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SCORCHFIRE

By
Malrex



Your party successfully emerges from whatever dark hole you were conquering (or fleeing from) to be greeted by fire-swept terrain; a burning hell! A wildfire leaves a blackened and charred landscape. Ash storms blanket the smoldering remnants of charred trees and smoke blurs vision. Is the nearby town unscathed? Any survivors? Is there safe passage through the inferno? The adventure isn't over....it just begun.

An OSR adventure for Levels 7-9.

Scorchfire

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Author's Note

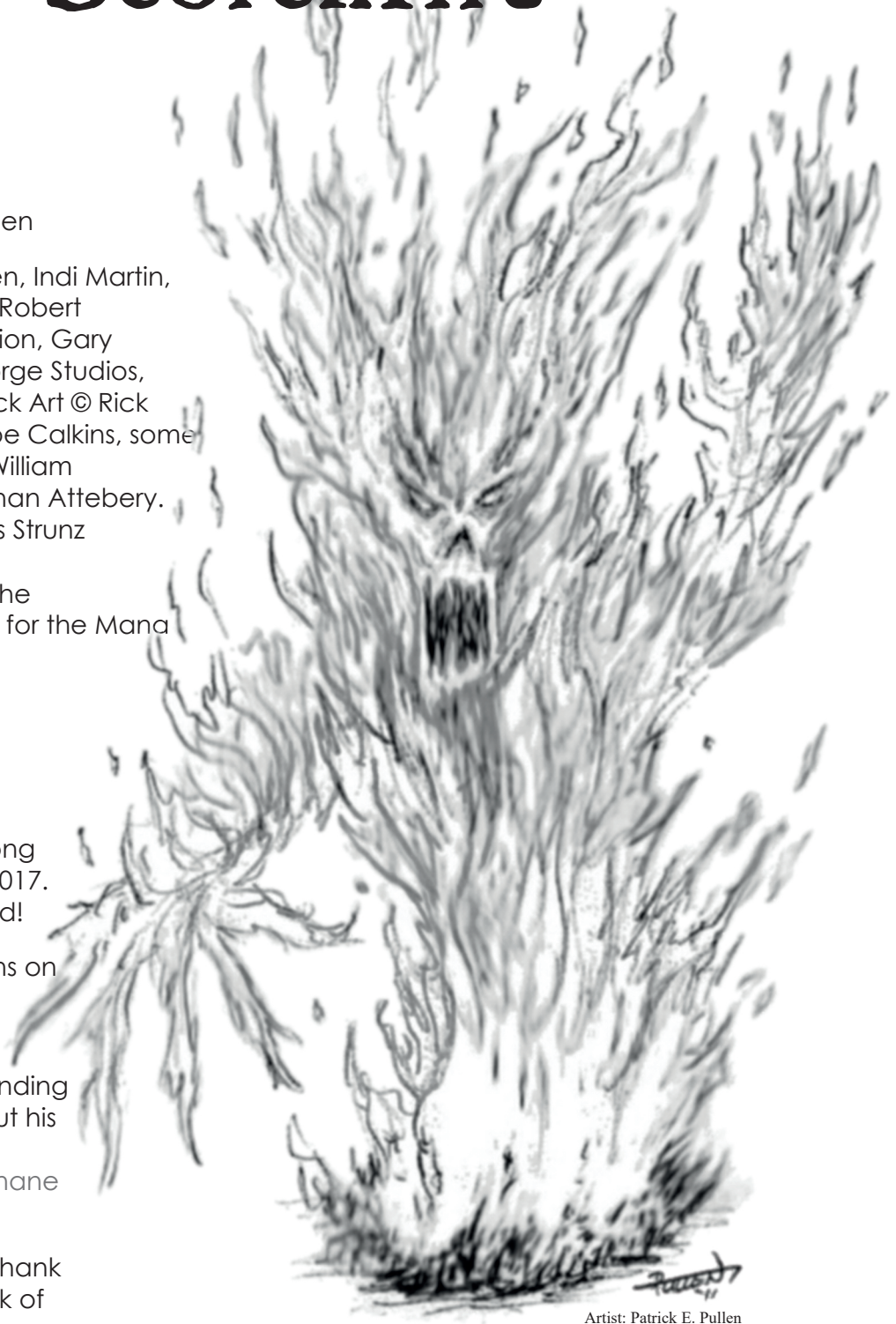
This adventure is dedicated to Sonoma County #SonomaStrong for surviving the Tubbs Fire of 2017. From the ashes, we shall rebuild!

I would like to thank my patrons on Malrex's Modules. Really appreciate the support guys!

I'd like to thank V-shane for sending me the cover piece! Check out his Patreon!

<https://www.patreon.com/VShane/overview>

I would also like to personally thank Nathan Attebery for his artwork of the Fusaka, which I renamed to Phellinus and Leptographium (both real plant pathogens). I found his art piece on Facebook and he graciously allowed me to use it! I will be using this creature with a more active role in a future adventure—A Thorn in the Side.



Artist: Patrick E. Pullen

Introduction: Forest fires have swept through the landscape, devouring every tree, bush and fuel source with its burning wrath. The sky is hazy, while drifts of smoke billow through the valley. Conditions are prime for watery-eyes making breathing difficult. The destruction is jaw-dropping, and the safety of the nearby town is questionable. The moisture from a light rain is a welcoming sight; blanketing the parched and ash-ridden terrain.

Artist: William McAusland



Summary: The fire was unintentionally created by an ill-prepared wizard by the name of Traevik. A fire elemental summoning spell, gone horribly wrong, unleashed the angry agent of fire upon Traevik, and continued its appetite upon the sleepy town of Rakle's Stand (or a GM's town). The town is destroyed and the few survivors are desperate for help! They beg the party to lead them to safety through the fire-swept wilderness. Not only is the fire a potential dangerous obstacle for the party, but the challenge is to keep the townsfolk alive through a dangerous environment that has drawn the attention of several fire-loving creatures.

GM's Notes: With foresight by the GM, the party may want to return to town to check on friends or favorite NPC's, or their owned establishment, or to sell their loot, train, and recover from their dungeon delving. The main challenge of this adventure is to keep 0-level townsfolk alive in a dangerous environment. It's recommended to research wildfires before running the adventure.

Artist: Joe Calkins



A Environment Result Table is provided to assist the GM with the direction and/or intensity of the fire. Currently, the wind has guided the fire north and east into the forested hills, but pocket fires are prevalent in the area and the landscape is continually burning and smoldering. Luckily rain has arrived, dampening the area and slowing the spread of fire, but rain on bare earth and hydrophobic soils is causing additional problems with sudden mudslides and flash-floods. It's suggested to roll on the table once per 2 mile hex.

Roll	Environment Result
1	Winds begin to pick up, moving fires towards the west.
2	The entire area is smoldering, smoky, and hard to see and breathe. Each party member rolls a saving throw vs. Dragon breath or sustain 1d3 damage from walking through a hot spot, being hit by a burning fallen branch, or collapsing through the ground from a burnt out root structure.
3	Winds direct fires swiftly to the east.
4	Flash Flood! Water roars down a gully. 1d4 people effected. Save vs. Breath Weapon or be taken by the flood. Take 1d6 damage from protrusions until a successful strength check to stop oneself.
5	Winds direct fires swiftly to the south.
6	The area is still burning and impassable (without magic).
7	Mudslide! Save vs. Dragonbreath or get caught in an avalanche of mud and burning debris for 3d8 damage. A 25% chance that characters become buried and suffocate without assistance. Each point of character's constitution is a round of time before suffocation.
8	Winds push the fires to the north, away from the general area.
9	Through the smoke and haze, an inferno of fire rapidly approaches the party, from three sides! Party has 1d6+2 rounds to act before the fire is upon them.
10	Mudslide aftermath. Movement rate is halved.
11	Besides the stench of burnt debris and ash, the area is safe to travel through.
12	Flash Flood! Water roars down a gully. 1d10 people effected. Save vs. Breath Weapon or be taken by the flood. Take 1d6 damage from protrusions until a successful strength check to stop oneself.

Adventure Hooks: This adventure makes adventure hooks obsolete as a situation happened and now it's up the characters in how they wish to handle it (and give them free reign!). However, foresight by the GM can include these hooks for why the party is there in the first place:

1. The adventurer's were hired by someone in town to recover Rakle's enchanted sword so that it could be buried with him. Rumors suggest it's inside the old ruins, cave, dungeon, etc. nearby. Once collected, the party can return it for a reward.
2. Typical beast(s) threatens the town and adventurers are hired to slay it in its lair.
3. Characters were captured and recently escaped to find a burnt landscape.
4. Characters fought a fire-breathing beast or cast a poorly placed fireball that started a fire. Winds whipped it into a frenzy.
5. Characters were tasked to bring something to someone in Rakle's Stand. An easy trip that just became more difficult!

