

HARVESTERS

Color Maps
Inside

BY JOHN P. SEIBEL

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GAMES



HARVESTERS

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DEDICATIONS:

To GARY GYGAX – to a great man and a tremendous source of inspiration! Thank you!

To Terry Lemke – to introducing me to the imaginary world of RPGs.

To all my family – thank you being there whenever I needed it!

To my playtesters – Rhianna Seibel, Caitlin Seibel, Jeff Burklow, Brad Burklow, and Steve Polasky.

In Memoriam: Martin Wright

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INTRODUCTION



reetings and welcome to the *Harvesters* roleplaying game! This game allows you to assume the role of any number of animal characters that populate the the village of Wheat Hollow. Wheat Hollow is a land of animals. You will not find any humans here. The animals live in houses and perform their daily jobs just like humans do in your world. They have taken over the roles that we humans do every day. You may find a squirrel working as the local baker, a rabbit as the local constable, or even a mouse working as a blacksmith!

You have a choice of playing a brave badger, a sneaky mouse, a dashing hare, a speedy squirrel, or a sleek swimming otter. These are not your average, run-of-the-mill animals! Oh, no! They are adventurers! Which means they go beyond the call-of-duty to seek out and solve problems that would make others hide in their houses and shake with fear. They do not fear the unknown; they meet it head on! It is their calling to do what others find too frightening.

You have the choice of playing many different types of adventurers: the sword-wielding, mighty warrior; the mystical, magical wizard; the healing, helpful cleric; or the inquisitive solver of problems, the rogue-to name just a few. You and the other adventurers must come together and work as a group to overcome the struggles and problems that will come your way. By combining your talents and working as a team, you will succeed, whereas going it alone will mostly likely end in failure or death!

Wheat Hollow, a quiet and peaceful village, has called upon you and your hearty band of adventurers to find out what has happened to a nearby farm. Are you ready for what awaits you? What could possibly be going on? What you will find will definitely test you. Now is the time to show everyone what you are made of! Who knows? When all of this is over, they might write a song about your great deeds!!

Harvesters the role playing game, introduces you to the fantastic world of Wheat Hollow, where animals assume the roles of humans and the world is run by the likes of squirrels, badgers, and foxes. It is only one of many adventures you yourself can create and conduct. Within this book you'll find all the rules you need to play, the characters you can play, and the animals too; monsters, spells, equipment for your stalwart adventuring heroes as well as a bundle of full color maps bring the game to life. It all begins in with the role playing game!

WHAT IS A ROLEPLAYING GAME?

A roleplaying game, or RPG, is a game in which the participants assume the role of a character such as a knight or a wizard or the Castle Keeper, and create a story based upon the actions the character takes. *Harvesters* is a classic-style RPG in which all of the action and conflict occurs through verbal description. Roleplaying games were originally extrapolated from the miniature wargaming hobby, and have been described by some as mature versions of children's games like "Cops and Robbers." More recently, some have described RPGs as impromptu theater. However one describes

it, the players of an RPG develop fantastic stories and adventures through interaction with one another and the person running the game. The story's content and nature is only limited by the participants' collective imagination.

Most players in RPGs create a fictional character as one of the protagonists of the story. Each player envisions the character they would like to play, and creates the character using the game's rules, recording information about that character onto paper. While the characters exist only on paper, each player helps to propel the story forward by imaginatively and actively roleplaying a character's persona. In *Harvesters*, players assume the role of a character that might be typical of medieval fantasy or sword-and-sorcery stories. Each character is defined, in part, by a series of dice rolls that indicate various strengths and weaknesses of the character. Other aspects of a character, such as chosen profession, background, personality, abilities, or knowledge are determined by the player's choices or simply made up to best suit the concept of the character.

The players guide the characters through the story or adventure presented in the game. Like any story, adventures have a beginning, middle and end, and the characters involved have a goal to achieve. Adventures can take the characters (and thus the players) from lost cities of magic and wealth to the dankest of dungeon deeps, battling fearsome creatures and performing heroic acts along the way. As in any good story, a character's actions have consequences: they may have an immediate effect on the adventure, or perhaps they are simply the planting of a seed that may affect the future of the character or story. An adventure may take one gaming session of several hours to complete, or it may last the course of several gaming sessions. A series of adventures involving the same characters is called a campaign, and can potentially last for years.

A very important player guides these stories, adventures, and campaigns. This player acts as author and referee and assumes the roles of all the monsters and persons that the characters meet. In *Harvesters*, this player is called the Castle Keeper.

The Castle Keeper's authorial role involves creating a setting and designing a plot for each adventure. The Castle Keeper also assumes the role of all the other individuals who populate the story setting, such as supporting characters, villains, or monsters. As the players describe what their characters do during the game, the Castle Keeper paints a verbal picture of the environment and conveys the action through flavorful storytelling.

Throughout their adventures, characters are constantly challenged to overcome obstacles of all types. These perils could include fighting monsters, disarming traps, or outwitting villains. In some cases, the management of these obstacles is covered in the rules and the outcome is determined by chance. But just as often, no dice are necessary to decide what happens. Roleplaying can be used as a medium to determine the outcome of situations as well. As a player describes the actions of his or her character, the Castle Keeper fairly assesses the meaning of those actions, and can often simply use judgment, rather than dice, to determine the result.

2 CASTLES & CRUSADES

Thus, an RPG is a game in which players assume the roles of characters and undertake fantastic adventures, the outcomes of which are partially determined by chance. Unlike traditional games, there is no clearly defined winner. Even if a character dies, or an adventure meets with disaster, there will always be more characters and more adventures. The goal of the game, for all participants, is to have fun developing characters, telling stories, and pursuing adventure. The true treasure is a well-played character and a well-crafted adventure.

Roleplaying games are a unique form of storytelling entertainment, and the *Harvesters* rules are designed to be simple and fast, allowing the players to explore those mythic worlds inside our imagination through a memorable and fun gaming experience.

WHAT DO YOU NEED TO PLAY?

Unlike many other games, *Harvesters* requires only this book of rules for those playing the characters, a pencil or pen, some paper, and a set of dice: d4, d6, d8, d10, d12, d20. With these, a few friends and a healthy imagination, you are set to begin.

Harvesters is only a part of a much larger role playing game family; it belongs to the *Castles & Crusades* game system and both players and CKs will enjoy checking out the many expanded rules and options that *C&C* offers. There are other tools of the game as well. Miniature figures can be used to visually represent characters and monsters. Vinyl mats offer a surface for placing miniatures and drawing settings, and three-dimensional representations of dungeon or castle scenery can also be used to aid visualization during the game. All of these are optional, of course, but they may help enhance game play. As you read these rules and play through adventures, you will be able to decide for yourself if additional gaming aids would make your game more fun to play.

DICE

To play *Harvesters*, several different types of dice are necessary. Dice with 4, 6, 8, 10, 12 and 20 sides are used in *Harvesters*. All can be found at many local game stores. There are various notations in the rules telling what type and how many dice should be rolled during game play. These notations may appear cryptic to first-time roleplayers, but they are easily learned: d4 = four-sided die; d6 = six-sided die; d8 = eight-sided die; d10 = ten-sided die; d12 = twelve-sided die; d20 = twenty-sided die; d100 = the result of 2 ten-sided dice (before rolling, one die is designated the 'tens' and the other is designated the 'ones').

It is also possible to generate random scores for which no die exists. The most common are d2 and d3, both of which can be made by rolling a d6 and dividing by 2 or 3 and dropping the fraction. To roll a d2 by using a six-sided die, the results 1-3 would be a score of 1, while 4-6 would equal 2.

When the rules require it, rolls of more than one die will be expressed in the following format: [# of dice] die type [+/- any modifiers]. For example, an instruction to roll 3d6 means that 3 six-sided dice are rolled, and the results are added together. A notation to roll 3d6+3 means that 3 six-sided dice are rolled and added together, and then 3 is added to the total.

Sometimes, the rules might require rolling two different die types, adding the results together, and then dividing by a set number. For example, the rules might require the results of 1d4 and 1d6 to be added together and then divided by 2. Always drop the fraction unless the rules specify otherwise. If, in this case, you rolled a 3 and a 4, the result would be 3.5, but dropping the fraction gives a final result of 3. Exceptions to this are rare and are noted in the rules. One common exception, for example, is that certain rules have a minimum result of 1.

HAVING FUN

It is important to remember the main reason for playing RPGs is to have fun. Ultimately, *Harvesters* is an amusing pastime in which family and friends gather to play a game and enjoy each other's company. Again, one can never win or lose a game of *Harvesters*. It is not that type of game. The only winners are those that go home happy every week after playing an entertaining game, have



some stories to tell, and are eager for the next game to learn what happens to their character next!

Cooperation plays a vital role in everyone's enjoyment of the game during each session. For the players, cooperation is essential to their characters' survival. A group of characters, called "the party," usually works together to overcome obstacles during the game. They must make both group and individual choices about how and when a character should act to achieve any given goal, while allowing each player to develop and play their character as they wish. For the Castle Keeper, cooperation with the players is essential to running a rewarding game. It is important for the Castle Keeper to remember that the tale belongs, in great part, to the players as well as to himself.

A vivid imagination is vital to being a good Castle Keeper, as is a good grasp of the game rules. Castle Keepers need to develop the ability to improvise, and also need to exercise impartial judgment. The rules in this book help the Castle Keeper decide what is possible in the game and what effects character actions can have. Yet, it should be remembered that the rules are guidelines. In the end, the Castle Keeper has the ultimate authority in determining what happens in the game and its story. This is a great responsibility. Care must be taken to avoid abusing this authority.

It is not fun for one player to allow another to win in a traditional game, nor is it good sport for a more skilled player to beat another in an arrogant fashion. Likewise, a good Castle Keeper makes the game challenging for the players by not allowing them to easily overcome opponents and gather treasure. At the same time, a skilled Castle Keeper always allows for the possibility that the players have a chance of success. The Castle Keeper should apply the rules of the game fairly, but should also know when to break them to make the game more enjoyable.

Recognition of each participant's involvement in the game is likewise important. Players and the Castle Keeper should always strive to create opportunities for everyone at the gaming table to be involved in the story of the game. Of course, there will be times when the story dictates that a player sit quietly at the table, his or her character unable to act while others are engaged in the action. However, no one should be consistently pushed to the rear of the party, never given the chance to make the perfect arrow shot or to rescue the helpless victim.

An easy way to keep everyone involved is to encourage a constant dialogue among the players and with the Castle Keeper. Also, acting the role of your character by speaking to the other players and informing the Castle Keeper of your character's actions is the meat-and-drink of any roleplaying game. It also creates an atmosphere of improvisation, with players and Castle Keeper alike reacting spontaneously to one another. This environment helps to add to the game's storyline and character development.

A game does need rules. The key to this game, however, is simple: the more you get involved in playing your character, and the less time you have to spend worrying about the rules of the game, the more fun the game will become. With that in mind, let's proceed to the next section of this book, and the most important part of any roleplaying game: the process of character creation.

CREATING THE CHARACTER



With the exception of the Castle Keeper, each person playing *Harvesters* creates a character to use during the game. To create this character, the player begins by simply imagining the type of character he or she desires to play, be it a wandering ranger, reclusive wizard, travelling squirrel, noble badger, a dastardly villain or virtuous knight. The player begins by generating attribute scores with dice rolls. Attribute scores define the character's physical and mental traits. Next, the player chooses a class, or profession, for the character that best fits how the character is imagined. In the same manner, the player chooses a race which best fits both the persona and class desired. Lastly, the player fills in the details: examples include technical game-related aspects of the character, such as combat bonuses, as well as the character's persona and history. These steps are outlined below and detailed in their appropriate sections.

IMAGINE A CHARACTER: Decide, in a general manner, the type of character desired. Is the character a noble squirrel fighter, a proud hare knight, or a tough badger fighter? Create the character as you imagine him or her to be. In the end, imagination is the only limit when creating a persona.

ROLL ATTRIBUTES: Each character has six attributes, generated by rolling dice. The attributes are: **strength, dexterity, constitution, intelligence, wisdom** and **charisma**. Each attribute has an impact on the game and can significantly influence class selection. After rolling the dice to generate these scores, you can choose how those scores are placed. Naturally, it is important to place the scores in a manner that reflects your character concept, desired class, and desired race.

CHOOSE A CLASS: A class is a basic concept upon which the character is modelled. This is one of the more difficult aspects of character creation because each class represents an archetype found in literature, film or within roleplaying games themselves. Each class should be very broadly interpreted. It is possible to have wildly diverse characters that are members of the same class. Classes should be considered examples or technical extrapolations of archetypes that provide a broad representation for the type of character desired. This is necessary in order to accommodate the needs of the player and the setting where the character's adventures occur.

Each of the seven classes has unique abilities and specialized areas of knowledge, see below to understand the sample four.

CHOOSE A RACE: Select a race that best fits your imagined character concept. In *Harvesters*, one can choose the stalwart badger, the adaptive mouse, the helpful hare, a curious otter, or a fleet squirrel. Each race is unique and has its own special abilities, capacities, culture and personality.

FLESHING OUT THE CHARACTER: The most important step in character generation comes last: detailing the character's persona. The player fleshes out the details of the character's personality, physical description, worldview, background, goals

and motivation, including the moral “alignment” best suited to the character’s personality. Then the character’s starting money is determined and the player equips the character with clothing, armor, weapons, and other adventuring gear. The player also determines the character’s hit points—the measure of a character’s ability to survive damage.

ATTRIBUTES

Attributes represent a character’s physical and mental traits.

All characters in *Harvesters* have six attributes:

Strength (Str)	Intelligence (Int)
Dexterity (Dex)	Wisdom (Wis)
Constitution (Con)	Charisma (Cha)

Each attribute has a numeric score ranging from 3 to 18. Each attribute score also has a corresponding modifier, which is a bonus or penalty added to or subtracted from certain die rolls during the game as detailed throughout the rules.

There are two types of attributes: primary and secondary. Of the six attributes each character has, the player selects a few to be primary attributes. The remaining attributes are secondary. The distinction is important when determining the outcome of many actions in *Castles & Crusades*. When a character uses a class ability, such as a rogue attempting to pick a fat giant’s pocket or a ranger tracking a brigand through a dark forest, an attribute check is rolled to determine if the action is successful. Each class ability has an attribute check associated with it. If the class ability’s associated attribute is one of the character’s primary attributes, the character has a greater chance of successfully performing the task. The same principle holds true for the other aspects of the game in which an attribute check is required.

Remember that the selection of primary and secondary attributes significantly affects the possibility of success for many actions in the game. Attribute checks associated with a primary attribute are significantly more likely to succeed than those actions performed with a secondary attribute.

THE SIX ATTRIBUTES

STRENGTH: This attribute reflects physical strength, including the ability to lift or move heavy objects and make powerful attacks. The modifier affects melee combat and damage, and all checks for which strength is the primary influence. Characters can military press 10x their strength and dead lift 15x their strength score.

DEXTERITY: This attribute represents a character’s reflexes, manual dexterity, and hand–eye coordination, including the ability to dodge and defend against attacks. The modifier affects armor class, ranged combat, and all checks involving dexterity.

CONSTITUTION: This attribute reflects overall health, and also represents a character’s ability to withstand pain, suffer physical damage, avoid fatigue, and fight off sickness or poison. The modifier affects hit points, and it applies to all checks involving constitution as the prime influence.

INTELLIGENCE: This attribute reflects mental aptitude. It represents a character’s ability to learn quickly, apply that learning effectively, and use deductive reasoning. The modifier affects the number of arcane spells a character can cast each day, the number of languages a character can learn, and all checks involving intelligence as the prime influence.

WISDOM: This attribute reflects depth of personal experience, the ability to make well-considered decisions or judgments, and represents a spiritual connection to a deity. The modifier affects the number of divine spells that can be cast each day, attempts to turn the undead, and all checks involving wisdom as the prime influence.

CHARISMA: This attribute represents strength of personality, willpower, leadership and attractiveness. It is the degree to which a character is able to influence others. The modifier affects other creatures’ loyalty and reactions to the character, the number of undead the character can turn, and all checks involving charisma as the prime influence.

GENERATING ATTRIBUTE SCORES

Attribute scores are generated by rolling 3d6. The player adds the results of the three dice together to create a total score that ranges between 3 and 18. This process is repeated six times. Once the six scores are generated, each score is assigned to one attribute, in any order the player chooses. When assigning attribute scores, the player should consider the race and class of the character being created. A character’s race may raise or lower an attribute score, and certain attribute scores may affect a character’s class abilities.



Normally, attribute scores only increase or decrease during the course of a game as a result of magic, poison, curses, or other extraordinary events. Should an attribute score change during game play, the modifier changes to correspond to the new score, if applicable. It is possible for an attribute score to fall below 3 or exceed 18 during game play. However, attribute scores for characters that fall outside of this range are rare, and are usually associated with monsters, powerful magical items, or other entities controlled by the Castle Keeper.

ATTRIBUTE MODIFIERS

Each attribute score has a corresponding modifier that can alter die rolls in the game. The modifier is a number added to (or subtracted from) a roll of the dice when a character uses an attribute to take an action, make a saving throw, or use a class ability. For example, a character attempting to bend the bars of a prison cell would have his or her strength modifier applied to the roll. The amount of damage delivered to a foe is likewise affected by the attribute modifier. A positive modifier is called a bonus and a negative modifier, a penalty. Higher attribute scores have higher bonuses, and lower attribute scores have larger penalties. So, whether fighting a nasty wolverine, hungry moon bees, or avoiding the ire of a rat, attribute modifiers play a decidedly important role in the game.

PRIMARY AND SECONDARY ATTRIBUTES

There are two types of attributes in *Harvesters*: primary and secondary. Primary attributes are those physical or mental abilities in which a character is particularly well trained or very experienced in using. Secondary attributes are those the character uses with only average skill. A player selects the character's primary attributes after choosing a class and race.

Harvester's characters have three primary attributes. Each class has one primary attribute associated with it that cannot be changed. The player selects the others. So, a character receives one primary attribute designated by the class, and the other two are selected by the player. For example, the primary attribute for the ranger class is strength. If the player chooses to play a badger, he or she selects two of the five remaining attributes as the other primary attributes. The remaining attributes are considered to be secondary.

ATTRIBUTE CHECKS

As mentioned before, the distinction between primary and secondary attributes is important. Almost all non-combat actions in *Harvesters* for which the Castle Keeper deems a roll is necessary to determine success or failure are resolved by an attribute check.

Every check has an associated attribute. Whenever one of these checks is made, a d20 is rolled by the player. Attribute and level modifiers are added to this roll, if applicable. If the result is equal to or greater than a number generated by the Castle Keeper, called the challenge class, then the attribute check is successful.

The challenge class is a number generated by the Castle Keeper that represents the degree of difficulty for performing that action. The challenge class is generated in two steps. The first is

ascertaining the challenge base. This is determined by whether or not the associated attribute is a primary or secondary one. If the associated attribute is a primary attribute, the challenge base is 12; if it is a secondary attribute, the challenge base is 18. Next, the Castle Keeper adds or subtracts the challenge level to the challenge class. The challenge level represents the degree of difficulty the Castle Keeper believes appropriate for the action being taken. This usually ranges between 0 and 10, but can go higher. The sum total is the challenge class, and the player must roll equal to or higher than that to successfully perform the action.

For example, a 3rd level badger ranger with a 15 wisdom as a primary attribute attempts to track a pair of ferocious wolverines through a mountain pass. The player rolls a d20 and adds the ranger's level (+3), attribute modifier (+1), and any racial bonus (none) to the roll. If the number generated is equal to or higher than the challenge class determined by the Castle Keeper, the attempt is successful and the ranger is able to track the wolverines to their secret lair. The challenge class is the combination of the challenge base (12) and the challenge level (assume a 3 as the trail is a few days old) for a total of 15. The player rolls a 13 and adds 4 for a total of 17. This is greater than the 15 necessary, so the ranger successfully tracks the wolverines to their dark and foreboding lair atop a craggy hill.

A more thorough discussion of the rules and use of checks, called the **SIEGE engine™**, is located in the *Castles & Crusades Players Handbook*. For now, it is just important to understand that checks involving the use of a primary attribute are far more likely to be successful than checks involving secondary attributes.

ATTRIBUTE MODIFIERS							
1	2-3	4-5	6-8	9-12	13-15	16-17	18-19
-4	-3	-2	-1	0	+1	+2	+3

CLASSES

There are seven standard classes in *Harvesters*: **fighter, ranger, rogue, wizard, cleric, druid, and knight**. Each class comes with a list of abilities. The ability descriptions are as follows:

CLASS DESCRIPTION TERMINOLOGY

PRIME ATTRIBUTE: There is one prime attribute designated for each class. The player is allowed to choose two more prime attributes for that character for a total of three.

HIT DICE (HD): This is the die type rolled, at each level, for the character's hit points. The constitution bonus is added to the result whenever hit points are rolled. The results are cumulative, so a 5th level ranger has 5d12 hit points.

ALIGNMENT: The suggested alignment for the class.

WEAPONS: All members of the class are proficient in the use of every weapon on this list. If a character uses a weapon that does not appear on this list, the character suffers a -4 penalty on all the "to hit" rolls with that weapon.

ARMOR: All members of the class are proficient in the use of every armor type on the class list. A character may also wear any armor, but if the armor type does not appear in the list, the character cannot use any of their class abilities while the armor is worn unless the description of the ability states otherwise. Several of the classes have restrictions on the type of armor they can wear.

FIGHTER (STRENGTH)



he fighter is the archetypical warrior, superior to all other classes in armed combat. Fighters come from every geographic region and occupy all social strata. They are born with a strength of will and spirit that leads them to seek the field of battle. They find the clash of metal and the ring of steel invigorating at times, and necessary at others. Fighters do not live in fear of the melee; they face their foes with gritted teeth and steely determination, longingly anticipating the next test of their strength and skill. All fighters, regardless of background, are characterized by the will and ability to use their brute strength and swift sword to solve problems or overcome foes. Fighters are a unique breed and make their own way in the world, for ill or good.

Fighters depend on heavy armor and weaponry that require great strength and skill to wield properly. Whether sallying forth with a massive double bladed battle axe, or a delicately balanced saber of the finest steel while sheathed in plates of shiny metal, or hefting only a shield on the blood washed fields of combat, the mighty arm of these warriors rise and the weak fall beneath it. And it is the strength that carries fighters through the laborious contests of steel that mark their daily lives.

Many cultures have unique weapons, and warriors in those cultures are often trained in their use, wielding them as if extensions of their bodies. However, all weapons, regardless of make, function to the same end and the well-trained and highly skilled fighter intuitively knows the best manner in which to use them. Fearsome with any weapon, the fighter is an opponent that only the foolish underestimate and the weak regret offending.

As with weapons, the use of heavy armor is demanding upon the body. When worn by those unfamiliar with its weight and bulk, armor can be a hindrance to movement. It requires great strength and knowledge to properly wear any armor and maintain one's skill of hand while so donned. Fighters are accustomed to the bulk and weight of armor, knowing how to manage and adjust their thrusts and parries when wearing it. Once trained, a fighter knows how to adjust his or her fighting style to the weight and load of any armor in order to use it effectively.

ABILITIES

WEAPON SPECIALIZATION: At 1st level, the fighter can choose one weapon with which to specialize. All weapons are eligible, including ranged weapons such as the bow or sling. The weapon with which the fighter specializes is usually common to the fighter's culture or society, but it need not be. The Castle Keeper and player should consult to determine which weapons are available for specialization, bearing in mind culture, location, and availability.

The fighter can only choose one weapon with which to specialize. Once chosen, the weapon cannot be changed. This specialization imparts a +1 bonus to hit and damage when being used.

COMBAT DOMINANCE: At 4th level, the fighter gains an extra attack with any weapon when fighting opponents with 1 hit die or less. In order to use this ability, the fighter must direct all attacks in a combat round against opponents that meet these criteria. The fighter can split the available attacks among qualified opponents as desired.

- PRIME ATTRIBUTE:** Strength
- ALIGNMENT:** Any
- HIT DICE:** d10
- WEAPONS:** Any
- ARMOR:** Any
- ABILITIES:** Weapon specialization, combat dominance

Level	HD	BtH	EPP
1	d10	+1	0
2	d10	+2	2,001
3	d10	+3	4,001
4	d10	+4	8,501
5	d10	+5	17,001
6	d10	+6	34,001

RANGER (STRENGTH)



he ranger is a warrior skilled at combating particular creatures which pose the greatest threats to the lands they protect. They have honed their skills at combating these foes through years of constant surveillance and combat – their knowledge extending well beyond fighting their enemies. Rangers can track their enemies, speak their tongues when possible, and learn their ways. The ranger's distance from cities and towns requires them to be dependent upon the land for sustenance and excellent outdoorsmen, capable of living off land others may find barren or empty.

Rangers are found in the service of many disparate types of people and causes, whether good or evil, lawful or chaotic. Knowledge of subterfuge and combat prowess are not restricted to those who are of a noble nature, and some are desperate outlaws confounding local authorities and merchants alike.

The ranger's ability in combat is renowned. A ranger takes up armor and shield to stride stone battlements and fight alongside the best of warriors. However, a ranger's true expertise lies elsewhere and requires skills of a nature wholly unknown to others; hunting, interdiction, escape, and evasion are often the ranger's most powerful weapons. Compound this with a ranger's focus on a foe's weaknesses, and it makes them a truly fearsome enemy.

Rangers must be able to move quickly through a variety of terrains. Heavy or bulky armor can seriously impair mobility, and so some restrictions apply to the armor types available for use by rangers. A ranger may utilize any medium shield or helmet. However, the use of any shield larger than a medium shield, or the wearing of a helmet larger than a normal helm, may limit mobility and restrict the use of abilities as the Castle Keeper deems fit.



ABILITIES

COMBAT MARAUDER: Rangers possess an extraordinary ability to combat their most common foes, vermin and giants, due to intense training and study of their enemy's fighting techniques. When fighting vermin (weasels, rats, ferrets, foxes, wolverines and the like), a ranger inflicts extra damage. This damage bonus is +1 at first level, with an additional +1 gained at every level beyond first. For example, a 5th level ranger would inflict an additional 5 hp of damage for each successful hit against a humanoid or giant. The use of this ability is dependent upon the armor worn. Wearing armors other than those allowed reduces the ranger's mobility and swiftness of arm such that he cannot effectively use this ability.

CONCEAL (Dexterity): Rangers can conceal themselves extremely well in wilderness areas. With a successful dexterity check, rangers can camouflage themselves so well as to be unnoticeable by most passers-by. Rangers cannot conceal themselves and move silently at the same time until they reach 5th level. At this level and beyond, a ranger can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

Rangers cannot conceal themselves if being observed, even casually, before the conceal check is attempted. If the observer is momentarily distracted, the ranger can attempt to use this ability. While the observer averts its attention, the character can attempt to get to a hiding place of some kind. The attribute check, however, is at a -10 penalty because the character has to move quickly to the hiding place.

This ability cannot be used if armors other than those allowed are worn.

DELAY/ NEUTRALIZE POISON (Wisdom): A knowledge of flora and fauna enables a ranger to identify dangerous toxins and their

symptoms, and rangers can apply remedies to slow or even nullify their effects. This ability can only be used with natural poisons (animals, plants, fungus, etc.) familiar to the ranger – usually those found in the region where the ranger spends most of their time, be it forest, desert, or mountain. The only manufactured poisons with which a ranger is familiar are those produced by their favored enemy (see below). To succeed at this task, the ranger must have access to herbs and antidotes. The Castle Keeper must decide if the herbs are available or antidotes can be produced.

On a successful delay poison roll, the ranger can temporarily delay the effect of poisons. The onset or continuation of the effects of the poison are delayed for one hour per level of the ranger. This does not cure any damage the poison may have already caused. It takes one round to perform this action, and the ranger may make only one attempt at this task.

If the delay poison roll exceeds the total score needed for success by 6 or more, the ranger has successfully neutralized the poison in the victim. The afflicted creature suffers no additional damage or effect from the poison, and any temporary effects are ended, but the neutralization of the poison does not reverse any damage or effects that have already occurred.

MOVE SILENTLY (Dexterity): The ranger is able to move silently in wilderness areas with a successful dexterity check. The ranger can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging. Rangers cannot perform this ability indoors. See *conceal* above for information on moving silently while attempting to conceal oneself.

This ability cannot be used if armors other than those allowed are worn.

SCALE (Dexterity): With this ability, rangers can climb and scale typical natural slopes and inclines, such as steep but rocky hillsides. No attribute check is needed to scale such surfaces.

Additionally, this extraordinary ability allows a ranger to climb up, down, or across a dangerous natural slope or inverted incline that others would find impossible to climb. When doing so, the ranger moves at one-half the character's normal speed. A failed scale check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and must suffer falling damage.

In both situations above, nothing can be carried in the ranger's hands while climbing. Also, the ability cannot be used if armors other than those allowed are worn.

TRAPS (Wisdom): A ranger is able to detect and build simple traps in a wilderness environment. When passing within 25 feet of a wilderness trap, a ranger is entitled to an attribute check to spot it. When actively searching for traps, the ranger receives a +2 bonus to the check. It takes one round to locate a trap in a 5 x 5 foot area, or one turn spent searching to locate a trap in a 25 x 25 foot area. A ranger cannot find magical traps with this ability.

