST: F3, MI: 7, MA: N, XP: 275), and has 27 eggs hidden in there as well. There is nothing else in this room. The snake eggs may be bought by the monster handlers' guild for 1 Dc each, if the characters decide to collect them. However, there is always a risk that any of them open while they are being carried by the characters. The chance that some eggs hatch is 5% per day. If that happens, 1d4 eggs open, and the baby snakes will slither away, trying to hide in the nature. Newborn racer snakes wouldn't fight, and only have 1 HP.

h11 - black bedroom

This room is a square room with black marble floors, black wall decorations, some old broken furniture in, and some debris that fell from the ceiling. In the room, there is a big creature, bigger than a human and with greenish complexion, quite fat and about 2 m tall, with a pig-like nose and big fangs. He is wearing some old rugs, carries a big club and wears a ripped chainmail. He is searching among the remains of the furniture and, when you walk in, he doesn't look frightened or surprised.

"Are you adventurers?" He asks.

The creature in the room has no intention to fight with the characters and speaks common Glantrian pretty well. If the characters talk to him, he says that his namee is Troglo, and he is a mercenary ogre. He was searching the palace for hidden items and treasures, but he didn't find anything in this room. He proposes to the characters to keep on exploring the village together, and to split the treasures found among them later on. He will insist on it, even if the characters are not happy to have him around.

In reality, the creature is a 4th level doppleganger (AC: 5, HD: 4*, HP: 23, Mov: 27 (9), Initiative: +1, Att: bite or

club, D: bite 1d12, club 1d4, ST: F8, MI: 8, MA: C, XP: 175). He took the ogre identity to scare the hobgoblins and goblins in the village and freely move around. However, he would really like to join a group of humans. This particular doppleganger is also a 4th level magic-user and carries a spellbook with the following spells:

Level 1

Charm person #

Light* #

Read magic

Detect magic

Magic missile

Level 2

Invisibility #

Phantasmal force #

Mirror image

His plan is to stay with the group until night in the shape of the ogre, then propose to do one of the watches overnight, and in that moment murder one of the characters - potentially a spellcaster - and take his or her place in the group. He may use his charm person spell to lure the character far from the group and attack him or her when they are alone. If the characters attack the doppleganger, he may use invisibility to run, or Darkness (the reverse of Light spell) to create a darkness area and take the shape of another character, to confuse the group. As a DM, you should play the doppleganger as a smart creature, who would try never to endanger his own life. He would rather run than fight the whole group, and maybe follow them from a distance, to try and ambush them later on. If the dopplenanger manages to take the place of a character of the group, he will play his part as the group member for the rest of the adventure, but after the end of the adventure he will leave the village of Senin to reach the Capital.

Dopplegangers are better described in the monsters' chapter at the end of the book.



h12 - pink bedroom

This room has pink marble tiles on the ground and a lighter shade of pink on the walls. When you enter it, the wind blows through the holes in the window, and you hear a noise that seems like the cry of a girl.

The noise is just made by the wind. It can be heared only when the wind blows. Except for this feature, the room is completely empty.

h13 - yellow living

This room has an irregular shape and has a total of three doors. Moreover, it opens on a round staircase that is climbing towards the upper floors, up to the tower. The walls have decorations in gold and have a yellowish colour. Except for the old fireplace the room looks empty.

If the characters search the room, they can find a white stone stuck among the bricks of the fireplace. It is easy to take it out of its place, which seems to be made exactly to hold it. The stone is a very small and rough piece of quartz, and it's worth just 1 Dc as a gemstone. However, it can be used in room h17 to open a hidden niche in the wall (see later).

h14 - glasshouse

This big and round room is surrounded by big windows and has many plants in it. Most of the room is actually taken by only one big plant, that looks like a huge grape vine, with rooots that are digging into the floor and branches that run all around the walls, almost suffocating most of the other plants in here. Some of the windows are cracked or missing some small pieces as well.

This big plant is actually what the characters are looking for: a huge specimen of the grapes they are looking for. It is the last surviving plant of this species and has been growing

here in the glasshouse for decades so far, taking water from the broken windows and growing safe from the deepest winter colds. The characters may be able to chop from this plant up to 100 cuttings of the shape and size that Sir Bussière wants. The exact number depends on their skill to cut the plant carefully. Characters may use their general skills science: botanics, knowledge of nature or anything similar to check their skill. However, the DM should allow them to take at least 40 cuttings from the big plant, whatever their rolls say.

Unfortunately, taking the cuttings is not as easy a task as it may seem, because a family of snakes has come to live among the branches of this huge plant and will slither out to attack the characters, if they are disturbed (and the characters cutting down their home will surely do). There is a total of three third level rock pythons (AC: 6, HD: 3+3, HP: 18, 20, 21, Mov: 27 (9), Initiative: 0, Att: 1 bite or 1 squeeze, D: bite 1d3, squeeze 1d6, ST: F2, MI: 8, MA: N, XP: 75 each) in here. If the pythons hit their targets with their bite, they automatically coil around the neck and the body of their victim, starting to squeeze them and dealing extra damage at every round, until the victim is dead or until the snake is dead or forced to release the prey.

h15 - main terrace

This wide terrace runs all around what looks like a glasshouse: a lot of windows close it and inside you can see many plants growing. On the terrace, there seems to be nothing interesting.

The big terrace hides nothing interesting.

h16 - tower, second floor

This room looks empty except for some rocks that are occupying the northernmost end. Here, some stones with runes are put in a full circle around a pile of other stones. However, one of the stones with the rune has been misplaced, and the circle is not complete. The missing stone is clearly sitting on the first step on the stairs ascending to the next floor.

The circle of stones is a trap: if the characters finish it by placing the last stone in the circle, the stones in it will come to life and become a fourth level rock living statue (AC: 4, HD: 6*, HP: 24, Mov: 18 (6), Initiative: -1, Att: 2 shots of magma, D: 2d6, ST: F6, MI: 11, MA: C, XP: 500). The statue will attack the intruders and fight until death, and will not crumble to pieces even if the circle of stones is later disassembled

The stones on the pile are magnetic and very heavy, therefore it is not possible to move them away from the pile without wasting a long time and with a huge effort. And even so, if the stones are left in the same room, they will roll back to the pile, attracted by the other ones.

Once the circle is completed, the runes on the stones disappear and their magic is drained. If the characters manage to destroy the living statue, they will find in a piece of stone that crumbles a big onyx gemstone, that is worth 800 Dc.

h17 - tower, third floor

This room has only one door that takes out on a terrace. The rest of the walls and the ceiling are completely painted in dark blue, and some white-ish stones are encased here and there, connected by white marks, representing stars and constellations. Except for that, there is nothing else in the room.

If the characters close the door that is open to the outside, the stones in the walls and the ceiling start to glow. Characters with *Astronomy and Astrology* skill will then be able to make a roll to recognise constellations on the walls. Whoever is in the room needs to

roll 1d6 for a discovery, then. People who got a success in the test on *Astronomy and Astrology* will succeed on a roll of 1 or 2. Others only

on a roll of 1.

stone Α is missina from constellation close to the stairs. The stone is hidden in room h13, and is a white quartz. If it is put back in the wall, it starts glowing as well, and a secret niche opens in the wall. In the niche, the characters may find an old book of magic titled Magic of plants and fast growth of wineyards. The book may be worth 150 Dc for the library of a magicuser. Inside the first page of the book, there is also a small envelope that contains about one hundred black seeds each one about 5-6 mm long. A character with Agriculture skill may recognise them for grape seeds. These seeds are actually seeds of the Maiden Blood grapes, but they are very old.

The stone can be normally taken off the wall later on. If the characters want to take all of the stones from the wall and the ceiling, they ned to spend at least 4 hours here, and each stone is just worth 1 Dc, for a total of 121 of them (including the one that can be found in room h13).

h18 - upper terrace

A narrow terrace walks all around the top of the tower, allowing to see the mountains and the woods all around, and giving an amazing view of the lake as well. Except for the view, though, there doesn't seem to be anything interesting here.

In the upper terrace there is nothing to find.

I - BLACKSMITH'S HOUSE

It is easy to rcognise in this building the blacksmith's house. In it, you can find many old horseshoes, scraps of rusty metal and old tools. Most of the items here seem to be very old and unuseable, though.

If the characters want to spend time to search the building for useful things, they can find a total of 14 big nails that are still good, even if rusty, two small hammers and a great maul. Everything else isn't of any use.

J - DANGEROUS BUILDING

This building looks like it may collapse any moment. Its roof is partly fallen inside, and in the walls there are big cracks.

For every turn the characters spend in the building (they will always spend at least 1 to examine the building) there is a 10% chance that some debris falls from above. If it happens, all of the characters in the building must save vs. breathe weapon. Whoever fails the save is hit by the debris and takes 1d6 points of damage.

If the result of the D% is 01, not only some debris fals, but the whole building collapses. The characters inside take 6d6 points of damage each, which may be halved with a save vs. breathe weapon, and must also save vs. paralysis. If this second save fails, some of the debris fell on the character, who is now stuck and unable to move, until someone will come and help to take him out. To rescue a character trapped in a collapsed building takes 1d6 turns.

K - GREEN DEATH

In this building, there is a 4th level green slime (AC: can always be hit, HD: 4**, HP: 21, Mov: 90 cm (30 cm), Initiative: 0, Att: 1, D: dissolves, ST: F2, MI: 7, MA: N, XP: 175) stuck on the roof of a room. It will drop on the head of a random character, if the characters enter the building. The characters will need to kill the creature to save their friend. Remember that the damage dealt to a green slime that is dissolving a creature is divided in half between the slime and the creature. With the exception of this disgusting creature, there's nothing else in this building.

L - ISOLATED BUILDING

The road heading to this building has collapsed into the lake, and there is no way to enter the building through the front door. The characters may enter this building only by walking through the backdoor, after jumping the perimeter wall or passing through one of the other buildings facing the same backyard.

On the ground floor of this building, you immediately notice the statue of a woman that's trying to protect a young girl from something. The building seems to have more furniture and items inside than the majority of the other ones, and you can see remains of mummified food and broken crockery around. When you reach the bottom of the stairs, you see the statue of a young man holding a spear on the bottom stairs, as if he was fighting against something.

The three figures were three citizens of Urk. When the other ones left the village, for some time they tried to stay behind and keep on their lives, with the whole village for them. However, one evening, they were caught by a monster in their house and turned into stone. The monster, a cockatrice, is long since dead now, but one of its descendants, third level (AC: 6, HD: 5**, HP: 25, Mov: 27 (9), Flying: 54 (18), Initiative: 0, Att: 1 beak, D: bite 1d6 + petrify, ST: F5, MI: 7, MA: N, XP: 425), is still living on the upper floor of the building. If the characters climb the stairs, or if they stay in the building for more than one turn, they will encounter the creature. The cockatrice tries to turn all of its enemies into stone and, if it is severely hurt and left with less than 10 HP, it tries to fly away through any open door or window (some windows are open on the upper floor), and will never come back.

If the characters kill or chase away the cockatrice, they can inspect the house and find two lanterns, an amphor full of oil (enough for 5 uses in lanterns,

encumbrance class F but very fragile), fine crockery worth 20 Dc (encumbrance class G, very fragile as well), a silver dagger, a small wooden box with 110 Sv, 43 Dc, and a very beautiful 2-handed sword hanging from a wall. The sword is a magic claymore +1+3 vs. Dragons.

If the characters have already found the Medusa tears in the treasure of the temple (area m35), they may use them to revive these people or any members of their group that has been turned to stone. The guy is better described at the end of the book, among the Non-Playing-Characters. The three characters are Markus Alblas, his wife Althea Bergkamp and their daughter Blanka. If the family is saved from petrification, they will follow the characters out of the village and back to Shurriki. Markus is a decent fighter, and will fight as well to get out of the village and save his family. His favourite weapon is his father's 2-handed magic sword (the one that the characters may have found by searching the house). If the characters ask for it as a reward for saving them, he will regretfully accept. If they give him his sword back, he will promise to use it to protect them, because they saved his life and his family. Therefore, Markus will become a follower of the highest level fighter in the group or, if there's no fighters, of the highest level character.

M - THE TEMPLE

Placed in a very central spot in the village, this building used to be a temple, that was reconverted as a shrine of Rad. However, the crypts of the old temple can still be found under the ground floor. The building is abandoned, but still in good conditions. The maps of the temple can be found at the end of this book.

m1 - lodge

A tiny lodge with 3 pillars covers the entrance to the temple. The big double door that introduces in the building is open, and partially broken.

This area is empty.

m2 - atrium

Two statues of a tall Immortal with long hair that resemble flames, yellow gemstones as eyes, and a sculpted body, holding a flame in the hand, stand at the two sides of the entrance hall, facing each other. Two staircases, one per side, climb on top of the staues, reaching for the upper floors. Beyond the entrance door, three more doors open on the walls of this room, one just in fron of the front door, and two facing each other on the side walls. Only the door to the left of the entrance is slightly open, while the other ones are closed.

The atrium is empty except for the two statues. The statues are two second level living rock statues (AC: 4, HD: 4*, HP: 20, 24, Mov: 18 (6), Initiative: -1, Att: 2 lava shoots, D: 2d4 each, ST: F4, MI: 11, MA: C, XP: 125 each), but won't move or attack the characters, except if one of the following things happen:

- the characters are passing through this room after being cursed with the mark of Ixion (see room **m23** for details).
- the characters attack the statues with spells, items, weapons, or try to remove the gemstones that make up their eyes.

If the statues are destroyed, the characters may spend 2 turns to remove the gemstones from them and poach them. The gemstones are four citrine stones, and each of them is worth 200 Dc. The Immortal represented by the statues is Ixion, who used to be worshipped here before the temple was changed into a shrine of Rad.

m3 - north vestibule

This big room seems completely empty at a first sight.

This room is actually empty.

m4 - south vestibule

This big room smells quite bad, like the nest of some wild animal, and is quite cold as well, due to the broken door that opens directly on the outside. Drops and hair scattered here and there tell you that, among the debris and the broken furniture in this room, there must be some animals hiding.

The room is inhabited by a colony of giant rats. If the characters don't search the room, and just pass by, the rats won't bother them. Otherwise, the rats will attack the characters for 1d4+1 rounds, before running out of the door and disappearing in the courtyard. There is a total of 8 fourth level rats (AC: 7, HD: 1+2, HP: 4, 5, 5, 6, 6, 7, 9, 10, Mov: 36 (12), Swimming: 18 (6), Initiative: +1, Att: 1 bite, D: 1d6, ST: F1, MI: 8, MA: N, XP: 15 each) in this room.

If the characters defeat or chase the rats away, they may search the room freely, and they may find in their lairs a total of 13 Dc, 4 Sv, 2 Py and a silver bracelet worth 60 Dc.

m5 - temple yard

This is a small courtyard enclosed between the shrine and another building, and closed on the last side by a tall wall. Most of the plants in this courtyard seem very wild and, even if spring has not come yet, the vines of the ivy and the brambles make it very hard to explore this small patch of land.

The courtyard does not hide anything interesting, however the characters will need not one, but 3 turns to explore it, due to the plants. Moreover, whoever searches the area will lose 1 HP in doing so, because of the brambles and their thorns.

m6 - main temple

This big room was possibly the centre of the shrine, and has a marble altar on top of a short ramp of stairs. Behind it, there are some ripped drapes that are still covering the wall, and two stone statues of Rad. The rest of the room looks completely empty.

This room is empty, except for the altar, the drapes and the statues. Behind one of the drapes, there is a hidden passage. It can easily be found during a search, and takes the characters to room **m8** and down to the crypts.

m7 - store room

Most of this room, contains old cabinets and chairs that are now completely crushed. The whole room and the broken furniture are covered in a grey-ish mold and smell very bad.

This mold is harmless, it is just normal mold that formed here in the past decades. The room itself is empty and even among the broken furniture there's nothing worth finding.

m8 - sacristy

This room on the back of the temple is full of dust and spiderwebs... and a couple of giant spiders, with very dark bodies and a hourglass-shaped mark on them are walking on the webs, coming towards you as soon as you get in.

The spiders in this room are two 2nd level black widow spiders (AC: 6, HD: 2*, HP: 8, 12, Mov: 18 (6), On the web: 36 (12), Initiative: 0, Att: 1 bite, D: 2d4 + average poison, ST: F2, MI: 8, MA: N, XP: 25 each). Most of the room is full of their web, so the characters would probably fight better if they back out of here, not risking to end up trapped.

Once the characters defeated the spiders, they may search the room. After cleaning it up from the web, they

can find in a corner the manhole that takes down to the crypt. Unfortunately, the door is locked, and the key for the lock was lost long time ago. Because the crypts were cursed so that the wizards could not disturb the rest of the dead in there, the priests of Rad decided to lock the entrance for good.

The trapdoor may be opened in four possible ways:

- -with magic
- breaking it with an open doors roll
- breaking it with weapons
- picking the lock

If the characters try to break the door with weapons, they need to inflict to it 35 points of damage to succeed. However, each time they hit the door with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore.

m9 - upper atrium

The stairs take you up to a big empty room with many windows and only one door

This room is the upper level atrium and is empty.

m10 - passage

In this room there is a bad smell of rotten flesh. Skeletons of small animals are scattered around the floor, and as soon as you step in, you understand why: in the room there are plenty of giant insects with black and yellow stripes, as big as chickens, flying around. The insects quickly swarm around you.

The insects are eleven second level robber flies (AC: 6, HD: 1, HP: 2, 3, 3, 5, 5, 6, 6, 6, 7, 8, 8, Mov: 27 (9), Flying: 54 (18), Initiative: +1, Att: 1 bite, D: 1d6, ST: F1, MI: 7, MA: N, XP: 10 each). They will attack the characters for some rounds but, as soon as they fail a morale check, they will fly away through the open door that leads to the balcony (room m11).

Except for the robber flies, the room is empty.

m11 - terrace

This small terrace connects two doors of the building, and allows you to look around the village from a higher point of view. Under the terrace you can see a closed courtyard full of dried out brambles and ivy vines. The terrace looks otherwise empty and not very interesting.

This terrace is empty.

m12 - white hall

This dusty room is big and empty, and has four doors and two exits, one through a corridor and one through ascending stairs. As soon as you enter the room, from under the stairs a huge black spider jumps out, and attacks.

The big spider is a fifth level black widow (AC: 5, HD: 5*, HP: 32, Mov: 18 (6), On the web 36 (12), Initiative: 0, Att: 1 bite, D: 2d8 + strong poison, ST: F3, MI: 9, MA: N, XP: 300), and gets the surprise with a roll of 1-4 on 1d6. If it doesn't get the surprise, it still gains a +2 bonus on the initiative roll.

The spider is protecting its eggs under the stairs, and would chase the characters away if it is not able to kill them. It will fight until death, but if the characters leave the room, it won't chase them. If the spider is killed, the characters may find its 23 eggs under the stairs. The eggs are squishy, translucent, soft to touch and as big as ostrich eggs. They may destroy them easily, or pick them up to sell them to the monster handlers. However, they are quite dangerous to carry around. Each day, there is a 5% chance that 1d4 of the eggs hatch, and when it happens, the baby spider instinctively bites the creature that is carrying it, and then runs away. If the characters take the eggs to Midgard, where they can sell them to the monster handlers, they can be sold for 20 Dc each.

m13 - librarian's room

This small room looks is now completely empty except for an old and moldy stone panel on a wall, that looks like there is something drawn and carved.

The stone panel is old, dirty and full of dust. If the characters spend a turn cleaning it properly, they can discover on it a map of the ground floor and the upper floors of the building, with the rooms marked with the names that appear in this volume. The characters may spend another turn to copy down the map, if they want and if they have a parchment scroll and pen and ink to write on it.

m14 - library

This room was obviously an old ibrary. Wooden shelves run all around this space, now empty and abandoned. It looks like the shelves themselves have been built in the walls, and could not be moved.

If the character search this library, with a normal search check they can find a hidden niche behind one wooden panel, where there is a metal book case. The book case is not magical, and is quite old, but it's still in decent conditions and may be used to hold a common spellbook. It will protect the spellbook by most dangers, except water and anything that could drip inside it. Except for the bookcase, the library is empty.

m15 - room of the secret readings

This small room is completely spoiled of anything. However, as soon as you step in, a loud noise, like a scream, erupts from the ceiling and keeps on.

This room was where the forbidden clerical books were kept. The priests of Rad put an alarm in this room to be warned in case anyone entered the room without their authorization. The alarm will keep screaming for the whole

time the characters will spend in the room and for a whole turn after they left, thus increasing the chance of having random encounters to 1-3 on 1d6. Except for the alarm, there is nothing in this room.

m16 - corridor

A long corridor starts from the staircase and runs on the side of the building, with windows at its right, and four doors on the left and one at the end.

Nothing interesting lies in the corridor.

m17 - room

This dusty room looks like nobody entered here for a long time, and is completely empty.

There is nothing interesting in this room.

m18 - room

This dusty room looks like nobody entered here for a long time, and is completely empty.

There is nothing interesting in this room.

m19 - common room

As soon as you enter this room, the movement of the door makes some debris fall from the ceiling. The room is full of debris all around, and a big part of the roof has collapsed.

The first person entering the room must save vs. breath weapons to avoid the falling debris. If the save fails, the character takes 1d6 points of damage. Here there is nothing to find, but if the characters search it, avery round there is a 5% chance that some more debris falls, risking to hit a random character in the room

m20 - common room

In this room there's something that looks like an old wrap of clothes or

rugs. Three big centipedes are crawling around the small pile of cloth, and so far they don't seem to be interested in you. The window is broken, and cold air blows from outside.

Getting closer to the rugs, the characters will be attacked by the monsters, that are three sixth level giant centipedes (AC: 6, HD: 3*, HP: 15, 15, 18, Mov: 18 (6), Initiative: 0, Att: 1 bite, D: 1d8 + debilitating poison, ST: F2, MI: 8, MA: N, XP: 50 each). The rugs hide the nest of a bird, that lays dead on the other side, and in it there are still 3 eggs. The eggs may not be able to hatch anymore, because the bird has been dead for days, now, but may be used by the characters to make up for one ration, if they are used within three or four days.

m21 - dean's quarters

This dusty room looks like nobody entered here for a long time, and is completely empty.

There is nothing interesting in this room.

m22 - dean's room

In this round room, there is a hole in the ceiling, and there is lots of straws and small branches piled up against the wall on a side, as if a gigantic bird had made its nest here.

The big nest has not been made by a bird, but by a fourth level carrion crawler (AC: 6, HD: 4+2*, HP: 33, Mov: 36 (12), Initiative: 0, Att: 8 tentacles or 1 bite, D: tentacles 1 + paralysis, bite 1, ST: F3, MI: 9, MA: N, XP: 200), which measures almost 3 m. The monster is sleeping in it, and if the characters search in the straws, will come out and attack. In the nest of the carrion crawler, the characters may find the remains of an adventurer, including his spear, his chain mail, and his pouch containing 354 Dc.

m23 - main crypt

The ladder takes you down into a crypt. It looks like the crypt is quite ancient, and must have been used for a very long time. However, now there is no trace of human passage probably since the settlers of Urk left this place. A thick layer of dust covers everything in this room.

There are three sarcophaguses on three sides of the room, each marked with a plaque depicting an animal: a bird, a wolf and a butterfly, while on the fourth side, after some decreasing steps, there is a metal door that leads into the depth of the crypts.

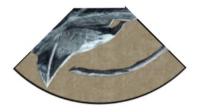
The crypt is very old, indeed. It is part of the original temple that was built here before it became a shrine of Rad, and it is protected by a curse that the clerics put to get rid of the thieves.

Whenever a character loots any treasure from one of the sarcophaguses in the whole crypt, the curse hits that character (and only that character) with the mark of Ixion. The mark has three effects:

- 1 The character get the mark of lxion on the forehead. It is a red mark that resembles a skull that may only be cancelled with a *dispel magic* spell or a *remove curse*. Otherwise, the mark will simply disappear after one full month. Whoever carries this mark can be recognised by the statues in the atrium (room **m2**, see before) as a thief and will be attacked.
- 2 The dead in the sarcophaguses raise as undead to fight the intruder. Whenever the character is in the room when a sarcophagus is opened, the dead inside will get out to attack him.
- 3 The mark cofuses the mind of the character. In game terms, this gives to the character that has the mark on his forehead a -2 on all of his or hes Saving Throws and a 15% chance of failure when casting any spells. If a character fails casting a spell due to this confusion, the spell is wasted.

On top of these effects, magic-users, elves and generally people who have a strong knowledge of magic may recognise the mark as the disgraceful sign of a curse.

That said, in the sarcophaguses there are three ancient clerics. The one in the sarcophagus marked with a butterfly has a silver ring worth 150 Dc at his finger. The second one, in the sarcophagus marked with a bird, has a pendant with a small ruby, worth 750 Dc, and the third one, resting in the sarcophagus marked with an X, has a precious-looking mace with him. The mace is a magic item +1. Under the body of the third one, in the sarcophagus marked with the wolf, there is the piece of tablet drawn here.



It is one of the four pieces of the plaque in room m33 (see later). You can find the printable pieces of the plaque, and the printable empty plaque at page 76. If some treasure is looted, the three clerics raise as level 3 ghouls (AC: 6, HD: 3*, HP: 12, 14, 16, Mov: 27 (9), Initiative: -1, Att: 2 claws + 1 bite, D: claws 1d3 + paralysis, bite 1dd4 + paralysis, ST: F4, MI: 9, MA: C, XP: 50 each).

m24 - corridor

The corridor is wet and cold, and the ceiling is just higher than a couple of meters. Three doors open on each side of this passage, and another one lays in front of you, at the other end. The corridor seems empty.

The corridor is empty.

m25 - crypt of the mummy

This small crypt hosts two stone sarcophaguses on the right and on the left. Each sarcophagus is marked with a round plaque that has the shape of an animal engraved in it.

The one on the right has the symbol of a fish, while the one on the left has the symbol of a wolf.

In the sarcophagus with the wolf plaque, on the left (marked on the map), there is a dead cleric that is holding a shield, and it may raise as a third level mummy (AC: 3, HD: 5+1**, HP: 27, Mov: 18 (6), Initiative: -1, Att: 1 touch, D: 1d12 + disease, ST: F5, MI: 12, MA: C, XP: 575), if any character tries to steal it, or if a character with the mark of Ixion is in the room. Under its dead body there is a piece of the plaque in room m33, which is drawn here.



You can find the printable pieces of the plaque, and the printable empty plaque at at page 76.

The second sarcophagus another cleric inside, with a silver necklace with a topaz cross, which is worth 1.100 Dc, and will raise as a 2nd level zombie (AC: 8, HD: 3, HP: 17, Mov: 27 (9), Initiative: -2, Att: 1 claw, D: 1d6, ST: F2, MI: 12, MA: C, XP: 35). Every character seeing a mummy must make a saving throw vs. paralysis or stop, paralyzed with fear, until the mummy is out of sight. The touch of a mummy causes disease in addition to damage. No saving throw is allowed to avoid it. This hideous rotting affliction prevents all magical healing, and slows normal healing to 10% of the normal rate. The disease lasts until magically cured. Mummies can be damaged only by spells, fire, or magical weapons, all of which only do half damage. They are immune to sleep, charm, and hold spells.



m26 - crypt of the spectre

This small crypt hosts two stone sarcophaguses on the right and on the left. Each sarcophagus is marked with a round plaque that has the shape of an animal engraved in it.

The one on the right has the symbol of a wolf, while the one on the left has the symbol of a butterfly.

In the sarcophagus with the wolf plaque, on the right (marked on the map), there is a dead cleric that is holding a scroll, and it may raise as a second level spectre (AC: 3, HD: 6**, HP 22, Mov: 45 (15), flying: 90 (30), Initiative: 0, Att: 1 touch, D: 1d6 + double energy drain, ST: F4, MI: 11, MA: C, XP: 125), if any character tries to steal it, or if a character with the mark of Ixion is in the room. The scroll is a scroll of protection from magic. Under its dead body there is a piece of the plaque in room m33, which is drawn here.



You can find the printable pieces of the plaque, and the printable empty plaque at at page 76.

The second sarcophagus has another cleric inside, with a shiny magic scale mail +1, and will raise as a 2rd level zombie (AC: 8, HD: 3, HP: 15, Mov: 27 (9), Initiative: -2, Att: 1 claw, D: 1d6, ST: F2, MI: 12, MA: C, XP: 35). The spectre can only be hit by magic weapons, and causes a double energy drain when he hits the target, in addition to the damage. A character killed by a spectre raises as a spectre himself on the next night.

m27 - crypt of the gold

This small crypt hosts two stone sarcophaguses on the right and on the left. Each sarcophagus is marked with a

round plaque that has the shape of an animal engraved in it.

The one on the right has the symbol of a fish, while the one on the left has the symbol of a bird.

In the sarcophagus with the fish plaque, on the right (marked on the map), there is a dead cleric that is holding a semi-precious stone rosary that is worth 20 Dc, and it may raise as a third level zombie, if any character tries to steal it, or if a character with the mark of lxion is in the room.

The second sarcophagus has another cleric inside, with a silver crown, which is worth 500 Dc, and will raise as a 3rd level zombie as well (AC: 8, HD: 3, HP: 16, Mov: 27 (9), Initiative: -2, Att: 1 claw, D: 1d6, ST: F2, MI: 12, MA: C, XP: 35). Under the body of this cleric there is a hidden niche, that can be found with a common search, where there are 2.000 Dc stored.

m28 - empty crypt

This small crypt hosts two stone sarcophaguses on the right and on the left. Each sarcophagus is marked with a round plaque that has the shape of an animal engraved in it.

The one on the right has the symbol of a butterfly, while the one on the left has the symbol of a bird.

The sarcophaguses in this room are empty, and there is nothing interesting to find, here.

m29 - empty crypt

This small crypt hosts two stone sarcophaguses on the right and on the left. Each sarcophagus is marked with a round plaque that has the shape of an animal engraved in it.

The one on the right has the symbol of a fish, while the one on the left has the symbol of a butterfly.

The sarcophaguses in this room are empty, and there is nothing interesting to find, here.

m30 - crypt of the flames

This small crypt hosts two stone sarcophaguses on the right and on the left. Each sarcophagus is marked with a round plaque that has the shape of an animal engraved in it.

The one on the right has the symbol of a fish, while the one on the left has the symbol of a wolf.

In the sarcophagus with the wolf plaque, on the left (marked on the map), there is a dead cleric that is holding a golden warhammer, worth 130 Dc, and it may raise as a third level flame phantom (AC: 7, HD: 5*, HP 30, Mov: 18 (6), Initiative: 0, Att: 1 warhammer, D: 2d6, ST: F5, MI: 12, MA: C, XP: 300), if any character tries to steal it, or if a character with the mark of Ixion is in the room. Under its dead body there is a piece of the plaque in room m33, which is drawn here.



You can find the printable pieces of the plaque, and the printable empty plaque at at page 76.

The second sarcophagus has another cleric inside, with a small chest in his hands, locked, and will raise as a 2rd level zombie (AC: 8, HD: 3, HP: 14, Mov: 27 (9), Initiative: -2, Att: 1 claw, D: 1d6, ST: F2, MI: 12, MA: C, XP: 35). Whoever is within 3 m from the flame phantom also receives 1d4 damage per round for the intense heat.

The small chest contains 4 healing potions and may only be opened picking it or forcing it open with strength or with magic.

m31 - common burial

A secondary shrine, with five statues and an altar, is set in this room. Under a grate on the floor, it is possible to see a common burial pit whene a number of skeletons are fit, all mixed up. Some metal jewels can be seen on the bodies of the skeletons.

If the characters have the mark of lxion, they can see and hear the skeletons move under the grate. If they lift the grate to loot the jewels, the bones gather into a big level 6 skeleton (AC: 7, HD: 6, HP: 31, Mov: 18 (6), Initiative: 0, Att: 2 claws, D: 1d6 each, ST: F6, MI: 12, MA: C, XP: 275), which then attacks the characters to chase them away. The big skeleton is a monstruosity made up of many dead bodies mixed up together.

If the characters destroy the skeleton, they can loot the jewels, which are mainly made of brass, coper and silver. There are three bracelets, worth 100 Dc, 110 Dc and 40 Dc, a pendant worth 30 Dc, a necklace with semi-precious stones worth 60 Dc, a silver ring worth 110 Dc and a brooch worth 40 Dc.

m32 - crypt of the bird

In this crypt there is only one sarcophagus right in front of the entrance. On top of the sarcophagus there is a big stone plaque with engraved the symbol of a bird. The crypt looks empty except for this.

The sarcophagus in this room hosts a cleric who was buried with a bejeweled belt, worth about 250 Dc. It may raise as a 2nd level zombie (AC: 8, HD: 3, HP: 14, Mov: 27 (9), Initiative: -2, Att: 1 claw, D: 1d6, ST: F2, MI: 12, MA: C, XP: 35), if any character tries to steal it, or if a character with the mark of Ixion is in the room.

m33 - crypt of the wolf

In this crypt there is only one sarcophagus right in front of the entrance. On top of the sarcophagus there is a big stone plaque which looks weirdly plain, as if some pieces were missing. The crypt looks empty except for this.

The plaque of the wolf in this crypt hides the secret passage to get to the treasure chamber of the temple. If the characters find the four pieces of the plaque and rebuild it making the wolf symbol (see the drawing below), the sarcophagus drops in the floor, and the wall behind it opens, revealing the passage.



The sarcophagus in this room is fake, and cannot be opened.

m34 - secret passage

Behind the secret door, a corridor opens. The corridor turns left after a few meters, and then keeps going until it opens in a room. The corridor looks empty.

At the very end of the corridor, there is a pit trap filled with water. A character that walks over it must save vs. breathe weapon to avoid falling in it. The fall is just 6 m long, and only causes 1d3 points of damage to a falling character, but the water is 6 m deep as well, and if the character is wearing a metal armor, or is carrying something very heavy on himself, he will need to take it off to be able to float.

A character that doesn't have any metal armor ay normally swim in the water, floating. A character with a heavy load will need to check on his swim skill (if he has) with a -1 malus if he is wearing a scale mail, a -2 if he is wearing a chain or a banded mail, and a -3 if he is wearing a plate mail. This test allows him to stay afloat for one minute (6 rounds). After each minute, he will need to repeat the test with a cumulative -1 modifier.

A character that has a heavy load but cannot swim, or fails the test, is pulled to the bottom of the pit. He may try to hold his breath by rolling under his Constitution at every round. When he fails, he starts getting damage for drowning. The damage is 1d4 on the first round, 1d8 on the second round, 1d12 on the third round, and 1d20 for every round after that.

A character may at any point spend one round to get free of his heavy armor, and another one to take off his bag filled with heavy items (if that's the case) and swim back to the surface. A character wouldn't be able to open his bag and chose which items to keep and which to drop, in this condition. It is the whole bag or nothing.

If a spellcaster falls in the pit, his spellbook may get wet if it is not protected from water in any way. If it happens, the character needs to roll 1d%. The chance that the book got ruined, and some of the ink in it got stained, is 1% for every round that he spent in the water. If that happens, the DM may roll 1d3 random spells on the book that are now impossible to read and memorize.

The character may dry out his book in a couple of hours in front of a fire, and then write the spells back in the book if he has the magic ink and he memorized them for the day (and didn't use them yet). Otherwise, the spells are lost and he needs to learn them once again.

Finally, if a character falls in the pit, he needs to warm up within one turn, otherwise he gets cold and may get sick. He will need to roll for a save vs. death ray at every turn until he gets off

his wet clothes and may rest in front of a fire for some hours. If a save fails, the character is now sick, and gets 1d3 points of damage per day. Only magical healing may give him the HP back, but only Natural healing skill may help him to recover from the cold. While sick, the character also suffers a -2 modifier on his to-hit rolls, on the use of his skills and on his saving throws. A sick thief or mystic will also suffer a -10% modifier on the class skills. A sick spellcaster has a 25% chance to fail whenever he tries to cast a spell. Failure causes the spell to be wasted. If the character is still sick when going back to a village or a town, three days in bed will make for him to recover

m35 - treasure room

The corridor opens in a square room, where four big chests are fitted at the four corners. The chests look very heavy and are reinforced with iron bars. Except for the chests, the room looks empty.

This is the ancient treasure room of the temple. The chests with the treasure are closed and locked, but not trapped. As usual, the characters may open the chests with an *open doors* test each, or with spells, or by picking them. However, if they want to just bash the chests with their weapons, each chest must take 25 points of damage to open. However, each time they hit a chest with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore.

If the characters start messing up with the chests to open them, the guardian of the treasure materializes to protect it. It is a sixth level murky moaner (AC: 5, HD: 7+2**, HP: 38, Mov: 27 (9), Initiative: 0, Att: 1 claw, D: 1d10 + average poison, ST: C7, MI: 12, MA: C, XP: 1.500), a poisonous undead that looks like a floating black rug under which a single blood-red eye and a skeletal claw can be seen. The murky moaner materializes from

shadows and may take the characters by surprise with a 1-2 roll on 1d6. If a thief is trying to pick the lock of a chest when the monster arrives, the thief will be automatically surprised, because he does not have his weapons at hand. The poison of the murky moaner causes 1d4 points of damage per round to whoever is poisoned, and its effect lasts for 1d12+1 rounds. A murky moaner may only be hit by magical weapons.

Once the monster has been defeated, the characters will be free to loot the treasure. This is the content of the four chests:

I - 1.000 Dc, 1.000 Sv, 12 potions. One is a *potion of gaseous form*, two are *antidotes*, five are *healing potions*, and the last four are *medusa tears*.

II - 1.000 Dc, a magic warhammer +1+2 vs. spellcasters and a crystal statuette with an encumbrance class C and worth 90 Dc.

III - 1.000 Dc, a pair of gauntlets of ogre might, a bag with 12 magic sling berries +1 and a scroll with the clerical spells cure light wounds and repair. The spells are described at the end of the book, in the apendix about new spells.

IV - 80 Cr, a crimson banded mail, which is a magical item +2 that allows the user to half all the damage taken by fire sources, a bag of 12 gemstones (one ruby worth 1.200 Dc, one agate worth 15 Dc, one peridot worth 400 Dc, three garnets worth 100 Dc each, two chalcedonies worth 40 Dc each, and 4 lapislazzuli worth 250 Dc each), and a platium ring worth 900 Dc.

N - THE HIDDEN TREASURE

After exploring this building, which is still in good conditions, you realize that it has been left completely empty. There is no furniture, no creatures inside, and nothing really interesting to see.

On the ground floor of this building there's a secret trapdoor that takes the characters in a small room. Here, there are old barrels of wine that's now become vinegar and a closed chest. The key for the chest has long since been lost, but the characters may open it by dealing 10 points of dmagae to it, or using the *open doors* option, picking the lock (easy pick) or by magic. If the characters decide to hit the chest with their weapons, each time they hit the chest with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore.

Within the chest, the characters may find 100 Dc, an old pearl necklace worth 800 Dc, 12 coral buttons worth 10 Dc each, an old book titled *Wine and Grapes: a practical guide to winemaking* and six *magic arrows* +2 wrapped in a dirty cloth.

The book is worth just 20 Dc for a spellcaster's library. However, Sir Bussière may be interested to buy it for up to 100 Dc, but won't pay any price higher than that. He will insist that the characters make the price for it, if asked.

O - STABLES

Even if there haven't been any animals for decades, in this building it is still possible to smell the penetrating stink of manure. This big construction was for sure some kind of stables. Nowadays, there are just some wooden walls and doors, some big metal chains and hooks, and some moldy straw piles of what there used to be inside.

There is nothing interesting in this building for the characters. The chains are too big to be of any use in an adventure, and extremely heavy. Under the moldy straws, there is a colony of scorpions and, if the characters move the straws to search them, the scorpions will get out and swarm around. The first level swarm of scorpions (AC: 7, HD: 2*, HP: 10, Mov: 9 (3), Initiative: 0, Att: area effect, D: special, ST: NP, MI: 11, MA: N, XP: 25) may poison every character they are able to hit with a normal poison.

causing 1d4 points of damage per round, for 1d12+1 rounds, to each poisoned character. A save vs. poison is required to avoid getting poisoned. The swarm is quite small, counting only 32 creatures. The characters may get rid of all of them at the same time by using any spell affecting the whole area where the swarm is. Any other attack will only kill one insect for every hit.

P - OLD WINERY

This building smells of wine and grapes. It was probably an old winery, and you can find many empty barrels and old bottles inside. However, it seems that nothing else is left, except for the empty containers.

This building is actually empty, except for bottles and barrels. The bottles may be used to collect the oil from the North tower (building X) or any other liquid, if the characters want to.

Q - THE SALAMANDER

The temperature in this building seems to be colder than outside. Maybe it is because somewhere the windows are crashed. Here and there, there are marks of frost, and little mounds of snow.

At the first floor there is the origin of the cold in this building: a 3rd level frost salamander (AC: 3, HD: 6*, HP: 40, Mov: 36 (12), Initiative: 0, Att: 4 claws +1 bite + aura, D: claws 1d4, bite 2d4, aura 1d6, ST: F6, MI: 8, MA: C, XP: 500) that has built its nest here. If the characters explore the building, they will find the creature, which fights to protect its nest. However, if the salamander is in real danger, it may run from a broken window and hide in the snow outside. The characters may meet it again later, if the master wants, maybe in an ambush.

The salamander has in its nest a small treasure made of 120 Dc, 120 Sv and a silver necklace worth 600 Dc.

R - THE CORPSE

Exploring this building, you come across the corpse of a person, probably an adventurer, on the upper flooor. The body is dried out and almost skeletal, therefore it must have been here for a while, at least some months. The corpse is lying on the ground, as if the adventurer died sitting against the wall.

This unlucky adventurer died for the bites of giant bees and their poison. On his body, the characters may find a leather armor, an axe, a dagger, a pouch with 45 Dc and a backpack.

In the backpack, the characters find 15 m of rope, three torches, a tinder box, a mallet with 12 big nails, an old waterskin, ripped and unusable, some moldy food and insects, and two flasks of holy water.

To inspect the body, the characters will need one whole turn. If the characters investigate in the villages, they can find out that the dead adventurer was a young guy from the village of Shurriki that went missing at the end of last summer. The parents of the boy would pay 100 Dc if the characters manage to take the body back, so that they can bury him in the local graveyard.

S - A CIRCLE OF STONES

This area has at its center a stone altar, and all around there are not less than 12 standing stones.

The stones were part of a structure erected here by some criptomancers. If examined with magic, the stones appear as magical, because they have some magic writing on them. However, the thigs that are written on the stones may only be read with the *read magic* spell, otherwise they are invisible.

The words (in common glantrian language) suggest to collect some pebbles from the ground, and put one on the top of some of the standing stones, two on some others, and three on some others again. If the characters

follow the instructions, the altar and the standing stones become completely covered in writings. These words as well may only be seen by whoever cast read magic. The writings are actually about rune magic, and any character that reads them may decide to copy them into an empty book. To copy the words, a character will need about 8 days work, from dawn to dusk, or even more if he takes long breaks. The book obtained this way is worth not less than 810 Dc, and is connected to the ancient powerful secret craft Cryptomancy. If a character collects 2.000 Dc worth of books on this subject, he will discover the existence of this secret craft in the Great School of Magic and, if he is a student, he may be able to join it.

T - PALACE GROUNDS

The big gardens around the palace with the tower are mostly occupied by some trees and the remains of what looks like an old wineyard, all covered in a thick layer of snow. However, the plants in it look as dead as any other ones you have seen around the fields in town.

Most of the grape vines in this field are dead. However, if the characters spend 1d6 turns searching the fields, they may find (with the usual chances for a search) one plant that is not completely dead and, carefully, they may get from it 2d6 cuttings that may be sold to Sir Bussière. Just remember that, while searching the grounds, there is always a chance that some random encounters happen.

U - THE TREE HOUSE

On this big tree, a small treehouse was built, probably as a playground for kids. Of the wooden tables that were stuck to the tree to allow climbing, many have fallen, though.

The characters need to climb the tree to get into the treehouse. They can find

some good wood to nail to the tree themselves, if they want to replace the fallen steps. This is the safest way to climb the tree, but it will take 1d4+2 hours for the ladder to be ready to climb.

Otherwise a thief, or an elf with the general skill *treewalk*, may try and climb the tree (which is an easy climb, due to its branches) to reach the treehouse. A character may also fix a rope to the house, once reached, or throw a grappling hook at it, to help climbing.

In the treehouse, the characters may find a closed wooden box that seems indestructible and may only be opened with magic. The box is actually a *magic spellbook case* that protects the book inside from every natural harm and every spell up to level 3 or similar magical effects. Inside the case there is still a spellbook, that belonged to one of the children who used to play here. It only contains 4 spells, though.

Level 1

Read magic

Magic missile

Blur

Level 2

Mirror image

The first level *Blur* spell is a new spell, and it will be described at the end of the book.

Except for this spellbook, the characters may find in this treehouse two ropes 15 m long each, a bag with 12 marbles (worth 6 Dc, they can be used as sling berries), a silver sovereign coin and a rusty dagger.

V - THE BURIED BOX

If the characters search around this tree, they may be finding an interesting thing. Roll for a search as usual. Whoever gets a success notices that not far from the tree, a corner of an old box comes out of the ground, through the snow. It is a box with metal

applications, and the characters must dig it out of the ground to be able to examine it. In the box, someone who used to live here buried some religious items, so that the guards could not find them in the house. The box can easily be broken open with an *open doors* check.

In the box there are 3 flasks of holy water (they used to be 5, but 2 got broken), a scroll with the clerical spells cure light wounds, resist cold and remove fear, two books of prayers (worth 100 Dc each for the library of an Arcane, but illegal under current laws) and a silver holy symbol representing a flaming wheel. The symbol is illegal as well and the silver it is made of may be worth 200 Dc. If the characters give these items to the guards in any town, they will get a reward of 500 Dc for everything, but the DM may reduce the reward if the characters something for themselves.

W - South Tower

The floors between the ground and the roof of this tower have collapsed, leaving only an empty skeleton of it. The building is still standing, but it seems dangerous to stay inside.

The tower is indeed quite safe to stay in. If the characters want to spend some time searching the remains of the upper floors, they can find a small chest full of old arrows. Many of them are broken, but there are 22 that are still good to use. There is nothing else, here.

X - NORTH TOWER

The door of this building is locked with a big brass padlock.

The characters should be able to open the lock by now, with magic, by picking it, and even by smashing the door open. However, if they want to break the padlock open with weapons, they will need to cause 25 points of

damage to it. However, each time they hit the padlock with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore.

Once in the building, the characters may find an old armory with 4 rusty halberds (the heads of the halberds are still good and may be sold for 2 Dc each), a crate of torches (12 in total, still goo to use) and a small barrel full of a sticky and greasy black oil. The characters may take it for their lanterns, or to use as molotov bottles, if they get some bottles where to put it.

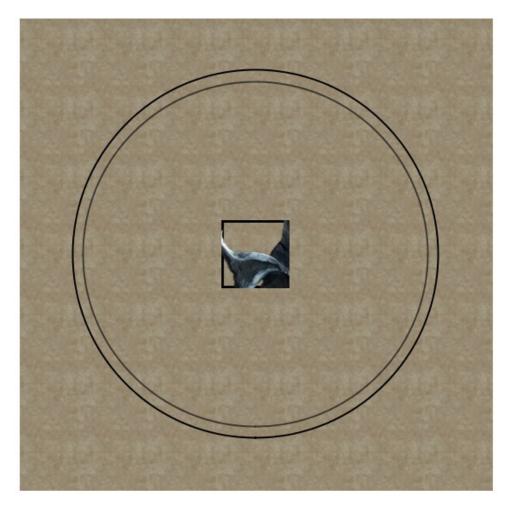
There is nothing else of any interest in this building.



Print this page on some rigid card.

Cut the top drawing along the white lines, and use the bottom drawing as a base to rebuild the image when the characters have all of the pieces they need.





ON THE WAY BACK

After exploring the village of Urk and taking the cuts they need, the characters need to go back to Senin and warn the Guildmaster of their achievements.

The DM should still use the random and fixed encounters to determine what the characters will find on their way back. See "random encounters" at page 47 and "Crossing the mountains" at page 48 for encounters on the way back.

Once the characters have made their way back to Senin, the adventure is over. The Guildmaster will warn Monsieur Bussière that the adventurers are back with the cots, and a couple of days later the Averoignese man will arrive, ready to pay the promised reward.

EPILOGUE

When the characters finally reach Senin after taking the cuttings, read the following text.

After long days adventuring on the mountains, you finally manage to come back to Senin with the cuttings that Monsieur Bussière was looking for. You immediately inform Master Datrion, who sends a message to him. Finaly, you can enjoy some relax.

Two days later, Bussière arrives at the guild. He is ecstatic and cannot wait to have his cuttings. You can notice that his bag is fully packed with coins, proving once again that he is not worried about spending even a lot of money.

The characters will receive as promised, 4000 Dc each, plus 50 Dc worth of money for each cutting that they managed to retrieve, with no limits. Moreover, Bussière will be happy to pay the books Magic of plants and fast growth of wineyards (see room h17) for up to 200 Dc, and Wine and Grapes: a practical guide to winemaking (see building N) for up to 100 Dc. He would also buy the grape seeds that the characters could have found in the book in room h17 for another 150 Dc. Everything that the characters get from the guild will be given to them in platinum crowns.

Once the characters have been paid, keep on with the epilogue.

Bussière empties his bag and the magical platinum coins that he took with him glow bright on the table.

"That's a lot of money, nespà?" He says, smiling. "I'm investing so much money in this business, but I'm sure it will be worth it. I managed to get a very big land to plant my wineyards. I'm going to start working on it immediately."

Then, happy like a child that had his favourite dessert for dinner, he takes his cuttings and packs them, ready for his journey back to Midgard.

Now the characters will have plenty of time to sell things that they found in their adventure, and they may even plan a trip to Midgard to do some shopping and sales. Bussière will be happy to invite them out for lunch.

The snow finally starts to melt, and spring really arrives. When the next adventure is going to start, the countryside is now green and lively. The snow can only be seen only on the mountain tops, now.

EXPERIENCE

It is very unlikely that the adventurers may retrieve every single treasure and item in this adventure, and even that they find every secret location and room.

Each character should gain, in this adventure, between 4.000 and 8.000 XP. If they are less, adjust the amount of XP by adding an "end of the adventure bonus" to raise it a little, and maybe have them make another small adventure before getting into the last adventure of this volume, which may be quite demanding if the characters are too low level. The characters should have also found plenty of magic items and should have plenty of money as well, thus being able to buy expensive equipment and research their own spells if they want.

If the characters manage to have some bandits caught and given to the guards, the DM may also decide to give them another XP bonus.

Remember that, being this adventure played throughout a quite long time, the characters may harvest the XP every time they get back to town, and even level up during the adventure, if the DM thinks it is fitting.



This adventure is suitable for a group of 4 - 6 characters of levels 4 to 6. The adventure takes place in middle spring, and the prologue is set on Vatermont 14th

PROLOGUE

Spring is finally blooming around the Lonely Valley. Travellers roam the paths and the small streets that connect the villages, and the hunters went back to the mountains.

Last week, at the Adventurers' Guild, after two months of silence, a letter from Sir Bussière arrived, directly adressed at your group. He was informing you that, thanks to your efforts, his wineyard was finally in place and he was looking forward to expand it, and get the first harvest in a couple of years. In his letter, Sir Bussière invites you to his new farm, and says that once you are there, he will be happy to offer you a new mission.

Datrion the Guildmaster, pleased of your recent successes, is happy to send you there, for such a good customer, and instructs you about the bureaucratic procedures and the tariffs of the guild.

Give the characters some time to get ready for the travel. If you want, you can start playing random encounters during the short trip from Senin to Midgard. In any case, when the characters reach the first farms around Lake Remis, they find Sir Bussière waiting for them. Read the following passage.

As the lake appears, and you start seeing from far away the silhouette of the village of Midgard, a number of big farms appear between the lake and the forest. Sir Bussière, informed that you would come, is waiting for you along the path and welcomes you happily. He guides you to his new lands, and you can see that it is possibly one of the biggest farms of the area. A lot of men

are preparing the fields, nad Bussière proudly shows you his new place. "As you can see, I'm almost ready to start growing my grapes." He says. "It costed me a fortune, but I'm sure that this will pay back, in time. But I guess you want to talk business, now..." He adds. He takes you to the mansion, where you are offered fresh bread, cheese, ham and wine. When everyone is comfortably seated, he continues.

"In the past month or so, I spent some time researching methods to grow grapes faster. I was quite lucky, and I found an old book, in Vyonnes, talks about old-fashioned cultivations. The book explained how, to improve the fast growth of the plants, and to protect them from parasites and from cold, the people of the villages on the mountains - the book quotes Urk among other names - used a special fertilizer made of a very special ingredient: the blood of a white dragon. I guess that is why the grapes were able to survive there during winter... Now, I tried to ask the monster handlers' guild, but they have no white dragons available, nor any barrels of blood. Therefore I thought: why not asking my adventurer friends to go and grab some for me? I bet there must be some old grumpy white dragon on the mountains, somewhere."

Sir Bussière explains that he will pay 10.000 Dc for your group, plus the guild's share, to go and get either a white dragon - alive - for him, or two barrels of white dragon blood.

"One barrel is enough to feritlize all of my fields for one year, for what I could read. One dragon should be enough to get two or three barrels, though."

Dragons usually have quite big treasures, for what you know, and it would be nice to get some proper cash, this time

Very likely, the characters will accept. If they don't, the adventure

simply ends, and master Datrion will be very upset for the group's behaviour. After the characters acceted the job, Sir Bussière thanks them, and suggests that they immediately start their quest.

VOICES

The easiest way to find a white dragon for the characters is to talk to people, and search for intformations. When the characters talk with people, there is always a chance that they are told something useful. Most of the people will tell them nothing interesting, anyway.

When characters try to talk someone in giving them informations, they usually need to get friendly with them first, maybe offering some drinks at the pub, or helping in the farm, or anything else. Whenever it happens, the characters may roll 1d10, adding the charisma modifier of the character with the highest charisma in the group. If the result is 10 or more (counting the 0 as a 10), some information is given. The "voices" collected like this by the characters investigating around may guide them both in the right or in the wrong direction, or even towards sidequests. Some of the voices may also be just fake. Check the table at page 79 for the voices that the characters may hear. If the DM wants, more voices can be added to the list.

Voices n. 5 and n. 8 are actually fake clues, that will only deroute the characters with no gain at all. However, the other voices may bring the characters to places that may be useful for their search.

HOW TO CATCH A DRAGON

If characters decide that they want to take the dragon alive, they will need some special equipment, and they may want to ask the monster handlers for advice about how to do so.

First, the characters need to find a way to have the dragon subdued or incapacitated for a time that's long



1D8	VOICES HEARED FROM THE VILLAGERS
1	You should go and ask Mama Gail in Het Klooster. What? You never heared about her? Oh, she is amazing! She can see the future, everyone is talking about her. She can surely help you with your search. And she doesn't get much for her visions, either. My friend Rosalie said that Mama Gail helped her out a lot, and she paid with a couple of chickens.
2	Guys, you'd better leave this kind of things to the monster handlers. They are professionals. I'm pretty sure they can get you a dragon quickly, if you ask. Look, if you want to go to them, just go to Midgard, you'll find their premises in Old Market Square, it's a building with a tower, you cannot be mistaken.
3	I have a cousin that lives on the mountains, in a village along Elsandor Creek, past lake Aldemar. She says that some young guy disappeared recently from the town. Do you think he may have been eaten by a dragon? For Rad, that's scary
4	I have no clue, guys, sorry. But maybe the elven hunters that live in the tower of Acorn may help you out. If there's a dragon around they should know it. Where is this tower? Oh, it's just around Mount Adennoben, not too far from Het Klooster.
5	Once, I went to Torle and got lost on the mountain. That place is huge, and very cold. I never saw that much snow and ice. I bet that, if there is any white dragon around, it must be on mount Canades, not too far from Torle.
6	If it is informations you are looking for, try going to the office of Okram family, in Midgard. It is a nice building with lots of flower pots, and two guards always at the door. You can be sure that the Okram, and <i>Madame</i> Orissandra above them all, will be the first ones to know anything that happens in this valley. And they have a huge library in their tower, too! My brother-in-law managed to get there last year, to deliver something, and he said that he had never seen anything more spectacular.
7	You should try and find Hubert the hunter. Everyone knows him in the Valley. He lives on the mountains all the time, in a tent or something like that, always moving around. They say that he is the most experienced hunter of the whole region. Even if he doesn't know, he may surely help you. Where he is? Who knows If you are lucky, he may pop up in town to sell his furs.
8	I wouldn't sleep at night, if I knew that a scary dragon was around the valley. Fortunately the Shinra family keeps the monsters away from our homes. Reno, the houuseholder, is such a charming man! Maybe you should ask to see him, and he may reassure you that no dragons are flying in our skies.

enough to tie him up amd make him unharmful. If they try to subdue the dragon, they must not use any spells against him, and must not do any real damage to him, in terms of HP loss. They must only hit the dragon with blade weapons doing non-lethal damage, which won't reduce the amount of damage dealt by the dragon's breath.

When the characters managed to subdue or catch the dragon in any way, they will need to put him into restraints so that he cannot fly away and cannot kill them by surprise. They may order special chains, with a padlock, and a muzzle for the dragon. The chain will cost 10 Dc, with an encumbrance class F, and the muzzle 50 Dc with encumbrance class G. A padlock strong enough not to be broken by a dragon

costs about 100 Dc and has encumbrance class A

The DM must be very careful handling the dragon, because if it is captured, it will try his best to escape his restraints and run away, or to kill the characters when they let their guard down. The characters also need to feed the captive dragon, by feeding him the equivalent of 20 rations of food per day.

In case the characters decided that they don't mind catching the dragon, but they'd rather take the blood and leave the damn beast there, they will need something to put the blood in, like two or three barrels. Barrels are usually quite big, and the characters will probably need a wagon or a handcart to move them around.

A barrel costs 5 Dc, and its encumbrance is 3 by 4. No character

can carry a barrel alone, and whoever carries it is slowed down to half speed.

Handcart and wagon must be pullled by animals, as well. Costs for handcart, wagon and animals can be found in the campaign book, together with more exhaustive informations about them.

RANDOM ENCOUNTERS

While the adventurers roam around the Lonely Valley and the mountains around it, in this adventure, there is one chance out of 6 once per day and twice per night to get some random encounters. During the day, the characters should be able to spot the creatures approaching from far away, and then decide whether they want to engage them in combat, try a friendly approach, or even just hide and hope the creatures will leave.

The table in the next page gives you the description of every random encounter that is possible in the valley and on the mountains. To determine which one happens, just roll 1d8 and check the matching number on the chart.

NPC GROUPS

If the characters meet an NPC group, the DM must deterine what kind of NPCs are met. The NPC groups can be friendly, neutral, helpful, enemies or whatever else the DM wants. The DM may build his own NPC groups, if he likes. Some sample NPC groups are described at the end of the book in the chapter: NPCs of the Valley. For this adventure, I recommend to use the following groups, to be determined random rolling 1d6:

- 1 Guards
- 2 Nagpa
- 3 Gypsies
- 4 Elves
- 5 Merchants
- 6 Desert nomads

If you want, you can use the same merchants used in adventure 4: Red leaves and white snow, or generate new ones.

HUBERT THE HUNTER

The characters may meet the hunter Hubert Dorland (AC: 4 (3 with the shield), HD: F 8, HP: 54, Mov: 36 (12), Initiative: +1, Att: 1 longbow or 1 axe, D: longbow 1d6+4, axe 1d8+4, ST: F8, ML: 10, AM: N, XP: 650, Str 16, Int 10, Wis 11, Dex 16, Con 13, Cha 5, AL N) only as a random encounter. However, Hubert is possibly one of the most useful encounters for them, because he has actually spotted a white dragon flying around mount Riso some days ago. Hubert is not a very sociable character, and does not like other people. Therefore, even if he has the informations that the characters are looking for, he would not reveal them for free. He could ask for up to 1.000 Dc to tell the characters what he knows, and will surely let it slip out of his mouth that he saw a white flying lizard (that's how he calls dragons) some days before. If characters manage to befriend him, or at least to make him cooperate, Hubert could also persuaded to guide the characters to the mountain, obviously not for free.

If Hubert follows the characters, he would try to avoid fights, if he can, leaving to the characters the hard tasks. After all, he is just a guide for them. However, he has *skilled* mastery in both his magic longbow +2 and the axe, which are his weapons, and wears a magic leather armor +1. He carries a shield, that he uses when fighting with the axe, and always has in his belt three healing potions and an antidote.

THE LONELY VALLEY

In this adventure, the characters have no limits, and may adventure around the Lonely Valley the way they prefer, collecting informations and completing side-quests until they find the dragon they need. Sir Bussière

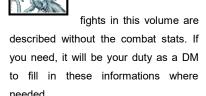
1D8	RANDOM ENCOUNTERS
1	Wolves: 1d6+3 third level wolves (AC: 7, HD: 2+2, Mov: 54 (18), Initiative: +1, Att: 1 bite, D: 1d6, ST: F1, MI: 8, MA: N, XP: 25 each) can be spotted on the mountains. There's two chances on 1d6 that the wolves spot the characters and chase them. However, the characters may keep the wolves quiet by giving them at least three rations of food.
2	MINOTAUR BANDITS: Two minotaur bandits have their lair nearby and ambush the travellers. The characters are their next victims, and the minotaurs ambush them in the woods or at a blind turn of the road. The two third level minotaurs (AC: 5 / 6, HD: 6, Mov: 36 (12), Initiative: 0, Att: 1 bite or 1 gore or weapon D: bite and gore 1d6, trident 1d8+2, battle axe 1d10+2, ST: F6, MI: 12, MA: C, XP: 400 each). One of the minotaurs fights with a trident and a shield, while the second one uses a battle axe.
3	HARPIES: A group of 1d4+1 second level harpies (AC: 7, HD: 2*, Mov: 18 (6), Flying: 45 (15), Initiative: +1, Att: 2 claws, D: 1d4 each, ST: F4, MI: 7, MA: C, XP: 35 each) flies around and spots the characters. The creatures keep an eye on the characters until they are close to some danger, and at that point they start singing to lure them to their death. Characters will initially think that the harpies are just big birds, until they don't sing.
4	HUBERT THE HUNTER: See description in this page. Hubert can be encountered multiple times, and may be very useful for the characters in this adventure.
5	CAECILIA: A fourth level caecilia worm (AC: 6, HD: 7*, Mov: 18 (6), Initiative: -1, Att: 1 bite, D: 1d10, ST: F4, MI: 9, MA: N, XP: 850) digs its way out of the ground and attacks the characters. During the fight, if the caecilia swallows a character, it tires to hide under the ground. The characters may chase it into its tunnels. The DM may make up a mini-adventure out of this encounter, if he wants to develop the tunnels and the rooms that they make.
6	 HERD OF MOUNTAIN GOATS (on the mountains): a second level herd of 2d6+2 mountain goats (AC: 7, HD: 1+2, Mov: 72 (24), Initiative: 0, Att: 1 kick, D: 1d4, ST: F1, MI: 5, MA: N, XP: 15 each) is grazing on the side of the mountain. The goats are quiet, and won't attack the characters if left alone. If scared, the goats charge for one round, then run away. Or HERD OF BUFFALOS (in the plains): a fourth level herd of 1d8+2 buffalos (AC: 7, HD: 2+2, Mov: 72 (24), Initiative: 0, Att: 1 butt, D: 1d6, ST: F1, MI: 5, MA: N, XP: 25 each) is grazing in the fields. The buffalos are quiet, and won't attack the characters if left alone. If scared, the buffalos charge for one round, then run away.
7	FROST GIANT (on the mountains): a second level frost giant (AC: 4, HD: 7+1*, Mov: 36 (12), Initiative: 0, Att: 1 club or 1 boulder, D: both 3d6, ST: F7, MI: 8, MA: C, XP: 1.025) is around to hunt. The characters may be attacked or may decide to attack or to hide, or even to talk to him, but in that case they would need to give some presents to him so that he won't attack. or HILL GIANT (in the plains): a third level hill giant (AC: 5, HD: 8, Mov: 36 (12), Initiative: -1, Att: 1 club or 1 boulder, D: club 2d8, boulder 3d6, ST: F8, MI: 8, MA: C, XP: 650) is around to hunt. The characters may be attacked or may decide to attack or to hide, or even to talk to him, but in that case they would need to give some presents to him so that he won't attack.
8	NPC GROUP: See description at page 79. There are different types of NPC that the characters may meet. Each group is better detailed in the chapter: NPCs of the Valley at the end of this book.

doesn't give to the characters any deadline, because he will need the fertilizer mainly from the first days of summer, which are still quite far to come.

If the characters don't have a clue about where to start, maybe let sir Bussière suggest to them to go and have a talk in Midgard with the members of the Adventurers' guild or the monster handlers' syndicate, and ask for informations.

As a DM, try to let the characters free to adventure as they want, but to keep their eyes on their final goal: the white dragon. In the following pages you will find a list of events. Some - the ones that are numbered - can be added by the DM in any place and moment that he thinks is suitable. Some other ones - marked by a capitol letter - are connected to a place on the map.

Please note that most of the NPCs that are not suposed to be involved in



1 - HAILSTORM

When this event happens, the characters must be close to a hut or a farm that is in a quite isolated area.

The sky has been cloudy for the whole day, and every now and then, short showers of rain hit the ground. However, when the hailstorm finally comes, you are in open ground. The ice drops hit you hard, and are quite painful to get on your heads. Moreover, you are quickly getting wet, too.

You need to find shelter somewhere as soon as possible, before you get sick, or the hail hurts you too bad.

The characters will probably look for a place where they can rest and dry out. You can hint them towards the hut or farm by telling them that they notice some smoke raising in a particular direction, or just let them stumble onto it. When it happens, read the following passage.

A wooden house stands isolated here, and some smoke certainly comes out of its chimney, clear sign that someone lives inside. It looks like a very well kept house, and maybe whoever lives in here will not deny shelter against the storm to you.

If the characters decide to knock at the door, a girl in her early 20s will open. Her name is Delia Van De Velde (NP, MA: L, Str 7, Int 13, Wis 9, Dex 13, Con 10, Cha 14), and lives here with her grandfather. She will surely allow the characters in, and will help them to get dry and comfortable.

After helping the characters, Delia says that she needs to tend to her old grandfather, and must leave them alone. Delia's grandfather, Odo, is laying in his bed, and suffers greatly for

a bad disease. If the characters ask her about the old man, Delia asks them back if they can help her. Her father and mother have gone to *Leamington*, a village in the Barony of Uigmuir, with her brother that is getting married. She stayed at home with the grandfather, who is sick, and cannot leave the house, otherwise he will be all alone. However, his disease has worsened in the past two days, and she needs the mystics from the monastery to come over and see him. In the monastery there's an elder mystic, called *Rotisius* who is an expert in diseases.

If the characters accept, and they go and come back with Rotisius, they find the old man in desperate conditions. Rotisius is able to stabilize him, and gives Delia a pouch containing some herbs to make an infusion for the old man. Delia thanks the characters by gifting them with a lot of food (12 rations of non-preservable food) and an item that she found in the fields some weeks ago: it looks pretty old, and is a stick, about 1 m length, nicely carved all around, and hollow inside. Any thief may recognise it as a blow gun.

It is a magic blow gun +1 of multiple shots. The item is described at the end of the book. The characters need darts and poison to use the blow gun. The darts are easy to find almost everywhere, while to find the darts a character may need to contact some underground merchant. If the DM wants, the merchant in the random encounters may have some poison (paralizing, irritating or debilitating only), but it will be quite expensive: about 2.000 Dc for a vial that is enough for 5 darts.

2 - A SONG IN THE NIGHT

This event may only happen during the night, and only in the woods, or if the characters are camping very close to the woods. If the characters are in a building, this event may not take place. During the night watch of one of the characters (if they do any), read the following passage.

The night is quiet and only the fire and the insects produce some noises. The breeze is cool, but not too cold. After about 20 minutes from when your watch starts, in the quiet of the night, a sad female voice reaches your ears: she is singing a song in an exotic language, maybe elven or something similar, hidden somewhere in the woods.

If the character does nothing, the voice keeps singing for about 20 minutes, then it disappears.

If the character tries to identify the origin of the voice, he may quietly move towards it, and find a beautiful creature singing while staring at her image on a small water pond. Read the following passage.

A young girl sits on a boulder staring at her reflection in a small pond nearby. She looks young, in her early 20s, probably, and has flowers and leaves in her hair. Her dress is green, and looks like it's made of leaves as well. Ad she is crying. The moon illuminates the scene lightly, while tiny white flowers fall on the water, from a big elder tree.