Wandering Monsters: Most of the forest and mountain inhabitants have fled, but some are attracted to the fire. Roll for each hex a d12, a result of 1 signifying an encounter, or roll a d12 twice a day.

Roll	Wandering Monster
1	(2) Fire Giant: AC -1, Move 12, HD 15+, hp 88, 76, THACO 5, Attack 1 (slam 1d8 or by weapon +10), Size H, Morale 13-14, XP 11,000 ea. Special: Fire resistance, hurl boulders. Items: Bag with 125 gp and 77pp. This loving couple is in a great mood due to the chaotic fires, but is seeking their pet, 'Sparky' (hellhound).
2	(5) Fire Mephits: AC 5, Move 12 (24 flying MC 2), HD 3+1, hp 20, 18, 18, 17, 15, THACO 18, Attack 2 (2 claws 1d3) Size M, Morale 8, XP 175 ea. Special: Breath weapon jet 15' long 1' wide 1d8+1 damage. These mephits are joyfully throwing and breathing fire upon anything that burns.
3	(8) Deer: AC 8, Move 24, HD 1, hp 5 ea, THACO 20, Attack 3 (2 hooves 1d2, bite 1d2), Size M, Morale 4, XP 7. These deer crash through the burnt brush and hop pass quickly.
4	(2) Pyrolisks: AC 6, Move 6, HD 6+6, hp 38, 32, THACO 13, Attack 1 (bite 1d8) size M, Morale 12, XP 2,000. Special: Immolation, immunity to fire. Save vs death or be engulfed in raging flames, slain instantly. Successful saves take 1d12+1 damage. These bright red scaled basilisks are tromping about the terrain. They attack once they notice the party.
5	(1) Druid (human): AC 7, Move 12, Level 6, hp 35, THACO 18, Attack 1 (spear 1d6), Size M, Morale 10, XP 975. Orias preaches that fire is a natural occurrence and can even be beneficial to the ecosystem. Although aloof of people's sadness and frustration of losing everything, Orias means well and offers to heal wounds, etc.
6	The Party stumbles upon a half-burnt, abandoned campsite. Evidence of tents, a pot, odds and ends, and a bag with 45 gp.
7	(9) Vultures: AC 7, Move 1/27 (flight, MC 1), HD 1, hp 4 each, THACO 19, Attack: 3 (1 beak 1 damage, 2 claws 1d3 damage) Size S, Morale 6, XP 35 each. These vultures are seeking an easy dinner. They may land nearby and harass the party with squawkings but are harmless.
8	(12) Centaurs: AC 4, Move 18, HD 4, hp 26 ea, THACO 17, Attack: 2 hooves (1d6) or by weapon, Size L, Morale 14, XP 120 each. The centaurs are armed with spears, shields, and shortbows. These centaurs are stressed out and in a foul mood. They are trying to avoid the fires and find a new home.
9	(4) Hill Giant: AC 5, Move 12, HD 12, hp 88, 78, 76, 65, THACO 9, Attack: 1 (slam 1d6 or by weapon +7 damage, Size H, Morale 13, XP 6,000 ea. These giants evacuated their caves and are thrilled with any easy targets. In a few sacks, they have 500 cp, 350 sp, 2,300 gp, and 2 ambers (75 gp ea).
10	The party stumbles upon a scene of terror. Scorched bones of humans and/or humanoids that didn't escape the fires.

twigs, stirring up ash clouds, and roaring a bestial growl.

• The Cave Bear is mad with pain from burnt paws. It has a 50% to notice the party as it makes its way to the stream. A second one follows in 1d3 rounds.

(2) Cave Bears: AC 6, Move 12, HD 6+6, hp 48, 42 Attack 3 (2 claws 1d8, bite 1d12), Size L, Morale 13, XP 650 ea. Special: A hit of 18 or greater results in a hug for an additional 2d8 damage. Once at 0 hp, Cave Bears fight for 1d4 rounds or until -9 hp before collapsing.

Treasure: The bear hides could fetch 150 gp each.

3. The Chase: *Baying and barking dogs can be heard for 1d4 rounds.* 5 deer bound down the hill, dodging smoldering stumps and smoking piles of fallen trees. Several dark, reddish furred pony-sized hounds chase the deer, not bothered by the smoldering land. Behind them, a huge dog howls in challenge and the glowing eyes of the hounds light up to a new scent.

1. Dungeon: The entire area from the exit is completely scorched. Trees are charred and blackened, reaching through the billowing smoke clouds towards the sky like long skeletal fingers. Manageable fires still hungrily devour fallen trees and debris. Ash continues to fall from the sky.

- The environment has changed drastically! This could potentially lead to destroyed landmarks, trails, roads, and other features the party used to find their way to this location. 95% of the green vegetation is destroyed and only sticks, char, and ash remain.
- The air is hard to breathe, and vision is obscured by smoke and ash. Those not taking precautions may become fatigued and light-headed after a few hours of travel due to the floating particulate matter.
- Vision is extended from the lack of vegetation--hampered by occasional billows of smoke and heavy spurts of blackened rain.

2. Cave Bears: Water and ash mix together to form a dark and foreboding rain. The soil crunches like dry crackers as each step breaks through the soil crust formed by high heat conditions, revealing dry soil underneath. Hydrophobic soils repel water, sheeting it off the hillside quickly and into gullies, creating a turmoil of dirty water. Suddenly a giant creature hurtles down the hillside, snapping burnt trees like

- The Hell Hound Leader is huge and definitely stands out from the others.

(1) Hell Hound Leader: AC 4, Move 12, HD 8, hp 60, THACO 13, Attack 1 (bite 3d6), Size L, Morale 15, XP 1,400 ea. Special: Breath weapon up to 10 feet for 8 hp of damage.

(8) Hell Hounds: AC 4, Move 12, HD 6, hp 42 ea, THACO 15, Attack 1 (bite 1d10), Size M, Morale 12, XP 975 ea. Special: Breath weapon up to 10 feet for 6 hp of damage.

Treasure: The Hell Hound leader wears a belt-sized spiked collar inset with diamonds (1,700 gp) with a inscribed name inside, "Sparky".

4. Stream Crossing: The once beautiful forest stream is now murky and debris choked. Several muddy boot prints emerge from the stream and head east.

- The stream is about 15 feet wide and 3' to 6' deep.
- Boot prints are from townsfolk who took refuge in the stream during the fire.

5. Lake Kelspin: Sedimentation has clouded the once crystal clear lake that spans a great valley. Loud, bellowing laughter echoes off the mountainous hills as a flaming tree is hurled towards the lake from behind a rock outcrop. A sizzling splash and a plummet of smoke are the only remaining signs of the tree followed by more howls of deep laughter.

- Two fire giants and two dozing hell hounds have been patrolling the lake for any creatures that attempted to escape the fire. Both giants are pretty inebriated.
- The giants can be negotiated with, provided the party is willing to part with 2 people for them to eat and 75% of their treasure.
- Plenty of boulders lie around for the Fire Giants to employ.

(2) Hell Hounds: AC 4, Move 12, HD 6, hp 37, 40, THACO 15, Attack 1 (bite 1d10), Size M, Morale 12, XP 975 ea. Special: Breath weapon up to 10 feet for 6 hp of damage.

(2) Fire Giants: AC -1, Move 12, HD 15+, hp 82, 91, THACO 5, Attack 1 (slam 1d8 or by weapon +10), Size H, Morale 13-14, XP 11,000 ea. Special: Fire resistance, hurl boulders.

Treasure: The giants have 3 sacks. Sack #1 2,500 gp, and 2 rubies (250 gp ea). Sack #2 Half-eaten bloody deer. Sack #3. 700 sp, statuette of a dragon with sapphire eyes (750 gp), a brooch of an obsidian raven (125 gp), and a **Potion of Speed (2 doses)**. One keg is empty, but another is half full with a rich dwarven ale (25 gp).

6. Rakle's Stand: Named in honor of General Rakle who made his last stand against an army of orcs, only wisps of smoke cling to the charred skeleton of what remains of Rakle's Stand. Every building is burnt and only a few stone walls remain erect. The area is eerily silent until a sob breaks the air and a general muttering of people conversing comes from deeper within the town's remnants.

- Several survivors (see NPC table) have gathered what supplies they could find and are discussing next steps. A debate has started between heading for Lake Kelspin (**Area #5**) to wait out the fires by Jarra, or Ghorglum's idea to make the long journey to Port Hollowvane down south.