A ranger can set simple traps in a wilderness environment. These include snares, pit traps and similar devices. Rangers cannot set complicated mechanical traps such as those found on treasure chests or on doorways. On a successful traps check, the ranger successfully builds and conceals a snare or pit trap. Snares can capture and hold creatures of up to medium height, and pit traps can be dug to deliver 1d4 points of damage (halved if the creature falling in it makes a successful dexterity saving throw). Rangers can also disable simple wilderness traps (of any type they can build) with little or no effort. No traps check need be made to do this.

SURVIVAL (Wisdom): In wilderness environments, the character can find shelter, food and water for themselves, start a fire, and determine direction. As long as adequate food, water, and shelter sources are present in the environment, the ranger can find food, water and shelter without the need for an attribute check. Also, a ranger can start a fire in 1d10 turns by natural means, as long as the needed materials are available. A ranger also can determine true north in relation to the character, as long as he is in a wilderness environment.

A ranger can also provide decent food and water for several people without the need for an attribute check unless it is a large number of people. The ranger must spend 8 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day. If the ranger wishes to feed or shelter a larger group of people than the dice indicate, a successful wisdom check is necessary. If successful, the ranger must spend an additional 8 hours gathering food to feed and water an additional 2-8 people. This additional effort allows the ranger to gather food and water for up to 4-16 creatures. The ranger can only hunt and forage for food twice per day.

For example, a ranger is attempting to feed 12 people. For 8 hours of effort, the ranger feeds 2-8 people automatically. The result is a 6, so the ranger has to feed 6 more people. On a successful wisdom check, the ranger can forage for another 8 eight hours and feed 2-8 more people.

In addition to the ability to provide food and shelter in the wilds, a ranger can automatically determine where true north lies in relation to the character in normal wilderness environments.

TRACK (Wisdom): The ranger can successfully track any creature in a wilderness setting that leaves a discernable trace. They can also determine characteristics about the creature being tracked. With a successful wisdom check, a ranger can find and follow a creature's tracks or trail for 5 hours. The ranger can also hide tracks at the same level of ability.

When tracking or hiding tracks from vermin, a ranger receives a +2 bonus to the attribute check. The Castle Keeper may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked, and whether the tracked creature moved through water or a secret door.

A successful track check may also impart information about the creature(s) being tracked. Once a trail is found, a track check can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player

by using one of the following categories: individuals (1-6), band (6-30), troop (20-100), or army (100+), and also one from the following categories: beast, fey, giant, humanoid, plant, vermin, or other (aberration, construct, dragon, elemental, magical beast, ooze, outsider, shapechanger, or undead). For many creatures, the ranger cannot identify its exact type; only that it is a creature of such nature until some experience has been gained tracking it. A ranger can identify specific animal tracks with no effort. After having tracked a particular type of creature several times, the ranger can later identify its tracks. At 5th level, a ranger can identify the specific type of creature(s) being tracked if belonging to one of the following categories and with which the ranger has had some interaction: beast, fey, giant, humanoid, plant or vermin.

At 3rd level, a ranger can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects, or wearing certain armor. The ranger might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Castle Keeper's imagination and desire to provide or enhance story elements during game play.

FAVORED ENEMY: At 6th level, a ranger chooses one specific type of creature as a favored enemy. For example, a ranger might choose one of the vermin. The Castle Keeper should require the player to choose an enemy that is consistent with the past history and storylines involving the character, ideally a type of creature the character has encountered and fought on several occasions in past adventures.

Knowledge of the favored enemy confers numerous bonuses to the ranger's ability checks. When combating a favored enemy, the ranger gains additional combat bonuses due to an advanced fighting style developed through the experience of repeatedly fighting that type of creature. The ranger gains a +2 bonus to hit against a favored enemy. The ranger also receives a +2 bonus to armor class when fighting a favored enemy. Further, when tracking the favored enemy, the ranger receives a +2 bonus to the tracking check. The ranger is also able to neutralize poisons of the favored enemy, whether manufactured or natural.

The combat bonus of this ability cannot be used if armors other than those allowed are worn.

- PRIME ATTRIBUTE:** Strength
HIT DICE: d10
ALIGNMENT: Any
WEAPONS: Any
ARMOR: Breastplates, chainmail shirt, cuir bouille, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather
ABILITIES: Combat marauder, conceal, delay/neutralize poison, favored enemy, move silently, scale, traps, survival, track

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	40,001

ROGUE (DEXTERITY)



ogue's find their skills best suited to plundering dungeons, unraveling riddles in dark caves, and stealing treasure from the forgotten places of the world, and avoiding the laws and the lawmen of the more civilized areas of the world.

To perform their many acts of daring rogues manage on a routine basis, they must be exceedingly dextrous. Rogues must be nimble of hand and foot. They must be quick of wit and mind. When these traits are perfectly combined into a seamless coordination of mental acumen and hand-eye coordination, the rogue becomes a foe to be feared and friend never to be trusted.

It is true that there is no honor among these rogues. Every valuable is a potential source of income, and every circumstance an enticement to misdeed. They are driven by an anarchic soul and the outcast's disdain for common ethics where few laws are considered sacred and no oath is made that is not to be broken. Their only brotherhood is that of their confederations and guilds of like minded thieves, who are as loyal to one another as they are to anything else. These guilds provide protection and organized rackets, but have little more staying power than the strength of their leadership to manage an unruly and rebellious membership.

There are the rare exceptions to this generally dispiriting lot. There are burglars who steal only from wealthy and evil overlords, rob dragons' hordes, or pilfer the treasuries of malicious and cruel tyrants. However, they too are driven by the same forces that inspire other rogues, for it takes a wily and willful individual to crawl down dark foreboding corridors and face down dragons for a peek at their hordes.

Rogues try to avoid combat as much as possible. Though not cowardly, they simply find the phrase "better to live and fight another day" more meaningful and applicable than anything to do with honor, pride or recognition of their martial prowess. Further, one might actually die in combat, and that has little value to anyone, especially to the rogue in question. As such, their weapons are generally of the smaller variety and not very impressive, being knives, daggers, saps and such, or those that can be used from a great distance such as bows, slings, and darts.

Neither do rogues have much regard for shields and armor, as these hinder movement and make even simple tasks difficult. And, since rogues avoid combat as much as possible, armor becomes a useless accouterment in most cases, and in a city, attracts more attention than most rogues desire.

ABILITIES

SPECIAL: Rogues favor light armor, as it allows them to better ply their stealth abilities. Rogues may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of their abilities. They may also wear leather helmets. A rogue may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 that the

armor confers. Restricted helmets and shields cause the rogue to suffer a -1 penalty to all abilities. All penalties are cumulative.

For example, a rogue wearing chainmail, which confers a 15 armor class, suffers a -3 penalty to all ability checks (15-12=3). The same rogue using a large shield suffers a -4 penalty to all ability checks. If the same rogue used a metal great helm as well, the total penalty would be -5.

BACK ATTACK: A rogue normally avoids face-to-face combat if possible, preferring instead to use stealth to catch an opponent unaware. A rogue able to attack an opponent from the rear and who is unaware of the rogue's presence gains a bonus to hit and to damage. To catch an opponent unaware, a rogue must make a successful move silently check to sneak up behind the foe, or make a successful hide check while behind the opponent. A rogue that succeeds in one or the other of these can make a back attack at a +4 bonus to hit. A successful hit inflicts double the normal damage.

When making a back attack, a rogue must use a close-quarters melee weapon. This weapon must be shorter than the character's arm. A rogue can only back attack living creatures that have a discernible anatomy. The rogue must be able to see the target well enough to pick out a vital spot, and then must be able to reach it.

As the rogue gains experience, the damage inflicted increases. At 5th level, a back attack deals triple damage, and at 9th level a back attack inflicts quadruple damage. A back attack cannot be combined with the sneak attack ability.

This ability is affected by wearing armor not on the rogue armor list.

CANT: Rogues often use a street language known only to those in the trade, called cant. Code words, hand signals, demeanor, and other signs comprise the cant. The cant can be used to convey complex ideas. The language may vary to some degree both geographically and culturally, making cants unique to each region, city, or even within a city.

This ability is affected by wearing armor not on the rogue armor list.

CLIMB (Dexterity): This extraordinary ability allows a rogue to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the rogue moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Rogues can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, a rogue does not need to make an attribute check to climb the surface.

This ability is affected by wearing armor not on the rogue armor list.

DECIPHER SCRIPT (Intelligence): This ability allows a rogue to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content

of a piece of writing. It takes 2d8 turns to decipher each page of a script. The attempt may be made only once per writing.

A rogue may use this ability to decipher arcane script if a successful check is made at a penalty of -10. This ability may not be used to decipher divine scrolls.

HIDE (Dexterity): Rogues use this ability to conceal themselves from others. A successful check means that the rogue is hidden so well as to be almost invisible. The rogue can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they cannot hide. If observers are momentarily distracted, though, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. A rogue cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Castle Keeper's discretion.

Rogues cannot hide and move silently at the same time until they reach 3rd level. At this level and beyond, a rogue can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

This ability is affected by wearing armor not on the rogue armor list.

LISTEN (Wisdom): A rogue can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the rogue has detected some sort of noise. Success indicates the rogue can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the rogue is listening for sounds on the other side of a door, but the rogue must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the rogue suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A rogue can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

MOVE SILENTLY (Dexterity): This ability allows a rogue to move so silently that others cannot hear the movement. The rogue can use this ability both indoors and outdoors. A rogue can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

To move silently and hide, see the hide ability. This ability is affected by wearing armor not on the armor list for the rogue.

OPEN LOCK (Dexterity): A rogue can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates the lock has been opened. This

ability requires the use of a set of rogue's tools, including picks, blank keys, wires or other appropriate tools. A rogue may only make one attempt per lock. If that attempt fails, the rogue cannot try to open the same lock again until gaining one more level as it is beyond the current ability of the rogue to pick it.

Only wearing metal or large gloves affects this ability negatively.

PICK POCKET (Dexterity): A rogue can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the rogue to cut the purse or pouch from the target. A penalty to check is equal to the level or hit dice of the targeted victim.

This ability also allows the rogue to perform "sleight of hand" maneuvers. A successful dexterity check indicates the rogue has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, performing the shell game, and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

This ability is affected by wearing armor not on the rogue armor list.

TRAPS (Intelligence): A rogue may use this ability in three manners: finding, disabling or setting traps. Each use requires a separate attribute check and each check may be made only once in a given circumstance. The player must also describe how the actions are being performed to use this ability.

To find a trap, a rogue spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one turn to locate a trap in a 10-by-10-foot area. A successful check indicates the rogue finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. A rogue can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any penalties to the check based on those penalties on the level or hit dice of those who set them.

To disable a trap, a rogue must first know its location. Once a trap is located, a successful check means the rogue has disarmed the trap. The attempt can only be made once and failure indicates that the rogue set off the trap. A rogue can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. In most cases, rogue's tools are needed to disarm a trap. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity.

To set a trap, or to reset a previously disabled trap, a rogue must make a successful traps check. If a rogue is resetting a trap that was previously disabled, the rogue gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn. However, disabling and setting traps is affected by wearing armor not on the armor list for the rogue.

SNEAK ATTACK: At 4th level, a rogue has learned to adapt back attack skills to more general situations. When an opponent or victim is aware of the rogue, but unsuspecting of an attack, a rogue can use the sneak attack ability. For example, a rogue could be having a conversation with a potential victim while hiding a poisoned stiletto up his sleeve, intending to strike once a piece of vital information is learned. Or, a rogue could be perched in the shadows of a tree, waiting for the perfect opportunity to fire a crossbow. Unlike the back attack, sneak attack situations do not necessarily require a previously successful hide or move silently check, although the Castle Keeper could require success in one or both, depending upon the circumstances if necessary. The opponent is not allowed to roll for initiative until the round following the attack.

A rogue making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. A rogue cannot aim with deadly accuracy from beyond that range. A sneak attack cannot be combined with back attack.

This ability is affected by wearing armor not on the rogue armor list.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gauche, quarterstaff, rapier, sap, shortbow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip

ARMOR: Leather armor, and padded (see special rule above)

ABILITIES: Back attack, cant, climb, decipher script, hide, listen, move silently, open lock, pick pockets, traps, sneak attack

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,251
3	d6	+1	2,501
4	d6	+1	6,001
5	d6	+2	12,001
6	d6	+2	24,001

WIZARD (INTELLIGENCE)



Wizards are the archetypical magic-users, and they are vastly superior to all others at understanding and harnessing the magic that ebbs and flows through the multiverse. They come from all social strata and can be found in all positions in society. They are often employed by kings, nobles, religious houses, or other powerful individuals to whom they act as guides and advisors. In court, many seek to dominate courtly politics, and often succeed. More often, though, wizards work in solitude, far away from the prying eyes and keen ears of enemies, spies, and other wizards who often consider them to be untrustworthy and dangerous competitors in the quest for arcane lore. In wind-swept towers or dank dungeons, far from the din of civilization, such wizards find the solitude, quiet, and safety necessary to pursue their research and carry out their oft-times dangerous experiments.

Though they come from many walks of life, all wizards have a few characteristics in common. They are intelligent, observant, diligent and have an exacting eye for detail. Their unyielding search and thirst for knowledge of the eldritch powers often generates a self-serving egomania in the most powerful of wizards. And, as they become ever more competent in harnessing eldritch sorceries and bending the world about them to their will, they suffer little distraction and afford interlopers little forgiveness when their work is interrupted.

Woe to the foes of these powerful magic-users. Incurring their wrath can mean the unleashing of horrid and terrible magics few can comprehend, and fewer still are capable of combating. A wizard's enemies are laid waste by balls of blue flame and bolts of lightning called from elemental planes or even by servants of the rulers of the nether worlds, conjured forth to act on the wizard's behalf. They can make objects disappear and transport themselves many miles away, see into the darkness, and build walls of force no man can pass. The greatest of wizards are powerful beyond measure.

A wizard's pursuits and studies, along with their intense focus upon the arcane, mean a life of laboring over ancient tomes of knowledge. This leaves wizards little time to learn and become proficient in any but the most common of weapons, and not at all capable of using armor that hinders the intricate somantic movements needed to cast some of their most powerful spells. Yet this matters little to them, as wizards realize their wits and arcane powers are far more powerful than any sword, and that conjured servants offer far more protection than any armor could possibly manage.

ABILITIES

SPELLS: A wizard casts arcane spells. Wizards can only cast a limited number of spells from each spell level, per day. The *Wizard Spells Per Day Table* lists the number of spells per day a wizard may cast of each spell level. For example, a 5th level wizard can cast five 0 level spells, four 1st level spells, two 2nd level spells and one 3rd level spell per day.

A wizard must prepare spells before casting them by studying from a spellbook. While studying, the wizard decides which spells to prepare. Spell memorization and spell descriptions are covered in detail in the *Magic* section on page 21.

BONUS SPELLS: With a high intelligence score, a wizard gains bonus spells. If the character has an intelligence of between 13-15, they can memorize an extra 1st level spell. If the intelligence score is 16 or 17, the wizard can memorize an extra 2nd level spell, and if 18 or 19, the wizard can memorize an extra 3rd level spell. Bonus spells can only be acquired if the wizard is at a high enough level to cast them. Bonus spells are cumulative.

For example, a 4th level wizard with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the wizard reaches 5th level.

PRIME ATTRIBUTE: Intelligence
ALIGNMENT: Any
HIT DICE: d4
WEAPONS: Club, dagger, dart, staff
ARMOR: None
ABILITIES: Spell casting

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501

WIZARD SPELL BOOKS

The number of spells that a wizard or illusionist has in their spellbook at the beginning of play is equal to the number of spells they can cast at first level. For example, a 1st level wizard or illusionist with 14 Intelligence can cast four 0 level spells and three 1st level spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four 0 level and three 1st level spells. The spells in the spell book can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (*use the Wizard's Spell List Charts starting on page 22*).

WIZARD SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						

CLERIC (WISDOM)



Clerics are warrior-priests. They are religious by nature and can be found in service to Mother Nature or other deities that the player or Castle Keeper may devise. From these deities the cleric receives divine powers and acts as a conduit of the power of their deity within the world of *Harvesters*. Yet these powers come at a high cost in service, devotion, and loyalty. A cleric's divine connection to their deity is of supreme importance. This spiritual connection allows them to better understand the motives and will of their deity and to more capably and earnestly enact her desire.

Typically, a cleric wields the same weapon or type of weapon favored by the character's deity or pantheon. They do this to better follow the precepts of and emulate their deity. Beyond these, clerics prefer to use those weapons that allow them a better chance to subdue and convert enemies instead of killing them outright. Through this they

gain converts and servants to serve them and thence their deity. On the field of battle, where clerics spend much of their lives, they wear any armor necessary to see them through the day and on to victory.

Clerics who generally act in ways opposed to their deity's alignment and purposes, and who grossly violate the code of conduct expected by their deity, lose the use of all divine abilities and capacities for advancement, wandering alone and cursed until they atone for their wrongs.

ABILITIES

SPELLS: A cleric casts divine spells. The spells available are listed on the cleric's spell list. A cleric is limited to a certain number of spells of each spell level per day. The *Cleric and Druid Spells* on page 14. shows the number of spells per day a character of the class may cast. Clerics prepare spells each day through prayer to their deity or deities, followed by contemplation and study.

BONUS SPELLS: High wisdom indicates a greater divine connection. Clerics with a high wisdom gain bonus spells. If they have a wisdom of 13–15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, an extra 3rd level spell. Bonus spells can only be acquired if the cleric is at a high enough level to cast them. Bonus spells are cumulative.

For example, a 4th level cleric with an 18 wisdom receives four 0 level spells, four 1st level spells and three 2nd level spells. No bonus 3rd level spell is acquired until the cleric reaches 5th level.

TURN UNDEAD (Wisdom): A cleric has the ability to turn, or even destroy, undead monsters. To turn undead, a cleric must declare the attempt as an attack and then make a successful wisdom attribute check. The character must display a holy symbol toward the undead and utter a prayer, chant or other invocation of the character's deity. Turn undead is considered a special attack and takes one round. Turn undead has a maximum range of 60 feet.

Turning undead consists of channelling divine power. The ability to channel divine power is measured by the cleric's own willpower. Accordingly, charisma, not wisdom, affects the number of undead creatures that are turned with a successful turn undead check. In most cases, the number of undead turned will be 1d12 plus the cleric's charisma modifier. When a cleric is five or more levels higher than the undead being turned, the undead are instead destroyed.

Evil clerics may, instead of turning undead, control them. An evil cleric must be at least five levels higher than the hit dice of the undead sought to be controlled. Evil clerics can also turn paladins.

Turn undead is covered in greater detail in page 27.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Special, club, crowbill hammer, dagger, light or heavy flail, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

ARMOR: Any

ABILITIES: Spells, turn undead

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,251
3	d8	+1	5,001
4	d8	+2	9,001
5	d8	+2	18,001
6	d8	+3	35,001

CLERIC AND DRUID SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	5	3	3	2						

DRUID (WISDOM)



Druids seek to protect the wilderness and its beasts from the encroachments of civilization, lest the order of the natural world be upset. They find the myriad artificial creations of civilized peoples abhorrent, for they believe that reliance upon the unnatural creates people who are weak and dependent upon a material culture. They are fiercely individualistic, and are often found among the barbarian peoples of the world.

Druids live in harmony with nature, revering its power and beauty. Although they are sometimes termed priests of nature, druids are much more. They allow nature to determine the fate of its creatures, for good or ill. Some druids revere nature and its elements alone, some promote the beliefs of one or more nature deities, and some bind their animistic faith to a strict code of personal conduct. All are devoted to their life's calling and possess specialized wilderness lore, including knowledge of the animal and plant kingdoms. Their divine dispensations are gifts from the spirits of the wood, rock, water, and wind.

Storms rage across the plains, seas thunder against coasts, and the grasses of the wild steppe wave ceaselessly: none knows a motive. Druids must be able to relate to this balance and neutrality in nature. From this closeness to their surroundings, druids possess specialized knowledge of wilderness environments, particularly those in which the druid lives or was trained.

A druid may use weapons crafted from nature's raw materials, such as wood, leather, stone, and cold-forged metal. Traditionally forged weapons are antithetical to druidism. Some druids prefer to use a weapon identical to that wielded by the deity whom they worship. In war and combat, druids often wield cold-forged pure metal weapons fashioned of beaten iron or copper, but not of beaten steel or bronze.

Likewise, a druid prefers armor crafted from items found in nature, such as leather and wood. They view armors forged by advanced

metal-smithing techniques as tainted and impure. These impure items make one dependent upon them and, in consequence, weak.

Should a druid cease to revere nature, or ignore their code, the wrath and fury of the spirits of the wild descend upon the errant druid in vengeance.

ABILITIES

BONUS LANGUAGES: Druids have a secret language used for communicating with one another. They are forbidden from teaching this language to any but their brethren.

Additionally, if a druid has a high enough intelligence to learn an additional language, the following languages are available to them: aquan, auran, badger, fey, giant, gnome, sylvan, and terran. The druid must have lived in or near a community of those whose language they seek to learn.

NATURE LORE (Wisdom): Druids are connected to the forces of nature. They mystically coexist with their environment, gradually becoming a larger part of it. This relationship imparts to them a specialized knowledge of the wilds. A druid can identify plants and animals with perfect accuracy in the type of environment where the druid was trained or currently lives. In unfamiliar environments, the druid must succeed at a wisdom check to successfully use this ability.

This identification ability allows the druid to determine the species of a plant or animal and the special qualities or abilities of the species. The druid can also determine whether water is safe or dangerous to drink. Additionally, druids can find shelter and forage for food. A druid always succeeds in finding basic shelter and enough food for individual daily sustenance. If the druid wishes to support additional people. They must spend 6 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day. If the druid wishes to feed or shelter a larger group of people than the die indicate, a successful wisdom check is necessary. If successful, the druid must spend an additional 6 hours gathering food to feed and water an additional 2-8 people. A third attempt to gather food can be made. A wisdom check at -4 is made but if successful, another 6 hours of searching can feed an additional 1-4 people. This additional effort allows the druid to gather food and water for up to 5-20 creatures total. The druid can only hunt and forage for food three times per day.

SPELLS: A druid casts divine spells. The spells available are listed on the druid spell list. Each druid can cast a limited number of spells from each spell level per day. The *Cleric and Druid Spells Per Day Table* (pg 23) shows the number of spells per day a druid may cast for each spell level. Druids prepare and cast spells by praying for them. This process is covered in greater detail in the *Magic* section.

BONUS SPELLS: High wisdom indicates a greater divine or spiritual connection to their deities, so druids with high wisdom gain bonus spells. If the character has a wisdom between 13-15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, they receive an extra 3rd level spell. Bonus spells are cumulative.

Bonus spells can only be acquired if the druid is at a high enough level to cast them.

For example, a 4th level druid with an 18 wisdom receives four 0 level spells, four 1st level spells and three 2nd level spells. No bonus 3rd level spell is acquired until the druid reaches 5th level.

RESIST ELEMENTS: At 2nd level, druids gain a +2 bonus to saving throws against fire, water, earth, air, cold and lightning attacks.

WOODLAND STRIDE: At 3rd level, druids gain the ability to move through natural thorns, briars, overgrown areas, and similar terrain at normal speed and without suffering damage or other impairment. When doing so, druids leave no trail in the natural surroundings and cannot be tracked. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect druids.

TOTEM SHAPE: At 6th level, druids gain the spell-like ability to change into a small or medium-size animal and back again once per day. This ability operates like the spell *polymorph self*. Upon attaining this ability, a druid must choose a totem shape. The selection is permanent, and cannot be changed. Each time a druid uses this ability, the character regains 1d4 hit points.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d8

ALIGNMENT: Neutral (any)

WEAPONS: Bows, club, dagger, dart, hand axe, hammers, scimitar, scythe, sling, sickle, spears, sword, staff

ARMOR: Cuir bouille, padded, leather

SPECIAL: Bonus languages, nature lore, resist elements, woodland stride, totem shape, spells

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,001
3	d8	+1	4,251
4	d8	+2	8,501
5	d8	+2	17,001
6	d8	+3	35,001

KNIGHT (CHARISMA)



The knight is the archetypical military leader. The knights are trained from an early age in the use of weapons, armor, siege engines, tactics, strategy, and horsemanship. They live by a code of behavior that sets them apart from normal warriors. Though this code may vary from culture to culture, it follows several basic tenets: courage in the face of battle, service to one's lord, honor, faith, humility, generosity, and loyalty. Knights are not necessarily nobles, though they may be of noble birth. They are a caste of professional, mounted warrior-leaders. They do not judge another's wealth in terms of land or money, but rather by action and deed. To a knight, a pauper who unseated forty foes in a tournament is wealthier than a potentate whose foot has never touched a field of battle. By the same token, a knight able to supply his fellows with fresh mounts, armor, and weaponry is respected far more than

one who hoards wealth. The knights' ability on the field of battle makes them leaders in almost any situation.

A knight's power flows from their strength of will, leadership, and individual charisma. The latter is the most salient characteristic of all knights. They are men and women of great bearing and powerful demeanor. Knights are as constant and unyielding in their codes as they are upon the field of battle.

Knights follow codes of conduct and honor, dictated by culture and environment. These can vary in many aspects, and the details of a knight's patterns of behavior, acceptable battlefield conduct, and use of weapons are unique to their culture and caste; but a knight's virtues stem from certain universal values—strict adherence to their code, bravery, honor, and faith. They serve both evil lords and good kings, but all must follow the tenets of their code, or risk losing their knighthood. An example of the typical virtues present in a knightly code of conduct appears below. Knights must conform to this strict code-of-conduct, known as courtesy, at all times.

A knight's selection of weapons is limited by the knightly code of conduct. A knight may use any melee weapon except whips, the sap, chains, or the like. In general, they cannot use weapons associated with cowards or cowardly deeds. Bows are rarely used by knights, though occasion does permit their use in siege warfare or at tourney. The Castle Keeper should make that determination.

From an early age, knights are well trained in all aspects of war. Practiced in all manner of armor and with many weapons, they inure themselves to the trials and tribulations of battle, becoming virtually fearless in combat. Knights prefer an honorable death in combat to a long life lived as a coward.

As a member of a caste of warriors, the knight may expect noblesse oblige, or hospitality, from any other knight. At times, even knights in conflict will extend this hospitality to one another. The knight, however, is expected to return such courtesy in kind, even to an enemy.

At least 10% of a knight's income must be given as scutage to the knight's superior lord or order as soon as possible after it is acquired.

ABILITIES

BIRTHRIGHT MOUNT: A trained and healthy mount is important to a knight's station and status. In addition to their starting money, knights begin play with a fully outfitted riding horse (saddle, blankets, saddlebags, bit and bridle, harness, horseshoes, and meal). The mounts are hardier than most, having 2d8 hit points. A riding horse is not trained for combat, and a knight has some difficulty fighting from a riding horse.

EPIHIPPIUS, RIDING (Their vital stats are HD 1d8, AC 12, MV 50. Their primary attributes are physical. They attack with 2 hooves for 1d4 points of damage.)

EPIHIPPIUS, WAR HORSE (Their vital stats are HD 2d8, AC 14, MV 50. Their primary attributes are physical. They attack with 2 hooves for 1d4+1, or a bite for 1d2 points of damage.)

HORSEMANSHIP (Dexterity): Knights are trained in mounted combat and are familiar with all types of horses, from mounts used for riding to heavy war horses. Without the need for an attribute check, knights can saddle, mount, ride and dismount; perform simple leaps and obstacle maneuvers (no more than 3 feet in height and move around small items such as barrels); fight from a mount during combat (melee and ranged) without penalty; control the mount in combat; guide a mount with the knees; and stay in the saddle when a mount rears or bolts. When viewing a horse or a group of mounts, knights can determine the strengths and weaknesses of each horse, and can generally pick out the strongest, fastest or all-around best horse. When fighting from a war-trained mount (light to heavy war horse), a knight can direct the mount to attack and still make his or her attack normally.

With a successful check, and by foregoing any attack or other action, knights may direct their mounts to perform the following actions while mounted: cover, deflect, fall softly, leap and charge.

Deflect: This entails the mount being moved between the opponent and the knight or positioned to offer maximum cover for the knight, while at the same time allowing the mount to avoid blows. This maneuver gives a +4 bonus to the knight's armor class and a +2 bonus to the mount's armor class.

Cover: A knight can drop and hang alongside a mount, using it as three-fourth's cover.

This grants a +6 bonus to the knight's armor class from those on the opposite side of the horse. The knight cannot attack or be holding anything while using this ability.

Fall Softly: A knight can attempt to take no damage after falling from a mount, by rolling to the side or leaping off, including when the mount itself falls. A character takes 1d6 points of falling damage on any failed attribute check.

Leap: The knight may direct a mount to leap obstacles as part of its movement. The obstacles jumped can be no taller than two-thirds the height of the horse.

Charge: A knight is well trained in the use of a lance. When fighting from a mount and charging, a knight inflicts triple damage upon a successful hit when wielding a lance.