The girl is the dryad of the elder tree, and lives here. She didn't notice the character (or the characters) so far, and if the group does nothing, she will keep on singing her sad song.

If the characters get out to talk to her, she is initially scared and tries to hide from the sight climbing on the elder tree. However, the dryad Trina (this is her name) may be calmed down by talking to her in her language, and if the characters ask why she is crying, she will tell them this story. However, if the characters don't speak the language of dryads, it will be impossible to understand her.

"In the south-east there is a small forest, where many of my sisters used



to live in big pine trees.

The birds used to tell me stories of the other dryads, and deliver messages to them, and I would not feel lonely. But that suddently changed during the winter, when I and my sisters were asleep. Many of them did not wake up in spring, because their trees had been chopped down and killed. The birds told me a story about big monsters with axes, that are using the trees to build weapons and a fortress, and are chopping down the forest. The bumblebees that live in the wood are scared and will soon run from there, and the birds and the other small animals will follow suits soon. A forest is dying, and I can feel the pain of my sisters and of the animals, but I cannot help. Therefore, I'm singing an elegy for their souls, and raising a prayer for them."

If the characters offer their help, the dryad is not going to trust them immediately: they are humans, after all, and the humans are known for destroying the forest, murdering the animals and building their towns on the land taken from the nature. However, given some time, they may be able to convince her.

If there is only an elf talking to Trina, she is immediately much more cooperative, and trusts his or her word. If for any reason the characters want to fight her, Trina is a fifth level dryad (AC: 4, HD: 5*, HP: 20, Mov: 36 (12), Initiative: 0, Att: charm person, D: special, ST: E10, MI: 7, MA: N, XP: 550) and she tries to run from the fight, using her charme spell to fight back only if the characters keep on chasing her

If the characters go where she said and fight the monsters (see *Trolls of bumble-bee creek, page 91*), as a reward she helps them in their search: she asks the birds if they know of the lair of a white dragon, and they tell her that there is one on the top of Mount Riso.

3 - A GIRL IN NEED

This encounter can be set anywhere in the valley or close to the villages on the mountains, but should not be set in places that are too isolated.

While you are moving in the countryside, you suddently hear the terrified scream of a girl. She sounds in big danger, judging from the screams she is giving out.

If the characters dont ignore her, and go to see what's happening, they find the scene described in the following text.

A group of 3 monsters, slightly bigger than humans, with broad shoulders and with hairy heads, is getting close to a girl, who has been cornered on the bottom of a cliff. She is around 20 years old, of Alphatian ethnicity, and very scared. A corpse lays on the ground nearby, and you can see that the blades of the monsters are dripping blood.

If the characters don't help the girl, she is kidnapped by the monsters, who tie her up and take her away. The monsters are fourth level hobgoblins (AC: 6, HD: 4+4, HP: 18, 22, 23, 28, Mov: 27 (9), Initiative: 0, Att: 1 spear, D: 1d6+1, ST: F4, MI: 9, MA: C, XP: 200 each), and are murderers and thieves

If the characters save the girl, she tells them in tears that she was travelling with her husband, and the monsters killed him and wanted to kidnap and rape her. The girl is in shock, and the characters cannot just leave her as she is. They have to take her back to her hometown, Shedim. The girl, named Garnet Turlupinay, (F1, MA: N, Str 13, Int 10, Wis 13, Dex 13, Con 8, Cha 11) asks to take her husband's body along as well, and would not travel without him. If the characters don't have a wagon or a handcart to carry the corpse, they need

to carry him by hand, and it slows them down quite a lot.

When the characters reach Shedim, Garnet invites them to stay for the night at her home, and for the funeral on the following day. Together with the parents of the dead man, they decide to thank the characters for their help by gifting them the sword that used to belong to the dead. It is a silver sword with gemstones on the handle, and is worth 1.000 Dc, if sold.

4 - THE NAKED KNIGHT

This encounter is made of 2 events. The first one needs to happen some hours before the second one, in the same day. This event may only happen close to any river, creek, lake or pond, and in the countryside. First, the characters meet a guy in a shiny armor.

The noise of a horse riding warns you of the arrive of a man. You see him from a distance, and he looks stunning in his shiny suit armor, with his white cloak and tunic. His equipment is decorated in gold. Looks like it is a very important person. Approaching you, he stops. He takes his helm off the head, showing a very young face, with short red hair and freckles. He looks not older than 20, and the armor seems disproportioned on his body.

"Hey there, folks" He says. "What's up with you? Did you never see a Knight of the Light?" He adds, looking at your faces.

The "knight" is friendly with the characters, but always very vague about his origins and his order. He keeps pretending to be very brave and famous, and that he has a mission to accomplish for the Council, in Midgard. The guy says that his name is Sir Cedric Van Hauten (F2, MA: C, Str 14, Int 13, Wis 7, Dex 13, Con 10, Cha 12), that he has just been ordered in the Order and that he has killed many dragons before. However, if the characters ask for his help with the

white dragon, he says that he is busy with his mission and cannot help them. The characters may see that the guy has a pouch full of coins, too. This guy is nt a proper knight, therefore he doesn't know how to properly behave. His speech is very uneducated, and his manners are quite rough.

This guy, Cedric, is an imposter: he is a ne'er-do-well who stole the horse, the armor and the clothes of a kinght and pretends to be a knight. He is wearing a suit armor, carrying around a magic longsword+2, a mace, a magic shield+1, a knight's lance and wearing a chain of golden crosses around his neck. In his pouch he has 60 Cr, 421 Dc and 13 Sv. He also has 3 potions of healing and one of greater healing in his belt.

After a while, or if the characters ask qustions that he doesn't know how to answer, the knight leaves. Some hours after meeting the guy, the characters reach a place, close to a creek or a lake, where there are some trees and bushes. Here, they hear a voice calling them.

The path you are following leads towards the water, in a very quiet area. It is a beautiful place, and while you are getting through, you hear a voice from the bushes. It is a man's voice, calling you.

"Please, gentlemen! Forgive my rudeness, but... would you help a person in need?"

When you turn to the source of the voice, you see a man, in his early 30s, with black-bueish hair, nicely shaved face, light blue eyes and a big built body, hiding in the bushes. You can see that he is not wearing anything on his chest, and looks quite embarassed.

If the characters decide to help the guy out, or at least to listen to him, he says that his name is Sir Nexus Taradas Inacrias, Knight of the Order of Light (AC: 7, HD: F10, HP: 60, Mov: 36

(12), Initiative: 0, Att: none, D: none, ST: F10, MI: 11, MA: N, XP: 1.000, Str 17, Int 10, Wis 13, Dex 11, Con 14, Cha 12). He shows his seal ring, on his right hand, as a proof. Sir Nexus explains that he was riding along this path, and he found this beautiful place. He decided to take a rest and bath. relaxing in the fresh water Unfortunately, when he got out of the water, his horse, his weapons and even his cloths were gone. Now he is hiding in the bushes because he is naked and has nothing at all to wear.

This guy is a real knight, a proud fighter and an educated man. His speech is researched and his manners are good.

There are many ways for the characters to help the guy. They may give him or buy him some clothes, take him to town and help him get some basic equipment back. If they do, he is very happy to help them with their search for the dragon and in their fight against it.

The characters may give him informations about the guy who stole his belongings (Cedric) and where he went, or even help him chase the thief. Even in this case the knight will promise to help the characters, but only if the characters help him chasing Cedric. If they do, the DM should invent some encounters in which characters and Sir Nexus find villagers and peasants that are upset because a knight helped them for very stupid tasks and asked for a payment, or asked for hospitality for free just because he was a knight. It won't be hard to follow the track of his frauds.

The characters may track the guy down in Midgrad, where he is showing off in the Harpy & Unicorn, spending the money in his pouch (which belongs to the real knight) and getting drunk. At that point, Sir Nexus challenges Cedric to a duel and, after an easy win, forces him to confess. Someone will call the guards to take him to the constabulary.

This encounter may develop in many ways. It will be important for the DM to be able to improvise, and at the same time try to avoid weird derailments.

Also note that after helping the guy, in the future, if any of the characters ever becomes a knight of any order, he or she may count Sir Nexus as a friend, in the Order of Light. Then, if the character becomes famous, Sir Nexus may push for him or her to be invited to join the Order of Light as well.

5 - HUBERT THE HUNTER

This encounter should be set up only if the characters have already had plenty of other encounters and sidequests, but didn't manage to find the dragon, nor they met the hunter Hubert in random encounters.

If this is the case, drop in Hubert anywhere on the mountains, or close to a wood in the valley. As a last resource, put him in a small village or town, where he went to sell his preys and furs. You can find a description of Hubert and ideas for the encounter at page 80. The characters should be able to get the informations they need from the experienced hunter, and finally find the dragon.

A - BUSSIÈRE'S FARM

This is the place where the adventure begins. It is not too close to Midgard, but still around Lake Remis.

Bussiere's farm is very big, and is built on a patch of ground that is almost perfectly plain. The workers are preparing the ground to lay down the cuttings of the grape vines that monsieur Bussière is growing in a glasshouse. The main building is a big farmhouse, but there are also big stables, a barn and some small huts for the workers.

If the characters have any news to give to Bussiére, or if they need a place to stay for a night for free, they can



always come back here, but there is nothing interesting for them in the farm.

B - MIDGARD

Midgard is a village with a round fortified center and many farms around. In the fortified core of the village usually around 900 people live. The other citizens of Midgard live around the town in farms, grow crops on the shores of the lake or have their huses on the lake where they go fishing. The Esuvia Creek flows south-west to the village, about 200 m far. Fountains in the village are taking their water from the creek through old underground canals. In he village, there are a number of interesting places, that are marked with numbers preceded by a b. Here are their descriptions. Use these buildings depending on how the characters behave while in town. Please note that most of the encounters in the town are not described in detail, so that you can adjust them to the situation.

A poster map of midgard is included to be printed on an A3 sheet. You can use that to show the village to the players and note their movements.

b1 - Village doors

The village has three doors, in three different quarters. The road departing from the north-west door goes towards the lake and the farms that lay north. The path that departs from the south-west door goes towards the creek and the villages of Eidana and Les Epesses. The third road, departing from the south-east door, goes towards the Shinra tower and towards Salles D'Aude.

At the village doors, a group of 4 gurads checks all of the visitors for licences and illegal belongings. They also ask everyone what's the purpose of the visit and how long they are going to stay in town. The doors get shut one hour after dusk, and are opened at dawn every day.

b2 - Town Hall

This is the biggest building in town and used to belong to the ruler of the village. The building is made of white marble from Caurenze and is quite elegant. It is actually made of two identical buildings, connected with two terraces ad with a courtyard in the middle. Here there are the offices of the magistrates, the treasury, the licence archive, the constabulary and the village council. The Mayor has his offices here, as well.

b3 - Central Square

The big optagonal square of the village, surrounded by 8 towers, is the landmark of Midgard. It is usually packed with merchants, that sell any kind of merchandise. The characters may come here if they are looking for something special. In the center of the square there is also a big fountain representing a wizard with mustache and curly hair, a wizard with a crown, and an elf. These represent the Thyatian the Flaem and the Belcadiz elves who founded the Principalities.

There is a 5% chance every day that the characters may find, among all of the most common things, one magic item or a couple of magic books. If that happens, the DM must decide how to handle the situation.

The market may also be a dangerous place for the characters. If the characters buy something very expensive in the market, thieves may spot them and try to rob their money or anything precious that they can see.

b4 - Shrine of Rad

The shrine of Rad is quite big and hosts 11 magic-users. In the building, there is a big library, where the priests allow visitors, including spellcasters that are doing their researches, for 50 Dc per day. The money is then used to help the people in need and to expand the library. If the characters have books to sell, or want to do some research, they can come here.

b5 - Office of Okram Family

The building looks like a small castle, with a tower and a big terrace. It is always decorated with a lot of flowers, and two private guards, wearing purple uniforms and silver armors, greet the visitors at the door.

If the characters come here looking for informations about the dragon, they meet Exo Okram (MU 9, MA L, Str 13, Int 16, Wis 10, Dex 11, Con 14, Cha 10), who is Orissandra's oldest son, and his wife Luluna (MU 9, MA: L, Str 7, Int 17, Wis 13, Dex 13, Con 10, Cha 12). Exo suggests that they go to the Okram tower to see his mother, and agrees to take them there.

b6 - Adventurers' Guild

This big building is the adventurers' guild. The characters may come and sleep here for only 1 Dc per night each, because they are members of the guild in Senin. The adventurers don't trust the newcomers easily, but may get softened if they are offered a couple of pints at the nearby tavern.

b7 - Tower Inn

A small inn, where the characters may sleep for 3 Dc per night. The owner, Lena Alloran (MU 5, MA L, Str 6, Int 17, Wis 16, Dex 8, Con 12, Cha 11) is a magic-user and used to be an adventurer as well. She is now retired, and manages the inn with her youngest son. She is very talkative, and doesn't like Reno Shinra. If the characters ask fo her help, she guides them to the Okram family and to their office.

b8 - City guards barracks

The barracks host 43 men and 11 women who serve the town guarding its doors, doing patrol duties day and night and solving problems whenever they can. Some of them are often out of town to inspect the farms around, or to guard the bridge on the Esuvia Creek.

The captain of the guards, Sorbathan (F7, MA C, Str 16, Int 13, Wis 11, Dex 9, Con 16, Cha 11), is paid by Reno

Shinra to persecute his enemies. He would gladly address the characters to the Shinra Tower to find help, and in the same time tell them not to trust the Okram family. Whatever thing he knows from the characters, Sorbathan will report to Reno. However, he won't do anything bad against them directly and, if ordered by Reno Shinra, he will send his men after them.

If the characters are arrested for any reason, they are taken here and imprisoned in the dungeon.

b9 - Stables

This long building is the village stables. The characters may leave their horses (if they have any) here at a cost of 6 Sv per animal per night. The animals here are given food, washed, scrubbed and checked for their health daily. If the characters don't leave their horses in the stables, they may be stolen during the night.

b10 - Old Market Square

A long time ago, this was the main market area of Midgard, but now only a few sellers are left here, while most of them have moved to the Central Square. The few merchants here mainly sell food and not very interesting goods. However, there is an alchemist that every day has 1d6-1 potions to sell, usually quite common, at prices that vary between 500 and 3000 Dc each. The DM may chose whatever potions he prefers, trying not to give to the characters an excessive help like that, and balancing their prices. Antidotes, healing potions and potions of heroism are good examples of common potions to sell. The alchemist also has healer's bags, garlic and wolfsbane to sell.

b11 - Syndicate of the monster handlers

The monster handlers have their premises here. They only bring in town small monsters or monster pieces when asked for it. Here the characters may

find informations on how to handle a white dragon, and even the equipment they need to make sure that the beast won't fly away. Informations about how to handle some monster are free for members of the guild, but for other people there is a 10 Dc fee to pay. If the characters want to be very safe, they may hire a monster handler to help them take the dragon back to Midgard once they find it.

Moreover, the monster handlers also sell ingredients for spellcasting, and the characters may want to top up their stock here, if they need.

b12 - The Gloomy tower

This tower is very old and looks dangerous. It is falling apart, as if it was abandoned. However, the people that lives nearby say that an old lady still lives in there. She can be seen through the windows that are often lit overnight, but she never gets out.

If the characters knock at the door, nobody answers by day, and the door is locked. If they do it overnight, the door opens for them to get in, but locks back after they got in the building. The old lady died many years ago, and her spirit became a fifth level wraith (AC: 5, HD: 6*, HP: 26, Mov: 27 (9), Initiative: -1, Att: 1 touch, D: 1d6+2 + energy drain, ST: F5, MI: 12, MA: C, XP: 300). She feeds of the fools that enter her tower. If the characters fight and defeat the undead spirit of the lady, they find her mummified body, alongside with the remains of her former victims and the treasures that she hoarded from them. Moreover, the characters find a small containing library manv books. including 7 books of magic. This is the full list of what the characters find in the building.

Silver cutlery for 55 Dc
China vases (3) each 80 Dc
Jewelry box containing:
Ring worth 600 Dc
Earrings worth 1.100 Dc (the pair)
Necklace worth 1.700 Dc

Bracelet worth 120 Dc Coins for 630 Dc, 210 Sv and 3 Cr

Magic books:

Ancient Lost Magic

By Rudelphine Vaughn Dc 700

Secrets from the Stars

(a practical guide to astrology)

By Vernon McIvert Dc 190

Words of Power *

By Altan Virayana Dc 390

About Spirits and the Spirit World

By Evehard Vlaardoen Dc 590

A Legacy from the Ancient **

By Nevin De Roo Dc 1.920

Combined magic

By Innocenti di Malapietra Dc 80

Basic Spellcasting

By Etienne D'Amberville Dc 150

- * This book is written in Ethengarian language. A *read languages* spell may be needed to be able to read this book, if the owner doesn't know Ethengarian language himself.
- ** This book is very ancient and is about the Radiance. It is an extremely rare book written by an ancient king of the Flaem. Characters with *History* general skill may recognise the name of the Mage King of Braejr.

If the characters free the tower from the evil spirit, the mayor sets up an auction to sell it, so that the building is finally refurbished. Bids are made in Platinum Crowns. If the characters want to take part to the auction, they find out that there are four more persons interested in it. They are:

Pernilla Wicks (MU 2, MA N, Str 7, Int 14, Wis 17, Dex 8, Con 9, Cha 11), a middle-aged Klantyrean woman who wants to retire in Midgard. Her best bid is 120 Cr.

Einar Feathern (MU 9, MA N, Str 13, Int 13, Wis 13, Dex 9, Con 14, Cha 10), a young Alphatian who just graduated from the Great School of Magic and is looking for a place where



he can keep on his research. His best bid is 127 Cr.

Frans Blue (T 5, MA C, Str 11, Int 10, Wis 13, Dex 16, Con 13, Cha 13), an Alphatian man who is actually an agent of Reno Shinra. He wants the building for his master to refurbish and rent it. His best bid is 105 Cr.

Estelle Myrindul (E 6, MA N, Str 11, Int 17, Wis 13, Dex 16, Con 7, Cha 13), a female Erewan elf who wants to open an atelier and design dresses. Her best bid is 100 Cr.

If the characters take part in the auction, the DM must roleplay it accordingly. If they win, the DM should give them the map of the tower that can be found at the end of this volume, and inform them about the taxes, the refurbishment costs and the maintenance costs, which are: 10% of the building's cost for the taxes to pay before the next tax day, 3.543 Dc for the refurbishment, and once the building is refurbished, 20 Dc per month for the maintenance.

b13 - Midgard Hospital

This building is used as a hospital for the injured and diseased citizens of Midgard and the nearby villages. Two mystics of the Monastery permanently live here and run the hospital, and one or two more come to help from time to time. Some local herbalists and alchemists also help in the hospital.

If the characters need treatment, they can come to the mystics in here, instead of going to the Monastery. However, the mystics need donations to run the hospital and ask whever they take care of, to give some, according to their finances.

The building of the hospital is owned by the Shinra family. If the characters want to help the mystics not to pay the rent anymore, they could buy the tower nearby and gift it to the mystics, so that they can move their hospital there. If they do so, the mystics repay their kindness with 4 potions of healing and a potion of Invisibility.

b14 - Fighting School

Altan Lakkam (F 25, MA N, Str 16, Int 11, Wis 16, Dex 13, Con 14, Cha 6), former captain of the army of Ethengarian origin, lives in this building. He is one of the very few Ethengarians living here, and is well known as an expert swordsman and fighter. Many young guys come here to train with him and improve their proficiency in the use of many kinds of weapons. The man is happy to train any character, and has the following weapon masteries:

Long sword Expert
Claymore Skilled
Dagger Expert
Staff Skilled
Longbow Skilled

The man can be paid according to the training table that appears in the campaign book, at page 18.

b15 - Seipher's Jewelry

Seipher Cavibran (MU 12, MA C, Str 7, Int 17, Wis 7, Dex 14, Con 10, Cha 12), the owner of the Aquamarine mines in Senin, lives here, and here runs a jewelry business with his stones. He is a nice person to talk to, and is always interested in rumors about new gemstone veins. The building has a secret room, where Seipher stores the gemstones that come from Senin before sending them around the nation to be sold.

If the characters go to him to ask for help for the Dragon's business, he will not be able to give them any hints, but invites them to come to him to sell the jewels and gemstones that they may find in the dragon's treasure, if they defeat it.

b16 - Jonathan McDuthy's Forge

Jonathan (F 16, MA L, Str 17, Int 14, Wis 9, Dex 9, Con 13, Cha 6) is a knight that pretends to be a common blacksmith. He is here in Midgard to

keep an eye on Reno Shinra and his activities in town. He suspects that Reno pays the mayor to derail the work of the council and get everything he wants, but he has no proof.

If the characters go to him, he is happy to sell them weapons, armors, chains and even special muzzles for dragons.

b17 - Scholars' Cadre

The Scholars in Midgard meet in this small building. It is like a private members club, where they enjoy food and drinks while discussing the problems of the world. If the characters come here seeking advise, they may be redirected to the adventurers' guild or the monster handlers. However, they are kindly invited to take part in their philosophical debates.

b18 - Harpy and Unicorn

This is quite a famous place in Midgard: the tavern is run by a former adventurer named Tharn Van Der Spiegel (T 9, MA C, Str 13, Int 11, Wis 6, Dex 17, Con 16, Cha 12), and trophies of his adventures are hanging from the walls. The adventurers from the guild often come here to drink and share their tales, or admire the trophies and ask the owner to tell his tales. This is the perfect place in Midgard to seek for informations.

However, it is the perfect place for thieves as well, to find informations. The owner is one of the leaders of the local thieves' guild (a local section of the Fellowship of the light-fingers), too. The guild's premises are in the building just on the side of this one. Often, some thieves from the guild keep their eyes open for foreigners who look wealthy, and then organize some smart action to rob them. If the characters are a bit too loud about ther money in this place, or if they display jewels and magic items without any fear, they may become their targets.



C - SHINRA TOWER

Not too far from Midgard, raises a tower that stands 7 stories tall and is all made in white stone. It is quite elegant, and is surrounded by a garden, enclosed in a fortified wall. Guards patrol the wall and the entrance of the building. The guards wear dark red uniforms and bronze armors.

This building is the Shinra Tower, the characters may come here seeking help for their quest. The guards at the gate ask for the reason of the visit before letting anyone in. If the characters ask for an audience with Master Reno (this is how the guards call him), one of them leaves to put in the enquiry for them. He comes back after 20 minutes giving the permission. The characters are only asked not to take any weapons in the nuilding. They are going to take them and give back when the characters leave.

Reno (MU 14, MA C, Str 10, Int 17, Wis 12, Dex 13, Con 11, Cha 14) is a very friendly person. He pretends to be honest and good with everyone, and with the characters he plays his part well. He says he cannot help, and that he doesn't know of any dragons, but promises to inform them if he knows anything. He knows that adventurers must be treated well, because they can improve his popularity.

If, ahead in the game, the characters have no clues and come to the Shinra Tower seeking help, Reno may actually help them, by reporting voices that he heared or by addressing them to Hubert the hunter. But Reno's help is not for free, and the characters may soon find out that he expects them to help him out for some business he is up to. The DM may invent some side-quest that may improve Reno's popularity or damage Orissandra Okram, and that the PCs must accomplish. The tasks given to the PCs may not always be legal...

D - THE MONASTERY

The mystic monastery is surrounded by smaller ruined buildings, some fields and a tall stone wall. On two sides, it sits on the rift and looks towards the valley. The big door of the building is open during the day, and when you get closer a mystic of the monastery comes to welcome you on its grounds.

Characters may have visited the monastery in the previous adventure.

The characters may want to ask the mystics to heal their wounds or for a place to sleep overnight. The mystics are happy to help, but ask the characters, if they can, to give them some offers to keep their services going. The characters are free to give as much as they want, but if they don't leave anything, the mystics may not be that friendly with them in the future.

The characters may have come to the monastery looking for the elder Rositius (Ms 8, MA L, Str 12, Int 10, Wis 18, Dex 13, Con 16, Cha 9), an expert healer (see encounter 1: the hailstorm, at page 81). In that case, Rositius is happy to follow them to the house of the girl, with a young mystic named Gallian (Ms 4, MA L, Str 15, Int 13, Wis 9, Dex 13, Con 14, Cha 10).

E-HARPIES IN THE VALLEY

This encounter happens the first time that the characters try to reach the village of Het Klooster. With spring, some harpies have come to inhabit the cliffs of this valley, and are now preying on the travellers that move through it. The characters look like perfect victims for them.

You are walking through the valley, following a narrow path. The valley is quite steep, and if you don't follow the path, you risk to fall from some cliffs.

Suddently, you hear a choir of female voices that start singing a very charming song. They seem to come from a grassy field not far from where you are, where some big trees grow.

The song is sung by harpies, and everyone who hears it must save vs. spells or be charmed by them. Charmed characters want to move to the field to find the source of the song. They will see some female faces staring at them through the branches of the trees. The song sings of the beautiful landscapes and the fresh spring breeze, suggesting to charmed characters to go and admire the valley from the edge of the cliff. When they are there, the second level harpies (AC: 7, HD: 2*, HP: 6, 9, 11, 14, 16, Mov: 18 (6), Flying: 45 (15), Initiative: +1, Att: 2 claws, D: 1d4 each, ST: F4, MI: 7, MA: C, XP: 35 each), five in total, fly out of their tree and sit on the victims' shoulders, only to grab them and drag them off the cliff. Whoever is thrown off the cliff takes 4d6 points of damage for the fall, and the harpies attack the survivors, after the fall, to finish their work. Then, they feast on their bodies and steal their

Obviously, the characters that have not been charmed may try and stop the harpies, attack them and chase them away. If the haries are scared away, or after killing some characters and stealing their belongings, they fly back to their nest which is on the side of mount Canades, in a small cave. In here, they have a small treasure made of 1,100 Sv, 250 Dc, three swords, a shield, a spellbook and a bracelet made of garnets, worth 1.300 Dc.

The spellbook is very basic and includes the following spells:

Level 1

Read magic

Magic missile

Ventriloquism

Protection from evil

Detect magic

Level 2

Detect evil

Detect invisible

Web



F - MAMA GAIL

The characters may know Mama Gail from the voices around the Valley. She is well known for being a seer that can predict the future of the people. If they decide to meet her, they must go to Het Klooster. Here, the woman lives in a small townhouse, and greets the visitors in her living room, a place that smells of cats and tea, full of lace, scented candles and dried flowers.

Mama Gail is a chubby woman in her late 50s, with red cheeks and grey hair. She has light blue eyes, and wears old clothes that have been repaired many times. Her house is very common, and full of cats. She welcomes you in her living room, and offers a cup of tea.

Mama Gail (NP, MA N, Str 6, Int 12, Wis 18, Dex 7, Con 8, Cha 16) is happy to help the characters to find the dragon, but her visions are not straightforward. She studies the leaves left in the cups of tea of the characters before giving her response. However, Mama Gail asks the charracters for a payment, in the form of a donation. She is happy with as much as 10 Dc, but she may accept up to 100. Anything more than that she refuses to take, and if offered, she suggests the characters to give to the poor. Pick the prediction that you like the most, to direct the characters towards one of the possible paths to get the information they need.

"I see a lonely man with a big backpack. He wears a fur coat stained in blood. He can take you close to your goal, but you won't find him in villages and towns."

"I see a woman crying in a forest. Her tears fall in a pond, and the moon shines high in the sky."

"I see a majestic deer grazing close to a river. Running in the woods, he guides you to a young boy that got lost" The first vision is related to Hubert the hunter. The second one is about the dryad in the woods, while the third one is about the talking deer. The visions of Mama Gail are vague, but the characters should be able to recognise the situations they refer to, once they find themselves in there.

G-THE ELVEN HUNTERS OF ACORN

The tower of Acorn is home to a small community of elven hunters. The characters may decide to come here to find informations about the dragon or about Hubert.

A brown-ish tower, partiallly covered by climbing plants, stands facing the plains. It looks quite small, and you can see that there is a small community living in there. Apparently, they are elves, and you recognise the features of the Erewan clan. Some of them seem to be busy preparing for a trip, or an expedition. One of the elves, a girl, welcomes you.

"It is nice to have visitors at the tower of Acorn. I'm Myrna, the mistress of the tower. What takes you here in this nice spring day?" She asks.

Myrna (E10, MA N, Str 13, Int 15, Wis 7, Dex 13, Con 10, Cha 14) is happy to help the characters, if she can, but she has no clue about the dragon. However, she informs them that her hunters are heading north, to the ruins of Gulfingar, where they have been told that a big winged monster has made its lair during the winter. There are not many informations about the monster, therefore if the characters want to find out whether it is the dragon they are looking for, they have to go along with the hunters.

Anyway, if the characters didn't already know, Myrna informs them that Mama Gail, in Het Kloooster, is famous to be a seer and may give them some help for their search.

If asked about Hubert, Myrna says that she knows him, but he seldom

comes to this vale, and that it's easier to find him camping on the mountains than in the villages. She may also be able to recognise him from the description that Mama Gail may have given to the characters.

H-HUNTING IN GULFINGAR

The group of hunters that are going to Gulfingar is made of 5 members.

Ralalan (E5, MA N, Str 16, Int 13, Wis 10, Dex 13, Con 9, Cha 16) is the leader of the group.

Herakles (E4, MA L, Str 14, Int 13, Wis 6, Dex 18, Con 13, Cha 9) and Sibalthine (E4), his wife, are two experienced hunters.

Rox (E3, MA N, Str 18, Int 10, Wis 16, Dex 10, Con 13, Cha 14) is the explorer of the group.

Yannan (E2, MA C, Str 13, Int 16, Wis 8, Dex 10, Con 16, Cha 11) is the youngest and the rookie of the group.

The village of Gulfingar is normally inhabited by orcs, but now none remain, because they have been chased away by the big monster. However, the characters may find corpses and traces of the orcs, anso also some other small fiends.

The map of Gulfingar appears at the end of the volume, with every other map. Encounters on the map of Gulfingar are marked with **h** followed with a number. The places are described here.

The red overlaid shade in the building shows where there is still a roof.

h1 - Arriving at Gulfingar

The elves tell you that Gulfingar used to be a commercial outpost between Glantri and Wendar, and was built around the building of the market. Once you are able to see the village ahead, closed on a side by a cliff on the side of the hill, you realize that the biggest building in it, which is still standing almost intact, must have been the market. If there is a place where a big



monster may hide, that's

it. Around the main building, there are several small ones, possibly houses. The remains of an old wood fence can still be seen, but are now completely covered in grass and vines.

The elves suggest not to go too close to the village until the group has a proper plan. They suggest to get there overnight, when the creature will probably be asleep and they are able to see it with their infravision. However, they will need a shelter to avoid being spotted by the monster, if it flies out.

For every turn spent closer than 100 m from the village without a proper hideout, the DM must roll for an encounter and, if it happens, it is with the wyvern that lives here (see area h5). If the characters have some useful skill (survival, for example), they can help building or finding a shelter.

As a DM, play the hunt the way you prefer. Remember that the elves and the characters will very likely be well prepared for the fight, therefore you may not need to hold back on the wyvern side. However, if in danger the wyvern tries to fly away. The characters and the hunters should try and find a way to trap it before fighting it. If they don't, the wyvern may come back and chase them once it's healed.

h2 - House

In this building, you find the remains of a humanoid, maybe an orc or a hobgoblin, that is decomposing ad smells quite bad. The creature wears just some rugs, an has a bone axe. The place looks like the humanoid was living here.

The orc was poisoned by the wyvern and died here. In the building, the characters may find traces of other humanoids (a total of 3) that used to live here, but escaped the village. On the corpse of the orc, the characters may find a broken coin purse where there are still 22 Dc and 8 Sv.

h3 - Windmill

This building used to be a windmill, but the fan dropped when the ceiling crushed down, and now most of the building is encumbered by debris.

If the characters enter the building, there is 1 chance out of 6 at every turn that some more debris falls, causing 1d6 damage to whoever is inside. The damage can be avoided with a saving throw vs. breath weapon. There is nothing interesting in this old building.

h4 - Old forge

The building is stronger than the other ones around, and is completely made of stone. Once you step in, you realize why: it used to belong to a blacksmith or something like that, and has a forge inside. However, it looks like the forge was recently used and someone (apparently quite wild) used to live here.

Here the orcs used to live, but ran from the building when the wyvern attacked the settlement. Now, a 6th level carrion crawler (AC: 6, HD: 6+2*, HP: 38, Mov: 36 (12), Initiative: 0, Att: 8 tentacles or 1 bite, D: tentacles paralysis +1d2, bite 1, ST: F4, MI: 9, MA: N, XP: 650) has taken the house as its lair, and hides in a pile of rugs. If the characters search the house, the monster attacks them. There is nothing else in this building.

h5 - Old Market

The old building looks quite well preserved on the outside, but on the inside you notice that part of the ceiling has fallen, and some of the internal walls have been destroyed as well, as if a big creature tried to make more space inside. At the back of the room, not far from a hole in the back wall, a huge creature that looks like a dragon is laying on the ground, apparently asleep. In the little light that there is, it's not possible to see the colour of the

creature, but that may be grey-ish, green or something similar.

The creature is the 5th level wyvern (AC: 2, HD: 10*, HP: 49, Mov: 27 (9), Flying: 72 (24), Initiative: 0, Att: 1 bite or 1 talon, D: bite 2d10, talon 1d6 + average poison, ST: F5, MI: 9, MA: C, XP: 1.750) that has come to live here. If the characters get in at night, are very silent, and did not fight in the village before coming in, the creature is asleep and they may attack for one round before it counterattacks. Otherwise, the wyvern only pretends to be asleep, and immediately attacks whoever gets closer than 3 m to it, gaining the surprise with a roll of 1-3 on 1d6.

h6 - Among the ruins

In this area, closed between the fallen walls of two buildings and the stone wall of the cliff, the wyvern is throwing the remains of its meals: you can see the corpses of many humanoids or humans here, and some of their belongings.

In the pile of corpses and bones, the characters may find the following items:

142 Py, 36 Sv, 198 Dc and 1 Cr

A pendant made of wolf teeth (5 Dc)

A wrapped package with 5 gallettes (elven gallettes, see magic items)

A scroll with some ancient runes on it (shield scroll, see magic items)

A chain bracelet worth 250 Dc

Two common swords and a shield

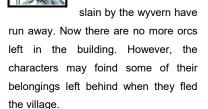
A rope (15 m)

A sling and a pouch with 12 berries

h7 - Old inn

This building is still standing unharmed, even if the ivy is covering a big part of it. It is one of the biggest buildings in the village, and was probably an inn or a guesthouse. There are traces of someone sleeping and living here recently, but the place looks completely empty, now.

Most of the orcs were living in this building, but the ones that were not



In an old chest, closed with a rusty padlock, there are some interesting items. The padlock can be easily opened with magic or by a thief (+20% chances because it's old and rusty). The characters may also try and break the chest open with an open doors check. Last, they can try to break the chest open with their weapons. Using weapons against the padlock, the characters need to deal at least 15 damage to open it. However, each time they hit the padlock with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore.

In the chest, the characters may find:

A parchment scroll

1 potion

104 Dc, 35 Sv

A silver dagger with a bejeweled handle, worth 300 Dc.

The parchment scroll contains a treasure map, while the potion is a potion of colouring. The potion is described at the end of the volume, among other magic items.

The treasure map is not included in this volume. The DM may draw it and invent an adventure for the characters, or use any of the adventures in the Adventure Book ABX1 - Of Treasures and Maps, which contains 5 adventures connected to treasure maps in the Principalities.

h8 - Ruined house

This building has fallen under the weather and the plants that grew through its stones. The building is not easy to explore, because it's full of brambles and bushes.

If the characters perform a search in this building, they may find among the

brambles the corpse of an elf of Wendar. The elf has been killed by the wyvern recently, and is wearing a plate mail. He has a war hammer and a shield, and a pouch with 12 Wendar gold coins. Characters may exchange them for 11 Ducats in any big village, like Midgard or Senin. Moreover, the elf has at the right hand a ring with a white stone, which is a magic *ring of protection from lightning*. The ring is described at the end of the book among the other magic items.

h9 - House

This building is now starting to cave in: part of the ceiling and the walls have already fallen, and the ground is full of debris and plants.

There is nothing interesting in this building. However, the building is very unstable and at every turn the characters spend in it, there is 1 chance out of 6 that some debris falls and hits whoever is inside. The characters must save vs. breath weapon to avoid being hit. If they are hit, they take 1d6 points of damage.

J - OKRAM TOWER

The easiest ways to reach Okram tower are: flying and through the path that goes there from the Monastery of the Lonely Valley. There is another way, which is only known by the members of Okram family, which is a secret path hidden in a cave behind the waterfall of Averelle Creek.

The characters should not come to the tower except if they have visited the offices of Okram Family in Midgard. If they did, they are welcomed into the tower by Lady Orissandra (MU 11, MA N, Str 13, Int 16, Wis 13, Dex 9, Con 10, Cha 13) who gives them her permission to search her library, and shares the knowledge she has about the valley. She knows that there is a famous hunter named Hubert that lives on the mountains, and sggests that the characters try to find him. She says that

sometimes he goes to Laenisaia and Ashurbanimu to sell his furs. He is an expert of the mountains around and may guide the characters towards their goal.

Orissandra tries to be as friendly as possible with the characters, and invites them to share with her their story, once they find the dragon. Obviously, she wants to use them to increase her influence in the Valley.

K-THE TALKING DEER

This encounter happens when the characters are close to Elsandor Creek, deep in the woods.

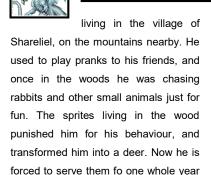
The peace of the woods is suddently broken by the scream of a young man: He is crying for help, and must not be too far from here. His voice comes from the direction of the creek.

If the characters run to the creek, towards the voice, read the following passage.

You run towards the voice: it becomes louder, like the noise of the creek, while you get closer. When you reach the open air, close to the creek, what you see is something you didn't expect: there is a beautiful deer on the edge of the creek, and he is wounded. A pack of five wolves are gathering around him, ready to attack and slain the animal. And it is the deer that calls for help, with a human voice.

The deer is weak and could not fight. The third level wolves (AC: 7, HD: 2+2, HP: 9, 12, 13, 14, 18, Mov: 54 (18), Initiative: +1, Att: 1 bite, D: 1d6, ST: F1, MI: 8, MA: N, XP: 25 each) are after him to eat, but if the characters attack them, after the first one dies, the other ones run away in the woods.

After the fight, the deer thanks the characters for saving his life. If the characters ask how comes that he may talk, the deer explains that he is not a real deer. His name is Feanor Thirendal, and he used to be an elf



Feanor is particularly worried for his mother, because he didn't go home for weeks, now. But the sprites cursed him so that he may not leave the forest.

before the sprites may free him.

If the characters propose to help the deer, there are three things that they can do: heal him with potions and herbs, take a message to his mother, or try and talk to the sprites for him.

In case they take a message to his mother, Feanor explains how to get to Shareliel. He wants his mother to know that he is fine, he had to go on a long journey, and that he will come back home next spring.

If the characters decide to talk to the sprites, Feanor tells them that they should try and give them some gifts to softem them down. Feanor takes them to a pond, and calls them. The sprites are not happy to see humans around their home, and are quite suspicious, but if the characters talk to them quietly, and maybe offer them some gifts, they may listen to them. Sprites like jewels, but also magic and nice clothes.

The sprites may decide to free Feanor only if the characters agree to help them with a problem they have. A huge snake has come to live in the woods, and is eating sprites evey now and then. It is very dangerous, and it made its lair not far from here. If the characters kill the big snake, the sprites accept to lift off the curse on Feanor partially, giving him 3 days around the full moon at every month, when he will be back to his elven form and will be able to go back to his family.

Moreover, if the characters help the sprites, they may be able to help them with their quest for the white dragon: they have seen the dragon fly south, after Mount Alpipper, and towards Mount Riso. Even if they know this, they won't tell the characters, though, if the characters don't kill the huge snake.

The huge snake that they fear is a 5th level Rock Python (AC: 6, HD: 8*, HP: 35, Mov: 27 (9), Initiative: 0, Att: 1 bite or 1 squeeze, D: bite 1d6, squeeze 2d6, ST: F4, MI: 8, MA: N, XP: 1.200). The sprites can show the characters where its lair is, but won't go with them. When the characters are close to the lair, the snake tries to attack them by surprise, jumping down from a tree. The python gets the surprise with a roll of 4-6 on 1d6.

L - CLOISTER OF EMERALDS

The priests of the Cloister of Emeralds are happy to see the characters, if they come here to visit, and they may let them sleep in the shrine for 5 Dc each per night. They may also sell to the characters some very basic magic items at the following prices.

Magic ink flask (max 10) 250 Dc
Potion of healing (max 5) 700 Dc
Scroll of magic missile 1.000 Dc
Scroll of charm person 1.000 Dc
Scroll of invisibility 2.000 Dc
Book: Prayers to Rad 100 Dc

Everything is described at the end of this volume among the magic items. The book is sold at its value, and may be useful for every arcane spellcaster. The priests have three copies of the book to sell, but only one copy of each scroll.

The priests are happy to see the characters not only because they can sell some stuff to them, but also because they have quite a big problem: in the valley of the Bumble-Bee Creek a group of trolls has come to live. They are chopping trees and building a small fortress, and the priests fear that they may attack the shrine sooner or later. The trolls have already killed one of the priests of the shrine, and are often

attacking the pilgrims that go through the valley. (see the trolls of Bumble-Bee creek, in this page for details). If the characters defeat the trolls and free the valley, the priests reward the characters with 3 healing potions and a copy of the book Prayers to Rad.

THE TROLLS OF BUMBLE-BEE CREEK

The characters won't need to look much around, to find the stronghold of the trolls in the valley of Bumble-Bee Creek. The building is quite big, and can be seen from far away. It is stuck to the mountain wall and is mainly made of wood.

Characters may find the Trolls by talking to the priests in the Cloister of Emeralds (see earlier in this page for details) or to the dryad in encounter 2 - A song in the night (see page 81 for details). If the DM wants, the characters may just stumble on them while moving aong the valley of Bumble-Bee Creek, maybe with an encounter with a lonely troll along the creek before reaching the stronghold.

You can find a map of the stronghold of the trolls at the end of the volume.

These are the possible encounters in it.

The trolls are planning to take over the Cloister of Emeralds and, from here, the whole Lonely Valley. They are chopping down trees to build catapults, and they are going to take their blow to the priests as soon as they think they have enough fire power.

Please note that the trolls are quite dangerous and hard to deal with. The players would be better off if they had some help from NPCs against the trolls (for example Sir Nexus: see encounter 4 - The Naked Knight for details), and surely they should put on some strategy to defeat them. They may put up some raids to take the monsters down one by one, instead of fighting them openly, and they may also use fire very effectively to defeat them. If you realize that the players are just not strong or

smart enough to overcome the trolls, you may also reduce this entire chapter to an ancounter with one or two trolls in a cave, obvioulsy reducing in proortion the treasures that the characters get as a reward.

1 - ENTRANCE

In a wide glade in the forest, apparently the result of a big lumber work, stands a wide building that looks like a roughly made stronghold. It has wooden fences around and is made up of just a handful fo buildings. The entrance is guarded by a humanoid monster, about 2,5 m tall, fat and with a hairy head and a long ugly nose. The creature holds a big club in its hand.

The creature is, obviously, a troll. This second level troll (AC: 4, HD: 5+2*, HP: 34, Mov: 36 (12), Initiative: -1, Att: 2 claws + 1 bite, D: claws 1d6, bite 1d8, ST: F5, MI: 10, MA: C, XP: 400) is the guard of the stronghold. If the characters come closer, the troll attacks them immediately. However, a charm person spell may help the characters to lure him into the woods, or to grant them access to the stronghold unharmed.

From the entrance it is possible to see the big statue in the center of the stronghold, that roughly represents a troll with a crown and a scepter topped with a skull.

If the characters fight here in front of the doors, the guard troll may alert the trolls in the stronghold by blowing his horn. If it happens, in 1d6 rounds the characters see some more trolls coming out of the buildings with their weapons out. The DM should sort out the situation, making sure that the players understand that they cannot win against all of the trolls together.

2 - COURTYARD

The courtyard has as its centerpiece a big statue representing a humanoid, more or less resembling the one that was at the entrance, who is wearing a crown and holds in his right hand a scepter topped with a skull. The statue is painted with something that looks like blood

Around the statue, you can see a total of six small buildings, two of which are made in rough stone blocks, and another two of which are stuck to the mountain behind.

Two catapults are resting among the buildings, weirdly aiming towards the wooden wall.

There is nothing interesting in the courtyard. If the characters made it throguh the entrance without alerting the other trolls, they can pass by unnoticed. The catapults are heavy and not easy at all to move. At least six characters, or four horses, need to push and pull them to be able to move them around. It is very unlikely that the characters may move them and use them without being noticed.

The catapults may be destroyed by setting them on fire, or by tearing them in pieces with weapons, but in that case they need to take a huge amount of damage. Each catapult needs to take at least 150 damage to be broken. However, each time the characters hit the catapults with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore. Damage dealt with fire is doubled, and makes them burn down round after round, turning them into ashes in 2d6+6 rounds each.

3 - WORKSHOP

Lots of scraps of metal and wood are left around this hut. In the building, you can see some rough tools, like big hammers, axes and some saws, alongside with parts of mechanisms and wooden gears.

This is the workshop where the troll engineer builds the parts of the catapults that are to be used to attack the Cloister of Emeralds.

4 - EMPTY HUT

This hut smells of rotten flesh and dirty socks, and there is some trash all around the floor, but except for that, it looks empty.

The troll that sleeps here is the one guarding the door, therefore this hut is empty. The "trash" is made of pieces of clothes and broken utensils, but also bones of animals and even humans. If the characters spend at least one turn searching in the room, they can find a ripped fur coat (that the troll tried to wear) with a secret pocket packed with 200 Dc.

5 - BARRACKS

This building seems stronger than the other ones, and it is bigger as well. In it, two big creatures, with fat flaccid bodies and hairy heads are resting on the ground, on what look like two stray beds. They are not sleeping, though, and when you get in the building they say something in their language, jumpng on their feet.

These creatures are two second level trolls (AC: 4, HD: 5+2*, HP: 28, 31, Mov: 36 (12), Initiative: -1, Att: 2 claws + 1 bite, D: claws 1d6, bite 1d8, ST: F5, MI: 10, MA: C, XP: 400 each) and only speak troll language. They are asking who the intruders are, and why are they here. If the characters know how to speak troll language, they may easily deceive them saying that they are friends and are here to talk to their leader, or something like that. If the characters don't understand language and don't answer, monsters attack them and, if they are too hard to kill, they call moe trolls to chase them out of the stronghold.

One of the trolls is wearing a necklace made of rough aquamarine stones, that's worth about 2.000 Dc if sold. In the building there's nothing else of any interest. Stairs on the outside may be used to climb on top of the building, to the terrace.



6 - BEARS STABLES

In this building there is a smell of wild animals and you can see in a corner a pile of bones and carcasses of animals, and maybe humans as well. A wooden gate made of thick tree trunks closes the access to a cave that seems to be of natural origin. Hanging on the walls, on the sides of the gate, there are a whip and two yokes that seem far too big to fit on common horses, fitted with some huge chains.

The gate is closed with a bolt from this side, and it's easy to open, giving access to room 7. The carcasses in the room are used to feed the bears, in room 7. Yokes and chains are used to secure the bears to the catapults and pull them, or to keep them on a lead.

7-THE BEARS

This cave is completely dark, and the characters need some sort of light to see inside. However, infravision may help.

This big cave is the lair of two huge bears: you have never seen beasts as big as these ones: they look ferocious and hungry. As soon as you enter their cave, they start growling and run towards you, showing their yellow fangs.

These creatures are third level cave bears (AC: 5, HD: 6, HP: 30, 32, Mov: 36 (12), Initiative: 0, Att: 2 paws +1 bite +1 hug, D: paws 2d4, bite 1d10, hug 2d8, ST: F3, MI: 9, MA: N, XP: 275 each). They used to live in these caves before the trolls arrived and have been captured by the monsters. The characters may try to calm down the bears by feeding them some carcasses, or by using the whip that can be found in the other room and the general skill Animal training: bears. A character may suffer a penalty of -2 points in the skill score if he has animal training but not on bears.

In this room there is nothing really worth anything. However, if the

characters skin the bears after killing them, their furs are worth 1d16+5 X 10 Dc each, and each takes an encumbrance class G in the inventory to carry away. The DM may not allow the characters to take the skins if the characters killed the bears by burning them with fireballs or in other very destructive ways.

These bears are adult and wild, and of a race that is very vicious, therefore the characters may never be able to tame and train them.

8 - FART BROGHOL

In this building there is a creature with a fat flaccid body and hairy head. He looks very dirty and the whole hut smells extremely bad. As you enter the building, the guy looks at you and, farting vigorously, shouts in Glantrian language: "Ha! Try to do better, if you can!"

This troll is Broghol, a third level one. Broghol (AC: 4, HD: 6+3*, HP: 34, Mov: 36 (12), Initiative: -1, Att: 2 claws +1 bite, D: claws 1d6, bite 1d10, ST: F6, MI: 10, MA: C, XP: 650) is quite weird, farts all the time and is extremely dirty. He is not wiling to attack the characters, as long as they stay with him and play the different fartgames that he invents. For this reason, the other trolls avoid him as well, taking him along only in battle, because he is big and strong. Broghol would fight the characters only if they refuse to play with him at least for a couple of hours, if they attack first, or if the other trolls ask him to.

If the characters play with Broghol for at least 2 hours, when they leave he gives them a gift: a beautiful handkerchief that he is using to blow his nose all the time. The "handkerchief" is an *elven cloak*, but the characters may want to wash it very well before putting it on.

The top of this building, where a terrace is, is accessible through a staircase.

9 - TROLL CHIEF'S HUT

On the floor of this hut there are several skins and furs of big animals, and hanging on the walls there are more than a dozen severed heads of men and other creatures, mainly hanging from the hair. In the room, a big humanoid with a flaccid body and a hairy head, stops you as soon as you open the door, holding a big spear in his hands and shouting something.

If the characters know troll language, they may understand that this fourth level troll (AC: 4, HD: 7+4, HP: 45, Mov: 36 (12), Initiative: -1, Att: 2 claws +1 bite, D: claws 1d8, bite 1d10, ST: F7, MI: 10, MA: C, XP: 1.025, WR 23) is calling his boss (see room 10 for details) and saying that there are intruders in the stronghold.

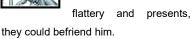
If the characters don't know troll language, they cannot communicate with this fourth level guard, and the troll will chase them away and attack them. If the characters immediately leave the stronghold, the guard lets them go.

In this room there isn't anything interesting.

10 - THE TROLL KING

The walls of this natural cave are decorated with plenty of broken shields and blood-stained weapons. In the center of the back wall there is a throne-like chair, where a fat and hairy creature is sitting, eating from a big bowl of raw meat like a pig. The creature wears a roughly-made metal crown that looks quite rusty and has in his right hand a sceptre topped with a human skull, with two gemstones in place of the eyes.

If the characters came here accompanied by other trolls, asking to talk to the leader, the troll king's first reaction is of curiosity. He has a very high idea of himself, and thinks that anyone else in the world should adore him. If the characters use enough



The troll king (AC: 3, HD: 9+6*, HP: 53, Mov: 36 (12), Initiative: -1, Att: 1 staff, D: (1d6+4)x4, ST: F9, MI: 10, MA: C, XP: 1.750) is a sixth level troll and his weapon is his sceptre. The sceptre is actually a 2-handed staff +2 of extra damage (x4). The staff is better described in the chapter about magic items, at the end of this volume. By using this weapon, the troll king deals (1d6+4) X4 per hit (the additional +2 is due to the high strength of the troll).

If the characters try to talk the troll king into leaving the valley, they may be able to succeed only if:

-they give him some very valuable treasure. He particularly likes magical items.

-they use big flattery towards him.

-they defeat his champion (the troll in room **9**) in a wrestling match.

If the characters do all of these three things, the troll king will accept the characters' alliance and the submission of the people of the Valley, who give him gifts, and therefore leave the stronghold. The troll king would not risk to fight with someone who defeated his champion in wrestling, without magic and weapons, and would rather play the "good king" part instead of admitting his fears.

If the characters fight the wrestling match, they must chose their champion as well. The champion must go into the ring only wearing plain clothes, and should not have weapons or use magic. However, invisible magic may be used without the trolls noticing anything.

If the characters fight the troll king, he shouts to call every remaining troll in the stronghold to help him. The troll king has around his neck a chain with a big rusty key in it. The key opens the chest in room 11

The weapons and shields on the walls are trophies of all of the enemies killed by the troll king. Most of them are normal weapons, and all of the shields are broken and unusable. However,

among other common items, the characters may find a *magic halberd* +1. Other weapons include:

Three swords

Two axes

Two maces

One warhammer

One 2-handed war axe

One Claymore

Three daggers

Two short swords

One cestus

Two pikes

Four spears

One crossbow

If they defeat the troll king, obviously the characters may take whatever weapons they like from the wall.

11 - TREASURE OF THE TROLL KING

In a small room along the cave there is a big chest encased. It is locked with a heavy chain and a rusty old padlock, that doesn't look too strong.

The key for the padlock is the one hanging from the chain around the troll king's neck. The padlock can be easily opened with magic or by a thief (+20% chances because it's old and rusty). The characters may also try and break the chest open with an open doors check. Last, they can try to break the chest open with their weapons. Using weapons against the padlock, the characters need to deal at least 15 damage to open it. However, each time they hit the padlock with a weapon, there's 1 chance out of 6 that the weapon breaks and cannot be used anymore.

In the chest, the characters may find: 1.600 Dc, 12 Cr, 850 Sv e 1.011 Py

4 gemstones (amethyst 50 Dc, turquoise 120 Dc, tourmaline 300 Dc, pink sapphyre 1.400 Dc)

A pearl necklace worth 2.500 Dc

A weird silvery box containing three small jars of paint: green, red and black (war paints, see magic iteems, there are a total of 7 uses left)

A wand of the roses with 5 charges left (see magic items).

12 - THE KING'S BEDROOM

This room smells very bad, and is full of dirty fur of skinned animals on the ground. Except for that, it looks completely empty.

There is nothing interesting in the room, except for the fur. If the characters want, they may take some away and try to sell them. There are a total of 11 big animal furs, each with an encumbrance class G, and each worth 1d6+2 x10 Dc. However, the characters need to wash them properly before selling them, otherwise nobody wants to buy them.



MOUNT RISO

The characters need to climb mount Riso to find the dragon. This mountain is not easy to climb, but not even extremely hard. To reach the peak, the characters need about 5 hours, climbing from the pass between Mount Riso and Mount Coso, which is the easiest way. If they try to climb from any other side, they find the path blocked every now and then and need to change direction much more often, which may lead to an extra 1d6+1 hours to reach the peak, where the dragon's lair is.

On the mountain, it is often foggy, and the characters may not easily see further than 9 m. If they are not guided by Hubert the hunter, there is always a chance of 1 out of 6 that the characters get lost, that must be checked after every 2 hours. Every time it happens, the DM should add 1d4 hours to the climbing time to reach the dragon's lair. This means that the characters may need to camp on the mountain, at very low temperature.

Remember that the mountain is covered in snow and ice, therefore the characters should get their winter equipment for this part of the adventure. Try to role-play this part as well as you can.

RANDOM ENCOUNTERS

While the characters are climbing mount Riso, the DM should check for random encounters once every 2 hours, on the table in this same page. The same table can be used in the lair of the white dragon, but in that case the random encounters must be checked once every 2 turns. Encounters 7 and 8 are only possible out of the cave. When rolling for random encounters in the cave, roll 1d4. Use 1d6 when the characters are climbing the mountain.

Please note that if Hubert the hunter has been hired as a guide by the characters, they won't be affected by

1D4 or 1D6	RANDOM ENCOUNTERS
1	SLIPPERY ICE: Under a thin layer of soft snow, a slippery surface of ice is hidden. Determine one of the characters random: that character steps on the slippery surface, and must save vs. magic wands to avoid falling on the ice and taking 1d6 points of damage. A character using ice cramptons is immune to this effect. A character using snow sticks to walk has a +2 bonus on the save roll.
2	FROST SPARKS: 1d4+1 fourth level frost elemental sparks (AC: 4, HD: 2*, Mov: 9 (3), Initiative: +1, Att: 1 blast, D: 1d6+1, ST: F2, MI: 12, MA: N, XP: 25 each) are hovering over the snow not too far from the characters. The frost sparks are attracted by magic and living creatures that move within 9 m from them.
3	WHITE WOLVES: 1d4 third level frost wolves (AC: 4, HD: 4+1*, Mov: 45 (15), Initiative: +1, Att: 1 bite or 1 breath, D: bite 1d8, breath 3d4, ST: F5, MI: 10, MA: C, XP: 200 each) are hunting in this area. The creatures may be hiding (1-3 on 1d6) or not. If they are hiding, they may try a surprise atack towards the characters, and that will succeed with a roll of 1-3 on 1d6. If one wolf is killed, or if they are atacked with magic, the wolves flee.
4	POLAR BEARS: 1d3 third level polar bears (AC: 6, HD: 4+2, Mov: 36 (12), Initiative: 0, Att: 2 paws +1 bite +1 hug, D: paws 1d4, bite 1d8, hug 2d8, ST: F2, MI: 8, MA: N, XP: 125 each) are lazily moving on the snow. The characters may see or hear them coming. If they hide, there is a chance of 1-3 on 1d6 that the bears don't find them. The characters may obviously want to avoid the bears as well.
5	HOLE IN THE SNOW: The snow, falling, has completely covered a hole, or a missing part of the path. Determine one of the characters random: that character steps on the hole and must save vs. magic wands to avoid falling through the hole and taking 1d6 points of damage. A character using snow sticks to walk has a +2 bonus on the save roll. A character wearing skis or snowshoeing is immune to this effect.
6	FROST GIANT: A lonely fourth level frost giant (AC: 4, HD: 7+1*, Mov: 36 (12), Initiative: 0, Att: 1 club or 1 boulder, D: both 3d6, ST: F7, MI: 8, MA: C, XP: 1.025) is hunting on the mountain. If the characters don't avoid him, the giant asks them for money or food, otherwise he threatens to kill them. This giant, named Noog, is a lazy ass and wouldn't want to fight, thus he prefers to scare travellers to get food and gold. However, if the characters provoke him, he will attack and, in fight, he fights until death.

the results "Slippery ice" and "Hole in the snow" that appear in the table. Hubert knows the mountains well, and he especially knows how to avoid its dangers.

If the DM wants, the characters may take the furs of wolves and polar bears as trophies or to sell them.

WHITE DRAGON'S LAIR

The caves that are the home of the white dragon are quite big: the corridors are never less than 3 m wide, and the ceiling seldom is lower than 3,5 m. Icicles, up to 1m long, hang from the ceiling and on the walls, and the ground is mainly covered in soft ice and snow. Please note that after room n.1 the natural light coming from outside is not enough to see anymore, and the characters need to have some light source to adventure further in the caves.

1 - ENTRANCE

This cave is massive, more than 3 m wide and tall, and from its ceiling and at its walls you can see plenty of icicles. The ground is covered in ice and snow, which is hard and greyish, as if some creatures often walked on it, pressing it into a thick and hard layer.

There is nothing interesting in this room. After this room, the characters need a light source to be able to see.

2 - MAIN HALL

In this big room there are lots of white crabs, of many different sizes, from the smallest ones, about 15 cm wide, to a huge one with a diameter of more than 1 m, and as tall as a big dog. When you walk in, illuminating the room, the crabs react coming towards you, as if they smelled food.

The crabs in the room are: 7 first level (AC: 3, HD: 1/2, HP: 1, 1, 2, 2, 2, 3, 4, Mov: 18 (6), Initiative: 0, Att: 2



pincers, D: 1d4 each,

ST: F1, MI: 7, MA: N, XP: 5 each), 4 second level (AC: 3, HD: 1, HP: 3, 4, 7, 8, Mov: 18 (6), Initiative: 0, Att: 2 pincers, D: 1d6 each, ST: F1, MI: 7, MA: N, XP: 10 each), and one fourth level (AC: 2, HD: 3, HP: 17, Mov: 18 (6), Initiative: 0, Att: 2 pinchers, D: 2d6 each, ST: F2, MI: 8, MA: N, XP: 35) ice crabs.

These crabs can be kept quiet by throwing them some food. It may be rations, or even some of the big mushrooms that grow upstairs. To feed all of the crabs and keep them quiet long enough to get through the room, the characters will need to give them at least 4 rations of food.

If caught or killed, crabs can be used as food by the characters. Two first level crabs make one ration. One second level crab makes a ration as well, whilte the fourth level crab can make 2 rations.

If the characters fight here, the noise attracts the white dragon from room 5, who silently moves towards this room and tries to attack by surprise, freezing the intruders with its breath. The crabs are kept here by the dragon to warn him if intruders come. Bears would not usually hunt them, because they are too hard to eat, and the dragon would not want to scare them. They often feed on the leftovers of the dragon's meals.

3 - EMPTY ROOM

This room looks like the other ones in the complex, but smells like the lair of some animal. On the ground, partially covered in ice, there are some animal bones.

This room is empty. The smell comes from room number 4 and from the bones. The dragon throws some leftover meat here to feed the bears, from time to time

4 - BEARS LAIR

In this room, two big white bears are sitting. When you enter the room, they

stand and walk towards you, with an agressive attitude.

These two fourth level polar bears (AC: 6, HD: 6, HP: 29, 31, Mov: 36 (12), Initiative: 0, Att: 2 paws +1 bite +1 hug, D: paws 1d6, bite 1d10, hug 2d8, ST: F3, MI: 8, MA: N, XP: 275 each) only want to protect their lair. If the characters run, they chase them only until they are out of the caves, or they go into room n. 5, where the dragon is.

5 - THE DRAGON

Adjust the description in this room according to the situation. If the characters fought the dragon in room n.

2, obviously it won't be here.

This big cave's floor is mainly occupied by the body of what looks like a huge lizard-like creature with pearl-white scales and big wings. It is probably the white dragon you were looking for. The beast is possibly six or seven meters long and its claws are at least half a meter each.

Depending on the situation, the fourth level white dragon (AC: 1, HD: 8***, HP: 45 Mov: 36 (12), Flying: 90 (30), Initiative: 0, Att: 2 claws +1 bite, D: bite 2d4+2, claws 1d6, ST: F14, MI: 9, MA: N, XP: 2.300) may be sleeping (if the characters were very smart avoiding the fight in roon 2, and if they are not well put for health, or a small group) or well awake (if they are with Sir Nexus, for example. See 4: the naked knight at page XXX for details).

This dragon is not able to talk, and fiercely defends his lair and treasure. The dragon may not be able to run, even if in life-threatening situation, but it may try if the characters' superiority is obvious. Try to play the fight smart: the dragon attacks with the breath on the first round, trying to hit the biggest possible number of targets, and then he focuses on taking out one character after another, not hitting random, but aiming at the easiest to kill first.

6 - WHITE SNAKE

A long, shiny white snake slithers around this room. It is possibly at least 4 meters long, and looks like it is getting ready to attack you.

The dragon keeps this snake as the guardian of his treasure chamber. The snake living here is a third level one (AC: 8, HD: 5+3*, HP: 34, Mov: 36 (12) in the snow, 18 (6) on other terrains, Initiative: +2, Att: 1 bite, D: 1d8 + poison, ST: F5, MI: 9, MA: C, XP: 400). The poison of the white snake freezes the enemies, who get paralyzed and lose 1 HP per round for 1d8+1 rounds.

7 - TREASURE CHAMBER

The walls of this room are completely covered in ice, and from its ceiling a huge number of icicles hang, but for anything else this room looks exactly like any other cave of this complex.

The white dragon hid his treasure in this room. The characters must declare that they check the ice on the walls and the icicles to find it. The white dragon froze it into the icicles and walls using its frost breath.

To be able to retrieve the treasure, the characters must find a way to defrost it. They may build a fire in the room, but they need to keep it on for at least 12 hours to defrost everything. If the characters are in the room while the icicles melt, they have 1 chance out of 6 at every turn that some treasure or icicle falls on them, dealing 1d6 points of damage. The damage may be avoided by saving vs. Breath Weapon. The characters may also want to find a way to avoid the icicles falling.

The treasure of the white dragon contains:

12.400 Py, 4.820 Sv

4.130 Dc, 67 Cr

24 gemstones: 4x Agate (15 Dc), 6x Jasper (20 Dc), 3x Carnelian (30 Dc), 1x Chalcedony (40 Dc), 3x Amber (70 Dc), 1x Jade (80 Dc), 2x Peridot (200

Dc), 1x Aquamarine (500 Dc), 2x Morganite (600 Dc), 1x Heliodoro (700 Dc), 1x Red Beryl (2.500 Dc)

4 jewels: 1x ring (1.000 Dc), 1x brooch (800 Dc), 1x silver chain (600 Dc), 1x pendant (400 Dc)

2x Potion of Control Undead

3x +2 Arrows of Penetration

1x Cursed Scroll (whoever reads it becomes a toad if he doesn't save. It may be cancelled with a polymorph spell)

1x Ring of the Rodent Books:

<u>Legends of the Glantrian Alps</u> By Gaspard Du Nord, 330 Dc

<u>Transmutation and energy</u> *
By Gilles Grenier, 690 Dc

Of Magic Items of the Known World

By multiple authors, 530 Dc

<u>Uses of Magical Ink</u> By Eugene Vadeboncoeur, 60 Dc

<u>Unusual and rare potion ingredients</u> By Isabella De Montebello, 820 Dc

Magical words and spellcasting
By Hyward Zebral, 130 Dc

<u>A compendium of lost spells</u> By Evehard McDermond, 300 Dc

12 uses of Dragon Blood

By Myrtle McCavanagh, 220 Dc

Applied mathemagic problems
By Wulf Zelten, 330 Dc

<u>Complex abstract magic numbering</u>
By Wulf Zelten, 390 Dc

<u>Rituals of knowledge</u> **

By Mellora Eldenbelle, 315 Dc

Of Lost Souls and Dark Legends ***

By Vladimir Lupescu, 375 Dc

- * This book is about the Secret Craft of Alchemy
- ** This book is about the Secret Craft of Criptomancy
- *** This book is about the Secret Craft of Necromancy

BACK TO SENIN

Once the characters complete their mission and find the dragon, they need to decide how they want to take the blood, and take it to Bussière. The DM should not let the situation to just go by, but roll for encounters and keep on with the adventure until, at its end, the characters get paid by Bussière and go back to Senin and to the guild. The DM may want to throw in one or two more encounters if the characters went through this adventure too easily, or even if he wants to introduce some more adventures to be played after these

Once in Senin, the characters have to pay the usual 20% of the money that Bussière gave them for taxes and guild's fee.

At this point, the adventure is really over.

EPILOGUE

You got paid by Sir Bussière and got back to Senin safely. The guildmaster is very pleased with your behaviour, and makes you Senior Adventurers of the guild.

Voices of your adventure, and that you killed a dragon, spread around the town and the valley, and soon you become celebrities.

"Be sure that soon enough, you will be the most wanted adventurers around." The guildmaster says. "Enjoy this fame, guys, and take all the money you can get from it."

With this adventure, this module is over. You can expand it by adding more adventures in the Lonely Valley (you can find several ideas in the next pages) or moving the action somewhere else. The characters may now want to go to Glantri City and attend courses at the Great School of Magic, or just travel around and get rich and famous.

You will find new ideas and adventures in the other volumes of the *Adventure Books* series. Look out for them: they will be released as soon as possible.

The Lonely Valley is one of the most distant territories from the Capital of the Principalities of Glantri. It is in the northwest, at the extreme western end of the Wendarian Range, and is bordered by the mountains and by the Adri Varma Plateau. It is called the Lonely Valley because it is so distant from the Capital that the people living in it seldom get to the rest of the country, and live almost completely isolated. Only the tax solicitors normally adventure there from the Capital.

GEOGRAPHY

The Lonely Valley is actually the impact crater of a big meteorite that hit the mountains thousands of years ago. This is why it has this almost perfectly round shape. The Refresco River and all of the creeks around, flow towards the center of the valley, where lake Remis is. In the center of the lake there is a whirlpool that drains water towards an underground cave, down to the underworld where the Shadow Elves live. Light woods of hazelnut trees and poplars grow around the lake and here and there scattered around the valley. The fields of the valley are very fertile, but they are also full of black stones, and it makes it hard to have big fields here. Some big black rocky formations stick out of the ground in groups, in the shape of shards. These rocks may in some cases be as tall as 200 m, and often cover quite big areas, of not less than 800 m each. Three smaller lakes (Aldemar, Gal and Fran) are formed by Refresco River and Elsandor Creek in the valleys around.