- Palisa is horrified as she saw the huge Fire Elemental that erupted out of Traevik's manor (completely destroyed) and keeps babbling about it uncontrollably.
- Most of the townsfolk have scraped together 1d2 days of food and water, 50% have blankets or clothing, and most are ill-equipped for any sort of traveling (no shoes, in sleepwear, etc.). A two wheeled cart and a donkey are their most valuable possessions.
- The townsfolk are adamant about sticking to one of the roads (GM's choice) if it's decided to travel to Port Hollowvane and they beg the party for assistance and protection.

GM's Notes: All the survivors have mixed emotions of fear, anger, sadness, and depression. A group of heroes showing up definitely brings hope to these souls who have lost everything. Most of the NPC's follow orders to the best of their ability but most are not helpful during fights. Some of these NPC's could potentially become followers or permanent hirelings if treated favorably. If the party takes the townsfolk with them, give them a bonus of 100-300 XP per surviving NPC.

Roll	Name	Notes
1	Croal	Level 1 Fighter, hp 8, spear. Hardened, determined, and gruff. Grizzled veteran.
2	Irella	0-level, seamstress. Scared out of her mind.
3	Belvuk	0-level. He can't stop weeping, lost his whole family. Worked at stable, decent with animals.
4	Ghorglum	Level 1 Fighter, (17 str), longsword, weaponsmith. Angry, gets annoyed by people crying. Keeps trying to motivate people. Has taken responsibility for these people.
5	Jarra	0-level, barmaid, strong sense of survival (puts herself first), head strong. Bickers at Ghorglum constantly.
6	Kaleb	0-level, young boy--12ish, follows orders surprisingly well, calm.
7	Tarim	0 level, town drunk. No one is sure how he survived. Mostly useless and drinks when he can. Sometimes calls out false alarms.
8	Palisa	0 level, this woman is unhinged and manic. Eventually tries to kill herself by drowning if not watched carefully.
9	Ratchet	Level 1 Thief, hp 6, can shoot a bow. Ditched the graverobbers (Area #7) and wants to get to safety. Sticky fingers, but good natured for most part.
10	Merta	0 level, 7 year old girl. Won't let go of wooden 'dolly', shy, scared, cries a lot. She is frightened of Zurliss and tends to avoid her.
11	Vortek	Level 1 Fighter, (18/64 str) hp 9, club. Town bully who lost his cohorts. Although intimidating, people look upon him with disrespect and no fear as they have nothing else to lose. Secretly keeps an eye on Merta to protect her.
12	Zurliss	0 level, blind, old woman. Sharp-wit and tongue. Surprisingly self-sufficient.

7. Rakle's Tomb: A band of men and women with tools hover near the historic marker of Rakle's Tomb. The heavy lid is removed and a few crushed, armed skeletons litter the entrance. A rope is tied around another grave marker and is dangling down the hole.

- If aware, all the townsfolk are angered if the tomb is desecrated or looted. However, with the lid off, they are open to having **Rakle's Amulet** be retrieved so that it can be safely brought back to the town when rebuilt or to cover the costs of a rebuilding effort. Refer to **Appendix A: Rakle's Tomb**.

Continued

- The ruffians use intimidation techniques to protect their dig, with the ring leader being Grobo the Bull. They grow bold if scared townsfolk are with the party.
- **Tactics:** The fighters wade in and focus on spellcasters. The thieves shoot bows at spellcasters. Grobo targets other warriors. Sareak casts *Sleep* if townsfolk are there and other crowd-control spells (i.e. *Irritation*, *Grease*). If things go badly, Sareak casts *Wraith Form* and flees inside the Tomb to attack later if an opportunity presents itself.

(4) Ruffians (humans): AC 5, Move 12, Level 5 Fighters, hp 36 ea, THACO 16, Attack 3/2 (by weapon +1 to hit, +2 damage), Size M, Morale 10, XP 270 ea. Items: Chain mail, longswords or battle axes, 1d10 cp, 1d10 sp, 1d12 gp.

(2) Ruffians (humans): AC 5, Move 12, Level 6 Thieves, hp 25, 31, THACO 18, Attack 1 (by weapon), Size M, Morale 12, XP 270. Items: shortswords, short bows, thieves tools, cloaks, 2d10 gp, one has a garnet (50 gp) in boot heel.

Grobo the Bull (Dwarf): AC 3, Move 9, Level 8, hp 68, THACO 14, Attack 2, (**The Jarl**, 1d8 +3 to hit, +5 damage), Size S, Morale 15, XP 650. Items: Chain mail, **The Jarl**, 30 sp, and 50 gp.

Sareak (female human): AC 7, Move 12, Level 6 Mage, hp 19, THACO 19, Attack 1 (Quarterstaff 1d6), Size M, Morale 13, XP 975. Spells: *Floating Disc*, *Grease*, *Magic Missile*, *Sleep*, Level 2: *Irritation*, *Knock*, Level 3: *Lightning Bolt*, *Wraith Form*. Items: Spellbook, lantern, **Mana Nail**, and a **Ring of Human Influence**.

The Jarl

The Jarl is a double bladed, barbaric **Battle Axe +2** that has engravings of bears on its blade and handle. A thong of blue and white feathers is attached near the blade. The feathers are magical and provide a 40% resistance to cold effects (magical or non-magical). However, if the feathers are removed from the axe, they lose their magical effects. **The Jarl** is the weapon of the late Chieftain of the Bear Clan, a barbarian tribe of the North. Hunters of the Bear Clan are continually searching for **The Jarl** to return it to their people. **XP** 1,500.



Artist: Indi Martin

Mana Nail

The **Mana Nail** is an electrum earring that looks like a nail or small spike. When worn, it causes continual bleeding of the ear, effectively reducing 1 hp to the wearer permanently until taken off. However, while the **Mana Nail** is worn, it allows a caster to cast two extra 1st level spells per day. **XP** 1,200.

8. Old Bandit Caves: The road winds its way through a steep-cliff canyon. Cave mouths, once hidden by thick vegetation are now clearly obvious among the cliffs. Fires still burn loose clumps of vegetation and wind blows hot air through the narrow canyon. In the distance towards the east, the glow and flames of the wild fire can be observed.

- Please refer to **Appendix B: Old Bandit Caves**.

9. Raging Fire Elemental: Fire is raging across the countryside and the heat is intense making it hard to breathe. The road comes to a crossroad. The southern road is more the same—burning copses of trees and patches of unburnt areas as the fire moves towards the east. The eastern road disappears into a firestorm hell and vision is completely obstructed by the conflagration and burning forest. In the midst of the burning chaos, an intense, towering fiery shape moves among the fires. Easily indistinguishable from the wildfire except for its two blueish flames for eyes....a huge fire itself at 16' ft tall!

- The Fire Elemental is huge and is moving away from the party, intent on burning the countryside.
- Townsfolk with the party immediately try to flee the area seeing the fire elemental. Roll d6 for each with a result of 1-3 going back the way they came and 4-6 heading south.

(1) Fire Elemental: AC 2, Move 12, HD 16, hp 118, THACO 5, Attack 1 (fist 3-24 damage), Size H (16'), Morale 17, XP 10,000. Special: +2 or better weapons to hit.

10. Smoldering Stump: A humongous hole smolders with flame as the last of a sprawling stump and root complex is devoured by fire. Inside the hole, smoke emits from a series of caves created by the fire-engulfed roots. Along the outside stump edges are sizeable white fungal conks that give off an unpleasant smell. A small burning humanoid seems to be lying amid the burning roots below.

- Please refer to **Appendix C: The Smoldering Stump**.

11. Decisions: Fires rage on either side of the road, though far enough away not to affect those with too much heat. The wind has died down providing hope that the area may be traversed safely. Another option is to travel through the wilds a couple miles to the river.

- There is an argument among the townsfolk on which is the better path. Some may challenge the PC's decision. "We should go to the river so we don't get burned!" "I can't swim!" "The road is quicker...who knows what's off the road!" "Who put these guys in charge anyways?"
- Make a check on the Environment Result Table when the party travels towards the stream or continues along the road.
- Swimming in the river attracts two hungry giant Gar.

(2) Giant Gar: AC 3, Move 30 (swimming), HD 8, hp 60, 51, THACO 13, Attack 1 (bite 2d10), Size L, Morale 9, XP 975 ea. Special: Swallows prey on a roll of 20.

12. Fire Lizard: Low burning fires dot the landscape as grasslands burn with patches of scrub brush and copses of trees. The charred land appears like a 'moonscape' with constant sizzling, popping, and crackling of the hungry fires. A copse of trees nearby shudders and a 30' long monstrous reptilian beast crashes through it sending flames and fiery obstacles every which way. Its reddish head lets out a loud hiss.

- The Fire Lizard shakes its head, as if confused for 1 round before attacking.

(1) Fire Lizard: AC 3, Move 9, HD 10, hp 88, THACO 11, Attack 3 (2 claws 1d8, bite 2d8), Size G, Morale 11-12, XP 5,000. Special: Breath weapon, fire immunity.