INSPIRE: The mere presence of a knight upon the field of battle can alter the mood of armies and change the tide of combat. This gives the knight the ability to inspire companions and followers. Any person friendly to a knight's immediate endeavor gains a bonus to hit equal to the knight's charisma modifier. This ability can be used once per day and lasts a number of rounds equal to the knight's level. The number of persons that are affected increases as the knight gains levels. At 1st level, the knight can affect up to 12 creatures. The ability affects up to 25 creatures at 3rd level, up to 50 creatures at 5th level.

EMBOLDEN: At 3rd level, the knight's confidence and fearlessness in the face of danger instills courage in their companions and followers. Any companions or followers within 30 feet of the knight gain, a bonus of +1 to strength, constitution, dexterity, and intelligence saving throws, and a +2 to wisdom and charisma saving throws. This ability can be used once per day and lasts a

number of rounds equal to the knight's level. This ability cannot be used in conjunction with *demoralize* or *inspire*.

DEMORALIZE: At 5th level, the knight causes fear and dread in the ranks of foes and enemy forces. Enemies to the knight's immediate endeavor suffer a penalty of -4 to charisma checks. In addition, the affected foes must successfully save versus fear at a -4 penalty or suffer a -1 penalty to hit. This ability can be used once per day and lasts a number of rounds equal to the knight's level. The number of creatures that can be affected increases as the knight gains levels. At 5th level, the knight can affect up to 25 creatures.

Followers must be supported or they leave. 0 level followers require 2 gp per month and 1st level knights cost 100 gp per month. Every knight of a higher level requires 100 gp per level per month.

PRIME ATTRIBUTE: Charisma

HIT DICE: d10

ALIGNMENT: Any

WEAPONS ALLOWED: Any except Code-of-Conduct limitations

ARMOR ALLOWED: Any

ABILITIES: Birthright mount, horsemanship, inspire, embolden, demoralize, call-to-arms

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	36,001

RACES



here are five races in this volume: *Badgers*, *Squirrels*, *Mice*, *River Otters*, and *Rabbits/Hares*. Choosing a race is a vital part of character creation. Race establishes a character's abilities and weaknesses. In a more literary sense, the character's race helps to define the character's identity. Where attributes and class answer very important questions about the character, race is an equally if not more important defining factor in a character's persona. Imagine a short, stocky, dour-faced, bearded warrior girded in iron, with a fearsome axe and rimmed shield-you could very well be imagining a squirrel. Imagine a character that is tall and lithe, clear of vision, has golden hair, and is wrapped in the mysticism of the fey, and you could be imagining a badger. These are a few of the many possibilities that the player can select. The races are designed to have some latitude, allowing the player room to create a personal flavor for their character.

When choosing a race, the player should make an effort to understand the basic personality and culture of the selected race. Whether using the social descriptions developed for *Harvesters*, or creating your own societies and cultures, successful roleplaying results from a melding of the character's personality with its racial background. Furthermore, each race has a number of inherent racial abilities. These range from full vision in inky blackness, to

finding hidden doors, to hiding well in the wilderness. Read the description of each race carefully, to gain familiarity with their extraordinary abilities and limitations.

Each race has certain physical characteristics that make it unique. These characteristics are not only reflected in their various abilities, but also in their basic attributes. Each race requires adjustments to certain attributes. The modifications listed below are the modifications made to a character's attribute score.

For ease of reference, each race has a standard descriptive block that briefly describes the racial appearance, society and culture, and other racial traits.

LANGUAGES: This is a list of languages that members of the race are likely to learn in typical circumstances. The languages on this list can change at the Castle Keeper's discretion. Characters with high intelligence have the potential to learn a number of additional languages. The number of additional languages is equal to the intelligence modifier.

SIZE: Each race varies in size, but all fall into the broad categories of medium or small.

MOVEMENT: The movement rate is provided in feet. It refers to the distance a character can normally move in one round. Jogging doubles the listed movement rate, and running or sprinting quadruples the normal movement rate.

TYPICAL CLASSES: Each race is most commonly associated with the listed classes. This list of preferred classes can be changed at the Castle Keeper's discretion, but both Castle Keeper and player should confer prior to making a decision.

ATTRIBUTE MODIFIERS: This refers to the modifications that are applied to the attributes of all members of a given race.

RACIAL AGES (in seasons)

ANIMAL	MIDDLE	OLD	VENERABLE	AGE LIMIT (IN SEASONS)
Badger	40	80	100	+2d10
Mouse	15	30	50	+1d4
Otter	35	70	85	+2d8
Rabbit/Hare	20	40	65	+1d8
Squirrel	30	60	75	+2d8

The animal world is a bit different than ours, obviously. In the wild, wild world that they live in their lives would be quite short. For example, for a mouse the average lifespan would be a couple of years. But, this is fantasy and because of that we will use the lifespan of the animals as found in captivity with a little bit of something magical tossed in. Also, animal lives are more in tune with the seasons than are ours; hence, we will be using seasons instead of years-spring, summer, fall, and winter. Just think, one touch from a ghost and a poor mouse's life is over. But, if we use seasons, he/she will still have a fighting chance! Instead of 1d6 decades, it would be 1d6 seasons. Feel free to tinker with it as it fits your world.

BADGERS



Badgers are the stalwart defenders of the realm. Their defense of the outer regions keep the woodlanders safe from outside influences and harm. Due to their solitary tendencies, they are appropriately suited for this type of duty. Because of this, badgers have a tendency to be mistaken as aloof, mysterious, and rude. This is not the case. Badgers are stiff at first; but, once they get to know their fellow woodlanders, they can be very protective and fiercely loyal companions.

DESCRIPTION

Badgers are stocky and strong of build. Their body fur can vary from a light tan to a dark slate gray. Their most distinguishing feature is their striped face with a slight "mask-like" coloration around the eyes. They also possess very sharp claws that can be very beneficial when in combat or for digging purposes.

PERSONALITY

Badgers can be stubborn and ferocious fighters. But they have a strong sense of loyalty to the good creatures of the grass and woodlands. They get along with most of the smaller woodland creatures. Otters will test their patience (due to their playful nature). Their biggest enemy is the wolverine. It is nearly impossible to prevent them from fighting this sworn enemy. Because of this, badgers will most likely go into a fit of *blind rage*. They will not stop until the enemy is vanquished. This ability is also used when they are in dire straits and as a last resort.

ENVIRONMENT

They are rarely found in larger cities. They prefer to be in more isolated areas like small towns and villages. They are usually found in medium one story huts or in spacious holes dug into the side of a hill. These abodes will more than likely contain three to four rooms connected by long winding hallways.

RACIAL TRAITS & ABILITIES

- Twilightvision: can see 30 feet in the dark
- Digging: able to dig 10'/rd
- Enmity: wolverines (gain a +2 to hit due to extreme hatred against wolverines)
- Primal fury: +1 to hit, -2 AC
- Languages: common, badger, intelligence bonus
- Preferred classes: Fighter, Knight
- Attribute modifiers: +1 Strength/+1 Constitution/-2 Charisma

MICE



Mice are the most common animal to inhabit the world of Wheat Hollow. They are the most versatile of creatures and can be found just about anywhere doing just about anything. The most common types of mice found in this world are the deer mice and the white-footed mice.

DESCRIPTION

The deer mouse and the white-footed mouse are often mistaken for each other. Their fur will vary from a slate gray color to reddish-brown color. Their feet and underbellies are white. They have tails that are about the same size as their bodies, which they use for balance. Their tails are also usually bicolored. Their eyes and ears are bigger than their cousins, the house mouse.

PERSONALITY

Because deer mice and white-footed mice are usually good-natured little critters, they are a willing and helpful lot. They lend a hand to those in need, whether its going out to help with harvesting food to putting up a storage shed. But, with creatures that can be found just about anywhere, there are some mice who can be grumpy and cantakerous (and troublesome). If any creature is going to be an adventurer, it is the mouse. They are not afraid to see the world or try new things. They are very inquisitive little animals and will want to find out what's around the next corner.

But, they have a strong dislike towards rats. Rats, because they are bigger and mean, have always tried to keep mice from getting ahead in life. Rats will try to push them down and prevent them from progressing any way they can. No method is deemed too low or disgusting-whatever works. Because of that, mice will try to avoid rats. If that is not possible, mice will fight back-using any means necessary to win!

ENVIRONMENT

Because of their adaptive nature, mice can be found anywhere -from the open fields to the darkest, thickest forest. They can be found in little houses in the country to the biggest, busiest cities. They can be found doing just about any job possible. But they are most happy out in the country, working the fields to grow corn and wheat. This is because they are seed and grain eaters. The more nuts, seeds, and grains they can find, the happier they are.

RACIAL TRAITS AND ABILITIES

- Twilightvision: see up to 30 feet in the dark
- Move silently
- Enmity towards rats: +1 to hit against rats
- Attribute modifiers: +1 dexterity/-1 strength
- Languages: common, mouse, rat, intelligence bonus
- Move: 3ft.
- Preferred classes: Rogue, Wizard



RABBITS AND HARES



abbits and hares are probably the most recognizable creatures in the worlds of animals. With their long ears and fluffy

white tails, it's hard to mistake them for any other animal. They are commonly found assisting badgers in patrolling the outer regions of cities and surrounding countryside.

DESCRIPTION

The most common features of these creatures are their long ears and hind legs, greyish-brown hair, and fluffy, white tails. Their underbellies are usually white. Their front legs are shorter and weaker than their hind legs. Because of their hind legs, they are capable of quick bursts of speed to avoid danger; jumping over or across objects and obstacles, or making powerful kicks. Their eyes are usually a dark chocolate color.



PERSONALITY

Rabbits and hares can be very frustrating. On one hand, they can be outgoing and helpful-just like any other creature in Wheat Hollow. Then again, they can be self-centered braggarts, telling tall tales about most anything, from growing the biggest sunflower to having fought and defeated a big black bear all by themselves.

Unfortunately, most of the stories are true. The hard part is trying to tell the tall tales from the truth. Most of the other animals take this tale telling in stride, though, because of these animals' dependability and loyalty. Rabbits and hares will stand by their compatriots through thick and thin.

ENVIRONMENT

Rabbits and hares can be found just about anywhere-from the smallest villages and countryside to the busiest of big cities. Because of their knack for blending in their environment and their strong back legs, most rabbits and hares prefer to be in the wide open areas of nature, the fields and woods. They prefer clean air and sunshine to the hustle and bustle of the big cities.

RACIAL TRAITS& ABILITIES

- Twilight vision: see up to 30 feet in the dark
- Burst of speed: able to run 3x their average speed rate (120'/rd) /each point of constitution before tiring.
- Unarmed combat: they can punch (1d3) or kick (1d4+1) for points of damage. +1 to hit/every two levels.
- Camouflage: they can flatten themselves and blend in with their surroundings and can conceal themselves exceptionally well in their normal environment. When concealed and

motionless, they receive a +5 bonus to hide checks, and +10 to surprise checks.

- Languages: common, rabbit, wolverine, fox, otter, intelligence bonus
- Move: 9ft.
- Preferred classes: Fighter, Ranger

RIVER OTTERS



otters are one of the more, if not the most, fun-loving creatures that live in Wheat Hollow. Their nature should not be confused with being lazy or careless. Otters are very dependable fighters and allies. They are the best of swimmers and can handle almost any type of water conditions, like lakes, rivers, and streams.

DESCRIPTION

Otters are a very elongated, but muscular animals. When swimming through the water, they look like small torpedoes. Their thick, dense fur is dark brown with lighter gray tips. Their bellies are usually very light, white/off-white, in color. Because of their dense fur, they can handle cold temperatures and inclement weather better than their other woodland compatriots. They have very sharp teeth and strong jaws which come in handy when in combat or for catching fish (their favorite treat).

PERSONALITY

River otters are the most fun-seeking animals found in Wheat Hollow. If not sliding down river banks, they are chasing their fellow brethren through the water. It's this unending search for fun that can be frustrating to others, especially badgers. Otters will keep going when others may think of quitting and turning back. They rarely show fear. Their common sense will usually prevail if the going gets a little too tough, though.

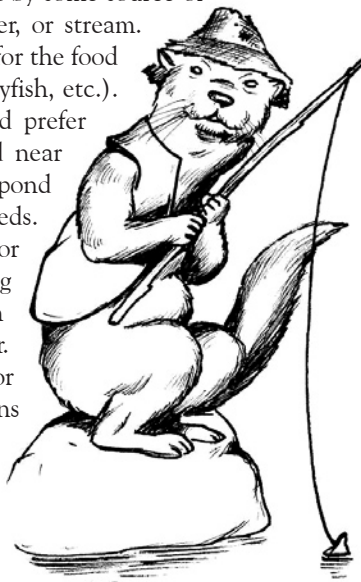
ENVIRONMENT

Otters are most likely to be found by some source of water, whether it's by a lake, river, or stream.

They especially like marshy areas for the food sources they provide (i.e. fish, crayfish, etc.).

They are excellent swimmers and prefer to be near these places. If found near or in a town, they will have a pond nearby for their swimming needs.

Otters can stay underwater for extended periods of time-making them excellent companions when water-adventuring is called for. Because of their natural affinity for water, they excel at using weapons best suited for that environment (i.e. tridents, spears, underwater crossbows).



RACIAL TRAITS

- Swimming
- Twilight vision: see up to 30 feet in the dark
- Underwater weapons: +1 to hit with tridents, spears, and underwater crossbows
- Languages: common, otter, intelligence bonus
- Move: 6ft., 9ft. Swim
- Preferred classes: Fighter, Cleric

SQUIRRELS



quirrels, both gray and fox, are the watchers of the woods and plains. They are early to rise and active at first light. There is very little that they don't hear or see on their searches for food or when on patrol. If anything happens in the woods, these furry and excitable creatures are the first ones to know about it. They serve as the first line of defense if anything occurs. If anything is amiss, they will use their complex and secret language of barks and chitters to relay the information across wide expanses of land.

DESCRIPTION

Fox squirrels: They are the bigger of the two squirrels. Their fur is of a reddish-orange to light brown color with the underside being a pale cream color. They have a muscular, elongated body that ends in a bushy, long tail (which they use for balance and for warmth). They usually have dark brown eyes and small fuzzy, rounded ears.

Gray squirrels: They are the smaller of the two squirrels races. Their fur can vary from a light to dark gray. Occasionally, they will have a brownish hue, which can be confused with the Fox squirrels. Some gray squirrels can be born with all black fur-this is not too common. They, too, have a long bushy tail. The tail is used a lot for balance-especially when running along tree limbs or when jumping from tree to tree.

ENVIRONMENT

Squirrels are most comfortable when in and around trees. Fox squirrels are partial to open areas and prairie-type places; but, if necessary, will adapt to forested areas. Gray squirrels, on the other hand, almost exclusively stick to forested areas. They feel a little too exposed in more open areas. They like to utilize trees for hiding and quick escapes. Their homes are found in hollow cavities in the trees or in nests located in the crotch of a tree. If on the ground, they will be in a small home or hut. Although they can be found in cities, which is rare, they prefer to stay in the smaller, more rural communities. These communities usually consist of a colony of nests up in the trees (small huts or open nests).

PERSONALITY

Most squirrels are good-natured and hospitable. But, if excited, can be very difficult to understand and may take some time to settle down. Although rare, occasionally one may run into a roguish clan that can be aggressive and dangerous. These clans

tend to be simplistic in nature and thought. It is best to avoid them if at all possible.

Adventuring squirrels are most likley rangers. This is due to their extensive woodland knowledge. But they can be any other class is they so chose. They excel at using bows and slings (+1 to hit) and can be a real nuisance to ground dwellers when attacking from above.

RACIAL TRAITS & ABILITIES

- Climbing: they can climb and scale typical natural slopes and inclines such as steep or rocky hillsides. They can climb dangerous surfaces with a +10 on the dexterity checks.
- Fall: Roll vs dexterity to see if they were able to catch themselves instead of falling.
- Camouflage: they are able to flatten themselves and blend in with their surroundings and can conceal themselves exceptionally well in their normal environment. When concealed and motionless, they receive a +5 bonus to hide checks, and +10 to surprise check
- Special language: they use a complex series of barks and chitters to communicate. Because of this, it is very difficult for others to speak or even understand.
- Bows and slings: +1 to hit with these weapons.
- Racial attributes: +1 dexterity/-1 wisdom.
- Move: 6ft. 6ft. (climb)
- Preferred class: Ranger, Druid

COMPLETING THE CHARACTER



he last and most important step in character creation is to create the character's persona. After generating the final statistics related to class and race, the player should determine the character's physical description, decide on any particular mannerisms, and at least get in mind the basics of a personality. Some players may want to go further and develop a worldview, background and motivation. Finally, the player equips the character with clothing, armor, weapons, adventuring gear, and then chooses spells if a spell caster.

PERSONA

The character's persona and appearance are entirely the choice of the player designing that character, keeping in mind the campaign setting and the needs of the Castle Keeper and other players. A character's appearance is the perfect opportunity to establish the persona the player envisions for the character. Once the appearance is finished, consider the character's personality traits. Is the character hot-tempered, mild mannered, mean spirited, slow witted, determined, arrogant, or any other of the vast sum of traits to choose from? The list of personality traits is inexhaustible.

ALIGNMENT

Alignment represents the basic and most essential aspects of a character's worldview and moral outlook. Alignment is a description for the fundamental moral outlook of every sentient creature. Is the character good or evil, chaotic, lawful or even neutral? Alignment is a very basic description and acts as an ethical and motivational guide for characters, non-player characters, and monsters.

There are nine possible alignments: *lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil*. Each alignment, except true neutral, is composed of two aspects.

STARTING COIN

Every character begins the game with some coin of the realm. The amount depends upon the character's class and is listed below. However, that can be amended to fit the needs of the campaign. Less coin should be made available in grittier or low fantasy campaigns and more coin made available in high fantasy campaigns.

STARTING GOLD		
Fighter, Ranger	30-240gp	(3d8x10)
Rogue	30-120gp	(3d4x10)
Wizard	10-100gp	(1d10x10)
Cleric, Druid	20-200gp	(2d10x10)
Knight	60-240gp	(6d4x10)
Coins exchange at the rate listed to the right. All coins equate to about one ounce in weight.	Gold (gp)	10gp = 1 Platinum piece (pp)
	Silver(sp)	10 sp = 1 gold piece (gp)
	Copper(cp)	10 cp = 1 silver piece (sp)

The following equipment list contains the cost, effects, and weight for each item. It is not an exhaustive list, so the Castle Keeper should expand it as needed, basing prices on comparable items in this list.

EQUIPMENT

ARMOR		
ARMOR TYPE	COST	AC BONUS
Cloth	2 gp	+1
Padded	5 gp	+1
Leather	10 gp	+2
Cuir Bouille	35 gp	+2
Ring Mail	40 gp	+3
Studded leather	25 gp	+3
Chain shirt	100 gp	+4
Scale Mail	50 gp	+4
Breastplate	200 gp	+5
Chainmail	150 gp	+5
Banded Mail	250 gp	+6
Splint Mail	200 gp	+6
Platemail	600 gp	+7
Full Plate	1500 gp	+8
Buckler	15 gp	+1
Shield,	3 gp	+1
Shield, Large	7 gp	+2
Coif, Chain Mail	20 gp	+4
Coif, Leather	4 gp	+2
Helm, Normal	10 gp	+5
Helm, Great	20 gp	+8
WEAPONS		
WEAPON	COST	DMG
Axe, Hand or Throwing	8 gp	1d6
Axe, Two-Handed	20 gp	1d12
Bardiche	8 gp	1d10
Battleaxe	10 gp	1d8
Club	—	1d6
Crowbill	10 gp	
Cutlass	10 gp	1d6
Dagger	2 gp	1d4
Flail, Light	8 gp	1d8
Flail, Heavy	15 gp	1d10
Halberd	10 gp	1d10
Hammer, Light	1 gp	1d4
Lance, Light	6 gp	1d6
Lance, Heavy	10 gp	1d8
Longspear	5 gp	1d8
Longsword	15 gp	1d8
Lucerne Hammer	60 gp	1d12+1
Mace, Light	5 gp	1d6
Mace, Heavy	12 gp	1d8
Morningstar	8 gp	1d8
Partizan	10 gp	1d10
Pick, Light	4 gp	1d4
Pick, Heavy	8 gp	1d6
Pike & Awl Pike	5 gp	1d8
Quarterstaff	—	1d6
Ranseur	10 gp	2d4
Rapier	20 gp	1d6
Scimitar	15 gp	1d6
Scythe	18 gp	2d4
Spear	2 gp	1d8

Sword, Bastard	35 gp	1d10
Sword, Short	10 gp	1d6
Sword, 2-Handed	50 gp	2d6
Trident	15 gp	1d8
Voulge	12 gp	1d10
War Hammer	12 gp	1d8

MISSILE/RANGED		
WEAPONS	COST	DMG/RANGE
Arrow (20)	2 gp	—/—
Bolts (10)	1 gp	—/—
Crossbow, Light	35 gp	1d8/80 ft.
Crossbow, Hand	100 gp	1d4/30 ft.
Crossbow, Heavy	50 gp	1d10/120 ft.
Dart	5 sp	1d4/20 ft.
Javelin	1 gp	1d6/30 ft.
Longbow	75 gp	1d8/100 ft.
Longbow, Comp.	100 gp	1d8/110 ft.
Shortbow	30 gp	1d6/60 ft.
Shortbow, Comp.	75 gp	1d6/70 ft.
Sling	—/	1d4/50 ft.

COMMON EQUIPMENT	
ITEM	COST

Armor and Weapon Oil	1 gp
Backpack	2 gp
Barrel	2 gp
Bedroll	1 sp
Blanket	5 sp
Boots Heavy	1 gp
Boots, Soft	4 sp
Case, Map/Scroll	1 gp
Chalk (per piece)	1 cp
Chest, Empty	2 gp
Cloak	5 sp
Clothing	1–10 gp
Crowbar	2 gp
Flask	3 cp
Flint and Steel	1 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol	1–100 gp
Holy Symbol, Silver	10–1000 gp
Holy Water (in glass flask)	30 gp
Ink 1 oz.	8 gp
Lantern, Bullseye	12 gp
Lantern, Hooded	7 gp
Lockpick Set	30 gp
Mirror, Small Steel	10 gp
Oil (1 pint)	1 gp
Pack, Shoulder	2 gp

Parchment (10 pcs)	5 gp
Pole, 10 ft.	2 sp
Pouch, Large	1 gp
Pouch, Small	5 sp
Quill	1 sp
Razor	5 sp
Rope, Hemp (50 ft.)	1 gp
Rope, Silk (50 ft.)	10 gp
Sack, Small	1 sp
Sack, Large	5 sp
Shovel	2 gp
String (50 ft.)	4 sp
Tent	10 gp
Tinderbox	1 sp
Torch	1 cp
Whetstone	1 gp

PROVISIONS	
Item	COST
Ale, Flask	4 cp
Rations (1 day)	5 sp
Rations (1 week)	3 gp
Wine, Common	2 sp
Wine, Fine	10 gp

MOUNTS, LIVESTOCK AND TACK	
Item	COST
Cart	15 gp
Chariot	100 gp
Dog	5 gp
Donkey	8 gp
Feed (per day)	5 cp
Horse, Heavy	200 gp
Horse, Light	75 gp
Mule	25 gp
Pony	30 gp
Riding Equip	36 gp
Wagon	35 gp
Epihippus, Heavy	400 gp
Epihippus, Light	150 gp

MAGIC

In *Harvesters* wizards and clerics cast spells. The method of preparation and the casting of a spell is generally the same for both classes. They must prepare their spells daily for casting. This applies to both arcane and divine magic. However, differences do exist between arcane magic and divine magic, including the details of preparation, casting, and spell acquisition.

TERMINOLOGY

Magic in *Harvesters* is defined by a language of game terms with which Castle keepers and players of spell-casting characters should be familiar.

ARCANE MAGIC: The type of magic learned by wizards.

DIVINE MAGIC: The type of magic granted to clerics & druids by deities.

SPELL: The formula a character uses to harness magic and give it form.

SPELL SLOTS: The number of daily spells for each level that a character can cast as shown by the tables appearing in the character's class description.

BONUS SPELLS: Additional spells that can be cast each day due to high attribute score.

KNOWN SPELLS: The spells in a wizard's spell book or the spells allowed by a cleric's or druid's deity from which a character can select and prepare daily spells.

PREPARED SPELLS: The spells a character has memorized.

SPELL RESISTANCE: A special ability possessed by certain monsters and characters that may negate spells cast against them. (See page 26.)

WIZARDS

Wizards learn arcane formulas to harness magic and create magical effects.

These spells are known as arcane spells, and a wizard inscribes them in his own, individually unique language in a spellbook. A wizard must study their spellbook each day in order to prepare spells for casting. Wizards learn and add new spells through gaining a level, copying from another spellbook, finding scrolls and new spellbooks, or through research. As described in the wizard class, the wizard's level limits the number of spells the wizards can prepare and cast each day. A wizard's high intelligence score might allow the wizard to prepare bonus spells each day as well.

Each day, a wizard memorizes and prepares spells. A wizard must have access to a spellbook to study. Until the wizard prepares spells from a spellbook, the only spells the wizard has available to cast are the ones that the character already had prepared from the previous day or those not yet used. A wizard needs to sleep and rest for eight hours each day before preparing spells. In addition, it takes 15 minutes per spell for a wizard to study a spellbook and memorize the spell for the day. The same spell can be prepared for use more than once each day. Each preparation counts as one spell toward the wizard's daily limit for each spell level.

Once a wizard prepares a spell, it remains in the character's mind until the character triggers it or until the character abandons it. Upon casting, the spell is purged from the character's mind. Certain other events, such as the disruption of a spell during casting, the effects of magic items, or special attacks from monsters can wipe a prepared spell from a character's mind.

CLERICS & DRUIDS

Clerics cast spells through divine dispensation. A cleric's deity allows the cleric access to certain powers in order to express his will upon the in the world. Clerics must pray or meditate to receive their spells and need not study to access them. However, a cleric must follow the precepts of their deity or risk losing access to this awesome power.

Clerics select and prepare spells ahead of time through prayer and meditation at a particular time of day. Some deities set the time or impose other special conditions for granting spells to their clerics. The time required to prepare spells is eight hours of rest followed by 15 minutes of prayer or meditation for each spell. A cleric may pick any spell from the cleric spell lists unless the character's deity imposes a restriction.

Characters who can cast divine spells undertake a certain amount of study of divine magic between adventures. Each time a character receives a new level of divine spells, the character learns new spells from that level automatically. A high wisdom is a boon and allows the cleric to cast extra spells if they have attained the class level required to cast that spell level.

CASTING A SPELL

Most spells take 1 round to cast. A spell that takes 1 round to cast comes into effect during the caster's turn for that round. Spells that take more than 1 round to cast come into effect during the caster's initiative turn on the last round of the casting time for the spell. Many spell durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends.

A character must make all pertinent decisions about a spell (range, target, area, effect, etc.) when the character begins casting. The character must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell.

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. A saving throw against the character's spell has a challenge level equal to the level of the spell caster.

SPELLS

Each spell in the list below follows the same format. The spells are categorized alphabetically by level. Following the spell's name is the effect and the casting details of the spell. A spell with an asterisk (*) next to it means it is reversible for the opposite effect.

SPELL LISTS

CLERIC SPELLS (DIVINE)

0-LEVEL CLERIC SPELLS (Orisons)

1. **CREATE WATER**
Creates 2 gallons/level of pure water.
2. **DETECT CHAOS/ EVIL/ GOOD/ LAW***
Reveals aura of creatures, spells or objects.
3. **DETECT MAGIC**
Detects magical aura and its strength along 50 ft. path.
4. **DETECT POISON**
Detects poison in one creature or small object.
5. **ENDURE ELEMENTS**
Protection from natural elements and weather.
6. **FIRST AID**
Bandages bleeding wound.
7. **LIGHT**
Object shines like a torch.
8. **PURIFY FOOD AND DRINK**
Purifies 1 cu. ft./level of food or water.

1ST-LEVEL CLERIC SPELLS

1. **BLESS***
Allies gain +1 to hit and +1 on saves against fear.
2. **BLESS WATER***
Makes holy or unholy water.
3. **COMMAND**
Subjects obey one-word command for 1 round.
4. **CURE LIGHT WOUNDS***
Cures 1d8 damage.
5. **DETECT SECRET DOORS**
Reveals hidden doors within 60 ft.
6. **REMOVE FEAR***
Protects from fear; grants new save vs fear.
7. **RESIST ELEMENTS**
Grants +2 bonus to saves vs selected element.
8. **SANCTUARY**
Opponents can't attack the caster.
9. **SHIELD OF FAITH**
Aura grants +2 bonus to AC and saves.
10. **SOUND BURST**
A pulse of sound that causes 1d8 damage.

2ND-LEVEL CLERIC SPELLS

1. **AID**
+1 to hit, +1 on saves against fear, 1d8 temporary hit points.
2. **AUGURY**
Learns whether an action will be good or bad.
3. **CONSECRATE***
Makes location holy, turning and harming undead.
4. **DARKNESS***
Creates 20 ft. radius supernatural darkness.
5. **DELAY POISON**
Stops poison from harming subject for 1 hour/level.
6. **DETECT TRAPS**
Reveals traps along a path 50 ft. long.