On the mountains there is very little vegetation. Only the valleys on the east have some pine-tree forests, but the ones to the north have just some light woods like the ones in the valley. The mountains around the valley are pretty tall, and even in summer their tips are always covered in ice and snow. Snow is quite common in winter all around the valley, but rain is quite unusual here, and normally it only falls in spring and

autumn, with short but intense showers. Summers are usually dry, due to the hot winds blowing from the Adri Varma Plateau straight into the valley.

SOCIETY

The people living in the Lonely Valley are mainly Alphatian, Averoignese, Flaem and Erewan elves. Most of the other ethnic groups don't usually come in these lands. Nagpas and Mornei Gypsies are almost impossible to find here. However, in the biggest villages of the valley (Midgard, Senin and Shedim) a bigger variety of people can be found, even if the other ethnic groups still are a minority.

The most influential people in the valley are the members of the Shinra are Alphatian family who extremely rich. They own most of the fields around Lake Remis and the Shinra Householder is aiming at getting a Barony here. However, he is not the only one who has the same project. The Okram family is their most feared rivals, and the two families are trying to discredit each other to get in control of the land. Other less influential people is also trying to improve their wealth and become rulers here.

The monastery of the Lonely Valley is the only mystic monastery here, and many adventurers carry their wounded or sick friends here to have them healed.

The tower of Leith Torles is a famous place: it belonged to Leith Torles, who was a very powerful Alphatian wizard. However, since when Leith Torles mysteriously disappeared about 100 years ago, all of the doors and windows disappeared from the tower, and nobody was ever able to get in anymore. The legend says that the tower must be full of plenty of magic items and treasures.

In the villages of the valley, many interesting legends are told, of which the most famous ones are the legend of the lovers in Les Epesses and the legend of the Wind Beast in Eidana.

ECONOMY

The economy of the Lonely Valley is based mainly on three factors. First: the aguamarine mines in Senin, which are sent to Glantri through guards and merchants. Second: the agriculture, especially the cultivation of wheat, potatoes and cherries. The Shinra family got its wealth thanks to it. Third: the commerce. The Valley is very close to the kingdom of Wendar, and even if it is still quite undeveloped, there is a small trade going on with neighbouring elves. Other smaller industries concur to build the economy of the valley, including wood cutting in the east, fishing in the lakes and creeks, and a limited tourism in Torle, where there is a museum dedicated to Leith Torles.

DESCRIPTION OF THE PLACES

In the following pages, you can find a short description of each of the villages, towers, fortresses and other places in the Valley. You can use these decriptions to invent adventures, or to describe to the characters the places they reach during the campaign. Places are described in alphabetical order

Ashurbanimu:

Population: 225 Ethnicity: Alphatians

Founded by Alphatian settlers during the years of the Alphatian occupation, it was originally an outpost built to keep under control the movements around this area, both to plan a possible invasion of Wendar and to look out for the western nomads. After Halzunthram's death, and before more villages were born in the Valley, Ashurbanimu remained isolated from the rest of the lands of Glantri for some decades, and became a quiet village of fishermen and basket makers.

Campeignac:

Population: 315

Ethnicity: Averoignese

Campeignac is a village built on the shores of Refresco river, and is one of the three Averoignese settlements here. The village is made mainly of farms, and its settlers try to avoid being involved in the rivalry between House Shinra and House Okram in the valley. The village is famous mainly due to a local treasure: the Barrel of eternal water. This item is just a big wooden barrel that magically refills with water every time it's emptied. It takes one hour to refill completely, once it's emptied. This item is used a lot in summer, when Refresco river dries out almost completely due to the absence of rains. Orissandra Okram is trying to obtain the permission to study the barrel from the chief of the village, so that she may be able to copy it and give some to all of the villages around, increasing her popularity.

Castle Morg: Once the home of a magic-user, this castle was abandoned about 60 years ago when its owner disappeared. The serivtude could never explain how that happened, and in the following years the castle, left abandoned, mostly ruined. Now, the castle is settled by kobolds and most of the people avoid getting close to it.

Cloister of Emeralds:

Population: 61

Ethnicity: Mixed

This shrine of Rad is quite big, and is built in one of the deepest woods around the valley. It is one of the eleves' favourite retirement places in the whole nation, due to the wild and deep vegetation of the wood itself. From the Cloister of Emeralds, a long mountain trail can be taken to reach the Barony of Uigmuir, but the mountains that this trail goes through are particularly hard to cross in winter, and are settled by ogres and orcs, therefore this passage is not commonly used.

Voices say that the Cloister was built at the entrance of an ancient emerald mine, and that its undergroud tunnels can be used by the priests to reach very far away without adventuring on the dangerous mountains.

Eidana: Population: 228

Ethnicity: Alphatians

The village is built on Lake Remis and is mainly settled by fishermen, farmers and lumbers. In this village there is an old abandoned Villa, which has a windmill built at the very top of a high tower. The Villa is called the Weeping Villa, because when the wind blows strong on the Valley, it is possible to hear a voice, like someone weeping, coming from it, and a noise of chains being shaken. The windmill itself is probably broken, because its blades don't move.

The legend says that a powerful wizard, with the power to control Air, lured a creature made of Air in the Villa using the windmill, and made it prisoner there

to channel its power into his spells. Even now that the Villa has been abandoned for decades, they say that the spirit is still prisoner in the tower, and whenever the wind blows outside, the spirit shakes its chains, trying to break free, and cries to his lost freedom.

Fort Hardy:

Population: 30

Of which soldiers: 30

Ethnicity: Alphatian, Erewan

Built on top of a huge tree, this fort is not very big, and is administered directly by the Constable of Shedim. Troops in the fort, paid directly by the Council, check the border and collect the taxes from travellers entering in the Principalities. Due to the small population of the Lonely Valley itself, and its extreme distance from the Capital, the Council has no great interests in this fort and its operations.

Gahnam: Population: 146

Ethnicity: Alphatians

The village of Gahnam is maily made of farms and is built close to a group of stone concretions surrounded by a pebbles field. In the pebbles field, the young guys and girls of the village often go to hunt marmots and harvest mushrooms, but a lot of snakes live among the stones, and the most unlucky guys sometimes get bitten and die for their poison.

During a marmot hunt, a girl of the village found an interesting stone among the pebbles: it is a light yellow crystal of Eliodore. She didn't inform anyone of it, yet, because she hopes that she may find more stones in there and, after becoming rich, she may use the money to go to the Great School of Magic and then gain a dominion here.

Gahnam Tower:

Population: 24
Of which soldiers: 10
Ethnicity: Alphatians

This tower is part of the defenses of the village of Gahnam and it is under the jurisdiction of the Constabulary of Gahnam. It has a double use: it serves as a checkpoint and defense on the border of the valley, in the narrowest access point, and it is also used as a prison for the criminals of Gahnam, 14 of which are actually segregated into its dungeon. The prisoners are seldom used to make refurbishment works in the tower or to clean the area around it from the trees, to keep the line of sight of the tower free from obstacles.

Gulfingar ruins: Gulfingar was an elven outpost built by Erewan settlers with the goal of promoting commerce between the Valley and the kingdom of Wendar. It was a small, semi-fortified village built around a big market, but the desert nomads destroyed it more than 30 years ago. They feared that, if the village grew in a big city and the commerce intensified, the lands at the base of the Plateau, where they usually come to hunt and herd their animals, would be occupied by elves and wizards. Of the village now only the central market that was built in stone stands, and orcs from the mountains made their lair in it, endangering the commerce route.

Het Klooster:

Population: 492 Ethnicity: Flaem

This village is actually the place where it is easier to meet Wendar elves: it is close enough to the border, and its position is very well protected. However, the commerce is still extremely small in size. The village is fortified, and the village chief controls a small paid militia to guard the border. Even if of different ethnicities, the village chief also cooperates with the owners of the towers of Acorn and Tyr Asleez to protect the area. The village chief, who is a wizard himself, dreams of a proper commercial treaty to be signed with Wendar under his rule, sure

that in that case he would be given a Barony over the valley.

Hyadacal:

Population: 415 Ethnicity: Erewan

Like many other settlements in this area, the village was supposed to support the commercial exchange between Erewan and Wendar However, the elves of Wendar never wanted to adventure this far into the valley to reach the village, and the vilage was thereafter neglected by Erewan. The settlers who moved here and didn't want to leave, decided to become farmers and hunters. The big building that used to be the market has been reconverted into a village mill and storage for wheat.

Laenisaia:

Population: 124 Ethnicity: Erewan

This village is very new: it has been founded no more than 15 years ago by some elves who were looking for some woods to make their homes. At that time, most of the villages in the Valley were controlled by the Alphatians and the Shinra family was even more influential than now. The elves were accepted in the valley under the promise that they would not interfere with the buisness of the humans here.

The elves built here a very wide village, spread on almost all of the woods, with houses connected by long passages full of bridges and walkways.

When the first elves reached these woods, they defeated a big green dragon, and used its treasures to build the village. What nobody in the village knows, though, is that four of the elves living in the village actually are the four pups of the dragon, and since their arrival they live here pretending to be elves and studying the village and the elves, planning for their revenge.

Les Epesses:

Population: 128

Ethnicity: Averoignese

This small settlement is a village made mainly of farms and fishermen's quarters. In the village, a sad legend is told to explain the origins of the whirlpool in the center of Lake Remis. Once upon a time, in the village two lovers used to live. The two were very poor, and the boy decided to go to Midgard to work and gain some money. However, his luck abandoned him, and he was forced to take some money from a loan shark. He run from Midgard and, reached the village of Les Epesses, he and his fianceé decided to leave the Valley overnight to escape the loan. The girl stole her mother's jewels, hoping that they could use them to get a new life in the south. They ran, but the weather was stormy and it was raining very hard. They were crossing the bridge on Averelle Creek when, due to the strength of the water, the bridge collapsed, and the two of them were taken by the water and drowned, buried in the depths of the lake.

When the Loan Shark was informed of the tragic event, some days later, he decided to hire a wizard to search the lake for the jewels and get his money back. However, when he and the wizard reached the centre of the lake, they found the two lovers still hugging each other, adorned with the jewels as if they were going to get married soon. The spirits of the lake, to protect the two lovers, summoned a whirlpool around them, and the Loan Shark and the Wizard were forced to leave without their money. Since then, they say, the Spirits guard the lovers' bodies and the whirlpool protects them from the thieves.

Midgard: Population: 1.427

Ethnicity: Alphatians, Flaem Midgard is the biggest settlement of the Lonely Valley and is built not far from the shores of Lake Remis. It is mainly settled by Alphatians, but the Flaem

community is very big in it as well. It is the only center in the Valley where all of the ethnicities of the Principalities can be found, but most of the minorities are made up by just few families of farmers or fishermen living along the shores of the lake.

The tower close to the village is the residence of the Shinra family, who has been increasing their influence in the valley for decades. They are Alphatian wizards specialized in thunder magic, and very rich people as well.

The householder of the Shinra family, Reno, looks like a 20-years old, but is almost 60, now. He tried to obtain a Barony in the valley, but the Council refused. Reno is now trying to increase his influence here, but recently the rival Okram family has been trying to hinder his efforts.

There are voices that the wealth of the family comes from charme spells, frauds and trickery, and for this reason the Shinra are not managing to get what they aim for, yet.

Molt: Population: 67
Ethnicity: Alphatians

After the end of the Alphatian occupation, Molt was founded by some people frm Ashurbanimu and other Alphatian settlers who were still sympathizing for the Empire wanted to find a place where to be far from discriminations. The people that live here are still very fond of their Alphatian heritage, and would rather be part of the Alphatian Empire. The language commonly used in this village is actually Alphatian, and only few of the citizens speak Glantrian as well. The few who know it, only speak Glantrian in the presence "Foreigners", as they call all of the people who is not clearly Alphatian.

Mystic Monastery of the Lonely Valley:

Population: 14 Ethnicity: Mixed This monastery was founded only 15 years ago, renovating some of the buildings in the ruins of a very small village destroyed by the desert nomads, and adding a wall around them. The mystics try to lure new accolites to the monastery by helping in the nearby villages as much as they can, teaching to the children how to read and write, and healing wounded and sick people. Mystics in this monastery only belong to the Order of the leaf and the Order of the six-pointed star.

Okram Tower:

Population: 43
Ethnicity: Alphatian

Okram tower is a building that looks like it's made of silver and, overnight, it shines in the dark with a feint silvery glow that is visible from a long distance. The owner of the tower, Orissandra Okram, is a witch who is a rival of the Shinra family to control the valley, and aims at becoming Baroness of the valley. Orissandra and her family live here with some guards and some servitude, but many members of Okram family also have offices in Shedim, Eidana and Midgard, that are easier to reach and allow them to sabotage the plans of the Shinra.

Ruins of Urk: Better described in the scenario Red leaves and white snow, the ruins of Urk were once a Flaem outpost. Abandoned about 60 years ago, now the village is a ghost town, where monsters live. The village was built on a cape straight over the lake, hundreds of meters below, in the kingdom of Wendar. However, due to its position, part of the village collapsed in the lake below it, in the past years.

Salles D'Aude:

Population: 118

Ethnicity: Averoignese

At the roots of Mount Aude, this village is built at the southernmost end of the valley. Settlers are mainly Averoignese people coming from the Valleé des Loups who are not werewolves, and were sent here by the Baron Malachie Du Marais to get rid of them. They were actually people who suspected something or who were involved in some anti-were-creatures business there. Officially, this village is a commercial outpost built to improve the commerce with the people of the Valley and with the elves of Wendar.

Senin: Population: 523

Ethnicity: Mostly Alphatian

Senin is the third biggest village of the Lonely Valley, after Midgard and Shedim. Most of the wealth of the village depends on its aquamarine mines, which attracted miners of all the ethnicities here. Due to its position on the mountains, Senin's adventurers guild is very active.

In the village, one of the most iconic places is the Villa of an old Alphatian Lady who has no children of herself. Some years ago, due to an attack of the Frost Giants from the mountains, many adults in the village were killed. Since then, this Lady decided to gather the orphans in her villa, where she gives them food, an instruction, and cares for them. One of the children she is caring for, apparently has a good predisposition for magic, but the Lady is worried because he always talks of death, pain, tortures and similar topics.

Shareliel:

Population: 95 Ethnicity: Erewan

The houses of this small village are dug in the stone of the mountain, and normally covered in pebbles, rocks and small plants, making the whole village almost invisible for anyone who doesn't know that it is there. Only when they are extremely close to the buildings, can travellers notice that what look like natural mounds of stones actually are houses. Thanks to this feature of the village, the citizens of Shareliel live very safe lives, naturally protected from monsters, animals and invaders. The

mountain guides of the village are also trained not to go back to the village, when they are chased by monsters, so that the monsters won't find the hidden houses

Shedim: Population: 1415 Ethnicity: Erewan

The village of Shedim was built by elves of Erewan, but is now populated also by a big number of Alphatians, and by minorities of Flaem, Averoignese and Boldavian ethnicities. It is the second biggest village in the Lonely Valley, and its population is almost as big as Midgard's. The village is built within the biggest woods in the valley, and most of it is built on the trees. Only the farms, mostly fortified, and the quarters of the humans are built on the ground.

Fort Hardy, to the North of the village, is administered by the Constable of Shedim, and protects the border from the attacks of the nomads coming from Adri Varma Plateau. It is also used to collect taxes and perform checks on the merchants coming from the Plateau or from the kingdom of Wendar. The offices of the border guards in this village are paid and organized by the Council, and count always at least 30 soldiers and officers.

Shinra Tower:

Population: 51 Ethnicity: Alphatian

The private residence of the Shinra family, the tower is very big, and is protected by a number of private guards. Moreover, about 15 members of the servitude serve here. The Shinra family is very big, and thanks to his friendship with lady Arbana Jerbat, Reno the Householder hopes to be introduced to Prince Volospin Aendyr, to have higher chances of getting the Barony he wants.

The Shinra tower is a big building, 7 floors tall, where people say there is a big dungeon full of monsters, used to punish the enemies of the family. These

voices are supported by the fact that Reno's enemies often disappear without being ever found anymore.

Shurriki: Population: 113 Ethnicity: Alphatian

Shurriki is a small fishing village which has been recently shocked by the invention of a young wizard that lives here: he is actually using an explosive he crafted to fish in the lake, throwing it in the water and just collecting the fishes once the explosion kills them and they float. This fishing method is unfortunately hindering the fishing of other fishermen of the village, both because the fishes are too scared to take their baits, and because it sometimes causes some rockslides or snowslides from the surrounding mountains, especially in winter.

Torle: Population 482 Ethnicity: Alphatian

This village is one of the most isolated settlements of the whole Principalities. It can only be reached by climbing the mountain, and if it is not easy in the warm season, it becomes extremely dangerous in winter.

The village became famous about 200 years ago for giving birth, during the Alphatian occupation, to one of the most famous wizards of his century: Leith Torles. After the war, that he didn't fight due to his very young age, Leith Torles became a famous scholar and helped promoting the study of magic. He was the first Alphatian ever to become a teacher in the Great School of Magic, and his elemental studies were greatly appreciated by the other scholars. He always kept out of politics and built his tower close to the village, almost at the top of mount Canades, where he retired after more than 20 years teaching in the School.

The legends around his name began one day, about 120 years ago, when he disappeared leaving completely no traces, and at the same time, doors and windows disappeared from his tower, and the tower itself was wrapped into an invisible magic barrier, leaving it unaccessible from the outside. To remember the famous wizard and the glory that he gave to the small village, the citizens decided to change the name of the village in Torle, and the village chief began collecting memories of his life in a small building in the center of the village. Now that building is the Museum of Leith Torles, which includes also a small public library. The museum, the library and the tower are seldom visited by tourists and scholars coming from all around the country.

Tower of Acorn:

Population: 12 Ethnicity: Erewan

This little hunting outpost was built by Erewan elves from Shedim. It is held by a small family who lives of hunting in the plains below the Adri Varma Plateau and on Mount Adennoben, but they welcome other hunters to their tower, especially if they bring news of big preys, or help with their hunts. The elves of this outpost are friends with some elves of Wendar as well, and they often have contacts between them.

Tower of Leith Torles: This tower looks like a big round castle, topped with five square towers of different size. However, the tower looks like it is made of a single block of stone, with no doors, windows or even cracks. The snow, that's always falling on the tower, doesn't even touch it, due to the magic barrier around it. If a person tries to touch the tower, the barrier will stop him 5 cm away. Only one notable mark is left on the tower, and it is the so-called "Sigil of Torles", made in the shape of an araldic shield, but about 10 cm wide, in the place where the door used to be.

Tower of Tyr Asleez:

Population: 80

Ethnicity: Alphatian, Erewan
This big tower includes quarters for
guards and servitude, around the big

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courtyard. Tyr Asleez was initially a small village including the tower of an Alphatian witch, where all of the villagers were working for her. However, the neverending attacks of the nomads from the Adri Varma plateau forced the owner of the tower to increase the defenses and include into its walls the whole village to protect it from the attacks. The Alphatian witch that rules the tower is still a beautiful woman, and looks very young, even if her age is at least of 75 years. However, she is mostly staying in her rooms, leaving them only once per month. This is because the power of the potion that makes her look beautiful and young only lasts for one night, and it is also very expensive and hard to prepare, therefore she tries not to abuse of it if she doesn't need.

This section reproposes all of the NPCs that appear in the module, and adds the personalities of the valley. There is also the description of 12 NPC groups that the DM may use in adventures 4 and 5, or in other adventures in the Valley, for random encounters.

NPCs IN THIS MODULE

Characters described here are the ones that are presented in this module and may become recurrent characters in the campaign, be their enemies or allies. Bandits from adventure 4, other guild members and guards from adventure 3 and many characters from adventure 5 are not included, for example. Characters are presented in alphabetical order, with the surname first.

Alblas, Markus

(F 2, Str 16, Int 14, Wis 11, Dex 12, Con 15, Cha 9, AL N)

Markus was petrified by a cockatrice in his home in the village of Urk many years ago. The characters may find him, his wife and his daughter turned into stone during the adventure *Red leaves and white snow*. When they are saved from petrification, if the characters don't try to take advantage of him, he may offer to become a follower to them, protecting them in the same way they protected him and his family. Markus wears a chainmail, has a shield, a spear and (if the characters don't steal il) a magic two-handed sword +1 +3 against dragons.

Alloran, Lena

(MU 5, Str 6, Int 17, Wis 16, Dex 8, Con 12, Cha 11, AL L)

Lena is an elderly woman who used to be an adventurer when she was young. She likes to talk to adventurers that stay at her pension in Midgard, and remember the lost days when she was young and beautiful, and she was adventuring with her husband and her friends.

She doesn't like Reno Shinra, that she knows from long time ago, since when she had the misfortune to go adventuring for his father. She would turn anyone she can away from the Shinra, and is a fierce supporter of the Okram family. She met Orissandra once and she had a very good first impression.

Lena is a very well-informed lady, and she spends a lot of time in the central market square talking to her friends about everything that happens around. She can be a good source of informations for the characters.

Blue, Frans

(T 5, Str 11, Int 10, Wis 13, Dex 16, Con 13, Cha 13, AL C)

Frans is an alphatian agent of Reno Shinra. He is secretly buying buildings and properties in the Valley under different identities to sell them to Reno. This way, Reno is becoming more and more influent in the Valley without exposing himself too much in public.

Sometimes Frans is sent to deal very illegal jobs for Reno, but somehow he never got caught or punished for it. Sorbathan, the chieftain of Midgard, knows him well and has been told by Reno to always protect him.

The characters may get involved in Frans's dirty deeds or be framed by him, if they are too close to Okram family. If Frans was made prisoner and taken to a neutral court, he would probably try and bargain his confession to have his life saved.

The characters may meet him during Scenario 5: *Dragon Blood* in Midgard.

If they don't take part in the auction of the abandoned tower, the DM may decide that he wins the auction and may use this situation to build some new adventure for the characters.

Bussière, Guillaume

(F 3, Str 13, Int 10, Wis 14, Dex 14, Cos 10, Cha 12, AL L)

Guillaume Bussière is a sommelier of the Principality of La Nouvelle Averoigne. He came to the Lonely Valley in search of a lost wine, the maiden's blood, and he is the character around which the adventures A Quest for a Fine Wine, Red Leaves and White Snow and Dragon Blood revolve. After the first quest, he decides to move to the Valley and settles in Les Epesses, where he bought some fields and wants

to start producing his own wine. After the end of this module, he may still be calling the characters in case he needs some help with his fields, be it with thieves, spies, or animals that may endanger his production.

Bzaxedrol, Alphas

(Mistic 6, Str 13, Int 10, Wis 15, Dex 13, Con 14, Cha 9, AL L)

Alphas is a mystic who is about 40 years old. He is the only mystic living in the village of Torle, and serves here as the village healer. Brother of the owner of the inn, Alphas often helps him out with chores. Sometimes, it is possible to meet him in other villages or on the mountains, especially when he is searching for herbs and other healing products.

Alphas is part of the Order of the Sixpointed Star, and sometimes he also helps copying the books of the museum of Leith Torles and teaches the children how to read.

Cavibran, Seipher

(MU 12, Str 7, Int 17, Wis 7, Dex 14, Con 10, Cha 12, AL C)

Seipher is the owner of the Aquamarine Mines in Senin. His father owned the land before him, when the precious gemstones were found, and since then, his family devoted to the commerce of these stones. He left Senin when he was still young, and apointed a guardian for the mines, moving to Midgard, where he has a jewelry. Here, he cuts the stones and sells them to the merchants that come from the south.

The characters may get involved with Seifer in Midgard, not knowing that he is the owner of the mines, or may be hired by him again, to escort the stones from Senin to Midgard, to hunt down thieves or monsters that steal his stones, or any other tasks connected to his mines. Seifer would also be extremely pleased to be informed of the discovery of any other veins of precious

minerals in the area of the Lonely Valley to increase his mining empire.

Cloventron, Odic

(T 8, Str 7, Int 13, Wis 13, Dex 13, Con 16, Cha 10, AL C)

Odic is a short and chubby man who already lost most of his hair. He is the village chief of Torle and the one that asks the characters to explore the Ice Caves in the adventure *Under the Ice*. In the future, the characters may meet him again for new adventures around the small mountain village.

Odic is a manipulative man, that used to be an adventurer. When he became famous as an adventurer, he took advantage of it to become village chief, and since then he is living a quiet life. He still has some hooks at the thieves' guild in Glantri city, and with his old group of adventurers, and may be a good connection to introduce the characters to famous adventurers or to influential people.

Dorland, Hubert

(F 8, Str 16, Int 10, Wis 11, Dex 16, Con 13, Cha 5, AL N)

Hubert is a hunter that lives on the mountains around the Lonely Valley. He doesn't have a house or even a hut, but he always carries around his tent, that he moves here and there between spring and autumn. In winter, he normally finds some abandoned hut or some cave where he spends the coldest months, while keeping on with his activity.

Hubert is an expert tracker and trappeur, but is very bad in human relations. For this reason, he seldom goes to town, and normally he only does it to sell hares, pheasants, furs and cheap jewels he makes with leather and monster or animal fangs, and to buy things he needs.

Dubois, Marcel

(F1, Str 13, Int 9, Wis 13, Dex 13, Con 13, Cha 14, AL N)

In the adventure Aquamarine Blues,

one of the three miners that went missing in the mines, and the only one that is still alive, is Marcel Dubois. If the players are using Blanche Dubois as a character (see pre-rolled characters, at the end of the book), Marcel is her older brother.

Marcel is quite a tough guy, and he knows the map of the mines pretty well. Marcel is not an adventurer, and after that adventure he would prefer to go back to his job in peace, but may join the group again to protect his sister, if she asks him to.

The characters may use Marcel to have an insight of the aquamarine mines and some gossip among the miners. They may also try to induce him to help them steal some gemstones, for a percent of the money they will gain.

Edrecort, Riottin

(F 5, Str 16, Int 7, Wis 13, Dex 11, Con 16, Cha 10, AL L)

Riottin is the guardian of the aquamarine mines in Senin. He lives in a small hut just in front of the main building, and when nobody is in the mines, he is the one that is in charge of the surveillance. He is seldom seen in town, and spends most of his time with the guards and the miners.

He is a kind man, and is always happy to help the people that travels to or from the pass, giving them informations, or invitinge them for a hot tea or a glass of water to ease their fatigue.

Elven hunters

Ralalan (E5, Str 16, Int 13, Wis 10, Dex 13, Con 9, Cha 16, AL N)

Herakles (E4, Str 14, Int 13, Wis 6, Dex 18, Con 13, Cha 9, AL L)

Rox (E3, Str 18, Int 10, Wis 16, Dex 10, Con 13, Cha 14, AL N)

Yannan (E2, Str 13, Int 16, Wis 8, Dex 10, Con 16, Cha 11, AL C)

Ralalan, Herakles, Rox and Yannan are four of the hunters that live in the

tower of Acorn. The characters may meet them in adventure 5: *Dragon Blood* and join them in the hunt at the ruins of Gulfingar.

The characters may meet the hunters again after the end of the adventures, and join them in more hunts and adventures.

Feathern, Einar

(MU 9, Str 13, Int 13, Wis 13, Dex 9, Con 14, Cha 10, AL N)

Einar is a young Alphatian who just graduated from the Great School of Magic. The characters may meet him during Scenario 5: *Dragon Blood* in Midgard.

If they don't take part in the auction of the abandoned tower, the DM may decide that he wins the auction and may make him a permanent NPC in the village. He may join the characters in some adventures, or become another contender to Orissandra and Reno to obtain a barony in the Valley.

<u>Gallian</u>

(Ms 4, Str 15, Int 13, Wis 9, Dex 13, Con 14, Cha 10, AL L)

Gallian is a young mystic of the monastery of the Lonely Valley. He is an apprentice healer and follows Rositius wherever he goes. The characters may meet him during adventure 5: *Dragon Blood*, and he may join them in some adventures after that.

Jimen, Doc

(MU 6, Str 10, Int 17, Wis 7, Dex 14, Con 10, Cha 12, AL C, Alchemist of the first circle)

Doc Jimen is a famous person in the village of Shurriki. He is the wizard fisherman that uses the explosive mixture to fish in the lake. Other fishermen hate him because if on one side, his method is very effective and he gets much more fish than them and more easily, on the other one, since when he started, it became much

harder for them to catch fish, because he scares them all.

In the village he is not very popular, and many think that he is just nuts. However, he is a talented alchemist, and is able to produce the explosive mixture and some other potions. The characters may order potions from him, or may learn the bases of alchemy by staying in town with him.

Karnelian, Petzyte

(MU 11, Str 10, Int 16, Wis 5, Dex 13, Con 17, Cha 13, AL C)

Petzyte is the wife of one of the richest men in Senin. The two of them have two sons and live in a tall tower near the center of the village. They are the owners of a pawn shop and someone thinks that thev also commerce with humanoids like goblins ogres, and with criminals. and However. Petzyte is very mannered and always kind with other people, therefore everyone respects her and her sons. In the tower, she has a secret library where she keeps all of the books that she is able to buy in the She is particularly shop. interested in everything that is connected with dark powers, especially sorcery. Her biggest regret is that she has not been able to study at the Great School of Magic, and she is looking for some graduated wizard to sponsor her sons for it.

Karnelian, Rayturad

(MU 1, Str 9, Int 13, Wis 7, Dex 14, Con 10, Cha 11, AL N)

Rayturad is the youngest son of Petzyte Karnelian, and a bright magicuser, even if he is just 11. His mother is trying to teach him how to control his powers, and he finally achieved to perform his first spells recently. Petzyte is trying to introduce him to sorcery as well, and would be very happy to find a sponsor to back his inscription to the School of Magic in Glantri, together with his older brother Sorac.

Rayturad is the protagonist of the accident in the aquamarine mines in the adventure *Aquamarine Blues*.

Lakkam, Altan

(F 25, Str 16, Int 11, Wis 16, Dex 13, Con 14, Cha 6, AL N)

Altan is a former adventurer that retired in Midgard, where he opened a school for adventurers and fighters. The characters may meet him in Midgard, and also become his students. They may learn new weapon proficiencies in his school, obviously paying the right fee.

Altan is a misogynistic and lonely man that does not like people. He is quite rough, but is the best fighter in the Valley.

Magorian, Datrion

(MU 9, Str 7, Int 15, Wis 16, Dex 10, Con 11, Cha 12, AL N)

Always only referred as Datrion, or Sir Datrion in the module, Datrion Magorian is of Alphatian ethnicity and is the guildmaster of the adventurers' guild in Senin. He is wise and quite old. He is quite grumpy with the adventurers, but becomes immediately cheerful when customers are around. He would need some time to get to trust some new members of the guild, but he would completely trust the ones that showed to him that they can be reliable.

Datrion used to be an adventurer himself, paying for his studies at the Great School of magic with adventures, but was never lucky enough to show his skills to the Council, and after marrying his girlfriend, he decided that it was better to live a quiet life than to become a noble. He was recently offered the place of guildmaster, due to his adventurous past, and every now and he still embarks in some adventures, especially when sponsor is a very rich or noble person.

Mama Gail

(NP, Str 6, Int 12, Wis 18, Dex 7, Con 8, Cha 16, AL N)

Gail Naaktgeboren is a common seamstress of the village of Het Klooster, but everyone in there knows her as Mama Gail. In the village, they say that Mama Gail has the power to see the future, and a lot of people goes to her anytime they have some issues or doubts. Recently, the voice started to spread around the Valley, and it is not uncommon now to find travellers that are going to Het Klooster just to see Mama Gail.

Mama Gail may be put in a campaign as a character that has a vision of the future and asks the characters to go and take her message to the person that is involved, or may be used by the characters to get some useful informations for the future.

Myrindul, Estelle

(E 6, Str 11, Int 17, Wis 13, Dex 16, Con 7, Cha 13, AL N)

Estelle is an Erewan elf that is looking for a place where to build her atelier. She is a good stylist and fashion designer. The characters may meet her during Scenario 5: *Dragon Blood* in Midgard.

If they don't take part in the auction of the abandoned tower, the DM may decide that she wins the auction and may make her a permanent NPC in the village.

Nijboer, Hylke

(F 7, Str 16, Int 14, Wis 6, Dex 13, Con 9, Cha 13, AL N)

Hylke is one of the senior adventurers of the guild in Senin and one of the adventurers that have been in the guild for longer. She is tall, thin, and has short red hair and grey eyes. Hylke is a fighter, and sometimes she substitutes Datrion as deputee guildmaster when he is out for some mission. Hylke is much less harsh than Datrion with the other adventurers.

Rheddigord, Ascot

(NP, Str 11, Int 13, Wis 8, Dex 14, Con 12, Cha 10, AL N)

Ascot the mover s not the kind of character that would engage in a fight. If he is in trouble, he will try to bargain to save his life, and he never used a weapon at all. He may use anything he happens to have in his hands like a club with base mastery, but has no proficiency in any other weapon.

Ascot hires the characters to escort him to the village of Torle in the adventure *Under the Ice*. The DM may use this character again to give to the characters new missions of the same kind, or to help the characters join the movers' guild. Ascot lives in Midgard, but he may be met everywhere in the Valley, busy with his duties.

Rositius

(Ms 8, Str 12, Int 10, Wis 18, Dex 13, Con 16, Cha 9, AL L)

Rositius is a mystic of the monastery of the Lonely Valley. He is the most experienced healer of the monastery and a wise and aged man. The characters may meet him during adventure 5: *Dragon Blood*.

Rositius may be used in other adventures after the end of this module.

Siverbelle, Myrna

(E10, Str 13, Int 15, Wis 7, Dex 13, Con 10, Cha 14, AL N)

Myrna is the head hunter at the tower of Acorn and the Lady of the tower. In the tower she hosts a small community of elven hunters. The characters may meet her in adventure 5: *Dragon Blood*. If they hunt down the wyvern in Gulfingar, Myrna may call the characters back from time to time to help her hunters in particularly hard hunts.

Taradas Inacrias, Sir Nexus

(F 10, Str 17, Int 10, Wis 13, Dex 11, Con 14, Cha 12, AL N)

Sir Nexus is a noble Knight of the Order of Light. He was robbed of all of

his belongings, excet for his ring, by Cedric Van Hauten, and the characters may meet him naked in the bushes during scenario 5: *Dragon Bloood*. Sir Nexus may help out the characters in their adventure, if they help him out of this embarassing situation.

Moreover, Sir Nexus may introduce the characters to noblemen and knights, and may be an important ally and friend of the characters in the time to come. Sir Nexus is not living in the Lonely Valley, but the DM may place his house anywhere he prefers.

Van Der Spiegel, Tharn

(T 9, Str 13, Int 11, Wis 6, Dex 17, Con 16, Cha 12, AL C)

Tharn is the owner of the Harpy and Unicorn tavern in Midgard. He is also one of the leaders of the local thieves guild. In his tavern the thieves of the guild find their victims and hear informations from the customers.

The characters may get involved with him if they are part of the guild, or may become victims of the guild for spending time in the tavern. If the characters live in Midgard after the end of the adventures, Tharn may become a permanent character in the campaign, and the tavern may become one of the places where they go frequently.

Van Hauten, Cedric

(F 2, Str 14, Int 13, Wis 7, Dex 13, Con 10, Cha 12, AL C)

The characters may meet Cedric during adventure 5: *Dragon Blood*, when he just stole the armor, clothes and equipment of a knight and pretends to be a noble knight.

Cedric is a ne'er-do-well of the village of Midgard, and is quite well known in town. Sometimes he helps out the thieves guild and some other times it is possible to see him walk around the market, trying to persuade the merchants to give him something for free. If there is a thing he doesn't like to do it is to work.

The DM may use Cedric again after the end of the adventure to introduce the characters to the thieves guild, or he may become their follower somehow.

Willowsdeen, Serenidor

(E 3, Str 14, Int 17, Wis 13, Dex 10, Con 8, Cha 14, AL L)

Serenidor is a potter in Hyadacal, but sometimes he goes to Midgard to sell his produce. He may hire the characters to protect his convoy during the adventure *Red Leaves and White Snow*, if the characters get robbed of their equipment by the bandits. Serenidor is a honest elf and likes to help when he can. If the characters use his help, and they pass through Hyadacal again, they may meet him and he may ask some more favors, or they may also meet him in Midgard.

Even if apparently Serenidor has nothing important to offer, his cousin Landian just graduated from the Great School of Magic, and he may be a good hook to give the characters a reference letter to be accepted in the school, or provide a good reason to send the characters to the Capital.

PERSONALITIES OF THE VALLEY

These characters are the ones that are fairly well known in the Valley, or even just in one village, and are notable for some reason. The DM may want to use them to develop new adventures or to give more flavour to his campaign. In this module they appear only with marginal roles. They are listed once again in alphabetical order.

Aelios, Sorbathan

(F7, Str 16, Int 13, Wis 11, Dex 9, Con 16, Cha 11, AM C)

Sorbathan is the captain of the city guards in Midgard, and is being paid by Reno Shinra to investigate anything that may connect the Okram family with something illegal or, if he doesn't find, to make up something to ruin Orissandra's reputation.

Sorbathan will investigate whatever he thinks may involve Okram family, and he would also try and cover the illegal deeds of Reno Shinra. He may be the center piece of any adventure for or against the Shinra family set in the village of Midgard.

Dorland, Father Flavien

(MU 10, Str 6, Int 18, Wis 17, Dex 9, Con 10, Cha 13, AL L)

Father Flavien is the old Dean of the Cloister of Emeralds. He is 93 years old and has a deep knowledge of the history of the valley. The characters may want to go to him to find informations about past events. He is also the oldest Dean of the Valley and when once per year during the Arcanium the big shrine of Midgard makes its biggest celebrations, he usually goes to the town to celebrate the function with the other Deans. If the characters get some missions given to them by the priests of Rad, it is very likely that he knows about that or that he is the one that gave them the mission in first place.

McDuthy, Jonathan

(F 16, Str 17, Int 14, Wis 9, Dex 9, Con 13, Cha 6, AL N)

Jonathan is the most famous blacksmith in Midgard, and is a man of Klantyrean origin. He is blond, with green eyes, tall and strong, and slightly overweight. He is in his late 20s and is not married. He pretends to be a normal blacksmith, and it is possible to find him very often in pubs and inns, where he talks to adventurers and gossips with women and However, Jonathan is not just a blacksmith. He is an arcane knight and a Knight of the Light, and is in Midgard following orders from the Council. He has the task to watch over Reno Shinra and his behaviour and to report to the Council. In the past two years, he has been witnessing many misbehaviours in town, but the Council never ruled those actions to be too bad. He doesn't like Reno and would like to frame him for some very mean action, to disrupt his efforts and maybe secure him to justice. Unfortunately, Reno is proving himself very smart. On his side, Reno doesn't suspect anything about the blacksmith, otherwise his agents would move to neutralize the danger.

Okram, Orissandra

(MU 11, Str 13, Int 16, Wis 13, Dex 9, Con 10, Cha 13, AL N, Cryptomancer of III Circle)

Orissandra is the most influential woman in the Valley, and her support from the population is almost as big as the one Reno Shinra has. Orissandra's methods to gain support are somehow less intimidatory than Reno's ones and in the past years she managed to erode little ittle. supporters bv Unfortunately, since when Falsen Findolarei (who is Rosamoon Shinra's father-in-law) became mayor Midgard, this tendency has reverted.

Orissandra's family is not as big as the Shinra one, and to gain support, she is spending a lot of money. Orissandra is always looking for easy and fast ways to get big amounts of money.

Orissandra is 50 years old, and her husband died two years ago. She has two sons and a daughter, but all of her other relatives live in Blackhill.

Okram family

Orissandra's oldest son, Exo (MU 9, L, Cryptomancer of II circle), and his wife Luluna (MU 9, L, Cryptomancer of II circle) administrate Orissandra's business in Midgard and, as a secondary task, try to undermine the support of the people for the rival family, sometimes sabotaging the Shinra. Their favourite target is Sorbathan, the chieftain, that they like to embarass by defending prisoners that he captured and prove them innocent. Exo's sister, Rinoa (MU 7, N, Cryptomancer of II circle), and her husband Witold Lumenberga (F 11, N) have a villa in Shedim, where they are trying to gain support from the population for their family. In this little village, the Shinra family has no business, so far, and they are hoping to bring the villagers to their side. Witold recently found out that Teradith Shinra is living in Ashurbanimu, and is sending spies to keep him under control and check out the Shinra activity in the village. If he knew that Teradith ran from home in a row with his father, he would probably try to bring him on his side.

Orissandra's youngest son Yvandekar (MU 9, L, Dracologist of sapphire dragons of I circle) is 21 and after graduating at the Great School of Magic, some months ago, came back to his mother's tower with a girlfriend he met in Glantri city, Ailea Alsafir. Nobody knows that Ailea is actually Vanille Findolarei, Reno's niece, who is trying to find out all of Orissandra's secrets for her uncle. Since when she first met Yvandekar in Glantri, she played her part well, and now she is living in the tower with Orissandra, who is already writing plans for their wedding.

Yvandekar recently opened an office in Eidana, where he is gathering farming lands to produce barley and beer, but she refused to reach him there, saying that she enjoys his mother's company and wouldn't want to distract him from his work.

Shinra, Reno

(MU 14, Str 10, Int 17, Wis 12, Dex 13, Con 11, Cha 14, AL C, Elementalist of Thunder of III circle)

Reno Shinra is the householder of the Shinra family, a man of over 60 years f age. However, due to his money and magic, he still looks like a man in his 20s. Reno is ambitious and tries to get the favour of the people in the Valley, to try and overturn the decision of the Council that years ago denied a Barony in the Valley to him.

Reno is well known in the valley as the richest person around, but he is also said to have gathered his great wealth in very suspicious ways, including blackmailing and treachery. This is why the Council, heared these voices, decided not to accept his request.

However, Reno's agents in the valley are now trying to change the people's perception of their Master, and at the same time they fight the agents of the Okram family, who on the other hand is very happy to spread these voices.

Reno has got a big family around him that he uses to organize his plans. They all look equally young, no matter what their real age is.

Shinra Family

Reno's wife, Telsinoe (MU 6, N) is a magic-user like him, but she has never been as gifted as he was for magic. She gave up her youth about twenty years ago, and retired in the Cloister of Emeralds. Xaldin (F 8, C), the oldest son of the couple, using his father's power and money, recently became the Village Chief of Eidana and is trying to force the people of the small village to sign an enfiefment request for him. His

twin brothers Kinneas (MU 7, C, Elementalist of Thunder of II circle) and Xemnas (MU 7, C, Elementalist of Air of Il circle) are both studying at the Great School of Magic in Glantri. They look exactly the same and always wear the same clothes, and this may induce quite a lot of confusion in who doesn't know that they are twins. Their younger brother Teradith (T 4, L) had a terrible row with their father some years ago, and left the family. He moved to Ashurbanimu, where he married a girl, Oceanine (NP, L), and the two of them live quietly. He has become a basketmaker. Teradith and Oceanine often go to visit his mom, Telsinoe, at the Cloister of Emeralds. The youngest son of Reno, Atteron (MU 4, N) was refused by the School of Magic, due to the bad reputation that his brothers Kinneas and Xemnas got there, and his father is teaching him magic at home. Atteron would do almost anything to be admitted in the School. His brothers promised that, once they graduate, they will sponsor him, but he is not sure that their references will be accepted. Portisia (MU 8, C, Sorceress of II circle), Reno's older sister, is living in the Shinra Tower as well, and often tends to Atteron's education when Reno is not available. She is a beautiful woman, and would do whatever her brother asks, as long as he is able to grant to her that her beauty will not fade away with age. Reno provides her with the same filter he is using. Portisia never married, but she has a daughter, Cloride (MU 1, C) that is just 7 years old, and she sent her to the tower of Alphea, in the Principality of Blackhill, to learn magic. Portisia hates having her daughter around, because she thinks that being a mother makes her look old. Reno's younger sisters Crysania (MU 3, N) and Rosamoon (T 14, C) are both married and live in Midgard. Crysania's husband, Sorbathan Oro (F 10, N) is the chieftain of the town guard, and thanks to his position, Reno has the guards of Midgard in his hands. His son

NPCs in the Valley

Tiger (F4, N) is a pretty famous adventurer, while his daughter Mimma (T 2, C) is a very beautiful 16 years old girl. Reno is planning to get for her a rich and influential husband, to increase both his money and control on the Valley. Rosamoon's husband, Necrodon Findolarei (MU 12, C), is the lone son of the Mayor of Midgard. His father became mayor thanks to the power of the Shinra family. Necrodon and Rosamoon have four children: Vanille (MU 10, C, Dracologist of black dragons of III circle) is 20 years old and got a degree at the Great School of Magic two years ago. She is Reno's favourite secret agent to find out secrets about the Okram family, because she is engaged with Yvandekar Okram under the fake identity of Ailea Alsafir. Vanille's younger sister Klizia (F2, C) is a fat 16 years-old girl who likes to bully the children of Midgard, sure that her family will always protect her. Her father is thinking of enrolling her into the army or giving her to some group of adventurers to teach her how to behave. Zimares (MU 1, C) is 13 and just developed his magic powers, but he is still not able to control them properly. Necrodon would want to send him to the Great School of Magic immediately, but Rosamoon thinks that he is still too young, and it would be too dangerous for him to study there until he is not able to control his power. The last son of the couple, Jet (NP, C) is just 6 and Rosamoon and Zimares spend most of their time trying to teach him something and to keep him quiet.

NPC GROUPS

The groups in the next pages are examples of NPCs that the characters may meet in random encounters. The NPC groups can be friendly, neutral, helpful, enemies or whatever else the DM wants. The DM may build his own NPC groups, if he likes. Each group is described in one page, to make it easier for the DM to always have the details of the whole group ready to use.

1 - MYSTICS

Mystics from the monastery of the Lonely Valley often roam the valley and the mountains: they may be looking for herbs for their healing preparations, or helping people in need, trying to get some new followers, or even begging for money for their monastery, always depending on the situation where the characters meet them. Mystics are usually very friendly and may sell to the characters some healer's bags or herbs, or heal the characters that are in need (with the skill first aid), for a little offer to their monastery. The group presented here is composed by 3 novices and one more experienced leader, from the Order of the Leaf.

Zanar (AC: 1, HD: Mystic 7, HP: 40, Mov: 54 (18), Initiative: +1, Att: 3/2, D: see below +2, ST: Mystic 7, MI: 11, MA: L, XP: 850, Str 13, Int 13, Wis 9, Dex 17, Con 14, Cha 11) is a mystic of Alphatian ethnicity. He has his head almost completely shaved, except for a long pigtail of blueish-black hair. He has stunning ice-blue eyes. He is the leader of the small group and a very pacifist man. He will fight only if attacked, and will always try to stop or prevent fights with diplomacy. Zanar owns 3 healing potions and carries 2 healer's bags full of herbs and bandages. He can deal three attacks every 2 rounds, and he knows the following fighting techniques:

Basic - Basic fist or kick (1d4)

Basic - Basic defense

Basic - Balance the Chakra

Stone I - Strength boost (+3)

Wood I - Treeslap (1d8)

Wood II - Life Mantra

Wood III - Reverse Tree Fall

Zanar also has the general skills First aid (17) and Natural healing (15) that he may use on the characters, if needed. Zanar carries the money they collected for the monastery, which is a total of 24 Dc and 3 Sv, in his pouch.

Nora (AC: 5, HD: Mystic 2, HP: 40, Mov: 39 (13), Initiative: +1, Att: 1, D: see below +1, ST: Mystic 2, MI: 9, MA: L, XP: 25, Str 14, Int 10, Wis 16, Dex 13, Con 15, Cha 10) is a girl of Flaem ethnicity. She has short red hair and green eyes and her face is covered in frackles. She is the shortest of the group, and the youngest. She carries a healer's bag, like all of the other mystics, and has the general skill First Aid (12). Nora knows the following fighting techniques:

Basic - Basic fist or kick (1d4)

Basic - Basic defense

Basic - Balance the Chakra

Stone I - Strength boost (+3)

Rudo (AC: 3, HD: Mystic 2, HP: 40, Mov: 39 (13), Initiative: +2, Att: 1, D: see below, ST: Mystic 2, MI: 9, MA:

N, XP: 25, Str 10, Int 10, Wis 7, Dex 18, Con 13 Cha 13), like Zanar, is of Alphatian ethnicity. He doesn't shave his head, though, and keeps his electric blue hair into a crew cut. His eyes are purple, and he is also quite tall. Rudo is very young as well, and has the general skill First aid (9). He carries 2 healer's bags and knows the following fighting techniques:

Basic - Basic fist or kick (1d4)

Basic - Basic defense

Basic - Balance the Chakra

Wood I - Treeslap (1d8)

Didier (AC: 5, HD: Mystic 3, HP: 40, Mov: 42 (14), Initiative: +1, Att: 1, D: see below +3, ST: Mystic 3, MI: 11, MA: L, XP: 50, Str 16, Int 9, Wis 5, Dex 11, Con 17, Cha 7) is a senior for Rudo and Nora, but still an apprentice. He is an Averoignese guy with hazel hair and eyes, a big nose and a strong body. He is quite impulsive and easy to lure into a fight. Didier carries a healer's bag as well, and has the general skill First aid (8). He knows the following fighting techniques:

Basic - Basic fist or kick (1d4)

Basic - Basic defense

Basic - Balance the Chakra

Stone I - Strength boost (+3)

Stone II - Headbutt (1d10)

2 - ADVENTURERS

Once again, the DM may make up any group of adventurers for his encounters. Here is a group made for this module that you can use if you don't want to invent more. The group is made of 4 characters and they are members of the adventurers' guild in Midgard. They are on a guest to find the lost medallion of the heir of a noble. The characters of this group are not really interested in the players' characters, but may give them some informations to find their way around the valley if asked and offered something in exchange. Members of the group are:

Benedict the thief (AC: 3, HD: Thief 6, HP: 26, Mov: 36 (12), Initiative: bow: 0, trident: +1, Att: 1 bow or 1 trident, D: bow 1d6+2, trident 1d8+1, ST: Thief 6, MI: 11, MA: C, XP: 425, Str 13, Int 9, Wis 13, Dex 16, Con 12, Cha 8) an Averoignese guy that has blue eyes, black curly hair and is quite tall. He wears a magic leather armor +2, has a rope of climbing, a bow, six magic arrows +1 and 10 normal arrows, a trident and a potion of gaseous fom in his belt. Benedict is Skilled in the bow and has Base mastery with the trident.

Gualtiero the fighter (AC: 2, HD: Fighter 5, HP: 40, Mov: 24 (8), Initiative: -1, Att: 1 claymore, D: 2d10+10, ST: Fighter 5, MI: 11, MA: N, XP: 175, Str 16, Int 11, Wis 6, Dex 12, Con 17, Cha 9) a Thyatian fighter wearing a magic plate mail +1 and using a claymore as a weapon, he also has a girdle of giants' strength and a potion of growth in his belt. Due to the girdle he is wearing, his base chances to hit are the same as an 8 HD monster, modified by his magic weapon and weapon mastery.

Rydan the elf (AC: 1, HD: Elf 7, HP: 30, Mov: 24 (8), Initiative: +1, Att: 1 sword, D: 1d8+7, ST: Elf 7, MI: 11, MA: N, XP: 1.250, Str 16, Int 13, Wis 6, Dex 14, Con 11, Cha 13) leader of the group, has long blonde hair, blue eyes and is quite tall and thin. Rydan has a magic sword +1, a plate mail, a shield and a ring of spell turning with 3 charges left. Rydan has Expert mastery in the sword. He also has 2 healing potions and an acid flask in his belt. In his pouch, he carries 121 Dc, 1 Cr and 23 Sv. He is a first level dracologist of white dragons, mastering the powers of Protection from dragons, Dragon teeth, Dragon scales, Dragon wings, and has a spellbook containing the following spells. The spells marked with one or more # signs are the memorized ones. Each # is one memorized spell.

1st Level

Read magic

Magic missile ##

Shield #

Floating disc

Hold portal

Detect magic #

2nd Level

Invisibility #

Phantasmal force

Detect invisible #

Locate object

Web #

3rd Level

Haste #

Hold person #

Water breathing

4th Level

Ice storm /Wall of Ice #

Polymorph self

Katja the witch (AC: 9, HD: Magic-User 5, HP: 23, Mov: 36 (12), Initiative: staff -1, Dagger 0, Att: 1 staff or 1 dagger, D: staff 1d6+2, dagger 1d4+2, ST: Magic-User 5, MI: 11, MA: C, XP: 425, Str 10, Int 18, Wis 9, Dex 10, Con 13, Cha 16) is a Flaem magic-user with a deep preference for charme and illusion spells. Katja has long red hair and beautiful green eyes. She is tall and her lips are red and big. She has a wand of magic missile with 11 charges left, a 2-handed staff, a magic dagger +2, a potion of greater healing and one explosive mixture (Frost) in her belt. Katja is Skilled in the use of the staff and has Base mastery in the dagger. She is a first circle witch, mastering the powers of Silver tongue and Brews and Philters and has a spellbook containing the following spells. The spells marked with one or more # signs are the memorized ones. Each # is one memorized spell.

1st Level

Read magic

Protection from evil

Shield #

Floating disc

Sleep #

Charm person #

Light* #

2nd Level

Mirror image #

Phantasmal force #

Invisibility

Detect invisible

ESP* #

3rd Level

Protection from evil 3 m radius

Lightning bolt #

3 - KNIGHTS

The characters find a group of 3 knights of Klantyre, with their black uniforms, on a journey to find an ancient treasure that is said to be lost in the desert of the Adri Varma Plateau. They are visiting the villages of the valley because the previous owner of the treasure visited these places before adventuring in the desert, and may find some hints about where to find it. If the DM wants, the knights may escort the characters to the closest village, saying that they are going in the same direction, and give to the characters some informations about the life of a knight and abut the monsters that they may find in the valley and on the mountains. The three knights are:

Sir Kevin (AC: 0, HD: Fighter 13, HP: 66, Mov: 24 (8), Initiative: sword: 0, crossbow or claymore: -1, Att: 1 claymore or 1 sword or 1 crossbow, D: claymore: 1d10+5, sword: 1d8+8, crossbow: 1d6+2, ST: Fighter 13, MI: 11, MA: L, XP: 1.000, Str 17, Int 12, Wis 9, Dex 11, Con 14, Cha 10), the leader of the group, is a dark-haired guy in his late 30s with a hint of beard and a strong built body. He is quite short, and has green eyes, and his voice is very deep. His nose looks like it's been broken. Kevin wears a magic plate mail +1, has a magic sword +2 and a magic shield +1. He also carries around a claymore and a crossbow. In his belt, he has 3 potions of healing. Kevin is Expert with the sword and Skilled with both the crossbow and the claymore.

Sir Malise (AC: -1, HD: Fighter 10, HP: 65, Mov: 24 (8), Initiative: sword: +1, claymore -1, Att: 1 claymore or 1 sword, D: claymore: 1d10+4, sword: 1d8+6, crossbow: 1d6+2, ST: Fighter 13, MI: 11, MA: L, XP: 1.000, Str 14, Int 16, Wis 7, Dex 13, Con 13, Cha 8) who looks weaker than the other 2. is actually an arcane knight. Malise is tall, slender, with long red hair and grey eyes, in his early 30s and has a plate mail, a magic shield +2, a claymore, a talking sword +1+3 vs. weapon users (named Jack), a ring of protection from fire and, in his belt, a potion of mana and a potion of greater healing. Malise is Skilled in the use of the claymore, and Expert with the sword. He also has a spellbook containing the following spells. The spells marked with one or more # signs are the memorized ones. Each # is one memorized spell. Malise casts like a 3rd level magic-user.

1st Level

Read magic
Magic missile ##
Hold portal*
Detect magic #
Ventriloquism
Light*

2nd Level

Continual light* #
Locate object
Knock
Levitate #

Sir Gawain (AC: -1, HD: Fighter 10, HP: 65, Mov: 24 (8), Initiative: 0, Att: 1 claymore or 1 sword, D: claymore: 1d10+10, sword: 1d8+3, ST: Fighter 13, MI: 11, MA: L, XP: 1.000, Str 18 (13 without the Gauntlets), Int 11, Wis 13, Dex 9, Con 17, Cha 15), the voungest and most handsome one. has black hair and green eyes, looks around his mid-20s and has a very nice smile. He has a magic claymore +1, a sword and a shield (that he never uses, because he prefers to use the claymore), wears a plate mail, has a pair of gauntlets of ogre might and a scarab of protection with 2 charges left. He has 3 potions of healing in his belt as well. Gawain has only Base mastery in the sword, but is a Master with the claymore.

4 - MERCHANT

The characters meet a merchant: if he is on the mountains, he may have got lost. If he is in the valley, he is probably going back to his village after buying some goods, or he is trying to reach a village where to put up a kiosk and sell his stuff. Characters may buy something from him. The DM may decide what kind of things the merchant is selling. It may be a merchant of food and wines and they may get some rations and drinks. He may be a merchant of adventurers' tools, he may sell weapons and armors, or he may be selling just a bit of everything.

If the DM wants, the merchant may have (25% chance) some special merchandise, like 1d6 magic books, potions, scrolls or other magic items to sell. In this case, the merchant will show them to the characters only if they buy something from him and it's clear that they have a lot of money.

The merchant is an Averoignese guy who travels with his young niece and apprentice and with two guards, hired to protect them and their belongings.

Geràrd the merchant (AC: 6, HD: Thief 3, HP: 12, Mov: 36 (12), Initiative: +1, Att: 1 dagger, D: 1d4, ST: Thief 3, MI: 8, MA: N, XP: 35, Str 10, Int 10, Wis 15, Dex 15, Con 10, Cha 14) only has a dagger and wears a leather armor. He only has *Base* skill in this weapon. Geràrd is not very tall, is thin and looks weak. He has grey hair, that he is losing on the forehead, and needs a couple of small glasses to read. He is aged 48.

Geràrd is travelling with his young niece and apprentice Babette (AC: 7, HD: Fighter 2, HP: 15, Mov: 36 (12), Initiative: 0, Att: 1 hammer, D: 1d6+1, ST: Fighter 2, MI: 9, MA: N, XP: 20, Str 15, Int 12, Wis 13, Dex 9, Con 9, Cha 11), who has a warhammer and has a leather armor as well. Babette has Base mastery with the hammer. Babette is an average-looking girl, slim as well, with a pointy nose, straight black hair and grey eyes that make her look distracted all the time. She is just 21.

The two guards, Etienne and Laurent, are both armed with spears, shields and chainmails. They are both *Expert* in the use of the spear.

Etienne (AC: 3, HD: Fighter 7, HP: 57, Mov: 30 (12), Initiative: +1, Att: 1 spear, D: 1d6+6, ST: Fighter 7, MI: 10, MA: L, XP: 550, Str 17, Int 14, Wis 14, Dex 13, Con 16, Cha 7) has a magic spear +1 and carries a pouch with 210 Dc. Etienne is big and strong, but his face has been damaged by the claws of a beast, and now he looks really ugly. He has hazel eyes and long hazel hair, that he keeps tied in a ponytail.

Laurent (AC: 3, HD: Fighter 6, HP: 36, Mov: 30 (10), Initiative: +1, Att: 1 spear, D: 1d6+5, ST: Fighter 6, MI: 9, MA: N, XP: 275, Str 15, Int 10, Wis 13, Dex 13, Con 10, Cha 15) is wearing a magic chainmail +1 and carries a potion of healing and a pouch with 23 Dc. Laurent is much more handsome than Etienne, but much less muscular. He has short hazel hair and hazel eyes. He always keeps his beard shaved in a goatee.

In his wagon, pulled by 4 draft horses, the merchant has all of his merchandise, plus a metal safe that contains 3.000 Dc and 4 gemstones (one rainbow tourmaline worth 300 Dc, one aquamarine worth 500 Dc, one Heliodoro worth 700 Dc and an emerald worth 1.400 Dc). Geràrd may use this money to buy things from the characters if they have anything worth selling. He could try to *bargain* (score 14) with them to reduce prices, if they ask for money that he doesn't have.

5 - COMMONERS

There are many reasons why commoners would move around the countryside. There may be farmers going to town to sell their products, people relocating to find a better place to live, people travelling to see relatives, and many more. The DM may obviously invent the situations he prefers. Here, I describe a big Flaem family moving. The householder just inherited a big old farm in the valley, and they are moving there. The family moves with one wagon, pulled by four draft horses, and four more mounted horses. None of the members of the family wear armors. However, some of them carry weapons, and on the wagon there are also 2 tridents, 2 daggers and some torches that the women and the older children may use, if attacked.

Lothar (AC: 9, HD: Fighter 3, HP: 22, Mov: 36 (12), Initiative: +1, Att: 1 sword, D: 1d8+3, ST: Fighter 3, MI: 10, MA: N, XP: 35, Str 15, Int 9, Wis 15, Dex 11, Con 13, Cha 11), the householder, is a 54 years old man. His hair is completely grey, by now, but his beard is still striped in red. His eyes are dark and piercing, and he is quite a strong man. Lothar is *Skilled* with an old sword that he always carries along.

Brita (AC: 9, HD: Normal Person, HP: 7, Mov: 36 (12), Initiative: 0, Att: 1 club, D: 1d4, ST: Normal Person, MI: 6, MA: L, XP: 10, Str 9, Int 11, Wis 14, Dex 10, Con 14, Cha 13), his wife is a 52 years old woman with red hair striped in grey, usually tied in a bun. She has green eyes and is not too tall. She is quite chubby and rides in the wagon.

Cherryl (AC: 8, HD: Thief 1, HP: 4, Mov: 36 (12), Initiative: +1, Att: 1 dagger, D: 1d4-1, ST: Thief 1, MI: 8, MA: N, XP: 10, Str 7, Int 14, Wis 12, Dex 13, Con 12, Cha 12), their daughter, is in the wagon as well. She is 34, and is married. She has light red hair usually tied like her mother's but has dark eyes, like her dad. She looks

a lot like a younger version of her mother.

Ditmar (AC: 9, HD: Fighter 1, HP: 9, Mov: 36 (12), Initiative: -2, Att: 1 axe, D: 1d10+1, ST: Fighter 1, MI: 11, MA: N, XP: 10, Str 13, Int 10, Wis 8, Dex 10, Con 13, Cha 14), their oldest son is riding on a horse. He is 29, has long red curly hair that he likes to keep untied. He also has green eyes, like his mother, and a body structured like his father. He has a battle axe that he uses both as a weapon and to chop trees.

Rowan (AC: 8, HD: Fighter 1, HP: 8, Mov: 36 (12), Initiative: bow: -1, dagger: +1, Att: 1 dagger or 1 bow, D: dagger: 1d4+1, bow: 1d6 ST: Fighter 1, MI: 10, MA: C, XP: 10, Str 13, Int 9, Wis 10, Dex 15, Con 12, Cha 13), their second son is much younger than his siblings. He is just 20, has short red hair and green eyes, but is very slim and tall. He is riding on a horse as well. Rowan is a good archer and always carries along a longbow, a quiver with 15 arrows and a dagger.

Yco (AC: 8, HD: Fighter 6, HP: 47, Mov: 36 (12), Initiative: +1, Att: 1 spear, D: 1d6+6, ST: Fighter 6, MI: 11, MA: L, XP: 275, Str 16, Int 13, Wis 5, Dex 11, Con 13, Cha 14), Cherryl's husband is 35 and is riding on a horse as well. He is Blonde, with blue eyes, and has a nice beard. He is almost as tall as Rowan. Yco used to be a soldier in the Army, before he met Cherryl. He has a spear and a shield as weapons. He is *Expert* with the spear.

Hortence (AC: 6, HD: Normal Person, HP: 3, Mov: 36 (12), Initiative: +1, Att: 1 trident, D: 1d8, ST: Normal Person, MI: 9, MA: L, XP: 10, Str 12, Int 9, Wis 10, Dex 14, Con 11, Cha 17), Ditmar's wife is riding in the wagon with the other women and the kids. She is 29 as well, has hazel hair and eyes and is very beautiful. She is currently pregnant.

Wendel (AC: 6, HD: Fighter 1, HP: 9, Mov: 36 (12), Initiative: +2, Att: 1

warhammer, D: 1d6+2, ST: Fighter 1, MI: 10, MA: N, XP: 10, Str 16, Int 10, Wis 10, Dex 18, Con 14, Cha 10), Cherryl's son is a 16-years old boy with scruffy short blond hair and blue eyes, like his father. He is also riding on a beautiful black horse named Thunder. He uses a warhammer.

Idzard (AC: 8, HD: Normal Person, HP: 4, Mov: 36 (12), Initiative: +1, Att: 1 dagger, D: 1d4, ST: Normal Person. MI: 9, MA: L, XP: 10, Str 11, Int 16, Wis 8, Dex 13, Con 13, Cha 10), Cherryl's second son has a passion for reading, and dreams of becoming a wizard, but his family has no money for him to study. He is 15, and he may ask the characters to take him along and teach him magic, if they agree and they can persuade his family. Idzard has red straight hair, hazel eyes and is very tall for his age. If the characters take Idzard along, he may gain his first level as a magic-user after gaining 500 XP. Then, he will start growing as a magic-user as usual. Idzard has a beautiful silver dagger as his weapon.

Maxim (AC: 8, HD: Normal Person, HP: 3, Mov: 36 (12), Initiative: +1, Att: 1 club, D: 1d4, ST: Normal Person, MI: 8, MA: N, XP: 10, Str 10, Int 11, Wis 7, Dex 14, Con 10, Cha 11), Cherryl's third son is 12 and looks a lot like Zeno, but is much shorter. He rides in the wagon as well.

Zeno (AC: 8, HD: Normal Person, HP: 3, Mov: 36 (12), Initiative: +1, Att: 1 club, D: 1d4, ST: Normal Person, MI: 7, MA: L, XP: 10, Str 9, Int 11, Wis 9, Dex 13, Con 8, Cha 10), Ditmar's son, is just 11, has red curly hair and bright green eyes, and rides in the wagon.

Gerda (AC: 8, HD: Normal Person, HP: 2, Mov: 36 (12), Initiative: +1, Att: 1 club, D: 1d4-1, ST: Normal Person, MI: 8, MA: N, XP: 10, Str 7, Int 12, Wis 8, Dex 15, Con 6, Cha 13), Ditmar's daughter has hazel hair, green eyes and every day she looks more like her mother. She is just 8.

6 - GUARDS

It is quite usual to be stopped around in the Principalities of Glantri by some guards. Guards may be locals from a nearby town, or be part of an army and be put on patrol. Guards normally patrol streets to check out licences and protect the commoners. If the guards are met far from streets, they may either be soldiers or be following some criminals or traces.

The one described here is a team of 7 guards that normally patrol the streets of the Valley. Guards may give fees to the characters or even sequester items if the characters are found guilty of something or without the licences they need. Thieves in the group may need to hide when guards show up, especially if they are guilty of some recent thefts.

Chieftain Lorelie (AC: 2, HD: Fighter 5, HP: 29, Mov: 24 (8), Initiative: 0, Att: 1 sword, D: 1d8+4, ST: F5, MI: 11, MA: L, XP: 175, Str 16, Int 11, Wis 13, Dex 12, Con 10, Cha 12), that guides the patrol, is a woman of Averoignese ethnicity. She has hazel wavy hair shoulder-long and hazel eyes and is in her early 30s. A couple of scares run through her face, and one seems quite recent. Lorelie fights with a magic sword +1, with which she is skilled, and a shield, and wears a plate mail. She rides a brown horse named Chestnut.

Sergeant Jacques (AC: 3, HD: Fighter 3, HP: 26, Mov: 24 (8), Initiative: 0, Att: 1 halberd, D: 1d10+4, ST: F3, MI: 10, MA: N, XP: 50, Str 14, Int 7, Wis 10, Dex 12, Con 17, Cha 8) is an averoignese man with grey eyes and hair. He is in his midfourties and doesn't really suffer that well to be commanded by a girl. He is equipped with a halberd (skilled mastery) and a plate mail and rides a white spotted horse named Belle.