Artist: Robert Hemminger

13. The Stand: A patch of impressive trees stands untouched amid the tongue of flames that continue traveling to either side of it a mile or so away.

- Entering the grove causes the party to be challenged by a pixie asking what they are doing! Favorable reactions through roleplay and the pixie may ask for help from the party to protect the grove. It leads them deeper into the grove to a Dryad's tree and where other pixies are frantically discussing plans to battle the fire.
- The fires reach the grove after 4 turns and destroy everything unless stopped.
- The dryad, at her wit's end, attempts to charm a party member or town person (if they are with the party) to gain loyalty from someone to help protect her tree at all costs!
- Successfully saving the grove (or most of it) results in a **bonus of 400 XP** to each party member. The dryad presents a pouch with a fist sized emerald (750 gp). One pixie, smitten with the heroes offers his services for 1 full month to one party member chosen at random (or if someone really stood out in fighting the fire). Treated favorably, the pixie may become a follower.

(1) Dryad: AC 9, Move 12, HD 2 hp 14, THACO 19, Attack 1 (by weapon), Size M, Morale 12, XP 650. Special: MR 50%, charm, tree-bond. The dryad has another 120 gp stashed inside her tree.

(14) Pixies: AC 5, Move 6, fly 12 (MC 2), HD ½, hp 4 ea, THACO 20, Attack 1 (by weapon but half damage due to size), Size T, Morale 11, XP 650 ea. Special: MR 25%, Invisibility, spells.

14. Pranksters: Cackling and exasperated laughter are heard up ahead through the smoldering scrub brush. Two hulking demon-looking creatures wreathed in flames are setting things ablaze by touch, pulling pranks and hijinks upon one another.

- The creatures have horned heads, arrow tipped tails, and a deep orange color. They are in an incredibly jolly mood and won't attack right away. They focus their attacks on those that look the most scared, reveling in their fear.

(2) Fire Demons: AC 0, Move 12, HD 8+1, hp 63, 58 THACO 13, Attack 3 (2 claws 1d8 +2 damage, bite 1d10.), Size L (9' tall), Morale 14, XP 7,000. Special: *Cause Darkness 10'*, *Fear*, *Levitate*, *Telekinesis* (300 lbs.), Magic Resist 25%, regeneration 1 hp/round, immune to fire based attacks. Breath weapon, every other round, can breathe fire for 2d10 damage, save vs. breath weapon for half.

15. Confluence: The road eventually comes to a groaning wood bridge that crosses the muddy river right above a river bifurcation. Several logs, trees, and wooden debris are jammed against the bridge causing a debris jam and the backed up river water threatens to jump its bank.

- The bridge creaks and groans but is relatively safe to cross.
- **One turn** after the party arrives, the bridge is destroyed by the force of water and debris and taken downstream. The debris flow causes erosional havoc along both streams as it heads towards Port Hollowvane and the swamps.

16. Swamp: The road travels through a swampy wetland area created by the river and the tidal influences of the nearby sea. Moss and plants grow from the trees, and in some places the road is submerged by a few inches of the murky water.

- At night, a Will O' Wisp attempts to draw the attention of the party and townsfolk (if they are with the party) deeper into the swamp towards 2 Shambling Mounds.
- During the day, there is only a 50% chance the Shambling Mounds are encountered.

(1) Will O' Wisp: AC -8, Move 18 (fly, MC 1), HD 9, hp 53, THACO 11, Attack 1 (shock 2d8), Size S, Morale 17, XP 3,000. Special: Magic immunity.

(2) Shambling Mounds: AC 0, Move 6, HD 9, hp 66, 57, THACO Attack 2 (Fists 2d8), Size L, Morale 11, XP 2,000 ea. Special: Suffocation

Treasure: The Will O' Wisp leads the party to the Shambling Mound's lair only at night, but tracking and taking the time to search may reveal the treasure. Inside a massive rotten log are 4,000 cp, 2,000 sp, 1,500 gp, 200 pp, a **Scroll of Protection from Possession**, a **Scroll of Fireball (9th level)**, and a **Rod of Beguiling**.



Artist: Gary Dupois

17. Mortek's Marauders: Smoke is prevalent in the air and ash drifts down from the heavens. However, from the rise of the last hill, Port Hollowvane and the sea were visible, a few miles away. Five grim men block the road ahead. One raises a hand in greeting.

- 10 men are hidden and dispersed about the scrub brush and boulders surrounding the party.
- Taking advantage of the fires, Mortek and his men are capturing refugees from the fires for slaves to a pirate captain stationed near Port Hollowvane.
- Mortek forcefully asks for the party's surrender.
- A half mile up a game trail is Mortek's camp. 8 slaves have been captured and if taken to Port Hollowvane, the party should receive a **bonus 400 XP** each.
- A rolled parchment in Mortek's tent shows a contract for capturing slaves by a Captain Gwurve Kettleroar.

Mortek: AC 1, Move 12 (24 horse), Level 9 Fighter, hp 80, THACO 12 Attack 2 (by weapon +3 to hit, +4 damage), Size M, Morale 14, XP 2,000. Items: **Plate mail +1**, spear (for horse), **Longsword +1**, **Potion of Gaseous Form**, griffon shaped ruby pendant (500 gp), and 76 gp.

(14) Marauders: AC 4, Move 12 (4 on horses, 24), Level 4 Fighters, hp 26 ea, THACO 17, Attack 3/2 (by weapon), Size M, Morale 10, XP 175 ea. Items: Chain mail, shield, longsword, battle axe, or morningstars. 4 men use crossbows. Each has 1d10 sp, and 1d8 gp.

18. Port Hollowvane: Port Hollowvane is a bustling seaport. The guards at the gate are very interested to hear about the fire's intensity and may have the group questioned by the Captain of the Guard. A camp has been set up for refugees.

Conclusion: Party members are regarded as hero's by any surviving townspeople (if they decided to take them). Party members could be involved in helping take supplies back up to Rakle's Stand to rebuild, or perhaps decide to fight the fire. The party may also get involved in other adventures around Port Hollowvane, such as tracking down Captain Gwurve Kettleroar.

Appendix A: Rakle's Tomb

Rakle's Tomb is a symbol of honor, centered in the graveyard for the warrior-general Rakle and his final stand against a massive assault of orcs. Rumors suggest that **Rakle's Amulet**, a item of mystery, was buried with him and has unknown value.

1. Entrance: *Ropes or a ladder are needed to enter the Tomb.* Immediately, sound seems to vanish within these halls, leaving only an eerie silence. Darkness creeps in, hovering on the light's perimeter like a hungry predator. Ash sprinkles down from the opening, floating lazily down to the dusty stone floor.

2. Alcoves: These dusty alcoves each hold a skeletal warrior gripping two handed swords, with tips in the ground. They each wear a suit of plate mail. A brass plaque (10 gp) is above each warrior with a name.

- These skeleton warriors only animate when Room #3 and/or Room #5 are entered.
- Names are Jarek, Brom, Worte, Asaliv, Farge, Lerolik, Halkur, Morkinis, Pilkis, Uranakor, Emrik, and Coralín.

(12) Skeleton Knights: AC 3, Move 12, HD 6, hp 45 ea, THACO 15, Attack 2 (2-handed sword 1d10 +2 to all Attack rolls), Size M, Morale 18, XP 650 ea. Special: Cold immunity, half damage from slashing and piercing weapons, spell immunities-see skeleton. Lerolik's sword pommel is a diamond (500 gp).



Artist: Maciej Zagorski

3. Hall of Deeds: The walls are adorned with 6' tall brass plating (13 plates, 100 gp ea, 50 lbs. each) detailing the deeds of 12 knights and General Rakle. Compact, unlit copper braziers (35 gp ea) rest below each plate.

- No matter the named plate, characters studying the brass plates observe several deeds that each knight and Rakle completed. They notice their names being etched in the plates near the bottom "(Character name) slayed by Jarek (or whichever knight's plate). If unsuccessful in the slaying, the character's name is removed.
- After two rounds, clanking noises from the skeleton knights in Room #2 can be heard from the hall and they arrive in 1d4+1 rounds. They attack anyone in this room hoping to add another foe to their plate.

4. Rat's Nest: The chamber is cramped with various bits of 5' high junk piles strewn about the room. Pieces of wooden debris, miscellaneous pottery, cloth bits, plates, and rusted pieces of armor are jumbled everywhere. A slight wind whistles from an opening in the eastern wall. Squeaks and movement from furry critters erupts from everywhere!

