

Chasing a Golden Buck



DELUXE
TUNNELS & TROLLS



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Dedications

Tom — To Yul-Mee, for her love and support.

Brad — To my wife, Jessica, the strongest person I know and the reason I keep on going.

Bill — To Little V, my own dark priestess.

This product is a work of fiction. Any similarities to real-world persons, cults, deities, or magical statues is entirely coincidental.

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Module Overview

Summary

Chasing a Golden Buck presents the players with a standard roleplaying challenge: they are hired to steal something valuable (a sacred statue) from a guarded location (a temple to the relatively new goddess Verunshieba).

As it is said, the devil is in the details. The details in this particular case are that the idol is designed to be stolen and the cult is either not what it appears or is itself being used by a powerful sorcerer. The trap is an amplification of the player characters' own greed focused upon the statue, which will make them compete for ownership. This being said, the player characters should be able to get the idol after a few SR failures, but it shouldn't be a cakewalk, either. The temple guards should do some damage to the PCs, perhaps even capture one if you feel like adding that side-rail.

Once the idol is removed from the temple grounds, it will begin infusing magical debt to those who fail to resist its charm within ninety yards for the next 48 hours. After that point, the idol the greed effect goes away and it becomes a beacon to the highest ranking member of the cult. Of course, by that point things have probably gotten a bit complicated for the player characters.

The scenario is designed for use in a highly urban location with the usual mix of safe harbors, dark dangerous alleyways, shops, houses, and taverns. It assumes at least five standard classes of city dwellers: a small percentage of rich elites with most of the money and influence who do no real work, a modest number of relatively-comfortable tradesmen with skills who make things for a living, a majority of common-laborers who work for rather low wages, the occasional mercenary/criminal/bureaucratic types who make a living doing something rather than creating something, and the beggars.

This module shines within gritty sword-and-sorcery campaigns where the long-lasting effects of the idol are used to throw the party yet another curveball just when they think they can relax. One core motif of classic sword-and-sorcery is that no one is ever really safe.

Character Level

The default module is designed for five or six characters in the 15-29 Attribute range (see the pregen characters for reference). Increase or decrease difficulties as needed.

Saving Roll Format

LLevel#SR-Attributes-Sample Talent(s). **L1SR-DEX-Stealth**

Slashes default to "Choose one that makes the most sense in that situation."

Character Literacy

Player character literacy is **not** assumed in Deluxe Tunnels and Trolls. See pages 202-203 for reference.

Character Qualities

A carryover you'll see from *Chasing a Golden Buck* having versions with other rpg systems is that of Character Qualities. Qualities come from Faults and Hinderances in other systems and are usually negative, but in T&T they can help in certain situations. In keeping with the T&T KISS principal, Qualities are individual character modifiers to Saving Rolls in given circumstances that grant one-time AP.

A **Major** Quality is a -10 penalty or +10 boost to appropriate SR worth 1,500 AP

A **Minor** Quality is a -5 penalty or +5 boost to appropriate SR worth 750 AP.

You might think a Quality of *Greedy* would always be bad, but that isn't true. The same character with a -10 penalty versus the ***I Must Have It!!!*** effect is also going to have a +10 bonus to save versus a Fear effect (such as an *Oh Go Away*) when a shaman is in between the PC and a very large, nice, and shiny ruby.

Buying off a Quality costs the same AP. However, getting rid of a Quality shouldn't be a simple point spend and should involve some sort of task or quest.

Whether or not you use the Qualities on the pregenerated characters is optional, but it should be an everyone-or-no-one decision.

Going Off The Rails

The scenario is relatively free-form because writing it that way allows the write-up of a general nemesis in your campaign and because no playtest group has ever taken even close to the same route.

Roll with it and remember the key points:

- The group should encounter difficulty in getting the Idol in the first place, but should be able to steal it without any party fatalities unless they do something very stupid (Like sending one non-stealthy character into the Merchant's Property when they know about the guard dogs...)
- The idol is going to affect many or all of the party, and it will affect NPCs in the proximity.
- The group should really, really want to get rid of the damned thing.

In the playtest the Tunnels and Trolls convention in 2017, the group first scouted at night and botched interactions with the warehouse guards. They then did a daytime reconnoiter of the temple, during which the player running Lenny rolled some phenomenal Dex/Stealth rolls (multiple DARO) and snuck into the Inner Chamber during the middle of morning services! The way the GM handled it was to have Lenny (and only Lenny, since he was the only PC who could actually see the Idol at that point) roll IQ save versus the ***I Must Have It!!!*** effect. He failed to resist the mental effect, but the player did roll another DARO and managed to steal the Idol with nobody noticing for several minutes! (after that, things really went off the rails when the group managed to sneak the Idol out of the Temple grounds and ***I Must Have It!!!*** went into full effect....)

Customizing the Cult: The Real Nature of Verunshiba

“The most beneficent goddess of nature. She is the source from which all goodness and healing springs. Pay homage to her omnipresent spirit and to her most beloved consort, The Golden Buck.” - From the Holy Writings of Verunshieba.

The cult only appeared in the city a few years ago, however the cult followers quickly established a reputation for administering healing salves to any resident of the city who needs help; they charge a token fee or nothing, depending upon the financial state of the person in need. Several of the more charitable members of the nobility have recently begun donating to the cult as a demonstration of their generosity and piety.

There are several possible True Natures of the Cult. Choose and adapt which works best for your particular campaign. Any one of the following campaign-level setups will work with the scenario

False Front In a War of the Gods

In the original version of this module, the real deity behind the Cult was a very aggressive nature goddess whose goal was the eventual destruction of human civilization, forcing mankind to revert to a hunter-gathering lifestyle. That particular setting uses a magic system powered by debt of favors to a deity – i.e. a character channels some magic mojo in exchange for later services to a magical/divine entity. The system had a side-rule that allows the transfer of such debt from one person to another through items, and the goddess is using that cosmic loophole. Her sorcerers accumulate debt favor to her and then pass that debt to strangers outside the cult using the Golden Buck. Those strangers then must do favors for the goddess to work off that debt (she prefers to send the rubes on the most dangerous missions, which require a LOT of debt).

If your setting involves such Machiavellian machinations between divine/supernatural entities, tweak the module to work with the most appropriate existing powers-that-be.

She Is Actually the Goddess of Thievery

The deity could be a god of thievery and trickery. The cultists other than the High Priests are people who truly believe they are acting in a beneficent manner. You could do the suggested scenario above, or you could run a slight twist as described below.

In this case, the run-of-the-mill cultists have been turned into kleptomaniacs who unconsciously rob those they heal and bring the goods back to the high priests. The Golden Buck creates and continues that charm on those of a charitable nature.

However, the personality types of your average group of murder hobos (i.e. the PCs) are usually a bit less charitable in nature; with those personality types, it amplifies natural greed to such a level that it becomes an endorphin addiction

similar to an opiate effect. The god of thievery and trickery will use the idol to test the party to see who is the best rogue (i.e. who gets it away from the others for himself) and will then offer that PC a chance to join the cult as a High Priest... or else... What happens to the others depends upon whether or not they try to expose the true nature of the cult.

Human Sacrifice Disguised As Healing

The deity is one of magic and/or alchemy, and not of the particularly nice variety. Unguents and materials used in rituals are smuggled into the city with the healing herbs. Of course, some of the rituals may also require human sacrifice. The deity uses the Golden Buck to ensnare mangy, low-life burglars to do the really dirty work of the cult and keep the High Priests relatively clean. Usually the deity would have those affected with the 24 or 48 hour exposure kidnap and kill innocents for the rituals, but in a bind, it might even attempt to use one of those PCs as the sacrifice (which could lead to another adventure for the rest of the party to rescue the PC. Particularly useful if you have a player leave your gaming group or who won't be able to attend the game for a few sessions).

The Cult is Real, But It is Also Being Manipulated

The cult of Verunshieba is real, but the goddess is so new and has so few followers that she has little magical influence in the real world. What's really going on with the idol is that the rich noble who the player characters recently robbed (as part of the introduction back-story) is secretly a powerful sorcerer. The sorcerer realizes he is not strong enough to directly confront the player characters en masse, so he's devised a plan to have them destroy each other through their greed, and he will personally eliminate the last character standing. He knows what Trianafias has been up to, and decided to use him as a tool, enchanting the idol in the temple just as Trianafias visited the site. This option would probably require roleplaying the original theft.

In this case, instead of infusing magical debt to the characters who are within its immediate effect radius for 24 hours (see the standard write-up), the *I Must Have It!!!* power simply never turns off.

All that being said, this does let the players off the hook with the cult in any way, shape, or form. The theft of the Golden Buck will still be a death sentence, the Priests and Aquinor are still powerful spellcasters, and there are almost 300 mundane cultists.

Membership in the Cult

While the masculine form is used in cultist descriptions and titles, both men and women can rise to almost any level in the cult; the only exception is that the Voice of the Goddess must be female. At least ½ of the followers in all ranks are women.

There are five levels of indoctrination to the cult, with only five members at the highest rank at any one time. The doctrine known to the general public is that of the lowest rank; the 'teachings' of the other ranks are considered Divine Secret Knowledge, and each new initiate to the second rank receives unique scripture (The second "layer" of scripture is a loyalty test. If those of the third or higher level

discover second rank information has been 'leaked' they immediately know who cannot be trusted with the real secrets of the cult.) The five High Priests know the truth about the religion and are completely devoted to the cause.

1st Rank — Approximately 250 Followers

They live in various parts of the city and exhibit the entire range of religious devotion from "I'd better worship this one too just to play it safe," to pure fanaticism. The teachings of the First Rank are of nature worship and compassion for all living things. Vegetarianism is the rule for the order. To the followers of the First Rank, Verunshieba is an omnipresent, gentle, and loving deity. Homage is given to her, and her favorite consort, The Golden Buck.