Potrius the Magician (AC: 7, HD: Magic-User 5, HP: 19, Mov: 36 (12), Initiative: +1, Att: 1 staff, D: 1d6+3, ST: MU5, MI: 9, MA: N, XP: 300, Str 13, Int 15, Wis 9, Dex 13, Con 14, Cha 8) is Lorelie's magic counselor. He is the one that uses magic to reveal misbehaviours, ad is equipped with a magic lens that reveals false licences. He also wears a ring of protection +1 and carries a wand of magic missiles with 10 charges. Potrius is an Alphatian guy with short blueish hair and red eyes, but he usually covers his head and face with a big hood. He rides a black horse named Inferno. He is skilled in the staff. Potrius doesn't carry his spellbook around, but has the following spells commonly memorized:

1st Level

Read magic

Detect magic

Shield

2nd Level

Detect invisible

Web

3rd Level

Hold person

Katrina the elf (AC: 2 (1 when using sword and shield), HD: Elf 2, HP: 11, Mov: 30 (10), Initiative: +2, Att: 1 sword or 1 longbow, D: sword 1d8+1, longbow 1d6, ST: E2, MI: 9, MA: L, XP: 25, Str 13, Int 14, Wis 6, Dex 18, Con 10, Cha 10) is the best in the group with ranged weapons and always longbow keeps her out when encountered. She wears a chainmail, and carries a shield that she uses when she leaves the longbow and takes the sword. She has 10 arrows in her quiver, and all of them have silver tips. She is not a great spellcaster, though, and usually memorizes the following spells. She doesn't carry around her spellbook either.

1st Level

Detect magic

Magic missile

Sleep

Timo the sneaky (AC: 5, HD: Thief 2, HP: 9, Mov: 36 (12), Initiative: +2, Att: 1 longbow or 1 sword + 1 cestus, D: longbow 1d6, sword 1d8, cestus 1d4 ST: T 2, MI: 9, MA: C, XP: 20, Str 10, Int 11, Wis 13, Dex 17, Con 14, Cha 13) is the scout of the group, and the one that follows suspects and at the need unlocks doors and locks. Timo wears a leather armor, carries a sword and a longbow and wears a cestus at the left hand (*Base* mastery in all of them). He also rides a brown horse with black mane, named *Shadow*.

Quazar the soldier (AC: 4 (3 with sword and shield), HD: Fighter 1, HP: 9, Mov: 30 (10), Initiative: +1, Att: 1 longbow or 1 sword, D: longbow 1d6, sowrd 1d8+1, ST: F1, MI: 8, MA: N, XP: 10, Str 13, Int 5, Wis 9, Dex 13, Con 14, Cha 13) wears a chainmail, carries a longbow, a quiver with 10 arrows, a sword and a shield. He has Base mastery in all of the weapons. Quazar is an Alphatian with wavy black hair that reach down to half his back, and green eyes. Quazar rides a black horse named Lightning.

Dirk the soldier (AC: 3 (2 with sword and shield), HD: Fighter 1, HP: 8, Mov: 30 (10), Initiative: +1, Att: 1 longbow or 1 sword, D: longbow 1d6, sword 1d8+1, ST: F1, MI: 8 MA: L XP: 10, Str 15, Int 11, Wis 13, Dex 16, Con 10, Cha 11) is a young flaem of just 17 years with curly red hair, green eyes and a slender body. Dirk wears a chainmail and carries a longbow, a quiver with 10 arrows, a sword and a shield. He has Base mastery in all of the weapons and rides a yellowish horse named *Primrose*.

7 - NAGPA

Nagpas are not common to meet around, especially in places like the Lonely Valley. If a Nagpa roams these lands, you can be sure he is up to no good... but after all, nagpas are always up to no good.

Here I give you an idea for an encounter with a nagpa and his slaves. The Nagpa, Raven, is a zero level one who travels with a mercenary ogre, an owlbear forced into a muzzle of training and a slave human controlled through a cursed choker. Raven is searching for the secret to get into the tower of Leith Torles, and if he suspects that the characters know anything that may be of any use for him, he will start following them and will try to kidnap at least one of them to force him to reveal their secrets. Raven is smart enough to play the good guy with strangers, and not to pick up a fight with unknown people. However, he may accept to share part of the road with the group, so that he has eough time to check what their belongings are, in case he has the chance to steal anything. He wouldn't mind to be involved in a fight being on the side of the characters, to be able to check on their magic and strength, as well.

If the characters fight and defeat Raven the nagpa and his team, they may want to look for his lair and his treasures, which will be in a deep and dangerous dungeon. This may provide for another interesting adventure, and maybe an adventure in some other area of the Principalities that the characters didn't explore yet.

Raven the Nagpa (AC: 2, HD: Nagpa 0, HP: 56, Mov: 27 (9), Initiative: +1, Att: 1 trident or 1 crossbow, D: trident 1d8+4, crossbow 1d6+2 (or +3), ST: Nagpa 0, MI: 9, MA: C, XP: 2.300, Str 9, Int 13, Wis 16, Dex 13, Con 10, Cha 13) uses as weapons a magic trident +2 +4 against giants and a crossbow for which he has 15 normal quarrels and 5

magic quarrels +1 in a quiver. Raven is *Skilled* in both weapons. He wears a ring of protection +1 and a ring of spell turning that may reflect up to 3 spells per day to the caster. He also carries a potion of full healing, two potions of healing and a potion of control animals. If the characters have horses, he may use this potion on them.

Greyfang the 5th level Ogre (AC: 2, HD: 7+2, HP: 19, Mov: 27 (9), Initiative: 0, Att: 1 axe, D: 1d8+4, ST: F7, MI: 10, MA: C, XP: 550) is the meatshield of Raven. He is a mercenary that Raven keeps under ransom after he kidnappped Greyfang's newborn son two years ago. Raven hopes that he may be able to raise the young ogre as a more faithful servant than the father, and when he will be ready, he will get rid of the old ogre for the new one. Greyfang has been given a magic chainmail +1 and a magic sword +1 to fight with, which makes him think that he is extremely powerful. Greyfang is more stupid than most of the ogres and trusts Raven with his own life. In case of need, Raven won't think for a second, but leave Greyfang to fight and run.

Dodo the 5th level owlbear (AC: 5, HD: 7, HP: 37, Mov: 36 (12), Initiative: 0, Att: 2 claws +1 bite + hug, D: claws 1d8, bite 1d10, hug 2d10, ST: F4, MI: 9, MA: N, XP: 450) was forced by Raven into a muzzle of training and since then it has become docile and obeys everything that Raven orders. Raven often rides on it when moving on difficult terrain, otherwise he keeps him on a lead with a big chain. Because Dodo is much faster than Raven is, in case of need, Raven would probably ride him away to escape chasers. If freed of the muzzle, Dodo the owlbear would most likely attack Raven.

Pedro the Silent (AC: 5, HD: Thief 9, HP: 47, Mov: 36 (12), Initiative: +1, Att: 1 sword +1 dagger, D: sword

1d8+4, dager 1d4+2 or 1d4+3, ST: T9, MI: 10, MA: C, XP: 1.600, Str 13, Int 10, Wis 9, Dex 15, Con 16, Cha 8) is a human thief of Belcadiz that Raven tricked into wearing a cursed choker. The choker of silence actually made Pedro completely silent, preventing him from talking or producing any kind of sound, as if under the effect of a silence spell. The choker can be taken off only by chopping off the head of the one who wears it, or by killing the person who forced it on the wearer, but because Pedro put it on himself, the two options actually coincide. In his hideout, Raven has a rod of destruction that can be used to remove the curse of the item as well, making it non magical forever, but in that case it will stay on the neck of the thief forever. Raven promised that he will use it on Pedro only after Pedro steals goods worth 1 million platinum crowns for him, or after ten years of service. So far, Pedro stole goods for about 50.000 Ducates, and has been a slave of Raven for a little bit more than one year. The choker looks like a ring of steel about 3 cm wide with a rope decoration on the two sides and with no closure or junction.

Pedro wears a magic leather armor +1, carries a magic sword +1, a magic dagger +1 of detect magic and detect traps and has a poisonous potion (average poison) that he may spread on his weapons to poison his enemies. He also has a potion of greater healing. Pedro is skilled with both sword and dagger, but using the dagger in the offhand, it counts as if he was just baseskilled in that weapon. When backstabbing or throwing the dagger, Pedro uses it in the right hand and with skilled mastery.

If he found a way to tell his story to the characters, and they helped him out of his cursed choker, Pedro would gladly give any of his belongings to thank them, and would plan a revenge, possibly asking the characters to help him, with the promise to share the loot.

8 - GYPSIES

The gypsies in the Lonely Valley are rare, but sometimes some small groups reach here.

In this case, the group of gypsies is part of the family of Slatko Dragan Cartarescu, which is one of the prerolled characters presented in this book. If Slatko is part of the group, he will immediately recognise them and they will automatically be friendly with the group. This family of gypsies is visiting the Valley to find out how Slatko is doing since when he left the camp, and will stop in the Valley for some months. They may move around, from village to village every few weeks, instead of settling in the same place for the whole time.

Toma (AC: 9, HD: F 4, HP: 18, Mov: 36 (12), Initiative: 0, Att: 1 sword, D: 1d8+1, ST: N 0, MI: 9, MA: N, XP: 75, Str 9, Int 12, Wis 17, Dex 10, Con 7, Cha 11) is the oldest member of the family. He is Slatko's grandfather, and is 72 years old. He is still healthy, but is getting weaker year after year. He is still the householder and he had 5 sons and 2 daughters. Toma wears an old pendant which is a scarab of protection with three charges left and has a golden magic sword +1, which is the emblem of the householder in the family. He only has base mastery with the sword.

Marcela (AC: 10, HD: Normal Person, HP: 5, Mov: 0, Initiative: -2, Att: none, D: none, ST: NP, MI: 11, MA: N, XP: 6, Str 5, Int 16, Wis 14, Dex 2, Con 6, Cha 15), Toma's wife, is one year younger than him. She is now unable to walk, and stays the whole day sitten on a chair. She is a Shubani witch, and may use her powers to brew potions, read the tarots or tea leaves, and exorcise spirits.

Luna (AC: 8, HD: as Magic-User 4, HP: 14, Mov: 36 (12), Initiative: +1, Att: 1 dagger, D: 1d4, ST: MU 4, MI: 10, MA: C, XP: 125, Str 11, Int 14, Wis

14, Dex 13, Con 9, Cha 13) is Toma's oldest daughter, now 48, who never got married, and Slatko's aunt. Like her mother, she is a shubani witch and has the same powers. Moreover, she has an arcane scroll that she may use, with the spells dispel magic, web and detect magic. She also carries a silver dagger, for which she has base mastery, and a lucky amulet that lets her re-roll any failed save once per day. Luna is quite a hard character and commands respect. She is the one that usually takes care of her old mother.

Dalin (AC: 6, HD: Fighter 6, HP: 49, Mov: 36 (12), Initiative: 0, Att: 1 axe +1 dagger, D: Axe 1d8+4, Dagger 1d4+2 or 1d4+3, ST: F 6, MI: 10, MA: L, XP: 275, Str 16, Int 8, Wis 13, Dex 10, Con 16, Cha 12) is Toma's oldest son, and Slatko's father. He is the one that is going to become the next householder, and is a man of 46 years with big mustache, still strong and muscular. He carries an axe and a dagger and is skilled in the use of both weapons, normally using the dagger in the off-hand with base mastery. Dalin always wears a leather armor under his clothes and a ring of protection +1 among other jewels.

Zenaida (AC: 9, HD: Normal Person, HP: 6, Mov: 36 (12), Initiative: 0, Att: 1 dagger, D: 1d4+1, ST: NP, MI: 7, MA: L, XP: 5, Str 13, Int 9, Wis 14, Dex 10, Con 13, Cha 10), Dalin's wife, is 7 years younger than him, and is just 39. She married Dalin when she was just 15. Zenaida is a typical submissive wife: she does everything that her husband commands and never talks if she is not asked first. She carries around a dagger, like most of the women in the Mornei culture, but she seldom uses it.

Mirel (AC: 5, HD: Thief 5, HP: 21, Mov: 36 (12), Initiative: +2, Att: 1 sword or 1 shortbow, D: sword 1d8+2, shortbow 1d6, ST: T 5, MI: 10, MA: C, XP: 175, Str 11, Int 13, Wis 6,

Dex 17, Con 13, Cha 11), 23, is Dalin's first son, and Slatko's oldest brother. He is a ne'er-do-well and a lazy ass. He goes through his days stealing things from the people he meets and frauding. He thinks that work is for stupids, and the smart should take advantage of the stupid ones. He always wears a leather armor shaped as a stylish jacket, and has a sword that he uses with *skilled* mastery. He carries a *potion of growth* and a *potion of invisibility* that he stole some time ago. He also has a shortbow (base mastery), and a quiver with 7 arrows.

Lisandra (AC: 8, HD: Thief 3, HP: 11, Mov: 36 (12), Initiative: +1, Att: 1 sword or 1 axe, D: 1d8-1, ST: T 3, MI: 8, MA: N, XP: 35, Str 8, Int 12, Wis 14, Dex 14, Con 10, Cha 17) is 20, and is the second born of Dalin's heirs. She is going to get married soon, when her father finds a suitable man. She is beautiful, and Dalin wants to earn a good son-in-law and a good sum of money for her. She is almost as submissive as her mother, but she trained with Mirel as kids and she is able to use a sword or an axe as well, at base mastery.

Corina (AC: 9, HD: Normal Person, HP: 4, Mov: 36 (12), Initiative: 0, Att: 1 dagger, D: 1d4-1, ST: NP, MI: 9, MA: N, XP: 6, Str 7, Int 17, Wis 16, Dex 10, Con 10, Cha 17) Is the youngest in the family, being just 15, ad is as beautiful as her sister. She is being trained by her grandmother and aunt as a Shubani witch as well, but she is still just a novice, and her predictions are often wrong. She received from her grandmother her ritual dagger as a present when she started the practice. It is a magic dagger +2 that may detect magic 3 times per day. Corina has base skill in the dagger.

9 - ELVES

Many Erewan elves live in the valley, in small villages scattered arund. There may be many different reasons to meet them around: they may be hunters, merchants, travellers, guards or whatever else the DM wants. The difference with other similar encounters is that in this case they are all elves.

In the example I give here, one of the elves is a herbalist from Laenisaia and he is searching for fresh herbs for his preparations. The other ones are his apprentices and his guard.

If the characters are wounded, the herbalist will offer his potions and his healings for money. The characters may buy healing potions from him for 750 Dc each, or he may use his *First Aid* skill on them for 100 Dc per use.

Ronan (AC: 0, HD: Elf 5, HP: 28, Mov: 24 (8), Initiative: +1, Att: 1 halberd or 1 longbow, D: halberd 1d10+6, longbow 1d6, ST: E5, MI: 10, MA: L, XP: 375, Str 16, Int 10, Wis 11, Dex 16, Con 13, Cha 5) is a strong elf in a heavy plate mail +1. He is the one that Myridon the herbalist hired to protect the group, and uses a magic halberd+1 and a longbow as weapons. He also carries a quiver with 20 arrows, and has two potions of healing on himself. Ronan is skilled with the halberd and has base mastery in the bow. His spellbook is with him as well, with the following spells. # is used to mark memorized spells.

1st Level

Read magic

Magic missile #

Shield

Protection from evil #

2nd Level

Web#

Invisibility #

Knock

3rd Level

Fireball #

Myridon (AC: 5, HD: Elf 8, HP: 35, Mov: 33 (11), Initiative: +1, Att: 1 sword or 1 dagger, D: sword 1d8+4, dagger 1d4+2, ST: E8, MI: 10, MA: L, XP: 1.750, Str 13, Int 18, Wis 10, Dex 13, Con 10, Cha 11) the herbalist, leader of the group, is carrying a magic sword +1, a shield, a silver dagger and a healer's bag. He is skilled in both weapons, but he uses the dagger mainly to harvest his herbs. He also wears a scale mail and has a total of 10 healing potions with him. In case the characters ask for some, he may sell up to 8 of them. Myridon carries around his spellbook with the following spells on. The spells marked with one or more # signs are the memorized ones. Each # is one memorized spell.

1st Level

Read magic

Magic missile ##

Liaht#

Charm person #

Floating disc

Sleep##

2nd Level

ESP *

Mirror image ##

Locate object

Web#

Levitate #

3rd Level

Water breathing

Lightning bolt #

Haste #

4th Level

Charm monster #

Wizard eye #

Nico (AC: 4, HD: Elf 1, HP: 6, Mov: 36 (12), Initiative: +1, Att: 1 staff, D: 1d6+2, ST: E1, MI: 8, MA: L, XP: 13, Str 13, Int 13, Wis 11, Dex 18, Con 10, Cha 15) is Myridon's first apprentice, and his young son. He is a complete rookie, and this is the first time Myridon takes him along. He uses a leather armor and a staff as a weapon, and carries his own spellbook as well.

Memorized spells are marked with # as usual.

1st Level

Read magic

Magic missile ##

Light #

2nd Level

Locate object

Web#

Galbard (AC: 4, HD: Elf 3, HP: 23, Mov: 30 (10), Initiative: 0, Att: 1 axe, D: 1d8+4, ST: E3, MI: 10, MA: C, XP: 50, Str 16, Int 13, Wis 6, Dex 11, Con 17, Cha 12), Myridon's second apprentice, has a bit more experience than Nico, but joined Myridon later. He is quite arrogant and selfish, and sometimes he reacts quite badly. He wears a chainmail, has an axe, a shield and carries in the belt two potions of healing and a potion of gaseous form. He is skilled with the axe. Galbard carries his own spellbook as well. Memorized spells are marked with # as usual.

1st Level

Read magic

Floating disc

Shield #

Sleep#

Light #

2nd Level ESP *

Invisibility #

10 - HUNTERS

Hunters are common NPCs that may be encountered almost everywhere. They usually roam mountains and wild lands to hunt for meat, fur and other valuable trophies. Most of the hunters may be willing to exchange meat and furs for other items, or to sell them for gold. They usually carry long-ranged weapons, most commonly bows, that they use to attack animals monsters from far away. Some hunters do prefer to live and hunt alone, but most of them would rather hunt in teams of 4-12 elements to help each other and have more chances of killing the preys even if they are extremely big. Hunters are normally mundanes who know nothing about magic, but may be useful to share informations or may be hired as guides through the mountains.

The hunters presented here are a very standard group of 8, guided by the Hunt Leader and including two rookies.

Haldor (AC: 6 or 7, HD: Fighter 6, HP: 35, Mov: 36 (12), Initiative: +1, Att: 1 axe or 1 longbow, D: axe 1d8+1, longbow 1d6+4, ST: Fighter 6, MI: 11, MA: N, XP: 275, Str 14, Int 13, Wis 13, Dex 16, Con 10, Cha 8) is the Hunt Leader and a flaem. He is an experienced hunter and shaves his head because he is getting bold. He has big red mustache, and is aged 42. Haldor is Expert with the longbow, and has a quiver with 12 arrows. When he needs, he also carries along an axe and a silver dagger, that he never uses as a weapon, but just to cut things and skin animals. Haldor carries two pouches: one contains 51 Dc and 7 Sv, while the other one contains 32 wolf fangs. Sometimes he sells them or uses them to make frog closures for bags and clothes. Haldor also carries around 30 m of rope, six torches and a lighter. He has Base mastery in the torches, the dagger and the axe.

Sil (AC: 6, HD: Fighter 4, HP: 30, Mov: 36 (12), Initiative: +1, Att: 1 spear or 1 dagger, D: spear 1d6+2, dagger 1d4, ST: Fighter 4, MI: 9, MA: L, XP: 125, Str 10, Int 7, Wis 16, Dex 13, Con 13, Cha 14) is Haldor's best friend and long-time colleague, nd is a flaem as well. Sil is thinner than Haldor. and three years younger, has scruffy red hair and green eyes, but keeps his face well shaved. Sil has a lot of experience in following tracks of anmals (tracking skill score 19) and has a spear and six daggers. He is skilled in the spear, and has Base skill in the daggers. He always wears a leather armor.

Rijk (AC: 5, HD: Fighter 4, HP: 31, Mov: 36 (12), Initiative: 0 or +1, Att: 1 longbow or 1 spear +1 dagger, D: longbow 1d6+2, spear 1d6, dagger 1d2 or 1d4, ST: E5, MI: 10, MA: L, XP: 375, Str 10, Int 9, Wis 11, Dex 16, Con 17, Cha 11), Sil's brother, is shorter and fatter than him, but looks very similar. He uses a longbow with skilled mastery, and has a spear and a dagger with base mastery. He wears a leather armor as well, and has a quiver with 20 arrows.

Sagar (AC: 9, HD: Fighter 7, HP: 55, Mov: 36 (12), Initiative: -1 or 0, Att: 1 longbow or 1 dagger, D: longbow 1d6+2, dagger 1d4+1 or 1d4+2, ST: Fighter 7, MI: 10, MA: N, XP: 550, Str 13, Int 10, Wis 12, Dex 10, Con 17, Cha 11) is an experienced hunter that had a bad accident some months ago. Since then, he doesn't feel safe anymore, hunting alone. He is 53, his hair is grey, and has brown eyes. He keeps his beard short. He uses a longbow and a dagger as weapons, and has skilled mastery in both of them. He also carries a quiver with 15 arrows.

Valko (AC: 0, HD: Thief 8, HP: 18, Mov: 36 (12), Initiative: 0 or +1, Att: 1 longbow or 1 dagger +1 net, D: longbow 1d6+2, dagger 1d4, net 0, ST: Thief 8, MI: 8, MA: C, XP: 650, Str 11, Int 13, Wis 9, Dex 15, Con 6, Cha 13) is an expert tracker as well (score 17) and has many useful skills. He uses a net to catch creatures that are very close, and has a longbow and a dagger. He is skilled in both longbow and net, and just base in the use of the dagger. He always wears a leather armor as well. If engaged in a fight, he may use dagger in the right hand and net in the off-hand.

Mal (AC: 8, HD: Fighter 3, HP: 21, Mov: 36 (12), Initiative: +1, Att: 1 dagger, D: dagger 1d4+2, ST: E5, MI: 10, MA: L, XP: 375, Str 13, Int 14, Wis 11, Dex 14, Con 9, Cha 15) is a falconeer, and has a falcon trained to follow the preys. He only has a dagger (skilled mastery) as a weapon, and has craftsman: bowyer skill at a score of 20, that he uses to fix other hunters' weapons if needed. He may fix bows for the characters if they need.

Kilian (AC: 7, HD: Fighter 1, HP: 8, Mov: 36 (12), Initiative: 0, Att: 1 longbow, D: 1d6, ST: Fighter 1, MI: 8, MA: N, XP: 10, Str 14, Int 12, Wis 7, Dex 17, Con 10, Cha 16) is the first apprentice, he is 17 and has dark brown hair and hazel eyes. He wears a leather armor and carries a longbow, and a quiver with 10 arrows.

Frans (AC: 8, HD: Fighter 1, HP: 8, Mov: 36 (12), Initiative: -1, Att: 1 longbow, D: 1d6, ST: Fighter 1, MI: 10, MA: N, XP: 10, Str 11, Int 9, Wis 9, Dex 14, Con 11, Cha 13) is the second apprentice. He is only 15 and has long blonde hair and green eyes. Like Kilian, he is only carrying a longbow and a quiver with 10 arrows.

11 - DESERT NOMADS

This encounter is quite unusual. Desert nomads seldom enter the lands of the Principalities, and when they do it, it usually means trouble. Whatever the reason, knowing of the dislike of the wizards for the ones that come from the desert, the nomads would always try to be sneaky and move hiding as much as they want. Nomads that enter the Principalities only do it in very small groups of 3-6 elements and have good equipment, ready to fight for their lives at any danger sign.

The group in this page is made of 5 nomads, including a cleric, who came to the valley to hunt, search herbs, and at the same time to gather informations on the villages and the movements of soldiers and guards. If spotted, they will most probably try and incapacitate the enemies for the time they need to run away, except if the enemy group is smaller than their one, and they think they'll be able to take them down quickly. In that case, they will murder them and rob their corpses.

Suleiman (AC: 4, HD: Fighter 5, HP: 43, Mov: 30 (10), Initiative: -1, Att: 1 wo-handed sword, D: 1d10+3, ST: Fighter 5, MI: 10, MA: N, XP: 175, Str 14, Int 9, Wis 15, Dex 10, Con 16, Cha 14) the leader of the group is a fighter and uses a scimitar (2-handed sword) as his only weapon. He is skilled in it, and also wears a magic chain mail +1. Suleiman is tall, with a big nose and piercing black eyes. He has a scar on his right eyebrow, and wears a golden earring at his left ear (worth 150 Dc). He speaks a little Glantrian (9), but wouldn't want to spend any time chatting with the characters. However, if the characers don't attack the group and try to talk to them, he may try to be nice and avoid a fight, especially if outnumbered.

Hassan (AC: 4, HD: Cleric 5, HP: 28, Mov: 30 (10), Initiative: -1, Att: 1 warhammer, D: 1d6+3, ST: Cleric 5, MI: 8, MA: C, XP: 300, Str 9, Int 14, Wis 16, Dex 8, Con 13, Cha 10) is a cleric and a healer. He uses a magic warhammer +1 and a magic shield +1 as weapons, and wears a chainmail. He is *skilled* with the warhammer. Hassan also carries a healer's bag with 7 doses of herbs, and has a pouch with 120 Gp of the Sind, that the characters may be able to exchange in Midgard for a 10% exchange fee. Hassan also carries two healing potions in his belt.

Hassan tries not to expose himself as a cleric, with Glantrian citizens, but in a fight he would not hold his powers back, if they are of any use for his group. He has the following spells memorized for the day. The cleric's spells are described at the end of the book, in the *new spells* chapter.

Level 1

Cure light wounds
Terror (Reversed Remove Fear)

Level 2

Bless

Silence in a 4.5 m radius

Master archer Malik (AC: 4, HD: Thief 6, HP: 25, Mov: 36 (12), Initiative: +1 o +2, Att: 1 longbow or 1 sword, D: Longbow 1d6+3 (+1d4), sword 1d8 ST: Thief 6, MI: 8, MA: C, XP: 275, Str 9, Int 10, Wis 10, Dex 18, Con 13, Cha 12) is the best archer of the group. He is tall and slender, and wears a red turban. He is skilled in the use of the longbow, and has a magic longbow +1 and two quivers. One contains 10 normal arrows, while the other one contains 10 arrows whose tip is wrapped with cloth and dipped in oil. Usually, Malik carries in a hand a spear with a torch at its back end, and on the first round of a fight he sticks it on the ground and lights it up.

Then, he uses the torch to ignite his arrows before throwing them. Flaming arrows cause 1d4 extra damage and may keep on burning exactly like the oil flasks when they are thrown. Malik always tries to stay out of melee fight, and his friends usually cover him, because he is much more deadly with his arrows than in combat. However, if needed, Malik is also able to fight with a long sword at *base* mastery.

Malik wears a leather armor and has at his belt two healing potions.

Archer Faruq (AC: 5, HD: Thief 3, HP: 14, Mov: 36 (12), Initiative: -1 or +1, Att: 1 longbow or 1 mace or 1 whip, D: longbow 1d6 (+1), mace 1d6+1, whip 1d2+1+special, ST: Thief 3, MI: 8, MA: C, XP: 300, Str 13, Int 10, Wis 13, Dex 16, Con 13, Cha 9) is Malik's apprentice. He uses a normal longbow, and carries a quiver with 15 normal arrows and 5 magic arrows +1. He also wears a leather armor and, in melee combat, may use a mace or a whip. He has base mastery in all of his weapons.

Faruq usually starts the fights staying behind and shooting with his master, but if the other members of his group are in distress, he may join the melee fight.

Timur (AC: 0, HD: Fighter 3, HP: 25, Mov: 24 (8), Initiative: +1, Att: 1 sword, D: 1d8+5, ST: Fighter 3, MI: 10, MA: N, XP: 50, Str 18, Int 7, Wis 8, Dex 13, Con 17, Cha 10), the last member of the group, is a chubby fighter with big mustache, that uses a sword and a shield in combat, and wears a magic plate mail +1. He will try and protect the archers as much as he can, and has a potion of heroism, that he may use if the enemies seem too strong. Timur is skilled with the sword.

12 - BANDITS

Bandits are unfortunately quite common to meet as NPCs. They can be met in many different situations, and would usually try to trick the characters to steal their money, or ambush them.

The Master must always pick the situation in which the characters meet the bandits very well, to make it realistic and not too predictable. Moreover, the bandits have only the gold and the precious items as a goal, and would often run if they find themselves in situations that are too dangerous. If they feel that they have been unlucky, or that they didn't have enough forces to beat the characters, they may try to follow them and ambush them again in a more advantageous situation, or with more people on their sides.

Groups of bandits may be made up of any number, and any composition. Thieves are usually a big part of it, but even monsters, spellcasters or other characters may be fitted in.

Here there is an example of a couple of thieves who pretend to be rich nobles looking for some adventures. They will try and befriend the characters, travelling with them for at least one day, and then part with them after giving a bottle of wine as a present for their kindness. The wine is infused with a sleeping potion, though, and if the characters drink of it, they will fall asleep. The thieves follow characters, after parting from them, and when they see the characters asleep, they will come back and steal all of the licences, gold, gemstones and jewels that they carry. When the characters wake up, presumably the next morning, the thieves will probably already be very far away.

Mercedes (AC: 7, HD: Magic-User 7, HP: 24, Mov: 36 (12), Initiative: +1, Att: 1 dagger, D: 1d4+4, ST: Magic-User 7, MI: 8, MA: C, XP: 3.250, Str 13, Int 17, Wis 5, Dex 13, Con 11, Cha 16) is a Belcadiz human. She pretends to be the daughter of a rich merchant who ran from home with her lover to get married, when her father was planning a combined wedding. She is a magicuser and a beautiful lady, and only has a magic dagger+1 as a weapon. However, she also carries some torches, and may be using them as weapons, too. Mercedes has skilled mastery in the dagger and base in the torches.

Among the other items that she carries, Mercedes also has a scroll with the spells *Magic missile* and *mirror image*, both at 9th level of power. She also has a *ring of protection +1 within a* 3 *m radius* and a *wand of cold* with 4 charges left.

Mercedes carries around her spellbook with the following spells on. The spells marked with one or more # signs are the memorized ones. Each # is one memorized spell.

Level 1

Read magic

Magic missile

Light

Ventriloquism

Foating disc

Protection from evil

Charm person

Level 2

Knock

Mirror image

Invisibility

Web

ESP

Level 3

Hold person

Dispel magic

Lightning bolt

Level 4

Dimension door

Aquilian (AC: 7, HD: Thief 7, HP: 28, Mov: 36 (12), Initiative: +1, Att: 1 sword +1 short sword, D: sword 1d8+2, short sword 1d6+1, ST: Thief 7, MI: 10, MA: C, XP: 3.250, Str 13, Int 11, Wis 9, Dex 18, Con 13, Cha 15) is the partner of Mercedes and is a handsome Alphatian man with thin mustache and topaz-blue eyes. His hair is pitch black and short, and he wears elegant clothes and black leather boots and gloves. Aquilian says that he is an artist, a painter, and that he kidnapped Mercedes because the two of them wanted to get married. Now, he says, they are adventuring together and are looking for a place where to settle

Aquilian is a skilled thief, and wears a magic leather armor +2 under his clothes. He usually tries not to get too far from Mercedes when fighting, so that he can be protected by her magic ring as well, and has a magic sword +1. He carries a bag with 250 Dc, but also has a potion of gaseous form, a potion of greater healing and two potions of healing.

Above the magic sword, Aquilian also carries a normal short sword, that he uses in his off-hand. He is *skilled* in the short sword, therefore he uses them both at *base* mastery when fighting.

Among the skills that he has, Aquilian is very good at *lip reading* (score 17) and *estimate* (score 16). He carries three bottles of wine mixed with the sleeping potion in his inventory.

He also knows the following secret techniques, that he learned in the fraternity of the light-fingers, before starting his career with Mercedes:

Disarm (sword)

Fight artist

FUTURE DEVELOPMENTS

What happens after the end of this module? Nobody knows. As a DM, you can decide to use any other module of the Adventure Books series to expand your campaign, and give to the characters new adventures and new areas of the Principalities to explore. Will they ever come back to the Lonely Valley? Or will they go and live in the Capital forever? What will happen of their families and friends here? Will Datrion call them back for some mission that he cannot handle by himself?

In these pages, I'm going to introduce ten more ideas for adventures in the valley and the nearby areas. You can use these ideas to expand the campaign in these lands, or to lure the characters back to the place where they grew up, after visiting other places. You may develop these ideas the way you prefer. You can also use these ideas to build some short mini-adventures to put the characters in between the adventures given in this module, if you feel that they need to get more experience before taking the next step.

If you want, you may also use parts of the adventures *Red Leaves and White Snow* and *Dragon Blood* that you may have not used (like the bandits' hideout in the first one, or Trolls of Bumble-bee creek and the Sheep-killer in the second one) as stand-alone miniadventures.

THE WIND BEAST

(Level 4-8)

The legend of the village of Eidana tells about a wind beast prisoner in the ancient Villa with the windmill on the top of the tower.

The characters may be asked to investigate the voices, or to actually get the beast for the monster hunter's Union. In the Villa, they will find a labyrinth of rooms and corridors, ending up to a room where an air elemental is chained to the walls, just under the windmill.

This adventure may end with the adventurers capturing the beast, or freeing it. In the latter case, the creature may become their ally, or reveal to them a secret passage for a treasure in the house. The characters may use this experience to be accepted in the Secret Craft of Elementalism (Air) once they get to the Capital.

THREE HEADS FOR A CROWN

(Level 6 - 12)

The fight around the Lonely Valley to become the new Baron around here gets to a new dimension when a new contendant arrives to interfere with the Shinra and Okram plans. The rivalry becomes an open fight, and bands of paid suppporters of one or another start sabotaging each other's strategies.

Characters may be hired by one of the three groups to support them, and to give them informations that may discredit the others. Otherwise, one of the characters may be the third one who aims to a barony here, and the attacks of the Shinra and the Okram will concentrate upon him or her.

Out of this kind of adventure, the characters will surely have a lot to earn in terms of money and political influence, and may end up with a barony, or at least with a Baron as a very strict ally.

THE LAENISAIA CONSPIRACY

(Level 5-10)

An elven woman comes to the characters to ask for help. She heared some elves in the village plotting against the village chief, and asks the characters to investigate for her.

The guys who were plotting the conspiracy are nothing else than the four green dragons that want to avenge the death of their mother and at the same time rob the elves of all of their treasures. The characters will need some investigation to find the secret hideout of the dragons, where they are secretly hiring other monsters for the final attack to the elven village.

If the characters manage to find the hideout, defeat the monsters and the dragons, they may become heroes for the people of the small village, and at the same time gain a nice treasure from the dragons.

RUINS OF GULFINGAR

(Level 4 - 8)

Reno Shinra decided that the ruins of the village of Gulfingar need to be refurbished and a proper fortified market must be built there, as a new commercial outpost. He is sure that, if the plan is successful, the Council will agree to name him Baron of the Lonely Valley

The characters, hired by Reno, must reach the ruins and defeat the monsters that hide in them. Then, while the workers of the Shinra family come to do the refurbishment, they have to protect the building site from the counterattacks of the monsters, and from the strikes of the desert nomads, who are trying to stop the construction.

An adventure like this takes place on a long time span, and may involve short travels to Wendar to contact the elven merchants, more travels to the Valley to ensure the arrive of building supplies, and even raids on the Plateau to prevent attacks from the nomads or to stop them.

LOST BROTHERS

(Level 3 - 7)

The mystics of the monastery are happy because some more brothers will come from Lhamsa to join them. However, some days passed since when they were supposed to arrive, and the Abbot is growing worried.

The mystics were supposed to come to the Lonely Valley through the mountain passage reaching the Cloister of Emeralds. The characters are therefore asked to go and investigate the whole way to Uigmuir to find what happened to them. One mystic of the monastery will join the characters, if there is no mystics in the group.

The mystics may have been kidnapped by the ogres that live on the mountains, may be trapped in some caves due to the attack of a big monster, or may have gone the wrong way and, ending up in the Stone Canyon, have been turned to stone by the monsters that live in there.

PRISON BREAK

(Level 4 - 8)

This idea may be developed in 2 different ways.

First: the characters have been imprisoned in Gahnam Tower for some reason, possibly accused of something that they didn't do. One of the inmates tells them that he may be able to help them to be discharged, but he says that they need to escape from the prison, and that they need to take him along, if they want his help.

Second: The prisoners of Gahnam tower escaped killing some guards during refurbishment works, and run from it. The characters need to locate them and take them back to the tower, possibly alive. Some of them found hideouts scattered on the nearby hills. The biggest group, guided by the guy who provoked the riot, hid in a cave on mount Riso, where they are healing their wounds and in the same time trying to get an alliance with three giants that live on the mountain top.

THEFT AT THE MUSEUM

(Level 5 - 8)

Someone broke into the Leith Torles Museum and stole a book and a ring from the collection. The village chief hires the characters to find back the missing items.

The characters need to investigate in the village, and maybe on the mountains nearby, to find the items.

When they get to retrieve them, they finally find out why the thief was interested in them: in the book, there is a hidden map for a secret entrance to the dungeon under the tower of Leith Torles, and the ring is supposed to be the key to open the entrance.

The characters may be able to enter the dungeon this way, and find out some of the secrets of the tower. However, the main body of the tower is still non accessible, because the magic barrier also closes part of the dungeon.

THE MARMOT'S HILL

(Level 2 - 5)

The characters are hired by the girl in Gahnam who found the heliodore crystal in the pebbles plains to protect her while she tries to see whether there is more of the crystals there, keeping snakes and intruders at bay.

While exploring, the characters find a hidden cave just under one of the big black stones and, exploring it, they may find a room full of these crystals, in the

The adventure may end in very different ways, depending on the alignment of the characters: they may blackmail the girl into sharing the gemstones, they may help her claiming the mines, they may betray her and claim the mines themselves, or they may even rob as many crystals as they can and run.

LEGEND OF THE SILVER SUN

(Level 3 - 7)

In some other adventure, the characters may meet some nomads as NPCs and fight against them. One of the nomads has on himself an old silver bracelet which is inscribed with a magic writing. The inscription is actually a map that will guide whoever has it to find an ancient lost treasure known with the name of "Silver Sun".

The treasure is hidden somewhere in a cave on the Adri Varma Plateau, protected with traps and monsters.

The characers need to prepare well for this adventure in the desert, and may find themselves fighting against many more nomads to reach the place marked on the map.

At the end of the adventure, the characters will find an amazing treasure, and the fabulous Silver Sun, which is a powerful magic item. However, to protect the treasure there will be some old and powerful guardian.

THE EMERALD CAVES

(Level 4 - 8)

A new Dean has become the ruler of the Cloister of Emeralds. He is evil, and uses his magic and influence to force the other priests to work in the ancient mines under the shrine. After a while, people starts disappearing from the villages nearby, and the characters are alerted by an elf from Laenisaia, who found a wooden bracelet, belonging to a missing girl, floating on the water of Esuvia Creek.

The characters must investigate and, once they reach the shrine, they are greeted by the priests as usual. However, during the night, they may find hints that something is wrong and, following the priests, find the secret entrance of the underground mines.

If the characters manage to save the shrine by the madness of the Dean, the other priests will reward them with emeralds and the shrines of Rad will become their allies from now on.

MONSTERS

In the following pages all of the monsters presented in this manual will be described for the DM to use. Monsters have been adapted in a 10-levels range so that they can be used in a wider range of adventures, and can be adapted to the level of the adventurers. Here is a list of the monsters in alphabetical order. Every monster will be described in one full page.

ALPHABETICAL LIST OF THE MONSTERS

A

Adamantart

Ant, giant

<u>B</u>

Bat

Bateye

Bear (Black, Cave, Polar)

Bee, giant

Beetle, giant (Fire, Oil, Tiger)

Black Mantis

Blink Dog

Boar

Bugbear

<u>C</u>

Caecilia

Carrion Crawler

Centipede, giant

Cockatrice

Crocodile

D

Displacer Beast

Doppleganger

Dragon, white

Dryad

E

Elemental spark

<u>F</u>

Ferret, giant

Frost salamander

<u>G</u>

Ghoul

Giant (Frost, Hill)

Gnoll

Goblin

Green Slime

Griffon

H

Harpy

Herd

Hippogriff

Hobgoblin

I

Ice beast

Ice Crab

K

Kobold

<u>L</u>

Leech, giant

Living statue (Iron, Rock)

Lizard, giant (Draco, Gecko, Tuatara)

Locust, giant

M

Minotaur

Mummy

Murky Moaner

0

Ochre Jelly

Ogre

Owlbear

Р

Pegasus

R

Rat

Rhagodessa

Robber Fly

Roc bird

Rust Monster

<u>S</u>

Sasquatch

Semu

Shadow

Shrieker

Skeleton

Snake (Racer, Rattler, Rock python,

White)

Snow Ape

Spectre

Spider, giant (Black widow, Tarantula)

Stirge

Swarm

T

Thornfish

Thoul

Troglodyte

Troll

<u>V</u>

Vampire Rose

W

White Veronica

Wind beast

Wolf (Frost, Grey)

Wraith

Wyvern

<u>Y</u>

Yellow mold

<u>Z</u>

Zombie

ADAMANTART

The Adamantart is a very rare species of giant turtles whose shell is extremely hard. The smallest among these turtles are between 80 and 120 cm long, but the biggest ones may reach 8 meters length, and may live for up to 1.200 years, weighing many tons. This monster prefers to live in warm climates, if not tropical islands. It is not uncommon in lost world jungles, where it shares the habitat with dinosaurs. Adamantarts always live close to water.

The shell of the Adamantart is made of a particular material that is almost as hard as a diamond. For this reason, Adamantarts are extremely resistant to both magic and weapons. The shell is researched by Arcane spellcasters who use it to craft magic armors and shields. The shell may be sold for as much as 1.000 Dc per level of the creature. Adamantarts have very hard scales even on their heads, tail and legs.

Adamantarts are very territorial beasts: if they make their nest somewhere, they will attack and chase away any intruders. However, they may be very quiet when they are encountered far from the nest. They don't usually chase enemies that flee from them.

Adamantarts are very good swimmers, and may move much faster in water than on the land. Moreover,

they can regenerate 2 HP per round, when they are hurt.

Legends say that the oldest and wisest of these creatures may also be able to talk, but nobody has ever reported of such a creature in the past centuries.

FIGHTING STYLE

The Adamantart may only attack with its powerful bite. If the creature is not fighting to protect its nest, a wounded adamantart may always leave a fight to go and rest somewhere, regenerating its wounds. If it is close to its nest, however, its morale raises to 12 and fights until death to protect it.

	ADAMANTART									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Immune	SHARP	Half damage							
AIR	Immune	PIERCING	Half damage							
LIGHTNING	Half damage	BLUNT	Half damage							
FIRE	Half damage									
ICE	Half damage									
EARTH	Half damage									
HOLY	Half damage									
DARK	Half damage									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
HD	4*	7*	10*	13*	16*	19*	22*	25*	28*	31*
MOVEMENT	18 (6) Swim: 63 (21)	18 (6) Swim: 63 (21)	15 (5) Swim: 63 (21)	15 (5) Swim: 63 (21)	15 (5) Swim: 63 (21)	12 (4) Swim: 63 (21)	12 (4) Swim: 63 (21)	12 (4) Swim: 63 (21)	9 (3) Swim: 63 (21)	9 (3) Swim: 63 (21)
INITIATIVE	-	-	-		-1	-1	-1	-1	-2	-2
ATTACKS	1 bite 1 bite									
DAMAGE	1d6	1d6+2	2d6	2d6+2	3d6	3d6+2	4d6	5d6	6d6	7d6
N° ENC.	1d20	1d12	1d10	1d8	1d6	1d4	1d2	1	1	1
ST	C8	C14	C20	C26	C32	C36	C36	C36	C36	C36
MORALE	9	9	10	10	11	11	12	12	12	12
TREASURE TYPE	Н	I	J	К	L	М	Ν	0	Р	Q
MA	N	N	N	N	N	N	N	N	N	N
XP	125	850	1.750	2.300	2.950	3.800	5.000	6.500	8.000	9.500

ANT, GIANT

Giant ants are huge ants, normally measuring from 1 to 4 m lengthwise. There are different species, some smaller and other ones bigger, but they all have a nest where a high level queen lives. To protect the queen, there is normally a group of middle-level fighter ants. However, the greatest number of ants in each nest is made of 1st - 3rd level worker ants.

There is a legend about giant ants that they have a sixth sense for gold, and they collect it when they dig tunnels in gold-rich areas. They say that in the giant ants' nests there could be a room filled with gold nuggets. In game terms, there is a 30% chance that a nest has such a room, where the characters may find nuggets for 1d6+4 X 1.000 Dc value.

The giant ants dig tunnels in the ground like normal ants, but their tunnels are much bigger. It is normally possible for characters to crawl into the ants' tunels, but they are quite small for humans, and the characters may not be able to fight in them.

FIGHTING STYLE

Giant ants are omnivorous and always attack other creatures that they find in their path to eat them, without need for a reaction roll. Once engaged in a fight, the ants fight until death, usually outnumbering any enemy.

Usually, giant ants are not poisonous, but they say that there are some very uncommon breeds of giant red ants that are poisonous, in some far away land.

	GIANT ANT									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Evasion: 3							
LIGHTNING	Normal	BLUNT	Half damage							
FIRE	Normal		-							
ICE	Normal									
EARTH	Half damage									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	3	3	3	2	2	2	1	1	1	0
HD	2*	3*	4*	5*	6*	7*	8*	10*	12*	14*
MOVEMENT	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 bite									
DAMAGE	1d6	1d6+2	2d6	2d6+2	3d6	3d6+2	3d6+4	3d6+6	3d6+8	3d6+10
N° ENC.	10d6	8d6	6d6	4d6	3d6	3d6	2d6	1d8	1d4	1
ST	F1	F2	F2	F3	F3	F4	F4	F5	F6	F7
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	Special									
MA	N	N	N	N	N	N	N	N	N	N
XP	25	50	125	300	500	850	1.200	1.750	2.025	2.500
XP IF POISONOUS	30	65	175	425	725	1.250	1.750	2.500	2.900	3.500

BAT

Bats are nocturnal flying mammals. They often live in caves or abandoned buildings, and find their way about by echolocation (a type of radar that uses echoes and sounds to locate objects. Since they have very weak sight, spells that affect the eyes (for example *light*) do not affect the bats. However, any form of *Silence* may blind them.

FIGHTING STYLE

Bats are usually of three types:

Normal bats, which are very common, are first level ones. They are insectivores, and will never attack men. They usually live in big swarms, and whenever someone disturbs them, they

swarm around the heads of the enemies, confusing them. There need to be at least 10 bats to confuse one character. Characters who are confused have a -2 on their attack rolls, general skill rolls, saving throws, and may not cast spells. Unless they are not summoned or controlled, normal first level bats must check their morale at every round.

Giant bats, which are all of the bats from level 2 up to level 10, are much larger. The smallest ones are about twice the size of a normal bat, but the biggest may reach up to 10 m wingspan. Sometimes the smallest ones live in swarms, mixed with normal bats. Giant bats are hemovore, which means that they drink blood from their

victims, and if they are hungry, they may easily attack humans.

Giant vampire bats are normally quite big, never below 1,5 m wingspan, and look like giant bats. There is a chance of 5% that a swarm of giant bats is actually made of vampire bats. When a vampire bat hits a prey, the victim must save vs. paralysis or fall unconscious on the ground for 1d10 rounds. This will allow the bat to feed without being disturbed, dealing his damage at every round without rolling to hit. Any victims that die from having their blood drained by a vampire bat must save vs. spells or become an undead creature within 24 hours from the death.

	Ват									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
Air	Normal	PIERCING	Evasion: 2							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Halved									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	6	6	6	6	6	6	6
HD	1 HP	1/2	1	1+2	2	3	4	5	6	7
MOVEMENT	3 (1) Flying: 36 (12)	3 (1) Flying: 36 (12)	6 (2) Flying: 45 (15)	6 (2) Flying: 45 (15)	9 (3) Flying: 54 (18)	12 (4) Flying: 63 (21)	12 (4) Flying: 63 (21)			
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	Special	1 bite	1 bite							
DAMAGE	Confusion	1	1d2	1d3	1d4	1d6	1d6+2	1d6+4	1d6+6	1d6+8
N° ENC.	1d100	3d20	2d20	1d20	1d10	1d10	1d8	1d6	1d4	1d3
ST	NP	NP	NP	F1	F1	F1	F2	F2	F3	F4
MORALE	6	7	7	7	8	8	8	9	9	9
TREASURE TYPE	None	None								
MA	N	N	Ν	N	Ν	Ν	N	N	N	N
XP	2	5	10	15	20	35	75	175	275	450
XP VAMPIRE BATS	-	-	-	-	25	50	125	300	500	850

BATEYE

A bateye is a semi-intelligent monster that looks like a huge eyeball with two short legs, a big mouth and two bat wings. Like bats, the bateyes normally live in caves, and are often found in small swarms. Bateyes are carnivores and normally eat anything that is small enough for them to carry with their legs. This ususally means that the bateye don't attack creatures that are bigger than themselves, if they are not attacked first, scared or if they are not extremely hungry. The bateye normally uses its small legs only to grab

small objects or preys, or to stand on them, but they are too small to be used to attack enemies. The smallest bateyes are about 50 cm tall, with 1,5 m wingspan. The biggest ones are about 4 m tall, with around 12 m wingspan.

FIGHTING STYLE

The bateye has two possible attacks: the bite and the paralyzing ray.

When the bateye spots an enemy, its first reaction is to fire its paralyzing ray: the ray is emitted by the center of the eye, and the bateye must be able to see the target to hit it. The ray automatically hits the target, and the

target takes the damage and must save vs. paralysis or be blocked for a number of rounds equal to 2d4 plus the level of the bateye. The bateye may use this attack only once per day.

After the attack with the paralyzing ray, the bateye may decide to run away, if there is more enemies or its attack was unsuccessful, or to take the prey with its legs and fly away to quietly eat it.

If a bateye is somehow blinded, it will normally fly away, thrying to find a safe place to hide. The bateye is able to overcome any form of blindness, even magically induced, with one day rest.

	BATEYE									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
Air	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	8	8	8	7	7	7	7	6	6	6
HD	1+1*	2+2*	3+3*	4+4*	5+5*	6+6*	7+7*	8+8*	9+9*	10+10*
MOVEMENT	3 (1) Flying: 54 (18)	3 (1) Flying: 54 (18)	3 (1) Flying: 54 (18)	6 (2) Flying: 63 (21)	6 (2) Flying: 63 (21)	6 (2) Flying: 63 (21)	9 (3) Flying: 72 (24)	9 (3) Flying: 72 (24)	9 (3) Flying: 72 (24)	12 (4) Flying: 81 (27)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 bite or 1 ray									
DAMAGE	bite: 1d4+1	bite: 1d4+2	bite: 1d4+3	bite: 1d4+4	bite: 1d4+5	bite: 1d4+6	bite: 1d4+7	bite: 1d4+8	bite: 1d4+9	bite: 1d4+10
DAMAGE	ray: paralysis	ray: paralysis	ray: 1+ paralysis	ray: 1+ paralysis	ray: 1d2+ paralysis	ray: 1d2+ paralysis	ray: 1d3+ paralysis	ray: 1d4+ paralysis	ray: 1d6+ paralysis	ray: 1d8+ paralysis
N° ENC.	2d8	2d8	2d6	2d6	2d4	2d4	1d6	1d6	1d4	1d4
ST	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
MORALE	8	8	8	9	9	9	9	10	10	10
TREASURE TYPE	А	А	В	В	С	С	D	D	E	E
MA	N	N	N	N	N	N	N	N	N	N
XP	19	35	75	200	400	650	1.025	1.400	1.750	1.900

BEAR

There are many types of bear in the world. The ones described here are the most common in the area of the Wendarian Range around the Lonely Valley. Bears are normally not attacking humans if the humans don't meet them when they are vith cubs or don't attack them first. Very rarely a bear would attack a human for food.

FIGHTING STYLE

All the bears fight in the same way, standing on the back legs and attacking with their powerful paws and the bite. If a bear manages to hit the same victim with both paws in one round, the victim is grabbed and squeezed in a tight hug that deals some extra damage, but only for that round and only if the victim is smaller than the bear.

BLACK BEAR

The smallest of the bears, the black bear measures from 60 cm to about 2 m, has a very dark brown fur, if not completely black, and prevalently eat insects, fish, berries and roots. They are omnivores, and sometimes they raid camps looking for food, especially sweets. They seldom attack humans, and prefer to run from fights if they can.

POLAR BEAR

Polar bears are very uncommon in this area, but on the mountains covered in snow sometimes they can be found. They have white fur and they stand between 80 cm and 3,5 m tall. They usually eat fish, but among the bears they are the ones that most often attack adventurers, because they are used to hunt for their food.

Their big paws allow them to run on the snow without sinking, and they are also very good swimmers.

CAVE BEARS

Cave bears are huge, and stand between one meter and 4,5 m tall. They normally live only in areas where the humans did not settle, but soetimes some individuals get closer to the cities of the men. They normally live in big caves, and their sight is not good at all, but they are very good at locating enemies by smell, therefore even if they are blinded, they suffer no penalties. They are quite aggressive when they are hungry, and they may follow the blood track of a wounded creature until they find it and finally eat.

	BLACK BEAR								
	ELEMENTS	PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal	Cave bears have th	ne same resistences to elements and attacks as						
EARTH	Normal	black bears.							
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	6	6	6	6	6	5	5	5
HD	1	2	3	4	5	6	6+2	6+4	6+6	6+8
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	2 paws +1 bite + hug									
	paws: 1	paws: 1d2	paws: 1d3	paws: 1d3	paws: 1d4	paws: 1d4	paws: 1d4	paws: 1d6	paws: 1d6	paws: 1d8
DAMAGE	bite: 1d4	bite: 1d4	bite: 1d6	bite: 1d6	bite: 1d6	bite: 1d8	bite: 1d8	bite: 1d8	bite: 1d10	bite: 1d10
	hug: 1d4	hug: 1d6	hug: 2d6	hug: 2d8	hug: 2d8	hug: 2d8	hug: 2d10	hug: 2d10	hug: 2d10	hug: 2d10
N° ENC.	1d4	1d4	1d4	1d4	1d4	1d3	1d3	1d2	1d2	1
ST	F1	F1	F2	F2	F3	F3	F4	F4	F5	F5
MORALE	6	6	7	7	7	7	8	8	8	8
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	10	20	35	75	175	275	350	350	350	350

				C	AVE BEA	R						
Cave bears h	Cave bears have the same resistences to attacks and elements as black bears.											
	LEVEL 1	LEVEL 1 LEVEL 2 LEVEL 3 LEVEL 4 LEVEL 5 LEVEL 6 LEVEL 7 LEVEL 8 LEVEL 9 LEVEL 10										
AC	6	6	5	5	5	5	5	4	4	4		
HD	3	5	6	7	8	9	10	11	12	13		
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)		
INITIATIVE	-	-	-	-	-	-	-	-	-	-		
ATTACKS	2 paws +1 bite + hug	2 paws +1 bite + hug	2 paws +1 bite + hug	2 paws +1 bite + hug	2 paws +1 bite + hug	2 paws +1 bite + hug	2 paws +1 bite + hug	2 paws +1 bite + hug	2 paws +1 bite + hug	2 paws +1 bite + hug		
DAMAGE	paws: 1d4 bite: 1d6 hug: 1d8	paws: 1d6 bite: 1d8 hug: 2d6	paws: 2d4 bite: 1d10 hug: 2d8	paws: 2d4 bite: 2d6 hug: 2d8	paws: 2d6 bite: 2d6 hug: 2d8	paws: 2d6 bite: 2d8 hug: 2d8	paws: 2d6 bite: 2d8 hug: 2d10	paws: 2d8 bite: 2d8 hug: 2d10	paws: 2d8 bite: 2d10 hug: 2d10	paws: 2d8 bite: 2d10 hug: 2d12		
N° ENC.	1d4	1d4	1d3	1d3	1d3	1d3	1d2	1d2	1	1		
ST	F2	F3	F3	F4	F4	F5	F5	F6	F6	F7		
MORALE	8	8	9	9	9	9	9	10	10	10		
TREASURE TYPE	None	None	None	Α	Α	А	Α	В	В	В		
MA	N	N	N	N	N	N	N	N	N	N		
XP	35	175	275	450	650	900	1.000	1.100	1.250	1.350		

ELEMENTS						PHYSICAL ATTACKS						
WATER	١	lormal			SHAI	₹P	Normal					
AIR	N	lormal			PIER	CING	Normal					
LIGHTNING	N	lormal			BLUI	NT	Normal					
FIRE	١	lormal										
ICE	F	lalf damage										
EARTH	N	lormal										
HOLY	N	lormal										
DARK	N	lormal										
	LEVEL 1 LEVEL 2 LEVEL 3 LEVEL 4 L				LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10		
AC	7 7 6 6 6		6	6	6	5	5	5				
HD	1+2			7	8	9	9+2	9+4	9+6			
MOVEMENT	36 (12) 36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)		
INITIATIVE	-	-	-	-	-	-	-	-	-	-		
ATTACKS	2 paws +1 bite + hug		2 paws +1 bite + hug									
	paws: 10		paws: 1d4	paws: 1d6	paws: 1d8		paws: 1d8			paws: 1d10		
DAMAGE	bite: 1d	4 bite: 1d6	bite: 1d8	bite: 1d10	bite: 1d10	bite: 1d12	bite: 1d12	bite: 1d12	bite: 2d8	bite: 2d8		
	hug: 1d	6 hug: 1d8	hug: 2d6	hug: 2d8	hug: 2d8	hug: 2d8	hug: 2d10	hug: 2d10	hug: 2d10	hug: 2d12		
N° ENC.	1d4	1d4	1d4	1d4	1d4	1d3	1d3	1d2	1d2	1		
ST	F1	F2	F2	F3	F4	F4	F5	F5	F6	F7		
MORALE	7	7	8	8	8	8	8	9	9	9		
TREASURE TYPE	None	None	None	Α	Α	Α	Α	Α	В	В		
MA	N	N	N	N	N	N	N	N	N	N		
XP	15	35	125	275	450	650	900	1.000	1.000	1.000		

POLAR BEAR

BEE, GIANT

Giant bees are quite aggressive: they often attack as soon as they spot any creature getting closer than 9 m from their hive. The smallest of the giant bees are usually between 30 and 50 cm long, but the biggest ones, which are usually the queen bees may reach 1,5 m length. Due to their size, they often build their hives in abandoned buildings and dungeons, but it may happen to find some hives in the woods, stuck to particularly big trees, or under their roots.

Within a short distance from a hive there are always at least 10 bees, plus the queen bee. The queen bee may never have less than 3 HD, and at least 4 of the bees that stay with her cose to the hive always have at least 1 HD. The biggest hives may host up to 100 bees, but there is always only one queen bee, while the level of the other bees may vary quite a lot.

Giant bees produce a magic honey that heals wounds if eaten. The honey must be preserved in small jars and a chaacter needs to eat a whole jar to be healed. The magic honey is better described in the chapter about magic items. In a hive it is normally possible to find 2d12 portions of magic honey, but if the hive is very big, in summer it may be possible to find up to 4d12.

FIGHTING STYLE

Giant bees attack the enemies with their sharp sting. If the enemy is hit, the giant bee dies after the attack, but the victim must save vs. poison. The save gets a bonus of +2 if the bee was level 1 or 2, and +1 if it was level 3 or 4. If the save fails, the victim is poisoned. Bigger bees have a stronger poison. See the table for the effect of the poison of the single bees. If the save succeeds, the sting is still stuck in the body of the creature and, until one round is spent to take it ut of the wound, it will stay there, causing 1 point of damage per round.

The queen bee doesn't die after hitting a target, and may therefore attack multiple times.

Normally, the bees fight with no fear, but they don't chase enemies that run far from the hive and would need to roll a morale check if the queen bee is killed.

	GIANT BEE									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
Air	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Double damage									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	7	7	7	6	6	6
HD	1/2*	1*	1+3*	2*	2+3*	3*	3+3*	4*	4+3*	5*
MOVEMENT	Flying: 45 (15)	Flying: 45 (15)	Flying: 45 (15)	Flying: 45 (15)	Flying: 45 (15)	Flying: 45 (15)	Flying: 45 (15)			
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1	1	1	1	1	1	1	1	1	1
DAMAGE	1d3 + light poison	1d3 + light poison	1d4 + light poison	1d4 + average poison	1d4 + average poison	1d6 + average poison	1d6 + average poison	1d6 + average poison	1d8 + heavy poison	1d8 + heavy poison
N° ENC.	4d10	3d12	3d10	3d8	3d6	2d10	2d6	1d6	1d3	1
ST	F1	F1	F2	F2	F3	F3	F4	F4	F5	F5
MORALE	9	9	9	9	10	10	10	11	11	12
TREASURE TYPE	Special	Special	Special	Special	Special	Special	Special	Special	Special	Special
MA	N	N	N	N	N	Ν	Ν	N	N	N
XP	6	13	19	25	35	50	75	125	200	300

BEETLE, GIANT

Beetles are some of the most common pests. They often live in ruins, abandoned places and dungeons, but may be found almost everywhere. Beetles exist in many different species. The three described here are giant ones. The DM is free to add more if he likes.

FIGHTING STYLE

Beetles normally attack with their bite, but most of the beetles when attacked only defend themselves and, is they can, try to fly away.

FIRE BEETLE

The smalllest of the giant beetles, these insects may measure between 20 cm and 90 cm, and often live underground or in other very dark places. Fire beetles have two glowing glands above the eyes and one at the end of the abdomen. These glands give out light in 3 m radius and, if removed, continue glowing for 1d6 days.

OIL BEETLE

Oil beetles measure between 30 cm and 120 cm. They often dig burrows in the ground. When someone attacks an oil beetle, the beetle reacts by attacking the closest enemy (once per round) by squirting an oily fluid. The fluid may be squirted at no more than 1,5 m distance and needs an attack roll to hit.

The oil raises painful blisters, causing a -2 penalty on the victim's attack rolls until the victim is healed with a *cure light wounds* spell, or until 24 hours have passed.

TIGER BEETLE

These beetles measures between 50 cm and 180 cm. They have a striped carapace, that resembles a tiger's mantle, and are carnivores, often preying on robber flies.

	FIRE BEETLE									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Half damage									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	4	4	4	4	3	3	3	3	2
HD	1/2	1	1+2	2	2+2	3	3+2	3+4	3+6	3+8
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-	-			-	-			-	-
ATTACKS	1 bite									
DAMAGE	1d4	1d6	2d4	2d4	2d4	2d6	2d6	2d6	2d8	2d8
N° ENC.	2d6	1d10	1d8	1d8	1d6	1d6	1d4	1d4	1d3	1d3
ST	F1	F1	F1	F1	F1	F2	F2	F3	F3	F4
MORALE	5	6	7	7	7	7	7	8	8	8
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	5	10	15	20	25	35	50	50	50	50

					Oı	L B	EETL	.E				
	ELEMENTS					PHYSICAL ATTACKS						
WATER Normal				SHARP Normal								
Air	Air Normal				PIERO	CING	Normal					
LIGHTNING	LIGHTNING Normal					BLUN	Т	Normal				
FIRE	Fire Normal											
ICE		Norr	nal									
EARTH		Norr	nal									
HOLY		Norr	nal									
DARK	ARK Half damage											
	LEVEL 1 LEVEL 2 LEVEL 3 LEVEL 4 LEVE					EL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10	

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	4	4	4	4	3	3	3	3	2
HD	1*	1+2*	2*	2+2*	3*	3+2*	4*	4+2*	4+4*	4+6*
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 bite + special	1 bite + special	1 bite + special	1 bite + special	1 bite + special	1 bite + special	1 bite + special	1 bite + special	1 bite + special	1 bite + special
DAMAGE	bite: 1d3 Oil: special	bite: 1d4 Oil: special	bite: 1d6 Oil: special	bite: 1d8 Oil: special	bite:1d8 Oil: special	bite: 1d10 Oil: special	bite: 1d10 Oil: special	bite: 2d6 Oil: special	bite: 2d6 Oil: special	bite: 2d8 Oil: special
N° ENC.	2d6	1d10	1d8	1d8	1d6	1d6	1d4	1d4	1d3	1d3
ST	F1	F1	F1	F1	F2	F2	F2	F3	F3	F4
MORALE	6	7	8	8	8	8	8	9	9	9
TREASURE TYPE	None	None	None	None	None	None	None	None	None	None
MA	N	N	N	N	N	N	N	N	N	N
XP	13	19	25	35	50	75	125	200	200	200

	TIGER BEETLE									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
AIR	Half damage	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal]								
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	4	3	3	3	3	2	2	2	2	1
HD	1+1	2+1	3+1	4+2	5+2	6+2	6+4	6+6	6+8	6+10
MOVEMENT	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)
INITIATIVE	-	-	-	-	-	-			-	-
ATTACKS	1 bite									
DAMAGE	1d6	2d4	2d6	2d6	2d8	2d8	2d8	2d10	2d10	2d12
N° ENC.	1d10	1d8	1d6	1d6	1d6	1d4	1d4	1d4	1d3	1d3
ST	F1	F1	F2	F2	F3	F3	F4	F4	F5	F5
MORALE	7	8	9	9	9	9	9	10	10	10
TREASURE TYPE	None	None	None	None	Α	Α	А	Α	В	В
MA	N	N	N	N	N	N	N	N	N	N
XP	15	25	50	125	225	350	350	350	350	350

BLACK MANTIS

The black mantis is a particularly dangerous insect monster. It usually lives in underground caves and dungeons and feeds on corpses. It is a predator beast, and lives in colonies that may as big as 500 insects. However, colonies are often much smaller, counting between 15 and 40 of them. Each colony has a queen, which is level 8-10, but every other mantis is lower level.

The black mantis looks like a giant mantis, covered in a thick black carapace, often striped in red or yellow.

The normal members of the colonies are usually between 1,5 and 2,5 m tall, while the queen may be between 3 m and 4,5 m tall. Its legs are very strong and may move very fast. All of the black mantis have wings, with which they cannot fly. The wings only help them, when they jump, to reach huge distances. A black mantis may jump up to 9 m height and 15 m distance. Moreover, the wings allow them to slow down when falling, so that they don't take any damage if they fall from less than 20 m.

FIGHTING STYLE

A black mantis may strike two attacks per round, one with each of its strong arms that have the size and shape of scimitars. If they both hit the enemy in the same round, the mantis may also strike a third attack, biting the victim.

	BLACK MANTIS								
	ELEMENTS	PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	4	3	2	1	0	-1	-2	-3	-4	-5
HD	2	3	4	5	6	7	8	9	10	11
MOVEMENT	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	2 claws +1 bite									
DAMAGE	claws: 1d6	claws: 1d6+1	claws: 1d8	claws: 1d8	claws: 1d8+1	claws: 1d8+2	claws: 1d8+2	claws: 1d8+3	claws: 1d8+4	claws: 1d8+4
	bite: 1d4	bite: 1d4	bite: 1d4	bite: 1d4+1	bite: 1d4+1	bite: 1d4+1	bite: 1d6	bite: 1d6	bite: 1d6	bite: 1d6+1
N° ENC.	4d10	3d10	2d12	2d10	2d8	2d6	1d8	1	1	1
ST	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11
MORALE	8	9	9	10	10	11	11	12	12	12
TREASURE TYPE	А	Α	А	А	Α	Α	Α	С	С	С
MA	С	С	С	С	С	С	С	С	С	С
XP	20	35	75	125	275	450	650	900	1.000	1.100

BLINK DOG

This uusual creature is a small, brown-furred, rugged-lloking canine with big jaws. It is not, however, a normal animal. It is intelligent, often travels in packs, and uses a limited teleportation ability. It can "blink out" of one spot and immediately appear (or blink in) at another. It has instincts that allow it never to reappear into a solid object or above ground level.

Though they are almost as intelligent as many humans, blink dogs are not

able to talk. They can only communicate between themselves and with other dogs or dog-like creatures, through barks and growls. Like wolves and foxes, blink dogs like to live free, and tend to come in conflict with humans only when settlers encroach on their territories. Blink dogs are carnivores, and normally live hunting other animals, like elk, moose, or other herd-beasts.

Blink dogs also hate displacer beasts, and attack them as soon as

they spot one. They are natural enemies, and it is thought that they may both come from the same external plane of existence.

FIGHTING STYLE

When attacking, it blinks close to an enemy, strikes, and then blinks up to 12 m away. If seriously threatened, a whole pack may blink away and not reappear.