- This is the lair of Murphurus the Wererat. Months of prowling Rakle's Rest has spread the lycanthropic disease. Due to the fires, most of the 'family' is held up in this room. They panic when the doors open as they are aware of the undead presence.
- Giant rats stream in to attack while wererats attempt to sneak in to surprise the party. 20 Giant Rats and 8 wererats attack. After 1d3+2 rounds, the sounds of more rats entering the room from the opening are apparent. Murphurus casts an *Invisibility 10' Radius* on the 15 additional Giant Rats and 4 Wererats before entering the room.
- Murphurus does not hesitate to casts *Web*, even if trapping his companions.

(35) Giant Rats: AC 7, Move 12, swim 6, HD ½, hp 2 ea, THACO 20, Attack 1 (bite 1d3), Size T, Morale 5-7, XP 15 ea.

(12) Wererats: AC 6, Move 12, HD 3+1, hp 22 ea, THACO 17, Attack 1 (by weapon), Size M, Morale 11-12, XP 270 ea. Special: lycanthropic, silver or magic weapons to hit. Items: shortsworads, daggers, and longsworads

Murphurus: AC 6, Move 12, Level 6 mage, hp 24, THACO 17, Attack 1 (by weapon), Size M, Morale 11-12, XP 650. Special: Lycanthropic, silver or magic weapons to hit. **Spells:** *Burning Hands*, *Grease*, *Spiderclimb*, *Spook*. **Level 2:** *Mirror Image*, *Web*, **Level 3:** *Invisibility 10' Radius*, *Suggestion*

- Mixed with the junk piles are rat feces, dried vomit, and other Unmentionables. Those sifting through the piles with bare hands have a 5% chance of contacting a random disease determined by the GM. One turn of searching reveals an item of interest on the table below.



Artist: Rick Hershey

Continued

Roll	Item of Interest
1	Scroll of Protection versus Gas
2	Small bag with 200 gp.
3	A painting by famed Artist Ilevina LeBrock. Scene is of a castle with a lake beyond. Cleaned up, worth 4,000 gp to a collector.
4	A necklace/choker in the shape of a bird with wings outspread with several garnets and ambers (900 gp).
5	Oil of Timelessness
6	Ring of the Ram
7	120 gp in a rotted sack and a Scroll of Knock (7th level) .
8	A statuette of a panther (600 gp).
9	Half rotted backpack with 300 gp, and a Dagger +1
10	Potion of Healing and a 300 gp amethyst.

5. Rakle's Rest: Stairs descend into a clean, organized room. A stone coffin rests in the center of the room. A deep blue banner with a golden unicorn hangs from behind the coffin. Two copper braziers (35 gp) rest to either side of the stone coffin.

- When the coffin opens, Rakle stands immediately and gazes down upon his visitors. Rakle won't attack first but defends himself. Rakle asks questions: "Why have you disturbed my rest?" "Are you here to loot my tomb?" "Have you defiled my friends?"
- Rakle utilizes his amulet to tell if the party is lying or not. Lies draw him to attack. Honesty brings him to ask the party for a request. Rakle knows about the orc specters in the Hall of Glory. He seeks assistance to destroy them but failed to open the door.

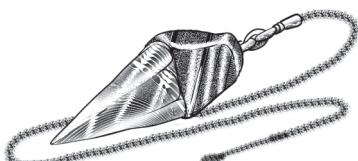
Rakle, Skeleton Champion: AC 1, Move 12, HD 10, hp 90, THACO 11, Attack 2 (two-handed sword 1d10+3 to attack rolls), Size M, Morale 18, AL LG, XP 2,000.

Special: Requires +2 or better magic weapons to hit, cold immunity, spell immunities (same as skeleton), half damage from slashing and piercing weapons. **Items:** 2-handed sword, golden crown with rubies (1,200 gp) with matching bracelet (625 gp), and **Rakle's Amulet**.

Rakle's Amulet.

Rakle's Amulet

Rakle's Amulet is a golden amulet with matching chain inset with a brilliant red fire opal that continually glows a burning scarlet. It has the following powers: *Detect Evil*—3x per day, *Detect Lie*—2x per day, *Detect Invisibility*—1x per day, and gives the wearer infravision to 90 feet. **XP 2,500.**



Artist: Vshane

6. Hall of Glory: The door has been wizard locked by Murphurus. A lever opens the stone door up and down. Two crossed halberds with a shield in the middle are engraved on the stone.

The opened door reveals a statue of a charging armored warrior (Rakle) gripping a 2-handed sword. The warrior's mouth is open in a scream of defiance. The statue stands between a set of wide stairs that lead to a room with 37 stone coffins.

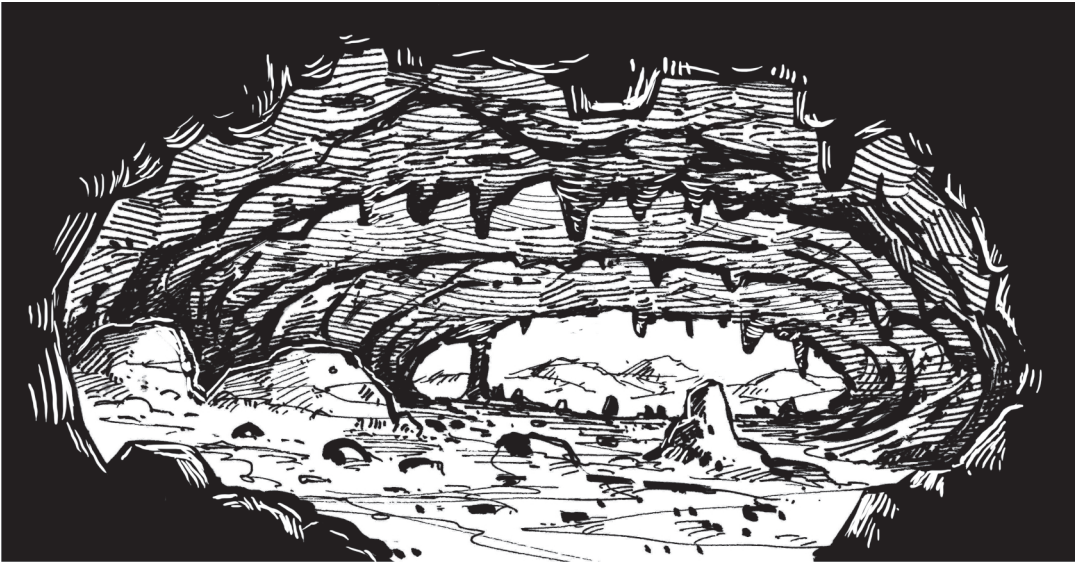
- The coffins are stuck but can eventually be opened and an armored skeleton lies within. Each coffin holds a velvet pouch with 25 gp inside (total =925 gp). Those who take the gold are *Cursed* with -1 to Attack Rolls for a full week.
- Rotted, dark blue banners with golden unicorns cover the walls.
- After 6 rounds, the coffins open on their own and 37 skeletons emerge to attack.
- In the shadows of the room is a master specter and its 4 thralls. They all appear as ghostly orcs and emerge from the shadows when the skeletons awaken.

(37) Skeletons: AC 4 or 5, Move 12, HD 1, hp 8 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 17, XP 120. cold immunity, spell immunities (same as skeleton), half damage from slashing and piercing weapons. Items include longswords, battleaxes and maces. Some use shields.

(4) Specters: AC 2, Move 15, Fly 30 (MC 2), HD 7+3, hp, 40 ea, THACO 13, Attack 1 (touch 1d8), Size M, Morale 15, XP 8,000. **Special:** Energy drain, magical weapon needed to hit, spell immunities.

(1) Specter (Master): AC 2, Move 15, Fly 30 (MC 2), HD 7+3, hp, 56, THACO 13, Attack 1 (touch 1d8), Size M, Morale 15, XP 8,000. **Special:** Energy drain, magical weapon needed to hit, spell immunities.

Conclusion: Rakle gifts the party with his amulet if they assist him against the specters. Other adventures may attempt to enter the tomb and unwittingly release the skeleton army and specters to haunt Rakle's Stand if anyone returns.



Artist: Maciej Zagorski

Appendix B: Old Bandit Caves

These caves are usually hidden by thick brush and rock outcroppings, but the fires have made them clearly visible. A favorite area for ambushes by bandits, new inhabitants have arrived to take shelter from the fires.

1. Wolves: Scraps of rabbit fur and the stench of animal are signs that this cave may be inhabited. A low, warning growl emerges from the depth of the caves to confirm it.

Artist: William McAusland

- A wolf pack has taken shelter inside this cave from the fire scorched lands.
- They growl and use intimidation (lunging, snapping jaws, etc.) to persuade intruders to leave rather than attack.
- These wolves suffer a -1 to their Attack Rolls due to burn injuries on their paws and there are four pups that won't fight.