2nd Rank — 25 Acolytes of Verunshieba.

Ten(10) live in the Outer Order Barracks and tend to the garden inside the compound as well as do most of the grunge work of the temple; they are also back-up night watch. They do not carry weapons, but will raise an alarm to the Brothers.

Ten (10) live and work a large farm outside of the urban area which supplies the cult with its main provisions and provides income in addition to the donations of the Followers.

The remaining five (5) Acolytes usually 'work the city' in efforts to convert new followers to the Cult of Verunshieba.

Entrance into the Acolytes is voluntary but limited since there is a requirement that each Acolyte is mentored by one Priest or Brother.

The highest rule for an Acolyte is that he keep the teachings of the 2nd Rank secret and not discuss them with anyone below 3rd Rank, even the other Acolytes. Most of the Acolyte Secret teachings are actual cult teachings that, if widely known, wouldn't be a problem. However, each Acolyte is also given several faux unique teachings, which is the real test of whether or not the follower can ever advance in the cult.

3rd Rank -- 17 Brothers of the Outer Order.

Only the Acolytes who keep their unique false second rank teachings secret for at least six months and gain the trust of the Priests of the Most Holy Secrets are promoted to Brothers of the Outer Order. In this way, it can be assured that all are "true believers" of Verunshieba. They monitor the newest Acolytes, look after Followers and guests to the temple, and pull guard work. Each is armed with a Quarterstaff and has Weapon Familiarity. Their official function is "Protectors of the Faith."

4th Rank — 10 Priests - Initiates of the Inner Order (5 On-Site).

The five (5) Priests of the Inner Order currently lodging at the temple are closest to initiation as Priests of the Most Holy Secrets. The others manage the affairs of the large farm in the countryside and carry out the ritual functions of the small shrine at the farm compound.

If the cult is false (default)

Occasionally, a Brother of the Outer Order will show promise in the ways of Sorcery.

The Priests of the Inner Order are secretly sorcerers' apprentices (In game terms, they can assist with ritualistic magic but are not full sorcerers, which makes them identical to Brothers of the Outer Order in combat.)

The High Priests tell them a partial truth: that Verunshieba is not the penultimate goddess in the religion; "Verunshieba's Mother" is more powerful and commands more respect. However, the High Priests tell them that the name of "The Mother of Our Goddess" is the greatest secret known only to the High Priests because of a war between the gods. A Priest of the Inner Order slowly trains to become a Priest of the Most Holy Secrets and his dogma shifts slowly over time to that of a priest of the real deity.

If the cult of Verunshieba is a real religion to a real diety

If the Cult of Verunshieba is a 'legitimate' religion, the Initiates will be low/entry-powered clerics with the ability to carry out some minor divine healing and possibly the ability to affect the weakest type of undead. Their magic will all be healing or other 'positive energy.'

*5th Rank -- 5 High Priests - Keepers of the Most Holy Secrets***If the cult is false (default)**

They know the true nature of the cult and are completely loyal to the true deity. While each is a full spellcaster, they won't use their powers to prevent theft of the Golden Buck. They know its real purpose. They will even do things to help the theft occur if they realize what is happening.

They will, however, bring their power to bear if they are personally in danger and/or when they get the 'signal' from the deity that it is time to retrieve the Golden Buck.

If the cult of Verunshieba is a real religion:

If the Cult of Verunshieba is a 'legitimate' religion, the Keepers of the Most Holy Secrets will be mid-powered clerics able to heal major wounds, cure large number of people with ailments in one shot, and affect moderately powerful undead.

This assumes that the power of a deity is in part or whole derived from the number of followers. If the power of a diety is not related to the number of followers, the Keepers of the Most Holy Secrets may be very powerful clerics even able to raise the dead and repel/destroy the most powerful vampire or lich, or they may be rather weak spellcasters.

6th Rank -- Voice of the Goddess

Aquino Ellanain is the leader of the cult, known by the title Voice of the Goddess. She arrived at the city as the first devotee to the cult, but virtually nothing is known about her past or how she received her calling to Verunshieba. She is a rather powerful spell caster, designed as "boss level" opponent for an entire group (particularly when surrounded by her followers).

Standard Timeline

Hours	Event
-48	Trianafias is enthralled by the statue
0	Proposal by Trianafias to steal the statue, party takes initial 50%
0-24	Party reconnoiters the temple
24-48	Party steals the statue
24-72	The statue causes havoc and headaches for 48 hours
72	Meeting with Trianafias to hand over the statue

The timeline assumes a 24-hour day.

Location of the Adventure

You can locate the adventure at any city with nearby farmlands capable of hosting the cult's farm. The larger and grittier the city, the better.

Where Are the Other Kindred?

This scenario was initially designed for a very magic poor sword-and-sorcery setting where the only playable characters are human, and, to be honest custom artwork isn't cheap.

The pregenerated characters are **not** newbie/starting characters, so if you want to change one to another Kindred, then by all means do so.



Act 1

A Proposition

Four days ago, you and your fellow adventurers just happened to come across (i.e. you broke into a mansion) some valuable pieces of jewelry that some silly nobleman wasn't using (Well, it was in a strongbox in a locked room, so it technically wasn't being used at the time.) and took it upon yourself to rid him of what was obviously unwanted clutter (you might have heard the guards yelling, "Thank You For Cleaning!" as you ran away from the building. Or maybe it was "Stop! Thief! Stop!" Somewhat hard to make out when everyone is running in such a hurry with sharp pointy objects in their hands).

The precious metals were smelted and sold yesterday, and you're laying low with the jewels in a secure hiding spot until things cool down enough to begin fencing them one at a time. Life is good.

You and your associates enjoy a nice cup of mead or ale or wine in your favorite tavern. The drink is sweet and strong and almost covers up the usual smell of sweat and manure that marks summertime in just about every corner of the City other than the abodes of the Wealthy. Night approaches fast as the light entering the tavern through the crude glass windows shifts to deeper and deeper shades of orange. The regular bard in the tavern is in a cheerful mood and spinning another song to the drunks who are inebriated enough to loosen their coin purses and begin tipping much more than they should, but not quite drunk to the point of very probable violence.

In one corner of the common room, you recognize Lauriana Shadowfriend, one of the best solo cat burglars in the city, and usually somewhat of a party animal. Those of you who know her realize her blank, poker-faced expression can only mean serious business is at hand.

As the last sunlight fades from the windows, a hooded stranger comes into the tavern and sits down next to Lauriana. They talk for a few minutes as the stranger shows something to Shadowfriend. The conversation ends, and both get up from the table head over to yours.

"The offer's not bad," Lauriana says, "but I don't want to anger any god, whether false or real." She leaves your table and wades into the small crowd of drunkards. Everyone cheers as she offers to buy rounds of drinks for everyone using their own money.

The stranger says to you, "Hello. My employer is a wealthy collector of fine sculpture. He wishes to add a very nice work to his collection. Unfortunately, the statue is currently located in a temple to some new god. You know, the latest fashionable deity-of-the-week sort of thing...

The temple is crowded during the day but closed at night. My employer wants the statue delivered at midnight three evenings from now and is willing to pay handsomely.

Oh, and the statue is the size of a small horse."

The stranger is the employer himself, Trianafias Oakworker. His first offer to the player characters will be 2,500-5,000 gold pieces each (25% up front, 75% upon delivery.) and will, of course, try to go for the lowest price. Adjust this amount to fit your campaign, but it should be significant.

When asked about the statue, Trianafias will describe it in detail. Trianafias will repeatedly mention that he has very good reason to believe the gold is simply a thin veneer, and that the real value of the item is its exquisite level of craftsmanship. Since the players will almost certainly ask how he knows so much about the statue, Trianafias will reply with the truthful statement that he came close to the statue, but the guards removed him before he could pilfer it “for his employer.” He has been banned from the temple. If asked what weapons the guards carry, he will respond that the guards appear armed only with quarterstaves.

Note that once the PCs get their hands on the Golden Buck, an accurate valuation (even by those enthralled by the idol) of the craftsmanship and raw components sum up its value to be at most 10% of the offer. Any type of psychic or magical reading of Trianafias’ mind will result in an image and an impression of a statue of superior quality and value.

The delivery location is at a quiet spot in a relatively safe part of the city. They are to keep the statute covered and out of view at all times.

Just exactly who is the employer?

Trianafias Oakworker once led a happy, simple, and prosperous life. A highly skilled carpenter whose furniture can be found within the houses of the wealthiest inhabitants of the city, he lives in a comfortable neighborhood. Trianafias was not a religious man, in fact, he kept clear of it as much as he could, but he was thankful for his blessings, particularly the love of Elmarii, his late wife of twenty years.

His life and his blessings died last year. Elmarii suddenly developed a mysterious illness of pox and lesions and high fever. Her final days were in and out pain-filled insanity. Blood seeped from her tear ducts as she began ranting about “the malice of the gods.” When Trianafias asked which god, she replied, “All of them!” Only in her final hour did the pain and insanity stop, replaced with an exhausted tranquility within Trianafias’ arms.

Filled with terrible grief and boundless hatred, Trianafias set out to destroy all of the temples and shrines in the City. His revenge has not, until this point, led him to abandon his wits. His modus operandi is to investigate several targets at once, determine his course of action, and wait several weeks before committing his crime, lest someone remember him; he has murdered several high priests and even burned one temple to the ground. Trianafias shifted his attention from the shrines and temples of the Old Gods to those of the New Gods a few weeks ago to keep from falling into a recognizable pattern.