	ELEMENTS	PHYSICAL ATTACKS				
WATER	Normal	SHARP	Normal			
Air	Normal	PIERCING	Evasion: 3			
LIGHTNING	Normal	BLUNT	Normal			
FIRE	Normal		-			
ICE	Normal					
EARTH	Normal					
HOLY	Normal					
DARK	Normal					

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	5	5	5	5	5	5	5	5
HD	2*	3*	4*	5*	6*	6+2*	6+4*	6+6*	6+8*	6+10*
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 bite									
DAMAGE	1d4	1d4	1d6	1d6	1d8	1d8	1d8+1	1d8+2	1d8+3	1d8+4
N° ENC.	1d10	1d8	1d6	1d4	1d4	1d4	1d3	1d3	1d3	1d2
ST	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11
MORALE	6	6	6	6	7	7	7	7	8	8
TREASURE TYPE	А	Α	Α	Α	В	В	В	В	С	С
MA	L	Ĺ	L	L	Ĺ	L	L	L	L	L
XP	25	50	125	300	500	650	650	650	650	650

BOAR

Wild boars are quite common on the hills and mountains of the Principalities. They are of the same family as pigs, and there are many subspecies. Wild boars live wherever they may hide in woods and shrubs, They eat almost everything and have a very aggressive temper if they are disturbed.

FIGHTING STYLE

Boars are animals, and they fight in a very straightforward and instinctive way. They usually charge the enemy in the first round of combat, dealing a double damage with their tusks, if they hit, but if they do so, they suffer a -2 penalty to hit. After the first round, they just fight normally.

WOOLY BOARS

These creatures look slightly smaller than the other ones, and have a curly whiteish fur, which is very soft and warm. They can be bred for wool, like sheeps. They are supposed to be extinct in the Principalities, but the characters may find some specimens in the adventure *Under the ice*. The stats of the wooly boars are exactly like the ones of normal boars, but they may be able to hide in snow, due to their white fur.

	Boar								
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
AIR	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	7	7	7	7	7	7
HD	1/2	1	1+2	2	2+2	3	3+2	4	4+2	5
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1	1	1	1	1	1	1	1	1	1
DAMAGE	1d3	1d4	1d6	2d4	2d4	2d6	2d6	2d8	2d8+2	2d8+4
N° ENC.	1d12	1d12	1d10	1d10	1d10	1d8	1d8	1d8	1d6	1d6
ST	NP	NP	F1	F1	F2	F2	F2	F2	F3	F3
MORALE	9	9	9	9	9	9	9	9	9	9
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	5	10	15	20	25	35	50	75	125	175

BUGBEAR

Bugbears are giant hairy goblins, and may grow as tall as 190 cm. They are covered in bristly fur, which is very commonly black or dark, but may also be white, blonde or hazel. They live in small communities of 5-20 members, and it is not uncommon to meet hunting groups of bugbears made of 2-12 members. Whenever possible they kill and eat herd animals, but sometimes they raid farms for food as well. They won't usually eat humans, but if they can find nothing else, they do.

They are quite intelligent, and may use and make tools. They normally build their own knives, clubs and spears, but prefer to attack humans to steal superior quality weapons.

FIGHTING STYLE

Despite their size, the bugbears move very quietly and always try to surprise their victims if they can. They normally gain the surprise on a roll of 1-3 on 1d6 due to their stealth. Thanks to their strength, they always add the same bonus applied to their damage, to their hit rolls as well.

SPELLCASTERS

Bugbears may be spellcasters as well. If they cast clerical spells, they are shamans. If they cast wizard spells, they are wiccas. Demi-human spellcasters don't suffer the limitations to weapons and armors as humans.

WEAPON MASTERY

Bugbears have base mastery in whatever weapon they are using. Higher level bugbears may gain one extra mastery slot at levels 5 and 9, and therefore they may become skilled or expert in some weapons as well.

ARMOR

Bugbears' natural AC is 7. It becomes 5 due to the rugs and leather clothes they normally wear. If a bugbear wears an armor, the protection of the armor is subtracted from 7.

	Bugbear									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
Air	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal	1								
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	5	5	5	5	5	5	5	5
HD	1+1	2+1	3+1	4+2	5+2	6+2	7+3	8+3	9+3	9+6
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon
DAMAGE	by weapon	by weapon +1	by weapon +1	by weapon +2	by weapon +2	by weapon +3	by weapon +3	by weapon +4	by weapon +4	by weapon +5
N° ENC.	2d8+4	2d8+2	2d8	2d6	2d4	1d8	1d6	1d4	1d2	1
ST	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
MORALE	8	8	9	9	9	10	10	10	11	11
TREASURE TYPE	None	None	None	None	Α	Α	В	В	С	С
MA	С	С	С	С	С	С	С	С	С	С
XP	15	25	50	125	225	350	550	775	1.000	1.000
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-2-2-1	3-3-2-2	3-3-2-2	3-3-2-2
WICCA SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-3-2-1	3-3-3-2	3-3-3-2	3-3-3-2
XP SHAMAN OR WICCA	19	35	75	200	575	950	1.500	2.025	2.500	2.500

CAECILIA

A Caecilia is a grey wormlike creature which may be between 5 and 12 m long. It lives digging galleris in the ground, and usually shares the habitat of carrion crawlers and purple worms. It may be found almost everywhere. The caecilia likes to live in places where the ground is soft, under the mud in particular. It normally comes out of the ground only to hunt for preys, and goes back under ground after swallowing at least one.

FIGHTING STYLE

A caecilia only attacks biting the victims with its very sharp teeth. If its unmodified hit roll is equal to or above the critical score, the caecilia manages to eat the prey whole, and still alive. While in the digestive tube of the monster, a creature cannot move or talk, and takes 1d8 points of damage per round, until the caecilia or the swallowed creature dies. A Caecilia may be able to swallow up creatures as long as two-thirds of its total length, therefore the biggest specimens may also be able to swallow small dragons or giants.

The critical score that a caecilia needs to roll to swallow its victim whole is different depending on the level of the monster. A caecilia of level 1-2 may swallow a victim only by rolling a natural 20. A 19 is enough for creatures level 3-6, while the caecilias of level 7 or higher may swallow an enemy by rolling an 18 or more.

It is not uncommon to find treasures in the stomach of a caecilia, which are the remains of adventurers that the monster swallowed alive.

	CAECILIA									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
Air	Normal	PIERCING	Normal							
LIGHTNING	Double damage	BLUNT	Half damage							
FIRE	Normal									
ICE	Normal									
EARTH	Normal	1								
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	6	6	6	6	6	6	6
HD	4*	5*	6*	7*	8*	9*	10+2*	12*	13+2*	15*
MOVEMENT	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)
INITIATIVE	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
ATTACKS	1 bite	1 bite								
DAMAGE	1d4	1d6	1d8	1d10	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5	1d10+6
N° ENC.	1d6	1d4	1d4	1d4	1d3	1d3	1d3	1d2	1d2	1
ST	F2	F3	F3	F4	F4	F5	F6	F6	F7	F8
MORALE	9	9	9	9	9	9	9	9	9	9
TREASURE TYPE	С	С	D	D	D	E	E	E	F	F
MA	N	N	N	N	N	N	N	N	N	N
XP	125	300	500	850	1.200	1.600	1.900	2.025	2.500	2.700

CARRION CRAWLER

This scavenger is a maylegged worm that is normally long between 2 and 5 m. It is able to move equally well on floor, walls or ceiling, and its small mouth is surrounded by 8 tentacles, between 60 cm and 1,5 m long, depending on the size of the monster. The tentacles may paralyze the creatures they hit but, especially the ones of the smallest specimens, don't

deal any real damage. Carrion crawlers are scavengers and normally eat the remains of animals and other creatures, but they may also be willling to go after fresh meat, if they are hungry.

FIGHTING STYLE

Carrion crawlers attack with their tentacles to paralize their victims. Normally, a carrion crawler only attacks one victim per round with all of its tentacles to have more chances of

paralizing it, but bigger specimens may be able to split their attacks between two enemies.

If there is no enemies attacking them, carrion crawlers eat the paralyzed victims with their mouth, inflicting only one damage per round. It usually takes three turns for a carrion crawler to eat a victim thoroughly.

If not magically cured, the paralysis wears off in 2d4 turns.

CARRION CRAWLER									
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
AIR	Normal	PIERCING	Normal						
LIGHTNING	Double damage	BLUNT	Half damage						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	6	6	6	6	5	5
HD	1+1*	2+1*	3+1*	4+2*	5+2*	6+2*	7+3*	8+3*	9+3*	10+4*
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	8 tentacles or 1 bite	8 tentacles or 1 bite	8 tentacles or 1 bite	8 tentacles or 1 bite	8 tentacles or 1 bite	8 tentacles or 1 bite	8 tentacles or 1 bite	8 tentacles or 1 bite	8 tentacles or 1 bite	8 tentacles or 1 bite
DAMAGE	tentacles: paralysis bite: 1	tentacles: paralysis bite: 1	tentacles: paralysis bite: 1	tentacles: paralysis +1 bite: 1	tentacles: paralysis +1 bite: 1	tentacles: paralysis +1d2 bite: 1	tentacles: paralysis +1d2 bite: 1	tentacles: paralysis +1d3 bite: 1	tentacles: paralysis +1d3 bite: 1	tentacles: paralysis +1d4 bite: 1
N° ENC.	1d6	1d6	1d4	1d4	1d4	1d3	1d3	1d3	1d2	1d2
ST	F1	F2	F2	F3	F3	F4	F4	F5	F5	F6
MORALE	8	8	9	9	9	9	9	10	10	10
TREASURE TYPE	Α	Α	А	В	В	В	С	С	С	D
MA	N	N	N	N	N	N	N	N	N	N
XP	19	35	75	200	400	650	1.025	1.400	1.750	1.900

CENTIPEDE, GIANT

Giant centipedes are insects of remarkable size: they span between 30 cm and 2 m in length, and tend to live in dark, wet and warm places. They prefer to live indoors, and it is not common to meet them outdoors. They are scavengers and normally feed on corpses. They often lay their eggs in corpses that they partially ate, so that when they will hatch, the young centipedes will have food ready to be eaten.

Giant centipedes have a mild poison that may cause a debilitation in their victims, which may last for many days. They don't usually attack other creatures, except if they are very hungry.

FIGHTING STYLE

The smallest of the centipedes normally swarm around together and, if hungry or threatened, they attack in a group. However, small centipedes are very easy to scare, especially using magic on them. The biggest ones are very good hunters and often concentrate their attacks on just one victim, to take the enemies down one after another.

GIANT CENTIPEDE								
	ELEMENTS		PHYSICAL ATTACKS					
WATER	Normal	SHARP	Normal					
AIR	Half damage	PIERCING	Normal					
LIGHTNING	Normal	BLUNT	Double damage					
FIRE	Normal							
ICE	Normal							
EARTH	Normal							
HOLY	Normal							
DARK	Normal							

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	9	8	8	7	7	6	6	5	5	4
HD	1/2*	1*	1+3*	2*	2+3*	3*	4*	5*	6*	7*
MOVEMENT	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite
ATTACKS	-1	-1	-1	-	-	-	-	-	-	-
DAMAGE	0 + Debilitating poison	1d2 + Debilitating poison	1d4 + Debilitating poison	1d6 + Debilitating poison	1d6 + Debilitating poison	1d8 + Debilitating poison	1d8 + Debilitating poison	1d10 + Debilitating poison	1d10 + Debilitating poison	1d12 + Debilitating poison
N° ENC.	2d4	2d4	1d8	1d8	1d6	1d6	1d4	1d4	1d3	1d3
ST	NP	NP	F1	F1	F2	F2	F2	F3	F3	F4
MORALE	7	7	8	8	8	8	8	8	9	9
TREASURE TYPE	None	None	None	None	None	None	None	None	None	None
MA	N	N	N	N	N	N	N	N	N	Ν
XP	6	13	19	25	35	50	125	300	500	850

COCKATRICE

A cockatrice is a very rare magical monster original of the elemental plane of earth, with the head, wings and legs of a rooster, and the tail of a snake. Cockatrice is not an elemental creature, though. It may live everywhere, but is usually found in deserts or ruins. The absence of small animals or the presence of many statues of animals and even persons may actually warn the travellers of the presence of this monster nearby, as it is able to turn enemies to stone.

Cockatrice chicks are as big as a pigeon, while adult ones (levels 3-5) are as big as a turkey. Older cockatrices may grow to a slightly bigger size, and usually start losing some feathers, making them look sick and old.

It is common belief that cockatrices may be able to feed on stone and sand.

FIGHTING STYLE

The cockatrice usually attacks the enemies with its beak. When it manages to hit a creature with its beak, that creature must save vs. turn to stone, or be petrified.

First and second level cockatrices have a lower petrifying power, and their victims get a +1 bonus on their save rolls to avoid petrification. Howver, Cockatrices of levels 6 and above have a stronger power and the saving throw to resist petrification from them get a penalty. The penalty is -1 for cockatrices of levels 6 and 7, -2 for cockatrices of level 8 and 9, and -3 for cockatrices of level 10.

COCKATRICE									
	ELEMENTS	PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Half damage								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	5	5	5	5	4	4	4
HD	2**	3+2**	5**	6+2**	8**	8+2**	8+4**	8+6**	8+8**	8+10**
	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
MOVEMENT	Flying: 54 (18)	Flying: 54 (18)	Flying: 54 (18)	Flying: 54 (18)	Flying: 54 (18)	Flying: 54 (18)	Flying: 54 (18)	Flying: 54 (18)	Flying: 54 (18)	Flying: 54 (18)
INITIATIVE	0	0	0	0	0	0	0	0	0	0
ATTACKS	1 beak	1 beak	1 beak	1 beak	1 beak	1 beak	1 beak	1 beak	1 beak	1 beak
DAMAGE	1d3 + petrification	1d4 + petrification	1d6 + petrification	1d6+1 + petrification	1d6+2 + petrification	1d6+3 + petrification	1d6+4 + petrification	1d6+5 + petrification	1d6+6 + petrification	1d6+7 + petrification
N° ENC.	2d6	1d10	1d8	1d6	1d4	1d3	1d2	1	1	1
ST	F2	F3	F5	F6	F8	F9	F10	F11	F12	F13
MORALE	6	6	7	7	7	7	7	7	8	8
TREASURE TYPE	D	D	D	E	E	E	F	F	F	G
MA	N	N	N	N	N	N	N	N	N	N
XP	30	100	425	950	1.750	2.025	2.025	2.025	2.025	2.025

CROCODILE

Crocodiles normally live in swamps and rivers, and refer warm waters to the cold ones. However, some exist also in cold weathers, especially if they live in shallow water and in small ponds. They are slow on the ground, but very fast in water. They never get too far from water and spend a lot of time floating on the water of rivers and lakes.

When hungry, crocodiles may attack whatever creature enters the water where they are. They are particularly attracted by the smell of blood and by sudden water movements. The smallest of the crocodiles normally measure around one meter, while the biggest ones may even reach 8 meters, big enough to toppple over small boats. Some very rare specimens (level 8 and above) may be even longer, but they are normally found only in lost world lands and deep tropical jungles.

FIGHTING STYLE

If crocodiles are big enough, they attack the boats that cross their waters, trying to topple them over. Otherwise, they attack swimmers and even the creatures that walk through shallow waters. Crocodiles normally only attack to feed, but when a fight starts, the smell of bloood excites them, and they cannot stop the frenzy until thei killed all of the preys. Crocodiles often live in groups, and when they hunt, they focus on only one prey at a time.

CROCODILE									
	ELEMENTS	PHYSICAL ATTACKS							
WATER	Half damage	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Double damage	BLUNT	Normal						
FIRE	Normal		·						
ICE	Normal	1							
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	4	4	3	3	2	2	1	1
HD	2	3	4	5	6	7	9	11	13	15
MOVEMENT	27 (9) Swimming: 36 (12)									
INITIATIVE	1 bite									
ATTACKS	-	-	-	-	-	-	-	-	-	-
DAMAGE	1d8	1d8+1	1d10+1	1d12+1	2d8	2d8+2	2d10+2	2d10+2	3d8	3d8+3
N° ENC.	1d10	1d10	1d8	1d8	1d6	1d6	1d4	1d4	1d3	1d3
ST	F1	F2	F2	F3	F3	F4	F5	F6	F7	F8
MORALE	7	7	7	8	8	8	9	9	9	9
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	20	35	75	175	275	450	900	1.100	1.350	1.650

DISPLACER BEAST

The displacer beast is a creature that looks like a black panther, but has six legs and two tentacles, about 3 m long, that come out of its shoulders. The tentacles have sharp edges and the beast normally uses them to attack. Displacer beasts are quite intelligent, but they are still just above animal intelligence and may not talk or communicate with humans. Displacer

beasts are natural enemies of the blink dogs, and they will attack them as soon as they see them, together with the creatures that travel with blink dogs.

FIGHTING STYLE

Displacer beasts normally only attack with tentacles, and will not stay in a fight if they are in great danger of losing it. They prefer to hunt as a small pack than as individuals. If severely wounded, they become more aggressive.

The skin of this creature deflects light, therefore the beast always seems to be about 1 m away from the spot where it really stands. Thanks to this feature, whoever attacks a displacer beast has a -2 penalty on the rolls to hit it and the creature has a +2 on its saving throws. When a displacer beast is severely wounded, being left with 2 HP per level or less, it will attack with its bite as well, adding a third attack at every round.

DISPLACER BEAST							
	ELEMENTS	PHYSICAL ATTACKS					
WATER	Normal	SHARP	Evasion: 2				
AIR	Normal	PIERCING	Evasion: 2				
LIGHTNING	Normal	BLUNT	Evasion: 2				
FIRE	Normal						
ICE	Normal						
EARTH	Normal						
HOLY	Normal						
DARK	Half damage						

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	4	4	4	3	3	3	2	2	2
HD	2*	4*	6*	7*	8*	8+2*	8+4*	8+6*	8+8*	8+10*
MOVEMENT	36 (12)	45 (15)	45 (15)	45 (15)	45 (15)	54 (18)	54 (18)	54 (18)	54 (18)	63 (21)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	2 tentacles (+1 bite)									
DAMAGE	tentacles: 1d4	tentacles: 1d6	tentacles: 2d4	tentacles: 2d4	tentacles: 2d6	tentacles: 2d6	tentacles: 2d8	tentacles: 2d8	tentacles: 2d8 +1	tentacles: 2d8 +2
	bite: 1d3	bite: 1d4	bite: 1d6	bite: 1d8	bite: 1d8	bite: 1d10	bite: 1d10	bite: 1d12	bite: 1d12 +1	bite: 1d12 +2
N° ENC.	1d4+2	1d4+1	1d4	1d4	1d4	1d3	1d3	1d3	1d2	1d2
ST	F2	F4	F6	F7	F8	F9	F10	F11	F12	F13
MORALE	7	7	8	8	8	8	8	9	9	9
TREASURE TYPE	С	С	С	С	С	С	D	D	D	D
MA	N	N	N	N	N	N	N	N	N	N
XP	25	125	500	850	1.200	1.400	1.400	1.400	1.400	1.400

DOPPLEGANGER

man-sized Dopplegangers shapechanging creatures, and are intelligent and evil. They can change their own shape to mimic any human, demihuman or humanoid creature they see, from 120 cm to 210 cm of stature, including all of the equipment. Dopplegangers use their powers to gain power and to reproduce. Once in the form of another person, the doppleganger usually tries to kill that person and take his or her identity. If needed, the doppleganger may take different identities to cover his nature, and for sure he will always try to take advantage of the surprise or of ongoing fights to kill his victims.

When killed, a doppleganger turns back to his natural form, which is a humanoid about 170 cm tall, skinny, hairless, genderless and with no face, with a pale and rubbery skin.

It is believed that dopplegangers are able to estabilish a limited telepathic link with their

intended victim, and this allows them not only to copy their shape, but also to learn everything that the victim knows. However, the doppleganger may never use spells memorized by the victim.

It is common thought that dopplegangers cannot reproduce among themselves, but need other humanoid creatures to do so. That is why there is no communities of dopplegangers around the whole world. These creatures need to mix up with other humanoids to survive.

FIGHTING STYLE

Dopplegangers use weapons to fight in human form, or their powerful bite. They tend to avoid fights, if they don't need to change their identity and murder someone else to replace him or her. The dopplegangers are also immune to *Sleep* and *Charm* spells. Their magical nature also gives them a very strong protection from magic, and that is reflected in their very good saving throws.

SPELLCASTERS

Dopplegangers may be spellcasters as well, even if it is quite unusual. They can be clerics or magic-users. Demi-human spellcasters don't suffer the limitations to weapons and armors as humans.

WEAPON MASTERY

Dopplegangers have base mastery in all of the weapons and they are also able to copy the weapon mastery of their victims, to imitate them at their best. However, they cannot improve their mastery like a character would do.

ARMOR

Dopplegangers have a natural AC of 5. If they wear armors of any kind, their AC is reduced in proportion. However, if they mimic another creature, they take the creature's AC, if it is better than their own.

	Doppleganger							
	ELEMENTS		PHYSICAL ATTACKS					
WATER	Normal	SHARP	Normal					
AIR	Normal	PIERCING	Normal					
LIGHTNING	Normal	BLUNT	Normal					
FIRE	Normal							
ICE	Normal							
EARTH	Normal							
HOLY	Normal							
DARK	Normal							

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	5	5	5	5	5	5	5	5
HD	1*	2*	3*	4*	5*	6*	7*	8*	9*	10*
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	+2	+1	+1	+1	+1	+1	+1	+1	+1	+1
	weapons	weapons	weapons	weapons	weapons	weapons	weapons	weapons	weapons	weapons
ATTACKS	or	or	or	or	or	or	or	or	or	or
	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite
	by weapon	by weapon	by weapon	by weapon	by weapon	by weapon	by weapon	by weapon	by weapon	by weapon
DAMAGE	bite: 1d6	bite: 1d8	bite: 1d10	bite: 1d12	bite: 1d12+2	bite: 1d12+4	bite: 1d12+6	bite: 1d12+8	bite: 1d12+10	bite: 1d12+12
N° ENC.	1	1	1	1	1	1	1	1	1	1
ST	F2	F4	F6	F8	F10	F12	F14	F16	F18	F20
MORALE	8	8	8	8	8	8	8	8	8	8
TREASURE TYPE	А	В	С	D	Е	F	G	Н	I	J
MA	С	С	С	С	С	С	С	С	С	С
XP	13	25	50	125	300	500	850	1.200	1.600	1.750
CLERIC SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-2-2-1	3-2-2-1	3-2-2-1	3-2-2-1
MAGIC USER SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-3-2-1	3-3-2-1	3-3-2-1	3-3-2-1
XP CASTER	16	30	65	175	550	950	1.650	2.300	3.000	3.250

DRAGON, WHITE

Dragons are big lizards, usualy winged, that have a powerful breathe weapon thay use to kill their enemies. Dragons are very intelligent creatures and they can often speak human languages and cast spells. They hoard treasures, hiding them somewhere in their lair, protected or well concealed. Dragons live an extremely long time and the most ancient dragons are very dangerous enemies to face.

White dragons live in cold places, like mountain tops, frozen caves, polar areas. They mimetize in snow and ice and, if they ambush someone in these environments, they gain the surprise with 1-2 on 1d6. The

white dragons are one of the most common breeds of dragons, and one of the smallest. They are normally not very aggressive towards humans, and prefer to hunt animals and small humanoids like goblins and kobolds. However, for a big loot, hunger, or to protect their nest, the white dragons may attack humans as well.

FIGHTING STYLE

Dragons may use their breathe weapon three times per day, inflicting an amount of damage equal to the total HP of the dragon to whoever is hit by it. This damage may be halved by saving vs. breathe weapon. White dragons use a frost breathe in a conic shape.

The dragons normally use their breathe as

their first attack, then use it again if they want to get rid of enemies quickly, but normally hold the third breathe only for when they are really in danger.

SPELLCASTING DRAGONS

Most of the dragons that are able to speak are also able to cast spells. The DM may decide whether they use clerical or arcane spells. Spells cast by dragons are cast using their HD as a level, for the spells that increase their power with the level of the caster.

Dragons don't use spellbooks, but memorize their spells while sleeping. A white dragon needs 3 hours sleep to memorize one level of spells.

	White Dragon							
	ELEMENTS		PHYSICAL ATTACKS					
WATER	Normal	SHARP		Normal				
AIR	Normal	PIERCIN	G	Normal				
LIGHTNING	Normal	BLUNT		Normal				
FIRE	Normal	Breathe		cone 24 m length, 9 m wide, frost element				
ICE	Half damage		lv 4-7 - cone 24 m length, 12 m wide, frost eleme lv 8-10 - cone 27 m length, 12 m wide, frost elemer					
EARTH	Normal			Solie 27 in longar, 12 in wide, nost clonicia				
HOLY	Normal	Sleeping	Sleeping: 15%					
DARK	Normal	Speakin	Speaking and spellcasting: 10% +5% per lv above 1st, 1 language					

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	3	2	2	1	1	0	0	-1	-1	-2
HD	5**	6**	7**	8***	9***	10***	11***	12****	13****	14****
MOVEMENT	27 (9) Flying: 72 (24)	27 (9) Flying: 72 (24)	27 (9) Flying: 72 (24)	36 (12) Flying: 90 (30)	36 (12) Flying: 90 (30)	36 (12) Flying: 90 (30)	36 (12) Flying: 90 (30)	45 (15) Flying: 108 (36)	45 (15) Flying: 108 (36)	45 (15) Flying: 108 (36)
INITIATIVE	-	-	-	•	-	-	-	-	-	-
ATTACKS	2 claws + 1 bite or 1 breathe	2 claws + 1 bite or 1 breathe	2 claws + 1 bite or 1 breathe	2 claws + 1 bite or 1 breathe	2 claws or kicks + 1 bite + 1 tail + 2 wings or	2 claws or kicks + 1 bite + 1 tail + 2 wings or	2 claws or kicks + 1 bite + 1 tail + 2 wings or	2 claws or kicks + 1 bite + 1 tail + 2 wings or	2 claws or kicks + 1 bite + 1 tail + 2 wings or	2 claws or kicks + 1 bite + 1 tail + 2 wings or
					1 breathe					
DAMAGE	Bite or Crush 2d3 Claws 1d3	Bite or Crush 2d4 Claws 1d4	Bite or Crush 2d4+1 Claws 1d4+1	Bite or Crush 2d4+2 Claws 1d6	Bite or Crush 2d4+3 Claws, Kicks, Tail or Wings	Bite or Crush 2d4+4 Claws, Kicks, Tail or Wings	Bite or Crush 2d4+5 Claws, Kicks, Tail or Wings	Bite or Crush 2d4+6 Claws, Kicks, Tail or Wings	Bite or Crush 2d4+7 Claws, Kicks, Tail or Wings	Bite or Crush 2d4+8 Claws, Kicks, Tail or Wings
N° ENC.	1d6	1d6	1d4	1d4	1d6+1 1d4	1d6+2 1d3	1d8 1d3	1d8+1 1d3	1d8+2 1d2	1d8+3 1d2
ST	F7	F9	F11	F14	F17	F20	F23	F27	F31	F35
MORALE	8	8	9	9	9	10	10	10	11	11
TREASURE TYPE	0	Р	Р	Q	Q	R	R	S	S	Т
MA	N	N	N	Ν	N	N	N	N	N	N
XP	425	725	1.250	2.300	3.000	3.250	3.500	4.750	5.150	5.500
SPELLS	3	4	4-1	4-2	4-3	4-3-1	4-3-2	4-4-3	4-4-3-1	4-4-3-2
XP WITH SPELLS	550	950	1.650	2.850	3.700	4.000	4.300	5.625	6.100	6.500

DRYAD

Dryads are very beautiful female tree spirits who live in trees, usually in dense forest or woodland dwellings. They are shy and non-violent, and very suspicious of strangers. If a dryad doesn't want to be seen, she may merge with her tree, hiding in it.

If her tree dies, the dryad dies as well, and any dryad may only survive for one turn if taken more than 72 m away from the tree.

The dryad's tresures are normally stored and hidden in hollows under the roots of the tree. Mos dryads never carry along any weapons, but some of them do, especially if they are protecting their tree or fighting along with an actaeon.

FIGHTING STYLE

Dryads have a powerful *charm person* skill that may be used at will: the victims of this skill save vs. spells with a -2 penalty to resist it. Dryads usually activate this power only on men they are attracted to, and only on men who follow or attack them, or don't return their affection.

Against enemies, the *charme* is normally used to send the enemies away from the forest, maybe to the lair of some terrible monster. Against the men they crave, the dryads use the *charm person* to lure them into their tree, where they can keep the object of their love with them all the time. Unless rescued immediately, a man that disappears in a tree with a dryad is often never seen again. In some rare cases, the victims come back after a long time, with no memories of what hapened while they were in the tree. Characters may rescue the victim of a dryad by threatening to destroy the dryad's tree: a dryad will release a charmed victim rather than see her tree die.

SPELLCASTERS

Dryads may be spellcasters as well, and reach high spellcasting levels. Dryad spellcasters mostly are clerics of Ordana or other Immortals of nature, but some extremely rare arcane spellcasters exist as well. In both cases, 10th level dryads may increase their spellcasting ability up to 36th level of cleric or magic-user class. For clerics level 17 and above, and for magic-users level 15-20, add 750 XP to the total. For Magic users level 21 or higher, add 1.500 XP.

WEAPON MASTERY

Dryads have base mastery in every weapon at level 1. They get one extra mastery slot at level 5 and another one at level 9.

ARMOR

Dryads don't use armor. Their bark gets harder when their level increases. They may use other magic items for protection, like rings.

	DRYAD							
	ELEMENTS	Physical Attacks						
WATER	Half damage	SHARP	Normal					
AIR	Hals damage	PIERCING	Normal					
LIGHTNING	Normal	BLUNT	Normal					
FIRE	Normal							
ICE	Normal							
EARTH	Half damage							
HOLY	Normal							
DARK	Normal							

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	5	5	4	4	3	3	2	2	1
HD	1*	2*	3*	4*	5*	6*	7*	8*	9*	9+2*
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-	-	-		ı	-	•		-	-
	1 weapon									
ATTACKS	or									
	charm person									
	by weapon									
DAMAGE	or									
	special									
N° ENC.	1d6	1d6	1d6	1d6	1d4	1d4	1d4	1d4	1d3	1d3
ST	E2	E4	E6	E8	E10	E10	E10	E10	E10	E10
MORALE	6	6	6	7	7	7	8	8	8	9
TREASURE TYPE	D	D	E	E	F	F	G	G	Н	Н
MA	N	N	N	N	N	N	N	N	N	N
XP	13	25	50	125	300	500	850	1.200	1.600	1.750
CLERIC SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-3-2-1	3-3-3-2	4-4-3-2-1	4-4-3-3-2
MAGIC USER SPELLS	1	2	2-1	2-2	2-2-1	2-2-2	3-2-2-1	3-3-2-2	3-3-2-2-1	4-3-3-2-2
XP CASTER	16	30	65	175	550	950	1.650	2.300	3.700	4.000

ELEMENTAL SPARK

Elemental sparks are a minor type of elementals. It is not really clear wether sparks are really living creatures or just materializations of the elemental magic, because they seem not to have a mind of their own. They don't communicate in any way, but may take orders if they are summoned. Like every other elemental creature, sparks may only be hit and damaged by magical weapons and spells.

Sparks look like masses of element, surrounded by a shiny aura, that move randomly in the air (or on the ground, in the case of earth sparks). The smallest ones are as small as a tennis ball, while the bigger ones may be about 50 cm wide.

FIGHTING STYLE

Elemental sparks are attracted by living creatures and the use of magic within 9 m from them. Once they are closer than 1,5 m to a living being, they attack emitting an elemental blast towards the creature.

Sparks are extremely unpredictable in their movements, and attacks with ranged weapons and all of the piercing weapons suffer a penalty of -4 when trying to hit them.

SUMMONING ELEMENTALS

Elementals are magical beings that inhabit the elemental planes and may only be hit and damaged by magical weapons and spells. They are not common in the Prime Plane, but they may reach it when summoned, passing through a gate, or thenks to elemental storms that spread on different planes. To summon an elemental, it is necessary to have a big concentration of the chosen element at hand, and when an elemental is summone, it is immediately hostile to the summoner. Elementals must be kept under control by the summmoner through concentration. If the concentration is broken, the elemental is immediately free, and usually it attacks the summoner. Once the concentration is broken and the control on the elemental is lost, it is not possible to control it again. If the summoner of the elemental is killed or if the elemental is hit by a dispel magic or a dispel evil spell, the elemental disappears, going back to its plane.

There are many different types of elemental creatures, and the summoner may always chose the type of elemental he wants to summon among the ones he knows, up to the hit dice that the spell or themagic item allows.

ELEMENT INTERACTIONS

Every elemental is completely made of one single element, be it natural or magical, among: Water, Thunder, Fire, Frost, Earth, Air, Light, Darkness. Elementals of different elements have different powers and abilities, but also different resistences. However, except for that, they all share the same combat stats. In the next pages there is a short description of the features of the elementals of every different element.

ELEMENTAL SPARK			
	PHYSICAL ATTACKS		
SHARP	Normal		
PIERCING	Evasion: 4		
BLUNT	Normal		
	SHARP PIERCING		

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	4	4	3	3	2	2	1	1
HD	1/2*	1*	1+3*	2*	2+3*	3*	3+3*	4*	4+3*	5*
MOVEMENT	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 blast									
DAMAGE	1d4	1d4+1	1d6	1d6+1	1d8	1d8+1	1d8+2	1d8+3	1d8+4	1d8+5
N° ENC.	2d12	2d10	2d10	2d8	2d8	2d6	2d6	2d4	2d4	1d6
ST	NP	F1	F1	F2	F2	F3	F3	F4	F4	F5
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	6	13	19	25	35	50	75	125	200	300

MONSTERS

ELEMENTS						
WATER	Half damage					
AIR Absorb						
LIGHTNING	Half damage					
FIRE	Half damage					
ICE	Half damage					
EARTH	Double damage					
HOLY	Half damage					
DARK	Half damage					

AIR

Air elementals may move flying without any limitation of time and direction, but they may never go underground. Only elemental jellies are an exception to this rule, because they may not fly and they may be found underground. Every creature with 2 HD or levels or less that is hit by an air elemental must

Every creature with 2 HD or levels or less that is hit by an air elemental must save vs. death ray, or the wind will blow them away for 6 m, possibly causing them some damage if they hit solid objects on their way. Air elementals inflict 1d8 damage per round to all of the flying enemies within 3 m from them.

ELEMENTS						
WATER	Half damage					
A IR	Half damage					
LIGHTNING	Half damage					
FIRE	Half damage					
ICE	Half damage					
EARTH	Half damage					
HOLY	Double damage					
DARK	Absorb					

DARKNESS

Dark elementals appear as completely black concentrations of energy, and they may never go through holy barriers, nor they can move in sunlight. They may sometimes be lured in the Prime Plane by big deeds of evil, or in places where light didn't penetrate for centuries.

Dark elementals deal 1d8 extra damages per round to all of the Lawful creatures within 3m from them.

Differently from all other ones, dark elementals are always Chaotic.

ELEMENTS						
WATER Half damage						
Air Double damage						
LIGHTNING Half damage						
FIRE	Half damage					
ICE	Half damage					
EARTH	Absorb					
HOLY	Half damage					
DARK	Half damage					

EARTH

Earth elementals may only move on the ground, and may not cross streams of water. They may never lose contact with the ground. Sometimes they reach the Prime Plane appearing immediatey after very big earthquakes or similar cataclisms.

Earth elementals are abe to deal 1d8 extra damage per round to every creature within 3 m from them that stands on or is in the ground.

ELEMENTS							
WATER	Half damage						
Air	Half damage						
LIGHTNING	Half damage						
FIRE	Absorb						
ICE	Double damage						
EARTH	Half damage						
HOLY	Half damage						
DARK	Half damage						

FIRE

Fire elementals may never be summoned or appear in wet places or in frozen places. They cannot cross water, snow, ice, or frost barriers. It is quite common to find fire elementals close to volcanoes and, sometimes, even in very hot deserts.

Fire elementals deal 1d8 extra damage per round to frost creatures.

MONSTERS

ELEMENTS						
WATER Half damage						
AIR Half damage						
LIGHTNING	Half damage					
FIRE	Double damage					
ICE	Absorb					
EARTH	Half damage					
HOLY	Half damage					
DARK	Half damage					

ELEMENTS							
Water Half damage							
Air Half damage							
LIGHTNING Half damage							
FIRE	Half damage						
ICE	Half damage						
EARTH	Half damage						
HOLY	Absorb						
DARK	Double damage						

ELEMENTS						
WATER	Double damage					
AIR Half damage						
LIGHTNING Absorb						
FIRE	Half damage					
ICE	Half damage					
EARTH	Half damage					
HOLY	Half damage					
DARK	Half damage					

ELEMENTS							
WATER	Absorb						
AIR	Half damage						
LIGHTNING Double damage							
FIRE	Half damage						
ICE	Half damage						
EARTH	Half damage						
HOLY	Half damage						
DARK	Half damage						

FROST

Frost elementals may only survive in cold places. They cannot move in places where the temperature is warm or hot, and may never cross fire, lava, hot deserts or geysers. Snow storms and polar winds may attract these creatures in the Prime plane, and when it happens they normally find shelter on the top of very high mountains.

With their bare touch, frost elementals may instantly freeze water for a volume of 1mx1mx1m for each HD they have. This ability allows them to slow down (as for the reverse of the spell *haste*) water creatures by contact. They also inflict 1d8 points of damage per round to all the creatures within 3 m from them when in snow storms or ice storms.

LIGHT

Light elementals may not move through evil barriers and may not move in darkness. They often shine in places where a big concentration of good and holy energies are, and they may also live in temples of Lawful Immortals. Many populations think that these creatures bring good luck.

Light elementals are always Lawful, and they deal 1d8 extra damages per round to all of the Chaotic creatures within 3m from them.

LIGHTNING

Lightning elementals may move freely indoors and outdoors, but they may not move in water or cross surfaces that reflect the light. They easily appear during strong lightning storms.

Lightning elementals deal 1d8 damage per round to all of the creatures that wear metal items or hold metal items on themselves.

WATER

Water elementals may move freely in and on the water, as well as on the ground, but they may never move away from water for more than 18 m. They may move freely under the rain. Attacks based on frost and extreme cold may slow them down, and they are extremely sensitive to electricity and lightning energy. Water elementals inflict 1d8 damage per round to all of the enemies within 3 m from them that are in the water, even if only partiallly.

FERRET, GIANT

Giant ferrets are animals that look like big weasels, measuring between 60 cm and 1,5 m. Giant ferrets predate on mice and rats, and often attack giant rats. Sometimes, they are trained to hut down giant rats in castles and

dungeons. There are even adventurers who take them along in dungeons for this purpose.

Ferrets have a wild attitude, though, and it's not easy to train them. News of giant ferrets that killed their trainers or severely wounded them are not rare.

When trying to train a giant ferret, the general skill score suffers a -2 penalty.

FIGHTING STYLE

Giant ferrets just attack biting their enemies and have no partialar fighting features.

GIANT FERRET							
	ELEMENTS	PHYSICAL ATTACKS					
WATER	Normal	SHARP	Normal				
Air	Normal	PIERCING	Normal				
LIGHTNING	Normal	BLUNT	Normal				
FIRE	Normal						
ICE	Normal						
EARTH	Normal]					
HOLY	Normal						
DARK	Normal						

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	5	5	5	5	5	5	5	5
HD	1+1	2	2+2	3	3+2	4	4+2	5	5+2	6
MOVEMENT	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)
INITIATIVE	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2
ATTACKS	1 bite									
DAMAGE	1d6	1d8	1d8+1	1d8+2	1d8+3	2d8	2d8+1	2d8+2	2d8+3	2d8+4
N° ENC.	1d12	1d12	1d10	1d10	1d8	1d8	1d6	1d6	1d4	1d4
ST	F1	F2	F2	F3	F3	F4	F4	F5	F5	F6
MORALE	8	8	8	8	8	8	8	8	8	8
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	15	20	25	35	50	75	125	175	225	275

FROST SALAMANDER

Salamanders are free-willed beings from the elemental planes, common there but rare elsewhere. They are immune to normal weapons and may come to the Prime plane through magic portals, whe they are summoned or during elemental storms that open temporary passages between planes.

Frost salamanders are mortal enemies of the fire salamanders and attack them on sight.

The frost salamanders have white or blue scales and six legs. They often have spikes on their back, as well. When not on its original plane, a frost salamander prefers to live in cold and icy lands, or on the top of mountains where snow never melts. During very cold winters, some frost salamanders may come down the mountains and even reach villages.

FIGHTING STYLE

The frost salamander stands on the two back legs and attacks with the other four and the bite. Frost salamanders radiate an aura of cold, and all of the creatures that get closer than 3 m from them get damaged by it at every round, with no chance to reduce that damage.

FROST SALAMANDER								
	ELEMENTS		Physical Attacks					
WATER	Normal	SHARP	Normal					
AIR	Normal	PIERCING	Normal					
LIGHTNING	Normal	BLUNT	Normal					
FIRE	Double damage							
ICE	Immune							
EARTH	Normal							
HOLY	Normal							
DARK	Normal							

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	3	3	3	3	3	3	3	3	3	3
HD	2*	4*	6*	9*	12*	15*	18*	21*	24*	27*
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	4 claws +1 bite +aura									
	claws: 1d3	claws: 1d4	claws: 1d4	claws: 1d6	claws: 1d6	claws: 1d8	claws: 1d8	claws:1d10	claws:1d10	claws:1d12
DAMAGE	bite: 1d4	bite: 1d6	bite: 2d4	bite: 2d4	bite: 2d6	bite: 2d6	bite: 2d8	bite: 2d8	bite: 2d10	bite: 2d10
	aura: 1d3	aura: 1d4	aura: 1d6	aura: 1d6	aura: 1d8	aura: 1d8	aura: 1d10	aura: 1d10	aura: 1d12	aura: 1d12
N° ENC.	1d6	1d4	1d4	1d3	1d3	1d2	1d2	1	1	1
ST	F2	F4	F6	F9	F12	F15	F18	F21	F24	F27
MORALE	8	8	8	9	9	9	9	9	10	10
TREASURE TYPE	С	С	D	D	E	E	F	F	G	G
MA	С	С	С	С	С	С	С	С	С	С
XP	25	125	500	1.600	2.125	2.700	3.475	4.500	6.000	7.500

GHOUL

A ghoul is a weak undead creature, normally raised by some evil cleric or by some more powerful undead, like a vampire or a lich, which uses them as slaves. They look like beastly humanoids, ugly to look at and with deformed traits. Their skin is rotten, and they smell very bad. Powerful undeads may have armies of these creatures.

FIGHTING STYLE

The ghoul are devoted to destruction, and always attack the enemies without

thinking too much. Like every other undead, they are immune to *sleep, charme* and any other type of mind control. They always attack with their bare hands, ripping the flesh of the enemies with their long and sharp nails. The touch of a ghoul may paralize the eneies, in addition to the damage dealt. Creatures bigger than an ogre are usually immune to the paralysis of the ghoul, but ghouls of levels 9 and 10 may be able to paralyze bigger targets, if the DM wants. Elves are immune to the paralysis caused by the ghoul. Once an enemy is paralized, the ghoul

usually move towards another target, and so on until all of the enemies are dead or incapacitated. Then, they start eating the corpses and the paralized creatures. The paralisis caused by the ghoul lasts for 2d4 turns.

ARMOR

Ghouls' natural AC is 7. It becomes 6 due to the rugs they normally wear. If a ghoul wears an armor, the protection of the armor is subtracted from 7.

GHOUL							
	ELEMENTS	PHYSICAL ATTACKS					
WATER	Normal	SHARP	Normal				
Air	Normal	PIERCING	Normal				
LIGHTNING	Normal	BLUNT	Normal				
FIRE	Normal						
ICE	Normal						
EARTH	Normal						
HOLY	Double damage						
DARK	Normal						

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	6	6	6	6	6	6	6
HD	1*	2*	3*	4*	5*	6*	7*	8*	9*	9+3*
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
ATTACKS	2 claws + 1 bite									
DAMAGE	claws: 1d2	claws: 1d3	claws: 1d3	claws: 1d3	claws: 1d3	claws: 1d4	claws: 1d4	claws: 1d4	claws: 1d4+1	claws: 1d4+1
	bite: 1d3	bite: 1d3	bite: 1d4	bite:1d4+1	bite:1d4+2	bite:1d4+2	bite:1d4+3	bite:1d4+4	bite:1d4+4	bite:1d4+5
N° ENC.	2d8	2d8	2d6	2d6	2d6	2d4	2d4	2d4	1d6	1d6
ST	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
MORALE	9	9	9	9	10	10	10	10	10	10
TREASURE TYPE	None	None	Α	А	Α	Α	В	В	В	В
MA	С	С	С	С	С	С	С	С	С	С
XP	13	25	50	125	300	500	850	1.200	1.600	1.750

GIANTS

Giants are huge humanoid monsters. They are organized in tribes and are wild and crudely-formed. It is not uncommon for some of them to be solitary, and they usually settle lands far from the humans. In the Principalities, they mainly live on the mountains, and the most common breeds are the ones that are described here.

Giants are often aggressive, and rely on their size to defeat the enemies. However, some of them are smarter and know the dangers of fighting humans. These ones normally prefer to intimidate and, if needed, to negotiate.

Giants stake out large tracts of land as their own, and sometimes they

destroy human communities built in those lands. Also, some of them develop habits which make them conflict with adventurers, like a taste for human flesh, robberies or crave for power and magic.

FIGHTING STYLE

All giants can throw boulders as missile weapons, but the range varies for each breed of giants. Boulders deal 3d6 points of damage when they hit a target.

Giants also fight with weapons that are made for their size. They are much bigger than human weapons and may not be used by adventurers. Sometimes those weapons are magical, as well. In that case, the bonus of the weapon for the damage applies to each die rolled.

SPELLCASTERS

Giants may seldom be spellcasters. Depending on the breed, they may be more or less powerful, and improve more or less in their spellcasting ability.

WEAPON MASTERY

Giants don't have weapon mastery. They deal higher damage at higher level.

ARMOR

Giants normally wear rugs and furs, which reduce their AC by 1 or 2 points from what is reported in the tables. It is not common that they wear armors, and especially magic ones. However, some of them do, and may be very dangerous enemies to fight.

	FROST GIANT									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal							
Air	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Double damage									
ICE	Immune									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

		-						-	-	-
	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	4	4	4	4	4	4	4	4	4	4
HD	4+1*	7+1*	10+1*	13+2*	16+2*	19+2*	22+3*	22+8*	22+13*	22+18*
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
	1 weapon									
ATTACKS	or									
	1 boulder									
	3d6	3d6	4d6	4d6	5d6	5d6	6d6	6d6+3	6d6+6	6d6+9
DAMAGE	or									
	3d6									
N° ENC.	1d6	1d4	1d4	1d4	1d3	1d3	1d3	1d2	1d2	1d2
ST	F4	F7	F10	F13	F16	F19	F22	F25	F28	F31
MORALE	8	8	9	9	9	10	10	10	11	11
TREASURE TYPE	М	N	N	0	0	Р	Р	Q	Q	R
MA	С	С	С	С	С	С	С	С	С	С
XP	200	1.025	1.900	2.500	3.150	4.175	5.500	5.500	5.500	5.500
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-3-2-1	3-3-2-1	3-3-2-1	3-3-2-1
WICCA SPELLS	1	2	2-1	2-2	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1
XP SHAMAN OR WICCA	275	1.500	2.700	3.500	5.450	7.775	10.500	10.500	10.500	10.500

HILL GIANT

Hill giants are the smallest of the giants: they usually stand 3,5 m tall (about twice a human) and normally use big clubs and spears as weapons. They are quite stupid and wild, and their tribes are usually small. They can throw boulders at a range of 9 / 18 / 27 m indoors. The range is normally multiplied by 3 outdoors.

FROST GIANT

These giants have pale skin, yellowish eyes and white, pale blue or black hair. They stand around 5 m tall and are immune to every attack based upon cold and frost. They are more civilized than hill giants, but tend to have a very war-based culture. They like to raid human lands and build strongholds and castles on mountain tops and in frozen lands.

In their castles, they usually have 3d6 polar bears or 6d6 frost wolves with them. Frost giants may throw boulders at a range of 18 / 36 / 54 m indoors, and that range multiplies by 3 outdoors.

Frost giants often wear furs, and doe to their fondness of war, it is not uncommon that they also wear metal armors. Shamans and wiccas are extremely rare among frost giants.

	HILL GIANT									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	5	5	5	5	5	5	5	5
HD	4	6	8	10	12	14	16	16+4	16+8	16+12
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
	1 weapon									
ATTACKS	or									
	1 boulder									
	2d6	2d6	2d8	2d8	2d10	2d10	2d10+2	2d10+4	2d10+6	2d10+8
DAMAGE	or									
	3d6									
N° ENC.	1d6	1d4	1d4	1d4	1d3	1d3	1d3	1d2	1d2	1d2
ST	F4	F6	F8	F10	F12	F14	F16	F18	F20	F22
MORALE	7	7	8	8	8	9	9	9	10	10
TREASURE TYPE	L	М	М	Z	Z	0	0	Р	Р	Q
MA	С	С	С	С	С	С	С	С	С	С
XP	75	275	650	1.000	1.250	1.500	1.850	2.000	2.000	2.000
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1
WICCA SPELLS	1	2	2-1	2-2	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1
XP SHAMAN OR WICCA	125	500	1.200	1.750	3.000	3.500	4.050	4.250	4.250	4.250

GNOLL

Gnolls look like humanoid hyenas and they like to fight with each other, therefore their ears are often quite badly put, missing some pieces here and there. Gnolls smell very bad, and they use the smell to recognise each other and the different clans and tribes. They love to wear earrings and other piercings, sometimes just made with bones or teeth of monsters, and some other times using proper jewels.

Gnolls are not very intelligent, but they are quite strong. They loathe work, and they prefer to steal things from humans and other humanoids. Many gnolls organize in groups and become bandits who ambush the travellers. They are extremely violent and aggressive, as well.

In every group of 20 or more gnolls encountered, there is usually one leader which is level 4-7, while in every tribe or clan with 50 or more gnolls, there is a warlord which is level 8-10.

FIGHTING STYLE

Gnolls fight in a very simple way, trying to hit whatever they can in combat. However, they are smart enugh to always try and focus their attacks on the weakest member of the opposite group first. They are quite strong as well, and due to this they get a bonus on the damage they deal with weapons, that increases with their level.

When a leader or a warlord is guiding the gnolls in battle, the morale of the gnoll raises by 2 points, but whenever the leader dies, the gnolls immediately need to check their morale. Gnolls fear magic, and when they are first attacked with magic they normally need to have their morale checked.

SPELLCASTERS

Gnolls may be spellcasters as well, even if it is quite unusual. If they cast clerical spells, they are shamans. If they cast wizard spells, they are wiccas. Demi-human spellcasters don't suffer the limitations to weapons and armors as humans.

WEAPON MASTERY

Gnolls have base mastery in whatever weapon they are using. Higher level gnolls may gain one extra mastery slot at levels 4, 7 and 10, and therefore they may become skilled or expert in some weapons as well. Humanoids may not become masters in any weapon, unless they train with humans. Many leaders or warlords have some better skills with weapons than normal gnolls.

Sometimes, the leaders and warlords may also have and use magic weapons and armors.

ARMOR

Gnolls' natural AC is 7. It becomes 5 due to the rugs and leather clothes they normally wear. If a gnoll wears an armor, the protection of the armor is subtracted from 7.

	GNOLL									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal							
Air	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	1	-		-		=		-	-	-
	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	5	5	5	5	5	5	5	5
HD	2	3	4	5	6	7	8	8+2	9	9+2
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon
DAMAGE	by weapon	by weapon +1	by weapon +1	by weapon +1	by weapon +1	by weapon +2	by weapon +2	by weapon +2	by weapon +2	by weapon +3
N° ENC.	2d10	2d8	2d6	2d4	2d3	1d4	1d3	1d2	1	1
ST	F2	F3	F4	F5	F6	F7	F8	F8	F9	F9
MORALE	8	8	8	9	9	9	10	10	11	11
TREASURE TYPE	None	None	None	А	Α	Α	В	В	В	С
MA	С	С	С	С	С	С	С	С	С	С
XP	20	35	75	175	275	450	650	775	900	1.000
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-2-2-1	3-2-2-1	3-2-2-1	3-2-2-1
WICCA SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-3-2-1	3-3-2-1	3-3-2-1	3-3-2-1
XP SHAMAN OR WICCA	25	50	125	300	500	850	1.200	1.400	1.600	1.750

GOBLIN

Goblins are small and ugly humanoids whose skin is normally brown-ish or greenish, and looks scarred, similar to thin wood bark. They have red eyes that shine in the dark: this is because they usually live underground and they have developed a strong infravision that allows them to see in complete absece of light up to 27 m distance. When fighting in daylight, they get a -1 penalty on their rolls to hit. Goblins hate dwarfs and immediately attack them when they spot some.

If goblins are encountered outdoors (usually by night), there is a 20% chance for each of them to be riding a black wolf. Goblins lve in big tribes or clans, counting normally between 20 and 60 members. In their lairs there is always a leader which is 3rd level or higher. In their lair, the goblins get a +2 bonus to morale until the leader is

alive. Small groups of goblins are normally made prisoners and enslaved by stronger humanoids, like bugbears, ogres and trolls.

FIGHTING STYLE

Like all humanoids, goblins may use weapons and armors. Their most common weapons are stone daggers, axes or clubs. They are too small to use 2-handed weapons. Goblins are smart enough to always attack the weakest looking opponent first and focus their hits on him.

Goblins fear magic, and when they are first attacked with magic they normally need to have their morale checked.

SPELLCASTERS

Goblins may be spellcasters as well, even if it is quite unusual. If they cast clerical spells, they are shamans. If they cast wizard spells, they are wiccas. Demi-human

spellcasters don't suffer the limitations to weapons and armors as humans.

WEAPON MASTERY

Goblins have base mastery in whatever weapon they are using. Higher level goblins may gain one extra mastery slot at levels 5 and 9, and therefore they may become skilled or expert in some weapons as well. Many leaders have some better skills with weapons than normal goblins.

Sometimes, the leaders and warlords may also have and use magic weapons and armors.

ARMOR

Goblins' natural AC is 8. It becomes 5 due to the rugs and leather clothes they normally wear. If a goblin wears an armor, the protection of the armor is subtracted from 8.

	Goblin								
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
AIR	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal		·						
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	6	6	6	6	6	6	6
HD	1-1	2-2	3-3	4-4	5-5	6-6	7-7	8-8	9-9	9
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-	-	-		-				-	•
ATTACKS	1 weapon									
DAMAGE	by weapon									
N° ENC.	2d4	2d4	1d8	1d8	1d6	1d6	1d4	1d4	1d2	1
ST	NP	F1	F2	F3	F4	F5	F6	F7	F8	F9
MORALE	7	7	8	8	8	9	9	9	10	10
TREASURE TYPE	None	None	None	None	Α	Α	Α	Α	В	В
MA	С	С	С	С	С	С	С	С	С	С
XP	5	15	25	50	125	225	350	550	775	900
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-2-2-1	3-3-2-2	3-3-2-2	3-3-2-2
WICCA SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-3-2-1	3-3-3-2	3-3-3-2	3-3-3-2
XP SHAMAN OR WICCA	6	19	35	75	275	575	950	1.500	2.025	2.300

GREEN SLIME

A green slime is just what it looks: a moving slimey green substance that melts almost anything that it touches, except stone. It is technically alive, as it reproduces and may be killed, but doesn't breathe or see. It moves instinctively towards enemies, and is also able to prepare traps for its preys.

Once the green slime touches a creature, it immediately starts dissolving it. If the creature wears clothes, these are dissolved instantly. Metallic items, lice armors and weapons, are dissolved In 6 rounds. Once in contat with flesh, green slime dissolves it and turns it in green slime. It cannot be scraped off, but may be forced to leave a creature by using the Cure disease spell on it.

Once cloths and armors are dissolved, the green slime starts dissoving the creature under them,

dealing a huge amount of damage and dissolving any creature in just a few rounds. Magic items need 1d6+1 rounds to be dissolved, if they have no bonus, in addition to the time needed for an item of the same material. On the other hand, if they have bonuses (like a sword +2 or a ring of protection +3), they are dissolved in the same time of a normal item of that kind, plus 1 round for each point of bonus. The DM may determine what consequences would an attack of a green slime have on a magic item depending on the situation: it may be damaged and unusable, it may become unstable, it may be less effective, or it may not have lost any powers...

If a green slime dissolves a creature, the creature's HD are added to the Green slime's HD. If the total exceeds 10, the green slime splits in 1d6+1 smaller green slimes, with a random number of HD, adding up to the total HD of the previous one.

The treasure that can be found inside a green slime is always only made of stone items and gemstones.

FIGHTING STYLE

Commonly, green slimes climb up on walls and ceilings, and drop onto the creatures that pass underneath. The only ways to remove a green slime from a victim are the *cure disease* spell, frost and fire. Green slime is immune to any attack except for fire and frost and, if it is attacked with weapons, it will stick onto them and grab them as well, to melt them.

If the green slime is attacked with fire or frost while on a victim, the damage dealt by the attack is equally divided between the victim and the green slime.

	GREEN SLIME									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Immune	SHARP)	Immune						
Air	Immune	PIERCI	NG	Immune						
LIGHTNING	Immune	BLUNT		Immune						
FIRE	Normal									
ICE	Normal									
EARTH	Immune	* Gree	n slime move	es so slow, that it may always be hit.						
HOLY	Immune									
DARK	Immune									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	Special *									
HD	1**	2**	3**	4**	5**	6**	7**	8**	9**	10**
MOVEMENT	90 cm (30 cm)									
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	Special									
DAMAGE	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6	10d6
N° ENC.	1-6	1-4	1-3	1-2	1	1	1	1	1	1
ST	NP	F1	F1	F2	F2	F3	F3	F4	F4	F5
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	Α	А	В	В	С	С	D	D	E	E
MA	N	N	N	N	N	N	N	N	N	N
XP	16	30	65	175	425	725	1.250	1.750	2.300	2.500

GRIFFON

The legendary griffon has the head, wings and front claws of a giant eagle, and the body and hindquarters of a lion. Griffon's favourite prey is horses. When within 36 m of a horse, a griffon must check its morale and, if the check fails, it immediately attacks. While flying, a griffon is able to carry a creature the size of a horse at half its flying rate. Wild griffons may be tamed and trained if they are captured when they are still

young (level 1 and 2), or if they hatch from eggs. Tamed griffons are still likely to attack horses, however, and must check morale as already explained.

FIGHTING STYLE

Griffons may attack their victims with both the claws and the beak in the same round. However, if they are flying, they may do the first attack diving towards the enemies, and in that case they can only do either the attacks with the claws or the attack with the beak, but if they hit, with a -2 to hit. If the diving griffon hits with the beak, the damage is doubled. If it hits with both the claws, the target is caught by the griffon (if horse size or smaller), and the beast flies off with it.

Griffons often throw horses and other creatures that they catch on the rocks of the mountains from high above, to kill them, so that it is easier to eat them.

	GRIFFON								
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
AIR	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal	_							

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	6	5	5	5	5	5	4	4	4
HD	1+2	3	5	7	9	10	11	12	12+3	12+6
	27 (9)	27 (9)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
MOVEMENT	Flying: 72 (24)	Flying: 90 (30)	Flying: 108 (36)							
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite
DAMAGE	claws: 1	claws: 1d2	claws: 1d3	claws: 1d4	claws: 1d4+1	claws: 1d4+2	claws: 1d4+3	claws: 1d4+4	claws: 1d4+5	claws: 1d4+6
	bite: 1d4	bite: 1d8	bite: 2d6	bite: 2d8	bite: 2d8	bite: 2d8	bite: 2d8	bite: 2d10	bite: 2d10	bite: 2d10
N° ENC.	1d6+2	1d6+1	1d6	1d4	1d4	1d3	1d3	1d2	1d2	1
ST	F1	F2	F3	F4	F5	F5	F6	F6	F6	F7
MORALE	6	7	7	8	8	8	9	9	9	10
TREASURE TYPE	С	D	D	E	E	F	F	G	G	Н
MA	N	N	N	N	N	N	N	N	N	N
XP	15	35	175	450	900	1.000	1.100	1.250	1.350	1.350

HARPY

Harpies have the lower part of the body of a giant eagle, and the head and upper body of a hideous looking woman. Harpies can sing with mesmerizing voices, that they use to attract humans to certain death, before feasting on their corpses. Harpies ty not to engage in direct combat with humans if they can avoid it. Harpies always settle in places where there is a certain human traffic, so that they can make victims. If for any reason people stops using the routes where the harpies are, they move as well, looking for new places to stay.

FIGHTING STYLE

Harpies can attack with their claws, and they can also use weapons and armors.

However, in addition to the phisical attacks, the harpies can sing and enchant the enemies. Whoever hears the song of the harpies must save vs. spells or be *charmed*. If a victim makes a successful saving throw, the songs of the harpies will not affect him or her for the rest of the encounter. Harpies of level 7 or more give a -2 malus to the saving throws to resist their charme.

Harpies usually lure the enchanted humans to dangerous places, traps or monsters' lairs, and wait for them to die. On the mountains they usually lure them on high cliffs and then push them off. As a DM you should always think of smart and unpredictable ways that harpies could use to kill humans.

SPELLCASTERS

Harpies may seldom be spellcasters as well. If they cast clerical spells, they are shamans. If they cast wizard spells, they are wiccas. Demi-human spellcasters don't suffer the limitations to weapons and armors as humans.

WEAPON MASTERY

Harpies have base mastery in whatever weapon they are using. Higher level harpies may gain one extra mastery slot at level 7, and therefore they may become skilled in one weapon as well.

ARMOR

Harpies' natural AC is 7. If a harpy wears an armor, the protection of the armor is subtracted from 7.

-	HARPY									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
Air	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	7	7	7	7	7	7
HD	1*	2*	3*	4*	5*	6*	6+2*	6+4*	6+6*	6+8*
	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)
MOVEMENT	Flying: 45 (15)									
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
	2 claws									
ATTACKS	or									
	1 weapon									
	claws: 1d3	claws: 1d4	claws: 1d4	claws: 1d6	claws: 1d6	claws: 1d6+1	claws: 1d6+1	claws: 1d6+2	claws: 1d6+2	claws: 1d6+3
DAMAGE	or									
	by weapon									
N° ENC.	1d8	1d8	1d6	1d6	1d4	1d4	1d3	1d3	1d2	1d2
ST	F2	F4	F6	F8	F10	F12	F14	F16	F18	F20
MORALE	7	7	7	8	8	8	9	9	10	10
TREASURE TYPE	А	А	Α	В	В	С	С	D	E	F
MA	С	С	С	С	С	С	С	С	С	С
XP	13	25	50	125	300	500	650	650	650	650
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-3-2	4-3-2	4-3-2	4-3-2
WICCA SPELLS	1	2	2-1	2-2	2-2-1	3-2-1	3-2-1	3-2-1	3-2-1	3-2-1
XP SHAMAN OR WICCA	19	35	75	200	575	950	1.500	2.025	2.500	2.700

<u>HERD</u>

A Herd is a group of wild animals, mostly grazing creatures that live in large groups, like deers, buffalos, mountain goats and so on.

In a herd, usually one in four is a male and one in four is still young.

Males usually have 1 level more than females, and females have 1 or two levels more than young members of the herd.

FIGHTING STYLE

When a herd is attacked or scared, it is very likely that all of its members flee, but sometimes the male ones stay behind and fight the attackers to give to the females and the young ones a chance to escape. If the characters are caught in front of a herd that's running, they get trampled for 1d20 points of damage each, with no attack roll needed.

	HERD								
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
AIR	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	7	7	7	7	7	7
HD	1	1+2	2	2+2	3	3+2	4	4+2	5	5+2
MOVEMENT	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 bite, butt or kick	1 bite, butt or kick	1 bite, butt or kick	1 bite, butt or kick	1 bite, butt or kick	1 bite, butt or kick				
DAMAGE	1d4	1d4	1d6	1d6	1d8	1d8	1d10	1d10	2d6	2d6
N° ENC.	3d10	3d10	3d10	3d10	3d10	3d10	3d10	3d10	3d10	3d10
ST	F1	F1	F1	F1	F2	F2	F2	F2	F3	F3
MORALE	5	5	5	5	5	5	5	5	5	5
TREASURE TYPE	None	None	None	None	None	None	None	None	None	None
MA	N	N	N	N	N	N	N	N	N	N
XP	10	15	20	25	35	50	75	125	175	225

HIPPOGRIFF

Hippogriffs are distant relatives of griffons, and usually the two species tolerate each other. Hippogriffs have the head, wings and front claws of an eagle, but the rest of the body of a horse. They are carnivorous, and normally eat herd beasts, but any animal of the size of a dog or smaller may be their prey. Hippogriffs are smaller than griffons, and may only carry off creatures that are man-sized or smaller. When carrying a man, the speed of the hipogriffs is not affected, though.

Like griffons, if taken when very young (level 1 or 2) or hatched from eggs, the hippogriffs may be tamed and trained.

Hippogriffs are natural enemies of the pegasi: if they see each other, they always attack. They often share the same habitats, and it is easy that clashes occur. A tamed hippogriff that meets a pegasus must check its morale at every turn. If the check fails, the instinct of the hippogriff prevails and the creature attacks.

FIGHTING STYLE

Hippogriffs may attack their victims with both the claws and the beak in the same round. However, if they are flying, they may do the first attack diving towards the enemies, and in that case they can only do either the attacks with the claws or the attack with the beak, but if they hit, with a -2 to hit. If the diving hippogriff hits with the beak, the damage is doubled. If it hits with both

the claws, the target is caught by the hippogriff (if horse size or smaller), and the beast flies off with it.

Hippogriffs often throw the preys that they catch on the rocks of the mountains from high above, to kill them, so that it is easier to eat them.

Hippogriff									
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
AIR	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	5	5	5	5	5	5	4	4
HD	1	2+1	3+1	4+2	5+2	6+3	7+3	7+6	7+9	7+12
	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)
MOVEMENT	Flying: 108 (36)	Flying: 108 (36)	Flying: 108 (36)	Flying: 108 (36)	Flying: 108 (36)	Flying: 108 (36)	Flying: 108 (36)	Flying: 108 (36)	Flying: 108 (36)	Flying: 108 (36)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite
DAMAGE			claws: 1d6 bite: 1d10							
N° ENC.	1d6+2	1d6+1	1d6	1d4	1d4	1d3	1d3	1d2	1d2	1
ST	F1	F1	F2	F2	F3	F3	F4	F4	F5	F5
MORALE	7	7	8	8	8	8	9	9	9	10
TREASURE TYPE	None	None	None	None	None	None	None	None	None	None
MA	N	N	N	N	N	N	N	N	N	Ν
XP	10	25	50	125	225	350	550	550	550	550

HOBGOBLIN

Hobgoblins are relatives of goblins, but much bigger and meaner. They also live underground in cave and dungeons, but often hunt outdoors in rough, rugged wasteland and wilderness. They do not suffer any penalties in daylight.

In every hobgoblin lair there lives one hobgoblin king of level 5 or higher, plus 1d4 bodyguards which are normally hobgoblins of level 4-7. The great majority of the hobgoblins in a lair is made of common warriors of level 1-4. As long as the hobgoblin king is alive, all of the hobgoblins in the lair have a morale of 10 points. Sometimes hobgoblin kings also have thouls among their bodyguards.

FIGHTING STYLE

Hobgoblins are strong fighters, but not very smart. Like most of the other humanoids, though, they are smart enough to focus their attacks on one target at a time, to take down the enemies faster if they can. Being humanoids, they may wear armors and use weapons and magic items.

SPELLCASTERS

Hobgoblins may be spellcasters as well. If they cast clerical spells, they are shamans. If they cast wizard spells, they are wiccas. Demi-human spellcasters don't suffer the limitations to weapons and armors as humans.

WEAPON MASTERY

Hobgoblins have base mastery in whatever weapon they are using. Higher level hobgoblins may gain one extra mastery slot at levels 5 and 9, and therefore they may become skilled or expert in some weapons as well.

ARMOR

Hobgoblins' natural AC is 8. It becomes 5 due to the rugs and leather clothes they normally wear. If a hobgoblin wears an armor, the protection of the armor is subtracted from 8.