7. **HOLD PERSON**
Holds one person helpless; 1 round/level.
8. **LESSER RESTORATION**
Dispels attribute damage effects for one attribute.
9. **REMOVE PARALYSIS**
Frees one creature from paralyzing effects or slow spell.
10. **SILENCE**
Negates sound in 15 ft. radius.
11. **SPEAK WITH DEAD**
Corpse answers questions.
12. **SPIRITUAL WEAPON**
Divine weapon attacks on telepathic command.

3RD-LEVEL CLERIC SPELLS

1. **CONTINUAL FLAME**
Makes a permanent, heatless flame.
2. **CREATE FOOD AND WATER***
Feeds three humans (or one horse)/level.
3. **CURE SERIOUS WOUNDS***
Cures 3d8 damage.
4. **DISPEL MAGIC**
Cancels magical spells and effects.
5. **GLYPH OF WARDING**
Inscription harms those who pass it.
6. **LOCATE OBJECT***
Senses direction toward object (specific or type).
7. **PRAYER**
Allies gain +1 on most rolls, and enemies suffer -1.
8. **REMOVE BLINDNESS OR DEAFNESS***
Cures subject.
9. **REMOVE CURSE***
Frees person or object from curses.
10. **REMOVE DISEASE***
Cures all diseases.

DRUID SPELLS (DIVINE)

0-LEVEL DRUID SPELLS (Orisons)

- | | | |
|----|--|----|
| 1. | CREATE WATER
Creates 2 gallons/level of pure water. | 74 |
| 2. | DETECT NEUTRALITY
Reveals creatures, spells, or objects. | 76 |
| 3. | DETECT POISON
Detects poison in one creature or small object. | 76 |
| 4. | ENDURE ELEMENTS
Protection from natural elements and weather. | 79 |
| 5. | FIRST AID
Bandages bleeding wound. | 82 |
| 6. | KNOW DIRECTION
The caster discerns north. | 89 |
| 7. | LIGHT
Object shines like a torch. | 90 |
| 8. | PURIFY FOOD AND DRINK
Purifies 1 cu. ft./level of food or water. | 99 |

1ST-LEVEL DRUID SPELLS

1.	ALARM	64
	Wards an area and alerts caster to intruders.	
2.	ANIMAL FRIENDSHIP	65
	Gain permanent animal companion.	
3.	CALM ANIMALS	70
	Calms animals, beasts, or magical beasts.	
4.	DETECT SNARES AND PITS	76
	Reveals natural or primitive traps.	
5.	ENTANGLE	80
	Plants entangle everyone in 50 ft. circle.	
6.	FAERIE FIRE	80
	Outlining light +1 to hit and cancels concealment.	
7.	GOODBERRY	84
	2d4 berries each cure 1 hit point (max 8 hp/day)	
8.	INVISIBILITY TO ANIMALS	89
	Animals can't perceive warded subject.	
9.	MAGIC STONES	91
	Three stones gain +1 attack, deal 1d6+1 damage.	
10.	OBSCURING MIST	95
	Fog surrounds caster, obscuring all sight.	
11.	PASS WITHOUT TRACE	95
	Subject leaves no tracks or scent.	
12.	SHILLELAGH	104
	Makes club a +1 weapon (1d6+1 damage).	

2ND-LEVEL DRUID SPELLS

1.	ANIMAL MESSENGER	66
	Sends a small animal to a specific place.	
2.	BARKSKIN	68
	Grants +3 AC, or caster looks like tree.	
3.	CHARM PERSON OR ANIMAL	70
	Makes one person or animal the caster's friend.	
4.	CURE LIGHT WOUNDS*	74
	Cures 1d8 damage.	
5.	DELAY POISON	75
	Stops poison from harming subject for 1 hour/level.	
6.	FIRE TRAP	82
	Opened object deals 1d4 + 1/level damage.	
7.	HEAT METAL*	85
	Hot metal damages those who touch it.	
8.	HOLD ANIMAL	86
	Holds one animal helpless for 1 round/level.	
9.	PRODUCE FLAME	98
	Fire in hand deals 1d4+1 damage, touch or thrown.	
10.	SPEAK WITH ANIMALS	105
	The caster can communicate with animals.	
11.	SUMMON SWARM	109
	Insect or vermin attack and disrupt foes.	
12.	WARP WOOD*	115
	Bends and makes wood (weapons, door, etc.) useless.	

3RD-LEVEL DRUID SPELLS

1.	CALL LIGHTNING	70
	Directs lightning bolts (1d10/level) during storms.	
2.	MELD INTO STONE	92
	The caster and the caster's gear merge with stone.	
3.	NEUTRALIZE POISON	94
	Detoxifies venom in or on subject.	
4.	PLANT GROWTH*	96
	Grows vegetation, improves crops.	
5.	PROTECTION FROM ELEMENTS	99
	Absorb 12 points of damage/level from one element.	
6.	PYROTECHNICS	99
	Turns fire into blinding light or choking smoke.	

7.	REMOVE DISEASE*	100
	Cures all diseases.	
8.	SHAPE STONE OR WOOD	104
	Sculpts stone or wood into any form.	
9.	SNARE	105
	Creates and conceals magical trap that binds victims.	
10.	SPEAK WITH PLANTS	105
	The caster can talk to normal plants.	
11.	WALL OF WIND	115
	Deflects arrows, smaller creatures, and gases.	
12.	WATER BREATHING	115
	Subjects can breathe underwater.	

WIZARD SPELLS (ARCANES)

0-LEVEL WIZARD SPELLS (Cantrips)

1.	ARCANES MARK	
	Inscribes a personal rune (visible or invisible).	
2.	DANCING LIGHTS	
	Creates figment torches or other lights.	
3.	DETECT MAGIC	
	Detects magical aura and its strength along 50 ft. path.	
4.	DETECT POISON	
	Detects poison in one creature or small object.	
5.	ENDURE ELEMENTS	
	Protection from natural elements and weather.	
6.	GHOST SOUND	
	Figment sounds.	
7.	LIGHT	
	Object shines like a torch.	
8.	MAGE HAND	
	Five-pound telekinesis.	
9.	MENDING	
	Makes minor repairs on an object.	
10.	MESSAGE	
	Short, whispered communication at a distance.	
11.	OPEN/CLOSE	
	Opens or closes small or light things.	
12.	PRESTIDIGITATION	
	Performs minor tricks or tasks.	

1ST-LEVEL WIZARD SPELLS

1.	BURNING HANDS	
	1d2 + 1/level fire damage.	
2.	CHARM PERSON	
	Makes one person the caster's friend.	
3.	COMPREHEND LANGUAGES	
	Understands spoken and written languages.	
4.	ERASE	
	Mundane or magical writing vanishes.	
5.	FEATHER FALL	
	Objects or creatures fall slowly.	
6.	FLOATING DISK	
	3 ft. diameter horizontal disk that holds 1000 lbs.	
7.	HOLD PORTAL	
	Holds door shut.	
8.	IDENTIFY	
	Determines single feature of magic item.	
9.	JUMP	
	Make astounding leaps 1 min/level.	

10. **MAGIC MISSILE**
Strikes for 1d4+1 damage; +1 missile/two levels.
11. **READ MAGIC**
Read magical writings, scrolls, and spellbooks.
12. **SHIELD**
Invisible disc raises AC and blocks magic missiles.
13. **SHOCKING GRASP**
Electric touch deals 1d8 + 1/level damage.
14. **SLEEP**
Put 2d4 HD of creatures into comatose slumber.
15. **SPIDER CLIMB**
Grants ability to walk on walls and ceilings.
16. **UNSEEN SERVANT**
Creates invisible force that obeys the caster's commands.

2ND-LEVEL WIZARD SPELLS

1. **ACID ARROW**
Make ranged attack to deal 2d4/ two lvls acid damage.
2. **CONTINUAL FLAME**
Makes a permanent, heatless flame.
3. **DARKNESS***
Creates 20 ft. rad. supernatural darkness.
4. **DETECT THOUGHTS***
Allows "listening" to surface thoughts.
5. **FOG CLOUD**
Fog obscures vision.
6. **INVISIBILITY**
Subject is invisible until attacks.
7. **KNOCK***
Magically opens door, item, chest, etc.
8. **LEVITATE**
Subject moves up and down at the caster's direction.
9. **LOCATE OBJECT***
Senses direction toward object (specific or type).
10. **MIRROR IMAGE**
Creates 1d4+1 decoy duplicates of the caster.
11. **PROTECTION FROM ARROWS**
Subject immune to most ranged attacks.
12. **PYROTECHNICS**
Turns fire into blinding light or choking smoke.
13. **ROPE TRICK**
Up to eight creatures hide in extradimensional space.
14. **SCARE**
Panics one creature up to 5 HD.
15. **SEE INVISIBILITY**
Reveals invisible creatures or objects.
16. **WEB**
Area fills with sticky webs, trap creatures in 20 ft. X 20 ft. area.

3RD-LEVEL WIZARD SPELLS

1. **BLINK**
Makes harder to hit and other effects.
2. **CLAIRAUDIENCE/ CLAIRVOYANCE**
Hear or see at a distance for 1 min./level.
3. **DISPEL MAGIC**
Cancels magical spells and effects.
4. **EXPLOSIVE RUNES**
Deals 6d6 damage when read.
5. **FIREBALL**
1d6 damage/level in 40 ft. diameter sphere.

6. **FLY**
Subject flies at speed of 90.
7. **GASEOUS FORM**
Subject becomes insubstantial and can fly slowly.
8. **GUST OF WIND**
Blows away or knocks down smaller creatures.
9. **HASTE***
Doubles move and number of attacks.
10. **HOLD PERSON**
Holds one person helpless; 1 round/level.
11. **INVISIBILITY SPHERE**
Makes everyone within 10 ft. invisible.
12. **LIGHTNING BOLT**
Electricity deals 1d6 damage/ level.
13. **NONDETECTION**
Hides subject from divination, scrying.
14. **STINKING CLOUD**
Nauseating vapors that make helpless & limit sight.
15. **SUGGESTION**
Compels subject to follow stated course of action.
16. **TINY HUT**
Creates shelter for 10 creatures.

THE CASTLE AND ITS KEEP

RULE ONE

The first rule of *Harvesters* is that all rules are servants of the game. This is an important concept to bear in mind and the most important rule in *Harvesters*. The rules are designed to allow for an even playing field. They are a set of guidelines from which everyone can begin playing with one another in a consistent and mutually digestible manner. However, to further the ends of playing the game, the Castle Keeper is encouraged to change, amend, add to, or subtract from the rules as fits the needs of the adventure, the players, or the overall feel of the game.

The rules are your servant not your master!

ATTRIBUTES & THE GAME

Throughout the game, the Castle Keeper and players must resolve whether or not specific actions succeed or fail. These actions might include tracking a band of rats, detecting a trap, swimming a mighty river, or resisting the effects of a giant snake's poison. To resolve these situations and others, a player rolls a d20 and adds the character's level and the attribute modifier of one of the character's six attributes that is being checked against. If the total score equals or exceeds the number representing the difficulty of conflict requiring the check, the character succeeds.

This simple attribute check mechanic for resolving conflicts underlies the whole of the game and is called the SIEGE engine™. The name SIEGE engine™ reflects the attribute check because all conflicts in *Harvesters* involve an attacker and a defender, just as if an army were laying siege to a castle's walls. The SIEGE engine™ mirrors the game's story-based theme of characters seeking to overcome the challenges before them.

Before describing the SIEGE engine attribute check in more detail, it is important to note that only those activities which have a significant chance of failure, as determined by the Castle Keeper, should be resolved by a dice roll. In most cases, narrative development and not chance should guide the game. Judicious use of the attribute check is essential to maintaining the fast flow of action and adventure. There are instances in which the attribute check is required. These include all class ability checks and saving throws, and those other instances where the Castle Keeper deems a check necessary to resolve a conflict.

Once it is decided an attribute check is needed, the Castle Keeper must identify the attribute to be checked against. In most cases, the answer is obvious. In the case of class abilities and saving throws, the appropriate attribute has already been identified. With class abilities, the associated attribute is in the ability's description. For example, when Melth the rogue picks a pocket, a dexterity attribute check must be made to determine success. Saving throws, which are discussed below, list their associated attribute.

Non-specified situations requiring a check are typically easy to resolve as well. The attribute descriptions located at the beginning of the book should aid in deciding which attribute to associate with specific actions. For example, Bjorn attempts to push a statue

over onto the rat war chief Krublet. The statue is exceedingly heavy, even for the great Bjorn. The Castle Keeper might require an attribute check against Bjorn's strength.

Once the associated attribute is chosen, the Castle Keeper must calculate the character's chance of success. The chance of success is determined by a number called the challenge class (CC). The challenge class mirrors armor class in that to succeed, the attribute check result must be greater than or equal to the challenge class.

To determine the challenge class, two simple steps are required. The Castle Keeper must determine the base chance of success (challenge base), and the level of difficulty of the challenge involved (challenge level).

The first step in calculating challenge class is to determine the challenge base (CB). The challenge base is always either a 12 or an 18. Challenge base is dependent on whether or not the attribute being checked against is a character's prime attribute or secondary attribute. If the attribute is prime, the challenge base is 12. If the attribute is secondary, the challenge base is 18. Returning to our example, Bjorn the fighter has a strength prime attribute. Thus, the challenge base for his action would be 12. If Bjorn were a wizard, and strength was a secondary attribute, his challenge base would be 18.

The second step in calculating challenge class is determining the conflict's challenge level (CL). The Castle Keeper has vast discretion in determining challenge level. Although the task sounds difficult, it is actually fairly easy. Challenge level is nothing more than the level of difficulty of the action attempted or the reaction made.

The simplest way to determine challenge level is by referencing the level or hit dice of the non-player character or monster to which the character making the check is acting against or reacting to. In such cases, challenge level is equal to the level or hit dice of the non-player character or monster involved. A monster's challenge level is equal to its hit dice; a spell's challenge level is equal to the level or hit dice of its caster; a trap's challenge level is equal to the level of the person who set it. For instance, if an 8 hit dice creature uses a paralyzing gaze ability on a character, the challenge level would be 8. If a 6th level wizard cast a spell on a character for which a saving throw is allowed, the challenge level would be 6. If a rogue attempts to deactivate a trap set by another 4th level rogue, the challenge level would be 4.

There are more arbitrary situations that require the Castle Keeper to create an adequate challenge level. If a character is attempting a task such as making an extraordinary jump or swinging on a rope to grab an object, the Castle Keeper needs to assign a difficulty to the task. A good way to assign such a challenge level is to think of the task's difficulty as if it were a monster, and then assign a challenge level equal to the hit dice of the monster imagined. In this way, a level or hit dice can be assigned tasks such as swimming a river, knocking down a door, jumping a pit, or catching a falling object. For example, a character might wish to jump over a 6-foot-wide pit. Assuming the character is unarmored and has room to run and jump, this is a fairly easy task that is perhaps equivalent to

the degree of difficulty involved in a 1st level fighter combating a 1 HD monster. Thus, the Castle Keeper assigns a challenge level of 1. However, if the character is heavily weighted down, leaping across the space could be deemed a 2 or higher.

As a rule of thumb, a challenge level of 1 to 5 is adequate for easy tasks. For difficult tasks, a challenge level of 6 to 10 works well. For very difficult tasks, a challenge level of 11 to 15 suffices. Heroic actions require a challenge level of 15 to 20 or even higher. When in doubt, err on the low side since it never hurts a game to have a character succeed in something difficult.

After the challenge base and challenge level are determined, the Castle Keeper adds them together. The sum is the challenge class for the attribute check. The score is the number which the player must beat on the check.

In short, the process of the attribute check involves the player rolling a d20 and adding the character's level and the appropriate attribute modifier. That total number must be equal to or greater than the challenge class, as determined by the Castle Keeper.

Before concluding, it is recommended that the Castle Keeper keep the challenge class secret. By keeping it secret, anticipation and the unknown thrill of success or failure is maintained in the game. Simply telling the player that the attribute check is made against a prime attribute or secondary attribute conveys an idea of the base chance of success, and allows the player to make the attribute check roll. The player would then convey the total result to the Castle Keeper without knowing what score is needed to succeed. The Castle Keeper then narratively describes success or failure.

SAVING THROWS

A saving throw is simply an attribute check made by a player for the character to avoid damage or other unwanted alteration or harm caused by a creature, situation, or effect during game play whether the gaze of a basilisk, the breath of a dragon, a spell or even a trap. A player makes a saving throw in the same manner an attribute check is conducted. The following are the most common types of saving throws in *Harvesters*. They are dealt with individually as each is unique and needs explanation. The Castle Keeper should also be able to better extrapolate from the following how to associate attributes and actions.

TYPES OF SAVING THROWS

There are six different kinds of saving throws. They correspond to the six attributes: strength, intelligence, wisdom, dexterity, constitution, and charisma. Any effect that causes a saving throw is associated with an attribute. The situations and effects that trigger a saving throw generally fall into one of the following categories. This list is not definitive.

SAVE TYPE	CATEGORIES
STRENGTH	Paralysis, Constriction
INTELLIGENCE	Arcane Magic, Illusions
WISDOM	Divine Magic, Confusion, Gaze Attack, Polymorph/Petrification
DEXTERITY	Breath Weapon, Traps
CONSTITUTION	Disease, Energy Drain, Poison
CHARISMA	Death Attack, Charm, Fear
VARIABLE	Spells (see spell descriptions)

SPELL RESISTANCE

SPELL RESISTANCE (SR) is a special defensive ability. A defender's spell resistance is like an armor class against magical attacks. If a spell is being resisted by a defender with spell resistance, the caster of the spell must make a check (1d20) at least equal to or greater than the creature's SR for the spell to effect that creature.

Spell resistance applies even if a given spell also allows a creature a saving throw. The effects of SR, if any, are applied first, and then the creature may also make a Save. In most cases, SR applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place, such as a wall of iron.

TURNING UNDEAD

The cleric has the ability to turn undead, allowing the cleric to cause undead creatures such as skeletons, ghosts, ghouls, and even vampires to turn away from the cleric and possibly flee or cower in fear. Turn undead is a special attack.

To turn undead, the cleric must have a holy symbol device and show it to the undead creature. Turn undead is a wisdom attribute check for the cleric. The challenge level for the turning is the monster's hit dice. So, a cleric rolls a d20, adds his level and wisdom bonus. This must be greater than 12 plus the hit dice of the creature being turned to be successful. The number of undead turned is 1d12 plus the cleric's charisma score modifier.

GAINING LEVELS

Characters gain levels as they adventure. Gaining levels equates to becoming better and more experienced at one's chosen profession. To gain a level, the character must accumulate enough experience points to meet the next level's experience point progression (EPPs). The EPPs for each class are located in the appropriate class description and are gained by successfully completing an adventure, killing foes, successfully performing actions, collecting treasure or possibly as rewards for good role playing.

Experience points are awarded by the Castle Keeper to the players either on an individual basis or collectively. The experience points awarded are for monsters killed or overcome, treasure acquired, good role playing, and successful adventuring.

Monster experience points are located in the Critter Appendix. Experience points awards for treasure acquired is equal to the gold piece value of all the treasure picked up in the course of adventuring. Any experience points awarded by the CK for role playing, problem

solving or any other reason the CK desires are set by the Castle Keeper. For more information refer to the *C&C Players Handbook*.

COMBAT

INTRODUCTION

Managing combat is often a challenging affair as the Castle Keeper must not only know all the rules but, to maintain a sense excitement through description and action, the Castle Keeper must know how to apply the rules fluidly as part of the role playing experience.

To facilitate this, the rules for combat have been kept as simple as possible with much maneuver room left for Castle Keeper caveat to enable a narrative development that is equally as important to the game as the rules.

OUTLINE OF A COMBAT ROUND

Combat occurs in rounds. Each participant acts in an order established by the roll of a die (d10), called initiative. Characters take an action like moving, attacking and opponent, quaffing a potion, or casting a spell. When a character swings or engages in melee, the player rolls a die (d20) to hit the opponent. If the resulting number is greater than the armor class of the character's opponent, a hit is scored. If the hit is successful, damage is determined. If a character casts a spell, the effects occur immediately unless noted otherwise in the spell description. Creatures follow the same procedure, only the Castle Keeper manages those actions.

SAMPLE COMBAT ROUND

With a furious scream and battle axe in hand, Angthar, a fighter, leaps off a narrow ledge into a troop of rats scouting near his village. He lands amidst them, reigning blows left and right as they scratch and claw to get away from Angthar's deadly blade.

The Castle Keeper and the player both roll to determine if the rats are surprised by Angthar's sudden attack. A d10 is used to determine who goes first in the combat round. The Castle Keeper rolls a 4 for the rats and the player rolls a 7 for Angthar. Angthar, a 5th level fighter, gets to swing first. The player rolls a d20 and adds Angthar's strength bonus (strength 14, +1 attack bonus) and bonus to hit (+4) to the roll. The player rolls a 12, then adds a +1 and +4 for a total of 17. The rats are only wearing leather armor so have an armor class of 12. Angthar hits a rat with his battle axe. The battle axe does 2-8 (2d4) damage. The player rolls the 2d4 and adds +1 to the roll (Angthar's strength bonus) for a total of 6 points of damage. The rat only has 4 hit points so dies with one swing of the battle axe.

Angthar lands a devastating blow upon one rat, cleaving it down before it could even pull out its sword to defend himself. But the fox captain screams a war cry and charges into the fray while his warriors attack the lone badger in their midst. It is the rats turn to swing for an attack. Angthar is surrounded and the rats get six attacks. Luckily, Angthar is wearing magical chainmail taken from a giant's treasure horde some years ago.

COMBAT TERMS

The following is a list of common terms used for combat rules.

ATTACK ROLL: This is a d20. When making a melee attack, a d20 is rolled, with modifiers added and subtracted to determine if an attack is successful.

BONUS TO HIT: This is a feature distinct to each class (see class tables) and is added to the attack roll.

CLOSING: This is the determination of who sees whom and how they act in order to move into contact with one another.

COMBAT ROUND: This is the amount of time it takes for all those involved in the round to take an action or move.

DAMAGE: If an attack is successful, damage is delivered. The amount depends on the weapon or item being used.

ARMOR CLASS: All monsters or player characters attacked have an armor class. In large part, this is dependent on the type of armor being worn but in some cases, armor is natural and just an abstraction for how difficult it is to strike and damage an object or creature. Armor class normally ranges from 10 to 20, but can extend even higher.

HIT POINTS: This is the amount of damage a character, creature, or object can take before being killed or broken.

INITIATIVE: This is a roll used to determine the order of action in a combat round. Initiative is determined by the roll of a d10.

RANGED COMBAT: Melee with ranged weapons, that is, weapons that are thrown or propelled and can strike at a distance of greater than ten feet.

COMBAT ROUND

The combat round is 10 seconds long during which all the characters and monsters get a chance to act. Generally, only one action is allowed.

SURPRISE

Surprise is a situation in which one party catches another party unawares and unprepared for combat. Before any other action takes place, surprise must be determined. For this to happen, both parties must be unaware of the other or one or the other must be attacked so suddenly as to be unable to have had time to prepare for actions. In many instances, the Castle Keeper must make decisions as to whether surprise is actually possible. In those instances in which surprise is possible, there is always a chance something could go awry and the surprise does not occur, so a determination must be made. There are two types of surprise. One is that in which an ambush occurs and the other is an accidental encounter. In both cases, if the surprise is successful, the surprising party is allowed one free round of activity. This is followed by normal combat rounds.

ACCIDENTAL ENCOUNTER: This occurs if both parties are unaware of one another and suddenly come upon each other. One or both parties can be in motion. In this case, each side makes a

dexterity check. If it is successful, they have surprised the other party. It is possible that both parties can be surprised, in which case, surprise is negated and the round proceeds as normal. If one party succeeds in the dexterity check while the other fails, the failing party is surprised. This allows the surprising party one full free round of action while the surprised party is not allowed to act. If both fail the dexterity check, no surprise occurs and the round proceeds as normal. To make a dexterity check for accidental surprise, the character or monster with the greatest chance for success makes the check.

AMBUSH: The other type of surprise occurs when one party lies in wait for another. In this case, the surprising party must have prepared an ambush and be well hidden. It is up to the Castle Keeper to decide if this is even possible or if the characters or monsters have the capacity to manage such an action. To determine if the ambush is successful, the ambushing party makes a wisdom check and so does the ambushed party. If the ambushing party is successful and the ambushed party is not, the ambushing party is allowed one free round of action. If both are successful, then a determination of surprise is made. In this case, the ambushed party has no chance of surprising the ambushers though, but only prevents a surprise. If both fail, the round proceeds as normal. As with accidental surprise, the character or monster with the highest chance for success rolls the check.

INITIATIVE

The order of action in a combat round is determined by an initiative roll. Each combatant or party rolls a d10. Those with the highest number go first and actions descend from there.

For those with weapons of greater than 10 foot length facing those with weapons of less than 6 foot length and when a large creature is fighting a medium size or smaller creature, in the first round only, they are allowed to swing at opponents first if they approach within 10 feet regardless of initiative and if they have not already taken an action that round. This counts as an action for that round.

COMBAT ACTIONS

In a combat round, the players and their opponents are able to take many actions, including drawing weapons, attacking, moving, casting spells, turning undead, firing missile weapons, and quaffing potions to name just a few. The actions available in a single round are listed below. The list is not exhaustive and it is up to the Castle Keeper to adjudicate as to how long many actions take place and whether or not they can occur in a single round. Following the list is a more detailed explanation of those actions.

ATTACK	CAST SPELL
USE CLASS ABILITY	USE ITEM
CHARGE	FULL MOVE

FULL MOVE: If no other action is taken, a character or creature can move up to their full movement. This includes jogging (2x normal move rate) and running (4x normal move rate).

ATTACK: This is melee. The attacker is allowed to attack for full effect, including ranged attacks. This can be accompanied by a short move. This is covered under in greater detail under melee below.

CAST SPELL: A character is allowed to cast one spell. Several spells require two or more rounds to cast, in which case the character must wait until the following round for the affects of the spell to take place. This action can be accompanied by a short move only. This move is not in addition to normal movement.

USE CLASS ABILITY: The character or monster is allowed to use any class ability that they have. Most class abilities take only one round to accomplish. Those that do not are described as such in the appropriate class ability. This action can be accompanied by a short move only. This move is not in addition to normal movement.

USE ITEM: An item that is carried and is readily available can be used. This includes drinking potions, using wands, casting a spell from a scroll, activating magical abilities of magical artifacts, use of equipment, lighting a torch/lantern, casting grappling hook etc. This action can be accompanied by a short move only. This move is not in addition to normal movement.

MOVEMENT IN THE COMBAT ROUND

Once initiative or surprise is determined, those who can act are allowed to move. Movement rates are listed in the racial descriptions. These movement rates indicate the distance a character or monster can move in a round. For characters or monsters that are carrying a lot of gear, movement can be reduced at the Castle Keeper's discretion. Movement is listed in feet.

NORMAL MOVEMENT: This is the movement listed in the racial and monster description section. In a single round, a character or monster can move their full movement but not attack or take a full round action, though they can draw weapons and do other simple actions.

JOG: In this case movement is doubled. The character is considered to be moving fast. As with normal movement, the character can take a half movement at the jog rate and attack but take no other full round action.

RUN: In this case movement is quadrupled. The character is considered to be moving very fast. As with normal movement, the character can take a half movement at the run rate and attack but take no other full round action.

CHARGING: To charge, a character must either jog or run in a straight line in the direction of the enemy. They must expend at least one half their run or jog movement points.

A successful charge has two effects: a bonus to damage if a successful hit is scored and a penalty to armor class for the one charging. In a charge, a successful hit gives a +2 to damage but a -4 to armor class for the remainder of the round. If the charge takes place such that an opponent has an opportunity to swing due to length of weapon, the opponent gets to swing with the armor class adjustment for the charger. If a successful hit is made, the charge attack is negated, though the movement and normal attack is still allowed.

MELEE

Melee occurs after characters have closed for combat and one or both swings to hit an opponent for damage. Melee consists of several steps. It is important to note that the to hit roll does not necessarily represent one swing, rather, it represents several swings either one of which may deal a damaging blow or a series of small blows that cause damage.

First, the character swinging rolls a d20 to hit. To this result, minimally, the class' bonus to hit is added. If applicable, many variables are added to the die roll. These include but are not limited to: strength bonus, magical weapon bonus, racial modifiers, class ability modifiers, back attack modifiers, spell effect modifiers, combat to hit modifiers, and situational modifiers. All of these are covered in their appropriate section of the rules except situational modifiers and combat to hit modifiers which are covered below.

Situational modifiers are those the Castle Keeper deems appropriate for the situation. These are often in those situations which are impossible to make rule for and the Castle Keeper must use reason to determine what modifier is applied. For example, should a character be swinging across a room on a rope, holding a sword in one hand and decide to take a swing at someone he is passing over, the Castle Keeper must decide the appropriate modifier to hit.

In general, situational to hit modifiers can be broken down into three categories: hard, difficult, and heroic. For tasks that are hard, up to a -5 can be subtracted from the die roll and for those that are difficult, up to a -10 is subtracted from the die roll. For heroic actions up to a -20 can be added, but modifiers in that range should be exceedingly rare if ever even used. The instance above is ridiculous but happens in the movies all the time, so will probably happen in a game at one time or another. An applicable modifier would be between -4 and -8.