Two days ago, during one of his 'surveys' Trianafias managed to get close enough to the Golden Buck to fall under its influence. The Brothers guarding the statue in the Inner Sanctum quickly intercepted him when he reached out to grab the statue, and he is permanently banned from entering the temple grounds. Trianafias believes stealing the idol will cripple the temple and has fooled himself into thinking he will melt down the Golden Buck and sell the materials.

Having lived his entire life in a relatively law-abiding and affluent part of the City, Oakworker is suspicious of anyone living or doing business in the seedier parts of the City, and the effects of the Statue have exacerbated this distrust. The only other people Trianafias plans to involve in this plot are the very dim-witted mercenaries he hired to get the idol by force if necessary at the rendezvous in Act III. He is marginally aware that the statue has an effect on those around it, but feels that it is from the natural splendor of the gold, not a magical source. He incorrectly believes keeping the statue covered and unseen will shield his hired thugs from falling under the spell/curse of the Golden Buck.

The faux goddess Verunshieba is a new deity, but its worshipers are a common sight in areas of disease or injury. The religion was set up 3 years ago and nothing has occurred to suggest it is a front organization for some other cult.

The default scenario assumes that Elmarii died of a plague to which she was particularly susceptible, but to which most inhabitants of the city, including Trianafias, have a high resistance. Feel free to change this to the actual intervention of some hostile force, be it a deity, maleficent sorcerer or alchemist, etc. if that would fit better into your overall campaign world.

SR Lvl	IQ - Theology/Streewise/Politics
1	The Cult of Verunshieba is a nature cult.
2	They are vegetarians and will use violence only as a last resort.
3	The City Guard has a mutual aid agreement with the cult: they heal the Guards and the Guards do any 'really necessary' dirty work. NOTE: Anyone playing Bardon Emachyn automatically knows this.
4	Several influential citizens have recently begun to either worship the cult directly or have given the cult large donations in exchange for healing.
5	While the cult worships the goddess Verunshieba, all prayers must go through her consort and intercessor, The Golden Buck. Talking to the statue is the same as talking to the actual Golden Buck himself.
6	There is an actual buck the Cult keeps at a well-protected farm far outside the City. Either the buck actually is what the cult claims (if the goddess is real), it is a sham perpetrated by the High Priests (if the cult is a front), or it is just a deer with really weird pigmentation (if the cult is an unwitting stooge for a sorcerer or such.)



Act II

Temple to a Goddess

The temple is located in a large lot on the edge of the temple area/quarter/section of the city. There is a large warehouse neighboring the compound on the north side, and the estate of a rich merchant borders the southern side. City roads border the east and west sides.

The Neighborhood

The Warehouse

The lot to the North of the Verunshieba Temple contains a warehouse filled with large quantities of common-grade textile. There are two guards stationed in the building as token protection, but the textiles are on several hundred pound rolls and the guards' primary job is to keep vandals and the like away from the property. If any of the PCs show up there, the guards will attempt to shoo them away. The guards are poorly paid and they are tired of the cultists' incessant chanting (**L3SR-IQ-Merchant/Bartering** or **L2SR-IQ-Streetwise** roll to determine.)

The guards are extremely bribable (**L1SR-CHR-Persuasion**, they will want 100 gold pieces each) or can be talked into letting the players raid the temple to get rid of the annoying chanting (**L3SR-CHR-Persuasion/Seduction**). They will insist on 3 conditions which the player characters should have no trouble meeting:

- If questioned, the guards 'officially' don't know what's going on.
- The PCs do not disturb the warehouse grounds or attempt to gain entry to the warehouse itself.
- It has to be done at night.

The Merchant's House

To the South of the Temple is the home of a rich merchant. He is away on business at the moment, but the caretaker is at home along with four guard dogs: **MR-40** each, total of **MR-160** for the dogs. The caretaker is **MR80**.

The dogs do not take kindly to strangers, but have stopped barking at strangers at the temple. They will respond loudly to anyone they sense at the other three estate borders. Within 10 feet of these borders require a **L2SR-DEX-Stealth**. Anyone entering the grounds needs to pass a **L4SR-DEX-Stealth** or be attacked immediately.

Similar to the warehouse guards, the caretaker is bribeable with similar requirements, but will require 400 gold pieces. The dogs obey the caretaker without question.

If the party neutralizes the dogs and caretaker using lethal methods, they will make an enemy of the merchant who is *very* well connected with the criminal underworld.



The Compound

The leaders of the temple of Verunshieba decided to close the temple at night to focus on the indoctrination of those already within the second and third ranks. A quick survey of the area around the temple (such as the type done by the Watch on their rounds) will reveal the open/closed times through a **L1SR-CON-Streetwise**.

There are nigh-innumerable ways for a party to attempt to steal the Golden Buck (generally split between “covert” and “overt” infiltration). Instead of assuming what course the players will take, this section describes the usual activities going on in the temple during different times of day.

Why Not Teleport?

Well, that would make things easy, wouldn't it?

Not so fast. The entire compound is warded against every type of teleportation effect, including Leprechaun's native *Wink-Wing*. The enchantment is a McGuffin and no character can neutralize it. Those who attempt teleportation will need to make an immediate **L3SR-LK** or get a splitting headache for ten minutes.

The Walls

A 6 meter or roughly 18 foot high stone wall surrounds the entire complex and there is only one gate. Made of very large stones which have been cemented together, there are plenty of handholds (**L1SR-DEX/STR-Athlete**.)

Very sharp spikes top the outside walls of the temple (characters need make **L1SR-CON/INT/LK-Perception** to notice this immediately upon arriving outside the temple compound.)

Climbing characters must make a **L3SR-DEX-Athlete** or **L4SR-LK** when they reach the top of the wall:

- In non-hurried situations failure means that the character cuts herself on a spike that results in a 1d3 points of damage (ignore armor); the major danger is that she must then make a **L1SR-CON** roll to keep from reflexively reacting loudly to the pain.
- In combat/hurried situations, failure means the character impales himself on a spike. This is 1d6 damage (ignore armor) and the character is immediately stuck; pulling himself off the spike requires a **L2SR-CON** roll due to the intense pain; otherwise, another character will have to push or pull the character off the spike.

The walls adjacent to the North and South neighbors are flat worked stone without spikes. Characters need to make a **L3SR-CON/INT/LK-Perception** roll to notice this immediately upon arriving outside the temple compound. That makes breaking into the compound via one of the neighbor lots rather enticing (see “The Neighborhood,” above).

The Gate

The gate looks easy to pick and only requires **L1SR-DEX-Lockpicking**. However, the lock has a signal system that rings a loud bell anytime the gate is opened:

- Any character attempting to pick the lock on the outside will notice the trap on a **L2SR-CON/LK-Lockpicking/Trapping**. Those on the inside will immediately notice the trap.
- Disarming the trap *on the inside of the gate* without ringing the bell requires a **L2SR-DEX-Thievery/Lockpicking/Trapping**
- Disarming the trap *on the outside of the gate* without ringing the bell is much more difficult and requires a **L4SR-DEX-Thievery/Lockpicking/Trapping**

If the alarm goes off, at least a few cult members will hear it.

Security Patrols

The security patrol around the temple grounds consists of the following:

Time	Acolytes	Brothers
Late Night/Early Morning	4	3
Morning	-	1
Daytime	-	-
Evening	-	2

On the “who is where at what time” charts, assume that the cultists will be there the entire time unless a note is given in parenthesis. The numbers are approximate (Acolytes in particular may be in alternate locations other than those off-limits to them.) The temple closes to non-clergy from approximately 7:00 PM to 6:00 AM.

Where is Aquinor?

This depends upon how tough you want to make it on the party, and how good they are at social situations and talking their way into and out of things. She is a very tough opponent. It also depends upon whether or not she is initially aware that one purpose of the idol is to be stolen.

If Aquinor knows the idol should be stolen, then she will do everything short of sacrificing a follower to ensure the theft and ‘escape’ is successful while giving the opposite appearance. She will definitely pull her punches and not perform any of her offensive spells unless it is a personal matter of life or death.

If Aquinor does not initially know one function of the idol is to be stolen (or if it has been co-opted by a Sorcerer), then she may engage the party in combat, but note the scenario is really designed to have the party fight her at some point in the future. She will still not use property-damaging spells inside or within 20 meters of the Temple.

If you want ensure the party underestimates the capabilities of the cult and gets a nasty surprise after the initial heist at the point the cult shows up to reclaim the idol, Aquinor arrives when the party exits the compound, yelling and shaking her fists in fury, but not casting any spells.