	Hobgoblin									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	6	6	6	6	6	6	6
HD	1+1	2+2	3+3	4+4	5+5	6+6	7+7	8+8	9+9	10+10
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-	-	-	1	ı	-	1	ı	1	-
ATTACKS	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon
DAMAGE	by weapon	by weapon	by weapon	by weapon +1	by weapon +1	by weapon +1	by weapon +2	by weapon +2	by weapon +2	by weapon +3
N° ENC.	2d6	2d4	1d6	1d6	1d4	1d4	1d2	1d2	1	1
ST	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
MORALE	8	8	8	9	9	9	9	10	10	10
TREASURE TYPE	None	None	None	None	Α	Α	В	В	С	С
MA	С	С	С	С	С	С	С	С	С	С
XP	15	25	50	125	225	350	550	775	1.000	1.100
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-2-2-1	3-3-2-2	3-3-2-2	3-3-2-2
WICCA SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-3-2-1	3-3-3-2	3-3-3-2	3-3-3-2
XP SHAMAN OR WICCA	19	35	75	200	575	950	1.500	2.025	2.500	2.700

ICE BEAST

Ice beasts are creatures original of the Elemental plane of frost. They are similar to rough statues made of snow, with protruding claws and spinal thorns made of ice. They normally live in an area, and kill everything and everyone that walks in. They are easily scared by fire, and when attacked with that element, they need to check their morale with a penalty of -2 on their normal score. Ice beasts are semi-intelligent and extremely wild and violent. It is not possible to communicate with them through ay known language, to tame or train them.

FIGHTING STYLE

Ice beasts may hide in snow and easily take their victims by surprise, due to their look. When hiding in the snow, ice beasts gain the surprise with a roll of 1-4 out of 1d6.

In combat, they fight with their fists, covered in ice crystals, which may be extremely dangerous.

	ICE BEAST								
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Half damage	SHARP	Normal						
AIR	Half damage	PIERCING	Normal						
LIGHTNING	Half damage	BLUNT	Normal						
FIRE	Double damage								
ICE	Immune								
EARTH	Half damage								
HOLY	Half damage								
DARK	Half damage								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	4	3	3	3	2	2	2	1	1	1
HD	1	2	3	4	5	7	9	11	13	15
MOVEMENT	12 (4)	12 (4)	12 (4)	12 (4)	12 (4)	12 (4)	12 (4)	12 (4)	12 (4)	12 (4)
INITIATIVE	-1	-1	-1	-1	-1	-1	-1	-1	-2	-2
ATTACKS	2 fists									
DAMAGE	1d4	1d4+1	1d4+2	1d4+3	1d4+4	1d6+4	1d8+4	1d10+4	1d12+4	1d12+6
N° ENC.	1d6+1	1d4+1	1d4	1d4	1d3	1d3	1d2	1d2	1	1
ST	F1	F1	F2	F2	F3	F4	F5	F6	F7	F8
MORALE	10	10	10	10	10	10	10	11	11	11
TREASURE TYPE	None	None	None	Α	Α	В	С	D	E	F
MA	С	С	С	С	С	С	С	С	С	С
XP	10	20	35	75	175	450	900	1.100	1.350	1.650

ICE CRAB

Ice crabs are a special breed of crabs that adapted to cold climates. They do not live in water like other crabs, but they live in icy environments. Ice crabs are covered in a white powder which looks like snow, and often have pink or light blue legs and pincers.

They move slowly and tend to create colonies of up to 200 crabs. Each mother crab may lay up to 20 eggs at a time. The crabs have AC 8 when they are born, and their skin hardens in one day, taking the AC to 3. Newborn crabs

are 12 cm wide, and each egg is about 12 cm in diameter and very round. Baby crabs normally just run to hide until their shell hardens, then they start preying on small animals for food. Baby crabs can be used as rations: two of them make a meal.

Mother crabs usuallly stay with their eggs or very close to them to protect them from predators until they hatch. However, the eggs will open in 12 to 15 days, regardless of the mother's presence. Crabs cannot be tamed or trained.

Ice crabs span from very small ones, which are about 12 cm wide, to huge ones, which may reach about 4 m size.

FIGHTING STYLE

Ice crabs commonly hide in the snow, and when they attack they gain the surprise on the first round with a roll of 1-4 on 1d6. They are very territorial, and usually attack big creatures only to scare them away from their lairs. They only tend to prey on the creatures that are smaller than them..

	ICE CRAB									
	ELEMENTS		Physical Attacks							
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Immune									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	8 (3)	3	2	2	2	1	1	1	0	0
HD	1/2	1	2	3	4	5	6	6+2	6+4	6+6
MOVEMENT	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	2 pincers									
DAMAGE	1d4	1d6	2d4	2d6	2d6+2	2d8+2	2d8+4	2d10+4	2d10+6	2d12+6
N° ENC.	2d6	1d10	1d8	1d6	1d4	1d3	1d2	1	1	1
ST	F1	F1	F1	F2	F2	F3	F3	F4	F4	F5
MORALE	7	7	7	7	8	8	8	8	9	9
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	5	10	20	35	75	175	275	350	350	350

KOBOLD

Kobolds are small evil humanoids that look like dogs that walk on two legs. They may have part of the skin covered in scales, usually grey or brown, but the fur, most commony red or brown, often covers it. They have developed a very good infravision, and are able to see up to 27 m in complete darkness. Normally kobolds are organized in tribes and clans, guided by a leader that is normally level 5 or higher. While the leader is alive, all of the kobolds in the clan gain a +2 bonus on their morale. Kobolds are often enslaved by other humanoids that are bigger and stronger, and used as fatigue workers. Kobolds hate gnomes

and will instantly attack them if they spot any.

FIGHTING STYLE

Kobolds are cowards and prefer to hide and ambush enemies, rather than facing them openly. They usually try to outnumber the enemies, because when they are in smal groups they are easy to defeat for many creatures. Kobolds may use any one-handed weapons, plus the sling, the shortbow and the crossbow. Kobolds that use a sword need to use it two-handed.

SPELLCASTERS

About 10% of the kobolds may be spellcasters. In most of the tribes there is at least one shaman and one wicca.

If they cast clerical spells, they are shamans. If they cast wizard spells, they are wiccas. Demi-human spellcasters don't suffer the limitations to weapons and armors as humans.

WEAPON MASTERY

Koboldss have base mastery in whatever weapon they are using. Higher level kobolds may gain one extra mastery slot at levels 5 and 9, and therefore they may become skilled or expert in some weapons as well.

ARMOR

Kobolds' natural AC is 7. If a kobold wears an armor, the protection of the armor is subtracted from 7.

	Ковогр								
	ELEMENTS	PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	7	7	7	7	7	7
HD	1/2	1	1+2	2	2+2	3	3+2	4	4+2	5
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 weapon									
DAMAGE	by weapon									
N° ENC.	6d10	5d10	4d10	3d10	2d12	2d10	2d8	2d6	2d4	1d6
ST	NP	F1	F1	F2	F2	F3	F3	F4	F4	F5
MORALE	6	6	7	7	8	8	9	9	10	10
TREASURE TYPE	None	None	Α	Α	В	В	С	С	D	E
MA	С	С	С	С	С	С	С	С	С	С
XP	5	10	15	20	35	50	75	125	175	225
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-2-2-1	3-3-2-2	3-3-2-2	3-3-2-2
WICCA SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-3-2-1	3-3-3-2	3-3-3-2	3-3-3-2
XP SHAMAN OR WICCA	6	13	19	25	45	65	100	175	275	425

LEECH, GIANT

A giant leech is a loathsome worm-like creature, thicker in the middle than at the ends. It has reddish-brown skin and is long between 60 cm and 3 m. It

lives in wet environments, such as swamps, caves and jungles.

FIGHTING STYLE

Leeches are parasites: once their first attack with the sucker-like mouth

hits a target, the leech holds on and sucks blood, dealing the same damage as for the bite automatically at every round. The only possible way to remove a giant leech from a body is t kill it.

		GIANT LEECH	
	ELEMENTS		PHYSICAL ATTACKS
WATER	Half damage	SHARP	Normal
Air	Normal	PIERCING	Normal
LIGHTNING	Double damage	BLUNT	Half damage
FIRE	Normal		
ICE	Normal		
EARTH	Normal		
HOLY	Normal		
DARK	Normal		

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	8	8	7	7	7	7	7	6	6	6
HD	2	4	6	8	10	12	14	16	18	20
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
ATTACKS	1 bite									
DAMAGE	1d3	1d4	1d6	1d8	1d10	2d6	2d6	2d8	2d8	2d10
N° ENC.	1d4	1d3	1d2	1d2	1d2	1	1	1	1	1
ST	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
MORALE	10	10	10	10	10	10	10	10	10	10
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	20	75	275	650	1.000	1.250	1.500	1.850	2.125	2.375

LIVING SATATUE

A living statue is an enchanted animated creature made by a poweful spellcaster. It is a construct that resembles a perfectly normal statue until it moves. A living statue may be of any size or material. Stats here are given for statues spanning from 60 cm tall to 6 m tall, but the DM may decide to make them even bigger.

Most of the statues in the world are just normal statues: they are often used as decorations, and they may be valuable pieces of art and treasures.

FIGHTING STYLE

Living statues normally animate and attack only if something happens that triggers their attack. It may just be someone entering the room, but it's wuite unusual. Most likely they ask for a password, or they have orders to attack only some types of people, ot ro only

attack if someone steals treasures or books, or things like that. Once they attack, they focus their attacks on the creature that triggered the attack and, only if they cannot reach it, they attack the ones that are in between, to get through.

IRON LIVING STATUE

An iron living statue has a body that can absorb iron and steel. It takes normal damage from weapons, when hit, but if a weapon hits it, the attacker must make a saving throw vs. spells or the weapon will be stuck in the body of the statue, and may not be removed until the statue is killed. Magic weapons get a +2 bonus to the save for every +1 bonus they have. If the weapons are more effective against constructs, the bonus used is the one against constructs. An extra +2 is added to the bonus if the weapon has powers above

the bonuses, and another +2 if the weapon is intelligent.

A weapon stuck in an iron statue will be consumed and completely absorbed by the statue in 1d4+1 days, and after this time it won't be possible to remove it anymore. A magical weapon stuck in the statue needs longer, adding one more day for every +1 bonus, plus one extra day if it is an intelligent weapon and another one if it has special powers. Once again, the bonus used is the one against constructs, if the weapon has any.

ROCK LIVING STATUE

A rock living statue has an outer shell of stone, but inside is made of hot magma (fiery lava). When the creature attacks, it squirts the magma from its fingertips for 2d6 points of damage per hit. The statue may shoot the magma up to a distance of 1 m per level.

	ELEMENTS		PHYSICAL ATTACKS
WATER	Normal	SHARP	Normal
AIR	Half damage	PIERCING	Normal
LIGHTNING	Half damage	BLUNT	Normal
FIRE	Normal		
ICE	Half damage		
EARTH	Normal		
HOLY	Normal		
DARK	Normal		

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	2	2	2	2	2	2	2	2	2	2
HD	2*	3*	4*	5*	6*	7*	8*	9*	10*	11*
MOVEMENT	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)
INITIATIVE	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
ATTACKS	2	2	2	2	2	2	2	2	2	2
DAMAGE	1d4	1d6	1d8	1d8+1	1d8+2	1d8+3	1d8+4	1d8+5	1d8+6	1d8+7
N° ENC.	1d4	1d4	1d4	1d4	1d3	1d3	1d3	1d3	1d2	1d2
ST	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11
MORALE	11	11	11	11	11	11	11	11	11	11
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	25	50	125	300	500	850	1.200	1.600	1.750	1.900

MONSTERS

	ROCK LIVING STATUE									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Double damage	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Immune									
ICE	Double damage									
EARTH	Immune									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	4	4	4	4	4	4	4	4	4	4
HD	3*	4*	5*	6*	7+2*	9*	10+2*	12*	14*	16*
MOVEMENT	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)
INITIATIVE	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
ATTACKS	2 shots of magma									
DAMAGE	2d4	2d4	2d6	2d6	2d8	2d8	2d10	2d10	2d12	2d12
N° ENC.	1d4	1d4	1d3	1d3	1d3	1d3	1d2	1d2	1d2	1d2
ST	F3	F4	F5	F6	F7	F9	F10	F12	F14	F16
MORALE	11	11	11	11	11	11	11	11	11	11
TREASURE TYPE	None									
MA	С	С	С	С	С	С	С	С	С	С
XP	50	125	300	500	1.025	1.600	1.900	2.125	2.500	2.950

LIZARD, GIANT

Giant lizards are reptiles that may commonly be found in dungeons and even in wild environments. There are many different species, and each has a peculiar look and fighting style.

GECKO

The gecko is a long lizard, between 50 cm and 3 m long depending on the age, coloured light blue with orange-brown spots. Geckos are nocturnal carnivores and hunt by climbing on walls and trees with their specially adapted feet, then drop on their prey to attack. Whe they do so, they get the

surprise with a roll of 1-4 on 1d6. They have a limites 9 m infravision that allows them to see in the darkness. Last but not least, a gecko is able to run on water without sinking on it.

DRACO

A draco is a lizard, between 80 cm and 4 m long, depending on the age, with wide flaps of skin beneath its legs. It spreads these flaps to glide through the air, like flying squirrels. Dracos are generally found above the ground, though they are curious creatures and sometimes creep into caves and ruins to explore, or to get shelter against very

cold or very hot weather. They are carnivores and often attack adventurers.

TUATARA

A tuatara is a dangerous carnivore lizard that may be between 1 m and 6 m long, depending on the age. This reptile looks like a cross between a huge iguana and a toad. It has pebble-coloured olive skin with white spikes along its back. A tuatara has a membrane over its eyes that allows it to see in darkness through infravision up to 27 m distance.

	GEO	ко			
	ELEMENTS	PHYSICAL ATTACKS			
WATER	Half damage	SHARP	Normal		
Air	Normal	PIERCING	Normal		
LIGHTNING	Normal	BLUNT	Normal		
FIRE	Normal				
ICE	Normal				
EARTH	Normal				
HOLY	Normal				
DARK	Normal				

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	6	5	5	5	4	4	4	3	2
HD	1+1	2+2	3+1	4+2	5+2	6+2	7+3	7+6	7+9	7+12
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 bite									
DAMAGE	1d4	1d6	1d8	1d8	1d10	1d10	1d12	1d12+1	1d12+2	1d12+3
N° ENC.	1d10	1d8	1d6	1d6	1d4	1d4	1d3	1d3	1d2	1d2
ST	F1	F1	F2	F3	F3	F4	F5	F5	F6	F7
MORALE	6	6	7	7	7	7	7	8	8	8
TREASURE TYPE	None	None	None	Α	Α	Α	В	В	В	С
MA	N	N	N	N	N	N	N	N	N	N
XP	15	25	50	125	225	350	550	550	550	550

						DRA	CO					
			ELEMENT	s					Physic	AL ATTACKS	5	
WATER		Norr	mal				SHAR	P	Normal			
Air		Half damage					PIER	CING	Normal			
LIGHTNING	IGHTNING Normal						BLUN	Т	Normal			
FIRE		Norr	mal									
ICE		Norr	mal									
EARTH		Norr	mal									
HOLY	Normal											
DARK	DARK Normal											
LEVEL 1 LEVEL 2 LEVEL 3 LEVEL 4 LEV						EL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10	

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	6	5	5	5	4	4	4	3	2
HD	2	3+1	4+2	5+3	6+4	7+5	8+6	8+9	8+12	8+15
MOVEMENT	36 (12) Glide: 45 (15)									
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 bite									
DAMAGE	1d6	1d8	1d10	1d10	1d12	1d12	1d12+1	1d12+2	1d12+3	1d12+4
N° ENC.	1d8	1d6	1d4	1d4	1d4	1d3	1d3	1d2	1d2	1d2
ST	F1	F2	F3	F3	F4	F4	F5	F6	F7	F8
MORALE	6	6	7	7	7	7	7	8	8	8
TREASURE TYPE	None	None	None	Α	Α	А	В	В	В	С
MA	N	N	N	N	N	N	N	N	N	N
XP	20	50	125	225	350	550	775	775	775	775

	Tuatara								
	ELEMENTS	PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Half damage								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	5	4	4	4	3	3	3	2	1
HD	2	4	6	7+1	8+2	9+3	10+4	10+8	10+12	10+16
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	2 claws +1 bite									
DAMAGE	claws: 1d2	claws: 1d3	claws: 1d4	claws: 1d6	claws: 1d6	claws: 1d8	claws: 1d8	claws:1d10	claws:1d10	claws:1d12
DAWAGE	bite: 1d6	bite: 2d4	bite: 2d6	bite: 2d6	bite: 2d8	bite: 2d8	bite: 2d10	bite: 2d10	bite: 2d12	bite: 2d12
N° ENC.	1d6	1d4	1d3	1d3	1d3	1d3	1d2	1d2	1d2	1d2
ST	F1	F2	F3	F4	F5	F5	F6	F6	F7	F7
MORALE	5	5	6	6	6	6	6	7	7	7
TREASURE TYPE	None	None	Α	Α	В	В	С	С	D	D
MA	N	N	N	N	N	N	N	N	N	N
XP	20	75	275	550	775	1.000	1.100	1.100	1.100	1.100

LOCUST, GIANT

Giant locusts span between 30 cm and 2 m length. Sometimes they may be mistaken for statues, or not noticed at all, because of their stone-grey colour. They are herbivores and eat fruit, herbs and even fungus like yellow mold and shrieker. They cannot be harmed by yellow mold and are imune to most poisons.

FIGHTING STYLE

Locusts do not normally attack humans. Instead of fighting, they usually flee by jumping away. However, they often get confused and 50% of the times they actually jump onto an enemy instead of jumping away. When it happens, the victim is picked randomly and an attack roll is done. If the attack is successful, the victim takes bump damage and then the locust usually flies away.

When frightened or attacked, giant locusts emit a loud shrieking noise that alerts other locusts nearby. In dungeons, the shriek has a 20% chance of attracting some wandering monsters.

If cornered, a giant locust may spit a gooey substance at 3 m distance. The victim is treated as if having AC 9, no matter how good his or her protections are. Only Dexterity bonus may apply. If this substance hits an enemy, the

enemy needs to save vs. poison, otherwise he is hit by the strong smell of the spit and is not able to do anything for 1 turn. Higher level locusts even have some corrosive substance in their sppit, and cause a small amount of damage with it.

After one turn from receiving the spit, a character gets used to the smell and loses the disadvantage, but other characters getting closer than 1,5 m from him must save vs. poison as well or they receive the same panalty.

	GIANT LOCUST									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	4	4	4	4	4	4	4	4	4	4
HD	1/2**	1**	1+2**	2**	2+2**	3**	3+2**	3+4**	3+6**	3+8**
	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)
MOVEMENT	Flying: 54 (18)									
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 bite or 1 bump or 1 spit									
	bite: 1	bite: 1	bite: 1d2	bite: 1d2	bite: 1d3	bite: 1d3	bite: 1d4	bite: 1d4	bite: 1d6	bite: 1d10
DAMAGE	bump: 1d2	bump: 1d3	bump: 1d3	bump: 1d4	bump: 1d4	bump: 1d6	bump: 1d6	bump: 1d8	bump:1d10	bump:1d12
	spit: 0	spit: 0	spit: 0	spit: 0	spit: 1	spit: 1	spit: 1d2	spit: 1d2	spit: 1d4	spit: 1d6
N° ENC.	3d12	3d10	2d12	2d10	3d6	2d8	2d6	2d4	1d6	1d4
ST	F1	F1	F2	F2	F3	F3	F4	F4	F4	F4
MORALE	5	5	5	5	5	5	5	5	5	5
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	7	16	23	30	45	65	100	100	100	100

MINOTAUR

A minotaur is a large man-shaped creature with the head, hide and temperament of a bull. It is larger than human size, often standing around 2,5 m, and eats meat. Humans are his favourite meat.

Minotaurs usually live in ruins, dungeons and mazes. They are of modest intelligence and have a very aggressive attitude.

FIGHTING STYLE

Minotaurs are extremely aggressive and normally they attack any enemy of their size or smaller immediately. If the enemies run away, the minotaurs usually pursue them as long as they are in sight. Minotaurs may use weapons, gaining a bonus on the damage due to their size and strength, or may just attack with gore and bite, but if they attack with a weapon they cannot use other attacks in the same round.

Some extremely intelligent minotaurs may even be spellcasters.

SPELLCASTERS

Minotaurs may be spellcasters, but they are quite stupid and it is a very very rare event. If they cast clerical spells, they are shamans. If they cast wizard spells, they are wiccas. Demihuman spellcasters don't suffer the limitations to weapons and armors as humans.

WEAPON MASTERY

Minotaurs have base mastery in whatever weapon they are using. Higher level minotaurs may gain one extra mastery slot at levels 4, 7 and 10, and therefore they may become skilled or expert in some weapons as well. Humanoid creatures may not get a skill level higher than *expert* in any weapon, except if they train with human teachers.

ARMOR

Minotaurs' natural AC is 6. If a minotaur wears an armor, the protection of the armor is subtracted from 6.

Minotaur									
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	6	6	6	6	6	6	6
HD	2	4	6	8	9	10	11	12	13	14
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
	1 bite or	1 bite or	1 bite or	1 bite or	1 bite or	1 bite or				
ATTACKS	1 gore or	1 gore or	1 gore or	1 gore or	1 gore or	1 gore or				
	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon				
	bite / gore 1d3	bite / gore 1d4	bite / gore 1d6	bite / gore 1d8	bite / gore 1d8+1	bite / gore 1d8+2	bite / gore 1d8+3	bite / gore 1d8+4	bite / gore 1d8+5	bite / gore 1d8+6
DAMAGE	or	or	or	or	or	or	or	or	or	or
	by weapon +1	by weapon +2	by weapon +2	by weapon +3	by weapon	by weapon +4	by weapon	by weapon	by weapon	by weapon +6
N° ENC.		_	_		+3		+4 1d4	+5	+5 1d2	
	1d8	1d8	1d6	1d6	1d6	1d4		1d4	1d2	1d2
ST	F2	F4	F6	F8	F9	F10	F11	F12	F13	F14
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	None	None	Α	Α	В	В	С	D	E	F
MA	С	С	С	С	С	С	С	С	С	С
XP	20	75	275	650	900	1.000	1.100	1.250	1.350	1.500
SHAMAN SPELLS	1	2	2-1	2-2	2-2	2-2	2-2	2-2	2-2	2-2
WICCA SPELLS	1	2	2-1	2-2	2-2	2-2	2-2	2-2	2-2	2-2
XP SHAMAN OR WICCA	25	125	400	1.200	1.600	1.750	1.900	2.125	2.300	2.500

MUMMY

Mummies are undead monsters: the carefully prepared and bandage-swathed remains of long dead nobles and guardians, who normally lurk near desert ruins and tombs. Mummies are often created as guardians for these tombs and are charged with the task of killing anyone who breaks in the tomb,

even if they must follow the trespassers to the very end of the earth.

FIGHTING STYLE

Every character seeing a mummy must make a saving throw vs. paralysis or stop, paralyzed with fear, until the mummy is out of sight.

The touch of a mummy causes disease in addition to the damage, and there is no saving throw to resist it. This

hideous rotting affliction prevents all magical healing and slows down normal healing to just 1 HP per day. The disease lasts until magically cured.

Mummies can only be damaged by spells, magic weapons and fire (normal fire as well). They are immune to *sleep, charm* and *hold* spells.

	Миммү									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Half damage	SHARP	Half damage							
Air	Half damage	PIERCING	Half damage							
LIGHTNING	Half damage	BLUNT	Half damage							
FIRE	Half damage									
ICE	Half damage									
EARTH	Half damage									
HOLY	Half damage									
DARK	Half damage									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	3	3	3	3	3	3	3	3	3	3
HD	3+1*	4+1*	5+1*	6+1*	7+1*	8+1*	9+1*	10+1*	11+1*	12+1*
MOVEMENT	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)
INITIATIVE	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
ATTACKS	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch
DAMAGE	1d8 + disease	1d10 + disease	1d12 + disease	1d12+1 + disease	1d12 +2 + disease	1d12 +3 + disease	1d12 +4 + disease	1d12 +5 + disease	1d12 +6 + disease	1d12 +7 + disease
N° ENC.	1d12	1d10	1d8	1d8	1d6	1d6	1d4	1d4	1d2	1d2
ST	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	С	D	D	E	E	F	F	G	G	Н
MA	С	С	С	С	С	С	С	С	С	С
XP	75	200	400	650	1.025	1.400	1.750	1.900	2.125	2.300

MURKY MOANER

A murky moaner is a rare undead creature born from the pain of a human being who has died due to tortures and has never been buried, or has died eaten alive, or any other very painful death. It looks like a human-like being covered by a black ripped cape, fluctuating with no legs. Under the cape it is only possible to see one single red eye injected of blood, while from the side of the cape one single skeletal hand with very long claws comes out. The sight of a murky moaner is enough for most of the people to be paralyzed by fear. Whoever sees one of these

creatures must save vs. paralysis. If the save fails, the creature is paralyzed and may not do anything at all until the monster has disappeared from his sight.

When encountered for the first time, a murky moaner usually appears from shadows materializing with a scary cry. In this way, it gets the surprise with a roll of 1 or 2 on 1d6.

When a murky moaner is left with less than 1/3 of its HP, it may become ethereal and disappear again, going somewhere to get better before going back to search the ones who beated him.

FIGHTING STYLE

The murky moaner attacks with its poisonous claw only. Whoever is hit by it, must save vs. poison, otherwise he will suffer the damage of the poison. Murky moaners are usually lonely creatures, but in places where lots of creatures have been tortured and killed, like the prisons of some castle, there may be more than one. A murky moaner may only be damaged by magical weapons and spells and may be turned as a wight.

	Murky Moaner									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Double damage									
DARK	Half damage									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	5	5	5	5	5	5	5	5
HD	2+1**	3+1**	4+1**	5+1**	6+2**	7+2**	8+2**	9+3**	10+3**	11+4**
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 claw	1 claw	1 claw	1 claw	1 claw	1 claw	1 claw	1 claw	1 claw	1 claw
DAMAGE	1d4 + average poison	1d6 + average poison	1d6+1 + average poison	1d8 + average poison	1d8+1 + average poison	1d10 + average poison	1d10+1 + heavy poison	2d6 + heavy poison	2d6+2 + heavy poison	2d6+4 + heavy poison
N° ENC.	1d4+1	1d4	1d4	1d3	1d3	1d2	1d2	1	1	1
ST	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	В	В	В	С	С	D	D	E	E	F
MA	С	С	С	С	С	С	С	С	С	С
XP	45	100	275	575	950	1.500	2.025	2.500	2.700	3.000

OCHRE JELLY

An ochre jelly is a creature made of a jelly-like substance coloured in a color that may vary from light yellow to pink, going through ochre and light brown. This disgusting creature may only be harmed by cold or fire. Any other attack to the jellly may only split it into 1d4+1 smaller jellies, of lower levels. The smallest ones measure about 1 m, but

the bigges tones may be above 3 m. An ochre jelly may squeeze through any gap, for small it may be, and is able to dissolve woood, clothes and leather in just one round. It is not able to dissolve metal or stone, though.

FIGHTING STYLE

An ochre jelly may only attack one enemy per round, therefore dividing it into smaller ones may force a group to endure many more attacks. When hitting an enemy, the jelly sticks to him and starts dissolving his clothes. Once the clothes are gone, the ochre jelly may cause automatic damage to that creature until the creature is completely dissolved or the jelly is killed.

OCHRE JELLY										
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Immune	SHARP	Immune							
Air	Immune	PIERCING	Immune							
LIGHTNING	Immune	BLUNT	Immune							
FIRE	Normal									
ICE	Normal									
EARTH	Immune									
HOLY	Immune									
DARK	Immune									
il										

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	8	8	8	8	8	8	8	8	8	8
HD	2*	3*	4*	5*	6*	7*	8*	9*	10*	11*
MOVEMENT	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1	1	1	1	1	1	1	1	1	1
DAMAGE	1d6	1d8	1d10	2d6	2d8	2d10	2d12	3d10	3d12	4d10
N° ENC.	1	1	1	1	1	1	1	1	1	1
ST	F1	F2	F2	F3	F3	F4	F4	F5	F5	F6
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	25	50	125	300	500	850	1.200	1.600	1.750	1.900

OGRE

Ogres are big and fearsome creatures, normally between 2 and 3 m tall. They often wear animal fur and leather clothes and often live in groups in the caves. Their face is deformed and horrible, their body is fat and huge, and their nose is similar to the ones of pigs. Moreover, they stink incredibly bad. In an ogre lair there are normally between 5 and 30 of them, but they may live in bigger villages and tribes. They often submit and enslave smaller humanoids, like goblins, orcs and kobolds.

Ogres hate the Neanderthal and will attack them as soon as they spot any, with no need of a reaction roll. A thing that the ogres love is to eat the fresh meat of humans, elves and halflings, but they don't really appreciate dwarf meat that much because it is often too chewy.

Ogres are sometimes guided by leaders that may use magic items.

FIGHTING STYLE

Ogres are very strong, and smart enough to focus their attacks on one single target when they need. However, they tend to underestimate people, because they think that whoever is smaller than them must be weaker, therefore they normally spread and attack different targets, if they feel too confident. Sometimes a very big ogre may want to challenge the biggest enemy alone just to prove his dominance over the other ogres and scare the enemies. Ogres may use weapons and wear armors. Due to their huge strength, they always add a strength bonus to their damage, as shown in the tables.

SPELLCASTERS

Ogres may be spellcasters, but they are quite stupid and it is a very very rare event. If they cast clerical spells, they are shamans. If they cast wizard spells, they are wiccas. Demi-human spellcasters don't suffer the limitations to weapons and armors as humans.

WEAPON MASTERY

Ogres have base mastery in whatever weapon they are using. Higher level ogres may gain one extra mastery slot at levels 4, 7 and 10, and therefore they may become skilled or expert in some weapons as well. Humanoid creatures may not get a skill level higher than *expert* in any weapon, except if they train with human teachers.

ARMOR

Ogres' natural AC is 7. It becomes 5 due to the rugs and leather clothes they normally wear. If an ogre wears an armor, the protection of the armor is subtracted from 7.

Ogre								
	ELEMENTS	PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal					
Air	Normal	PIERCING	Normal					
LIGHTNING	Normal	BLUNT	Normal					
FIRE	Normal							
ICE	Normal							
EARTH	Normal							
HOLY	Normal							
DARK	Normal							

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5*	5*	5*	5*	5*	5*	5*	5*	5*	5*
HD	3+1	4+1	5+1	6+2	7+2	8+2	9+3	9+6	9+9	9+12
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-	•	-	ı		•	•	•	-	-
ATTACKS	1 weapon									
DAMAGE	by weapon +1	by weapon +2	by weapon +2	by weapon +2	by weapon +3	by weapon +3	by weapon +3	by weapon +4	by weapon +4	by weapon +4
N° ENC.	1d8	1d8	1d6	1d6	1d4	1d4	1d3	1d3	1d2	1
ST	F3	F4	F5	F6	F7	F8	F9	F10	F10	F10
MORALE	9	10	10	10	10	10	10	11	11	11
TREASURE TYPE	Α	В	С	D	D	E	E	F	F	G
MA	С	С	С	С	С	С	С	С	С	С
XP	50	125	225	350	550	775	1.000	1.000	1.000	1.000
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-2-2	3-2-2	3-2-2	3-2-2
WICCA SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-2-2	3-2-2	3-2-2	3-2-2
XP SHAMAN OR WICCA	75	200	400	650	1.500	2.025	2.500	2.500	2.500	2.500

OWLBEAR

An Owlbear is a huge bearlike creature with the head of a giant owl. The creature is furry from the feet to the neck, at which point the fur gives way to feathers. Owlbears may measure between 1 m and 3 m, depending on the age, and may be commonly found underground or in dense forests. In the Principalities of Glantri they are mainly common in the thick forests on the Wendarian Ranges. Owlbears have nasty temper and are carnivores: they are often hungry and like fresh meat. They are well known for attacking adventurers.

FIGHTING STYLE

Alike bears, the owlbear fights standing on the back legs and attacking with the powerful paws and the bite. If an owlbear manages to hit the same victim with both paws in one round, the victim is grabbed and squeezed in a tight hug that deals some extra damage, but only for that round and only if the victim is smaller than the bear.

OWLBEAR							
	ELEMENTS		PHYSICAL ATTACKS				
WATER	Normal	SHARP	Normal				
Air	Normal	PIERCING	Normal				
LIGHTNING	Normal	BLUNT	Normal				
FIRE	Normal						
ICE	Normal						
EARTH	Normal						
HOLY	Normal						
DARK	Normal						

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	5	5	5	4	4	4	3	3
HD	3	4	5	6	7	8	9	10	11	12
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	2 claws +1 bite + hug	2 claws +1 bite + hug	2 claws +1 bite + hug	2 claws +1 bite + hug	2 claws +1 bite + hug	2 claws +1 bite + hug	2 claws +1 bite + hug			
DAMAGE	claws: 1d4 bite: 1d4 hug: 2d4	claws: 1d6 bite: 1d6 hug: 2d6	claws: 1d8 bite: 1d8 hug: 2d8	claws: 1d8 bite: 1d10 hug: 2d8	claws: 1d8 bite: 1d10 hug: 2d10	bite: 1d12	claws:1d10 bite: 1d12 hug: 2d12	claws:1d12 bite: 1d12 hug: 2d12		claws:1d12 bite:1d12+4 hug: 2d12
N° ENC.	1d6	1d4	1d4	1d4	1d3	1d3	1d3	1d2	1d2	1d2
ST	F2	F2	F3	F3	F4	F4	F5	F5	F6	F6
MORALE	8	9	9	9	9	9	9	10	10	10
TREASURE TYPE	В	С	С	D	D	E	E	F	F	G
MA	N	N	N	N	N	N	N	N	N	N
XP	35	75	175	275	450	650	900	1.000	1.100	1.250

PEGASUS

Pegasi are semi intelligent winged horses. They are shy and wild, and don't trust humans and humanoids, normally. They cannot be tamed, but may serve Lawful characters (and only Lawful characters) if captured and trained while young. Pegasi are natural enemies of hipogriffs and may be sometimes found in woods, or on the mountains where they build their nests to be protected from raind and wind.

FIGHTING STYLE

Pegasi don't like to fight, but may be trained for it. However, they only use their hooves to hit enemies and, whenever they get a chance, they prefer to fly away from fights.

PEGASUS								
	ELEMENTS		PHYSICAL ATTACKS					
WATER	Normal	SHARP	Normal					
AIR	Half damage	PIERCING	Normal					
LIGHTNING	Normal	BLUNT	Normal					
FIRE	Normal		-					
ICE	Normal							
EARTH	Normal							
HOLY	Normal							
DARK	Normal							

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	6	6	6	6	6	6	6
HD	1/2	1+1	2+2	3+3	4+4	5+5	5+7	5+9	5+11	5+13
	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)	72 (24)
MOVEMENT	Flying: 144 (48)									
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	2 hooves									
DAMAGE	1d3	1d4	1d6	1d6	1d8	1d8	1d8+1	1d8+2	1d8+3	1d8+4
N° ENC.	1d6	1d8	1d12	1d10	1d8	1d6	1d4	1d3	1d2	1
ST	NP	F1	F2	F3	F4	F5	F6	F7	F8	F9
MORALE	6	7	8	8	8	8	8	9	9	9
TREASURE TYPE	None									
MA	L	L	L	L	L	L	L	L	L	L
XP	5	15	25	50	125	225	225	225	225	225

RAT

Rats are extremely common pests that can be found almost everywhere. Smal level 1 rats are common rodents and may be between 15 and 30 cm long, plus the tail. Higher level rats are giant rats and may be 30 cm long per level, up to almost 3 m for the huge ones. Rats normally avoid humans and will not attack unless summoned, defending their lair or particularly hungry. Rats are good swimmers and may attack even while swimming. They are afraid of fire and will automatically run from it, unless forced to fight by a sumoning creature.

Some rats carry diseases. Anyone bitten by rats that carry diseases must roll 1d20: if the result is 1, he has been infected with the disease. This chance must be checked for every hit of the

rats. Rats that carry diseases are considered more dangerous and have one more special ability than normal ones (an extra *), therefore give more experience. Every victim may still avoid being infected by the disease by successfully saving vs. poison. If the save fails, the victim may die in 1d6 days (1 chance out of 1d4), or may be bedded and sick for not less than one month (normally 30+1d20 days), unable to adventure.

NORMAL RATS (LEVEL 1)

Normal rats attack in packs of 5-10 rats, normally swarming over their enemies and biting wherever they can reach. If there are more than 10 rats, they will split in two or more smaller packs of not less than 5 rats each, and may attack several creatures. One pack

will only attack one creature at a time and makes only one attack per round.

GIANT RATS (LEVEL 2 OR HIGHER)

Giant rats are just much bigger than normal rats, and are usually found in dungeons, ruins, or places inhabited by undead creatures. Giant rats are often found in small swarms, but they attack each as an independent creature, and not in packs like smaller rats.

WHITE RATS

Sometimes on the mountains it is possible to encounter white rats. These creatures may camouflage in snowy and icy environments, which gives them the surprise on a roll of 1-2 on 1d6. However, they are as easy to scare as any other rat and they behave exactly like other rats.

RAT									
	ELEMENTS	PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	9	7	7	7	7	6	6	6	5	5
HD	1 HP (*)	1/2 (*)	1 (*)	1+2 (*)	2 (*)	3 (*)	4 (*)	5 (*)	6 (*)	7 (*)
MOVEMENT	18 (6) swimming: 9(3)	36 (12) swimming: 18 (6)	36 (12) swimming: 18 (6)	36 (12) swimming: 18 (6)	45 (15) swimming: 27 (9)	45 (15) swimming: 27 (9)	45 (15) swimming: 27 (9)	54 (18) swimming: 36 (12)	54 (18) swimming: 36 (12)	54 (18) swimming: 36 (12)
INITIATIVE	+2	+2	+1	+1	+1	+1	+1	+1	-	-
ATTACKS	1 per pack	1 bite	1 bite	1 bite						
DAMAGE	1d6	1d3	1d4	1d6	1d8	1d10	1d10+1	1d10+2	1d10+3	1d10+4
N° ENC.	5d10	3d6	2d8	2d6	1d10	1d8	1d6	1d4	1d3	1d2
ST	NP	NP	F1	F1	F1	F2	F2	F3	F3	F4
MORALE	5	8	8	8	8	9	9	9	9	10
TREASURE TYPE	None	А	Α	В	В	С	С	D	D	E
MA	N	N	N	N	N	N	N	N	N	N
XP	2	5	10	15	20	35	75	175	275	450
XP INFECTED	3	6	13	19	25	50	125	300	500	850

RHAGODESSA

The rhagodessa is a giant spider-like creature that inhabits dungeons and dark forests. The smallest specimens measure just less than one meter, but adult ones are usually the size of a horse. Very old rhagodessas may even reach about 4 m length.

The rhagodessa has an oversized head and yellow mandibles, mounted on a furry brown body. It is mainly nocturn, but in dark places it may be encountered at any time. This monster

is also able to climb walls, but unlike spiders, it doesn't make any web.

FIGHTING STYLE

The rhagodessa has five pairs of legs, ad the two front legs have suckers that the monster uses to immobilize its preys. A hit with one of the legs deals no damage, but means that the victim is stuck in it. The rhagodessa will take the victim to its mouth in the next round and bite it, automatically hitting and dealing the bite damage. If a rhagodessa is

endangered while hunting, it will try to run away with a prey and eat quietly. A first level rhagodessa is too small to immobilize any character, but still a hit with the suckers means that it may automatically hit from next round on. A second level rhagodessa may immobilize a halfling or a child, but not grown-ups and dwarves, while from level 3 on, a rhagodessa may immobilize any human-sized creature.

	Rhagodessa								
	ELEMENTS	PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Half damage								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	5	5	4	4	3	3	2	2	1
HD	2	3+1	4+2	5+3	6+4	7+5	8+6	9+7	10+8	11+9
MOVEMENT	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 leg or 1 bite									
DAMAGE	leg: 0									
DAWAGE	bite: 2d4	bite: 2d6	bite: 2d8	bite: 2d8	bite: 2d10	bite: 2d10	bite: 2d12	bite: 2d12	bite: 3d10	bite: 3d12
N° ENC.	1d8	1d6	1d4	1d4	1d3	1d3	1d2	1d2	1	1
ST	F1	F1	F2	F2	F3	F3	F4	F4	F5	F5
MORALE	8	9	9	9	9	9	9	10	10	10
TREASURE TYPE	А	В	С	D	E	F	G	Н	I	J
MA	N	N	N	N	N	N	N	N	N	N
XP	20	50	125	225	350	550	775	1.000	1.100	1.250

ROBBER FLY

A robber fly is a giant fly with black and yellow stripes. From a distance, robber flies may be confused with giant bees. They size from 30 cm up to 1,5 m, and are carnivores who often attack adventurers. However, robber flies prefer to feed on giant bees, and they are also immune to their poison.

FIGHTING STYLE

Robber flies are patient hunters. They often hide in shadows and wait to surprise their preys with a roll of 1-4 on 1d6. They usually sit on dark walls or roofs waiting for preys to come closer. A robber fly can leap up to 9 m and attack with its bite in the same round.

	ROBBER FLY									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	6	6	6	6	6	6	5	5	5
HD	1/2	1	2	3	4	4+2	4+4	4+6	4+8	4+10
	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
MOVEMENT	Flying: 54 (18)									
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 bite									
DAMAGE	1d4	1d6	1d8	1d8	1d8+1	1d8+1	1d10	1d10+1	1d10+1	2d6
N° ENC.	1d10	1d8	1d6	1d6	1d6	1d4	1d4	1d4	1d3	1d3
ST	NP	F1	F1	F1	F2	F2	F3	F3	F4	F4
MORALE	7	7	8	8	8	8	8	8	9	9
TREASURE TYPE	Α	А	А	А	Α	В	В	В	С	С
MA	N	N	N	N	N	N	N	N	N	N
XP	5	10	20	35	75	125	125	125	125	125

Roc BIRD

Rocs are huge birds of prey resembling eagles. They are very lawful and are often unfriendly towards neutrals (-1 to reaction rolls) and chaotics (-2 to reaction rolls). Older rocs' feathers become grey-ish and hard as rock. Thanks to this, rocs of level 4-7 gain a camouflage chance of 40% on mountain sides and tops. Huge rocs of level 8-10 have a camouflage chance of 80%, due to their feathers even more similar to stone.

Rocs prefer solitude, and will swoop to attack any intruders unless carefully

approached. Their nests, normally built on the top of the mountains, may contain 1d6 eggs or young 1st level birds. If encountered in their nest, rocs never need to check their morale. If captured young or hatched from eggs, rocs may be trained as riding beasts.

Rocs are extremely sensitive and are always able to recognise the true alignment of a character at first sight. They cannot be fooled by acting and magic. Rocs measure between 2 m for the smallest of them, to about 120 m for the biggest and most ancient of them, from the tip of the beak to the tail. Their

wingspan is about three times the length.

FIGHTING STYLE

In combat, rocs are very savage, and they may attack at every round with both claws and the bite. The rocs may also charge enemies, diving onto them from the sky. In this case, they get a -2 to hit the enemy, and they may only use the claws or the bite, but if they hit, they deal double damage. Rocs are also able to carry creatures weighing up to 20 kg per HD.

	Roc BIRD									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal]								
EARTH	Immune]								
HOLY	Half damage									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	4	4	3	2	2	1	0	0	-1
HD	2	4	6	9	12	18	24	30	36	48
MOVEMENT	18 (6) flying: 144 (48)									
INITIATIVE	+1	+1	-	-	-	-	-1	-1	-1	-1
ATTACKS	2 claws +1 bite									
DAMAGE	claws: 1d2 bite: 1d6	claws: 1d3 bite: 2d4	claws: 1d4 bite: 2d6	claws: 1d6 bite: 2d8	claws: 1d8 bite: 2d10	claws:1d10 bite: 4d6	claws: 2d6 bite: 5d6	claws: 2d8 bite: 6d6	claws: 3d6 bite: 8d6	claws: 4d6 bite: 10d6
N° ENC.	1d6	1d4	1d2	1d2	1	1	1	1	1	1
ST	F1	F2	F3	F4	F6	F9	F12	F15	F18	F24
MORALE	7	8	8	8	9	9	9	10	10	11
TREASURE TYPE	В	D	F	Н	J	L	N	Р	R	Т
MA	L	L	L	L	L	L	L	L	L	L
XP	20	75	275	900	1.250	2.125	3.250	4.750	6.250	9.250

RUST MONSTER

A rust monster has a body like an armadillo, with a long tail and two long front antennae. The smallest ones measure not ore than 50 cm, while the biggest may be up to 2,5 m long.

FIGHTING STYLE

If a rust monster hits a target with its antennae, any nonmagical weapon or armor hit immediately crumbles to rust. A magical metal item hit by this monster, only loses one +1 bonus or, if

it has no bonuses, one magic ability per hit. Magic items have a chance to resist this kind of attacks which is 10% per +1 bonus they have. Once a magic item loses all of its abilities and bonuses, it is nonmagical and may be turned to rust in just one touch. It is not possible to repair magic items that lose their bonuses due to rust monsters.

Rust monsters are attracted by the smell of metal, and they will eat the rust created by their attacks. No metal, for precious it may be, is ever safe with a rust monster. It may turn even gold or platinum in useless rust.

Rust monsters may be hit by any weapon, and the attacks that successfully hit rust monsters only hit the body of the monster, the weapons suffering no damage for the attack. Attacking the antennae with metal weapons would only damage the weapons automatically.

	Rust Monster									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Normal	:	SHARP	Evasion: -1						
AIR	Normal	1	PIERCING	Normal						
LIGHTNING	Normal		BLUNT	Normal						
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									
		-	-							

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	3	3	2	2	2	1	1	1	0	0
HD	2*	3+2*	5*	6*	7*	8*	9*	9+3*	9+6*	9+9*
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1	1	1	1	1	1	1	1	1	1
DAMAGE	rust									
N° ENC.	1d4+2	1d4+1	1d4	1d4	1d4	1d4	1d3	1d3	1d3	1d3
ST	F1	F2	F3	F3	F4	F4	F5	F5	F6	F7
MORALE	6	6	7	7	7	7	7	7	8	8
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	25	75	300	500	850	1.200	1.600	1.750	1.750	1.750

SASQUATCH

A Sasquatch is a big, semi-intelligent creature that looks a cross between a huge gorilla and a human. A sasquatch may span from 1,5 m when it is still very young, to 2,5 m when adult, but there's witnesses who say they met some that were almost 4 m tall.

A sasquatch is normally able to use and build rough tools, and may also wear very primordial clothes made of the fur of animals it killed. These creatures tend to live in very small communities, far from humans, especially in very cold places, on the mountain tops and in frozen lands.

FIGHTING STYLE

A sasquatch may attack his enemies with his fists, or using some big clubs or similar items as weapons. He may also throw small stones or other items (range 6 - 12 - 18) to the enemies, one per round.

The sasquatch is not intelligent enough to understand human languages, and if the characters that may approach him start talking to him, he gets very easily frustrated. This highly irritates him, and if it happens, the sasquatch may become very aggressive.

Generally, the sasquatch is quite aggressive and dangerous, and it is not easy to befriend him without the use of some spells.

	SASQUATCH									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	Sharp Normal								
Air	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Half damage									
EARTH	Half damage									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	6	6	6	5	5	5	4
HD	1+2	3	5	7	9	11	13	15	15+6	15+12
MOVEMENT	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)
INITIATIVE	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
ATTACKS	1 club or 1 thrown item									
DAMAGE	both: 1d6	both: 1d8	both: 1d10	both: 2d6	both: 2d6+2	both: 3d6	both: 3d6+2	both: 4d6	both: 5d6	both: 6d6
N° ENC.	1d6	1d4	1d4	1d3	1d3	1d2	1d2	1	1	1
ST	F1	F3	F5	F7	F9	F11	F13	F15	F15	F15
MORALE	9	9	10	10	10	10	11	11	11	11
TREASURE TYPE	None	None	None	Α	Α	В	В	С	С	D
MA	N	N	N	N	N	N	N	N	N	N
XP	15	35	175	450	900	1.100	1.350	1.650	1.850	1.850

SEMU SHELL

Semu shells may live both in the sea and in rivers or lakes. They are most common in very clean waters, therefore it's not easy to find them in swamps and moats. The semu looks like a big beautiful pointy spiral shell with a colour that may vary from pink, to lilac or light blue, always with white stripes. From the shell, eight small tentacles come out and, among the tentacles, there's a sharp beak. Semu shells are much apreciated by alchemists, because the powdered shell can be used to produce healing potions. Some also apppreciate it for its colours and may pay quite a lot for very beautiful specimens. Sea people also use the biggest of the semu shells to produce strong armors.

Legends say that in the deepest seas there may be ancient semu shells that

are up to 3 m wide, but in rivers and lakes they seldom grow above 2 HD and their size is normally between 10 and 40 cm. In big lakes and in the sea it is possible to find big colonies of these shells, with as many as one hundred shells, of which one is usually very big and the other ones around are smaller. In lakes and rivers the colonies are usually much smaller, though, counting between 5 and 30 shells.

FIGHTING STYLE

The semu is a parasite that lives waiting for preys to get closer, and then attacks moving fast with its tentacles, and trying to bite it. If the bite attack is successful, the semu is stuck into the body of the victim and starts sucking the bloood at a variable rate, depending on its level, until the victim is dead. A

semu can be forced off a victim oly if it takes damage for half of its total HP or more. A character that has a semu shell stuck on himself suffers a penalty on his or her AC, saving throws and to-hit rolls equal to -1 for each HD of the monster (round down).

The nourishment that a semu gets from a single victim is usually enough for it to survive for several weeks, so that it doesn't need to feed for a while. However, if the semu is less than 1,5 m from another creature, it immediately attacks without any need for a reaction roll. The semu is also not intelligent enough to understand if it is in danger, and will never run from a fight.

	SEMU SHELL								
	ELEMENTS	PHYSICAL ATTACKS							
WATER	Half damage	SHARP	Evasion: 2						
AIR	Half damage	PIERCING	Evasion: 2						
LIGHTNING	Double damage	BLUNT	Normal						
FIRE	Normal		-						
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	4	4	4	3	3	2	2	1	0	-1
HD	1/2	1	2	3+1	4+2	6	8	11	15	20
MOVEMENT	Swimming: 27 (9)	Swimming: 27 (9)	Swimming: 27 (9)	Swimming: 27 (9)	Swimming: 27 (9)	Swimming: 27 (9)	Swimming: 27 (9)	Swimming: 27 (9)	Swimming: 27 (9)	Swimming: 27 (9)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 bite or 1suction	1 bite or 1suction	1 bite or 1suction	1 bite or 1suction	1 bite or 1suction	1 bite or 1suction	1 bite or 1suction	1 bite or 1suction	1 bite or 1suction	1 bite or 1suction
DAMAGE	Bite: 1d3 Suction: 1	Bite: 1d4 Suction: 1	Bite: 1d4 Suction: 1d2	Bite: 1d6 Suction: 1d2	Bite: 1d6 Suction: 1d4	Bite: 1d8 Suction: 1d4	Bite: 1d10 Suction: 1d6	Bite: 1d12 Suction: 1d8	Bite: 2d8 Suction: 1d10	Bite: 2d10 Suction: 1d12
N° ENC.	2d10	2d8	2d6	1d10	1d8	1d6	1d4	1d2	1	1
ST	NP	F1	F1	F1	F2	F3	F4	F5	F7	F10
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	None	None	None	None	None	None	None	None	None	None
MA	N	N	N	N	N	N	N	N	N	N
XP	5	10	20	50	125	275	650	1.100	1.650	2.375

SHADOW

Shadows are magical, noncorporeal, intelligent creatures found in eerie, dark places like dungeons, deep forests or ruins. They can only be hit by magical weapons and magic. They look like real shadows, but may alter their shapes slightly.

FIGHTING STYLE

Shadows are hard to spot, and may gain the surprise with a roll of 1-5 on 1d6.

If a shadow scores a hit, it will drain one point of strength, on top of the normal damage dealt. This weakness lasts for 8 turns. Any creature whose strength is reduced to 2 or less is unable to move, due to the extreme

weakness. Any creature whose strength is completely drained dies, and his or her body becomes a shadow immediately.

Shadows are not undead, and may not be turned by clerics. Moreover, shadows are immune to charm and sleep spells.

	Shadow									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Immune									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	7	7	7	7	7	7
HD	1+1*	2+2*	3+3*	4+4*	5+5*	6+6*	7+7*	8+8*	9+9*	10+10*
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 touch	1 touch	1 touch							
DAMAGE	1d3+ strength drain	1d4+ strength drain	1d4+ strength drain	1d6+ strength drain	1d6+ strength drain	1d8+ strength drain	1d8+ strength drain	1d10+ strength drain	1d10+ strength drain	2d6+ strength drain
N° ENC.	1d12	1d10	1d10	1d10	1d8	1d8	1d8	1d6	1d6	1d6
ST	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	None	None	Α	В	С	D	D	E	E	F
MA	С	С	С	С	С	С	С	С	С	С
XP	19	35	75	200	400	650	1.025	1.300	1.750	1.900

SHRIEKER

Shriekers look like giant mushrooms. They live in underground caves and ruins and may move around very slowly. They react to light within 18 m and movement within 9 m by emitting a piercing shriek which lasts for 1d3 rounds. For each round of shrieking, the DM can roll 1d6: with a result of 4-6 a wandering monster has heared the noise and will arrive in 2d6 rounds to investigate the source of the disturbance.

FIGHTING STYLE

The shrieker's only attack is the shriek. It is completely unharmful for humans, but small animals (especially bats and birds) can be stunned by it and fall on the ground. When it happens, the shrieker slowly crawls over them and eats them with its feeding orifice, which is at the base of its "stalk". If corpses are left close to these weird creatures, the shriekers crawl over them and slowly eat them as well.

	Shrii	EKER				
	ELEMENTS	PHYSICAL ATTACKS				
WATER	Normal	SHARP	Normal			
Air	Normal	PIERCING	Normal			
LIGHTNING	Normal	BLUNT	Normal			
FIRE	Normal					
ICE	Normal					
EARTH	Normal					
HOLY	Normal					
DARK	Normal					

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	7	7	7	7	7	7
HD	1	2	3	4	5	6	7	8	9	10
MOVEMENT	3 (1)	3 (1)	3 (1)	3 (1)	3 (1)	3 (1)	3 (1)	3 (1)	3 (1)	3 (1)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	shriek									
DAMAGE	none									
N° ENC.	1d10	1d8	1d8	1d8	1d6	1d6	1d6	1d4	1d4	1d4
ST	F1	F1	F2	F2	F3	F3	F4	F4	F5	F5
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	10	20	35	75	175	275	450	650	900	1.000

SKELETON

Animated skeletons are undead creatures often used as guards by a high level magic user or cleric who animated them, or by greater undead creatures that command them. Skeletons are often found near graveyards, dungeons and other desert places.

FIGHTING STYLE

Skeletons are undead, therefore they are not affected by any kind of *sleep, charm* ad *hold* spells. They may use weapons and armors, if they are in a humanoid shape. Skeletons of level 6 or higher are usually big abominations of bones from different corpses or skeletons of giants and other huge creatures.

WEAPON MASTERY

Skeletons have base mastery in whatever weapon thay use, but they cannot improve it.

ARMOR

Skeletons' natural AC is 7. If a skeleton wears an armor, the protection of the armor is subtracted from 7.

	SKELETON									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
Air	Normal	PIERCING	Evasion: 3							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal	1								
HOLY	Double damage									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	7	7	7	7	7	7
HD	1	2	3	4	5	6	8	10	12	15
MOVEMENT	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)
INITIATIVE	-	-	1	-	-	-	1	-	-	-
ATTACKS	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon				
DAMAGE	by weapon	by weapon	by weapon	by weapon	by weapon +1	by weapon +2	by weapon +3	by weapon +4	by weapon +6	by weapon +8
N° ENC.	3d8	3d6	3d4	1d10	1d8	1d6	1d4	1d3	1d2	1
ST	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	None	None	None	А	Α	А	В	В	С	D
MA	С	С	С	С	С	С	С	С	С	С
XP	10	20	35	75	175	275	650	1.000	1.250	1.650

SNAKES

Snakes are common reptiles, with no legs and with long, sinuous bodies, that may be found almost everywhere in the world. They come in many different species, some of which are poisonous, while some other ones are constrictors. Snakes do not normally attack humans, except if they are scared or endangered. They are often carnivores, but normally feed on small animals and tend not to attack big preys. Snakes have very elastic bodies and are able to un-hinge their jaws and swallow their victims whole.

RACER SNAKE

Racer snakes may be between 60 cm and 240 cm long. They are black and can be found almost everywhere, except in very cold climates. They are not poisonous, but they are quite strong and their bite may be dangerous by itself. Racer snakes also are very fast.

RATTLER SNAKE

A rattler snake has white and light brown scales, set in a diamond pattern, and may be between 120 cm and 480 cm long. On its tail, it has a rattler made of dried sclaes that he shakes to warn intruders or to scare away enemies that are too big to eat. This snake is extremely fast and may attack twice per round, with the second attack happening at the end of the initiative round. Rattler snakes are poisonous, and their bite is often lethal for their victims.

ROCK PYTHON

Rock pythons are huge constrictors that measure normally between 3 m and 12 m. They normally have yellow and brown scales in a spiral pattern, but there are some specimens that have white and yellow scales, known as white pythons. The first attack of a rock python is usually a bite. If the attack is successful, the snake quickly wraps its body around the victim and constricts it in the same round. The constriction causes any victim the amount of damage stated in the table and, if the victim has a number of HD equal or lower to the snake's HD, it is also paralyzed and unable to do anything, until the snake is killed and taken off its body.

A character may try to wrestle a rock python to force it off his own or someone else's body. If the character tries to take the snake off his body, he suffers a cumulative penalty on the wrestling score of -2 per every round of constriction.

WHITE SNAKE

This is the only known snake that is able to survive in cold climates, and it actually lives in the snow and in icy environments. It is possibly a species that was original of the elemental plane of frost. White snakes measure between 1 m and 6 m. A White snake has white and light blue scales set on an arrow pattern on the back. This very particular snake is able to hide in the snow and, when it attacks jumping out of the snow. it may take the victims by surprise with a roll of 1-4 on 1d6. Moreover, when a white snakes hits a victim, it poisons the victim with a substance that freezes the victim, paralyzing it and dealing a low amount of damage at every round. White snakes are very fast to move on and in the snow, but they become much slower when they are on other terrains.

RACER SNAKE								
	ELEMENTS		PHYSICAL ATTACKS					
WATER	Half damage	SHARP	Normal					
AIR	Normal	PIERCING	Normal					
LIGHTNING	Double damage	BLUNT	Normal					
FIRE	Normal							
ICE	Normal							
EARTH	Normal							
HOLY	Normal							
DARK	Normal							

						-				
	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	5	5	5	5	5	5	5	5
HD	1/2	1	2	3	4	5	6	6+2	6+4	6+6
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 bite									
DAMAGE	1d3	1d4	1d6	1d6	1d8	1d8	1d10	1d10+1	1d10+2	1d10+3
N° ENC.	1d8	1d6	1d6	1d4	1d4	1d3	1d3	1d2	1d2	1
ST	NP	F1	F1	F1	F2	F2	F3	F3	F4	F4
MORALE	6	7	7	7	7	7	7	8	8	8
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	5	10	20	35	75	175	275	350	350	350

RATTLER SNAKE								
	ELEMENTS		PHYSICAL ATTACKS					
WATER	Normal	SHARP	Normal					
Air	Normal	PIERCING	Evasion: -3					
LIGHTNING	Normal	BLUNT	Normal					
FIRE	Normal							
ICE	Normal							
EARTH	Normal							
HOLY	Normal							
DARK	Normal							

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	5	5	5	5	5	5	5	5
HD	2*	3*	4*	5*	6*	7*	8*	9*	10*	11*
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2
ATTACKS	2 bites	2 bites	2 bites	2 bites	2 bites	2 bites	2 bites	2 bites	2 bites	2 bites
DAMAGE	1d2+ light poison	1d3+ light poison	1d4+ light poison	1d4+ normal poison	1d6+ normal poison	1d6+ heavy poison	1d8+ heavy poison	1d8+ lethal poison	1d10+ lethal poison	1d12 + lethal poison
N° ENC.	1d6	1d6	1d4	1d4	1d3	1d3	1d2	1d2	1	1
ST	F1	F2	F2	F3	F3	F4	F4	F5	F5	F6
MORALE	8	8	8	8	8	8	8	8	8	8
TREASURE TYPE	None	None	None	None	None	None	None	None	None	None
MA	N	N	N	N	N	N	N	N	N	N
XP	25	50	125	300	500	850	1.200	1.600	1.750	1.900

	Rock Python									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	6	6	6	6	6	6	6
HD	2*	3+3*	5*	6+3*	8*	9+3*	11*	12+3*	14*	15+3*
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 bite or 1 squeeze	1 bite or 1 squeeze	1 bite or 1 squeeze							
DAMAGE	bite: 1d2 squeeze: 1d4	bite: 1d3 squeeze: 1d6	bite: 1d4 squeeze: 2d4	bite: 1d4 squeeze: 2d6	bite: 1d6 squeeze: 2d6	bite: 1d6 squeeze: 2d8	bite: 1d8 squeeze: 2d8	bite: 1d8 squeeze: 2d10	bite: 1d10 squeeze: 2d10	bite: 1d10 squeeze: 2d12
N° ENC.	1d6	1d4	1d3	1d3	1d2	1d2	1	1	1	1
ST	F1	F2	F3	F3	F4	F4	F5	F6	F6	F7
MORALE	8	8	8	8	8	8	8	8	8	8
TREASURE TYPE	None	None	None							
MA	N	N	N	N	N	N	N	N	N	N
XP	25	75	300	650	1.200	1.750	1.900	2.300	2.500	2.950

MONSTERS

White Snake									
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
AIR	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Double damage		·						
ICE	Immune								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	8	8	8	8	8	8	8	8	8	8
HD	1+1*	3+2*	5+3*	7+4*	9+5*	11+6*	13+7*	13+12*	13+18*	13+24*
	snow: 36 (12)	snow: 36 (12)	snow: 36 (12)	snow: 36 (12)	snow: 36 (12)	snow: 36 (12)	snow: 36 (12)	snow: 36 (12)	snow: 36 (12)	snow: 36 (12)
MOVEMENT	Other terrains: 18 (6)	Other terrains: 18 (6)	Other terrains: 18 (6)	Other terrains: 18 (6)	Other terrains: 18 (6)	Other terrains: 18 (6)	Other terrains: 18 (6)	Other terrains: 18 (6)	Other terrains: 18 (6)	Other terrains: 18 (6)
INITIATIVE	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2
ATTACKS	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite
DAMAGE	1d4 + light poison	1d6 + light poison	1d8 + light poison	1d8 + light poison	1d10 + light poison	1d10 + light poison	2d6 + light poison	2d8 + light poison	2d10 + light poison	2d12 + light poison
N° ENC.	1d3	1d3	1d3	1d2	1d2	1d2	1	1	1	1
ST	F1	F3	F5	F7	F9	F11	F13	F13	F13	F13
MORALE	9	9	9	9	9	9	9	10	10	10
TREASURE TYPE	None	None	None	None	None	None	None	None	None	None
MA	N	N	N	N	N	N	N	N	N	N
XP	19	50	400	1.025	1.600	2.125	2.500	2.500	2.500	2.500

SNOW APE

Snow apes are squat, baboon-like creatures with shaggy white fur. They are somewhat intellligent and are often able to make simple tools like sharpened bones or clubs. However, they cannot grasp more complicated concepts, such as the use of a bow and arrows.

Although they are not able to produce intelligible sounds, snow apes communicate with each other using a complex sign language. Characters may try to learn it by studying them for a while. Moreover, they often leave messages to other snow apes using signals made of stacked rocks and snowballs.

Snow apes are omnivires: they particularly like giant insects and red meat (like humans), but will not attack very large monsters or large parties, that may kill many of them in the fight. They live in snowy mountain forests and don't need to take shelter except in the worst snowstorms.

FIGHTING STYLE

Because of their camouflage, they are extremely difficult to spot in snowy environments, getting the surprise with a roll of 1-4 on 1d6. Snow apes usually fight using a weapon in one arm and using the other arm to try and hug the enemy. Because the snow ape is so strong, every creature caught in the hug takes the squeeze damage at every

round, until it's set free. An ape will mantain the hug until it's slain or until its morale fails. A snow ape may only hug and deal the squeeze damage to creatures that have a number of HD or levels lower or equal to their HD. 1st and 2nd level apes cannot use their hug in combat.

Although generally reclusive, the snow ape is clever and cruel, preferring to ambush its victims whenever possible.

If trapped or cornered, the snow ape fights viciously, and its morale increases to the total reported in brackets.

		Snow Ape					
	ELEMENTS		PHYSICAL ATTACKS				
WATER	Normal	SHARP	Normal				
Air	Normal	PIERCING	Normal				
LIGHTNING	Normal	BLUNT	Normal				
FIRE	Normal						
ICE	Half damage						
EARTH	Normal						
HOLY	Normal						
DARK	Normal						

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	6	6	6	6	6	6	6
HD	1+1	2+1	3+1	4+2	5+2	6+2	7+3	8+3	9+3	10+4
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	24 (8)	24 (8)	21 (7)	21 (7)	18 (6)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 weapon	1 weapon	1 weapon + 1 hug							
DAMAGE	1d6	1d6	weapon: 1d6	weapon: 1d6	weapon: 1d6+2	weapon: 1d6+2	weapon: 1d6+4	weapon: 1d6+4	weapon: 1d6+6	weapon: 1d6+6
NIO	0.140	0.10	hug: 2d4	hug: 2d6	hug: 2d8	hug: 2d10	hug: 2d10	hug: 2d12	hug: 2d12	hug: 3d10
N° ENC.	2d12	2d8	1d12	1d8	1d4	1d3	1d2	1d2	1	1
ST	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
MORALE	7(9)	8 (10)	8 (10)	9 (11)	9 (11)	10 (12)	10 (12)	11 (12)	11 (12)	11 (12)
TREASURE TYPE	А	В	С	D	E	E	F	F	G	G
MA	С	С	С	С	С	С	С	С	С	С
XP	15	25	50	125	225	350	550	775	1.000	1.100

SPECTRE

Spectres are among the mightiest of the undead. They have no solid body: they appear as translucent beongs of evil expression. Their eyes are red and fiery. Once humans or demi-humans, spectres have risen after death to do evil. They are often used as lieutenants by greater evil powers.

FIGHTING STYLE

Spectres can only be hit by magical weapons. Silver weapons cannot affecte them. Like all the undead, spectres are immune to sleep, charme,

hold and every kind of mind control spells. A hit by a spectre inflicts a double energy drain on top of the damage: this means that the victim loses two experience levels. A character slain by a spectre raises the next night as a spectre under the control of the slayer.

SPECTRE									
	ELEMENTS	PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Half damage								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	2	2	2	2	2	2	2	2	2	2
HD	4**	5**	6**	7**	8**	10**	12**	14**	17**	20**
	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)
MOVEMENT	flying: 90 (30)	flying: 90 (30)	flying: 90 (30)	flying: 90 (30)	flying: 90 (30)	flying: 90 (30)	flying: 90 (30)	flying: 90 (30)	flying: 90 (30)	flying: 90 (30)
INITIATIVE	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
ATTACKS	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch
DAMAGE	1d8 + double energy drain	1d8 + double energy drain	1d8 + double energy drain	1d10 + double energy drain	1d10 + double energy drain	1d10 + double energy drain	1d12 + double energy drain	1d12 + double energy drain	1d12 + double energy drain	1d12+2 + double energy drain
N° ENC.	1d12	1d10	1d8	1d8	1d6	1d6	1d4	1d4	1d2	1d2
ST	F4	F5	F6	F7	F8	F10	F12	F14	F17	F20
MORALE	11	11	11	11	11	11	11	11	11	11
TREASURE TYPE	E	E	E	E	F	F	F	G	G	Н
MA	С	С	С	С	С	С	С	С	С	С
XP	175	425	725	1.250	1.750	2.500	3.000	3.500	4.300	5.975

SPIDER, GIANT

Giant spiders are huge versions of normal spider species. All giant spiders can be very dangerous, and most of them are poisonous. All of them are carnivores, either trapping their preys in webs or jumping at victims by surprise. However, their intelligence is quite low and they are easily scared by fire.

BLACK WIDOW

This vicious arachnid measures between 30 cm and 3 m, and has a red mark on its bellly on the shape of an hourglass. The rest of the body is completely black. It usually makes big webs as its lair, and never goes too far away. If characters get stuck in its web, it must be dealed with as for the effect of the "web" spell. The web can also be burned away quite easily.

Any victim of the bite of a black widow spider must save vs. poison or get the damage of the relative poison. Smaller spiders have an average poison, but bigger ones may have a strong poison or even a lethal one.

TARANTULA

Also called *Tarantella* spider, this creature measures between 40 cm and 4 m, and has short and rigid brown hair covering most of its body and legs. The tarantula spiders don't build webs, and prefer to hide in holes in the walls or in the trees, to jump out and attack their victims.