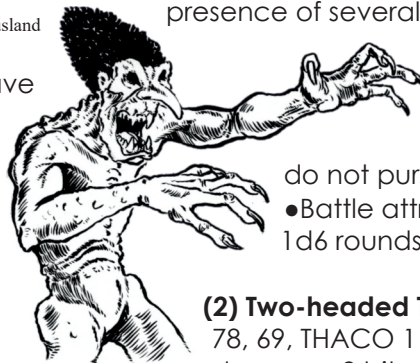
(8) Wolves: AC 7, Move 18, HD 2+2, hp 15 ea, THACO 19, Attack 1 (bite 1d4+1), Size S, Morale 10, XP 65 ea.

2. Massacre: Bloody, human corpses litter the entrance of this cave with shredded leather armor and blood-soaked clothing. A few mundane weapons are strewn about and big, bloodied footprints lead further into the cave. Broken kegs lay against the south wall in a sticky puddle. Water splashing and guttural laughter echo off the rock walls.

- A total of 13 corpses, all mangled and half-eaten.
- The kegs smell of ale but are empty. Nothing of value.
- Footprints go both north and west.
- Guttural laughter comes from **(Area #3)**.

(4) Trolls: AC 4, Move 12, HD 6+6, hp 48, 44, 37, 32, THACO 13, Attack 3 (2 claws 1d4+4 damage, bite 1d8+4 damage) Size L, Moral 14, XP 1,400. Special: Regeneration.

4. Troll Leaders: Crates, boxes, chests, and bolts of cloth are stacked against walls or broken open with contents spilled across this spacious chamber. Two dingy piles of furs are against the south wall. The top half of a gnawed human corpse lies haphazardly against the north wall. Loud sniffing betrays the presence of several hulking creatures.



- These creatures attack with frenzy, desperate to protect their haven from the fire. They do not pursue outside the cave.

- Battle attracts residents from **Area #3** in 1d6 rounds.

(2) Two-headed Trolls: AC 4, Move 12, HD 10, hp 78, 69, THACO 11, Attack 4 (2 claws 1d4+4 damage, 2 bites 1d12), Size L, Morale 15, XP 3,000. Special: Regeneration.

(2) Trolls: AC 4, Move 12, HD 6+6, hp 48, 38, THACO 13, Attack 3 (2 claws 1d4+4, bite 1d8+4) Size L, Moral 14, XP 1,400. Special: Regeneration.

Treasure: Accumulated treasure from the bandits include 7 bolts of silk (150 gp ea), 3 kegs of elvish Montanya wine (200 gp per keg), mundane supplies—torches, lanterns, lantern oil, 6 coils of 50' rope, 42 iron spikes, miscellaneous tools (hammers, picks, crowbars), copper pots and pans (45 gp total), a crate with 6 ceramic vases (4—25 gp, 1—75 gp, 1—145 gp) and a few crates of dried oats.

Continued

A dinged up locked chest (key lost): 700 gp, 200 sp, 1,600 gp, a platinum holy symbol (300 gp—Deity is GM's choice), a broken crystal ball (worthless), a **Potion of Extra Healing**, a **Potion of Gaseous Form**, and a gaudy **Mace +2**.

#2 Locked Chest (key lost): holds richly lavished clothing (pants, shirts, vest, etc. Buried within is a velvet pouch with a platinum necklace adorned with sapphires depicting a jumping dolphin (2,700 gp), a trio of garnets (75 gp ea), and a pair of diamond earrings (250 gp). A false bottom holds a **Ring of Free Action**.

5. Bugbears: This small cave complex appears empty except for the sound of dripping water that forms a cold pool of water. A lone humanoid stands before the pool, holding a great spear. He holds a hand up in greeting.

- The cave holds 5 battered and singed bugbears who attempt to stealth behind the party.
- Their leader Horkrish attempts to parlay with the party in very broken common. He has lost most of his tribe due to the fires and wants to be left in peace. If pressed or intimidated, he offers to help against the bothersome trolls in **Area #3-4** (if they are still alive) or attempts to leave. If trolls are slain and party is weakened, the bugbears attempt to slay the party.
- Attacking Horkrish causes the 5 stealthy bugbears to attack those in the back.

Horkrish (bugbear leader): AC 4, Move 9, HD 4, hp 25, THACO 16, Attack 1 (spear 1d8 +2 to Attack Rolls), Size L, Morale 13, XP 175.

(5) Bugbears: AC 5, Move 9, HD 3+1, hp 22, 20, 20, 19, 18, Attack 1 (by weapon), Size L, Morale 11, XP 120. Items: morningstars, spears, and/or battle axes.

Treasure: These bugbears don't have much after fleeing the fires. Horkrish carries a pouch with 57 gp, and a ruby (175 gp).



Artist: Matt Morrow

Appendix C: The Smoldering Stump



Artist: Tobias Strunz

A curious group of Fire Salamanders, attracted by the wildfires have investigated this humongous stump and have found sport within in the form of several Phellinus (see **New Monster**). The Fire Salamanders are pillaging, looting, and burning the rest of the stump.

1. Stump Heart: Ash, embers, and islands of hardened, twisted wood create the floor of this giant 10' deep smoldering stump. A strange 3' tall humanoid, with root-hardened skin and a long wooden head, burns next to a twisted root.

- The burning corpse is unrecognizable but is a Phellinus.

2. Rot: The ligneous cave enters a chamber with scatterings of white pocket rot and fibers within the wooden walls of the bulbous root mass.

- Druids and rangers can determine that the wood and roots of this stump are heavily diseased by a fungal plant pathogen.
- Hissing noises can be heard from **Area #3**.

3. Phellinus Lair: Strange, short wooden creatures fight two snake-like fire creatures wielding spears. One short creature has a burning spear stuck to him with some sort of sap. Several burning corpses of petite root-like creatures suggest the fire salamanders are winning...

- The Phellinus lose the battle in a few rounds unless assisted by the party. They help the party against the salamanders but attempt to flee afterwards, unless a form of communication is established (i.e. *Speak with Plant*).

(2) Fire Salamanders: AC 5/3, Move 9, HD 7+7, hp, 54, 52, THACO 13, Attack 2 (constriction 2d6 damage and spear 1d6 +1d6 heat damage), Size M, Morale 13, XP 2,000 ea. Special: Need +1 or better weapons to hit.

(3) Phellinus: AC 3, Move 6, HD 5, hp 27, 24, 18, THACO 15, Attack 1 (1d6+2 or by weapon +2 damage), Size S, Morale 14, XP 975 ea. Special: Breath weapon, spore form.

Continued

Treasure: A stash of 7 gems lie among the burnt roots. The gems consist of 3 agates (40 gp ea), 2 aquamarine (125 gp ea), an appatite (175 gp), and a fire agate (600 gp). The salamanders have 475 gp between the 2 of them.

4. Root Tendrils: Root tendrils cover the ceiling and hang down almost reaching the floor, partially blocking movement from within. Fire salamanders are scattered about this root cavern. A few are poking at the northern walls with spears where a splattering of white root rot is apparent in the wall. Others seem to have their attention focused in the eastern part of the room.

- 2 Phellinus attempted to escape using their spore form, but have died from the poking heated spears.

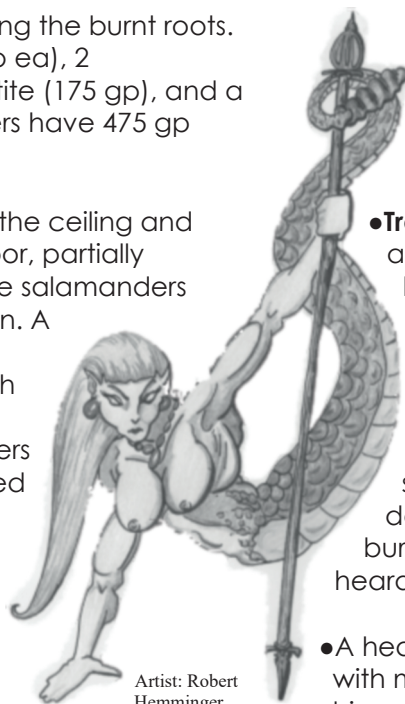
(5) Fire Salamanders: AC 5/3, Move 9, HD 7+7, hp, 54, 50, 47, 44, 40, THACO 13, Attack 2 (constriction 2d6 damage and spear 1d6 +1d6 heat damage), Size M, Morale 13, XP 2,000 ea. Special: Need +1 or better weapons to hit.

Treasure: Two salamanders wear golden armbands (150 gp ea), one wears a platinum hooped earring (325 gp), and another wears a **Ring of Mammal Control** (5 charges). In the corner is a pile of gems! 30 semi-precious stones (5 gp ea), 3 rubies (150 gp ea), and a diamond (300 gp) at the pile's bottom.