Garden

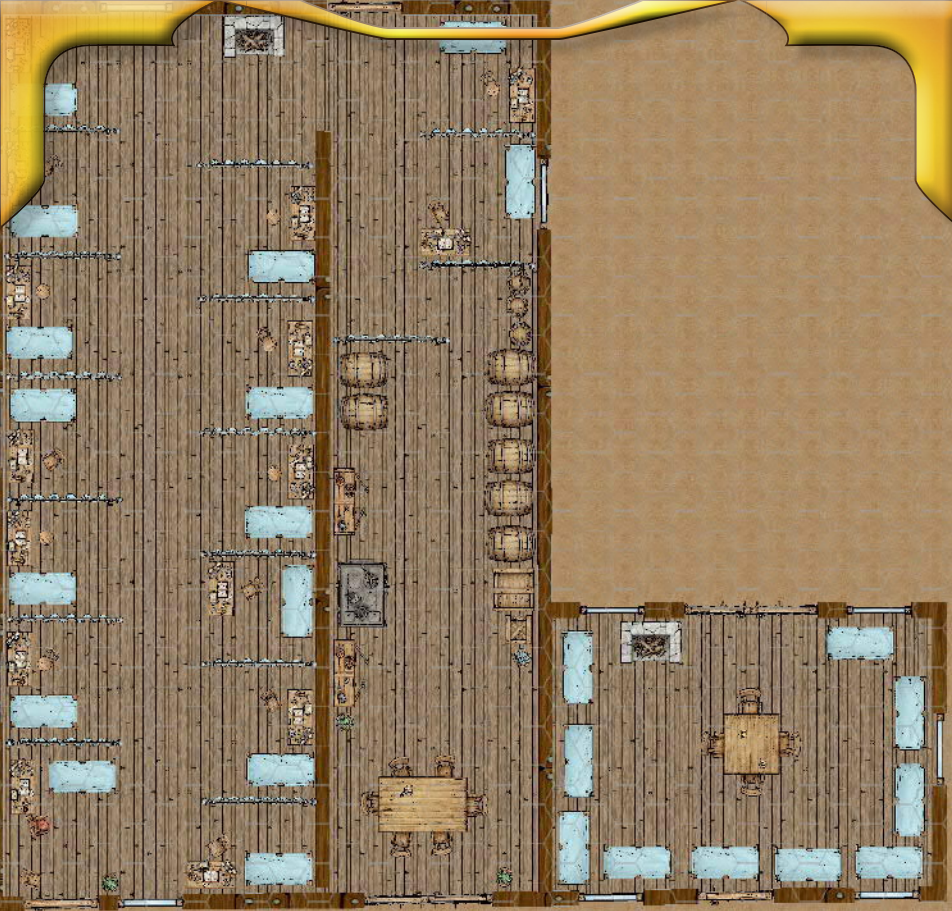
This well tended garden contains an impressive array of fruits, vegetables, and herbs.

Great(2) Perception or **Fair(0) Herb Lore** or *Medicine* to notice several valuable healing and medicinal herbs planted around the tomatoes. During the day, it is common for a few Acolytes managed by a brother/sister to tend the garden.

The plants are very healthy due to a generous amount of natural fertilizer (i.e. dung) just underneath a light coating of soil and lime (which keeps down the odor). Those who venture into the garden to collect herbs or food will need to make a **L5SR-DEX/LK-Acrobatics** in order to avoid picking up a rather strong odor until he can thoroughly wash himself (+10 for anyone attempting to detect the character). Water is available at the Well (see below), but washing quietly would require three separate **L2SR-DEX/LK-Stealth** (it's not that difficult to wash quietly, but three rolls are required due to the time it takes) to avoid detection by one of the roaming guards.

Well and Meditation Area

The temple has its own source of clean water: a very deep well. Cult members of all ranks can be found here in between official duties and chores. The official designation for this time is "meditation" but the benches are rather comfortable and there is a small table with a type of chess set located here. The pieces of the chess set were carved by members of the cult and are not good for anything other than identifying a party member as someone connected with a robbery at the temple.



Acolyte and Sister's & Brother's Building

Members other than the Priests share this modest building as a communal dorm. The walls are bare plaster and the windows holes with simple wooden shutters to keep out the cold.

A total of 15 Brothers/Sisters and 10 resident Acolytes live here. Each devotee of the cult has a sleeping mat, a heavy cover for cold evenings, and a small table with basic writing tools and a few pieces of parchment. They have no valuables. One major draw to becoming a member of the clergy is that all who are able are taught to (at least minimally) read and write. The Brothers/Sisters are each armed with a quarterstaff.

Time	Acolytes	Sisters/Brothers
Late Night/Early Morning	6	10
Morning	1	2
Daytime	1	0
Evening	1	0



High Priests' House

Unlike the sparse abode of the lower ranks, The House of the High Order is ornate with wrought-iron-and-stained-glass-windows depicting a variety of animals.

A main common area holds a large table and the kitchen is well stocked.

The library area holds various books and a few odd items and a small strongbox with the cult's usual spending money and a small amount of discretionary coin.

The 4th High Priestess and 5th High Priest share a small room.

The 3rd High Priest has his own larger room which he shares with the Priests/Priestesses, who sleep on bedrolls. He frequently 'invites' one of them to share his bed.

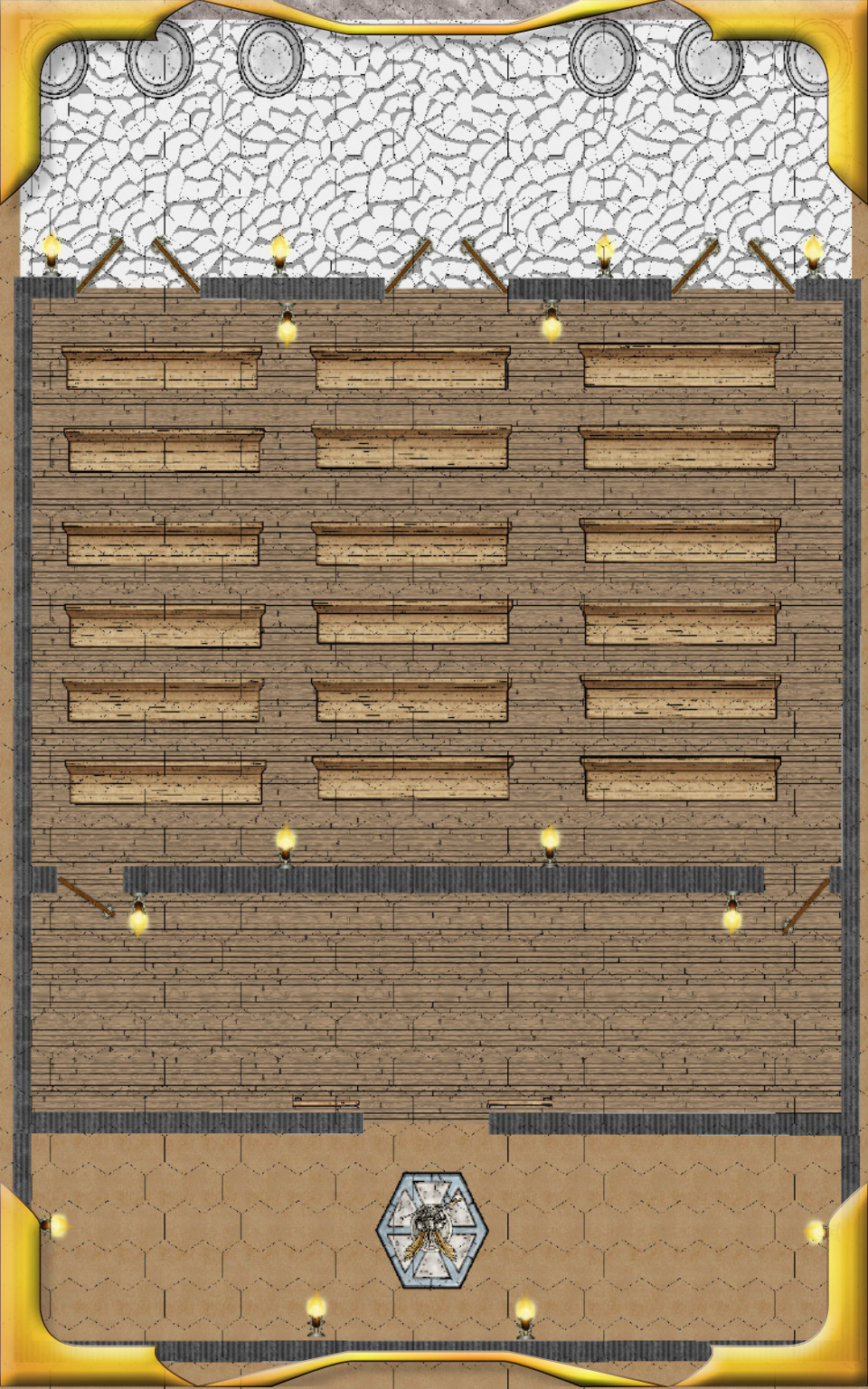
The 2nd High Priestess has a small private room.

The 1st High Priestess manages the compound outside the city and lives there.

Aquinor lives in a very plush room with expensive amenities. We leave it up to you to determine where she keeps the strongbox with the cult's savings (all or some of it, depending upon whether or not you have reliable banks in your setting.)

If the cult is false and you want evidence of the real nature of Verunshieba, that is locked in a hidden location within the Aquinor's bedchamber. The exact nature of the evidence (and why Aquinor keeps it) is up to how you want to integrate the cult into the larger campaign. If you don't need it, it doesn't exist.

Time	Priests	High Priests
Late Night/Early Morning	5	4
Morning	1	1
Daytime	1	2
Evening	1	3



The Temple

Porch

The front entrance to the temple is decorated with carvings of trees and animals.

Time	Followers	Acolytes	Brothers
Late Night/Early Morning	0	0	0
Morning	5	1	0
Daytime	2	0	2
Evening	10	0	0

Entrance and Prayer Room of the First Rank

This room contains several long, low benches that the non-clerical members of the cult sit on during the daily ceremonies. The walls are filled with frescoes depicting nature scenes and a beautiful female image with minor animal-like qualities (Verunshieba).

Time	Followers	Acolytes	Brothers	Priests	High Priests
Late Night/Early Morning	0	0	0	0	0
Morning	10	0	2	2	1(brief)
Daytime	20	0	4	2	0
Evening	30	0	4	2	1(brief)

Prayer Room of the Second to Forth Rank

This room is empty of furnishings; Acolytes, Brothers, Sisters, and Priests sit on the floor during the services so that they are “closer to the earth.” As with the Followers’ Prayer Room, frescoes of Verunshieba and the Golden Buck adorn the walls.