After adding or subtracting all modifiers from the to hit roll, if the resulting number is equal to or higher than the opponent's armor class rating, a hit is scored and damage applied.

ARMOR CLASS

Armor class is the defensive capacity of the opponent. It takes into account an active defense (aware of the combatant), armor worn and a general ability to withstand attacks. It does not represent armor alone. It can also include the toughness of hide or a natural ability to avoid being hit-like a fly. Armor class is primarily determined by the armor worn, though as this offers the most immediate protection.

Armor class starts at 10 and goes up as high as modifiers allow. The following is a list of the armors and the modifier applied to arrive at an armor class.

ARMOR TYPE AND AC

Armor	AC
Clothing, none	+0
Padded, Cloth	+1
Leather Cuir Bouille (boiled leather)	+2
Studded Leather, Hide, Ring Mail	+3
Chain Shirt, Scale Mail	+4
Chainmail, Breastplate	+5
Splint Mail, Banded Mail	+6
Platemail (pieces of plate and chainmail)	+7
Full Plate (solid metal suit)	+8
Shield	+1

Apply a character's dexterity modifier to the character's armor class any time that character can physically react to an attack. Characters lose their dexterity modifier when they are surprised, unaware of an attacker, or when they are restrained or otherwise rendered immobile. Dexterity never applies to missile attacks.

Other modifiers can apply to armor class at the Castle Keeper's discretion depending upon the nature of the combat and the situation the combatant and their opponents are in. Also, many spells and magic items can be used to enhance armor class.

Shields are a special case. The +1 modifier is used for all shields but, small shield only offer the bonus against one opponent, medium shields against two opponents, and large shields against three opponenets.

RANGED COMBAT

Ranged combat is much like melee combat except it occurs with ranged weapons. The differences are that for all ranged weapons, the to hit modifier is not the strength bonus but the dexterity bonus. Magical bonuses apply as well as any situational modifiers deemed necessary. There are no backstab or back attack bonuses for ranged weapons.

There are two type of ranged weapons, hand thrown or thrust and mechanically driven. Hand thrown weapons are those whose momentum and distance cast are dependent upon a character's strength. These include javelins, daggers, and spears. Mechanically driven weapons are those whose momentum and thrust are dependent on the mechanism which propels them forward such as crossbows and bows. When a successful hit is scored with a thrown weapon, the strength bonus is added to damage. Mechanical devices do not receive this bonus.

COVER

COVER: A character who takes cover gains a bonus to AC, as follows:

¼ COVER	+2 AC
½ COVER	+4 AC
¾ COVER	+6 AC
FULL COVER	+10 AC

Ranged weapons also have range increments listed in the weapons chart. There is close, medium, and far ranges. Modifiers to hit apply to each range increment. If the target is in the medium range, a -2 to hit applies, and if at long range, a -4 to hit applies.

DAMAGE

Hit Points represent the amount of damage, physical and mental, a character or monster can take before passing out or dying. Hit points are reduced by weapons damage, magical spells, and poisons, among other things.

If a hit is successful, damage is assessed and hit points are reduced. Damage delivered from a blow by a weapon depends on the weapon being used. The weapons chart in the equipment section has all the pertinent information regarding damage by weapon type. Damage is applied immediately and the results are immediate. If a character or monster dies as a result of the damage inflicted, it gets no opportunity to swing, cast spells, or anything else.

COMBAT MANEUVERS

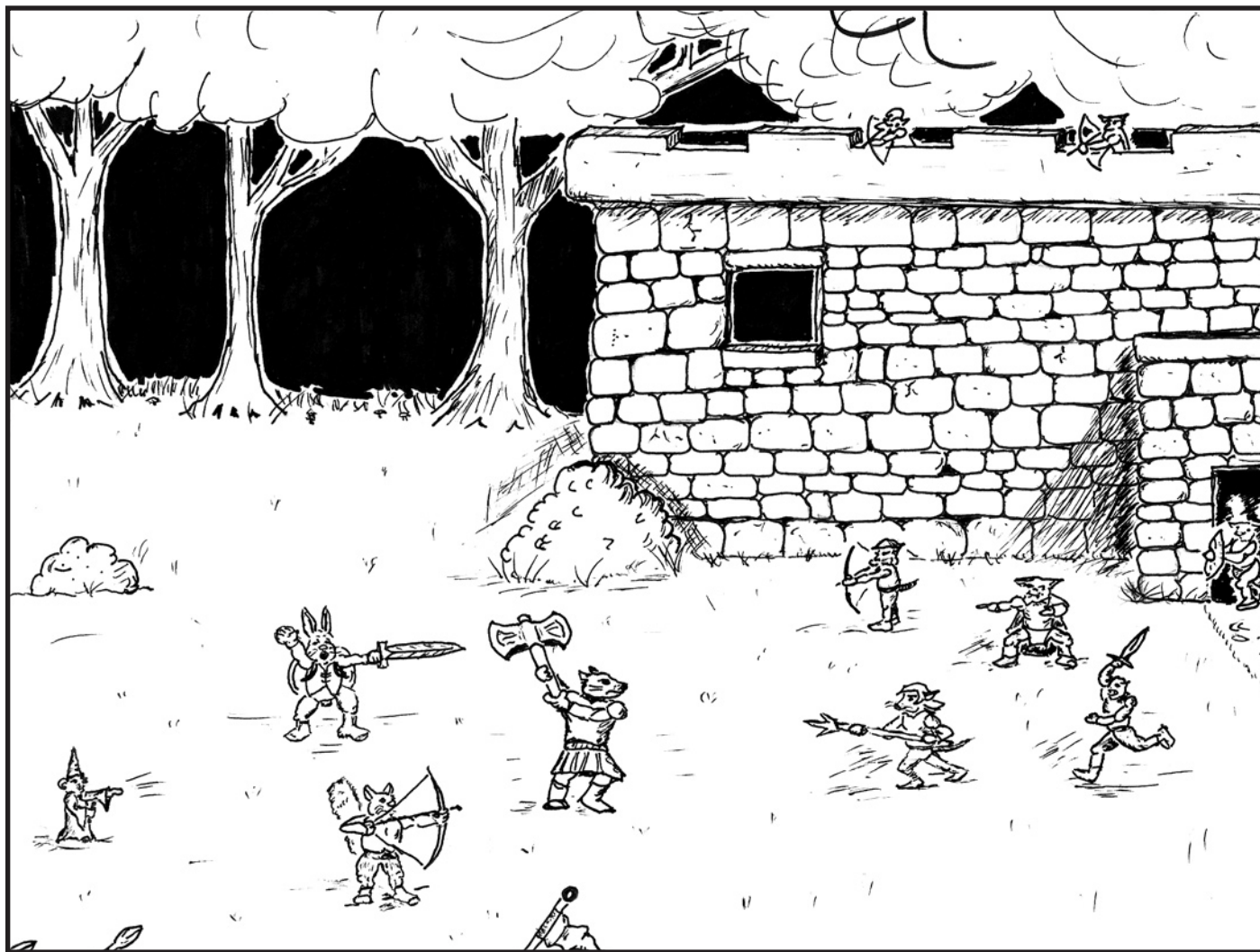
Players try all manner of inventive actions during combat. It is impossible to enumerate and describe all the possibilities and it is unproductive to try and do so. However, some of the more common combat maneuvers and their effects are listed below.

DODGE: A character can dodge up to three attacks in a round by sacrificing their own attack. They gain a +2 to their armor class.

DISENGAGING FROM COMBAT: The character is allowed to take a half move with no attack and normal armor class. The attacker can follow. If the character chooses to take a full move, no attack is allowed and the combatant receives an extra attack at +2.

DISARM: A fighter, rogue, or cleric can disarm an opponent. The character must successfully hit an armor class equivalent to the HD or level of the opponent +18 to successfully disarm him (example, a fighter would need 23 to disarm a 5 hit dice creature). The opponent receives a dexterity bonus, if applicable, to his rating.

REAR ATTACK: Attacking a defender from behind gives the attacker a +1 bonus to hit. The thief does not get to add this to his back attack bonus.



WHEAT HOLLOW

INTRODUCTION

Welcome to Wheat Hollow! Herein, you will find a magical world where badgers, rabbits, squirrels, otters, and even mice can be a heroic warrior or a magic-wielding, wizard. You can roam the countryside looking ferocious monsters or searching for long-lost treasure and magic, go on a quest to save a kidnapped princess, or rid the world of a nasty dragon. Anything is possible! Let your imagination run free and enjoy the unexpected twists and turns. The adventures are boundless! It's up to you to go forth and find what is around the next bend. Be courageous, be fearless! Your band of hearty adventurers may depend on it!

ADVENTURE SUMMARY

Lord Monax, Badger Lord of Wheat Hollow, has called an emergency meeting. Farmer Thistledown's group of *Harvesters* didn't return home last night from yesterday's work.

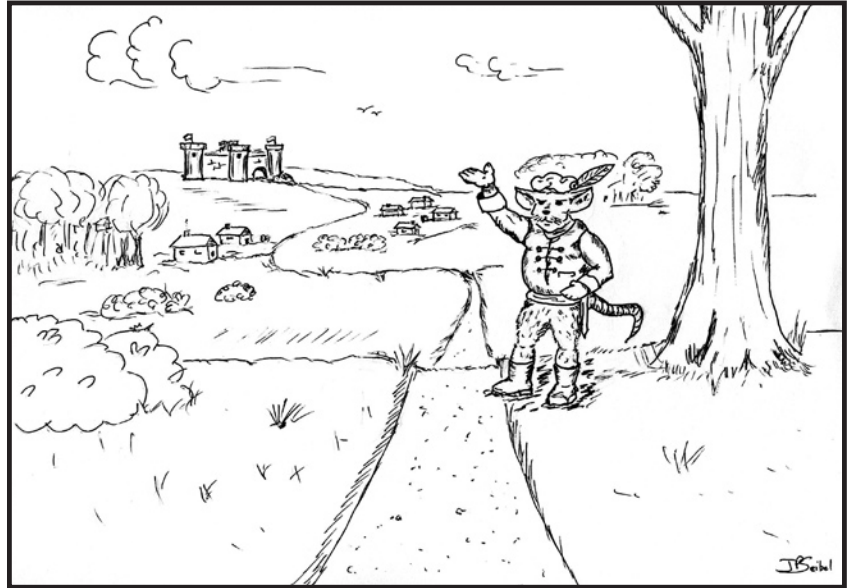
To lose one animal is one thing, to lose 10 animals is quite another. And with winter coming on, the food that is harvested is of the utmost importance to the village's survival. So, Lord Monax has called together this group of stout adventurers to head to Farmer Thistledown's farm to find out what has happened. The adventure begins with the group along with Lord Monax's son, Sir Telman, and the town sheriff, a squirrel named Constable Charlotte, in the Lord's private chambers at the castle seated around a large oval table to discuss this very thing. Lord Monax has some concerns about the possibility of a ghost being the source of the problems. There had been some reports as of late about a ghost being seen near the Thistledown farm, but he had previously shrugged it off as superstition.

Now he's not so sure. Could there be some other creature prowling the countryside? All he knows is that something needs to be done quickly or the village could be in serious trouble!

BACKGROUND STORY

Winter has come early to the Unforgiving Mountains. It has put many an animal in a tough situation – struggle to find food and a safe place to live in a harsh environment or head to the south to a warmer climate and an easier life. For many, it was an easy decision – head south. Unfortunately, not all the animals that decided to head south were of a good disposition. Harvoc the Ferocious and his band of rats, weasels, and fishers have also decided to head south. They did not head south to fit in. They are there to take over the area as their new home and kingdom.

Harvoc is a mean and downright nasty wolverine. He only cares for himself and will quickly eliminate any who get in his way, for getting in his way is to face certain death. Even the larger and seemingly tougher animals have learned to steer clear of him.



His journey from the northland has been long and hard. His band is tired, hungry, and in a very bad mood. As they travelled south, they accidentally stumbled upon the old mansion of Sir Ignasious the Bold (a badger lord of great renown, now long forgotten) that is located in the Spider Woods. After capturing some of Farmer Thistledown's field helpers, he has discovered the existence of Castle Reighmoor and the village of Wheat hollow. He has set his sights upon the castle and the surrounding village—a perfect place to start his new kingdom. He likes the mansion, but is not at all pleased with having to deal with all the spiders that inhabit the woods. He's lost a couple of his rats already and is quite ready to move on to bigger and better things. He is currently using the old mansion as his home base of operations.

Wheat Hollow and its denizens are all that prevent Harvac from taking over most of the northern region. If Wheat Hollow falls, then too will Thorneberry. It is up to the party, consisting of members of the Wheat Hollow community, to stop Harvoc and his evil band. If they fail, the northern region and all its inhabitants will be living a life of pain and anguish.

RANDOM ENCOUNTERS

The chart below details encounters that occur in the area surrounding Farmer Thistledown's farm. Roll a 1d10, a roll of 1 indicates an encounter. Then roll a d6 to see what the encounter is.

- 1) Hornet Attack
- 2) Blackbird Brigade
- 3) Hawk Attack!
- 4) Giant Beetle
- 5) Bandits
- 6) Giant Centipedes

ENCOUNTERS

- 1) **Hornet Attack** – the party is set upon by a group of hornets (# – 1d8) that are out looking for food. They will fly off after at least half of the swarm is killed.

HORNETS (HD 1/4, HP 2 AC 13, # of attacks – 2 (bite 1d3, sting 1d4, PA –physical).

- 2) **Blackbird Brigade** – Corporal Redwing and his troupe of blackbirds (27 birds) are more of nuisance than anything else. Their main goal is to bother the party for food or generally irritate them. If not given any food, they raise such a racket that it might attract some unwanted attention. Roll a d6. A roll of 1 initiates another encounter; roll again on the chart.

#3 – “Hawk Attack!” If nothing happens, they will tire and fly off into the wild blue yonder.

If the hawk attack occurs, the blackbirds will join in with the party to try and drive off the hawks. The blackbirds have a great dislike for the hawks.

CORPORAL REDWING (HD 1, HP 6, AC 13, # of attacks – 2 (bite 1d3, scratch/claw 1d4), PA – physical)

BLACK BIRDS (HD 1/2, HP 3, AC 12, # of attacks – 2 (bite 1d3, scratch/claw 1d4), PA physical).

- 3) **Hawk Attack!** – A giant red-tailed hawk spies the party as they are traversing across the open ground and swoops down to attack! It is hungry, but not foolish. If it finds itself overmatched and wounded, it will fly off to find easier prey.

RED-TAILED HAWK (HD 4, HP 24, AC 15, # of attacks – 2 (bite 1d6, talons 1d6), PA physical). If the hawk hits with a 20, its target must roll a dexterity check. If he/she fails, the hawk has them within its grasp and, if small in size (i.e. mouse), will take off into the air to finish off the poor creature elsewhere (to be determined by the CK).

- 4) **Giant Ox Beetle** – Yet, another creature looking for something to eat. A shiny large black beetle with three large horns coming of its head (two to the sides, one in the front) comes crashing through the brush trying to knock a member of group to the ground and trample them. If the beetle hits with a 19 or 20, the player character will have to make a dexterity check to avoid being trampled. Failure means an extra 1d8 of damage. Due to its limited intelligence, it will fight to the death.

GIANT OX BEETLE (HD 3, HP 17, AC 18 (hard shell armor), # of attacks– 1 (horn 1d6 + possible trample 1d8), PA – physical.)

- 5) **Bandits** – Fagan Fox and his band of raccoon bandits are out for nothing but stealing and trouble. He and his band of no-goods will try to threaten and coerce money and any other goods it can from the group. They will draw weapons only as a last resort. They are not born fighters and would rather try and get

“things” the easy way. If the party stands up and fights, they bandits will break and run. If the party is able to capture Fagan and his group, Constable Charlotte will be very pleased. She will award the group with 10gp for each bandit captured (20gp for Fagan). She has been trying to track him down for some time now and would dearly like to see Fagan behind bars for awhile.

FAGAN FOX (1st level thief, HP 6, AC 12 (leather coat), # of attacks – 1 (short sword 1d6), Stats – Strength 11, Intelligence 13*, Wisdom 12, Dexterity 14*, Constitution 11, Charisma 15*).

BANDITS (0 level, HP 3 (x3), 2 (x3), AC 11 (leather coat), # of attacks – 1 (clubs 1d6), PA – physical.)

- 6) **GIANT CENTIPEDES** – The party comes across the remains of some unrecognizable creature. Feeding upon the creature is a group of giant centipedes (6 total). If the party leaves them be, they will not attack the group. However, if they are disturbed, they will turn and attack the group.

GIANT CENTIPEDES (HD 1/4, HP 2 (x3), 1 (x3), AC 11, # of attacks – 1 (bite – nil + poison 1d3, save vs. poison), PA – physical.)



VILLAGE OF WHEAT HOLLOW

(Reference Wheat Holl Area Map)

Wheat Hollow is a small village that sits on the northern fringes of “civilization” - only Thorneberry (another small village community) is more northern. It is a self-sufficient community that depends on agriculture and some minor trading to survive from season to season. It also has artisans and craftsman for the more mundane items of use (i.e. -potter, blacksmith, etc.). They rarely trade with other communities. If they do, it's for items that they normally can't manufacture themselves or to restock items at the small durable goods store.

The village is located on cliff overlooking a large lake called Lake Lotor located to the east. The closest community is Thorneberry which is located approximately seven miles to the north. The northern border is the Unforgiving Mountains-a very cold and dangerous place to be adventuring in. Only those seeking a quick death would be foolish enough to venture up there, or so the villagers often say. The region is located in a transition zone-more arboreal to the north, temperate to the south. So, it is not uncommon to find pine trees, aspen, and poplar to the north that eventually mix with other trees, such as maples, oaks, and hickories.

The community is comprised of many different animals: mice, squirrels, rabbits, moles, woodchucks, etc. Mice and squirrels are the most prevalent animals found in the village, followed by rabbits, otters, and badgers. From time to time, other animal species can be found either travelling through or living in the village for a short time. These animals are often relied upon for news from the outlying areas or from further south. So, seeing a gopher or a chipmunk, or even a shrew is possible, too. The population fluctuates between 250-300 animals.

The following buildings and beings are just some of the more prominent creatures that inhabit the village of Wheat Hollow. The CK should feel free to add or subtract these NPCs as needed.

A. S. WALNUT WOOD & B. N. WALNUT WOODS)

(WHEAT HOLLOW AREA MAP)

These two small woods contain the main population of squirrels. The woods consist of oaks, maples, and elm trees. And being the fall season, the leaves brighten the woods with colors of red, yellow, and orange. The squirrels live in a small house nestled in the branches or in a nest made of leaves. Which one they pick is purely by personal preference.

All of the residences are one room houses with a small stove, kitchen area, and sleeping quarters. Squirrels that live in the leaf-style nests will forage for food on the ground and in the trees, and only using the nest for sleeping purposes. If the squirrels want something larger, they will build it on the ground.

Currently, there are nine residences (6 houses, 3 leaf nests) in Woods A and five (all houses) in Woods B. If a squirrel cares to have company, they will typically will drop down a rope ladder for the visitor to climb up. Otherwise, it is very difficult to get up to their houses unless the creature has some kind of climbing ability.

C. CASTLE REIGHMOOR

Castle Reighmoor is the highest point of the village and sits nearest the cliffs overlooking the lake to the east. It can be seen from just about everywhere within a five mile radius. The castle is surrounded by a 20' stone wall and has a tower in each corner (northwest, southwest, northeast, southeast). The main gate has an arched double door made of solid oak (approximately 10' x 10') and is typically open during the daylight hours. Two guards are posted at the main gate 24 hours a day. Another guard is constantly walking the walls. There are 12 guards that reside in the castle and their sole duty is to protect Lord Monax.

The castle consists of two main floors (upper and lower) and a large area of underground caverns which are only used in case of emergencies (protection for the inhabitants of Wheat Hollow and the surrounding area). The lower caverns can easily contain the inhabitants of the village, with plenty of food to keep them for a couple of months. There is a secret passage that leads downward to a underground mooring area that is used to transport villagers by boat to the islands that are approximately one mile off the coast. Again, this is only done in cases of emergency. The villagers have not had to be evacuated in many, many seasons. In fact, the last time it had to be done was long before Lord Monax was born. The otters, whose fishing cottages are just down the way to the south, are responsible for transporting the villagers and are on constant alert for trouble, either from land or from the water.

Lord Monax holds court every Thursday morning at nine o'clock to hear of any grievances and to hand out any punishments as needed. Although most everyone in the village is of a good nature and very few problems exist, trouble does pop up from time to time. When not presiding over village matters, the Lord can be found either in his den reading over messages from other areas or studying books from his personal library.

LORD MONAX (A 6th Lvl badger fighter, HP 62, AC 20 (+2 plate mail & med. shield), weapon (+2 long sword), Stats – Strength 17*, Intelligence 14, Wisdom 15, Dexterity 12*, Constitution 15*, Charisma 16; AL – good).

Lord Monax is a badger of great size and strength, but it is not because of this that the creatures of Wheat Hollow follow and trust him. He is a strict, but fair, creature and always consistent with his rulings and his treatment of everyone. He's not quite the svelt creature that he once was, having gained some weight as the seasons have passed. He often wears a scowl on his face, but this is just a front. Most of the villagers can tell when he is bluffing and when he is serious. His crest is a badger head in the center with an acorn to the east, north, and west of it, and a crossed hammer and sword below it.

He is deeply troubled by the disappearance of the farm workhands and will do whatever he can to quickly remedy the situation. For this reason he has sent his son, Sir Telman, along with the Constable, and the rest of the party to find out what has happened. He can offer the following items to assist the party: one potion of **healing honey** for each member of the party, 1 scroll of two clerical spells (1^s *cure light wounds* (x2)), and a scroll of two wizard spells (1st *sleep*, *magic missile*).

SIR TELMAN (3rd Lvl badger fighter, HP 28, AC 18, (+2 chain & med. shield), weapon (+1 heavy mace), Stats – Strength 16*, Intelligence 13*, Wisdom 14, Dexterity 14*, Constitution 15, Charisma 11); AL – good).

Sir Telman is a younger carbon copy of his father, only slightly smaller and less intimidating, and he is more prone to laugh at something silly or humorous. He is more than eager to show his mettle and prove himself. His life here at the castle has been rather bland and uneventful. His early life experiences where due to his staying with his aunt and uncle to the south shortly after his mother passed away, when he was just a wee badger. He's not sure what happened to his mother and his father; Lord Monax does not speak of it.

He is in charge of the guard staff at the castle.

GUARDS (1st level fighters, HP 6, AC 15 (chain mail), weapon – short sword and dagger; PA – physical). The guard consists of 12 animals (6 squirrels, 4 rabbits, and 2 mice). They are of average ability.)

D. OTTER FISHING QUARTERS

The small group of huts at the bottom of the hillside near the lakeshore belong to the otters. They are led by Billings Loudchanter, a rather gruff character for being an otter. Most otters are rather lighthearted and playful, he is not-a rough life making a living on the lake has taught him some tough lessons. That is not to say that he doesn't have a kind heart-it just takes time to get to know him to find it. He doesn't open up easily to outsiders. He can often be heard singing sailing songs when working out on the lake-hence, his last name-Loudchanter.

The otter community consists of six huts, each the home of a family of otters. There are 27 otters in all. Their main duty is to provide the village with food from the lake: fish, clams, and the like. They are up early in the morning and out on the lake in their boats just as the sun rises. They have eight longboats in all. Their boats are docked at the small pier located on the shoreline of Lake Lotor.

Their second duty is to provide their boats for evacuation in case of emergencies. They take all the creatures living in Wheat Hollow to a small set of islands that are located a quarter mile off the coast.

Billings Loudchanter (2nd level otter fighter, HP 11, AC 13 (leather coat), weapon – spear & dagger, Stats – Strength 16*, Intelligence 12, Wisdom 13*, Dexterity 15, Constitution 14*, Charisma 11).

He is the leader of the otters and is looked to for direction and the daily operations pertaining to the otters. He is more gray than brown and has many scars on his hands and arms (from dealing with the creatures from the lake).

E. THE VILLAGE OF WHEAT HOLLOW

1. THE LAZY ELM INN

The inn is owned by a very active fox squirrel that goes by the name of Rubrum Chatterbox. He is constantly on the move cleaning, cooking, and talking while operating the inn. The inn consists of two floors: main floor (bar, common room, and his living quarters)

and the upper floor (seven rooms-4 double (5 sp/day), 3 single (3 sp/day)). He is the fourth generation of Chatterboxes to run the inn and is very well thought of. He runs a clean inn with very few problems. Any problems that do arise are quickly taken care of by Constable Charlotte and her deputies.

Food and beverage are available in the common room (six tables). His drinks consist of ale (5sp), wine (10sp), and water (no charge). Due to Wheat Hollow being so far to the north and not near any major trading routes, the more exotic drinks found in larger communities are not available. His typical menu consists of acorn and mushroom pasties (10sp), fish stew (8 sp), or fish steak with fried potatoes (8sp). Rolls and bread are provided with the meals along with butter, honey butter, or raspberry jam.

They are open from 7am to 11pm.

RUBRUM CHATTERBOX (Squirrel Commoner, HP 3, AC 11 (Dexterity 14), weapon – kitchen knife (1d3), PA – physical). He is a thin fox squirrel and is constantly on the move. Anyone who has lived in Wheat Hollow for any amount of time will know that this runs in the family. His wife, Rosette, is quite a bit more relaxed and easier to talk to. Both children, Russet (boy) and Roxy (girl), are, unfortunately, like their father and are constantly making noise and getting under the feet of most patrons. Most of the villagers take them with a grain of salt and ignore them (most of the time).

2. THE TASTY ACORN BAKERY

The bakery is run by a rather rotund, but jolly, brown ground hog named Franklin. He's had the bakery for many seasons and is famous for having the best pies, cakes, and cookies in the area. He also makes breads, rolls, and buns. There isn't a dessert or recipe he can't make.

His day starts early in the morning and the tasty aromas of his baking can be smelled throughout the village. You could say he's the early morning alarm clock for the village. If you wake up and can't smell the bakery, you woke up too late!!

The following is a price list his baked goods: pies – 1gp, cakes – 2 gp, cookies – 2sp each; bread – 10 sp, rolls – 5 sp each, buns – 5 sp each.

BAKER FRANKLIN (Commoner, HP 2, AC 10, weapon – rolling pin (1d3), PA – physical).

3. DOOLEY'S STORE

The General Store is owned by a tan mouse named Dooley. He and his assistant, Sam, are more than eager to help anyone who happens to walk through the door. They will do their best to meet the needs of their customers. Due to the remote location of the village, the cost of their items is 10% higher than the cost listed in above.

They sell food rations, clothing, general supplies, and adventuring gear. Weapons and armor can be purchased at either the blacksmiths or the tailors.

DOOLEY (Commoner, HP 3, AC 10, weapon – none, PA – Physical).

SAM (Commoner, HP 2, AC 10, weapon – none, PA – Physical).

4. BLACKSMITH'S SHOP

The sounds of clanging and pinging can be heard coming from within the small building. They are being made by Barkee the blacksmith—a stocky, muscular gray squirrel. His assistant Tamias, a chipmunk, can be seen running around gathering tools, stoking the fire, and taking stock of their supplies. They are often busy repairing broken farm tools, making new tools, and fixing other miscellaneous metal items.

They are capable of making armor and weapons, but this will take some time and will be more costly (+20%). If the items are to be used in finding the missing *Harvesters*, the items will be paid for by Lord Monax. If not, the increased cost will apply. The items will take a least two to four weeks to make.

BARKEE (1st level fighter, HP 7, AC 12 (w/armor AC 18 (chain mail & shield), weapon – short sword, dagger; Stats – Strength 17*, Intelligence 12, Wisdom 10, Dexterity 16*, Constitution 15*, Charisma 11). He is in charge of the Jail in the absence of Constable Charlotte.)

TAMIAS (Commoner, HP 4, AC 11 (dexterity 15), weapon – dagger, PA – physical).

5. TAILOR SHOP

This shop is owned and operated by Grayfur the Tailor. She is a older mouse and her fur is ghostly gray. She is still quite spry for her age and is quite capable of still making and repairing leather armor. She is often busy making clothes (i.e. – shirts, pants, dresses, etc.). Prices range from 5 to 20 gold pieces for most of her items. She can be haggled with and final costs are up to the CK.

GRAYFUR (Commoner, HP 1, AC 10, weapon – none, PA – physical).

6. JAIL

The jail is under the direction of Constable Charlotte. She is thin for a rabbit, but is deceptively strong. She is brownish-gray in color. She is strict and not one for humor or tom-foolery. If one is able to get her to crack a smile, one has accomplished something.

The jail is rarely occupied. Only if someone gets a little rowdy at the Inn, does one find themselves in the here. The jail is capable of holding 10 creatures (five cells).

Constable Charlotte is often out and about on patrol with one of her two deputies. While they are gone, Barkee and the other deputy are in charge. The deputies are Fritz (a mouse) and Lyndon (a squirrel).

CONSTABLE CHARLOTTE (2nd level fighter, HP 13, AC 15 (leather + dexterity), weapon – long sword & dagger; Stats – Strength 16*, Intelligence 17*, Wisdom 13, Dexterity 18*, Constitution 13, Charisma 11). She is not nice to thieves and if any are in the party, they will receive a very cold shoulder from her.)