5. White Rot: A low ceiling dominates this earthy smelling cavern. White pockets of rot are apparent in the woody roots that create the chamber. A patch of fungus and mushrooms cling to parts of the roots and soil. Some of the bulbous heads are black or shriveled from the heat.

- 3 Phellinus are watching the party in this room while in spore form. They attack to defend themselves (i.e. if the white fungus is hacked or burnt). They assist the party against salamanders if fighting occurs in this room, otherwise they attempt to remain hidden.

(3) Phellinus: AC 3, Move 6, HD 5, hp 38, 34, 28, THACO 15, Attack 1 (1d6+2 or by weapon +2 damage), Size S, Morale 14, XP 975 ea. Special: Breath weapon, spore form.



Artist: Robert Hemminger

6. Burning Room: Blackened smoke is pouring out of the entrance. This spacious root chamber is on fire and the billowing black smoke reduces visibility to only a few feet.

- **Trap:** Burning has compromised the ceiling and anyone making loud noises in this room has a 25% chance to make the ceiling collapse. The collapsed ceiling drops soil to smother the fire, but also potentially suffocate those inside the room.

7. The Crack: Roots have dug through the soil and rock creating a deep crack (15' deep) which is now exposed after the roots burned. Gasping and rattled breath can be heard from down below.

- A heavily injured Phellinus lies in the crack below with multiple sappy wounds. It has used the limit of its spore ability for the day but has 2 breath weapons left. Attacking it causes it to release its breath weapon, otherwise it can't move due to injuries.
- If communication is an option, it answers questions to the best of its ability. It refuses to join the party and eventually seeks a new home.

(1) Phellinus: AC 3, Move 6, HD 5, hp 7 (39), THACO 15, Attack 1 (1d6+2 or by weapon +2 damage), Size S, Morale 14, XP 975 ea. Special: Breath weapon, spore form.



Artist: Maciej Zagorski-The Forge

New Monster

Phellinus/Leptographium (Inspired by Nathan Attebery's Fusaka creature)

Climate/Terrain: Rotting stumps and trees usually on steep slopes, underground

Frequency: Rare

Number Appearing: 1d12

Organization: Clan

Activity Cycle: Any

Intelligence: average to high

Treasure: W (lair + individual) D (lair, Leptographium only)

Alignment: Neutral (Neutral Evil-Leptographium)

Armor Class: 3

Movement: 6

Hit Dice: 5

THACO: 15

Attack: 1d6+2 or by weapon +2

Saving Throws: As 5th level Fighter

Special Traits: Sap, spore form, double damage from fire.

Magic Resistance: none

Size: S

Morale: 14

Experience: 975

The Phellinus is a short, 3' humanoid that is a type of plant pathogen or root fungus. It has a wooden or root-like body that has tiny roots extending everywhere on their body, but usually the head. Their head is long, almost skull-like with dark, deep eye sockets and slits for nostrils. They wear earth colored robes or tunics and sometimes wield daggers or staves. Phellinus are shy and shun outsiders unless the tree they feed upon is attacked. Leptographium are very aggressive and attack on sight. Both have an affinity for gems and other sparkling treasure. They have their own language through telepathy with one another, although communication is possible through the use of *Speak with Plant* or other similar spells. Phellinus and Leptographiums feed off trees and they are responsible for their death and decay over time. Trees are marked by great white conks or polypores on the outside trunk and a mass of white fibers in the heartwood and sapwood. Phellinus feed off trees for over 50-100 years before the tree dies.

The darker cousin of the Phellinus, the Leptographium or 'Black rot' tend towards evil, devouring and twisting trees after only 15 years, then moving on to their next meal. Instead of white conks or fibers, their signature markings are black in color.



Artist: Nathan Attebery

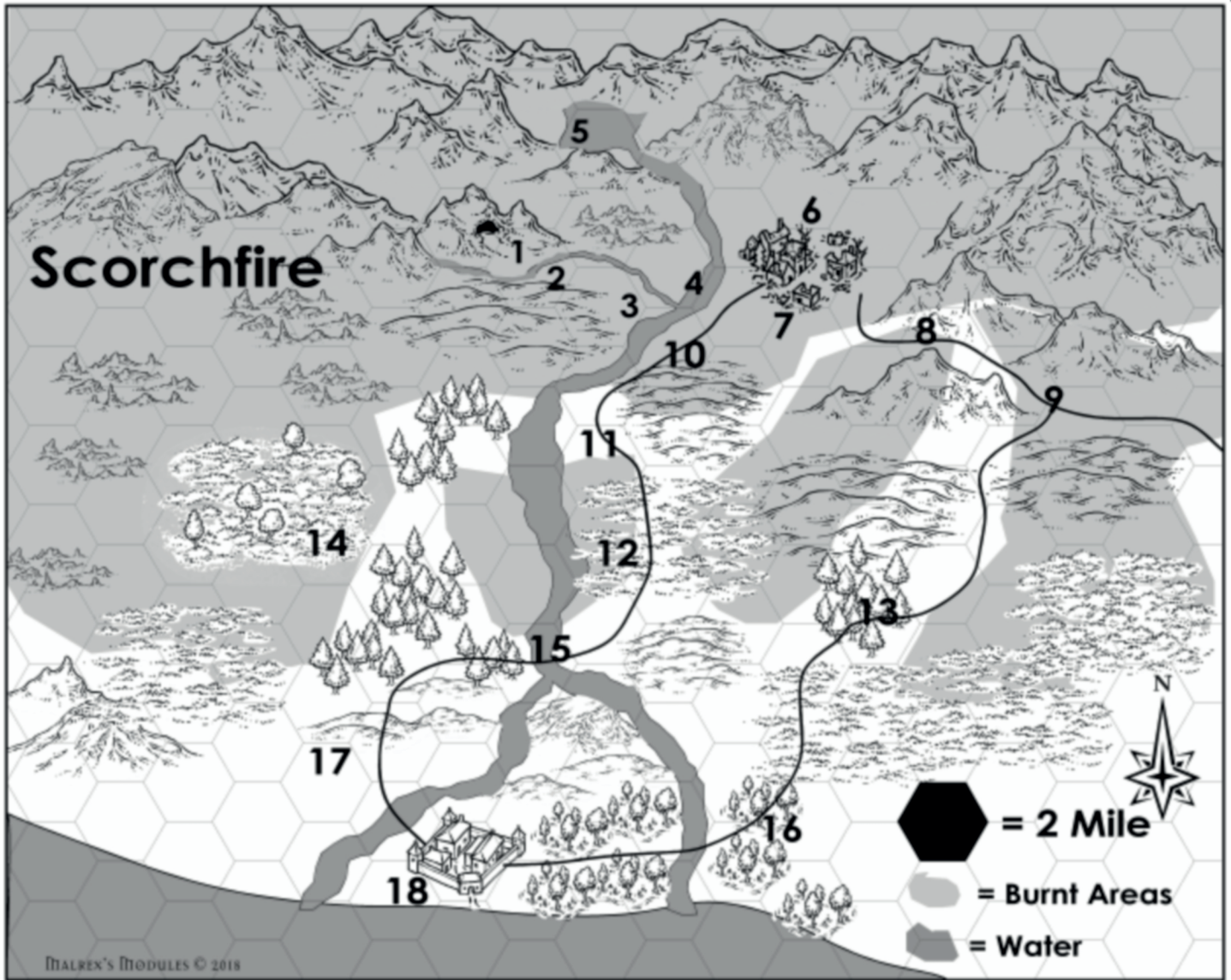
Both Phellinus and Leptographium are hunted for their bark-like hide, which can be ground into a fine dust used for spices. Rumors suggest that the created spice has psychedelic properties and can sell for a high price to the right collector.

Combat: Phellinus and Leptographium have the same abilities and employ the same tactics, although

Leptographium are more aggressive. Phellinus are incredibly strong, delivering 1d6+2 with their fists. They sometimes wield weapons consisting of daggers or staves (+2 damage). When struck, Phellinus excrete a powerful sap that makes weapons stick to their wound.