Time	Acolytes	Brothers	Priests	High Priests
Late Night/Early Morning	0	0	0	0
Morning	3	6	4	1 (partial)
Daytime	3	4	4	0
Evening	4	5	4	1 (partial)

“Holy of Hollies” and High Priest’s Prayer Courtyard

This enclosed courtyard is mostly empty and open to the sky. There is no floor, simply bare ground.

The Golden Buck sits on a pedestal in the middle of the courtyard, allowing those in the worshippers to view the statue from both of the prayer rooms. The walls of the room are plain and non-decorated. The statue is in amazingly good condition given it is completely exposed to the elements.

Time	Brothers	Priests	High Priests
Late Night/Early Morning	2	0	0
Morning	4	5	2
Daytime	3	1	1
Evening	4	5	2

Note that the Brothers are allowed in here when on guard duty or in an emergency. Acolytes and Followers may not enter in this room, even in an emergency.

If the PCs attempt to steal the Golden Buck during the daytime, they will have to make a **L5SR-DEX/LK-Stealth** roll every turn they are in idol’s courtyard or at the temple wall or on the wall into the courtyard. It will be much easier to steal at night.

If the PCs attempt to steal the Golden Buck at night, then they will need to make two **L2SR-DEX/LK-Stealth** and one **L5SR-DEX/LK-Slight-of-Hand/Pickpocket** Saving Rolls in order to succeed. The two **Stealth** checks are when entering and leaving the courtyard by climbing over the wall. The **Slight-of-Hand/Pickpocket** is when grabbing the idol itself. If the PCs manage to sneak back over the wall undetected, the theft will be noticed and a general alarm raised with 1d6 turns. For simplicity’s sake, assume one brother on patrol per PC if the theft occurs at night. If the theft occurs during the day, then factor considerably more opposition.

Escape(?)

The gate will prove trivial to get through from the inside, even if the players didn’t do anything to it during entry. Any character can pull the lock and open the gate using a single action. The gate is supposed to be an entrance problem for the party, not an exit challenge. If the alarm has not been disabled it will trigger.

While the Golden Buck is fairly light and small when held, there is the little problem of it growing into the size of a full-sized deer if not touched for more than a few seconds. The *I Must Have It!!!* power will also be a source of issues, first between the PCs, then with every or almost every PC who gets within range of the effect.

Once the *I Must Have It!!!* power is initially triggered, the Creator telepathically instructs the High Priestess to let the theft occur for the time being. If the Creator is a sorcerer manipulating the cult, Aquinor will be tricked into thinking her diety is directly communicating with her. Once the party is a block or two away from the temple, the Priests/Priestesses will not pursue the PCs and will order the lower order members of the cult to halt.

About The Idol

Extremely Enchanted Statue

CON - 80 pts

Armor - 20 pts (Magical, non-ablative)

The Golden Buck is a hollow statue in the form of a male deer. He is the consort of Verunshieba and her intercessor with mortals. According to the cult, any messages conveyed by Verunshieba are always done through a vision or dream of the Golden Buck. The Golden Buck is the only being able to intercede and convince Verunshieba to forgive past transgressions of her dogma (This includes such sins as eating meat or killing insects. As one might guess, those new to the cult tend to pray as much or more to the Golden Buck as to Verunshieba herself since vegetarianism and extreme non-violence are not exactly common lifestyles in your average fantasy world.)

The wooden statue is life-sized and covered with a surprisingly durable but extremely thin layer of what appears to be gold. Anyone within a meter of the statue will realize the gold is a thin veneer with a successful **L2SR-IQ-Perception**. A **L4SR-IQ-Perception** or **L2SR-IQ-Appraise/Jeweler/Alchemist** will reveal the layer is feldspar, a.k.a. Fool's Gold.

Those using some type of magical or divine sense will pick up massive amounts of magic emanating from the statue. Whether the PC can determine the type of magic is entirely up to you.

The Brothers and Priests will use all possible non-lethal force to keep anyone from stealing the Golden Buck. However, unless you're running the scenario with the cult as a real religion which is being used itself, the High Priests have been instructed to allow a theft to occur, since they know the nature of the statue is to dupe non-believers into stealing it. In order to demonstrate enough initial resistance to make it look as if the theft were genuine, a few of the Brothers and even Priests may be 'sacrificed for the greater purpose.'

Of primary importance is that when the idol is not being touched by a living person, it quickly expands to the size of a real buck. When touched by a person, it shrinks to only 10 inches in height. One reason for this is to encourage the group to have at least one person holding the idol at all times (see *Servant of the Idol*, below).

The idol weighs about 5 lbs. Despite its internal construction of balsa wood, the enchantments make it insanely durable. If the PCs manage to break or "destroy" the statue with anything other than Magical Fire or some type of Magical Disintegration, the parts will draw themselves to each other and reform 48 hours later unless *Dis-Spell* is successful at Level 20 (if Divine Creator) or Level 12 (if Non-Divine Creator) on the fragments.

Powers of the Idol

Before running this module, please consider the strength of *I Must Have It!!!!* It is the strongest advisable level as written. If you would prefer that many or all of the PCs keep their wits and not contest between themselves for the statue, make it less powerful or even rule that those who steal it are immune to that particular effect. The PCs would still find themselves surrounded by a large number of innocent and not-really-that-innocent bystanders compelled by the statue.

All Powers of the Idol are Level 20 (if Divine Creator) or Level 12 (if Non-Divine Creator) if a character attempts a *Dis-Spell*.

Divine Spy Camera

The Creator can see and hear everything within 20 meters/yards of the statue.

I Must Have It!!!

The idol dominates those around it by amplifying inherent greed. Yes, if *Qualities* are being used Proka has a +10 bonus and Andrew suffers a -10 penalty.

Once the idol is outside the temple grounds, every character who comes within 30 meters/yards feet of it has to succeed at an initial **L5SR-IQ** save. Those who fail become obsessed with possessing the Golden Buck.

- This does not effect a true Believer of Verunshieba or the Creator.
- The effect stops 48 hours after the idol is removed from the Temple grounds. At that point, it becomes a beacon to the highest ranking member of the cult.
- Every time the idol changes possession, those currently enthralled by the Idol must make another SR. However, the difficulty decreases by one level every time. 2nd time is **L4SR-IQ**, 3rd time is **L3SR-IQ**, etc...
- Once a character saves on the IQ roll, he/she is immune to *I Must Have It!!!*
- Creative solutions may **temporarily** neutralize this power. For example: put the idol into a magical bag's pocket dimension.
- Failing the save doesn't decrease intelligence, and everyone in the proximity with an IQ greater than 8 will have an inkling of what's going on.

The Idol Speaks!

The Creator can telepathically communicate with the person holding the idol. The Creator can attempt to influence via a CHA contest. The Creator has a **CHA** of 30(non-divine) / 120(divine).

Portable

In its normal state, the Golden Buck is a life-sized statue. When any human or humanoid touches the Golden Buck, it immediately and instantly shrinks to around 10cm in height to be held by the person touching the idol in an effect that is reminiscent of a quick-camera-cut in a movie. The Shrinking power begins to turn off immediately when physical contact is broken between the Golden Buck and a humanoid.

Servant of the Idol

14 days or later after first exposure to the idol, the second wave of fun begins.

# of Failed I Must Have It!!! Saving Rolls	Task - Unknown to the players until they do it.
1	The character will unconsciously 'donate' 25% of her wealth to the cult at some point within the next month. The character will be aware of what is happening but unable to control him or herself.
2	The character will unconsciously 'donate' 50% of his wealth <i>or</i> a magic item of the GM's choice to the cult at some point within the next month. The character will remember this as if it were a dream.
3	The character will perform some small task for the Creator lasting up to a day and involving actions up to but not including killing a humanoid or other sentient creature. The character will have no memory of this and will insist she did not do it, but will be aware of a "blank time."
4	The character will perform some major task for the Creator lasting up to a week and involving actions including murder, but not a suicide mission. Unless the Player wants the character to perish in order to start playing a new character, the character will survive. Whether or not the PC succeeds at the task is up to the GM. The character will remember what happened, but no recollection at all as to why she did it.
5	The character will go on a highly perilous quest for the Creator lasting up to a month, with no regard for his safety. Unless the Player wants the character to perish in order to start playing a new character, the character will survive. She will insist she did not do it and will have alternate memories. Whether or not the PC succeeds at the task is up to the GM (For example: a PC or three who wake up in a castle dungeon with no idea that they tried to steal the crown jewels can make for an interesting start to a breakout mission.)

If a character fumbles/botches (ie. rolls a 3) on any *I Must Have It!!!* SR, then assign an additional Task 3, 4, or 5 (your choice) to the character.

It is *not* advisable to sabotage a large quest or campaign goal with this mechanism. The magic item option of Task 2 is a safety valve in case a PC gets too powerful an item. Tasks 3,4, and 5 are designed to initiate a problem the players must solve, not to take away an earned reward.



Act III

The Payoff

Assuming the PCs managed to steal the statue and either still have the idol by the delivery deadline, or they no longer possess it and simply want to extract revenge, here is the rendezvous with Oakworker.

Dead End

This street ends at a very small cul-de-sac with a few store fronts and numerous small apartments. Trianafias Oakworker secretly rented a small one-room apartment for the month and he and his 'bodyguards' will be waiting for the PCs to show. The apartment is barren and contains nothing that could trace the identity of Trianafias Oakworker; the landowner is like most in Elweir in he won't ask any questions regarding the temporary occupant given an adequate number of coins. The landlord has never seen Trianafias face-to-face.

The cul-de-sac will be completely dark when the PCs show up for the meeting. The door to the apartment will open and light from several candles inside the apartment will spill out onto the street. Trianafias Oakworker will appear in the doorway and refuse to do anything else until they come inside the apartment. The 'Bodyguards' will station themselves on either side of their employer and have been given a command signal to attack the PCs should they attempt to abscond with the statue themselves.