The poison of the tarantula spider is not lethal, nor it causes real damage. If the victim fails a save vs. poison, it causes painful spasms throughout all of the muscles of the body. Due to these spasms, the victim moves as if he was doing a frantic dance. The dance induced by a tarantula has a magic and hipnotic effect on onlookers: anyone watching the dance must save vs. spells or start to dance in the same way.

Dancing creatures have a -4 modifier on their attack rolls, while attackers trying to hit them get a +4 bonus. The effect lasts for 2d6 turns and, when it ends, the dancers drop exhausted to the ground. Exhausted dancers can do nothing, not even fight, for 5 turns, and are therefore completely helpless against attacks. The characters that are caught while watching will be dancing only as long as the original victim does. A *Dispel magic* spell may stop the dance on any victim, even the poisoned ones.

	BLACK WIDOW									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	6	6	6	5	5	5	4	4	4
HD	1*	2*	3*	4*	5*	6*	7*	8*	9*	10*
	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)
MOVEMENT	on the web: 36 (12) on the web: 36 (12)	on the web: 36 (12)	on the web: 36 (12)	on the web: 36 (12)	on the web: 36 (12)	on the web: 36 (12)				
INITIATIVE	0	0	0	0	0	0	0	0	0	0
ATTACKS	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite
DAMAGE	1d6 + average poison	2d4 + average poison	2d6 + average poison	2d6 + strong poison	2d8 + strong poison	2d10 + strong poison	2d12 + strong poison	2d12 + lethal poison	2d12+2 + lethal poison	2d12+4 + lethal poison
N° ENC.	1d6	1d4	1d3	1d3	1d3	1d2	1d2	1d2	1	1
ST	F1	F1	F2	F2	F3	F3	F4	F4	F5	F5
MORALE	7	8	8	8	9	9	9	10	10	10
TREASURE TYPE	None	None	Α	А	Α	Α	В	В	В	С
MA	N	N	N	N	N	N	N	N	N	N
XP	13	25	50	125	300	500	850	1.200	1.600	1.750

MONSTERS

TARANTULA									
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	5	5	5	4	4	4	3	3	3
HD	2*	3*	4*	5*	6*	7*	8*	10*	12*	14*
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite	1 bite
DAMAGE	1d4 + special	1d6 + special	1d8 + special	1d10 + special	1d10 + special	2d6 + special	2d6 + special	2d8 + special	2d8 + special	2d10 + special
N° ENC.	1d6	1d4	1d3	1d3	1d3	1d2	1d2	1d2	1	1
ST	F1	F2	F2	F3	F3	F4	F4	F5	F6	F7
MORALE	7	8	8	8	9	9	9	10	10	11
TREASURE TYPE	None	None	А	Α	Α	В	В	В	С	С
MA	N	N	N	N	N	N	N	N	N	N
XP	25	50	125	300	500	850	1.200	1.750	2.125	2.500

STIRGE

A Stirge is a bird-like creature with a long beak. It attacks by thrusting its beak into the victim's body, and feeds on blood. The chicks are abut the size of a fist, and are not very dangerous, while the most common ones (between 1 and 2 HD) are almost as big as a pheasant. Stirges level 6 and above are very rare, and may reach the size of a turkey, still being able to fly.

Stirges live in big flocks, that may very rarely reach one hundred of birds. However, the average flock measures no more than 30 or 35 monsters. Folcks of big stirges are usually made of much less birds.

FIGHTING STYLE

A successful hit from a stirge means that the bird has attached itself to the victim

After the first round, when the damage of the attack is dealt normally, the stirge doesn't need to try and hit the enemy anymore, but may just keep on sucking, draining the blood from the victim and causing the same damage round after round, until the victim is dead. A flying stirge gains a +2 bonus on its first attack roll against any one opponent, due to its speedy diving attack.

STIRGE									
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
AIR	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
Holy	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	7	7	7	7	7	7
HD	1/8* (1 HP)	1/2*	1*	1+2*	2*	2+2*	3*	3+2*	4*	4+2*
MOVEMENT	9 (3) Flying: 54 (18)									
INITIATIVE	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2
ATTACKS	1 beak									
DAMAGE	1	1d2	1d3	1d4	1d6	1d8	1d10	2d6	2d8	2d10
N° ENC.	3d12	3d12	3d12	3d10	2d12	2d10	2d8	2d6	1d10	1d8
ST	F1	F1	F2	F3	F4	F5	F6	F7	F8	F9
MORALE	8	8	9	9	9	9	9	9	10	10
TREASURE TYPE	А	Α	В	В	В	С	С	С	D	D
MA	N	N	N	N	N	N	N	N	N	N
XP	3	6	13	19	25	35	50	75	125	200

SWARM

An insect swarm is not a single creature, but a group of small insects acting together. It may be attracted to light or sweet smells, or may just be defending its lair.

A swarm may fill an area of 3x3x3 m or even more. The insects are normal-sized, and may be crawlers (ants, centipedes, spiders), flyers (bees, wasps) or both (beetles, locusts).

FIGHTING STYLE

The swarm moves towards the victims and whoever is caught in it gets attacked and is automatically hit. All armored victims, and all monsters with AC 5 or lower, automatically take 2 points of damage per round.

Unarmored victims and monsters with higher AC take 4 points of damage per round.

Any victim who runs out of the swarm or swats the insects instead of attacking or making other actions only takes 1 point of damage. To swat the insects a character must use a weapon or a torch. Trying to do it with bare hands has no effect.

If the swarm is damaged, it will pursue its attacker nearly without fail. A victim can escape the swarm either by disappearing from sight (hiding or becoming invisible) or by diving into water. If a character chased by a swarm dives into water, he still takes the damage for the swarm for another round, but after that round all of the insects die in the water.

Any attack dealt to the swarm with weapons may only kill one single insect. Swarms are normally made of 4-10 insects per HP. Any area effect hitting the swarm (like a fireball or a lightning bolt) deals the usual damage.

Poisonous Insects

Some swarms may be made of poisonous insects. In that case, the DM must pick any kind of poison for them (but insects with a poison more than average are extremely rare). If the insects are poisonous, the XP value of the swarm is higher, and whoever gets damaged by the swarm in a round needs to save vs. poison to avoid the effect of the poison.

	Swarm									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Evasion: 3							
Air	Normal	PIERCING	Evasion: 3							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	7	7	7	7	7	7
HD	1*	2*	3*	4*	5*	6*	7*	8*	9*	10*
	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)
MOVEMENT	Flying: 18 (6)									
INITIATIVE	-	-	-		-	-	-	-	-	-
ATTACKS	area attack									
DAMAGE	special									
N° ENC.	1	1	1	1	1	1	1	1	1	1
ST	NP									
MORALE	11	11	11	11	11	11	11	11	11	11
TREASURE TYPE	None									
MA	N	N	N	Ν	Ν	N	Ν	N	N	N
XP	13	25	50	125	300	500	850	1.200	1.600	1.750
XP IF POISONOUS	16	30	65	175	425	725	1.250	1.750	2.300	2.500

THORNFISH

The thornfish is a giant fish that has long red thorns coming out of its fins. This fish uses the fin to keep the redators at bay and to attack the enemies, trying to skewer them. There are many different sub-species of thornfish, that mainly differ for the colour of theis scales. Some live in freshwater, other ones live in the sea. Normally, thornfishes that live in freshwater cannot grow over level 5, but there are reported cases of huge

specimens found in big lakes. A thornfish normally attacks only if it is endangered, but sometimes the biggest ones may attack to feed or to protect the nests, where each of them may lay up to 200 eggs at one time.

Thornfishes normally live in schools of 6-30 fishes, where fishes of different levels are seldom mixed up. The smallest of these fishes measure around 50 cm, but the biggest ones may reach up to 4 m.

FIGHTING STYLE

Thornfishes don't bite, except than on dead preys. They always attack with their thorns, until one prey is dead. Then, they usually grab it and draw it to their nest, where they feed safely. These fishes are easily scared and whenever they lose 75% of their HP or more, they always try to flee the combat and hide somewhere to heal.

	Thornfish								
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Half damage	SHARP	Normal						
AIR	Normal	PIERCING	Normal						
LIGHTNING	Double damage	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	6	6	6	5	5	5	4	4
HD	1-1	2-2	3-3	4-4	5-5	6-6	7-7	8-8	9-9	10-10
MOVEMENT	63 (21)	63 (21)	63 (21)	63 (21)	63 (21)	63 (21)	63 (21)	63 (21)	63 (21)	63 (21)
INITIATIVE	+1	+1	+1	+1	-	-	-	-	-	-
ATTACKS	1 thorn									
DAMAGE	1d4	1d6	1d8	1d10	2d6	2d8	2d10	2d12	3d10	3d12
N° ENC.	1d20	1d20	1d12	1d12	1d12	1d10	1d10	1d8	1d8	1d6
ST	F1	F1	F2	F2	F3	F3	F4	F4	F5	F5
MORALE	9	9	9	9	9	9	9	9	9	9
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	5	15	25	50	125	225	350	550	775	1.000

THOUL

A thoul is a monster created by some magic user in the past, and is the horrible combination of a ghoul, a hobgoblin and a troll. When looking to them from a distance, thouls are extremely easy to confuse for hobgoblins, and often some thouls are part of the guard of some hobgoblin king. Often they serve some chaotic rulers, be they humans or humanoids.

FIGHTING STYLE

The touch of a thoul paralyzes the victim exactly like the touch of a ghoul. The victim must save vs. paralysis, or be blocked for 2d4 turns. If wounded, a thoul regenerates 1 HP per round.

However, the regeneration power ends when the thoul dies.

Thouls are strong fighters, but not very smart. Like most of the other humanoids, though, they are smart enough to focus their attacks on one target at a time, to take down the enemies faster if they can. Being humanoids, they may wear armors and use weapons and magic items.

SPELLCASTERS

Thouls may be spellcasters as well. If they cast clerical spells, they are shamans. If they cast wizard spells, they are wiccas. Demi-human spellcasters don't suffer the limitations to weapons and armors as humans.

WEAPON MASTERY

Thouls don't usually use weapons, because their claws can paralyze the enemy. However, if using weapons, the thouls have base mastery in whatever weapon they are using. Higher level hobgoblins may gain one extra mastery slot at levels 5 and 9, and therefore they may become skilled or expert in some weapons as well.

ARMOR

Thouls' natural AC is 8. It becomes 6 due to the rugs and leather clothes they normally wear. If a thoul wears an armor, the protection of the armor is subtracted from 8.

	THOUL									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal		,							
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	Level 2	Level 4	Level F	Level 6	Level 7	L EVEL 9	1 5/5/ 0	LEVEL 10
	LEVEL	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	6	6	6	6	6	6	6
HD	1**	2**	3**	4**	5**	6**	7**	8**	9**	9+3**
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	0	0	0	0	0	0	0	0	0	0
ATTACKS	2 claws or 1 weapon									
	claws: 1d2	claws: 1d3	claws: 1d3	claws: 1d4	claws: 1d6	claws: 1d8	claws: 1d8+1	claws: 1d8+2	claws: 1d8+3	claws: 1d8+4
DAMAGE	or									
	by weapon	by weapon +1	by weapon +2	by weapon +3	by weapon +4					
N° ENC.	1d6	1d8	1d10	1d10	1d10	1d8	1d6	1d4	1	1
ST	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
MORALE	8	9	9	9	10	10	10	10	11	11
TREASURE TYPE	None	None	Α	Α	В	В	С	С	D	E
MA	С	С	С	C	С	С	С	С	С	С
XP	16	30	65	175	425	725	1.250	1.750	2.300	2.500
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-2-2	3-2-2	3-2-2	3-2-2
WICCA SPELLS	1	2	2-1	2-2	2-2-1	3-2-2	3-2-2	3-2-2	3-2-2	3-2-2
XP SHAMAN OR WICCA	19	35	80	225	675	1.175	2.050	2.850	3.700	4.000

TROGLODYTE

A troglodyte is an intelligent humanoid reptile. It has a short tail, long legs and a spiny comb on its head and arms. Troglodytes walk upright and use their hands as humans do. They hate most of other creatures. They live in small communities, usually isolated from humans and other humanoids, and have a very underdeveloped culture.

FIGHTING STYLE

Troglodytes have the chamaleonlike ability to change colour, and use it to hide by rock walls and in other natural environments. When they attack revealing themselves, they get the surprise very often, with a roll of 1-4 on 1d6. Troglodytes also secrete an oily substance that moisturizes their skin, which has a nauseating smell. Humans that engage troglodytes in hand-toh-hand combat need to save vs. poison: if they fail, they get a -2 penalty on their attack rolls.

Troglodytes may seldom be spellcasters. However, they never wear armors or use weapons to fight. Their skin tightens with the age, and their claws and teeth become sharper.

SPELLCASTERS

Troglodytes may be spellcasters as well. If they cast clerical spells, they are shamans. If they cast wizard spells, they are wiccas.

-	TROGLODYTE									
	ELEMENTS	PHYSICAL ATTACKS								
WATER	Normal	SHARP	Normal							
Air	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	5	5	4	4	4	3	3	2
HD	1*	2*	3*	4*	5*	6*	7*	8*	9*	10*
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite	2 claws +1 bite						
DAMAGE	claws: 1d3	claws: 1d4	claws: 1d4	claws: 1d6	claws: 1d6	claws: 1d8	claws: 1d8+1	claws: 1d8+2	claws: 1d8+3	claws: 1d8+4
DAMAGE	bite: 1d3	bite: 1d4	bite: 1d4	bite: 1d6	bite: 1d6	bite: 1d8	bite: 1d8+1	bite: 1d8+2	bite: 1d8+3	bite: 1d8+4
N° ENC.	1d12	1d8	1d8	1d6	1d6	1d4	1d4	1d2	1d2	1
ST	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
MORALE	9	9	9	9	9	9	9	10	10	10
TREASURE TYPE	None	А	Α	Α	В	В	В	В	С	С
MA	С	С	С	С	С	С	С	С	С	С
XP	13	25	50	125	300	500	850	1.200	1.600	1.750
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1
WICCA SPELLS	1	2	2-1	2-1	2-1	2-1	2-1	2-1	2-1	2-1
XP SHAMAN OR WICCA	16	30	65	175	s: 550 w: 425	s: 950 w: 775	s: 1.650 w: 1.250	s: 2.300 w:1.750	s: 3.000 w: 2.300	s: 3.250 w: 2.500

TROLL

Trolls are big humanoids, around 2,5 m tall, with long legs and strong bodies. They are somewhat intelligent, have ferocious features, sharp teeth and a mottled skin that looks and feels almost like rubber. They often grow very long hair on their head.

Trolls are carnivores that prefer to feed on the flesh of humans and other humanoids. They can live nearly anywhere, but usually inhabit the ruined dwellings of their victims.

FIGHTING STYLE

Trolls are very strong and attack their enemies fiercely, using their talons and sharp teeth. They also have a huge regenerating power, that activates 3 rounds after being wounded. The troll's wounds regenerate at a rate of 3 HP per round, and even severed limbs crawl back to be reattached The head and claws of a troll will keep on fighting and attacking even if the monster is dismembered, if it has still at least 1 However, the troll regenerate the damage taken by fire or acid and, when hit with these methods, his morale gets a -2 modifier.

Unless totallly destroyed by fire or acid, or burned down after being reduced to 0 HP, a troll will always be able to regenerate, even if his HP reached 0.

Trolls don't use weapons or armors, but some of them may sometimes be spellcasters.

SPELLCASTERS

Trolls may be spellcasters as well. If they cast clerical spells, they are shamans. If they cast wizard spells, they are wiccas.

	Troll									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal							
AIR	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Normal									
ICE	Normal									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	4	4	4	4	3	3	3	3	2
HD	4+1*	5+2*	6+3*	7+4*	8+5*	9+6*	10+7*	11+8*	12+9*	13+10*
MOVEMENT	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)	36 (12)
INITIATIVE	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
ATTACKS	2 claws +1 bite									
DAMAGE	claws:1d4	claws: 1d6	claws: 1d6	claws: 1d8	claws: 1d8	claws: 1d8	claws: 1d10	claws: 1d10	claws: 1d12	claws: 1d12
DAWAGE	bite: 1d8	bite: 1d8	bite: 1d10	bite: 1d10	bite: 2d6	bite: 2d6	bite: 2d6	bite: 2d8	bite: 2d8	bite: 2d10
N° ENC.	1d6	1d8	1d8	1d8	1d6	1d6	1d6	1d4	1d4	1d4
ST	F4	F5	F6	F7	F8	F9	F10	F11	F12	F13
MORALE	9	10	10	10	10	10	11	11	11	11
TREASURE TYPE	С	С	D	D	E	E	F	F	G	G
MA	С	С	С	С	С	С	С	С	С	С
XP	200	400	650	1.025	1.400	1.750	1.900	2.125	2.300	2.500
SHAMAN SPELLS	1	2	2-1	2-2	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1
WICCA SPELLS	1	2	2-1	2-2	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1	2-2-1
XP SHAMAN OR WICCA	275	525	950	1.500	2.650	3.250	3.500	3.875	4.200	4.500

VAMPIRE ROSE

Vampire roses look like bushes of wild white roses. However, they can move slowly on the ground lifting their roots. The higher the level of the creature, the bigger the bush is. Normally, tenth level vampire roses are ready to split into 1d6+2 smaller bushes of level 1-4.

FIGHTING STYLE

Vampire roses attack by wrapping their vines around the arms and legs of

their victims, thus piercing the victim's skin with thorns. Once the vine is wrapped around a victim and the thorns pierced his or her skin, the rose starts sucking the blood of the victim through the thorns, dealing the damage automatically at every round without any roll to hit. Moreover, the rose injects in the blood of the victim a hypnotic anaesthetic: the victim must save vs. spells, otherwise he or she loses any force of will and just lays still while the rose drains out his or her blood, until death comes.

Once the vampire rose starts sucking blood from its victims, the colour of the flowers starts turning from white to red. When the victim dies, the vampire rose lets it go, and steps over it with its roots, to drain every other juices from it.

The only way to force a vampire rose to release a trapped victim is to kill the bush of roses. However, when attacking the bush the victim must save vs. death ray at every blow, and if he or she fails, the victim takes the same damage as the bush.

VAMPIRE ROSE								
	ELEMENTS		PHYSICAL ATTACKS					
WATER	Half Damage	SHARP	Normal					
AIR	Normal	PIERCING	Normal					
LIGHTNING	Normal	BLUNT	Normal					
FIRE	Normal							
ICE	Normal							
EARTH	Half Damage							
HOLY	Normal							
DARK	Normal							

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	6	6	6	6	5	5
HD	2	3	4	5	6	7	8	9	10	11
MOVEMENT	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)	9(3)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 vine	1 vine	1 vine	2 vines	2 vines	2 vines	3 vines	3 vines	3 vines	4 vines
DAMAGE	1d6	1d6	1d8	1d8	1d10	1d10	2d6	2d6	2d8	2d8
N° ENC.	1d8	1d8	1d8	1d6	1d6	1d6	1d6	1d4	1d4	1d4
ST	F1	F1	F2	F2	F3	F3	F4	F4	F5	F5
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	None									
MA	С	С	С	С	С	С	С	С	С	С
XP	20	35	75	175	275	450	650	900	1.000	1.100

WHITE VERONICA

White Veronica is a very rare and dangerous species of butterflies. It only lives in extremely cold environments, and is completely white. The smallest specimens are about 10 cm wide, from wing to wing, but the biggest ones may even reach 1 m of wingspan, and usually live only in very secluded valleys on the mountains, or on the top of extremely high glaciers.

The white Veronica is a predator species that feeds on the blood of animals and people, and they are normally so rare, that to meet more than one is a very unlikely event.

FIGHTING STYLE

The white Veronica has a particular power that allows it to charme its victims: whoever sees a white Veronica must save vs. spells or fall under its charme. Charmed victims will not fight the butterfly and will let it sit on their bodies. The butterfly will then be free to bite them without them fighting back. This way, the white Veronica deals its damage atuomatically at every round, without any need to roll the dice to hit. The white Veronica will normally suck the blood from a victim until it dies, then put its eggs in the body, and fly away. The eggs will hatch in 2d6 days and give birth to 1d6 new butterflies.

When the white Veronica sucks a creature's blood, its wings fill with crimson red stripes.

If scared or attacked, white Veronicas often react simply flying away.

OTHER SPECIES

Veronicas are a wide species of butterflies, that includes many more sub-varieties. The Master may invent more of these creatures, which could live in different climates and environments. All of them will have some kind of hypnotic power, and all of them are predators that look very unharmful.

	WHITE VERONICA								
	ELEMENTS	PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal						
Air	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Immune								
EARTH	Normal]							
HOLY	Normal								
DARK	Normal								

	v				-					
	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	8	8	8	8	8	8	8	8	8	8
HD	1+2*	2*	2+2*	3*	3+2*	4*	4+2*	5*	5+2*	6*
MOVEMENT	flying: 18 (6)									
INITIATIVE	0	0	0	0	0	0	0	0	0	0
ATTACKS	Charme or 1 bite									
DAMAGE	1d4	1d4	1d6	1d6	1d8	1d8	1d8+1	1d8+2	1d8+3	1d8+4
N° ENC.	1d4	1d3	1d3	1d2	1d2	1	1	1	1	1
ST	F1	F2	F2	F3	F3	F4	F4	F5	F5	F6
MORALE	6	6	6	6	6	6	6	6	6	6
TREASURE TYPE	None	None	None	С	С	С	E	E	E	G
MA	N	N	N	N	N	N	N	N	N	N
XP	19	25	35	50	75	125	200	300	400	500

WIND BEAST

Wind beasts are rare elemental creatures from the dimension of air. They are naturally invisible, but if a character manages to see through their invisibility, they look like big humanlike birds, with ugly faces and big beaks, about as big as humans. They like cold climates, and in the known world they are usually only found in northern lands, or on the top of the glaciers.

The wind beast causes the air to whirl around them at all times, therefore their presence can be perceived by the movement of air. The wind will blow within a 9 m radius from them, but with no real consequences in game terms.

Wind beasts cannot talk or emit any sound, except for the noise of the wind

blowing around them. Some wise men think that these creatures may be able to communicate with each other by modifying the strength and the direction of the wind they produce.

FIGHTING STYLE

Wind creatures are invisible by nature, and they don't become visible when they attack. If the characters have no reason to suspect that the wind is caused by a monster, a wind beast will automatically get the surprise in the first round of combat. Otherwise, due to its invisible nature, the beast will have the surprise with a roll of 1-4 on 1d6. Wind beasts can be seen in darkness with *infravision*.

Being magical creatures, wind beasts may only be hit by silver or magical

weapons, and may not get through the protection of a protection from evil spell. They are also affected by magic that affects elemental creatures (like the scroll of protection from elementals) and may be destroyed by the spell dispel magic.

Wind beasts have а weak regenerating power, that makes them recover 1 HP per hour, after they are hurt. If their HP fall under half of the total, wind beasts usually run away and hide somewhere until they are fully restored. Wind beasts dangerous hunters, and may follow their preys for days, ambushing them every now and then, and retreating every time they need to rest.

	WIND BEAST									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Half damage	SHARP	Normal							
AIR	Absorb	PIERCING	Normal							
LIGHTNING	Half damage	BLUNT	Normal							
FIRE	Half damage									
ICE	Half damage									
EARTH	Double damage									
HOLY	Half damage									
DARK	Half damage									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	6	6	6	5	5	5	4	4	4	3
HD	1+1*	2+2*	3+3*	4+4*	5+5*	6+6*	7+7*	8+8*	9+9*	10+10*
MOVEMENT	flying: 63 (21)									
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	2 claws									
DAMAGE	1d3 each	1d4 each	1d6 each	1d6 each	1d8 each	1d8 each	1d10 each	1d10 each	1d12 each	1d12 each
N° ENC.	1d3									
ST	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10
MORALE	8	8	9	9	9	9	9	9	10	10
TREASURE TYPE	А	Α	Α	Α	В	В	В	В	С	С
MA	С	С	С	С	С	С	С	С	С	С
XP	19	35	75	200	400	650	1.025	1.400	1.750	1.900

Wolf

Wolves are large, intelligent canine carnivores, and normally hunt in packs. Though they prefer the wilderness, they may occasionally be found in caves or ruins, that they may use as shelter. Captured wolf cubs may be trained like dogs, if the DM allows it, but with difficulty: after all, they are wild creatures, and not domestic puppies.

If three or less wolves are encountered, or if the pack is reduced to half its size or to three or less members, the morale of the wolves drops to 6.

Wolves level 7 and above are giant wolves, that may be found only in lost world regions or are born by magic. These huge creatures may reach the 4 m of size and are not affected by the morale drop even if they are in a small number.

GREY WOLVES

Grey wolves are the common wolves that may be found almost everywhere. They are often referred to simply as wolves.

Grey wolves hunt in packs and usually concentrate their attacks on the weakest-looking member of the enemy group. They attack with their bite, and if they are not controlled, they are easilly scared by magic and by fire. Wolves prefer to hunt at night, and may follow their preys for a long time, ambushing them from time to time until they succeed in killing some.

FROST WOLVES

Frost wolves are bigger than normal grey wolves, they have light blue eyes and their fur is bright white. They mostly live on mountain tops and in the arctic regions, but sometimes in the warm

season they may reach down to the valleys looking for food. Sometimes hobgoblins tame them to use them as rides. Frost wolves may hunt in packs, but it's also quite common to find some isolated specimen.

Frost wolves may normally bite their preys, but they may also use a special frost breath attack. The breath may affect only one victim at a maximum distance of 4,5 m, and after using it the wolf must wait 1d4 rounds before being able to breath frost again. The victim may half the damage (round down) of the frost breath by saving vs. breath weapon. Frost wolves are immune to normal cold and very resistent to magical frost, but take more damage from fire.

	FROST WOLF									
	ELEMENTS		PHYSICAL ATTACKS							
WATER	Normal	SHARP	Normal							
Air	Normal	PIERCING	Normal							
LIGHTNING	Normal	BLUNT	Normal							
FIRE	Double Damage									
ICE	Half Damage									
EARTH	Normal									
HOLY	Normal									
DARK	Normal									

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	4	4	4	4	4	4	4	4	4	4
HD	2+1*	3+1*	4+1*	5+1*	6+1*	7+1*	8+1*	10+2*	12+4*	14+6*
MOVEMENT	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)	45 (15)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 bite or									
ATTACKS	1 breath									
DAMAGE	bite: 1d6	bite: 1d8	bite: 1d8	bite: 1d10	bite: 1d10	bite: 1d12	bite: 1d12	bite: 2d8	bite: 2d8	bite: 2d10
DAMAGE	breath: 2d4	breath: 2d4	breath: 3d4	breath: 3d4	breath: 4d4	breath: 4d4	breath: 5d4	breath: 5d4	breath: 6d4	breath: 6d4
N° ENC.	1d10	1d10	1d8	1d8	1d8	1d6	1d6	1d6	1d4	1d4
ST	F3	F4	F5	F6	F7	F8	F9	F11	F13	F15
MORALE	9	10	10	10	10	10	11	11	11	11
TREASURE TYPE	В	В	В	С	С	С	D	D	D	E
MA	С	С	С	С	С	С	С	С	С	С
XP	35	75	200	400	650	1.025	1.300	1.900	2.300	2.700

MONSTERS

GREY WOLF									
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
AIR	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Normal								
DARK	Normal								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	7	7	7	7	7	6	6	6	6	5
HD	1/2	1+1	2+2	3+3	4+4	5+5	6+6	7+7	8+8	9+9
MOVEMENT	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)	54 (18)
INITIATIVE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
ATTACKS	1 bite									
DAMAGE	1d3	1d4	1d6	1d6+1	1d8+1	1d10+1	1d10+3	1d10+5	1d10+7	1d10+9
N° ENC.	1d8	3d6	3d6	3d6	2d8	2d6	1d10	1d8	1d6	1d4
ST	NP	F1	F1	F2	F2	F3	F3	F4	F4	F5
MORALE	8	8	8	8	9	9	9	9	10	10
TREASURE TYPE	None									
MA	N	N	N	N	N	N	N	N	N	N
XP	5	15	25	50	125	225	350	550	775	1.000

WRAITH

A wraith is an undead monster with no phisical body, appearing as a pale, almost transparent, manlike figure of thick mist. A wraith is the spirit of an unhappy dead, selfishly holding itself to the world of the living by draining life from living creatures. Wraiths dwell in ruins, deserts, and in the abandoned dwellings of their former victims.

FIGHTING STYLE

Wraiths are immune to *charme*, *sleep*, *hold* and to all of the other spells of mind control. They can only be hit by silver or magic weapons, but silver weapons only deal half damage to them.

The touch of a wraith causes energy drain: it reduces the level of the victim by 1, in addition to the damage dealt. A victim killed by a wraith becomes a wraith as well, on the following night, and is under the control of the wraith that killed him.

	W RAITH								
	ELEMENTS		PHYSICAL ATTACKS						
WATER	Normal	SHARP	Normal						
AIR	Normal	PIERCING	Normal						
LIGHTNING	Normal	BLUNT	Normal						
FIRE	Normal								
ICE	Normal								
EARTH	Normal								
HOLY	Double damage								
DARK	Half damage								

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	5	5	5	5	5	5	5	5	5	5
HD	2*	3*	4*	5*	6*	7*	8*	9*	10*	11*
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
ATTACKS	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch	1 touch
DAMAGE	1d3 + energy drain	1d4 + energy drain	1d6 + energy drain	1d6+1 + energy drain	1d6+2 + energy drain	1d6+3 + energy drain	1d6+4 + energy drain	1d6+6 + energy drain	1d6+8 + energy drain	1d6+10 + energy drain
N° ENC.	1d8	1d8	1d6	1d6	1d6	1d4	1d4	1d4	1d3	1d3
ST	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	С	С	С	D	D	D	E	E	E	F
MA	С	С	С	С	С	С	С	С	С	С
XP	25	50	125	300	500	850	1.200	1.600	1.750	1.900

WYVERN

A Wyvern is a big winged reptile that may be taken for a dragon by unexperienced adventurers. There are two main traits that help discerning dragons from wyverns: first, wyverns are missing the front legs. They only have two legs and two wings, while the dragons have four legs and two wings. Second, the wyvern's tail ends in a big talon, that looks much like a scorpion's one, that can be used to poison their victims. Under every other aspect, wyverns resemble small dragons, and their scales may also have different colours, spanning from grey-ish blue to green, from pink-ish to sand yellow and dark grey. There can be of much darker ones, but they are quite rare: the most common colours are the ones in the range of greens and greys.

Wyverns may live almost everywhere and are wild creatures with an

intelligence similar to the most intelligent animals, like dolphins. They are not easy to tame and train and, if someone tries to use them as mounds without precautions, they usually attack him with their talon and try to poison him. Tamed wyverns are usually cut the talon off, to avoid accidents.

FIGHTING STYLE

If they are encountered outdoors, wyverns usually deal their first attack quick diving onto their prey and biting. If they are encountered on the ground, in small environments where they cannot fly, they prefer to deal the first attack with the poisonous talon.

Wyverns are extremely resistent to every kind of poison, getting a +5 bonus on every saving throw to avoid being poisoned. Moreover, the damage dealt to wyvern by poisons and by attacks that are based on poisons (like the

breathe of green dragons) is automatically halved, and may be reduced even more if there is any saving throw that may be applied.

SPECIAL WYVERNS

Legends and tales of adventurers describe wyverns with particular powers, found in wild lands and in cursed places. Some of them have a paralizing poison, some others have poisonous bite, and some more may blend with the environment chameleons. There are not enough reports of these special wyverns to talk about different species. Academics mainly think that these are natural variations that may occur very rarely within the same species, like albinism. The DM is obviously free to add this kind of variants in his games, to match the style of his campaign.

W YVERN						
	ELEMENTS	PHYSICAL ATTACKS				
WATER	Normal	SHARP	Normal			
Air	Normal	PIERCING	Normal			
LIGHTNING	Normal	BLUNT	Normal			
FIRE	Normal					
ICE	Normal					
EARTH	Normal					
HOLY	Normal					
DARK	Normal					

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	3	3	3	2	2	2	1	1	1	0
HD	5*	6*	7*	8*	10*	12*	14*	16*	18*	20*
MOVEMENT	27 (9) Flying: 72 (24)	27 (9) Flying: 72 (24)	27 (9) Flying: 72 (24)	27 (9) Flying: 72 (24)	27 (9) Flying: 72 (24)	27 (9) Flying: 72 (24)	36 (12) Flying: 90 (30)	36 (12) Flying: 90 (30)	36 (12) Flying: 90 (30)	36 (12) Flying: 90 (30)
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	1 bite or 1 talon	1 bite or 1 talon	1 bite or 1 talon	1 bite or 1 talon	1 bite or 1 talon	1 bite or 1 talon	1 bite or 1 talon	1 bite or 1 talon	1 bite or 1 talon	1 bite or 1 talon
DAMAGE	bite: 2d4 talon: 1d4 + average poison	bite: 2d6 talon: 1d4 + average poison	bite: 2d8 talon: 1d6 + average poison	bite: 2d8 talon: 1d6 + average poison	bite: 2d10 talon: 1d6 + average poison	bite: 2d10 talon: 1d6 + average poison	bite: 2d10 talon: 1d8 + average poison	bite: 2d12 talon: 1d8 + average poison	bite: 2d12 talon: 1d10 + average poison	bite: 2d12 talon: 1d10 + average poison
N° ENC.	1-6	1-6	1-6	1-6	1-4	1-4	1-4	1-4	1-2	1-2
ST	F3	F3	F4	F4	F5	F6	F7	F8	F9	F10
MORALE	8	9	9	9	9	10	10	10	10	11
TREASURE TYPE	E	E	E	F	F	F	G	G	G	Н
MA	С	С	С	С	С	С	С	С	С	С
XP	300	500	850	1.200	1.750	2.150	2.500	2.950	3.475	4.175

YELLOW MOLD

This deadly fungus covers an area of 3x3 m per level. It looks like a sickening yellow mold that covers everything in the area. Given time to grow, the yellow mold may become huge. It can eat through leather and wood, but may not damage metal and stone.

FIGHTING STYLE

Yellow mold can only be damaged by fire. Any other attack, even if magical, won't harm it.

Yellow mold may not actually attack, but whenever it0s touched or attacked, there is a 50% chance that it reacts by blowing towards whoever touched it a cloud of spores of 3x3x3 m. Whoever is

caught in the cloud takes 1d6 points of damage and must save vs. poison or the spores poison him or her with a heavy poison.

A yellow mold may squirt one cloud of spores per level at each round.

YELLOW MOLD					
ELEMENTS		PHYSICAL ATTACKS			
Immune	SHARP	Immune			
Immune	PIERCING	Immune			
Immune	BLUNT	Immune			
Normal					
Immune					
	Immune Immune Immune Normal Immune Immune Immune	ELEMENTS Immune SHARP Immune PIERCING Immune BLUNT Normal Immune Immune Immune			

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC		yellow mold can always be automatically hit								
HD	2*	4*	6*	8*	10*	12*	14*	16*	18*	20*
MOVEMENT	0	0	0	0	0	0	0	0	0	0
INITIATIVE	-	-	-	-	-	-	-	-	-	-
ATTACKS	spores	spores	spores	spores	spores	spores	spores	spores	spores	spores
DAMAGE	1d6 + special	1d6 + special	1d6 + special	1d6 + special	1d6 + special	1d6 + special	1d6 + special	1d6 + special	1d6 + special	1d6 + special
N° ENC.	1	1	1	1	1	1	1	1	1	1
ST	F2	F4	F6	F8	F10	F12	F14	F16	F18	F20
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	None	None	None	None	None	None	None	None	None	None
MA	N	N	N	N	N	N	N	N	N	N
XP	25	125	500	1.200	1.750	2.125	2.500	2.950	3.475	4.175

ZOMBIE

Zombies are mindless undead humans or demihumans. They are empty corpses animated by an evil magic-user or cleric. They are often used as cheap labor and cheap soldiers by evil rulers. Zombies are often placed to guard treasures, since they make no noise when moving.

FIGHTING STYLE

Zombies are undead and are not affected by *sleep, charm* and *hold* spells. They can use weapons and wear armors. They may also attack with their claws, if they don't have any weapons.

WEAPON MASTERY

Zombies have base mastery in every weapon, but they may not improve it.

ARMOR

Zombies have a natural AC of 8. If they wear armors, the protection score is subtracted from 8.

ZOMBIE						
	ELEMENTS		PHYSICAL ATTACKS			
WATER	Normal	SHARP	Normal			
AIR	Normal	PIERCING	Normal			
LIGHTNING	Normal	BLUNT	Normal			
FIRE	Normal					
ICE	Normal					
EARTH	Normal					
Holy	Double Damage					
DARK	Normal					

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
AC	8	8	8	8	8	8	8	8	8	8
HD	2	3	4	5	6	8	10	12	15	20
MOVEMENT	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)	27 (9)
INITIATIVE	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
ATTACKS	1 claw or	1 claw or	1 claw or	1 claw or	1 claw or	1 claw or	1 claw or	1 claw or	1 claw or	1 claw or
ATTACKS	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon
	1d8	1d8+1	1d8+1	1d8+2	1d8+2	1d8+3	1d8+3	1d8+4	1d8+4	1d8+5
DAMAGE	or	or	or	or	or	or	or	or	or	or
	by weapon	by weapon	by weapon +1	by weapon +2	by weapon +3	by weapon +4	by weapon +5	by weapon +6	by weapon +7	by weapon +8
N° ENC.	3d6	3d6	2d8	2d8	2d6	2d6	1d8	1d8	1d4	1d4
ST	F1	F2	F2	F3	F3	F4	F5	F6	F8	F10
MORALE	12	12	12	12	12	12	12	12	12	12
TREASURE TYPE	None	None	None	None	None	None	None	None	None	None
MA	С	С	С	С	С	С	С	С	С	С
XP	20	35	75	175	275	650	1.000	1.250	1.650	2.375

MAGIC ITEMS

The magic items presented in this book are all described in the next pages, for the DM to use. Rules on the use of magic items will also be given, to help the DM dealing with them in the game.

At the end of this chapter, a list of all of the books of magic presented in this book appears, together with some rules to use books of magic in the game.

POTIONS

Potions are common magic items that can be used by any character. They normally need to be drunk to be used and give their effect, but there may be exceptions. Potions are normally found in glass vials, and it is not possible to identify a potion by its colour, taste or smell, because even potions with the same effect may look completely different. Potions that are not meant to be drunk are usually preserved in different containers, to avoid confusion.

Unless when stated otherwise, all of the potions have an effect that lasts 6+1d6 turns. The whole content of a vial must be drank to obtain the effect of a potion.

If a character drinks a second potion while the effects of a first one are still in place, that character will get sick and wil be unable to do anything, except move at half his speed, for three turns. No saving throw is allowed. The effects

of both potions immediately cease. Potions whose effects are permanent, like *healing potions* are not affected by this restriction.

ANTIDOTE

A magic antidote is no match for a usual one. Normal antidotes are made to act each against only one particular poison. Magic antidotes can stop the action of any poison, in just one round. They also prevent the user from being poisoned for the next two turns, no matter what poison he will come in contact with.

COLOURING

Whoever drinks this potion may change the colours of his body as he prefers. It allows to change the skin tone, the colour of the eyes, of the nails or of the hair. Who drinks the potion may change colour to one part of the body per round, and may change them as many times as he or she wants, until



MAGIC ITEMS

the potion's effect is over. This potion doesn't change other phisical features, nor may it affect the equipment of the user.

CONTROL ANIMALS

The user may control with his mind 3d6 HD of animals that he or she may see and that may be normal or giant (but not magical, fantastic or monsters). When the control ends, the animals will be afraid and will leave the area.

CONTROL UNDEAD

The user may control with his mind up to 18 HD of undead creatures that he or she may see. When the control ends, the undeads knw what happened and will be upset for being controlled. Undeads that may control other creatures (like vampire, nosferatu and lich) may not be controlled with this potion.

DRAGON BREATH

Eight different versions of this potion exist, each connected to the breath weapon of a different dragon and to a different element:

- 1 Red dragon Fire
- 2 White dragon Frost
- 3 Green dragon Air
- 4 Yellow dragon Earth
- 5 Blue dragon Thunder
- 6 Azure dragon Water
- 7 Black dragon Darkness
- 8 Amethist dragon Holy

The user may now use the breath weapon of the dragon for three times, dealing each time 3d6 points of damage to whoever is caught in it. The damage may be halved by saving vs. Breath weapon. The effect of the potion ends when the user has used the breath weapon three times, or after 1d6+6 turns, as usual. If the effect ends before all of the attacks are used, the excess ones are wasted.

EXPLOSIVE MIXTURE

This potion is normally kept in clay jars so that they won't break as easily

as glass ones may, and are perfectly sealed with wax. Once the jar is open or broken, and the mixture comes in contact with air, the mixture blasts into an explosion of 3m radius, causing 5d6 points of damage to anyone that is hit by the explosion. The damage may be halved by saving vs. spells. A successful to-hit roll is required to throw the flask with the explosive mixture effectively. An unsuccessful to-hit roll may cause the flask to hit a different target, or to explode where there is nobody to harm at all.

There are eight types of explosive mixture, each producing an explosion of a different element: fire, frost, air, stone, water, lightning, light and darkness. If the characters don't know what element is the mixture going to produce, they may not be able to find out until they use it.

Obviously, it is not possible to drink this potion, because it will explode as soon as the jar is opened.

FLYING

Whoever drinks this potion can fly up to 36 m per round without feeling tired. He will need to concentrate to move in the air. However, if he doesn't concentrate to move, the character will not fall, but will just stay put in one spot, floating in the air.

GASEOUS FORM

Upon drinking this potion, the user's body will take the form of a cloud of gas. Anything the user is carrying or wearing will fall through the gaseous body to land on the floor. The user will keep control over his body, and he can move through small holes in walls, chests, and so forth. A creature or character in gaseous form cannot attack, but he has an AC of -2 and cannot be harmed by nonmagical weapons.

GIANT BEE HONEY

Giant bees produce a big amount of this honey, which is very valuable for its healing properties. It is conserved in jars and may be kept for years without losing its qualities.

If a wounded creatures eats one jar of this remarkable honey, he will recover 1d4+1 HP previously lost. However, this honey is, like all honey, extremely sweet, and no character would ever be able to eat more than 2 portions in a row.

GROWTH

Whoever drinks this potion grows to twice his or her normal size, effectively increasing the strength and dealing twice the damage rolled with the dice at every attack. The hit points are not affected, nor is any other score. This potion may be used to cancel the effect of a potion of *reduction* without any ill effect, and the other way round.

HASTE

The user of this potion may move at twice his normal speed and deal a double number of actions or attacks per round. Spellcasting speed and the use of magic items are not influenced by this potion.

HEALING

This potion can be used to heal 1d6+1 points of damage to a wounded creature or to remove the paralysis to a creature.

HEALING (GREATER)

A potion of greater healing may be used to cure 3d6+3 points of damage to a wounded creature.

HEROISM

This potion has no effect on clerics, elves, magic users, mystics, nagpas and thieves. Only Fighters and normal persons may effectively use it. If a Fighter or a normal person drinks it, the character is affected differently, depending on his level, gaining the HD, HP, THACO and saving throws of a character of higher level, as shown in the following diagram:

MAGIC ITEMS

Normal Person	Becomes a 4 th level Fighter Gains 3 levels			
	level Fighter			
Level 1 - 3	Gains 3 levels			
Level 4 - 7	Gains 2 levels			
Level 8 - 10	Gains 1 level			
Level 11 +	Nothing happens			

All wounds taken during the effect of the potion, including energy drains, are subtracted by the magically gained HP and levels first.

HOLY WATER

INVISIBILITY

This potion will make the user invisible. Whe a creature becomes invisible, all of the items (but not other creatures) carried and worn by the creature, also become invisible. Any invisible item will become invisible again when it leaves the character's possession (set down, dropped, thrown...).

The creatre that uses this potion will become visible before the effect of the potion wears off naturally if he attacks another creature or uses any harmful ability against another creature. Once the invisibility is broken, the effect of the potion ends.

MAGIC INK

Magic ink is used to write things that can be then read only by using the read magic spell. Whoever uses it to write, doesn't need any spell to read it. He will just be able to read everything normally. Anyone else will need the read magic spell. Moreover, a person that already cast read magic on a book or scroll written with this ink will forever be able to read them without using the spell again, as if he decipered the secret code of a document.

A full flask of magic ink is enough to write 10 spells on scrolls or spellbooks.

Drinking a magic ink flask causes a potion intoxication, as if the user mixed two potions.

MANA

The potion restores some magic energy of the user, if the user is an arcane spellcaster. The user may restore 1d6+1 levels of spells that he already used during the day. When using the potion, the user may pick and memorize any spell or spells up to the rolled total that he already used during the same day. If a spellcaster does not roll a number high enough to reach the level of any spell he used, or if there are levels left after recovering some spells, those levels are wasted.

If a character that is not an arcane spellcaster drinks this potion, he or she immediately gets sick as for drinking more than a potion.

MEDUSA TEARS

An ancient legend says that a person that has been turned to stone may be reverted to normal if a medusa cries for him. This potion is not actually made of medusa tears, but took its name from this legend.

Dropping the medusa tears on a creature that has been turned to stone, it immediately reverts the petrification. If the medusa tears is dropped on a real statue, it has no effect at all.

PANACEA

This extremely rare potion is able to heal 1d6+1 points of damage to the user and to cure every altered status that he may have: paralysis, poison, disease and so on may all be countered by this potion. The only thing it cannot cure is the petrification, because this potion needs to be drank to be effective.

Poison

Poison can be used in three different ways: drank, on edged weapons or on blowgun darts.

If used on blowgun darts, it is enough to poison 5 of them. If used on other weapons, it is enough to poison 3 arrows or quarrels, or to poison an edged or pointy weapon for up to three attacks. Whoever is hit by a poisonous weapon must save vs. oison or suffer its effect. Whoever drinks a poisonous potion must save vs. poison with a -3 penalty or suffer its effect.

Poisons come in a range of different effects. The DM may determine the effect of a potion random or pick it up among the following ones:

- 1 Paralizing
- 2 Irritating
- 3 Debilitating
- 4 Light
- 5-6 Normal
- 7 Heavy
- 8 Lethal

POLYMORPH

This potion allows the user to take a different shape, taking the look of another living creature. It doesn't allow to reproduce the exact copy of any individual, but just a generic specimen of the selected creature. The HD of the selected form must be equal or lower to the level of the user.

The transformation doesn't affect the user's AC, HP, hit rolls and Saving Throws. The user does not acquire the new form's special and magic abilities, but only the physical ones.

While the useer is polymorphed, he cannot cast any spells. The user goes back to his normal form if he is killed.

Note that this potion transforms the user's equipment with him.

As long as the potion's effect is active, the user may change his shape any number of times, up to once per round. When the effect ends, the user goes back to his normal shape.

SLEEPING

Creatures with 7 HD or levels or more may save vs. spells to avoid the effect of this potion. Who drinks the potion feels drowzy and falls asleep within 1d6 rounds. For the whole duration of the potion's effect it is not possible to wake up the user, no matter how hard one may try.

SCROLLS

A scroll is a sheet of paper or, most commonly, parchment, enchanted with some kind of magic or engraved with some interesting writing (such as a treasure map).

Different scrolls may be activated in different ways and may be used by different characters. Specific guidelines will be given in the description of each scroll.

CURSED SCROLL

A cursed scroll's effect applies as soon as a creature opens the scroll to read it. It is not necessary to read the words written on it to activate it, it is enough to stare at the open scroll. Once the curse hits a target, the scroll's magic is drained and it becomes a normal piece of parchment.

A character that is victim of a cursed scroll may resist it by saving vs. spells. If he resists, the curse on the scroll is not cancelled and anyone else may be hit by it in the future. If the save fails, the target suffers its effects, which may vary. A remove curse spell is usually enough to cancel a curse cast from a scroll. In this volume there is only one cursed scroll, whose effect is to turn the reader into a toad. The effect of this curse may also be countered with any form of polymorph that may revert the cursed character into his or her normal form.

EQUIPMENT

A scroll of equipment is a big scroll where there are very realistic real-size drawings of 6 different common pieces of equipment. These items may be common tools, like a bucket, a rope, a tinderbox, or even weapons and armors. The DM may decide whatever items to appear on such a scroll.

Whenever the user needs an item from the scroll, he only needs to grab it. Th scroll may be used up to 3 times per day and any item taken from it disappears after 1 turn, or whenever

the user puts it back in the scroll. Items that disappear from reality reappear in the scroll as well.

PROTECTION FROM MAGIC

Scrolls of protection can be activated by anyone who is able to read what's written on them. They are inscribed with a spell that must be read aloud.

Once the spelll on this scroll is activated, a magic circle appears around the user, and moves with the user. The circle has 3 m radius and blocks any spells that try to cross it, in both directions, with no exceptions. The circle lasts for 1d4 turns and doesn't block magic items (but blocks their magical effects, if they come in the shape of a spell) or creatures.

SHIELD

A shield scroll is a parchment scroll written with ancient and powerful protection runes. The scroll needs to be wrapped around an arm, tied with some thread, to give its effect. When worn like that, the scroll gives to the user 1 point of protection and a +1 bonus on all of the saving throws. Moreover, the scroll completely protects the user from the first harmful spell, dragon breath or magic item effect that is cast upon him or her. Unfortunately, when this effect is used the scroll disintegrates. It is not possible to chose which magic effect to counter, but the effect only activates after the saving throw has been rolled, therefore it won't activate for a disintegration if the save is successful, but it may activate for a charm person if the save fails.

SILENCE

The scroll of silence can be used by any character, just reading the words written on it, to create a magic circle around the user that is 3 m radius and moves with him. In the circle, no sound penetrates and no sound can be produced, thus making spellcasting almost impossible within it. The spell fades from the scroll after 1 turn, and

when it happens, the silence zone is broken. However, this scroll can also be used in another way. If the user is being targeted by a silence spell or is within a silenced zone, he may decide to rip the scroll and tear it in pieces. If he does so, whatever silence spell or effect active around him is immediately cancelled. If used in a permanent silence zone, this effect denies the silence for just one turn.

SPELL SCROLLS

Spell scrolls are the most common among the magic scrolls. Like their name says, spell scrolls have some spells written on them. The spells on a scroll may be arcane (1-3 on 1d6), clerical (4-5 on 1d6) or druidic (6 on 1d6), but each scroll may only be enchanted with one kind of spells. Only arcane spellcasters may use arcane scrolls, only clerics and druids may use clerical scrolls, and only druids may use druidic scrolls.

Spell scrolls are single-use magic items. Once a spell has been cast, it disappears from the scroll. Spells cast from a scroll are cast at the level of the person that reads the scroll. A character may always cast a spell from a scroll, even if his or her level would not allow him or her to use spells of that level yet. However, to cast spells of a higher level than the ones a character knows, an ability check is needed, with a -1 penalty per level above the limit. The ability used is Intelligence for arcane spells and wisdom for clerical or druidic spells. For example, a second level character (allowed 2 first level spells) tries to cast fireball (third level spell) from a scroll. The level difference is 2, therefore he needs to succeed an Intelligence check with a -2 penalty. If he succeeds, the fireball ony deals 2d6 damage, according to the level of the caster, to all of the targets hit.

Before casting a spell from a scroll, a character must be able to read and recognise the spell. To do so, a character needs to cast *read magic*.

RINGS

Magical rings resemble normal rings, and may come in any fashion and material. It is not possible to recognise a magical ring's powers by its appearance. For a magical ring to produce its effect, it must be worn at a finger. However, a character may just carry the ring on himself and put it on whenever he wants to activate its power. A character may only wear a magical ring per hand. If more than one ring is worn on a hand, the powers of the rings deny each other, and none works. Only cursed rings will not stop functioning in this case.

If not noted in the description of the item, magic rings may be used by any character class.

HASTE

The wearer of this ring may use its power up to once per day: when activated, his speed doubles, as per the spell *haste*, for one full turn, allowing him to move at double his normal rate and make a double number of attacks in each round. The increased speed does not influence the spellcasting speed and the use of magic items.

PROTECTION (+1 TO +4)

This ring improves the wearer's armor class by 1 to 4 points, depending on the power of the ring itself. In

addition to that, the wearer may add the bonus of the ring to whatever roll for saving throws. For exampe, a ring of protection +1 reduces the AC of 1 point and gives a +1 bonus to all of the saving throws.

PROTECTION +1 WITHIN A 3 M RADIUS

The effect of this ring is exactly as a ring of protection +1, but its effects apply not only to the wearer, but also to every other creature that is within 3 m from the wearer, both enemies and friends.

PROTECTION FROM (ELEMENT)

A ring of elemental protection protects the user from a specific element. Every attack based on that element that hits the user is reduced in its effect by one point per die rolled. If the damage is not determined by rolling dice (as for the dragon breath), the damage is reduced by 10%, round up.

RODENT

Whoever is wearing this ring gets three powers. First, he will never be attacked by rats and all of his reaction rolls with rats end up with rats being friendly to him. This may not apply only if the rats are being controlled by someone.

Second, once per day the user may control up to 18 HD of rats within 27 m

and give them simple tasks to accomplish, or summon them in combat to help.

And finally, the user may use the ring once per day to become a first level rat with all of his equipment. The user may go back to his normal shape in any moment, but the transformation has a time limit of one hour. After that time, he automatically goes back to normal.

SAFETY

If the wearer of this ring fails a saving throw, the player may decide to "change the fate" and announce that the saving throw was successful. The ring can be used to negate up to 4 failed saving throws. When the last charge of the ring has been used, the ring disintegrates.

SPELL TURNING

This ring reflects 2d6 spells back to their casters so that the wearer is not affected by the spell attacks. Only spells are reflected, not spell-like powers of monsters or magic items. If the caster of the spell also wears a ring of spell turning, both rings use one charge and the spell is countered.

Once the ring's number of charges has been used up, it becomes non-magical.

WANDS

A wand is a thin stick, normally made of wood, about 1 or 2 cm thick and between 20 and 40 cm long. Wands used by arcane can only be spellcasters, and usually have up to 20 charges that can be used to cast the spell that is stored in them. Each use of the spell in a wand will cost a charge. When a wand is left with no charges, it cannot be used anymore and, if it is not a rechargeable one, it becomes non magical. During one round it is possible to use only one charge of a wand, with no exceptions.

COLD

This wand creates a cone of cold which is 18 m long and 9 m wide at the far end. Every creature within the cone takes 6d6 points of damage from frost element, but they may make a saving throw vs. wands for half damage.

IVY

Magic ivy vines grow from the ground and around the target, entangling him. The target must not be bigger than an ogre and may save vs. magic wands to avoid being caught by the vines.

If the save fails, the target is entangled and suffers 1 point of penalty on his AC and on every saving throw. The entangled target may not move

unless succeeding in a strength test, and may not move more than 3 m per round, if he succeeds.

The ivy grip lasts for 2d6 rounds, and the entangled target gets 1 point of damage per round.

The ivy withers and the entangled character is free at the end of the effect. It is possible to get free from the ivy by using some form of teleportation or by chopping off the ivy. To do so, the ivy needs to get 15 points of damge. However, the entangled creature needs to save vs. death ray every time a blow is dealt to the ivy: if the save fails, the damage applies both to the ivy and to the entangled creature.

Locks

This magic wand can be used by an arcane spellcaster to produce one of its two powers with each use. The wand may be used to lock a gate, chest, door or passage as for the second level spell wizard lock. The wand may also be used to unlock and open a gate, chest, door or passage as for the second level spell knock.

MAGIC MISSILE

For each use of the wand a single magic missile appears and is immediately shot against a visible target, dealing 1d6+1 points of damage.

REPAIR

A touch of this wand will immediately repair any common item that was broken, burned, ripped, cracked, and so on. It is not possible to repair items that have been disintegrated or burned to ashes, but if they are only partially destroyed they can be repaired. The wand can repair any item that fits in a cube of 1,5 m per side. For bigger items, more than one charge of the wand may be needed to completely repair it. This wand cannot be used to repair collapsed buildings.

Roses

Each use of this wand may produce one of the following effects.

A bush of *vampire roses* becomes a normal bush of roses permanently.

A normal bush of roses becomes a bush of *vampire roses* of a random level determined by rolling 1d6+1, permanently. The user may control the vampire roses as long as he is within 27 m from the bush. Once the control is lost, it may not be regained.

A wall of roses, 3 m tall, 1 m thick and up to 12 m wide appears. The roses are not magical and permanent once the wall has been summoned.

MAGIC ITEMS

Rods

A rod is a short sceptre, normally made of wood, that is enchanted with a great magic power. A typical rod is 3 to 5 cm thick and 40 to 80 cm long, and has some kind of decoration on an end and a handle on the other one. Rods can normally be used as weapons with the stats of a club, but they may not have an attack bonus like most of the magic weapons have. Rods are among the rarest magic items.

Rods can be used by any character class, and have no charges. The powers of a rod are always permanent, even if they may be used a limited number of times in some cases.

ROD OF DESTRUCTION

This rod may be used only once. It may be used to hit any magical item, draining its power and making it non-magical forever. The target item is considered having an Armor Class of 9, but if it is being used in combat, the DM may decide to adjust its AC. Once used, the rod of destruction becomes non-magical as well.

MAGIC WEAPONS

Magic weapons usually have a magical bonus which may vary between +1 and +5, that they transfer both to the to-hit rolls and to the damage rolls of the characters that is using them. This bonus is permanent and adds every time the weapon is used, automatically. Magic weapons look like normal weapons, but usually they are not affected by rust. They often look like precious or extremely well crafted weapons.

Magic weapons can only be used by characters that are allowed to use those weapons normally. For example, a magic-user may never use a magic sword, but he may be entitled to use magic daggers, staves and clubs.

In addition to the bonus, magic weapons may have special powers. These powers may be activated by the user, and may be limited in the number of uses that are allowed.

Magic missile weapons

Magic missile weapons transfer their bonus and their powers to the missiles that are thrown using them.

Magic projectiles

Magic projectiles are single-use magic weapons. Once they are shot, their power is drained, but only if they hit the target. If a magical projectile does not hit the target, the character may try to retrieve it and re-use it. However, the magic bonus and the powers of a magic projectile add up to the bonus and powers of the missile weapon that has been used to shoot it.

Additional weapon bonus

Some weapons have two weapon bonuses noted in their name, for example *sword* +1 +3 vs. *dragons*. When you find a weapon of that kind, the first bonus (+1 in the example) applies all the time, as for any other magic weapon.

The second bonus (+3) only aplies against the preferred target of the weapon (dragons, in the example), substituting the normal bonus. Please note that the second bonus does not add to the first one, but takes its place. Therefore the sword in the example would be a sword +1 normally, and a sword +3 when used against dragons.

OTHER MAGIC WEAPONS

The following weapons are the ones that not only have some attack and damage bonus, but also have some special powers, and that are appearing in this volume.

ARROWS +2 OF PENETRATION

If the target of these arrows is wearing an armor, the protection provided by the armor is ignored. This includes any magical bonus of the armor. The arrow just goes through it as if it didn't exist.

BLOW GUN +1 OF MULTIPLE SHOTS

Every time this weapon is used, it splits the projectile to hit up to three different enemies. If there are less than three enemies, the projectile may only slit in two, or not split at all. Every projectile has the same effect and, if it has special or magical effects, those are shared as well.

<u>DAGGER +1 OF DETECT MAGIC</u> <u>AND DETECT TRAPS</u>

In addition to its attack bonus, this weapon may be used to detect magic within 6 m from the user up to 3 times per day, and to detect traps within 3 m from the user up to 3 times per day.

DAGGER +2 OF DETECT MAGIC

In addition to its attack bonus, this weapon may be used to detect magic within 6 m from the user up to 3 times per day.

DAGGER +1 OF WIND

This dagger gives a +1 bonus to all the to-hit rolls and the damage rolls. In addition to this, the dagger has the elemental power of wind.

A weapon with the power of wind causes +1d6 damage and the damage dealt is considered of air element. Moreover the short, medium and long range of the weapon are doubled, if the weapon is a ranged one.

Unfortunately, this dagger was crafted in crystal, and is extremely fragile. If it's thrown and doesn't hit the target there's always a chance of 20% that the blade breaks hitting something hard, and it becomes unusable. Once the dagger is broken, its magic powers are lost forever.

JACK THE TALKING SWORD

Jack is the talking sword of Sir Malise, one of the knights that the characters may meet as a group of NPCs in random encounters.

Talking swords have their own personality and goals, and usually may only be used by characters that share their Alignment and goals. They are somehow "alive" and may try to influence their user if he doesn't behave the way they want.

Check the Rules Cyclopedia for more specific details about talking swords, in case the characters end up getting Jack.

STAFF +2 OF EXTRA DAMAGE (X4)

A weapon with the extra damage power may be used up to three times per day to multiply the damage by their score (in this case x4). The extra damage only applies for 1d10 rounds every time this power is activated. The damage is multiplied after adding all of the strength, mastery and magical bonuses.

MAGIC ARMORS AND SHIELDS

Like the magic weapons, magic armors and shields normally have a protection bonus which may vary between +1 and +5. The protection bonus is applied to the armor class of the character wearing the armor or holding the shield, and adds to the protection score of the item. For example, a leather armor (protection: 2) with a +1 bonus, will have a protection score of 2+1 = 3. Obviously, magic armor must be worn to be used, and a character may only wear one armor at the same time. Magic shields must be held with a hand to be used, as well, and a character may only hold one shield, in his off-hand.

Magic armors and shields look like normal items, but usually they are not affected by rust. They often look like precious or extremely well crafted protections.

Only characters that are normally allowed to use a type of armor or the shield may use magic armors of the same type or magic shields. This means, for example, that a thief may not use a magic plate mail or a magic shield, but may normally use a magic leather armor.

In addition to the bonus, magic armors and shields may have special powers. These powers may be activated by the user, and may be limited in the number of uses that are allowed.

ARMORS AND SHIELDS +1

These are the magic weapons +1 that appear in this volume, and the page where they can be found:

ARMORS AND SHIELDS +2

These are the magic weapons +2 that appear in this volume, and the page where they can be found:

OTHER MAGIC ARMORS AND SHIELDS

The following armor is the one that not only has some attack and damage bonus, but also has some special powers, and that is appearing in this volume.

CRIMSON BANDED MAIL +2

OF FIRE PROTECTION

The user of this armor automatically gets only half damage (round down) from every fire-based elemental attack. The damage may be further reduced by saving throws, if they are allowed.

MISCELLANEOUS

MAGIC ITEMS

Miscellaneous magic items are all of those items that cannot fit in any other type. The items in this group may be very different from each other, and the rules for each of them may vary greatly. Most of the miscellaneous magic items may be used by every character, and their powers are usually activated by mere concentration, or are automatically active.

ACORNS OF STONE

These items resemble real acorns carved in stone. Usually, 1d10 of these items can be found together in a treasure, and they are commonly kept in a pouch or a small bag.

These acorns can be thrown to a target, either by hand or using a sling, and have the power to turn the target to stone. If the target hit is a non-magical item that is not bigger than a cube of 1,5 m side, the item immediately turns to stone. If the target is a magical item, the power of the acorn is wasted. If the acorn doesn't hit any target, its power is wasted as well.

If the target is a creature, it is allowed a saving throw vs. turn to stone. If the save fails, the creature slowly turns to stone, and takes 1d6 points of damage per round, for 5 rounds. If the creature's saving throw is successful, the damage is reduced to just 1d4 HP per round.

If the creature's HP reach zero, it turns to stone completely, otherwise when the effect ends, the creature has only taken damage. After an acorn has been used, it turns into sand.

BAG OF BEANS

Magical beans can be found in bags that may contain up to 7 of them. One bean may be thrown with bare hands, or with a sling. When a bean falls on the ground, it immediately sprouts and produces a giant plant, whose vines envelop whatever they find around. The plant grows to a 3 m radius and any

creature that is completely within its area must save vs. paralysis or will be entangled in it and unable to do anything. At every round, the creatures entangled in the vines may try to free themselves by repeating the save, adding their Strength modifier to the roll. Creatures that are only partially in the area of the plant when it grows have a +2 bonus to the initial save, but if they are entangled the same rules apply as for the other creatures. The plant created by the magic bean is permanent, and will wither and die only when winter comes.

If a character has 7 magical beans or more, he may plant them altogether to create a gigantic bean plant. The plant will grow up to 100 m tall, but only vertically, and will be strong enough to hold up to 50 people climbing on it. The giant bean plant is permanent and will wither in winter as well, but it will just become hard wood and stay there even when it dies. The plant may be used to reach hign places, and may even grant access to the cloud realmss, where the cloud giants live. It is common thought that the magic beans actually fall from the cloud realms, or are spilled around by flying creatures that feed on them.

CHOKER OF SILENCE

This item is normally used to punish wrongdoers in the Principalities of Glantri who performed magic without licence with dreadful consequences. Once the choker is forced on the neck of a person, it can only be removed if the person's neck is cut off or if whoever put it on the victim is killed. However, its magic may be cancelled by using a Rod of Destruction on the item, even if in this way the choker is not removed, but just drained of its power.

Whoever wears the choker of silence cannot produce any sound and any noise. He is completely silent, and cannot even speak. This usually prevents every form of spellcasting.

CLOAK OF THE BAT

This magic item is a pitch black cloak that looks like it's made of leather. It only shows its powers when it is worn by a thief.

The thief wearing this cloak is permanently affected by the 3rd level shadow magic spell *night wings*, which allows him to make huge jumps and to glide. If the thief is hit by sunlight or by a strong source of light, the powers of the cloak disappear until the light has gone.

EGGS OF WONDERS

An egg of wonders is an item that resembles an egg made of stone, crystal or glass, and has the size of a goose egg. When dropped or thrown, the egg breaks and a creature hatches from it, growing until it is full size in the following round. Once the creature is completely formed, it obeys the person that threw the egg at its best, but it may only obey the orders that it is able to hear. After one hour, or when the creature is slain, it disappears.

The creature that will appear out of an egg of wonders cannot be determined in advance: it is rolled random in the moment when the egg breaks. Roll 1d12 to determine the creature from the list below. All of the summoned creatures are level 3.

- 1 Snow ape
- 2 Giant bat
- 3 Black bear
- 4 Polar bear
- 5 Boar
- 6 Robber fly
- 7 Fire beetle
- 8 Giant Ferret
- 9 Lizard: gecko

Lizard: draco

- 11 Racer snake
- 12 Wolf

10

Please note that the list may be changed by the DM if he wants to use different creatures. If the DM wants to give to the characters more powerful

eggs, the level of the creatures may be changed as well.

ELVEN CLOAK

The wearer of this cloak is early invisible, and may only be seen by an enemy that rolls a 1 out of 1d6. The wearer becomes visible when attacking or casting a spell, and may not become invisible again for one full turn.

ELVEN GALLETTES

A pack of 5 elven gallettes takes only one space in the inventory. Each of these biscuits is enough for one day for a person, and they may also be preserved forever, if not eaten.

GAUNTLETS OF OGRE MIGHT

The wearer's strength raises to 18, with all of the relative bonuses. If the wearer is not using a weapon, he deals 1d4 damage with his fists, instead of just one point of damage, plus the strength bonus.

GIRDLE OF GIANTS STRENGTH

This item gives the wearer the same chances to hit as an 8HD monster. Moreover, the user deals double damage with all of his or her melee attacks. The user may even throw boulders at a range of 6 / 12 / 18 m dealing 3d6 points of damage with them.

HORN OF BLASTING

This magic horn is crafted in a horn of a mountain goat or another animal, and may be used to harm enemies and destroy buildings.

The horn creates a cone of sound, 30 m long and 6 m wide at the far end, when blown. Victims within this area take 2d6 points of damage and must make a saving throw vs. spells or be deafened for one turn; constructions and ships take 1d8 points of damage. The horn may be blown only once per turn.

LENS OF DETECT FRAUDS

Used by Glantrian officials to check licences, this lens only reveals whether a document is original or has been falsified.

LUCKY AMULET

The wearer of this amulet may re-roll any failed saving throw once per day.

MUZZLE OF TRAINING

This muzzle is made of leather straps with metal buckles and may be fastened around the mouth and head of any monster or animal that has a bite attack. It magically fits any creature it is put on, and the victim can breathe easily through it, but may not bite or talk while wearing it. The muzzle locks in place with a command word, and will unlock and fall off only with a second command word. However, it may be taken off by using a rod of destruction on it or by the use of a knock spell, and in this case it is considered being locked by a wizard lock spell cast by a 15th level magic-user.

ROPE OF CLIMBING

This is a 15 m long rope that looks completely normal. However, if the owner of the rope commands it to do so, the rope can climb walls and move across ravines, tying itself around any support with no chance of untiding. The rope can then be used normally to climb, and may hold a weight of 500 kg before snapping.