FRITZ (1st level fighter, HP 6, AC 13 (leather armor), weapon – short sword & dagger; Stats – Strength 12*, Intelligence 13, Wisdom 14*, Dexterity 14*, Constitution 11, Charisma 13).

LYNDON (1st level fighter, HP 5, AC 12 (leather armor), weapon – long sword & dagger; Stats – Strength 11*, Intelligence 14, Wisdom 14*, Dexterity 12, Constitution 15*, Charisma 10).

7. GUARD SHACK

This small shack is occupied by a guard 24 hours a day. The guards are supplied by Lord Monax's castle guard (see castle for stats). The shack is located near the gate that leads into the village of Wheat Hollow. The gate/door is a 15 ft arched entry. The stone wall is 10 ft high and runs all the way to the south and east (otters fishing camp) and back to the north and west (ending at the cliff to the north of the castle). If any trouble occurs, the guard on duty blows a horn until the guards from the castle respond. Constable Charlotte and her crew will also respond to the call. The door is made of solid oak (HP 50) and can take a lot of damage before breaking apart.

8. THE CHURCH

The church is run by old Brother Albert. He is a mouse of great age and wisdom. His days of adventuring have long since passed him by. He can often be found in the church dusting and cleaning the altar or sitting out in front talking to the children or anyone else who happens to come by. The church is a simple 20'x30' one story wooden building. He is the oldest living creature in the village. Because of this, he is capable of telling stories – one after another – all day long. Although he's been around for many seasons, Sir Ignasious was still before his time and he cannot offer any information regarding him. He holds his sermons on Sunday morning for any creature that would like to attend. The sermen start at 8 am sharp.

He can offer only the simplest of healing and only asks for a kind donation to the church (10gp/healing).

BROTHER ALBERT (2nd level cleric, HP 7, AC 10 (no armor), weapons (none), Stats – Strength 8, Intelligence 16*, Wisdom 17*, Dexterity 9, Constitution 8, Charisma 16*). **Spells:** 0 level – create water, detect evil, first aid (x2), light; 1st level – cure light wounds, bless, protection from evil).

Brother Albert is well thought of in the community and if any harm should come to him, those who cause the infraction better beware. He is a kind and gentle creature who only wants what is best for everyone. He will answer any questions to the best of his abilities, a nice donation to the church doesn't hurt and is always a plus!

Lake Lotor: This is a fresh water lake full of many different kinds of fish, some small (perch, bluegills, sunfish) and some very large and dangerous (pike and muskies). The average depth is 15 ft with some areas getting as deep as 30-40 feet. It is quite wide and even the otters are loathe to try and swim all the way across to the other side. One, because its a long, long way across, and two, they are afraid of a possible attack from the large fish that prowl the deeps. There are a set of islands straight east of the village (three islands, Haven Islands) about a mile off the coast that the otters and the inhabitants of Wheat Hollow will retreat to in times of danger. As far as anyone knows from Wheat Hollow, the other side of the lake has never been seen. There is also a larger set of islands (# unknown) to the north that has been said to be filled with all sorts of mysterious and terrible things.

NOTE: The Castle Keeper should feel free to add any other NPCs as they see fit. If you want to add to the population or other NPCs, go right ahead. It is your world to do as you wish, right?! Several farm houses have been marked on the map with the letter F.

FARMER THISTLEDOWN'S FARM AND ENVIRONS

A. FARMER THISTLEDOWN'S FARM

(AREA MAP 3 & 4).

You find yourself humming as you walk along in the cool, crisp autumn air. The walk to the farm would have been most enjoyable if it wasn't for the daunting task at hand. All the faces from the other farms you passed along the way were all the same – grim and worried. What could possibly have happened?

As you see Farmer Thistledown's farm in the distance, you think to yourself, "What a quaint little farm!" But when you see it close up, all that changes. Windows have been smashed in, the front door is off its hinges, and tools seem to be scattered everywhere! It's quite obvious that some sort of scuffle has taken place here. A couple of crows take flight as you approach the farm and fly to the south. The question now is, "What do we do next?"

Farmer Thistledown's farm consists of the following: the farm house, the well in the front yard, a corn bin to the south, and the tool storage shed behind the house. The farmhouse is a 20' x 30', one and a half story structure made of logs. The fireplace and chimney are made of stone and mortar.

The farmhouse consists of three rooms: the kitchen/cooking area (20' x 20'), a living room (10' x 20') with a fireplace, and a sleeping quarters (above-10' x 20'). All three rooms are a mess. Household items have been scattered throughout the place. Furniture has been overturned. Cooking utensils are all over the floor. Flour and other food are everywhere. The three windows that are located in the house have all been smashed in, and a glass crunches as they walk through the house. In the fireplace is a cooking pot with remnants of a meal which is starting to mold. There is also a set of cleaning tools next to the fireplace: shovel, pick, and brush.

There is a clue to be discovered here. If the party doesn't barge into the place and foul up the evidence, footprints can be easily seen in the flour that's on the floor. The footprints are those of the rat and pine marten raiding party. If a ranger is in the group, he'll recognize the rat prints. The pine marten footprints will be new to him or her. Pine Martens are rarely seen this far south and more than likely new to them (dexterity check, CL 2, to recognize the tracks).

Room contents: Kitchen-table, four chairs, racks and shelves for utensils and food; living room-couch, rug, two lounge chairs, wall lantern; bedroom-bed, dresser (empty), small floor locker (empty). Contents of dresser and floor locker consists of clothes and travelling gear (CKs choice), which have been scattered throughout the room.

Outside, in front of the farm house, is the well. The well seems to have escaped the rampaging and pillaging. The handle, rope, and bucket are in good shape and operational. There is plenty of cool and refreshing water available. There is three feet of water currently in the well. If any small size creatures (like mice) were to accidentally (or intentionally) fall in, there is the possibility of drowning.

Directly behind the house is the tool storage shed. The doors to the shed are open, and with tools and vegetables are easily seen scattered around. Farmer Thistledown stored his tools on the left side of the shed and his vegetables and seeds on the right side. The racks held hoes, axes, saws, and other standard tools used for everyday farming. If the party spends time cleaning up the area and collecting the tools, they will find three hoes, three axes, one saw, a 10' length of chain, a 50' length of rope, and a push cart.

On the other side of the shed is where Farmer Thistledown kept his larder of excess food. It's obvious to the party that there was food here recently. Scraps of lettuce, tomatoes, carrots, and radishes (his personal favorite) can be found scattered about on the ground. There are three small bags untouched still in the far right-hand corner of the shed. If inspected, they will contain seeds for next year's planting. Nothing else of interest will be found in the shed. There is a trail on the south side of the shed that leads to the south. This trail leads to area I (Farmer Thistledown's second farm field).

Leading to the south from the front door of the farm house is a trail that leads to the cornfield. The cornfield is surrounded by a three foot high wooden fence. The trail leads to the main gate, which is open and approximately two feet wide. The fence is more to designate boundaries than to try and keep anything out; it can easily be climbed over or crawled under. The cornfield is about half harvested. If the party spends time searching the area they will find a couple of things. The first is a shoulder sack with a bunch of ears of corn in it. The second is what appears to be a necklace of some sort. On the necklace is a medallion with the visage of a hideous creature (Harvoc the wolverine). If a badger is in the group, he or she instantly recognizes it for what it is (for anyone else in the group, wisdom check, CL 2). Any badger will know that the wolverine is their most feared and hated enemy. This information should be relayed to Lord Monax as soon as possible. He will be most interested in learning of this. There are also signs of a struggle here as well. The ground in the southwest corner of the cornfield has been torn up and cornstalks, cobs, and leaves are scattered about. Due to the large amount of creatures having been in the area, a ranger will see an obvious trail to the southwest (other than the trail that leads to the other farmfield).

A less used trail is located at the southwest corner of the field. This trail leads to area I, which is Farmer Thistledown's other farm field.

To the west of the cornfield in the apple and pear orchard. The apples and pears are just starting to ripen and are quite delicious to eat. If the party asks, it appears that there haven't been any apples or pears harvested yet. Due to recent events, it hasn't taken place yet. Other than yummy fruit, nothing else of interest will be found here.

B. MARIETTA THE MYSTIC AND HER TOADS

(AREA MAP 3 FARMER THISTLEDOWN'S FARM)

You find yourselves having to cut through some very thick brush as you progress through this area. As you delve further in, water and muck are starting to gather around your feet. You notice that the brush is giving way to patches of cattail. You're definitely on the edge of a marsh.

Could this be the place where the “Ghost” lives? Before you can even give the idea any more thought, you hear a croaking voice say, “Halt! You have gone far enough! The Mystic One has foreseen your coming and wishes to speak with you. Come this way!” When you look around, you find yourselves completely surrounded by toads armed with spears and wearing leather vests.

Marietta and her toad henchman control the marshy area. It is not the intent of the toads to start a fight. If the party starts to struggle and fight back, the toads will reemphasize that they come in peace and that the Mystic One wishes to speak with them on a matter of great importance. Any questions will be met with silence.

Toads: (number – 20, HD 1d8, AC 16; # of attack –1, damage 1d6; PA – physical).

The toads are armed with spears and wear leather vests. The vests are more for show than for protection. Their tough leathery skin is their main source of protection. When trying to hide, their skin comes in very handy for blending in. When necessary, they can blend in with their surroundings; they have a +10 to hide checks. Due to their wide, floppy feet, their movement on land is 60'/rd. If in the water, their rate increases to 120'.

After a short march through cattails and small brush, the party will arrive at a small wooden platform (10'x10') on the edge of a small pond (40'x70'). Waiting on the platform for the party is a most unique animal,

MARIETTA THE MYSTIC (HD 2, HP 9, AC 11 (+1 ring of protection), PA mental).

She is an albino muskrat (hence, the stories of a “ghost in the marshes”). She has a sparkling white coat of fur, and her nose and eyes are pink. She is blind, though this will not be highly evident to the party at first. She is very familiar with her surroundings. If attacked, she will quickly dive into the water and swim back to her house floating in the middle of the pond. Due to her blindness, she will not be able to attack. Also, it is not of her nature to attack anyone. She leaves that to the toads and the turtle.

She is aware that the party is there on a matter of great importance. She is able to “see” and predict things that occur in the future. She will be able to answer any questions that the party may have, up to five questions. After five questions, she will become very tired and have to return to her house to rest. Her answers generally correct, but once in awhile the answers will be half-right, some part of the answer will be incorrect (i.e. a color will be brown instead of yellow). Questions pertaining to their quest will be answered as distinctly as possible. She knows that whatever has taken the *Harvesters* has come from the north and that the evil now resides somewhere to the southwest. She cannot tell what that evil is though, just that whatever it is, it is evil and strong. It is up to the CK as to what they want to reveal to other questions that the party may ask.

Her home is a typical muskrat house: it's made of mud, cattails, and brush. It floats out in the middle of the pond and is protected by Snaggle the Turtle



SNAGGLE THE SNAPPING TURTLE (HD 5, HP 23, AC 18, # of att 1, damage 1d10 (bite), PA physical. His movement rate in the water is 12'. He will rarely come on land. If he does, his rate of movement slows to 4'.)

Her home is entered from underneath by a hole in the floor. The only way to located it is by swimming underneath the house and searching. Her home is 15'x20' (8' high) and is sparsely furnished. Inside can be found a bed, a small rug, a table and chair, a shelf with cooking items (knives, spoons, spices, etc.), and a small cooking stove. She has no items of value, although the knives can be used as weapons (1d4 damage).

When the encounter is over, the party will be led to the edge of the marsh near the beginning of the Windy Way Creek to the south. From there, it is up to the party as to what direction they go.

C. MELBO THE SMELLY

(AREA MAP 3 FARMER THISTLEDOWN'S FARM)

From afar, you noticed the giant oak tree on the top of the hill. You also saw what appeared to be some kind of platform built in its branches. As you make your way through the pine trees that cover the hill, you come upon a door that is built into the side of the hill. A slight ways up the hill you notice the top of a chimney. The door is made of plain wood

and has a silver handle. Towards the top of the door is a knocker which appears to be made of copper.

If the party approaches the door, they will hear a voice coming from the other side. It says, "What do you want? You'll find no friends here! Begone!" If the party states that they mean no harm and don't show a force of arms, Melbo will open the door and speak with them. The party will instantly recognize that he is a striped skunk. He has had the unfortunate circumstance of having run into some of Harvoc's rats earlier that morning and is still hurting from it. He was on the edge of the Pesky Crow Woods (**Area D**) when he was attacked. He was able to wound a couple before he realised he was outnumbered. He was forced to use his spray attack and beat a hasty retreat. It must have been enough, though, for he hasn't seen them since.

If they party offers any aid to the skunk, he will be most pleased and will offer to join the party. He is most eager to give the rats a little payback. Although he didn't get a good look at where the rats were heading, he thinks they were heading to the larger woods to the southwest, which he finds surprising because the woods are filled with deadly spiders! "Nobody ever goes in there!" he says!

Melbo fights the same as a 3rd level fighter (AC 17 (+1 chain mail), HP 25 (currently 15), damage 1d8+1 (+1 long sword), PA physical). He also has a special attack that he uses only if forced to. He can release a musky spray from his backside which causes one's eyes to burn and possibly wretch (save versus breath weapon). He can do this three times a day.

He was once the adventuring type. But, due to his age, he has decided to take it easy. He has been living here for the last three years without any problems. He has noticed some smoke coming from the woods to the southwest, but wasn't about to go find out what it was (the spiders).



His home is made up of three rooms – living room, kitchen, and bedroom. The living room consists of an entry way with pegs for coats and hats; a couch, table, and rug; a fireplace; and a medium-sized ivory statue (5' tall) of a badger (Sir Ignasious the Bold), a which he found a couple of years ago in the Pesky Crow Woods. How it got there he hasn't the foggiest idea. The kitchen has a table and four chairs, a small stove, and typical assorted items for cooking (i.e., pans, eating utensils, salt/pepper). The bedroom has a simple bed, dresser, and floor locker. Inside the floor locker are his chain mail, long sword, dagger, and some other adventuring gear (CK's choice). The bedroom also has a secret sliding door that slides to the right (CL 2). Behind it is a small tunnel which leads to the inside of the giant oak tree.

The giant oak tree has a small observation room with peepholes in every direction. It also has a secret door which opens next to a ladder which leads up to the platform that is located 20 feet up. The ladder is old and rickety. Any beast climbing the ladder (other than a mouse) will have to roll a check against their dexterity. Failure means that one of the rungs break and the player has fallen (roll d20 for height). Any squirrel PCs will get a second roll, if necessary, due to their superior climbing abilities. Once up on the platform, one can see the rest of the areas on the map (i.e., Farmer Thistledown's farm, the pond, and the old abandoned house to the northwest (**Area G**)). The large anthill is blocked by the Pesky Crow Woods. Although they will get a good look at the Spider Woods, the mansion of Sir Ignasious the Bold is still covered from sight by the tall trees and brush. If any amount of time is spent on the platform, there is a 25% chance that smoke can be seen coming from the Spider Woods (from the area of the old mansion).

D. PESKY CROW WOODS

(AREA MAP 3 FARMER THISTLEDOWN'S FARM)

As you approach the woods from the (party direction) you are greeted by a cacophony of cawing and can see a bunch of crows hopping from branch to branch. It appears that they are not too happy to see you. The largest of the crows silences the rest of the flock with a loud "Craw!" and flies down and gently lands in front of the party. You hold your breath as he paces back and forth in front of you and looks you up and down with his coal black eyes. He suddenly speaks with a gravelly harsh voice, "What brings you into the lands of Krawtaw, Lord of Crows?"

Krawtaw is suspicious of anyone travelling in this area and is not in a very hospitable mood. He and his flock of crows lost a couple of their members to Harvoc's band of rats and weasels while flying patrol over the Spider Woods. Although he's quite sure the party has no association with the evil band of thugs, he's not taking any chances. He will try and get as much information from the group as possible. If the party should be so bold as to attack Krawtaw, the entire flock of 30 crows will come to his aid. The CK should try to prevent such a thing from happening.

If Krawtaw is satisfied with their answers and is convinced they mean them no harm, he will excuse himself and fly to the small woods. He will return a few minutes later with a small copper coin in his beak. He states that it isn't much, but it's always brought him luck. It's a *Lucky Penny*. It is a magical coin. The person who possesses it will have +1 to all savings throws (200 exp).

Krawtaw will also be able to tell the party about the evil group of “bandits” that attacked them. He knows that they are located in an old building in the Spider Woods. He will provide a guide to lead the party to the building.

KRAWTAW (HD 2+1, HP 13, AC 17; # of attacks – 3, claw/claw/beak – 1d2/1d2/1d3, PA physical).

REGULAR CROWS (HD 1+1, HP 5, AC 16; # of attacks – 3, claw/claw/beak – 1d2/1d2/1d3, PA physical).

E. OPEN GRASSLANDS

(AREA MAP 3 FARMER THISTLEDOWN’S FARM)

These areas consist of medium height greenish–yellow switch grass. It is easy to move through and will not hinder one’s movement. It will easily conceal anyone of mouse size or smaller. Animals of larger size will have to crawl to remain concealed. However, it will be of very little use against animals that fly (i.e., raptors (hawks, eagles)).

F. MOON BEES

(AREA MAP 4 EAST PASTURE)

It seems that you have located another small trail. This one, however, appears to be less used. The trail heads to the west and is surrounded by tall trees, low brush, and grass of low height. After a short walk, you find yourselves in a small clearing. You see what appears to be a bench and a large mound of rocks next to it. Other than hearing some birds singing in the trees, there is very little else of interest here. But it does seem to be very peaceful here.

This area is Farmer Thistledown’s little place of peace and quiet. It’s also the place where he talks with the Queen of the Moon Bees, Lilium. The area is small, 20’ by 20’, and is surrounded by some low brush and grass with oak and hickory trees providing shade. The small woods is approximately 75’ (N/S) x 90’ (E/W).

The rock pile to the southeast is approximately 15’ in diameter and about 5’ high. It is a rather nondescript and nothing unusual jumps out at the adventurers. It is, however, the residence of a unique colony of bees – Moon Bees. The rock pile started out as just that a rock pile. Farmer Thistledown, and others previous to him, took rocks from the farm fields and stacked them at this particular spot. A few season ago, the bees decided to take up residence there and made an agreement with Farmer Thistledown. The bees would help pollinate his plants and trees and he would keep their presence a secret. The only other person to know of their existence is Lord Monax.

The bees are completely light grey in color (head, thorax, abdomen) with silver antennae, eyes, wings, and legs. They also have bands of silver on their abdomen. Although small in size (2’ long), they are large for being bees. They only come out at night and only when the moon is in the sky. They behave the same as honey bees do, but only at night. They usually will attack with small spears (1d4 damage) or, as a last resort, by stinging (save vs.



paralysis, stunned for 1-4 rounds) if provoked. If left alone, they will cause no harm to any creature.

Their honey possesses a unique healing quality. If one consumes one dose (6oz), they will receive 2-5 pts of healing. Its color is unlike that of other honeys – it is silver in color. The honey is some of the sweetest, tastiest around and would be great for baking and eating. But, due to its healing properties, it is not used as such. The cooking process destroys the magical healing qualities.

If the party happens to come across the bees at night (10%), the bees will report the existence of strangers in the area to the queen. If the party stays in the area for more than five rounds, they will be approached by a group of 10 bees. The bees would like to know why they are there and inquire to the whereabouts of Farmer Thistledown. If the party is truthful and the bees (i.e., Queen Lilium) are satisfied with their answers, each member of the party will be given one dose of the healing honey to aid in their mission.

The plants and trees of the Spider Woods are of no interest to the hive. Therefore, they have no information to provide as to what has been happening in the area.

QUEEN LILIUM (HD 3, HP 18, AC 15, # of attacks – 1 (sting or bite), sting – 1d3 + stun, bite – 1d4. PA – Physical.)

10 WARRIOR BEES (HD 1+1, HP 5, AC 15, # of attacks – 1 (sting, bite, or spear), sting – 1d3 + stun, bite – 1d4, or spear 1d4. PA – Physical.)

50 WORKER BEES (HD 1–1, HP 3, AC 12, # of attacks – 1 (sting), sting – 1d3 + stun. PA – Physical.)

G. RATTLESNAKE'S ABODE

(AREA MAP 4 EAST PASTURE)

Following along the road continuing west, your party comes upon on a very old one story house that has seen better days. There are holes in the roof, the windows are completely gone, and the door is nowhere to be found. This house looks even worse than Farmer Thistledown's farm.

When they approach the house, read the following: As you approach the house to get a better look at it, you start to hear a hissing and rattling sound. It seems to be coming from within the house.

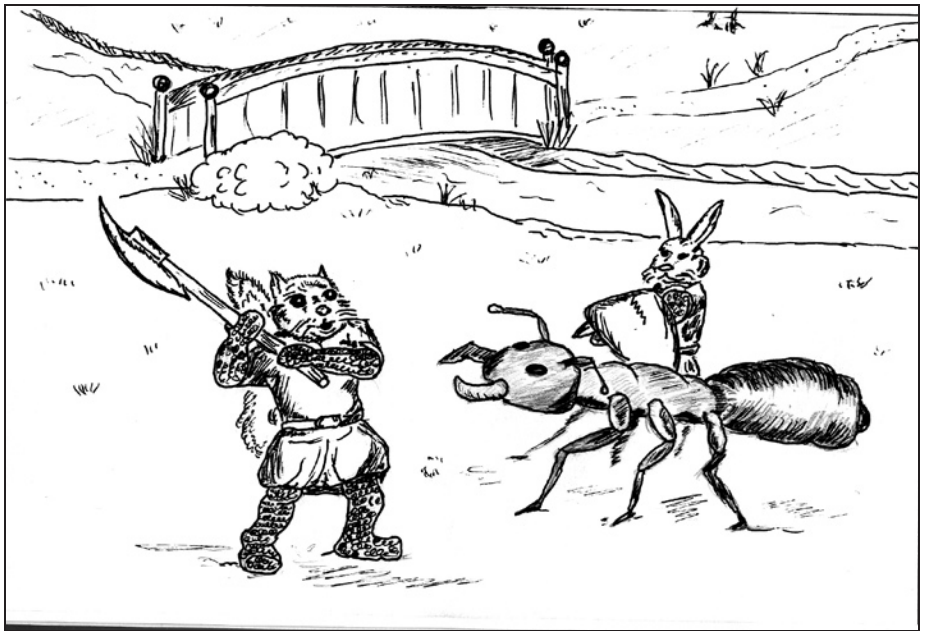
Give the party 30 seconds to respond to this. If they stop and ponder what to do next and the 30 seconds expires, have the group roll for surprise and also a roll against paralysis.

The house is now occupied by a very large timber rattler named Romlin. It has just recently made it's home here in the old abandoned house. The snake is very hungry and not about to mince words. It is six feet long, yellowish, brown, and has dark brown V, shaped bands all along its body. It will use its rattle to try and paralyze members of the party and attack with its poisonous bite. Party members that fail their save can be brought out of it – either by shaking them, slapping them in the face, etc. A new save roll will have to be made each round until successful.

If the snake is defeated and the house is searched, *all* that will be found among the debris is a wooden sword that seems to have withstood the hands of time. Whereas all the other wooden structures (i.e., shelves, chairs, table) are warped, rotted, or cracking, the sword shines from the glossy coat of varnish (when cleaned of the dirt and dust covering it!). The sword is magical and will be found among a pile of debris that is located in the northeast corner of the room. This pile of debris is the snake's nest. It will be easily found if the room is searched for there is little else inside the house. The house is 15' x 25' and made of mud and thatch.

The sword is a **+1 short sword**. But it also has the power to fly! It can be used three times a day for no more than an hour at a time. It's rate of speed can be controlled by the will of the user (60' – 240'/round). The altitude is also controlled by the user at will. It does have two command words to control it, however. To get it started, one must say "Giddy-up!" and to stop it, "Whoa!". For it to be used properly, one must sit upon it as one would a horse. It will fit only the wielder.

ROMLIN THE RATTLESNAKE (HD 3+1, HP 19, AC 16, # of attacks – 1, damage 1d6 (bite) + 1d3/rd for 3 rounds (poison – if save vs.



poison fails), Special – immune to sleep and illusions. PA – mental, EXP – 87) Hypnotic rattle – failing a save against it's rattling will cause the PC to be hypnotized for 4–12 rds, unable to move or act in anyway.)

H. GIANT ANTHILL

(AREA MAP 4 EAST PASTURE)

As you near the mound of earth you spotted from afar, a reddish-brown head of an large ant pops up from the top. The ant, followed by three others, crawls out and looks about as if looking for something. It stops a short ways from the creek and clacks its mandibles. When you follow its line of sight, you notice a larger garden across the way. As it turns back towards the hill, it spots your group and is heading your way. It looks like it may have found something easier to tackle.

The ants have been in the area for a short time now and have decided to make this area their home. They have not located the bridge at this point and are frustrated by the fact that they cannot get to the garden. In fact, Farmer Thistledown had gone to the Lord Monax to have some of the local militia run them off or have them destroyed. Because of the recent events, the ants have been forgotten.

It is not a large colony at this point and should be fairly easy to defeat. There are only 35 ants at the moment. Of which, only 15 are of the warrior type. Once all the warrior ants have been defeated, the rest of colony will retreat to other, less hostile lands. The worker ants and the queen will wait until the dark of night to make their escape. The party should be awarded an extra 100 experience points for this encounter, to be awarded after the adventure is over and so that it can be recognized by Lord Monax.

The opening to the hill and the tunnels are too small for any of the adventurers to get down into, even for mice.

QUEEN ANT (HD 3, HP 15, AC 17, # of attacks – 1, damage 1d6, PA – Physical).

WARRIOR ANTS (HD 1, HP 5, AC 16, # of attacks – 1, damage 1d4, PA – Physical).

WORKER ANTS (HD 1-1, HP 2, AC 15, # of attacks – 1, damage 1d3, PA – Physical).

The ants are reddish-brown in color and range in length from 1 1/2 feet (worker ants) in length to 2 1/2 feet (queen).

I. FARMER THISTLEDOWN'S VEGETABLE GARDEN

(AREA MAP 4 EAST PASTURE)

When you cross the bridge, your party sees a large garden that is surrounded by a split-rail fence. As you pass through the gate opening and get a closer look, you notice that the garden is a mess. Vegetables and plants are scattered hither and yon. Whatever was here was definitely hungry and in a hurry. Footprints can be easily seen in the dirt and a trail can be seen to head to the southwest towards a large woods.

The garden has the following vegetables planted in it: tomatoes, onions, carrots, potatoes, and lettuce. Almost all the plants have been trampled or destroyed. If the party takes some time to search for food, they will be able to find enough vegetables to feed the group for 2-5 days.

Harvoc's group of rats and weasels were here late yesterday afternoon grabbing as much food as they could. Seeing as these creatures are not the brightest around, they didn't even think to try and cover their tracks. As stated before, the party will have no troubles at all following their tracks towards to the woods.

From there, it will get a little tricky. The party will come across a dilapidated old bridge. After the rats and weasels crossed the last time, they destroyed the bridge as best they could to keep any beast from crossing and following them. Anyone trying to cross will do so with some difficulty (-5 to roll).

Once the party gets across the bridge, they will be able to continue following the trail to the woods. Following the trail into the woods will prove most difficult (-5 to roll) if a ranger isn't with the group. The woods are very dense with brush and briars and will slow the group to half their movement rate. If there is a ranger, he/she will be able to find the trail with few problems (-2 to roll). It will take the adventurers about 30 rounds or so to come to an edge of a clearing. From there, they will be able to see a very old mansion (see **Area L**).

If a ranger is with the group, he will be able to tell what kind of animals made the footprints (rats and weasels). If he makes a successful tracking roll, he will be able to estimate the size of the group to be between 8 to 12 animals.

J. BATS AND STIRGES AND SKELETONS! OH, MY!

(AREA MAP 1: NORTHWEST PASTURE)

From a distance you noticed a strange solitary clump of vines and brush. As you get a closer look, you find what appears to be a foundation of a house or building of some sort. You can tell by what remains that its many, many seasons since anyone has lived here. You only see a couple of rotted boards and stones poking through the debris. As you look around at the remains, you can hear what sounds like squeaking coming from somewhere beneath it.

This old farmhouse has been in disrepair for as long as anyone alive can remember. Its history has been lost to the four winds. It has seen many occupants over the years. It has a couple of occupants at the moment-ome alive and some not so alive. Hidden under all the debris and vegetation is a trapdoor that leads to a cellar. The stairs go down approximately 10 feet and open up into a 20'x30' room. The room is filled with old rotting wooden boxes and barrels and a few old jars. The walls and floor are of hard packed dirt. They will also see the remains of four skeletons dressed in rotted clothes, a couple are wearing worn out and useless leather armor. There are also a couple of rusty daggers and short swords lying beside them. The remains belong to a troupe of raccoon bandits that perished unexpectedly one night while sleeping due to the occupants that live here at the present time-stirges. So, before the group can begin to search through the remains, the room becomes filled with 30 bats and four stirges that pour forth from a hole in the ceiling in the southwest corner. The party has nothing to fear from the bats. The stirges are the main problem. If anyone is holding a lantern or torch, they will have to roll versus their dexterity. Failure means that the light source that they were carrying has been dropped and has gone out, due to all the bats and stirges flying among them.