There should be an equal number of Bodyguards to player characters, but feel free to adjust that number depending upon how many warriors are in the PC group.

It is critical to note that the Bodyguards are not in any way immune to *I Must Have It!!!* It is also important to note that they have both the Greedy Hinderance (Major).

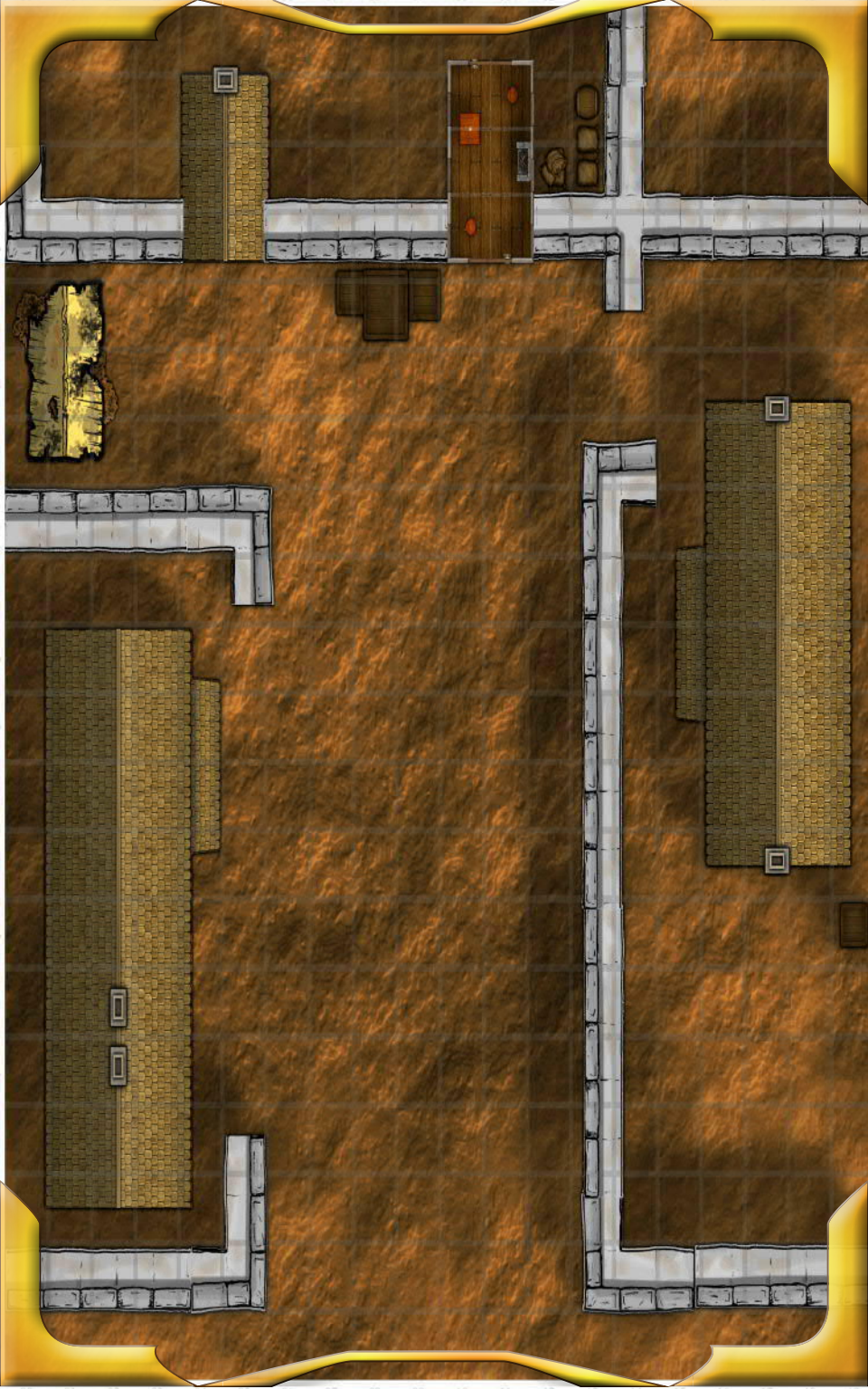
Bodyguards

Attribute	Full Value	Current	Attribute	Full Value	Current
STR	15		LK	10	
CON	20		IQ	8	
DEX	13		WIZ	5	
SPD	10		CHA	8	

Qualities = Greedy (Major, -10 to resist their own greed)

Equipment: Short Sword, Leather Armor, 10 gold

If things devolve to combat: MR = 30, Give them 2pts of Armor per Bodyguard (ablative, so reduce every 24 pts)



Aftermath & Notes

A fortnight (14 days) after the idol is stolen, the Creator will begin assigning 'Tasks' to all of those affected by *Servant of the Idol*. There is no time limit on this, so the tasks could all be assigned at once or strung out over the course of a campaign. If the tasks are not all assigned at once, you should let the players know that each has one and only one task; a good mechanic is to give the characters a small identical birthmark that goes away once a task is completed.

If the party still has the Golden Buck at the fortnight, the creator will give Aquinor the location of the idol and instruct her to get it back using whatever means necessary other than killing the player characters (since the PCs have highly valuable yet deniable work to do....)

Once the tasks are completed, it is entirely up to you if the Cult of Verunshieba attempts to hunt down the party. Chances are good that the players themselves will want to rid the world of the cult by that point.

Ironically, if Trianafias Oakworker survives and ends up with the idol, the Creator might decide to use him as an agent in the future (in this case, he acquires a dual-personality, one his original psyche and the other a literal puppet of the deity) and turn him into what he hates most.

Approximate Pregenerated Player MR's

The following approximate MRs for the pregenerated characters do **not** take into account combat spells.

Character	Andorew	Bardon	Lienstan	Proka	Sheridia	Kyleia
App.MR	36	61	47	80	45	38

Suggest AP Awards

The following suggested AP awards are per character.

AP	Action/Event
100	Managing to get Trianafias to pay his top limit
50	Scouting out the neighborhood without raising an alarm
125	Bribing guards at either of the neighbors to bypass the spikes
100	Entering the Temple building without raising an alarm
300	Stealing the Idol from the Temple building without raising an alarm
100	Escaping the compound without bloodshed
400	Finding some novel way of temporarily neutralizing <i>I Must Have It!!!</i>
200	Getting the idol to Trianafias without fighting him or the guards and actually getting paid

Andorew

In another place, at another time, Andorew would have been a great politician. While most criminals either go out of their way to pilfer through stealth or brute force, Andorew is a person who is good at getting others to willingly give him money. If the citizens are sheep, then Andorew isn't a wolf; he is a shearer.

Seven years ago, Andorew took an interest in the legal profession. The more he looked into the legal codes, the more he appreciated the criminal artistry of those who wrote many of them. Using his association with the criminal underground, he began a career as consul to those had the misfortune of encountering the rare magistrate (or, more likely a non-corrupted official) who proved un-bribeable. Of course, his fees were and are even more exorbitant than a normal bribe, but they are preferable to a missing hand or a close personal relationship with the executioners' block.

Andorew believes his diminishing sight is due to a rather severe beating he took as an adolescent when a pick pocketing attempt failed miserably. Since then he has avoided violent conflict when at all possible, and he prefers to run away from violence if he can. Andorew's myopia is in truth a natural affliction which intensifies with age. In modern terms, his eyesight is about 20/95: he can make out general shapes to quite a far distance, but details become exponentially blurry after hands length and his depth perception is rather atrocious.



Andorew

Kindred: Human

Type: Rogue

Level: 2

Attribute	At Full	Current
STR	16	
CON	17	
DEX	21	
SPD	10	

Attribute	At Full	Current
LK	25	
IQ	25	
WIZ	15	
CHA	29	

Initial Personal/Combat Adds: (+4, +9, +13, 0) = +26

Weapons

Note: All Bonuses and Combat Adds Already Factored

Short Sword - 3d6 + 26

Armor

Light Leather (3 hits) = 3 hits

Talents

Extended Talents (Sec 15, p.205-213 in dT&T)

Streetwise (Basic, +3), Lawyer (Basic, +3), Persuasion (Apprentice, +5)

Money

Gold: 700

Silver: 25

Copper: 30

Equipment

3 Candles, Large Sack, Steel Mirror

Spells

It's Elemental

Oh, Go Away!

Qualities

Optional, See Page 4

Very Nearsighted (Minor, 5pt.) Hinders any visual tasks further than a few feet. Helps him if someone tries to distract him while focusing on something.

Greedy (Major, 10pt.) Hinders attempts to resist his own greed. Helps resist fear effects if he is motivated to get something.

Bardon Emachyn

Bardon Emachyn is an adventurer who sees his work as a job and would much rather be engaged in a 'normal' trade if he had the opportunity. His wife, Myra, is expecting their third child and Bardon will not risk Myra or the unborn child's health by moving the family out of the city at this time. He hopes to move the family to a small town in three or four months and open trade as a Fletcher and Bowyer along with work as an apprentice blacksmith with a long-time friend who moved from the City many years ago.

Bardon was, in fact, employed in a 'normal' job until two months ago. He worked for seven years as part of the City Guard taking care of horses and training archery to those not familiar with the weapon should the unlikely need ever arise for the city guard to form a militia to stave off invasion. Occasionally he would take part in a patrol, but his duties were mostly limited to armories.

It was on one of those rare patrols that he refused to take part in gathering extortion money from a poor merchant. While Bardon did not report the incident to anyone, he was drummed out of the City Guard under minor trumped-up charges brought up by the corrupt patrol members. Bardon still has good relations with most of the city guard, but they are leery of him given his new position.