SCARAB OF PROTECTION

This item automatically absorbs any curse (whether by scroll, spell or other effect) that hits the user. It will also absorb a *finger of death* spell. It is enough to wear the scarab as a jewel to be protected. The scarab may have up to 12 charges when it is found, and once all of the charges are used it becomes a common item with no powers.

SPELL GEMS

Spell gems are magic items that can be used by any character and look exactly like normal gemstones. However, the spell gems are enchanted with some spell and, when they are thrown at a target, they explode and generate the magic effect. They can be effectively thrown at a fairly long distance with the use of a sling or, to a much shorter range, by hand.

The effect of a spell gem may be of any spell of levels 1 to 6, with the target being the creature or the item that has been hit by the stone. Once the stone is thrown at a target, it is disintegrated, therefore spell gems may be used only once each.

SPELLBOOK CASE

A magic spellbook case protects the book inside from every natural harm and every spell up to level 3 or similar magical effects (including dragon breath).

WAR PAINTS

War paints come in three small jars of different colours: green, red and black. To properly use the paints, a character must put the three different colours on his face, chest and arms. The process usually takes one whole turn. Once the paint has been applied, the character gets a bonus of 2 points to the AC and to hit. The effect of the paints lasts for 2d10 rounds. After this time, the character needs to get a proper bath to wash the paints away, before being able to use them again.

BOOKS OF MAGIC

Let's start this chapter by saying that books of magic and spellbooks are two different things.

Books of magic are books that explain the theory of magic, that talk about ingredients, magical energies, legendary powers, maths and sciences applied to the use of magic, and everything related to the arcane studies.

Spellbooks only contain the spells and the procedures needed to cast them.

For a spellcaster to be able to develop new spells, or to enchant magic items, a deep knowledge of the theory of magic is essential. For this reason, arcane spellcaster consider the books of magic among the most valuable treasures. As explained in the character handbooks, books of magic are collected to build a spellcaster's library, and the size of the library gives the limit of the power of the new spells that may be researched. In the same way, a library is used to research the procedures to enchant magic items and to animate constructs.

Therefore, it becomes very important for an arcane to collect as many books of magic as he can.

VALUE OF THE BOOKS

Not all of the books of magic are worth the same price. Some of them are very basic, or very common, and may not be worth a lot. Some others are extremely specific, extremely rare, or extremely powerful, and these are worth much more to a spellcaster. The cost of a spellbook and its value may not actually coincide, but what is important for an arcane is their actual value, not the price they paid for it.

The value of a book of magic can be determined random by rolling 1d% and multiplying the result by 10, in gold Ducats.

An arcane may learn the real value of a book only after reading it

thoroughly. Reading a book usually takes 1 day for every 50 Dc of value (or fraction). When the book has been read, the value will be automatically known: no test is required.

However, there are some situations that may increase or decrease the value of a book for an arcane.

BOOKS IN FOREIGN LANGUAGES

This only applies to the arcanes who cannot use a *read magic* spell to translate a book. Once the spell is learned, this penalty doesn't apply anymore, because the arcane may cast it anytime he wants to read the book.

A book in a language that cannot be deciphered does not give any value to the library, even because it is not possible to estimate its value.

SPOILED BOOKS

Sometimes books are not in good conditions. Some books, especially the ones found in the treasures of monsters, may be very badly put: they can be dirty, broken, partially burned, ripped, missing pages, may have ink spiled on them, and so on.

When such a book is found, its value is reduced by a percentage that can be determined by the DM by rolling 1d%. If the result is 96-00, the result is rounded down to 95%. Every book, for bad it is put, is always worth at least 5% of its normal value.

MULTIPLE COPIES

When an arcan collects more copies of the same book, the value of the books don't add up in the total value of the library. Only one of the copies of the book can be counted. If some copies are spoiled, the copy with the highets remaining value, or a whole one, is to be counted.

Sometimes arcanes who have plenty of copies make up a secondary library with them, or gift them to their apprentices or heirs.

Some mystics are specialized in copying books, and the copies made by

them may be sold, given away, or kept as a backup in case anything happened to the original copies.

SPECIAL FORMATS OF BOOKS

Not all of the books are written on paper. Some may be scraped on stone or clay tablets, or painted on the walls of buildings, or even magically revealed only in some very special conditions and in a special place (for example, the runes in the circle of stone in Urk). In these cases, the arcane cannot add that book to his library, simply because he may not be able to consult it at any time.

When such a text is found, the arcane must copy it into a proper book in order to be able to add its value to the library. To copy such a text would take 1 day of work for every 50 Dc worth of value of the book.

Usually, texts written in this way are extremely precious and surely very rare. Otherwise, nobody would have taken so much effort both to preserve and to hide them.

RARE BOOKS

There is always a 10% chance, when determining a book of magic, that it is related to one of the Secret Crafts, the Radiance or some other magic secret or lost magic craft. All of these books are worth much more than usual.

Secret Crafts Books

Books about the secret crafts of Glantri are the most common within the rare books. Each book can be devoted only to one of the crafts. When generating a book devoted to a secret craft, its value is increased by +50%. Books regarding the secret crafts are extremely important for arcanes for two reasons. First, an arcane may learn about the secret crafts by collecting books regarding them. When a total of books worth not less than 2.000 Dc regarding one single craft is collected, the arcane learns that that craft exists within the Great School of Magic, and

how he may be able to join it. Obviously, the arcane may find out about the secret crafts in some other ways as well.

Second, an Arcane ability to learn new powers for his secret craft is limited by the amount of books that he has about that craft. For each power. the arcane needs 1.000 Dc worth of books multiplied by its level, and the total required for all of his powers must not exceed the amount of books he has. For example, an arcane that has 2.300 Dc worth of books about Sorcery may only learn the two powers of the first circle (1.000 each). An arcane with a library worth 7500 Dc only in Necromancy books may learn the powers of first, second and third level (1.000 + 2.000 + 3.000) but would need to collect another 2.500 Dc worth of necromancy books before being able to study the power of the 4th circle.

Books about the secret crafts may be counted as usual in the total required to research new spells.

Books about the Radiance

Books about the radiance are among the rarest books that exist. When generating a book devoted to the Radiance, its value is doubled.

Similarly to the books concerning the secret crafts, the books about the Radiance are treasured by arcanes for two reasons. The first is that with a total amount of books regarding the Radiance worth 10.000 Dc or more, an arcane learns how to craft the receptacle that is needed to join the Fraternity of the Radiance.

The second advantage is that, to research a spell related to the Radiance, an arcane needs that at least half of the value of the books needed for the research of the spells of a certain level, are books about the Radiance itself. Therefore piling up books about the Radiance allows the arcane to research more spells.

Books about lost magic crafts or magic secrets

These kind of books may be of very different types. The DM must decide the value of these books depending on the particular situation. Very often, the bonus value of these books will be between +20% and +100% of the value that has been determined by the roll of the dice. These books are normally added to the value of the library

COLLECTIONS

Some books, usually written by the same author, or part of the same series, may be grouped in *collections*. When an arcane is able to gather all of the books in a collection, the value of the whole collection increases by 20%.

Book collections are not very common, and when using them the DM must determine the size and the total value of the collection in advance. Usually, the books that make up a collection are of little value (between 10 and 300 Dc each), and a collection is normally made of 3 to 20 books. However, it is always possible to find more valuable books in a collection, and even collections that are made by more than 20 books.

Gathering a whole collection should give to an arcane a substancial XP bonus. In this volume there are no books that belong to any collection.

MAGIC BOOKS IN THIS VOLUME

The following list contains all of the magic books that appear in this volume. These are just a little number and a few of the many books that exist in the world. The DM may obviously make up many more for his campaing. Books are listed in alphabetical order.

12 Uses of Dragon Blood

By Myrtle McCavanagh, 220 Dc

Suggestions of use for one of the most common and powerful of the ingredients used in spellcasting and item enchantment.

A Compendium of Lost Spells

By Evehard McDermond, 300 Dc

This is a study of spells that have become obsolete and have been replaced with new, more powerful or safer versions.

A Legacy from the Ancient

By Nevin De Roo, 1.920 Dc

Radiance

Written by King Nevin, the Mage King of Braejr, this is the first book ever written about the Radiance. It is one of the most complete studies about the magical energy that radiates from Glantri City and provides a great base for the study of this topic.

About Spirits and the Spirit World

By Evehard Vlaardoen, 590 Dc

This book is an essay about the spirits and their distant plane of existence, and how they still manage to influence this world.

An Introduction to Fire magic

By Barnabas Vlaardoen, 480 Dc

Secret craft: elementalism - fire

This is a basic book about the element of fire, and the magic that the fire generates. It is a good base for whoever wants to start studying fire magic.

MAGIC ITEMS

Ancient Lost Magic

By Rudelphine Vaughn, 700 Dc

A study on the lost magic of ancient cultures, on spells that are not any more being used and on recorded dreadful effects of badly built spells.

Applied Mathemagic Problems

By Wulf Zelten, 330 Dc

Practical application of mathemagic in the research of new spells and the design of magic items. A very boring book full of numbers that includes nonstandard maths

Basic spellcasting

By Etienne D'Amberville, 150 Dc

A very basic spellbook that goes through theory and practice of spellcasting for beginners. It is one of the textbooks of the Great School of Magic.

Combined Magic

By Innocenti di Malapietra, 80 Dc

A very basic book about combining different magical effects in one.

Complex Abstract Magic Numbering

By Wulf Zelten, 390 Dc

Advanced application of mathemagic in the realization of powerful spells and magic items, indulging in the most complex and non-standard forms of abstract maths.

Creations of the mind:

a practical guide to illusionism

By Otwald Grunnard, 440 Dc

Secret craft: Illusionism

A basic book about illusions, illusionism and mind manipulation on different types of targets and in different cultures.

Creatures of the plane of fire

By Barnabas Vlaardoen, 380 Dc

Secret craft: elementalism - fire

The book descrives plenty of elementals and creatures that live and dwell in the Plan of fire. The book also presents fire plan variants of common creatures.

Evolution of Spellcasting: from

Prehistoric Rituals to Modern Spells

By Harald of Haaskinz, 560 Dc

A historical essay about the history of spellcasting and the evolution of magic throughout the centuries.

Fairies and other magical creatures

By Eudora Carlissian, 130 Dc

A study on fairies and other fairy-like creatures and their pecuiar magic.

Guide to cauldrons and other pots

By Finnicella Tobren White, 60 Dc

A practical guide to chose the best cauldrons for potion-brewing and for cooking.

History of the Great School of Magic

By Carlotina Erewan, 120 Dc

A history book about the construction and the origins of the Great School of Magic. It is updated with the list of the former headmasters.

Interpreting dreams

By Jherek Virayana, 580 Dc

Secret craft: Illusionism

A book on the meanong of dreams, but not only: the boook also studies the magic of dreams ant the means to determine whethter dreams are natural or have been sent by someone.

Legends of the Glantrian Alps

By Gaspard Du Nord, 330 Dc

A collection of legends about magic and magical creatures that are set on the Glantrian Alps. The author explains the magic bases behind every legend.

Magic of deceiving

By Thobias McLure, 240 Dc

Secret craft: Illusionism

The book studies the magic of deceit, the manipulation of minds and everything that is connected to illusion and falsity.

Magic of Plants and

Fast Growth of Wineyards

By Unknown author, 150 Dc

A book about magic applied to agriculture, and especially to the growth of wine grapes.

Magic plants, mushrooms and molds

By Nigella Oak, 210 Dc

The book explains how to use plants as ingredients for spells and potions. It is focused on the plants of the higher Valley of Vesubia.

Magical Words and Spellcasting

By Hyward Zebral, 130 Dc

The book studies the different ancient languages used in wording the spells to define which words and languages may be able to channel the strongest magic powers.

Nothing gets wasted out of the goblin

By Xirion Sinister, 40 Dc

The ultimate guide on how to cut a goblin in pieces to get the most possible ingredients from it.

Of Lost Souls and Dark Legends

By Vladimir Lupescu, 375 Dc

Secret craft: Necromancy

A compilation of ancient legends and stories about death, ghosts and the afterlife, with a focus on the darkest resurrection rituals.

Of Magic Items of the Known World

By Multiple authors, 530 Dc

A collection of tales and studies about magic items in the Known World and their history and effects.

Prayers to Ixion

By Valen Van Hoorn, 100 Dc

A forbidden book of prayers, it is one of the books that can be found buried in adventure 4: Red Leaves and White Snow.

MAGIC ITEMS

Prayers to Rad

By Asterius Medrian, 100 Dc

A basic book of prayers and meditation that every follower of Rad, Immortal of light and knowledge, should have.

Precepts of the Curch of Fire

By Valen Van Hoorn, 100 Dc

A forbidden book of prayers, it is one of the books that can be found buried in adventure 4: Red Leaves and White Snow.

Rituals of Knowledge

By Mellora Elderbelle, 315 Dc

Secret craft: Criptomancy

This book is a study about ancient rituals and the runes used in them, especially focusing on the powers of magic glyphs and magic circles.

Secrets from the Stars

(A Practical Guide to Astrology)

By Vernon McIvert, 190 Dc

This book explains how astrology works and how the stars influence the world. It provides guidance to write horoscopes and understand the movement of planets and stars.

Secrets of Criptomancy

By Unknown author, 810 Dc

Secret craft: Criptomancy

This book is the result of the transcription of the text that the characters may find on the standing stones in adventure 4: Red Leaves and White Snow.

The Darkest arts

in the myths of the Past

By Natacha Datchenka, 80 Dc

Secret craft: Necromancy

A very basic history of necromancy and in general of the dark arts, the book has a collection of myths and legends explained and connected to death.

The influence of the stars on magic

Preparations

By Delmàr Garcia, 170 Dc

One of the most important books about potion-making, it explains how to properly brew them and use at the spellcaster's advantage the influence of the stars, costellations and planets on the fluids.

Transmutation and Energy

By Gilles Grenier, 690 Dc

Secret craft: Alchemy

This book studies the magical energies that pervade every creature and item in the world and how they can be manipulated to produce changes in the matter

Unusual and Rare Potion Ingredients

By Isabella De Montebello, 820 Dc

Probably the best book ever written about the ingredients in potion-making, this is a must have for every Arcane that wants to indulge in this ancient craft.

Uses of Magical Ink

By Eugene Vadeboncoeur, 60 Dc

A book that provides guidance about how to use and preserve the magical ink. It also gives weird suggestions about alternative uses that are not very orthodox...

Wine and Grapes: a Practical Guide to Winemaking

By Anton Lupescu, 20 Dc

This book is mainly an agriculture essay, but here and there there are random hints about agricultural magic.

Words of Power

By Altan Virayana, 390 Dc)

Written in Ethengarian language, this book explains the importance of wording the spells in the correct way, to summon the greatest possible powers.

In this book, some new spells have been introduced, and the characters may find them in scrolls and books in the adventures. Here there is the description of each of the new spells introduced in this module. After the description of the new Arcane spells, there is also the description of some clerical spells that are appearing in the module as well.

ARCANE SPELLS LEVEL 1

BLUR

R: personal

D: 1 minute per level

E: The caster becomes blurry and hard to see

The edges of the caster's body become blurry and his colours fade, merging with the surroundings. The caster becomes partially translucent as well. A character that is affected by this spell gets a -2 bonus on his or her AC and, for the duration of the spell, gains the thief skill *hide in shadows* with a chance of success of 50%

JUMP

R: 36 m

<u>D:</u> 1 turn

<u>E:</u> the target may now jump huge distances

Any target within the range of the spell is now able to jump veru long distances, reaching as far as 15 m and as high as 9 m with no effort and landing with no damage. The target keeps the ability to do such amazing jumps for the whole duration of the spell. A character enchanted with this spell does not take any damage when falling from 9 m or less.

SPIRIT CLAW

R: spellcaster only

D: 1 round per level

E: a magic claw that the spellcaster may use as a weapon

Element: Dark

The hand of the spellcaster is covered by a gauntlet-like claw made of fog. The caster may use this weapon to attack in melee combat (with Base mastery) dealing 1d8 points of damage, +1 damage for every second level of the caster (round down), up to a maximum of +5 at 10th level. The claw also gives the caster a bonus to hit of +1 for every 2 levels (round down) up to a maximum of +5 at 10th level. The claw causes magical damage of Dark element.

ARCANE SPELLS LEVEL 2

FIRE BOLT

R: 24 m

D: Instant

E: A fire arrow hits an enemy

Element: Fire

A fire blast erupts from the finger of the caster and hits one target within the range of the spell. The fire bolt automatically hits the target, dealing 1d4 fire damage for every second level (round up), up to a maximum of 10d4 damage at level 19 or above. The target may half the damage taken due to this spell by successfully saving vs. spells. The fire bolt may be used to ignite flammable items, but otherwise it just goes off at the end of the round.

MOONBEAM

R: 18 m

D: 1 round per level

E: Moonlight reveals were-creatures

This spell may be summoned only by night, or in places where the sunlight may not reach, like dungeons.

When this spell is cast, a beam of moon light shines from above onto an area of 3 m radius, and stays there for the whole duration of the spell. Any were-creature in the beam of light is affected as if the full moon was shining upon him or her. The were-creature must save vs. spells with a -4 penalty to resist the transformation, but must repeat the save for every round he or she spends within the beam.

ARCANE SPELLS LEVEL 3

SPROUT

R: sight

D: instant

E: Dead wood sprouts and returns to life

A piece of non-magic wood generates leaves, branches and blossoms. If this spell is cast on a closed door, a barrle, a chest, a crate or any other wooden container, that item will be broken due to the wood twisting and growing. Any traps on the item will be disactivated automatically due to the growth.

If the spell is cast on a weapon or part of a weapon, or even on a shield, these items become impossible to use, as if they were broken.

If the item is touching the ground when this spell is cast, roots will grow into the ground, and the item from now on is going to be a plant under every aspect. If the item is not touching the ground, the roots and branches will wither and die within 1d4 days.

CLERIC SPELLS LEVEL 1

CURE LIGHT WOUNDS*

R: Touch

D: Permanent

E: Heals wounds or cures paralysis

This spell may be used either to heal wounds or to cure paralysis. If used to heal wounds, it restores 1d6+1 points of damage to the target, up to his maximum HP score. It cannot remove paralysis if used to heal wounds, and the other way round.

The reverse of this spell deals 1d6+1 points of damage to the target touched by the cleric. A to-hit roll may be needed. The damage can't be avoided with any saving throw.

LIGHT *

R: 36 m

D: 12 turns

E: A light that lights up a 4,5 m radius sphere

This spell generates a white light source, extremely bright, and must be cast on a creature or an item. If cast on an item, the light moves with it. If cast on the eyes of a creature, the creature may save vs. spells to avoid its effect. If the save fails, the victim is blinded until the end of the spell. If the save is a success, the light materializes in the air and when the creature moves, the light doesn't move with it.

The reverse of this spell, *Darkness*, summons complete darkness in a 4,5 m diameter sphere. The magic darkness blocks all kinds of vision, except infravision. *Darkness* and *light* can be cast to counter each other.

If Darkness is cast on the eyes of a creature, the creature must save vs. spells and, if the save fails, the creature will be blinded until the end of the spell. If the save succeeds, the spell bears no effect

REMOVE FEAR*

R: Touch

D: 2 Turns

E: Removes fear from a creature

When the cleric casts this spell and then touches any living creature, the spell will calm the creature and remove any fear. If the creature has been affected by a fear spell or effect that does not normally give any saving throw, the victim is allowed to make a saving throw vs. spell, adding a bous to the roll equal to the cleric's level (maximum +6). If the saving throw succeeds, the fear is cancelled.

The reverse of this spell, *Terror*, will make any one creature flee for two turns. The victim may make a saving throw to avoid the effect. The *Terror* spell has a range of 36 m.

REPAIR

R: touch

D: permanent

E: repairs a broken normal object

By using this spell, a cleric may repair a broken or damaged object. Things such as ripped clothes, cracked or smashed glass and ceramic, snapped arrows and wood, bent or rusty weapons are repaired and look like new.

From 10th level a cleric may use this spell to repair magic items as well, but the use of this spell does not give back to the object its lost charges. If used to repair a magic object with numerical bonuses (+1, +2, +3...) the first use of the spell gives back only one bonus point. To restore the magic completely, the spell must be used multiple times.

CLERIC SPELLS LEVEL 2

BLESS *

R: 18 m

D: 6 turns

E: All creatures in a 6x6 m area

This spell improves the morale of all friendly creatures by +1 and gives the recipients a +1 bonus on all the attack and damage rolls. It only affects the creatures included in the affected area and only the ones that are not already in melee.

The reverse spell, *Blight*, places a -1 penalty on enemies' morale, attack rolls and damage rolls. Each victim may make a saving throw vs. spells to avoid the penalties.

HOLD PERSON*

R: 54 m

D: 9 turns

E: Paralizes up to 4 creatures

This spell may only be used against humans, demi-humans and humanoids. It has no effect against undead creatures, constructs and any creature bigger than an ogre.

Each victim of this spell may save vs. Paralysis to avoid its effect. Whoever fails the save is paralyzed for the whole duration of the spell.

The caster may decide to cast this spell on a single target instead of a group. In this case, the target gets a -2 malus on his saving throw. If cast on a group, it may hit up to 4 targets, but in this case no malus is applied to the saving throw. The reverse of this spell, *Free person*, removes any form of paralysis from up to 4 humanoid targets.

SILENCE IN A 4,5 M RADIUS

R: 54 m

D: 9 turns

E: Paralizes up to 4 creatures

This spell makes the area of effect completely silent. Conversation and spellcasting in the area are impossible for the duration of the spell. This spell does not prevent the creatures in the area from hearing noises outside the area. If cast on a creature, the victim must make a saving throw vs. spells, or the effect will move with the creature. If the saving throw is successful, the spell remains in the area where it was cast, and the victim may just move out of it.

CLERIC SPELLS LEVEL 3

STRIKING

<u>R:</u> 9 m

<u>D:</u> 1 turn

E: 1d6 extra damage to a weapon

This spell allows any one weapon to inflict 1d6 additional points of damage per attack. The weapon will inflict this extra damage with every successful blow for as long as the spell lasts. This bonus does not apply to attack rolls, but only to the damage. If the cleric casts this spell on a normal weapon, the weapon may then damage creatures that may only be damaged by magical weapons, but deals only 1d6 points of damage per strike regardless of the normal damage of the weapon.

GUST OF WIND

R: 12 m

D: instant

E: wind blows off enemies and fires

A strong wind blows from the cleric in a cone 12 m long and 6 m wide at its end, blowing at approx. 60 kmph. This wind blows off all non-protected small fires and torches and has a 50% chance to blow off protected ones (like lanterns). Fires bigger than a torch in the area cannot be blown off. Instead, they will grow expanding in the direction of the wind for 1d6x30 cm if they can find anything they can burn.

Flying creatures are blown out of the cone area, but are not harmed if they don't hit anything. Creatures the size of humans or smaller cannot move opposing the wind for the rest of this round. Bigger creatures can move against the wind at half speed.

Gust of wind can blow away creatures smaller than a halfling and small objects, levitating creatures, aerial creatures, and squander any gas, fog or steam cloud in the area. If a creature blown away by the gust of wind hits an obstacle, it gets 1d6 points of damage.



SLATKO DRAGAN CARTARESCU

(FIGHTER)

Slatko is a young Mornei gipsy guy who used to llive with his family and spend winters in the camp of Mount Ut. However, last spring he had an argument with another young gipsy guy about a girl, and in the fight that came out, he stabbed and killed the guy. Since then, the brothers of the dead guy are hunting him down, seeking revenge, and he decided to hide in the Lonely Valley, where gypsies are seldom seen, until their fury will be gone.

Slatko is 18 years old, 179 cm tall, with a strong built body, black hair and green eyes. He is the bully-ish type and likes to show off. He knows he is good looking and always tries hard to get some appreciation for that.

ABILITY SCORES

Strength	17
Intelligence	6
Wisdom	9
Dexterity	16
Constitution	13
Charisma	14

SAVING THROWS

Death ray & Poison	12
Paralysis & Turn to Stone	13
Magic Wands	14
Breath Weapon	15
Spells, Staves & Rods	16

HP: 9

WR: 15

AC: 3

WEAPON MASTERY

Dagger	Base
Axe	Base
Bolas	Base
Club	Base

GENERAL SKILLS

Wrestle	Str	12
Brawl	Str	12
Trample	Str	12
Muscles	Str	12
Gambling	Int	9
Bargain	Cha	11

LANGUAGES KNOWN

Common Glantrian 12

SPECIAL ABILITIES

None

EQUIPMENT

Licence wallet
Backpack
Axe
Bolas
Daggers x3
Torches x6
Waterskin
Special rations x6
Tinder box
Rope 15 m
Shield
Scale mail
Pouch with 37 Dc



FIANNA DYSENTHAL

(ELF)

Fianna is an elf of Erewan whose mother is an elf of Wendar. She was born in Hyadacal, and joined the adventurers' guild in Senin recently, after visiting the town and meeting some senior adventurers. Fianna is curious to learn more about her mother's original clan, but feels very much that she belongs to Erewan. Every now and then, she pops up at her parents' farm in Hyadacal to help them with the harvest and to see how they are doing.

Fianna is 75 years old, 167 cm tall and has green eyes and red curly hair. Her face is covered in freckles and when she talks she has a funny pronunciation fo her "S" that comes out like an "F". She hates when people make fun of her for this reason. (This doesn't affect her spellcasting)

ABILITY SCORES

Strength	13
Intelligence	15
Wisdom	13
Dexterity	14
Constitution	13
Charisma	8

SAVING THROWS

Death ray & Poison	12
Paralysis & Turn to Stone	13
Magic Wands	13
Breath Weapon	15
Spells, Staves & Rods	15

HP: 6

WR: 13

AC: 5

WEAPON MASTERY

Sword	Base
Long bow	Base
Spear	Base
Net	Base

GENERAL SKILLS

Reading and Writing	Int	11
Knowledge of nature	Int	11
Tracking	Int	11
Agriculture	Wis	11
Animal breeding	Wis	11
First Aid	Wis	11
Natural healing	Wis	11
Treewalk	Dex	11
Animal Empathy	Cha	9

LANGUAGES KNOWN

Common Glantrian	14
Erewan elven	16
Wendarian	11
Ogre and Orc	5
Goblin and Hobgoblin	11
Gnoll	9

SPECIAL ABILITIES

Arcane spellcaster

Bonus spells: 1 first level

Infravision

Immune to the paralysis of

ghouls and thouls

EQUIPMENT

Spellbook
Licence wallet
Backpack
Sword
Net
Spear
Longbow
Quiver with 20 arrows
Waterskin
Preservable rations x6
Leather armor
Shield

Pouch with 18 Dc

SPELLBOOK

(All licenced for private spellcasting)

Level 1

Charm person Read magic Shield



CONRAD PIETERSEN

MAGIC - USER LV.1

Conrad was born in Her Janklooster, but moved to Senin to become an adventurer. In his hometown there are no guilds or places where to find a job if you are an adventurer. He wants to become famous and powerful, and maybe rule his own barony in the future. In the meantime, he needs money and to improve in magic as much as he can. He is also very devoted to Rad and considers very bad whoever doesn't worship him with prayers and meditation, like he does.

Conrad is 20 years old, 197 cm tall, with a slender body, straight red hair and green eyes. He is very attracted by power and especially by magic items, that allow you to get great powers the easy way. He is interested in whatever legend talks of ancient treasures and lost magic items.

ABILITY SCORES

Strength	7
Intelligence	16
Wisdom	16
Dexterity	13
Constitution	13
Charisma	10

SAVING THROWS

Death ray & Poison	13
Paralysis & Turn to Stone	14
Magic Wands	13
Breath Weapon	16
Spells, Staves & Rods	15

HP: 5

WR: 10

AC: 8

WEAPON MASTERY

Dagger	Base
Club	Base

GENERAL SKILLS

Reading and Writing	Int	12
Science: Alchemy	Int	12
Fire building	Int	12
Cramming	Int	12
Devotion: Rad	Wis	12
Skating and Skiing	Dex	11

LANGUAGES KNOWN

Common Glantrian	18
Wendarian	13
Sindhi	15

SPECIAL ABILITIES

Arcane spellcaster

Bonus spells: 1 first level

1 second level

EQUIPMENT

Spellbook
Licence wallet
Backpack
Dagger
Torches x6
Tinderbox
Waterskin
Preservable rations
D

Preservable rations x3
Portable alchemic test lab
Pouch with 4 Dc

SPELLBOOK

(All licenced for private spellcasting)

Level 1

Magic missile

Read magic

Light

Level 2 Web



KURAMA

NAGPA LV. -8

Kurama is a Nagpa that was born on the Kurish Massif and lived for some years in the village of Gromag. Here, he was a merchant of giant spider's meat. However, his instinct for domination took him out of the village and towards adventuring. He travelled for some time alone, but he soon realized that he needed allies not to be crushed by othermonsters, and he decided to enter an adventurers' guild.

Kurama is 42 years old, 149 cm tall, with light blue eyes and completely black feathers. He is a manipulative character, and would try and force other people (including members of his own group) to always do what he wants. He is smart and one of his favourite tactics is blackmailing others into what he wants.

ABILITY SCORES

Strength	10
Intelligence	16
Wisdom	14
Dexterity	14
Constitution	9
Charisma	12

SAVING THROWS

Death ray & Poison	13
Paralysis & Turn to Stone	14
Magic Wands	13
Breath Weapon	16
Snells Staves & Rods	15

HP: 8

WR: 6

AC: 7

WEAPON MASTERY

Sword Base Crossbow Base

GENERAL SKILLS

Int	12
Int	12
Cha	10
	Int Int Int Int Int Int Int Int Int

LANGUAGES KNOWN

Common Glantrian	15
Gnoll	15
Kobold	13
Sindhi	15
Aranea	13

SPECIAL ABILITIES

Darkness 1/day Fire 1/day Paralysis 1/day

EQUIPMENT

Licence wallet
Backpack
Sword
Crossbow
Quiver with 20 quarrels
2 silver tip quarrels
Special rations x6
Waterskin
Garlic
Empty parchment scrolls x3
Pen and ink

Pouch with 73 Dc



TOLUI ZANABAZAR

MYSTIC LV.1

Tolui is a mystic of the Order of the Two Moons. He is training in the monastery of the Lonely Valley, that lies just south from Senin, but normally stays in the small hospice the mystics have in town and helps healing the adventurers of the guild and the travellers attacked by monsters. He is quite strong and gives his training a big importance.

Tolui is 22 years old, 158 cm tall, with jet black eyes, and keeps his hair completely shaved but for a small ponytail. He is proud of following his Order's rule of conduct, and hates it when other people interrupt him during his meditation time.

ABILITY SCORES

Strength	14
Intelligence	4
Wisdom	11
Dexterity	18
Constitution	18
Charisma	9

SAVING THROWS

Death ray & Poison	12
Paralysis & Turn to Stone	13
Magic Wands	14
Breath Weapon	15
Spells, Staves & Rods	15

HP: 9

WR: 14

AC: 4

WEAPON MASTERY

Staff	Base
Club	Base
Dagger	Base
Axe	Base

GENERAL SKILLS

Ν	Muscles	Str	11
5	Swim	Str	11
ł	Knowledge of nature	Int	8
5	Science: Herbalism	Int	8
E	Blind Combat	Wis	10
(Cooking	Wis	10
F	First Aid	Wis	10
F	Acrobatics	Dex	13
Е	Endurance	Con	13
F	Run	Con	13

LANGUAGES KNOWN

Common Glantrian 13

SPECIAL ABILITIES

Climb walls	87
Move silently	20
Hide	10
Hear noises	30
Catch moving objects	61 +15

Acrobatic skills

Grab a hold	54
Leap	54
Balance	54
Fall on the feet	54
Somersault	54
Twirl	54
Roll	54
Jump	54

EQUIPMENT

Licence wallet
Backpack
Dagger
Torch x6
Tinder box
Rope 15 m
Small hammer
Iron nails (12)
Pots set
Special rations x6
Healer's bag (10 uses)
Pouch with 104 Dc

COMBAT STYLES

Basic	
	Basic fist or kick
	Basic defence
	Balance the Chakra
School of	f Stone
	1 - Strenath boost



LAGUNA ASTRAKAN

FIGHTER LV.1

Laguna is a young man who trained hard to become a fighter. He is the big brother of a talented young magic-user, named Rigel. Laguna always protected Rigel since they were children, and when Rigel decided to become a wizard and an adventurer, Laguna agreed to go with him. Laguna vowed to protect Rigel in his travels and to help him reach his goal of becoming a noble. Laguna feels that it is his duty to keep his young brother safe.

Laguna is 186 cm tall, has pitch black hair with blueish shades and dark blue eyes. Laguna is 23 years old, impulsive and honest. He is usually very reliable and trusts his brother over anybody else.

ABILITY SCORES

Strength	18
Intelligence	13
Wisdom	7
Dexterity	9
Constitution	16
Charisma	11

SAVING THROWS

Death ray & Poison	12
Paralysis & Turn to Stone	13
Magic Wands	14
Breath Weapon	15
Spells Staves & Rods	16

HP: 10

WR: 14

AC: 4

WEAPON MASTERY

Sword	Base
Claymore	Base
Club	Base
Trident	Base

GENERAL SKILLS

Muscles (Str)	13
Wrestle (Str)	13
Swim (Str)	13
Trample (Str)	13
Fire-building (Int)	11
Fury (Con)	12

LANGUAGES KNOWN

Common Glantrian	16
Alphatian	14

SPECIAL ABILITIES

None

EQUIPMENT

Licence wallet
Backpack
Waterskin
Preservable rations x7
Sword
Claymore
Trident
Chain mail
Rope 15 m
Torches (6)
Tinderbox
Shield

Pouch with 4 Dc



RIGEL ASTRAKAN

MAGIC-USER LV.1

Rigel is a young magic-user who has been gifted with a great power. He is the youngest son of a couple of former adventurers, and his biggest wish is to become a noble, maybe a Prince. He wants to study at the Great School of Magic and to become famous through adventuring. Rigel travels with his older brother Laguna, who is a fighter. The to of them are very close and neither would leave the other one in trouble. Laguna vowed to protect Rigel in his travels and to help him reach his goal of becoming a noble.

Rigel is 181 cm tall, has pearl-white hair and ice blue eyes. They say his hair has this colour because one of his grandmothers was a Tobren White, an ancient family that was famous for this physical feature. Rigel is 19 years old, is determined and very reflexive. He doesn't like to rush and prefers to always think before acting.

ABILITY SCORES

Strength	13
Intelligence	18
Wisdom	7
Dexterity	9
Constitution	16
Charisma	11

SAVING THROWS

Death ray & Poison	13
Paralysis & Turn to Stone	14
Magic Wands	13
Breath Weapon	16
Spells, Staves & Rods	15

HP: 6

WR: 11

AC: 9

WEAPON MASTERY

Dagger	Base
Staff	Base

GENERAL SKILLS

Reading and Writing (Int)	13
Cartography (Int)	13
Science: Dracology (Int)	13
Concentration (Wis)	10
Predict the Future (Cha)	11
Bargain (Cha)	11
Gather informations (Cha)	11

LANGUAGES KNOWN

Common Glantrian	17
Alphatian	15
Dragons	10
Alfheim Elven	8

SPECIAL ABILITIES

Arcane spellcaster

Bonus spells: 2 first level

1 second level

EQUIPMENT

Spellbook
Licence wallet
Backpack
Dagger
Staff
Waterskin
Preservable rations x7
Pouch with 140 Dc

SPELLBOOK

(All licenced for private spellcasting)

Level 1	
	Sleep
	Read magic
	Floating disc
	Detect magic
Level 2	

Knock



BLANCHE DUBOIS

THIEF LV.1

Blanche is a beautiful girl whose family moved from Campeignac to Senin because her father was employed in the aquamarine mines, when he was younger. Now her father found another job and her older brother Marcel works in the mines. She has two more brothers, Andre and Gaston, who are still very young. Andre has the gift of magic, but her parents have no money to send him to the Great School of Magic to study. Blanche wants to help them.

Blanche is 166 cm tall, with grey eyes, black hair and is 19 years old. She is the kind of girl that is used to get whatever she wants by blinking her eyes towards men. She can be quite childish sometimes, because she is used to always get whatever she wants with very little effort.

ABILITY SCORES

Strength	11
Intelligence	7
Wisdom	10
Dexterity	16
Constitution	10
Charisma	18

SAVING THROWS

Death ray & Poison	13
Paralysis & Turn to Stone	14
Magic Wands	13
Breath Weapon	16
Spells Staves & Rods	15

HP: 4

WR: 12

AC: 5

WEAPON MASTERY

Sword	Base
Cestus	Base
Long bow	Base

GENERAL SKILLS

Lip reading	Int	9
Alertness	Dex	12
Rope use	Dex	12
Eloquence	Cha	13
Seduce	Cha	13

LANGUAGES KNOWN

Common Glantrian 13

SPECIAL ABILITIES

Open Locks	15 +10
Find Traps	10
Remove Traps	10 +10
Climb Walls	87
Move Silently	20
Hide in Shadows	10
Pick Pockets	20 +10
Hear Noises	30
Backstab	

EQUIPMENT

Licence wallet Saddlebag Sword Cestus Longbow

Quiver with 20 arrows

Lantern
Oil flasks x5
Waterskin
Special rations x6

Rope 15 m Makeup set Hair brush

Tinder box

Pouch with 37 Dc

MAPS

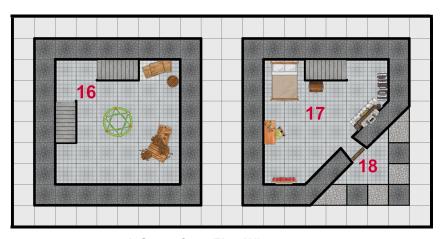
The maps of all of the adventures are given in the next pages. All of the maps on squares share the same proportions, that are 1 square = 1,5 m. All of the maps on hexagons are 1 hexagon = 1,5 km. If these proportions are not respected, it is clearly stated on the map.

When not specified on the map, north is always on the top of the page.

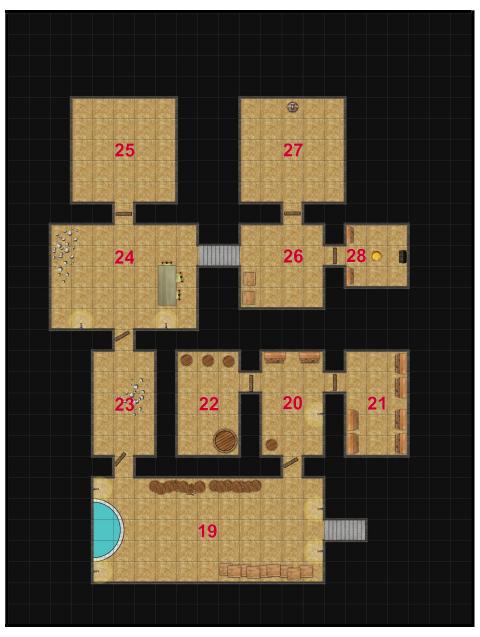
The title of the adventure and the level of the dungeon are always included for each map. Maps are given in the order of the adventures, for an easier consultation.



A Quest for a Fine Wine map 1
Castle Morg, Ground Floor

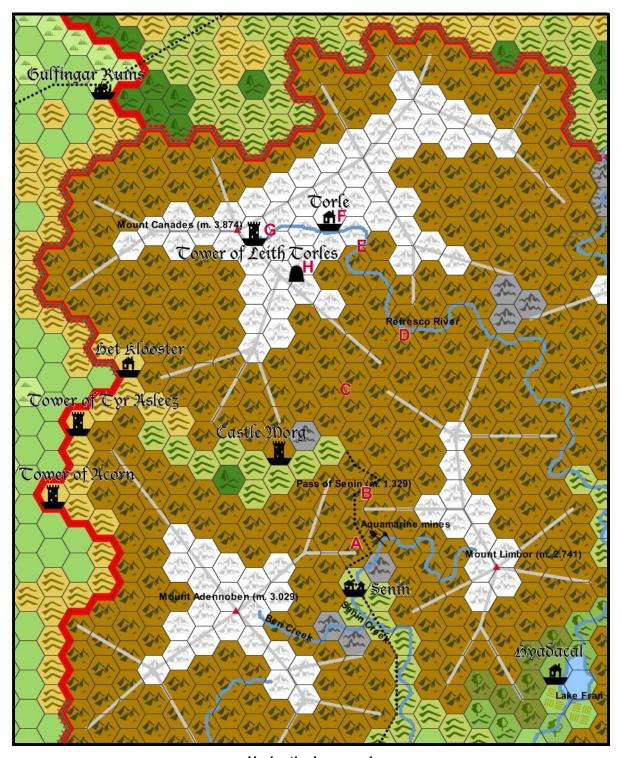


A Quest for a Fine Wine map 2 Castle Morg, the Tower

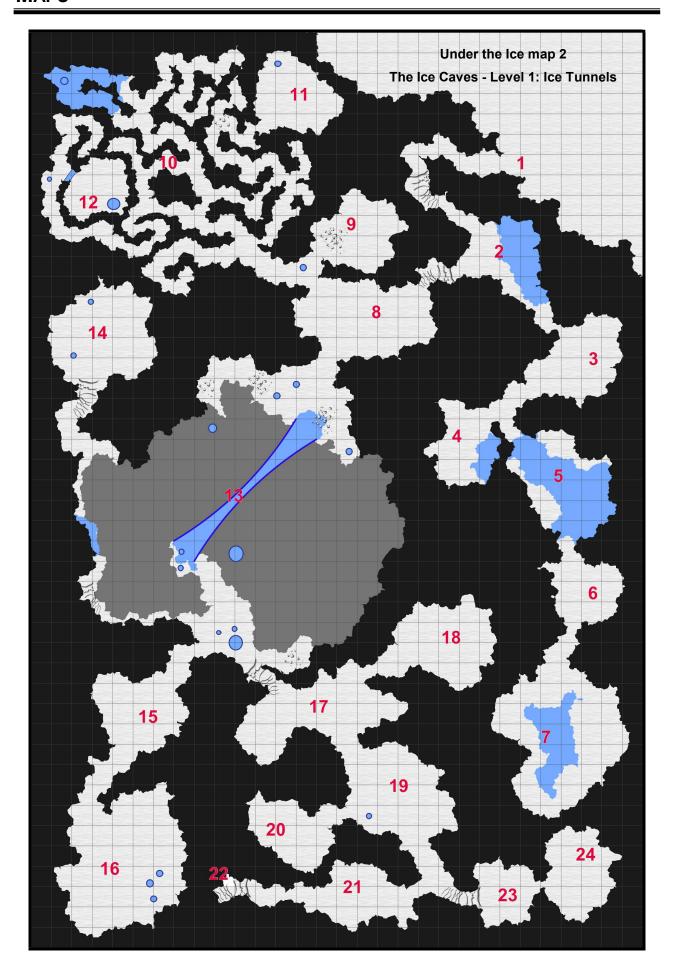


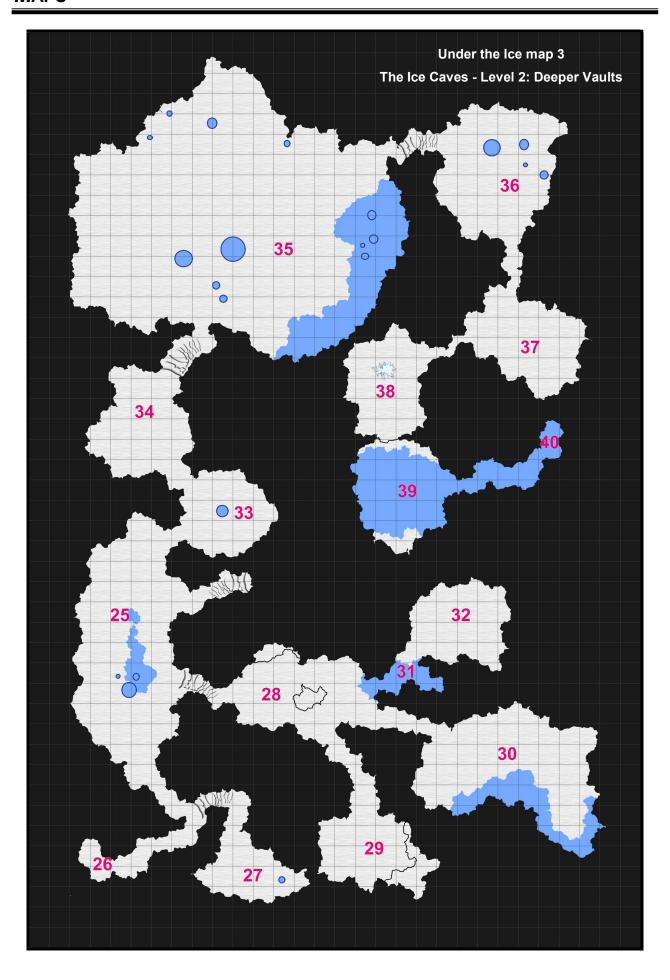
A Quest for a Fine Wine map 3

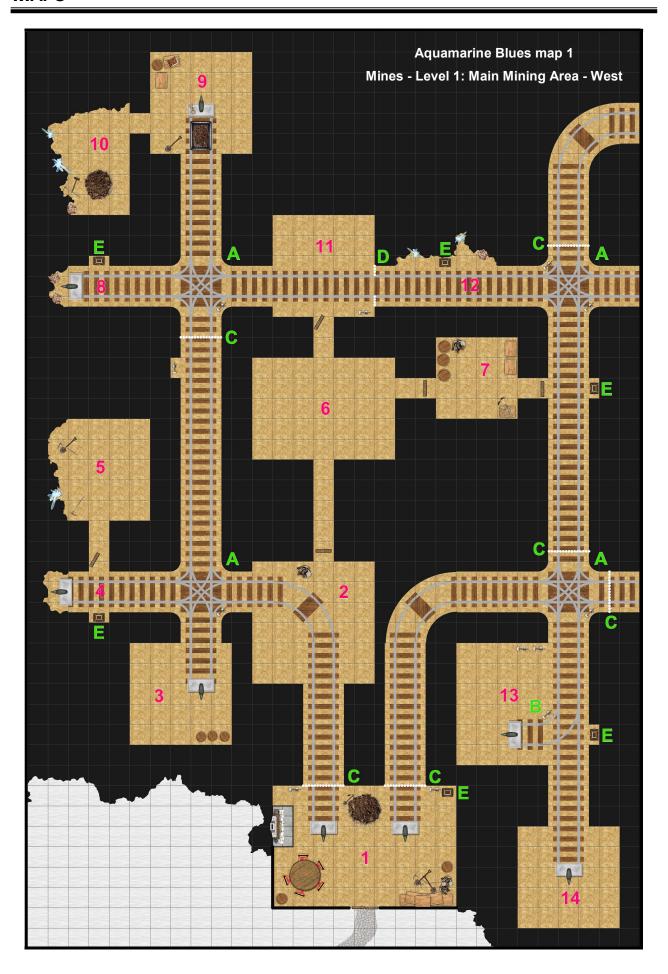
Castle Morg, Dungeon

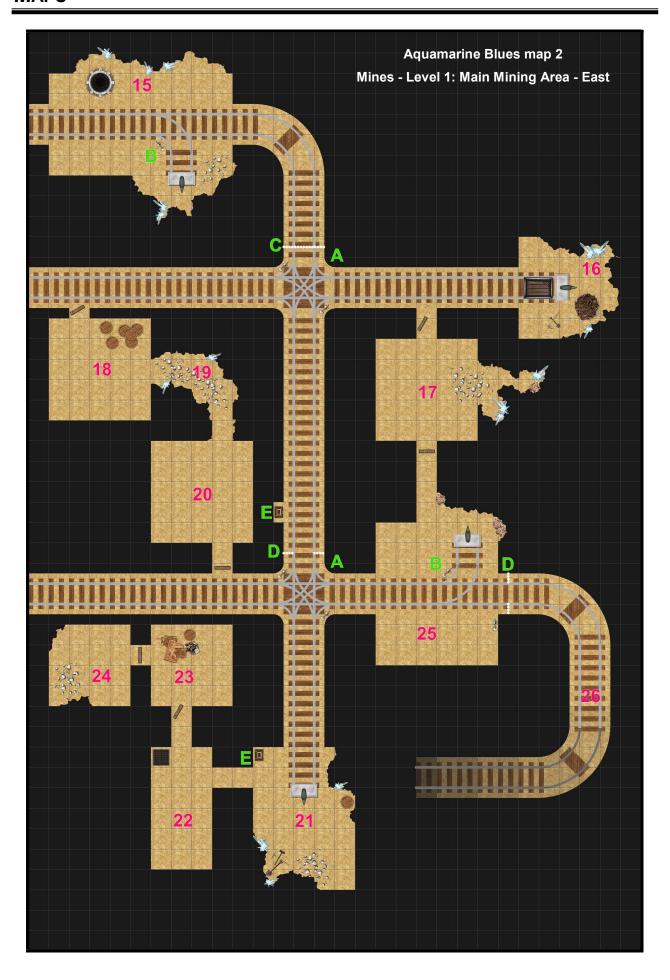


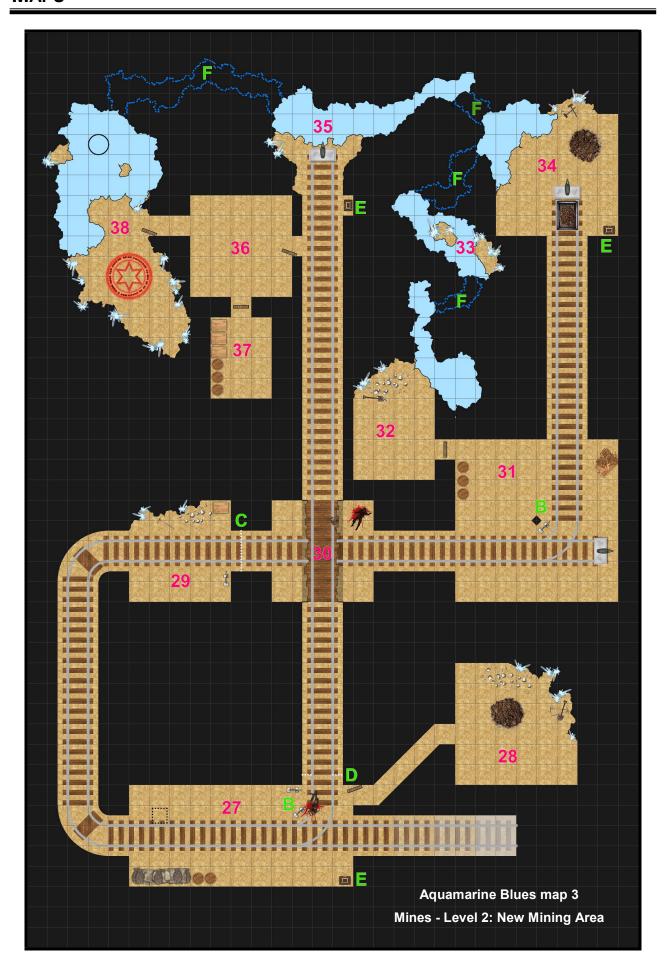
Under the Ice map 1
The Mountains between Senin and Torle

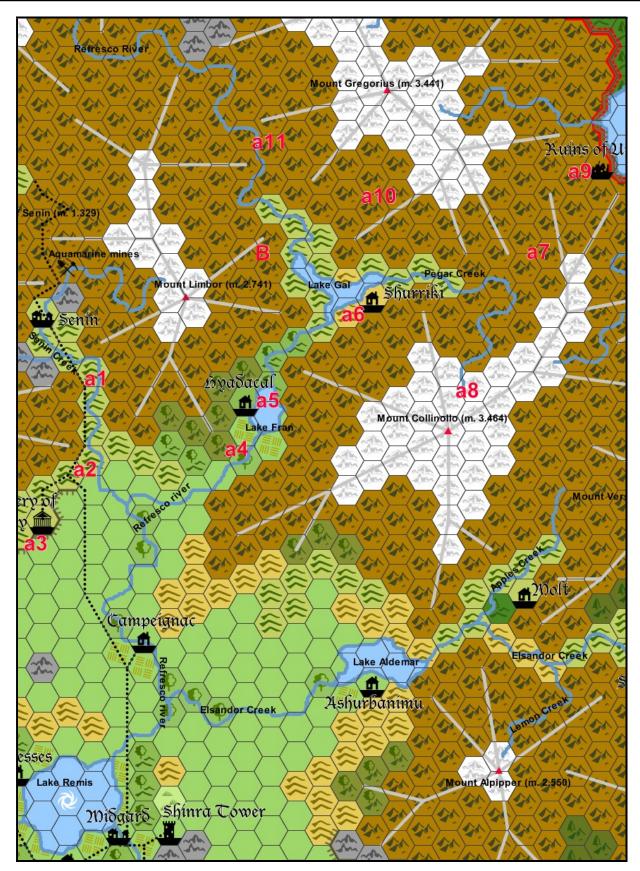










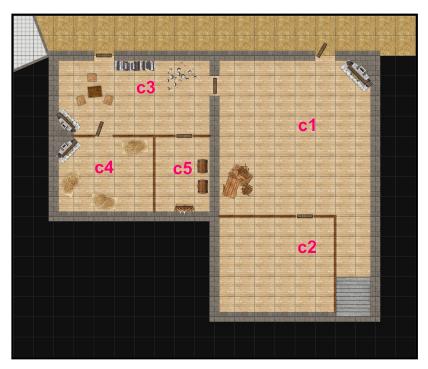


Red Leaves and White Snow map 1
The Mountains between Senin and Urk



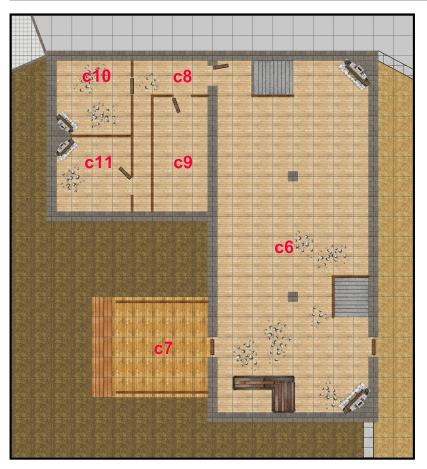
Red Leaves and White Snow map 2

The Bandits' Hideout



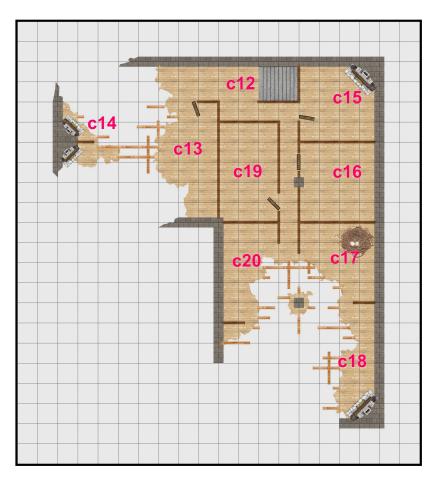
Red Leaves and White Snow map 3

The Inn - Lower floor

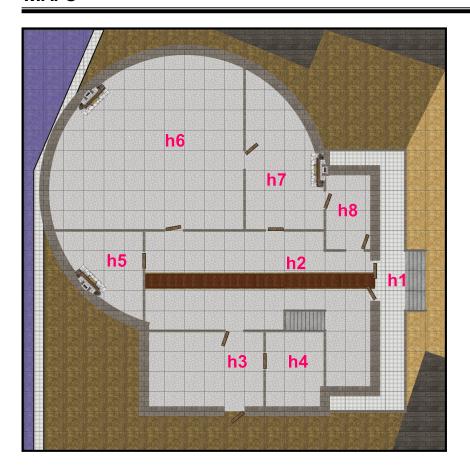


Red Leaves and White Snow map 4

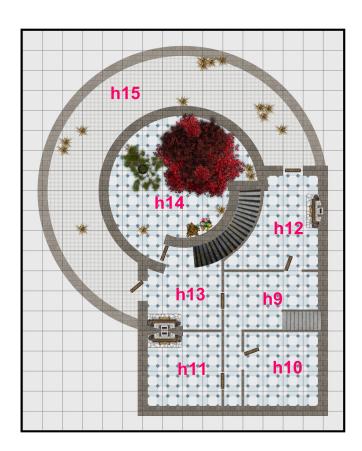
The Inn - Middle floor



Red Leaves and White Snow map 5
The Inn - Top floor

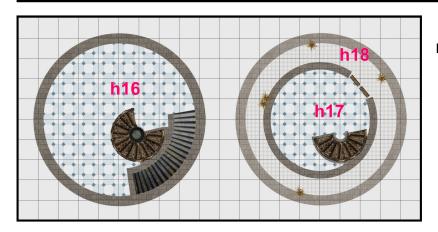


Red Leaves and White Snow map 6 The Palace - Ground floor



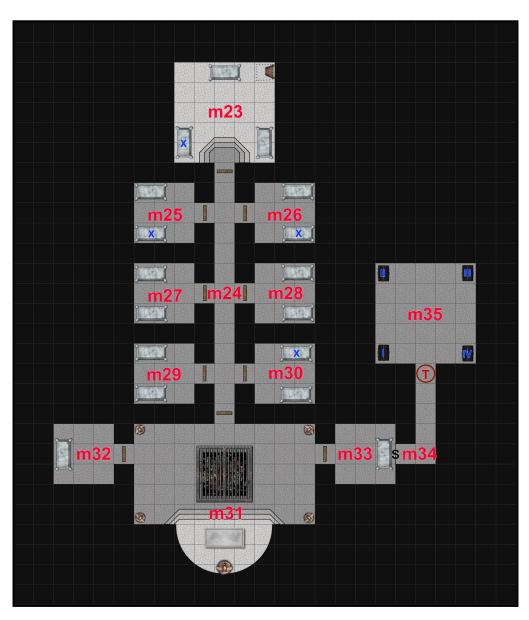
Red Leaves and White Snow map 7

The Palace - First floor



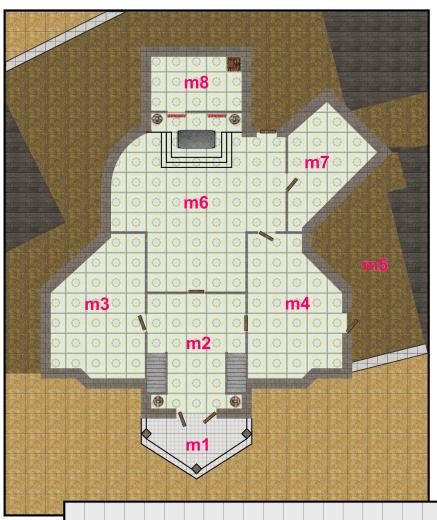
Red Leaves and White Snow map 8

The Palace - Tower

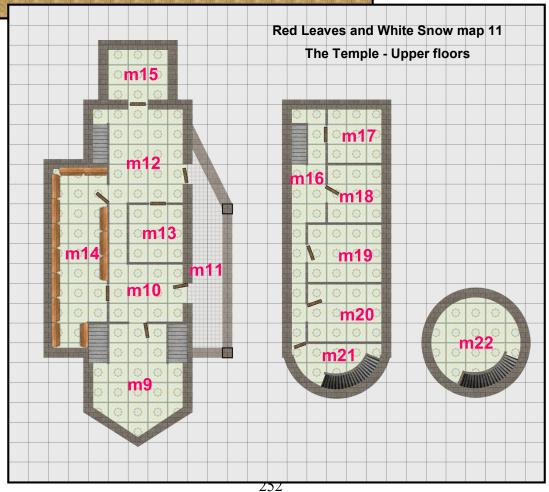


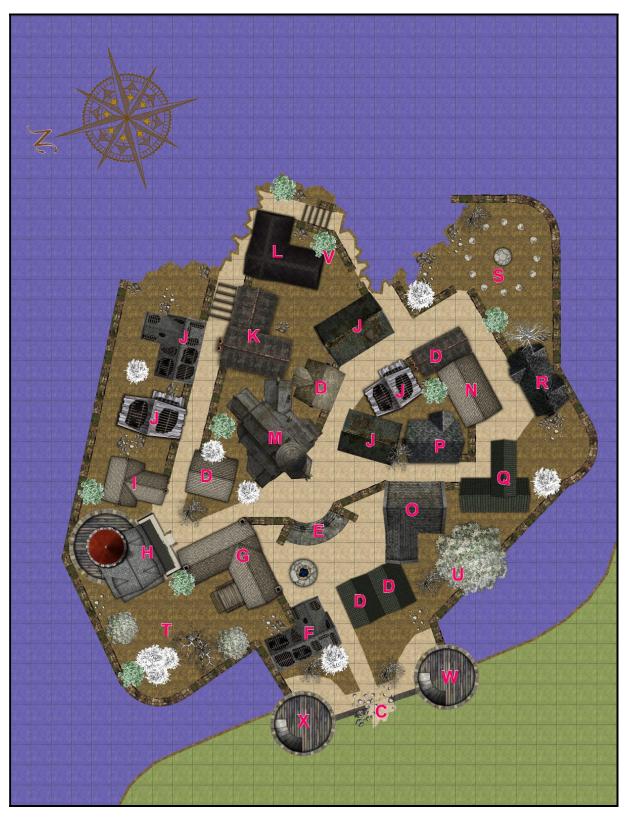
Red Leaves and White Snow map 9

The Temple - Crypt



Red Leaves and White Snow map 10
The Temple - Ground floor

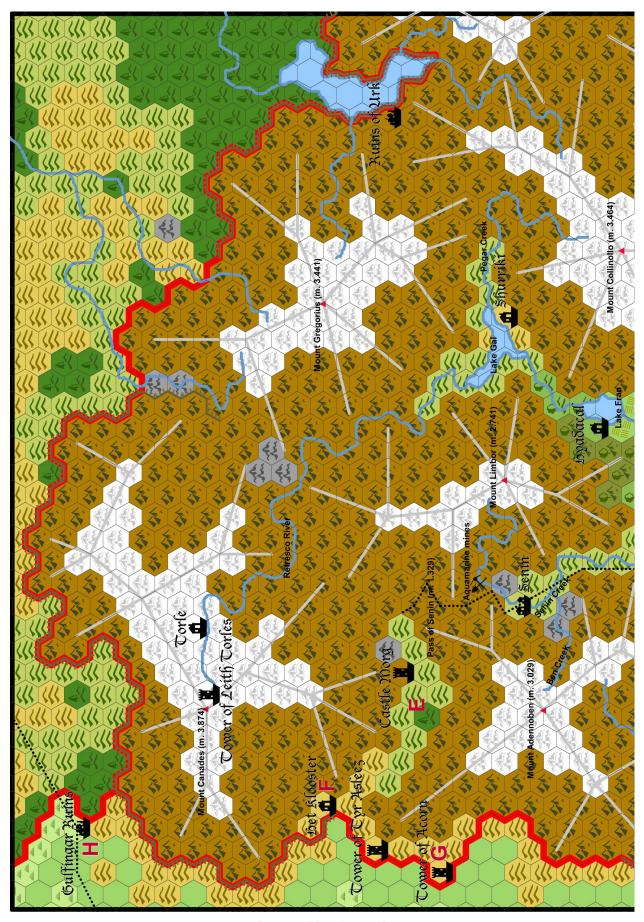




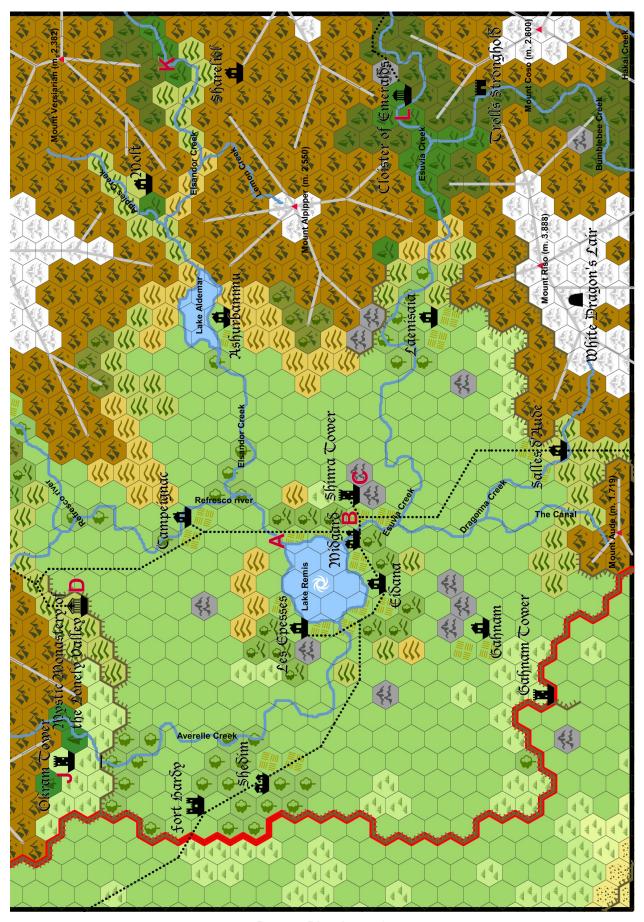
1 square = 6 m

Red Leaves and White Snow map 12

The Ghost Village of Urk



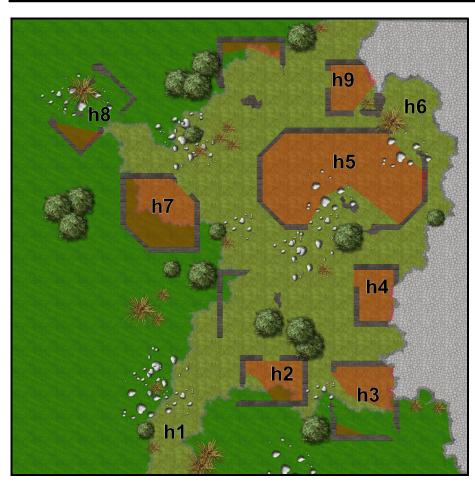
Dragon Blood map 1
The Lonely Valley - North



Dragon Blood map 2
The Lonely Valley - South

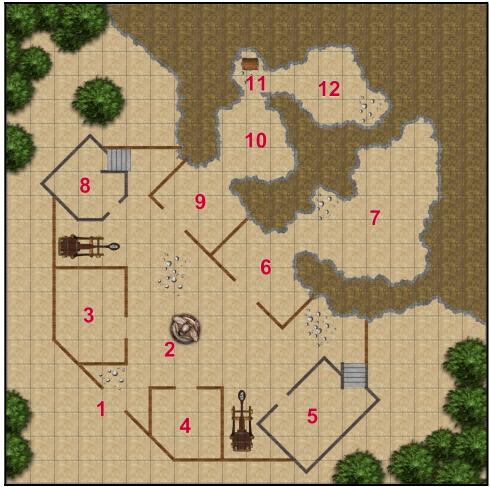


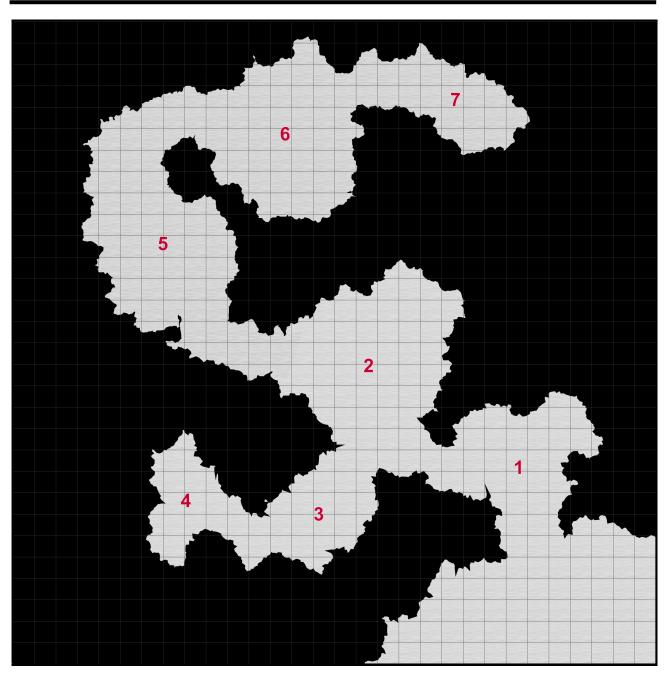
Dragon Blood map 3 Midgard



Dragon Blood map 4
Ruins of Gulfingar

Dragon Blood map 5
Troll Stronghold





Dragon Blood map 6
The White Dragon's Lair

Arsenic and old Spellbooks

Of Wine and Snow

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Finished on January 20th 2021

Emanuele Betti