If that wasn't bad enough, five rounds after the stirges attack, the skeletons will come to life! Due to their evil nature while alive and their unfortunate demise, their inner hatred has kept them from eternal sleep. They will grab the weapons on the floor and begin to attack the group.



If the group retreats and its during the day, they will be safe as soon as they hit daylight. If it is nighttime, the stirges and skeletons will pursue them for a good couple of hundred yards and then break off their attack.

The room is filled with the remains of old foodstuffs long dehydrated and useless. Nothing in the jars, boxes, or barrels have anything of value. However, the party will come across a large bag filled with coins and jewels from the bandits thievery (210 gp, 63 sp, 147 cp; 1 gold necklace (50 gp), 1 ring (100 gp), and a gold and diamond stick pin (125 gp).

LARGE BROWN BATS (30) (HD 1–1 (d4), HP 2, AC 16, # of attacks – 1, damage – bite 1d3, PA – physical).

STIRGES (4) (HD 1 (d6), HP 3, AC 16, # of attacks – 1, damage – 1d3 + 1d4 blood drain per round (12 hp max), PA – physical).

SKELETONS (4) (HD 1 (d12), HP 7, AC 13, # of attacks – 1, damage – 1d4 (dagger) or 1d6 (short sword), PA – physical).

WINDY WAY CREEK

(AREA MAP 3 FARM & 4 EAST PASTURE)

This creek starts at places unknown to the north and has wound its way through the countryside to make a short stop at the pond that is home to Marietta and her company of toads. It continues on to the south and eventually feeds into Lake Lotor south of Wheat Hollow.

Its average depth is approximately three feet with a range of one to 10 feet. It is home to many different types of creatures, small amphibians, fish, and small mammals. It is clean and safe to drink without causing adverse effects to anyone.

SPIDER WOODS

(AREA MAP 2 NE PASTURE)

Spider Woods is home to the dangerous spiders and is the location of Sir Ignasious' Manor. It is approximately a quarter mile wide by a half mile long. The woods at this time of year is not a foreboding as it normally would be. During the spring and summer months, the woods are choked with brambles and briars and are made dark by the thick canopy of the trees overhead (oaks, hickory, elm, ash, and maples). It is now fall and the leaves are starting to change color (red, yellow, brown, orange), and some are beginning to fall to the ground, opening some holes in the canopy and letting light in on what would otherwise be dark and gloomy. Even so, the woods will be a difficult place to travel through. The understory is still thick with brush, brambles, and briars. Because of this movement will be slowed by at least a quarter. If the party does not have a means to cut through, they will be slowed to one-half movement. The falling leaves will also make it hard for the party to follow any trail through the woods, but not too difficult to make it impossible.

K. SPIDERS, SPIDERS, SPIDERS!

(AREA MAP 2 NORTHEAST PASTURE)

As you reach the edge of the woods and peer in, you notice that it doesn't look as foreboding as everyone in town said it would be. It could be due to

the leaves changing colors and that some of the leaves are starting to fall, creating openings overhead and letting light reach the floor of the woods. It appears to be most pleasant. Only the absence of birds singing and other animals moving about reminds you that all is not well in these woods. You are suddenly reminded that these woods are called The Spider Woods.

As the party makes their way into the woods, they will have a fairly easy time making their way through. They will have to do some cutting through the underbrush, but it will only slow them down by 1/4 their normal movement (during the summer it can be as high as 1/2 to 3/4). As they make their way through the woods there is a 25% (1d4) that they will run into 1–3 (d6) large wolf spiders (2 1/2 to 3ft long with light grey fuzzy hair) per every 10 rds of movement. The letter "K" is not a specific designation of where the spiders will be found. They are there to indicate that the woods are infested with the spiders. There are too many spider nests to count; treat each encounter as a separate nest. They will be treasure type 2 for each nest encountered. Because of the river on the south end of the forest and the presence of Harvoc and his band, there is only a 10% chance of encountering any spiders once the party is on the south side of the river.

WOLF SPIDERS (HD 1, HP 4, AC 15, # of attacks 1, bite 1d4 + poison (slowed 2–12 rounds), PA – physical).

X MARKS THE SPOT!

(AREA MAP 2 NORTHEAST PASTURE)

The "X" in the forest marks the area where a special tree grows that has not been affected by time nor the inhabitants of the woods. Where the tree came from or how it got there remains a mystery. Could it have been brought back by Sir Ignasious from one of his travels – who knows? Read the following when the party is near the "X" marked on the map (**Area Map 2**):

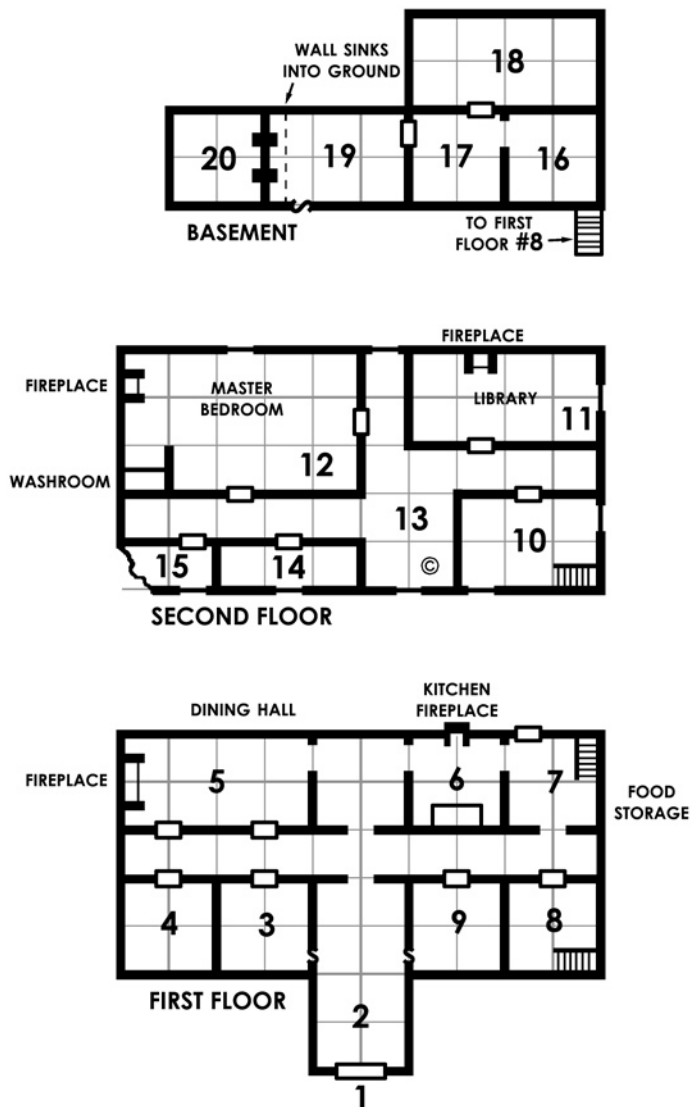
After a long time of walking through the woods and fighting more spiders than you care to remember, you come upon a most magnificent tree located in the middle of a small clearing. It is unlike any tree you have ever seen before! It is similar to a weeping willow, but only half its size-maybe 10 to 15 feet tall at most. The most striking thing of all is that it is covered with metal rings. Because of its sparkle, it is hard to tell whether they are gold, silver, copper, etc. Due to the dimness of the woods, the shimmering is almost too hard on your eyes, causing them to water.

This is the *Tree of Rings*. It is a magical tree that has been in these woods ever since the woods first began to grow – many, many years ago. Its leaves are of a bright yellow and shaped the same as a weeping willow (long and thin with a mild serrated edge), no matter what time of year. The rings can be easily detached. But, only one ring can be removed per party member – no more. Use the table below to determine what type of ring has been removed. If anyone tries to cast detect magic on the tree, the whole tree will appear as magic. No weapon or spell can harm it and is immune to any magic. Not even the strongest winds can damage it. After a party member picks a ring from the tree, the tree will disappear from their sight, never to be seen again (or felt). It will remain visible to those who have not yet picked a ring from the tree. Of course, once they too pick a ring, it will disappear from their sight as well. Roll 1d10 on the table below for the value of each ring.

TABLE (1D10)

- | | |
|------------------|--|
| 1. Copper (5gp) | 6. Silver (75gp) |
| 2. Copper (10gp) | 7. Silver (100gp) |
| 3. Copper (20gp) | 8. Gold (200gp) |
| 4. Silver (25gp) | 9. Gold (500gp) |
| 5. Silver (50gp) | 10. Magical (use M&T table for final result) |

SIR IGNASIOUS' ABODE



a couple of rats squatting near a small fire located in front of the main door of the mansion. It doesn't appear that they have noticed your arrival. It also appears that they aren't very good guards either. From your location, you can see and hear them arguing about something, what exactly is unclear. Could this be the ones responsible for the harvesters disappearance?

This is the long forgotten home of Sir Ignasious the Bold, a once famous and much revered badger. He made his home here many, many moons ago after years of patrolling and protecting the northern countryside from all forms of danger: bandits, beasts, etc. After retiring, he lived in peace and quiet in the woods. But, as with all things, time passed and so did he. Upon his death, his body mysteriously disappeared and the mansion slowly fell into ruin. The mansion is made of cut stone blocks with mortar. It contains three levels: the main floor, the upper floor, and a basement. The main floor flooring is made of stone. The upper floor flooring is made of hardwood boards. The rooms and their contents will be further detailed below. The manor is 50' by 100' with a 20'x20' front entrance.

What was once a wide clearing is now much smaller. Trees and brush have slowly filled in the area surrounding the mansion; but, large, open areas still exist. There are a few smaller trees near the mansion that can be climbed to gain access to the roof area. Even with the ample cover, the party must be careful not to make too much noise and expose themselves.

ROOMS AND AREAS

MAIN FLOOR

1. MAIN ENTRANCE

As the party can easily see, the two large doors that are the main entry to the mansion are guarded by two rats. These rats are on the lowest rats on the totem pole and so they are stuck out front guarding the mansion. They are not the brightest and will be doing just about anything but what they are supposed to be doing -guarding. If the party uses caution and stealth, they should be able to surprise the dimwitted guards. If the party is patient, after about 10 rounds the rats get into argument and begin fighting -wrestling and rolling on the ground. If the party acts quickly, they can easily overcome the two rats before they catch on to what is happening.

2 RAT GUARDS (HD 1, HP 6, 4, AC 12 (leather), # of attacks – 1 (spear (1d6) or dagger (1d4), PA – physical). Treasure: 1-4sp, 10-20cp/rat.)

The doors, although worn and old, are made of solid oak, and in good shape. They have large brass ring handles on both doors that are worn but solid. The doors are not locked and will swing out to open.

2. MAIN HALL

The main hall is 20ft wide and 40ft long with a 10ft opening at the end of it with two secret doors that are directly opposite of each other at the 30ft mark (CL 2). Harvoc and his gang are not aware of the secret doors. There is a line of 5 pegs on both sides of the doors, to be used for hanging coats, cloaks, etc. There is nothing hanging on

L. SIR IGNASIOUS' ABODE (HARVOC'S HIDEOUT)

(AREA MAP 2 NORTHEAST PASTURE)

After much frustration of having to cut through the thick brush of the woods you come upon a large clearing, to your amazement you see a large two story brick mansion before you. You are even more surprised to see that it is occupied! As you peer out from the brush you can see

the pegs. If anyone looks at the walls, they can see the outlines of what appears to have been shields on the walls, 10 on each side. The brackets that once held them are still there, but the all the shields are gone. There is nothing else of interest or value in the hall.

3. RAT ROOM #1

This 20'x20' room has very little in it. There is a pile of leaves in the southwest corner of the room with a couple of dirty blankets on it. The walls are bare of any decoration. If the rats that stay in this room have not been called to battle, they will be found here lounging, playing card or dice games, and just plain taking it easy.

3 RATS FIGHTERS (HD 1, HP 6, 4, 4 AC 12 (leather), # of attacks – 1, short sword (1d6), PA – physical). Treasure: 1–4 sp, 10–20cp.)

4. RAT ROOM #2

This room has the same setup as room 3.

3 RAT FIGHTERS (HD 1, HP 5, 4, 3 AC12 (leather), # of attacks – 1, short sword (1d6), PA –physical). Treasure: 1–4sp, 10–20cp.)

5. GREAT DINING HALL

This room is 20' wide by 40' long. The main entrance is a 10-foot open doorway in the middle of the west wall. There are also two doors on the south wall that are not locked. The room has a large fireplace along the west wall. It also has a long 25' table of oak that is stained black. It used to have a shiny finish to it, but it has long since aged and weathered away. There is a large ornate chair at the west end near the fireplace with six chairs on the sides (three to each side). There use to be more chairs, but most have fallen apart and have recently been used as firewood.

Above the fireplace is a great shield that Harvoc and his gang have been unable to take down off the wall. The shield has three colored bands of equal width running crosswise: red, yellow, and blue with a orange starburst in the middle. This shield was once used by Sir Ignasious, and through some unknown magical means, refuses to be taken down by any beast in Harvoc's group. If any beast of a good nature tries to take it down, it will come off the wall. It is a +2 *large shield*. This shield was once used by the badger warrior.

This room is being occupied by Harvoc, his two fisher lieutenants, and four rat bodyguards. He is in this room during the daylight hours (80%). Otherwise, he will be found upstairs in the master bedroom sleeping (20%). He uses this room as his war, room for plotting and planning his next move, the takeover of Castle Reighmoor! His main goal is to take over the castle and the village as his new kingdom. He is tired of living in the northland with all the cold weather and lack of food. He and his nasty, dirty band of rats and pine martens would like nothing more than to spend the rest of their days down in the warmer lands of the south.

Harvoc the Ferocious is one of the largest and nastiest wolverines to ever step foot south of the Unforgiving Mountains. His dark brownish black fur is marred by scars and his eyes have an almost red fiery glow to them. He wears a shirt a chain mail and often

wears a bear skin cloak, even here in the warmer climes. His weapon of choice is a large two-handed morning star (see below) which he uses to deal great punishment. Even wolves and bears know enough to get out of his way when they see him coming! No beast have ever seen him in a good mood!

His lieutenants are often mistaken for younger wolverines, but are actually fishers, a cousin to the wolverine. Their fur is black and they have small black eyes. They may not be as ill tempered as Harvoc, but they are still feared fighters none-the-less. They are loyal to Harvoc and will fight to the death. His rat body guards, on the other hand, will flee at the drop of a hat if things are looking poorly.

On the table is a large map. The map is of the northern and central regions. Most of the southern areas are blank. Harvoc and his gang are very unfamiliar with this area and are trying to figure out what to do next. The main target is Castle Reighmoor and the village. They do not know the existence of Thorneberry to the north, which could cost them greatly. Thorneberry is a stout ally of Castle Reighmoor and would be able to send a strong group of warriors in either driving Harvoc back to the north or defeating him altogether (if the party and the village are unable to do so).

HARVOC THE FEROCIOUS (wolverine) (HD 5, HP 32, AC 15 (chain mail), # of attacks 1, +2 morning star (2d4+4 (strength of 17 (+2) and morning star), PA – physical).

2 FISHER LIEUTENANTS (HD 2, HP 12, 11; AC 13 (studded leather), # of attacks 1, longswords (1d8), PA – physical). Names – Martes, Frent.)

8 RAT BODY GUARDS (HD 1, HP 8 (x2), 7 (x2), 6, 4 (x3); AC 12 (leather), # of attacks 1, longsword (1d8), PA – physical).

In the northwest corner of the room is the remains of an old tapestry that depicts a badger (Sir Ignasious) wearing plate armor holding a shield on his left side, and holding a long sword in the right hand point down. The shield depicted is the same as the shield that is hanging on the wall above the fireplace.

6. KITCHEN

This 20'x20' room is where the cooks are busy preparing food for the new inhabitants of the mansion. It consists of a large fireplace (4' high, 6' wide) with a cast iron cooking pot along the north wall. It also has a large food preparation shelf along the south wall. The cooking pot has some odd smelling mixture bubbling in it (a stew of mixed vegetables and some unrecognizable meat). The table is cluttered with knives, forks, and spoons of various sizes from large to small. There are also a bunch of food scraps littering the table, carrot peels, lettuce leaves, etc. There is a five foot open doorway in the middle of both the east and west walls leading to and from the room.

There are also two rat cooks in this room. These rats will try to vacate the building if at all possible if a big fight breaks out. If forced, they will attack. They have no armor and will use a knife from the table as a weapon.

2 RAT COOKS (HD 1, HP 3 each, AC 10 (none), # of attacks 1, kitchen knife (1d3), PA – physical).

7. FOOD STORAGE

This 20'x20' room has very little in it other than some odds and ends of food that is stored in a box in the southwest corner of the room (carrots, onions, lettuce, corn). The box is about the size of a medium-sized sea chest. There is no top to it. Right above the chest is a three-foot shelf that is filled with wooden bowls, cups, and dishes. On the right side of the shelf is a small wooden box tray that is filled with spoons, forks, and knives. There is also a door on the north wall that leads outside. It has a drop bar in place to keep things out. In the northeast corner is a stairwell that leads down into the basement.

8. STAIRWELL UP

This 20'x20' room is empty except for the stairwell that leads to the second floor.

9. RAT ROOM #3

This room has the same setup as rooms three and four with the exception that the room is occupied by two rats and two weasels. There is a secret door in the southwest corner that the rats and weasels do not know about.

2 RAT FIGHTERS (HD 1, HP 5, 4 AC 12 (leather), # of attacks 1, damage 1d6 (short swords), PA – physical. Treasure – 1d3 gold ea., 1d8 silver ea., 1d20 copper ea.)

2 WEASELS (HD 1+1, HP 7, 6 AC 13 (studded leather), # of attacks 1, damage 1d8 (longswords), PA – physical. Treasure – 2d8 gold ea., 1d20 silver ea. The weasel with 7 HPs also has an gold loop earring in left ear that is worth 15gp.)

UPPER FLOOR

10. UPPER STAIRWELL

This 20'x30' room is patrolled by two large rats. They are armed with long swords and short spears and are wearing studded leather armor. These rats are guarding the upper floor rooms that are now the private rooms of Harvoc and his fisher lieutenants. They are the only animals allowed to pass this door. The door is locked and the bigger of the two rats has the key. There are two sleeping cots located in the northwest corner of the room. There is also a window in the southwest corner of the wall that looks out to the east.

2 RAT GUARDS (HD 1, HP 8, 7 AC 13 (studded leather), # of attacks – 1, damage 1d8 (longsword) or 1d6 (spear), PA – physical.)

11. LIBRARY

This large 20'x40' room was once the library of Sir Ignasious. The numerous shelves were once filled with books of many sizes and topics. Most of the shelves on the walls and floor have either fallen apart or have been knocked over. Books can be found strewn throughout the room. Most of the books are of little interest to the group as it pertains to the adventure, they are of general fiction. There are books of nonfiction topics as well (i.e. cooking, gardening, etc). If the party searches the room for at least an hour, they will come across Sir Ignasious' diary. In it are the life and adventures of the brave badger warrior. On the cover is a color picture of the

warrior holding the shield that is located in room 5 and his long sword. Unfortunately, some of the books have found their way into the fireplace that is located on the north wall. The fireplace is similar in size and shape to the one that is located in the kitchen.

The room is decorated by a 6'x12' oval rug that is located near the fireplace that has an old padded chair sitting upon it. The chair is old, but still in solid condition. Neither the chair or the rug have any value to them, but are still in solid and serviceable condition.

On the wall are sconces that once held large candles. The candles have long since burned away and are now empty. The 12 sconces are spaced about 6' feet apart along the walls.

There is a window in the east wall that looks out to the woods in a northerly direction.

12. MASTER BEDROOM

This 30'x50' room can be entered through a doorway on the south wall or by one on the east wall. Both doors are locked. Harvoc is using this room as his sleeping quarters. In the southeast corner of the bedroom is what once use to be an large expensive canopy bed. It was once exquisite, now it is rather beaten and ramshackled. The only thing of any worth associated with the bed is what is being stored underneath it. Harvoc is storing his spoils of war in a 3'x5' flat box. It is locked and has a poison trap on it (CL 3 to disarm it). Inside is 550gp, 350sp, 5 gems (2 – 100gp, 2 – 50gp, 1 – 25gp), a +1 dagger, and 2 potions (cure light wounds, neutralize poison). The poison on the trap does 2-5 hp damage per round for 2-5 rounds if save is failed.

There is a large fireplace in the middle of the west wall. The fireplace is similar to the ones located in the kitchen and library. There is also a large 10'x15' rug on the floor in front of the fireplace. On top of the rug is a couch, a large padded chair, and a small table next to the chair. On top of the table is a oil lamp that has a full complement of oil in it. As with the other furniture in the mansion, they are old and serviceable but of little value.

A small 6'x6' alcove is located in the southwest corner. This small room is the washroom. In it is a small table and a chair. Upon the table is a water basin and pitcher filled with water. There is a 3'x3' cracked mirror hanging on the wall above the table on the south wall.

In the middle of the north wall is a window that looks out to the woods in a westerly direction. There are seven wall sconces for candles in the room-five on the northern wall and one on both sides of the door. There are no candles in the sconces.

13. OPEN HALLWAY

This open area is 20'x30' and is entered by either the hallway from the east or the hallway from the west. The hallway that runs to the north ends after 20' at a window that faces to west. The only item of interest in this area is a statue in the south east corner of a chimera standing on its hind legs with all three mouths open in snarls. Sir Ignasious had this statue made to remind him of a battle he had long ago against such as creature. The statue is made of marble and is quite heavy. Although the statue is quite valuable (1000 gp), getting it out of the mansion is next to impossible. It

is too large to fit down the stairwell or to be lowered out of any of the windows. How he got it in the mansion remains a mystery.

This is more to the statue, though. If the statue is rotated first to the left and then back to the right, a 3' diameter hole opens in the ceiling and a magic ladder lowers down to the ground. The opening will automatically close after two rounds. On the roof outside is a small three inch diameter disc with a symbol of a chimera that rotates and activates the opening in same fashion as the statue – only in the opposite direction, first to the right, then to the left. This will take some searching due to the buildup of leaves and branches over the years and will take about five rounds of cleaning to get it to turn properly.

The roof is 50'x110' with a 3' crenellated wall that runs around the whole perimeter. The openings are spaced at approximately every 20 feet and are about five feet wide and about two feet high. The roof is entirely bare except for leaves and branches that have piled up as the seasons have gone by. There is nothing of value up here. The roof did provide a nice view of the countryside at one time; but, due to time and neglect, trees have grown up to block the view. However, trees have also grown up close enough to the mansion for squirrels and other creatures with decent climbing abilities to use to gain access to the roof from the outside.

14. EMPTY ROOM

This 10'x30' room is completely bare. This is nothing of value in this room.

15. WASP ROOM

This room has been barricaded from the outside. The party will see that a drop down bar has been placed across this door. This 10'x20' room is now the home to a hive of giant hornets. These yellow jackets will attack anything that tries to open the doors. So far, Harvoc's band of misfits and the hornets have been able to live a peaceful existence. They have avoided harrasing the hornets and have been able to get by without being attacked.

The hornets gained access by a hole in the southwest corner of the building that was caused by a falling tree many years ago. Their hive is located in the southeast corner of the room. The hornets have nothing of value in their hive.

25 YELLOW JACKETS (HD 1, HP 4 each, AC 13, # of attacks 2 – bite (1d4+1), sting (1d3). The yellow jackets are about 1ft long and are black and yellow in color.)

BASEMENT LEVEL

The walls and floors are made of hard packed earth with wooden beam supports on the walls and ceiling. The air has a slight musty smell to it and temperature is a few degrees cooler.



16. GUARDROOM

The steps from the food storage room lead down into the basement. This 20'x20' room is patrolled by two rats and two weasels (room 17). They are guarding the prisoners in room 18. They are lazy and not the least bit attentive. However, if there is any fighting in the kitchen or food storage areas, they will go up to investigate. The two weasels will remain to guard the prisoners. There is a table with four chairs in the southwest corner of the room. On the table is a couple of dirty plates with crumbs and a couple of empty cups. Other than that, there is nothing else of value in the room.

One of the rats is asleep sitting at the table and one is at the bottom of the steps. If the rat at the bottom of the steps suspects anything, he will wake the other rat and get the weasels from the other room and try to surprise any beast coming down the steps. They will throw their spears first; then they continue the fight using their short swords.

2 RAT GUARDS (HD 1, HP 6,4 AC 12 (leather), # of attacks 1, Damage – 1d6 (spear) or 1d6 (short sword), PA – Physical. Treasure – 1d6 sp and 1d20 cp per rat.)

17. SLEEPING QUARTERS

This 20'x20' room is the sleeping quarters for the rats and weasels. There are four cots along the south wall. There is blanket for each bed. The rats and weasels have only what they carry on themselves and little else. The two weasels are sleeping at this time, they finished their watch a couple of hours ago and are getting a little shut, eye. If fighting starts either in the kitchen area or in the room next door, they will be ready to fight in 1d4 rounds.

The door in the north wall is locked from the outside using a drop bar. The door on the west wall is closed, but unlocked. The door to the north leads to the prisoners room (room 18). If the party is successful in defeating the rats and weasels, they will hear shouts of "Help!" coming from the prisoner's room.

2 WEASEL GUARDS (HD 1+1, HP 8, 6 AC 13 (studded leather), # of attacks 1, Damage – 1d6 (spear) or 1d6 (long sword), PA – Physical. Treasure – 1d4 gp and 1d20 sp per weasel.)

18. PRISONERS' ROOM

This 20'x40' room is where Harvoc is keeping the prisoners. The prisoners consist of the following: two squirrels, two rabbits, five mice, one mole, and Farmer Thistledown. The prisoners are in pretty good shape, considering what's happened, none of them are seriously hurt. They could certainly use a bath and the room does not smell the best. They will be extremely happy to see their rescuers – with many a cheer and a slap on the back. They are in good enough shape to wield weapons, if necessary. They should be considered 0-level fighters for the sake of combat and saves (the CK can determine the hit points, 1d4/animal).

Other than some hay on the floor, a couple of dirty bowls, and a large pail in the corner for going to the bathroom in, there is nothing of value in this room.

19. OLD STORAGE ROOM

Most of the boxes and crates in this 20'X30' room are either empty or broken, or both. There are a couple of boxes of interest: one contains a bunch of rusty spikes (30 count) and the other contains a 100ft of rope.

The only other item of interest is a secret compartment located on the lower southeast corner. Inside the compartment is a switch that opens the wall that reveals the secret room behind it (room 20). No one in Harvoc's group knows of the existence of this room. It has been hidden by the magical essence of Sir Ignasious' spirit. The compartment will only be made noticeable after Harvoc and his group have been defeated, not any sooner. A simple twist of the handle to the right 90 degrees will open the door – it slides to the right and disappears into the wall to the north.

20. Sir Ignasious' Resting Place

As the wall slides to the right and disappears into the north wall, the group is blinded by a bright golden light. After a short bit, the light slowly dims to reveal a arched doorway that contains glowing tiles of the rainbow from left to right. The colors are as follows: red, orange, yellow, green, blue, indigo, and violet. The doors are made of gold.

There is an image of a badger in plate mail holding a large sword and a shield. There is writing under the image. It reads as follows:

*You've shown your true colors and
for this I am proud.*

*To enter and to receive your just reward,
find the colors that protect and you
will be allowed.*

To enter the room the party has to press the colored tiles in the right combination to open the doors. The right combination is the colors found on Sir Ignasious' shield-red, yellow, blue, orange (star). If the right combination is pressed, the doors will flash a bright yellow and then open, revealing the room inside. If the wrong color combination is pressed, all the tiles will darken and cannot be tried again for 24 hours.

Upon entering the room, the party will find themselves in a room of indeterminable size. The floors and walls seem to be made of clouds and a light from an unknown source brightens the room. Approximately 30' directly opposite the door sits a badger dressed only in a flowing white gown. He is sitting in what appears to be a bank of clouds shaped like a throne. The figure is the spirit of Sir Ignasious. He is very grateful for what the party has done to rid the area of Harvoc and his evil band of rats, weasels, and pine martens. For this great deed, he will award each member of the party one magic item from a chest that sits to the right of his throne. It contains the following items: a +2 long sword, a +1 suit of plate mail (will magically shrink to fit any size), a book of magic user spells (3 – 1st level spells, 2 – 2nd level spells), a scroll with 5 clerical spells (3 – 1st level spells, 2 – 2nd level spells), a +2 dagger, and a ring of the flying squirrel (see end of module for details). If the party is a large one, feel free to add extra items as needed for each member of the party.

After thanking the party for their deeds and the distributions of gifts, Sir Ignasious will wish them the best of luck on their future endeavors and will bid them farewell. When he does so, there will be a bright flash and the party will find themselves in the Great Dining Hall (room 5) seated at the table with all the foods that they could desire in front of them. This is one last token of Sir Ignasious' appreciation.

If the party goes back down into the basement, they will find the west wall completely bare and the secret switch in the south wall will be gone-never to be seen again.