Those responsible for his removal from the guard hope to find some sort of blackmail material to prevent Bardon from ever getting a reinstatement (they either don't know about his plans to move, or think it's a ruse.)



Bardon Emachyn

Kindred: Human

Type: Warrior

Level: 2

Attribute	At Full	Current
STR	28	
CON	25	
DEX	25	23
SPD	18	

Attribute	At Full	Current
LK	21	
IQ	17	
WIZ	7	
CHA	15	

Initial Personal/Combat Adds: (+16, +13/+11, +9, +6) = +44/+42

Weapons

Note: All Bonuses and Combat Adds Already Factored (No Armor/Armor)

Short Sword - 5d6 + 44/42

Heavy Bow - 5d6 + 44/42

Armor

Bigandine Scale Mail (Ring-Joined Plate, -2 Dex, 8 hits) = 8/16 hits

Talents

Extended Talents (Sec 15, p.205-213 in dT&T)

Farrier (Basic, +3), Small Unit Tactics (Basic, +3)

Money

Gold: 150

Silver: 15

Copper: 10

Equipment

Flint & Steel, Matches, Oil Lamp, 2 x Torches, Large Sack

Spells

None

Qualities

Optional, See Page 4

Bad Liar (Minor, 5pt.) Hinders lying/being dishonest. Helps convince others when he does tell the truth that he is being honest. He looks trustworthy..

Devoted Husband and Father (Wife and Kids) (Major, 10 pt.) Hinders if something might harm them, and they might be a used as plot device. Helps resist seduction attempts or to resist fear if they or the dependents of his friends/associates are in danger.



Lienstan Olidania

Lienstan (“Lenny”) Olidania has never had an interest in taking over the family business of armor smithy when his father passes on. He grew up around the family shop and many of his childhood friends were “from the wrong side of the street.” Given the nature of his family’s business, Lienstan saw more than a few adventurers and freelancers as well. Somewhere deep inside a spark ignited and he has chased danger and excitement wherever and whenever he could find it.

While apprenticing with his father, Lienstan secretly learned another trade from one of the best rogues in the City, “Grimey” Pitro. In exchange for teaching Pitro very basic literacy, Lienstan learned the ways of the streets and some of the criminal underworld. Pitro and Lienstan’s working agreement turned into an almost father-son friendship.

That friendship came to an abrupt stop through a series of events involving Lauriana Shadowfriend, the other contender for the title of Best Thief. When Shadowfriend claimed the title of “Best Thief In The City,” Pitro began pulling off more and more spectacular feats to “gain back the crown,” which provoked Lauriana into increasing her escapades and so on and so forth. In the end, the much older Pitro died while attempting to steal the signet ring from the Mayor’s finger. Lienstan took up Pitro’s mantle and continued the ‘competition,’ and he can be motivated into just about anything if it is something that Shadowfriend thinks is too difficult or troublesome.

Lienstan Olidania

Kindred: Human

Type: Rogue

Level: 2

Attribute	At Full	Current
STR	17	
CON	16	
DEX	28	
SPD	15	

Attribute	At Full	Current
LK	25	
IQ	25	
WIZ	12	
CHA	21	

Initial Personal/Combat Adds: (+5, +16, +13, +3) = +37

Weapons

Note: All Bonuses and Combat Adds Already Factored

Short Sword - 3d6 + 37

Armor

Light Leather (3 hits) = 3 hits

Talents

Extended Talents (Sec 15, p.205-213 in dT&T)

Disguise (Basic, +3), Pickpocket (Basic, +3), Lock-Picking (Basic, +3)

Stealth (Basic, +3), Bonus - Blacksmith (Apprentice, +5)

Money

Gold: 250

Silver: 17

Copper: 32

Equipment

Steel Mirror, Matches, Oil Lamp, 2 x Torches, Large Sack, 50' Silk Rope

Spells

Detect Magic

Oh, There It Is

Qualities

Optional, See Page 4

Ambitious (Minor, 5pt) Hinders giving up when common sense would say to stop or that something can't be done. Helps him to keep going when attempting something that others say can't be done or past the point where others give up.

Vow to Show He is the Best Thief (Major, 10pt.) See background story. In this case, the "Help/positive" aspect is that he has an extra Talent (which does **not** stack with this Quality).

Proka Ch'Chuk

Proka Ch'Chuk's tribe considered him a good-natured and reliable man. He could recite many of Old Poems by heart and had four healthy sons, five daughters, and kept himself and his three wives well fed and warmly clothed. Proka was on his way to becoming either an Elder or even Chief.

That all disappeared when the Chief died unexpectedly and his main rival, Grako, challenged Proka to a fist fight to determine who would become the new Chief. Proka won the fight by knocking Grako unconscious. While the fight was going on, however, Grako's son slipped a deadly poison into Proka's wineskin. Proka and his entire family drank from the wineskin during the celebration of his new position and he was near death for a week; everyone else in his family died.

Many in the tribe were suspicious of what happened, and the tribal elders questioned Grako and his son. They confessed just as Proka regained consciousness. When asked what should be done with them, Proka announced a horrible verdict: Grako and his family were to be cast out into the depths of winter with absolutely nothing, including clothes. The tribe thought the matter resolved as they left behind Grako and his family.

As the months passed, Proka could not recover from the loss of his family. He announced a new Chief and left his tribe, seeking solace in some far-off land.

Little did he know that Grako survived and now hunts the man he feels destroyed his family, blinded by rage and driven by the sole purpose of killing Proka.



Proka Ch'Chuk

Kindred: Human

Type: Warrior

Level: 2

Attribute	At Full	Current
STR	29	
CON	29	
DEX	27	
SPD	20	

Attribute	At Full	Current
LK	18	
IQ	19	
WIZ	7	
CHA	15	

Initial Personal/Combat Adds: (+17, +15, +6, +8) = +56

Weapons

Note: All Bonuses and Combat Adds Already Factored

Heroic Great Sword - 7d6 +56

Boar Spear - melee = 6d6+56, thrown = 4d6 + 56

Armor

Cloth (1 hit) = 2 hits

Talents

Extended Talents (Sec 15, p.205-213 in dT&T)

Wilderness (Basic, +3), Competitive Drinking (Basic, +3)

Money

Gold: 500

Silver: 25

Copper: 87

Equipment

Flint & Steel, 3 x Torches, Large Sack

Spells

None

Qualities

Optional, See Page 4

Tactless Brute (Minor, 5pt) Hinders when attempting to interact in polite society. Helps when intimidating bureaucrats and the like.)

Barbarian Ethics(Major, 10pt.) Every man and woman is equal and free to do as he chooses. Hinders when dealing with hierarchy/laws/nobility/etc... Helps when resisting intimidation and domination.

Note: Proka has a Hunted Disadvantage/Fault/Hinderance in other systems. For dT&T, he has slightly higher starting stats and a note to the GM that Grako Lives!

Sheridia Louhgran

Sheridia Louhgran was born into a family of 'problem solvers' who traveled under the guise of a circus. Her mother (the rogue of the group) performed acrobatics and stunts as her father (a warrior of considerable skill) amazed audiences with stunts such as throwing daggers at small targets while blindfolded. The traveling show's magician could do more impressive magic than card tricks and the usual prestidigitation. Most audiences never had a clue as to the full capabilities of the troupe.

Her mother (Elwissa) and father (Jorhor) tired of the wandering lifestyle and settled down in Elweir just as Sheridia came of marriageable age. Living in Uphill East as tavern keepers and not wanting their daughter following in their footsteps, Sheridia was married to a very successful but completely boring and self-centered young jeweler named Robart.

The marriage between Sheridia and Robart only lasted little over a year and was finally annulled by the priests who carried out the original ceremony. While the priests don't like to

grant annulments, the couple lived across the street from the temple, and their shouting matches kept interrupting services (not to mention the difficulty of keeping the congregation's attention when even the clergy kept watch on the windows to see if another piece of crockery were about to enter the temple at high velocity.)

Elwissa and Jorhor finally agreed to let their daughter take up the adventuring lifestyle, but only if she makes sure to visit them every so often and does not bring her work along with her.



Sheridia Louhgran

Kindred: Human

Type: Rogue

Level: 2

Attribute	At Full	Current
STR	18	
CON	21	
DEX	28	
SPD	15	

Attribute	At Full	Current
LK	25	
IQ	18	
WIZ	15	
CHA	12	

Initial Personal/Combat Adds: (+6, +16, +13, +3) = +38

Weapons

Note: All Bonuses and Combat Adds Already Factored

Large Combat Dagger - 2d6+41

3 x Throwing Daggers - 2d6+39

Armor

Light Leather (3 hits) = 3 hits

Talents

Extended Talents (Sec 15, p.205-213 in dT&T)

Acrobat(Basic, +3), Lock-Picking (Basic, +3), Stealth (Apprentice, +5)