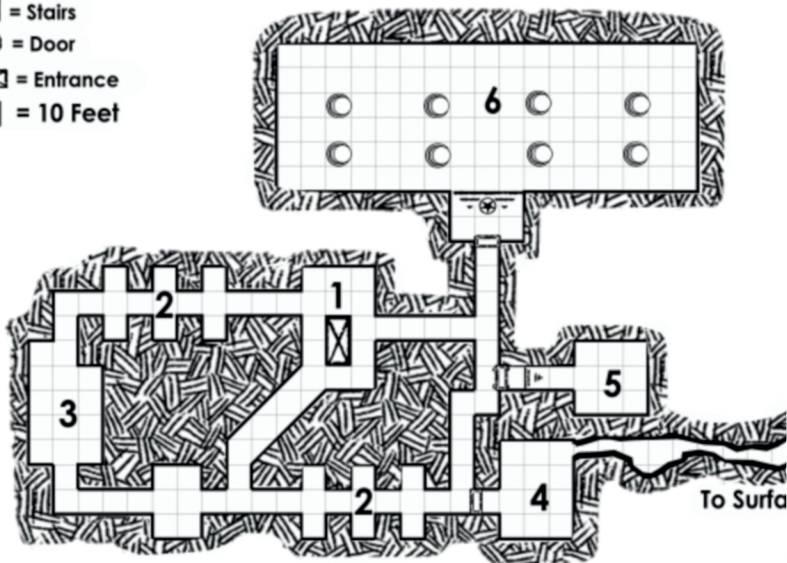
A character must make a successful save vs breath weapon to free their weapon, otherwise it's stuck to the Phellinus, rendering it useless. Phellinus have a strange, cone-shaped breath weapon (5' long x 90 degree horizontal arc from their mouth) that they can do 3x per day. Those affected take 2d8 damage of acidic damage and after one month lose 1 point of charisma per month from a rotting disease. A successful save vs. breath weapon takes half damage and no disease. The disease can only be removed by a *Remove Curse* or *Cure Disease* spell. Finally, Phellinus have an innate ability to transform into a spore cloud 3x per day, much like *Gaseous Form*, and can 'enter' any type of wooden surface, leaving a white mark (or black for Leptographium). This is how they feed and spread their disease throughout trees. However, Phellinus can't move through wood in this form and may be damaged if the wood surface is chipped or burnt. Employing this tactic to ambush enemies gives them surprise on a 1-4. A weakness is both Phellinus and Leptographium take double damage from fire attacks.

Phellinus and Leptographium hate each other, much like their opposing colors. They attack each other on sight.

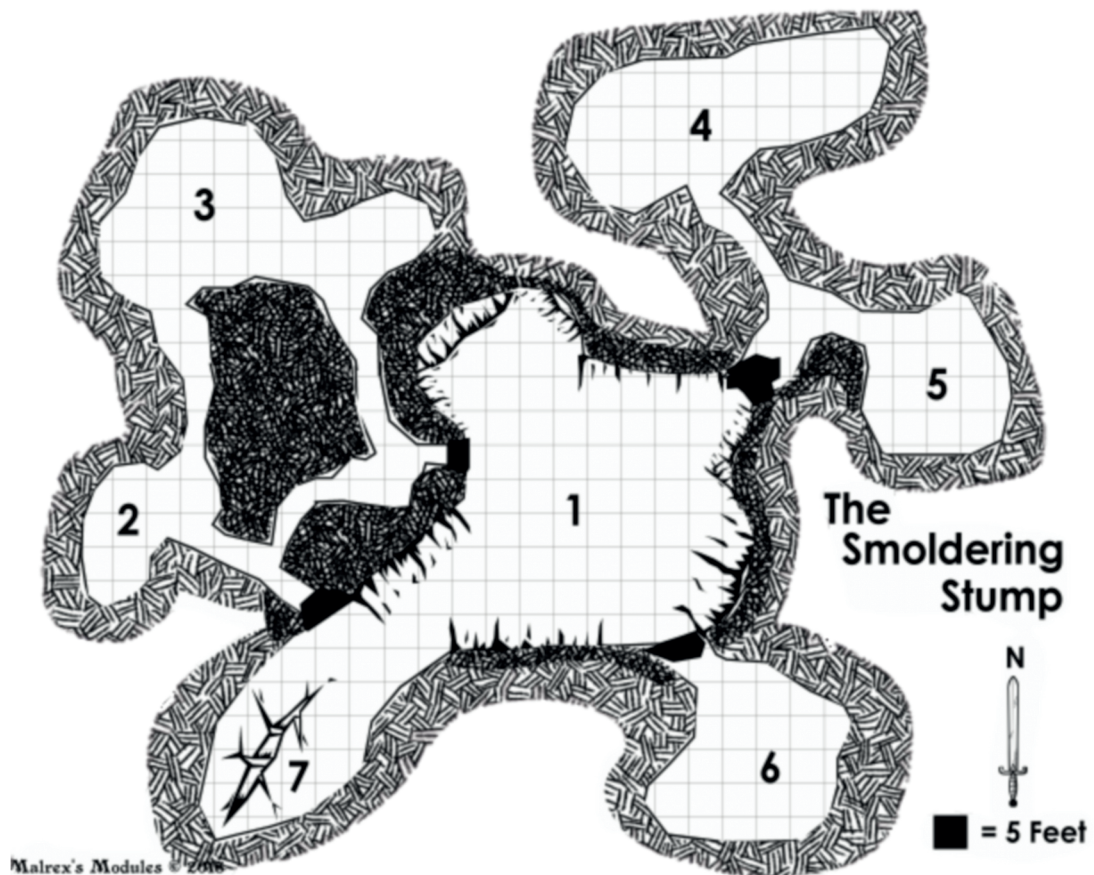
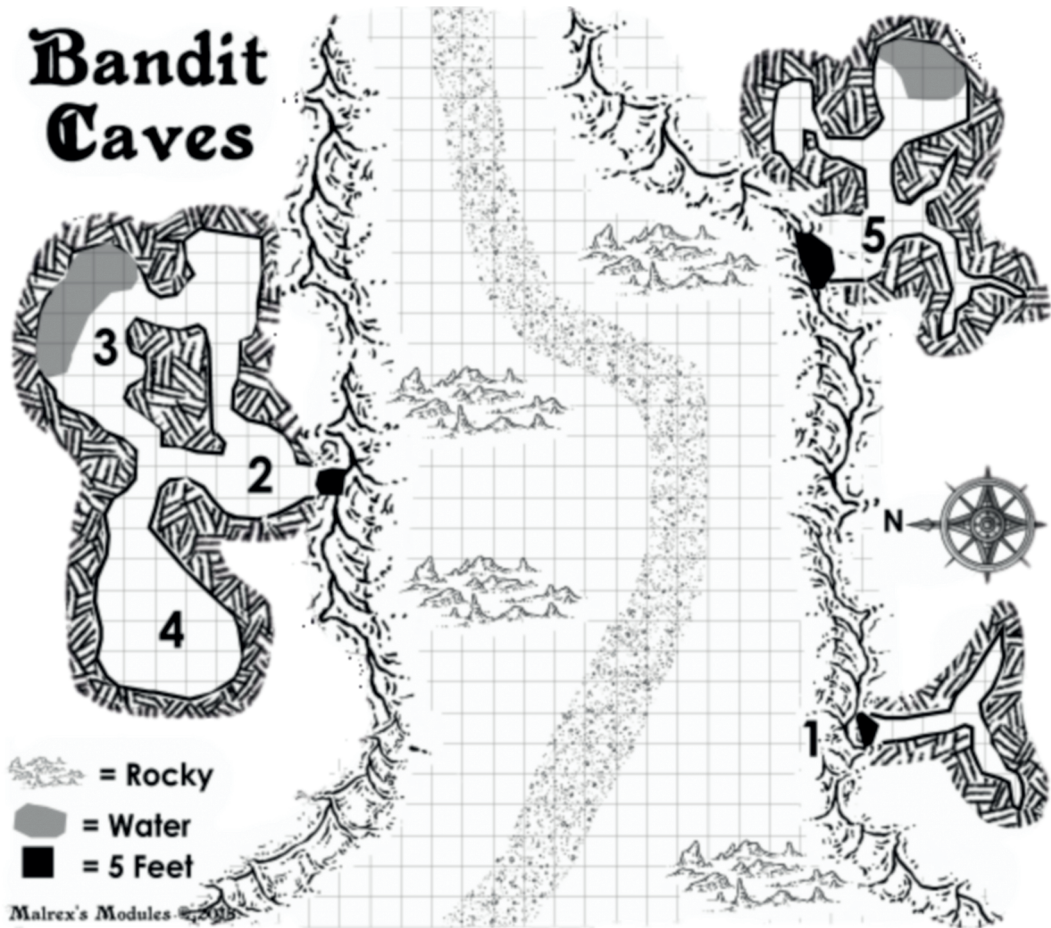


- LEGEND**
- = Pillar
 - ⊕ = Statue
 - ≡ = Stairs
 - ⌘ = Door
 - ⊠ = Entrance
 - = 10 Feet

RAKLE'S TOMB



Bandit Caves



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Scorchfire

The Scorchfire is an adventure suitable for characters of level 7-9 for the For Gold & Glory ruleset, a retro-clone of 2nd edition of the world's most popular fantasy roleplaying game. This product is easy to convert for any of the old school rulesets (OSR) under the Open Gaming License v1.0a.