Money

Gold: 180

Silver: 10

Copper: 2

Equipment

Matches, Lockpicks, Grappling Hook & 50' silk line, 3x Candle

Spells

It's Elemental

Knock, Knock

Lock Tight

Qualities

Optional, See Page 4

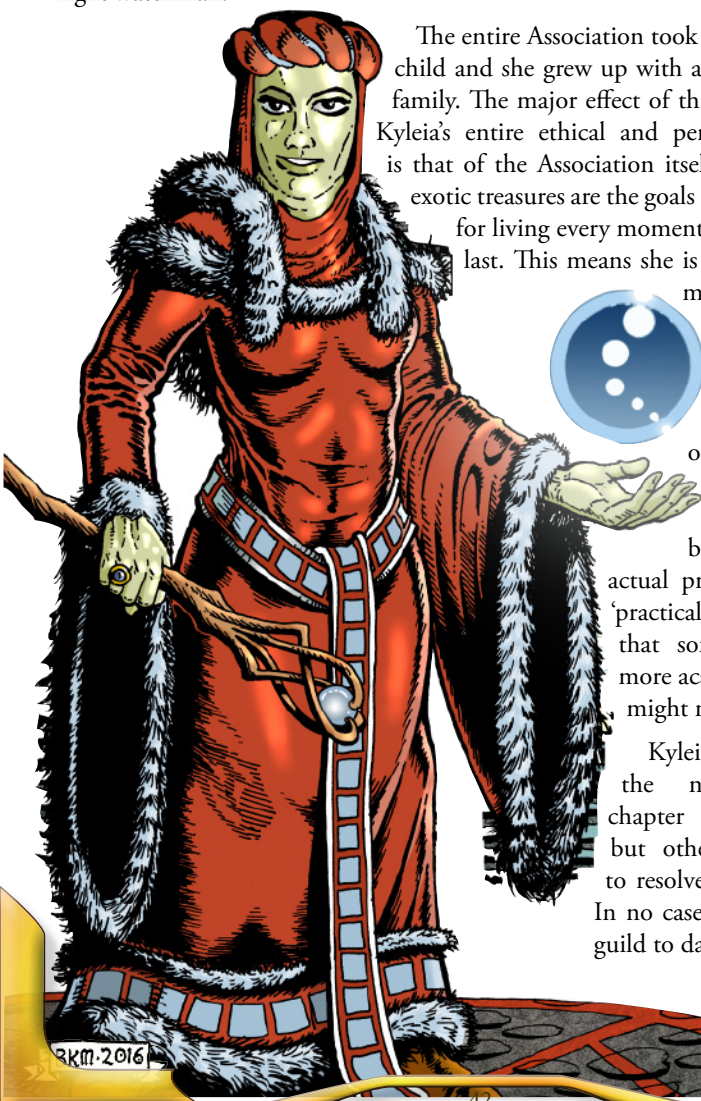
Overconfident (Minor, 5pt) Hinders when you face something that is almost certainly beyond your ability. Helps resist fear and compulsions and orders to give up.

Bad Temper (Major, 10pt.) Hinders when dealing with people or situations that require a lot of patience or unwarranted sympathy. Helps when intimidating others or those who try to manipulate others via unwarranted sympathy.

Kyleia Soudso

Twenty-two years ago, the night doorman at the local chapter house of the Association of Arcane Adventurers saw a hooded figure with a bundle approach the main entrance through its one-way mirror. Before he could respond, the figure dropped the bundle on the doorstep and fled into the darkness. A few moments later the crying of a newborn girl broke midnight silence.

It was quickly determined from her aura that the orphaned girl had the potential to become a powerful spellcaster. The Association named her Kyleia Soudso; her first name is that of one of the female founding members, and her last name that of the night watchman.



The entire Association took a quick liking to the child and she grew up with a very large extended family. The major effect of this upbringing is that Kyleia's entire ethical and personal belief system is that of the Association itself; daring deeds and exotic treasures are the goals of life and the reason for living every moment as if it might be her last. This means she is a very reliable team

member, but is very reticent to form an actual emotional attachment to anyone. The other main result of her upbringing surrounded by *adventurers* is actual proficiency in certain 'practical' (ie. roguish) skills that someone raised in a more academic environment might never encounter.

Kyleia will go first to the nearest Association chapter house if traveling, but otherwise she will try to resolve issues on her own. In no case will she expose the guild to danger.

Kyleia Soudso

Kindred: Human

Type: Wizard

Level: 2

Attribute	At Full	Current
STR	18	
CON	21	
DEX	20	
SPD	12	

Attribute	At Full	Current
LK	27	
IQ	29	
WIZ	29	
CHA	12	

Initial Personal/Combat Adds: (+6, +8, +15, +0) = +29

Weapons

Note: All Bonuses and Combat Adds Already Factored

Wizard Staff - 2d6+31

3 x Throwing Daggers - 2d6+30

Armor

Heavy Robes (1 hit) = 1 hit

Talents

Extended Talents (Sec 15, p.205-213 in dT&T)

Streetwise(Basic, +3), Stealth (Basic, +3)

Money

Gold: 1,880

Silver: 7

Copper: 25

Equipment

Oil Lantern, Sack, 50's Silk Line

Spells

All 1st Level Spells

Cateyes, Curse You, Ding-A-Ling, Omnipotent Eye, Poor Baby, Vorpel Blade

Qualities

Optional, See Page 4

Always the Professional Adventurer (Minor, 5pt) Hinders when dealing with casual/informal situations. Helps when trying to persuade others to keep on the mission or to know what would be the professional adventurer thing to do.

Duty (Major, 10pt.) Hinders when something comes in conflict with the Association. Her help from this Quality is that if Kyleia is ever in *serious* trouble or danger, the Association of Arcane Adventurers will do what it can to rescue her unless it would be a danger to the Association itself.

Your Employer



Trianafias Oakworker

Kindred: Human

Type: Citizen/Villain Level: 3

Attribute	At Full	Current
STR	24	
CON	38	
DEX	31	
SPD	25	

Attribute	At Full	Current
LK	5	
IQ	15	
WIZ	7	
CHA	35	

Use MR 50 for combat with 7 armor.

Weapon

Short Sword

Armor

Hardened Leather

Talents

Extended Talents (Sec 15, p.205-213 in dT&T)

Carpentry(Master, +9), Merchant(Journeyman, +7), Disguise (Basic, +3)

Money

Gold: 10,500

Silver: 780

Copper: 10

Equipment

Matches, Lockpicks, Grappling Hook & 50' silk line, 3x Candle

Spells

None

Character Note

Remember, Trianafias' mind has been permanently warped and enthralled by the idol. See the note in *Aftermath* regarding his dual personality if he survives.

(Titled "Your Employer" on page 44 to be used as handout if desired.)

Voice of the Goddess

Aquinor Ellanain

High Priestess of Verunshieba

Kindred: Elf

Type: Wizard

Level: 10

Attribute	At Full	Current
STR	18	
CON	30	
DEX	30	
SPD	12	

Attribute	At Full	Current
LK	27	
IQ	45	
WIZ	100	
CHA	12	

Initial Personal/Combat Adds: (+6, +18, +0, +15) = +39

Weapons

Wizard Staff - 2d6+39

Armor

Blessed Robes = 10 pts (Note: robes are normal clothing on anyone else)

Talents

Theology(+9), Oratory(+9), Healer (+9), Intimidation(+9), Priest(+9)

Money

Gold: 250

Silver: 7

Copper: 25

Equipment

None

Spells

All 1st Level Spells

Cateyes, Curse You, Ding-A-Ling, Omnipotent Eye, Poor Baby, Vorpall Blade, Beast Master, Dis-Spell, Fly Me, Hollow Tree, Little Feets, Rock-A-Bye, Too Bad Toxin, Tree Friend, Upsidasiy, Breaker Breaker, ESP, Sux 2 BU, Mystic Visions, Wall of Thorns, Metamorph Me, Metamorph Thee. Blow Me To...

General Note

Aquinor is designed to be a campaign-level opponent/foil for the PCs. Her 'job' in this scenario is more about messing with the PCs than outright destroying them.

High Priest
MR 50 All Stats are 22 No combat spells

Priest
MR 25 All Stats are 18 No combat spells

Brother/Sister
MR 15 All Stats are 9 No combat spells

Acolyte
MR 10 All Stats are 7 No combat spells

Appendix A: Inspiration

“The Tower of the Elephant” (Short Story)

Robert E. Howard

The first Conan story.

https://en.wikipedia.org/wiki/The_Tower_of_the_Elephant

It's A Mad, Mad, Mad, Mad, Mad, Mad World (Movie)-

Written by William Rose & Tania Rose,

Directed/Produced by Stanley Kramer , United Artists

Perhaps the ultimate comedic “Mob of greedy bastards who all want the same thing...” movie.

https://en.wikipedia.org/wiki/It's_a_Mad,_Mad,_Mad,_Mad,_World

“One Froggy Evening” (Cartoon)

Story by Michael Maltese

Directed by Charles M. Jones, Warner Brothers (Looney Toons)

A tale of the deadly sin of Greed complete with with a plague of Frog.

https://en.wikipedia.org/wiki/One_Froggy_Evening

Tale of King Midas (Classic Myth)

Aristotle & Numerous

<https://en.wikipedia.org/wiki/Midas>

Epic of Gilgamesh (Epic Tale)

From ancient Babylon.

Gilgamesh would **not** be considered a hero by many modern people. His code is mostly “Might Makes Right,” and, since he was the biggest badass around, he was always Right. At least, that was, until the gods start pummeling some humility into him. Pay particular attention to his final quest: the Plant of Immortality (which is both a foundation myth and a general statement about the human condition.)

https://en.wikipedia.org/wiki/Epic_of_Gilgamesh

Fargo(Film)

Joel & Ethan Coen, Garmercy Pictures –

A tale of the power of greed upon the weak heart. Most of the Coen Brothers’ movies delve into this particular aspect of the psyche.

https://en.wikipedia.org/wiki/Fargo_%28film%29

Fiasco (RPG)

Jason Morninstar, Bully Pulpit Games

“A game of powerful ambition and poor impulse control”

This game came out after the original version of “Chasing a Golden Buck” was released. It is a great game of characters doing terrible things and having terrible things happen to them (guaranteed). There are frequent references to Coen Brothers movies.

https://en.wikipedia.org/wiki/Fiasco_%28role-playing_game%29