M. MUSHROOMS!

You've been scratching and hacking through the thick woods and are starting to get very tired and frustrated. Just as you are about to drop from exhaustion, you notice that the woods around you have gotten even darker than before – if that's possible. As you peer into the gloom, a pale, round odd being appears from the darkness in front of you. It is unlike anything you have ever seen before. You recall the old tales as a young one of the fungus people and how dangerous they are! Could this be one of them?

The puffball creature will stand there for one round looking at them with his little beady black eyes. Unbeknownst to the party, the puffball creatures are quite docile and harmless. It has been the noise of the adventuring party's trek through the woods that has gotten his attention. He is there to see what is going on. The creature is the leader of the small band of puffball creatures that live in this area of the woods. He is carrying a small baton of his station in his hand. It is 6" long and made of oak with silver knobs on both ends (30 gp value). It is not magical – purely ornamental and ceremonial. He is well aware of the party's presence and has come to see if the rumors of "outsiders" are true. His speech is wispy and soft. He will converse with the group and, if their answers are to his liking, he will invite them into their area for safety and rest. He has little to offer them in the way of food. Because of their special resistance to the spiders' poison, the spiders fear them and do not venture into this area. The party will not be bothered by any creatures so long as the stay within the puffball's "village."

The puffball creatures live in a small covered opening in the woods (LOCATION IS UP TO THE CK – TO BE USED AS A SAFE HAVEN FOR THE ADVENTURING PARTY IN CASE OF DIRE NEED). The area is approximately 50 yards in diameter and covered from above by the canopy of the trees. This area is even murkier than the rest of the woods. In the middle of the opening is an area (20 ft dia) of rich soft moist earth. This area is used by the puffball creatures for resting and absorption of nutrients. The smell of mustiness is readily noticeable here.

The puffball creatures vary in size – small (children, 1 HD/1 ft tall), medium (adult, 2HD/2 ft tall), and large (chieftain, 3HD/3 ft tall). They are a pale white creamy color with patches of brown or tan located randomly about their body. They have short stubby legs and long spindly arms. Their eyes are usually small and are black or brown in color. Their weapons are often crude and made

of wood or stone. If they are in possession of a wrought metal weapon, it is because they found it amongst the spiders' webs or lying about on the forest floor.

PUFFBALL CREATURES (total number: 50 – 1 chieftain, 35 adults, 14 children). They have nothing of value in terms of treasure.

CHIEFTAIN (HD 3, HP 19, AC 13, # of attacks – 1 (club), club – 1d6+1, PA – physical). *Special* – Defense: resistant to all poisons; Attack: sleep spores – causes sleep for 1d4 hrs.)

ADULTS (HD 1, HP 5, AC 12, # of attacks – 1 (club), club – 1d6+1, PA – physical). *Special* – Defense: resistant to all poisons; Attack: sleep spores – causes sleep for 1d4 hrs.)

CHILDREN (HD 1–1, HP 2, AC 11, # of attacks – 0, PA – physical). *Special* – Defense: resistant to all poisons. They do not have the ability to shoot forth sleep spores.)

CONCLUSION

There is the possibility of at least four outcomes – 1) the party is successful in defeating Harvoc and his horde completely; 2) the party defeats Harvoc and his gang, but Harvoc escapes; 3) the party is defeated by Harvoc and his gang, and the party is either captured or killed; or possibly, 4) the party is defeated and heads to Thorneberry to recuperate and try to gather forces to retake Wheat Hollow at a later date.

Or there could be others, who knows?! This module was designed to give the beginning gamer an introduction into role playing games. If you enjoyed this adventure and would like to continue, have your CK start working on a follow-up scenario or even something completely different. All you need is your imagination and a couple of friends, and you are on your way.



JPSabel

CRITTER APPENDIX

ANIMALS OF WHEAT HOLLOW

CROWS

FREQUENCY: Common
NO. ENCOUNTERED: 2–20
SIZE: Medium
HD: 1HD+1 to 2HD+1 (leader)
MOVE: 2ft. (land)/12ft. (flying)
AC: 16
ATTACKS: 3 – claw, claw, beak (1d2/1d2/1d3)
SPECIAL: none
SAVES: P
INT: High
ALIGNMENT: Neutral
TYPE: Animal (bird)
TREASURE: 2
XP: 5+1/10+2



The raucous all-black birds are commonly seen throughout the countryside. Their homes are roosts located in small woods or possibly one larger tree (i.e., oak, elm, etc.). They will often be found flying around looking for food, usually carrion or other refuse. They can be aggressive, especially if they see someone with something shiny (i.e., coins, trinkets, etc.). If one can work a trade, it is usually quite wise to do so. These animals are highly intelligent, so trying to trick them is usually not taken very kindly. If attacked, crows will start cawing to attract others in the area (75% chance, 2–5 crows). If this happens, it is wise to head for cover for it could get quiet nasty when others arrive.

FISHERS

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1–3
SIZE: Medium
HD: 2
MOVE: 9ft
AC: 13 (or by armor type)
ATTACKS: 1 bite (1d4+1) or by weapon type
SPECIAL: None
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 3
XP: 10+2



This agile larger member of the weasel family has a dark brown to black fur. It is not nearly as backstabbing or cut-throated as its smaller cousin. They prefer to use their brains to get themselves out of trouble or to solve a problem. However, they will fight as needed. Their preferred weapon is the long sword and they use armor if available. Instead of being a leader, they would rather be an advisor. If something should go wrong, they will find a way to leave the premises never to be seen again in that area.

FOXES

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1–2
SIZE: Medium
HD: 1 (d8)
MOVE: 12ft.
AC: 19 (or by armor type)
ATTACKS: 1 bite (1d8) or by weapon type
SPECIAL: Hide, Move Silently, Sneak Attack
SAVES: P
INT: High
ALIGNMENT: Neutral (evil)
TYPE: Animal
TREASURE: 3
XP: 5+1



To know a fox is to not trust one. Wherever foxes shows up, it doesn't matter where, they are more than likely trying to scheme or pull a fast one. Although they are typically adventurers, they are drawn to the thieving, fighting, or druidic line of work. They can reach up the 6th level in any one of the classes. They tend to be rovers and move from town-to-town, not staying long lest they draw the ire of the local constable.

Foxes are known by their red fur and their sly talking. They should be avoided at all costs. To join up with them is to likely end up in jail or at the end of a rope. Most foxes prefer to use either short swords or daggers. Armor is either leather or chainmail. Shamans/ clerics will have the necessary items for their station.

MOVE SILENTLY: This ability allows a fox to move so silently that others cannot hear the movement. The fox can use this ability both indoors and outdoors. A fox can move up to one-half the fox's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

HIDE: Foxes use this ability to conceal themselves from others. A successful check means that the fox is hidden so well as to be almost invisible. The fox can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

SNEAK ATTACK: A fox making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. A fox cannot aim with deadly accuracy from beyond that range. A sneak attack cannot be combined with back attack.

GIANT OX BEETLE

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1

SIZE: Large

HD: 3 (d8)

MOVE: 9ft.

AC: 18

ATTACKS: 1 (horn 1d6)

SPECIAL: Trample (1d8)

SAVES: P

INT: Low

ALIGNMENT: Neutral

TYPE: Insect

TREASURE: None

XP: 40+3



These large beetles are indetified by their three horns located on their head, two to the sides and one in the front. They are constantly on the move looking for food. Their main method of attacking is to rush forth, hitting with their horns and trying to trample their would-be assailant. Although they are slow, it is best to try and get out of their way. Giant ox beetles aren't known for their intelligence, therefore they will fight until death when trying to get a meal.

MOON BEES

FREQUENCY: Rare

NO. ENCOUNTERED: 20-80

SIZE: small (2ft)

HD: 1-1HD to 3HD

MOVE: 3ft. (land)/24ft. (flying)

AC: 12

ATTACKS: sting/bite/spear (1d3/1d4/1d4)

SPECIAL: stunning sting, healing honey

SAVES: P

INT: low

ALIGNMENT: Neutral

TYPE: Insect

TREASURE: none

XP: 7+1 to 30+3



This type of bee is seldom seen. It only comes out at night during the full moon of each month. They are completely gray in color (head, body, and thorax) with silver antennae, eyes, wings, and legs. They also have alternating bands of gray and silver on the abdomen. They like to make their hive in large piles of rocks where they can easily camouflage their entrances.

They are broken down into three groups: queen, warrior, and worker. The queen is in charge of the hive; the warriors defend the hive; and the workers take care of everything else (i.e., clean-up, maintenance, etc.). Only the warrior bees do the fighting. They will attack in one of three ways: stunning sting, biting, or spears. If successful with their sting, the individual must make a save versus petrification or be stunned for 1-4 rounds. The queen and the worker bees can sting too, but usually will choose to flee instead.

The bees also make a rather unique honey. It has the capability to heal when consumed. It will heal 2-5 hit points for every six

ounces. It is silver in color and has a very sweet honey taste. It is highly desirable to bakers and chefs and can fetch a nice price to the right people. But, due to its healing properties, it is rarely used for other purposes.

MUSKRATS

FREQUENCY: Uncommon

NO. ENCOUNTERED: 2-10

SIZE: medium

HD: 1 (d8)

MOVE: 6ft./rd (land), 12ft./rd (water)

AC: 11

ATTACKS: 1 (by weapon type)

SPECIAL: none

SAVES: P

INT: average

ALIGNMENT: Neutral (good)

TYPE: animal

TREASURE: 1

XP: 5+1



Musk rats are brown, furry creatures with rat-like tails. They are commonly found living in cattail huts in the marshes. These usually house small family groups. Some of the more adventurous ones live in villages. They are good swimmers. So, if they do live in one of these areas, it is usually going to be near a source of water.

Although they are not natural born fighters, they will usually use whatever is at hand to defend themselves (i.e. clubs, sling/stones etc.). Armor is foreign to them and will only wear it if forced to.

RACCOONS

FREQUENCY: Uncommon

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 1

MOVE: 9ft.

AC: 11 or by armor type

ATTACKS: 1 (bite 1d6)

or by weapon type

SPECIAL: Hide, Move Silently,

Pick Pocket

SAVES: P

INT: Average

ALIGNMENT: Neutral (evil)

TYPE: Animal

TREASURE: 2

XP: 5+1



These animals are easily indetifiable by their facemasks and striped tails. Their body fur can range from a light brown to a dark gray. Raccoons are often seen in the company of foxes. Because of their nimbleness of fingers, they are often hired by foxes for thieving (i.e., lock-picking, pick-pocketing). Like most thieves, they prefer to use short swords and daggers for fighting and leather/studded leather for protection. It is possible for raccoons to reach the 5th level in thievery. They are also hired as thugs/bodyguards and can be trained as fighters which they can reach up

to 6th level. Unless exceptionally gifted, most will never reach that level due to the vigilance of law and order.

HIDE: Raccoons use this ability to conceal themselves from others. A successful check means that the racoon is hidden so well as to be almost invisible. The racoon can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20) to hide while running or charging.

MOVE SILENTLY: This ability allows a racoon to move so silently that others cannot hear the movement. The racoon can use this ability both indoors and outdoors. A racoon can move up to one-half the racoon's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

PICK POCKET (Dexterity): A racoon can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the rogue to cut the purse or pouch from the target. A penalty to check is equal to the level or hit dice of the targeted victim.

RATS

FREQUENCY: Common.
NO. ENCOUNTERED: 5-50
SIZE: Small-Medium
HD: 1
MOVE: 9ft./rd.
AC: 11 (or by armor type)
ATTACKS: 1 Bite (1d3),
(or by weapon type)
SPECIAL: none
SAVES: P
INT: low
ALIGNMENT: Neutral (evil)
TYPE: Animal
TREASURE: 1
XP: 5+1



Rats are a very common problem for most of the inhabitants of Wheat Hollow, or any other community for that matter. A most common saying around the village is, "The only good rat is a dead rat!" Rats come in different colors, white, brown, tan, black, or even piebald. They are found in just about any place on the map and are always a problem when encountered. They usually travel in packs, causing disorder wherever they go. Their main goal is to control lower rodents (i.e., mice, moles, etc.) and will do whatever they can to do it.

If more than 10-15 are encountered, there is likely to be a leader of 2-3 HD. If over 30 are encountered, there is a strong possibility that a spell-caster will also be in the group-more than likely a cleric/druid type (1-4 HD). They are usually garbed in shabby clothes or leather armor. The higher HD rats usually have slightly better armor and weapons (possibly magical, more than likely stolen).

RATTLESNAKE (TIMBER)

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1
SIZE: medium to large (4 to 6 ft)
HD: 3D8+1
MOVE: 12ft.
AC: 16
ATTACKS: bite (1d6+poison
(1d3/rd for 3 rounds))
SPECIAL: Paralysis (fear)/Immune
to illusions & sleep/Swallowing whole
SAVES: Mental
INT: average to high
ALIGNMENT: Neutral (evil)
TYPE: Reptile
TREASURE: 5
XP: 40+3



These side-winders are nasty and will strike fear into most any animal. Between the paralyzing rattle and their poison, these snakes are very deadly. They are tan to brown with darker brown blotches or V-markings. They will use their rattling to paralyze their prey before attacking.

They often make their homes in secluded areas such as caves or abandoned buildings. They prefer to be alone. Any intrusion will be dealt with harshly. For some unknown reason, they have an immunity to illusions and sleep, mages have studied them for years without any success. Some seem to think its because they may have the blood of dragons coursing through them. Maybe its because, at times, they like to talk and be complimented (which is rare). Most of the time they end up eating their assailants.

If the snake is attacking any creature "small" in size (or smaller) and rolls anatural "20" that creature has been swallowed whole. The being has 2-5 rounds before it will suffocate to death (or the snake is destroyed).

RED-TAILED HAWK

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1
SIZE: Large
HD: 4 (d8)
MOVE: 24ft.
AC: 15
ATTACKS: 2 (bite 1d6, talon 1d6)
SPECIAL: Carry-off, keen eye sight
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Bird
TREASURE: 4
XP: 80+4

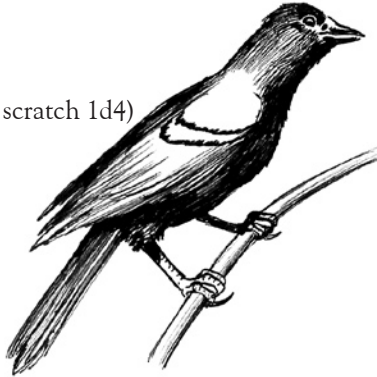


These raptors are often seen flying high above the countryside soaring on the warm breezes looking for some poor unfortunate soul (typically mice or the like). Because of their keen eyesight not much gets past them. Their typical mode of attack is by surprise

-diving from high above, looking for a small animal. If they hit with a natural "20", any small animal will be caught in both talons and carried off to meet a most miserable end. They are identified by large brown body, white chest, and brick red tail. If one hears it screeching and flying high in the sky, its best to head for cover! They could be its next meal!

RED-WING BLACKBIRDS

FREQUENCY: Common
NO. ENCOUNTERED: 1-10
SIZE: Small
HD: ½ (leader 1HD (d6))
MOVE: 18ft.
AC: 13
ATTACKS: 2 (bite/peck 1d3, scratch 1d4)
SPECIAL: None
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 1
XP: 1+1 (leader 5+1)



These noisy, blusterous birds are quickly identified by their black bodies with the red-orange shoulder patch on their wings. Red-wing blackbirds are more bark than bite. They are constantly on the move looking for food, whether it be corn, wheat, or whatever an adventurer has on hand. They will spend most of their time harassing individuals until they give up their food. If an individual is stubborn, they will eventually grow bored and fly off. However, there is a chance that all that racket will attract some other unwanted attention, roll for an possible extra encounter. Because of their roaming nature they are often hired to scout the countryside for any possible dangers because they are quick flyers with sharp eyes.

SKUNKS (STRIPED)

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-3
SIZE: Medium
HD: 1-3HD (d8)
MOVE: 4ft./rd.
AC: 12 (or by armor type)
ATTACKS: 1 (by weapon type)
SPECIAL: Musk spray
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 1 or 2
XP: 10+1 to 40+3



Skunks are readily recognizable by their all black bodies with the white racing strips along their sides and tail. Because of their smelly tendencies (i.e., musk spray), others tend to leave them alone. They will often be found on the outskirts of town living in a snug hole in the side of a hill or in hollowed out tree. Unlike most creatures, they have been known to wander about looking for adventure. This is mostly likely due to their limited socialization.

MUSK SPRAY: A skunk's musk spray is one to beware of. If they let it go, it can cause stinging of the eyes and retching. Those that fail a savings throw against their constitution will be sick and retching for 1-10 rounds and hit at a -2 due to this and the stinging watery eyes. Skunks are able to do this up to three times a day.

TOADS

FREQUENCY: Uncommon (common in marshes/swamps)
NO. ENCOUNTERED: 2-20
SIZE: Small
HD: 1
MOVE: 6ft./rd (land)/12ft. (water)
AC: 16
ATTACKS: 1 (by weapon type)
SPECIAL: Camouflage
SAVES: P
INT: low
ALIGNMENT: Neutral
TYPE: amphibian
TREASURE: 1
XP: 7+1

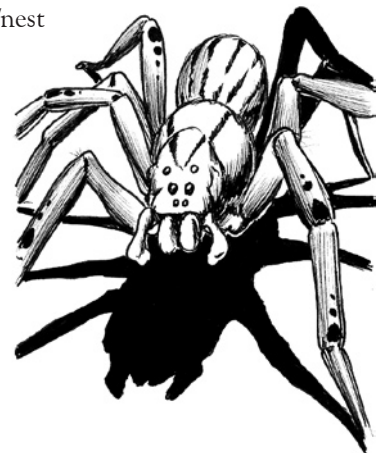


These leathery, wart-skinned beasts are quiet creatures and prefer to be left alone in their marshes and swamps. This doesn't mean that they won't fight if provoked. Their preferred weapon is the spear. If they wear any armor, it's usually for appearance only, most armor only slows them down even more than they already are. They will wear helmets if it suits them. They are slow and awkward when moving on land. Swimming is their preferred method of getting around.

CAMOUFLAGE: Because of their greenish-brown skin they can be very difficult to see. When they are motionless the chance that an individual will pass them without notice increases (CL 10).

WOLF SPIDERS

FREQUENCY: Uncommon
NO. ENCOUNTERED: 1-3/nest
SIZE: Small (2 ½-3ft)
HD: 1 (d8)
MOVE: 12ft.
AC: 15
ATTACKS: 1 (bite 1d4)
SPECIAL: poison
 (slows for 2-12 rds)
SAVES: P
INT: low
ALIGNMENT: Neutral
TYPE: Arachnid
TREASURE: 3
XP: 10+1



Wolf spiders are approximately 2 ½ to 3 feet in length and have a color that ranges from light gray to almost black. They will usually be encountered in nesting groups of 1 to 3. They will try to capture and eat any critter that wanders into their domain. These spiders are usually found in the wooded lots and larger forests, but have been known to inhabit old abandoned towers and castles if at all possible.

They do use webs for the nests and for transportation, they usually don't use it for capturing prey. They enjoy biting their victims and torturing them too much!

POISON: Though their poison does not cause instant death, it is still deadly just the same. If the individual fails their constitution save versus poison, the individual's movement will be slowed by half. In a lot of cases, it slows their victim down just enough to finish the job.

WOLVERINE

FREQUENCY: Rare
NO. ENCOUNTERED: 1-2
SIZE: Medium
HD: 3-5
MOVE: 6ft./rd
AC: 12 (or by armor type)
ATTACKS: Bite/Claw (1d6/1d4)
 or by weapon type
SPECIAL: Ferocity, (+1 to hit/damage)
SAVES: P
INT: Average
ALIGNMENT: Neutral (Evil)
TYPE: Animal
TREASURE: 3
XP: 30+3/60+4/120+5



Wolverines are some of the nastiest animals around. They are so ill-tempered that even most bears give them a wide berth most of the time. They have been known to take down animals two to three times their size (i.e., deer, elk, etc.). They are not easily intimidated! They are usually solitary animals. If two are encountered, they are usually a mating pair (this is highly unusual).

These ornery creatures are mostly brownish-black with a wide tannish stripe running down the mid portion of their body. They have very sharp teeth and claws at their disposal, but prefer to use some form of hand weapon. Although their fur is nice and thick, they prefer to use armor if they can get it.

FEROCITY: Because of their ferocity, they will fight in a blind rage until reaching negative hit points (-4). At that point, they will drop dead. This rage also gives them +1 to both damage and to hit.

YELLOW JACKETS (WASPS)

FREQUENCY: Uncommon
NO. ENCOUNTERED: 5-30
SIZE: Small
HD: 1/4 (avg HP 2)
MOVE: 24ft.
AC: 13
ATTACKS: 2 (bite 1d3, sting 1d4)
SPECIAL: None
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Insect
TREASURE: 1
XP: 1+1



These buzzing pests are easily recognizable by their black and yellow bodies and their big stingers. Yellow Jackets will typically make their nests in remote out-of-the-way places such as tree cavities or abandoned buildings. It is best to leave these wasps alone if possible. If not, one could quickly find themselves in the midst of a stinging swarm. Yellow Jackets will attack by bite and stinging. They will attack until death or until the intruder has left their immediate area. If the intruder has succeeded in killing off half of their group, they will retreat to their hive or to another area if no other option is available.

PUFFBALL CREATURES

NO. ENCOUNTERED: 5-50
SIZE: Small
HD: 1-3
MOVE: 3ft.
AC: 11-13
ATTACKS: 1 (small hand weapons)
SPECIAL: Gas spore puff (causes sleep for 2-20 rds); resistant to poisons
SAVES: P
INT: moderate
ALIGNMENT: Neutral (good tendencies)
TYPE: Plant
TREASURE: 1

These odd looking creatures are oval in shape and stand about two ft. tall with spindly arms and legs. They are typically white or a pale cream color with tan or brown splotches and small beady black eyes. Puffball creatures are shy, quiet creatures and are seldom seen, preferring to stay to themselves. If threatened, they will shoot their sleep spores and flee. They are not combative creatures, but will fight to defend themselves. They are resistant to most poisons due to their fungal physiology (the strongest of poisons tend to slow them down, but not kill them).

They will not have much in the way of treasure (coins or magic items) due to their solitary nature. What they do have is found through scavenging.

GAS SPORE PUFF: They can release a gas of spore uffs that cause sleep for 2-20 rounds.

MAGIC ITEMS

RING OF THE FLYING SQUIRREL GP VALUE: 2,500 EXP: 500

This ring at first glance looks like a simple silver ring with an etching of a flat-looking squirrel on it. Once the ring is donned by a creature, they will know that the ring is magical. What it does exactly remains a mystery!

If they are wearing the ring at night or while underground, they will notice that they can see objects and others things around them as if it were early dusk (dusk vision).

The ring also gives the wearer the power to glide through the air. When the creature jumps into the air, loose thin membranes appear that connect their arms with their legs and allow them to coast through the air. For every five feet up, they can coast up to ten feet in distance (i.e., 10 feet up, coast 20 feet).

POSSESSIONS

[illegible]

EXPERIENCE POINTS

Next Level Goal:

MOVEMENT

--

ENCUMBRANCE

TOTAL	_____
PENALTY	_____
MOVE	_____
ATTRIBUTE CHECK	_____
ARMOR CLASS	_____

AMMUNITION & SUPPLIES

TREASURE

TREASURE	
----------	--

SPELLS

LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN
0			
1st			
2nd			
3rd			
4th			
5th			
6th			
7th			
8th			
9th			

[illegible]

TURN UNDEAD

TURNING CHECK	# TURNED
WIS	d12+CHA mod

MAGIC ITEMS

MAGIC ITEMS		

FEATURES

HEIGHT	<input type="text"/>	SEX	<input type="text"/>	HAIR	<input type="text"/>
WEIGHT	<input type="text"/>	AGE	<input type="text"/>	EYES	<input type="text"/>

DESCRIPTION

Last Will and Testament: I, the undersigned,

do hereby make the following requests, to be executed in the event of my untimely demise:

THE WORLD OF WHEAT HOLLOW

1 HEX = 2 MILES



WHEAT HOLLOW AREA MAP

F = FARM
1 HEX = 20 FEET

TO FARMER
THISTLEDOWN'S
FARM

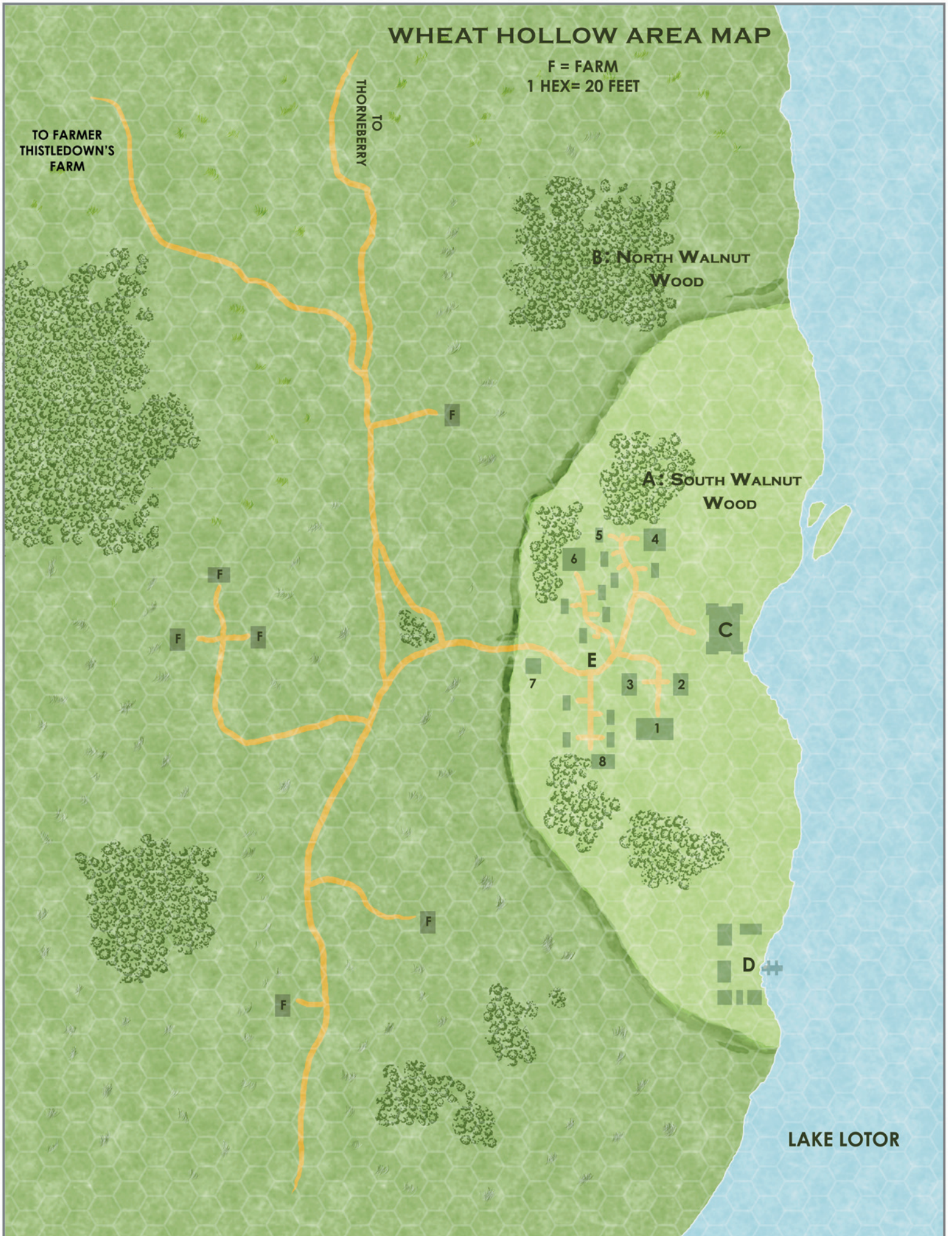
TO
THORNEBERRY

B: NORTH WALNUT
WOOD

A: SOUTH WALNUT
WOOD

D

LAKE LOTOR



AREA MAP 1: NORTHWEST PASTURE
1 HEX = 15 FEET

The map is a hexagonal grid. In the top left, there is a large, dense forest area. In the top right, there is a smaller, dense forest area. In the bottom right, there is a forest area labeled "Pine Crown". In the bottom left, there is a forest area with a small black circle in the center. A dotted rectangle labeled "J" is located in the center-right area.

AREA MAP 2: NORTHEAST PASTURE

1 HEX = 15 FEET

The map shows a large open area (E) and a wooded area (Spider Woods) with a river (H) and a building (L).

AREA MAP 3: THISTLEDOWN FARM
1 HEX = 15 FEET

GIANT OAK TREE

MELSO THE SMELLY

C

OPEN GRASS

E

WINDY WAY CREEK

SMALL WOODS

TOADS

MARIETTA THE MYSTIC

B

CORN FIELD

APPLE PEAR TREES

D

PESKY CROWS

E

A

FARMER THISTLEDOWN'S FARM

WELL

CORN BIN

AREA MAP 4
EAST PASTURE
1 HEX = 15 FEET

PESKY CROWS

WINDY WAY CREEK

GOLDEN BEES

Giant ANTHILL

RATTLESNAKE'S ABODE

A STORAGE SHED

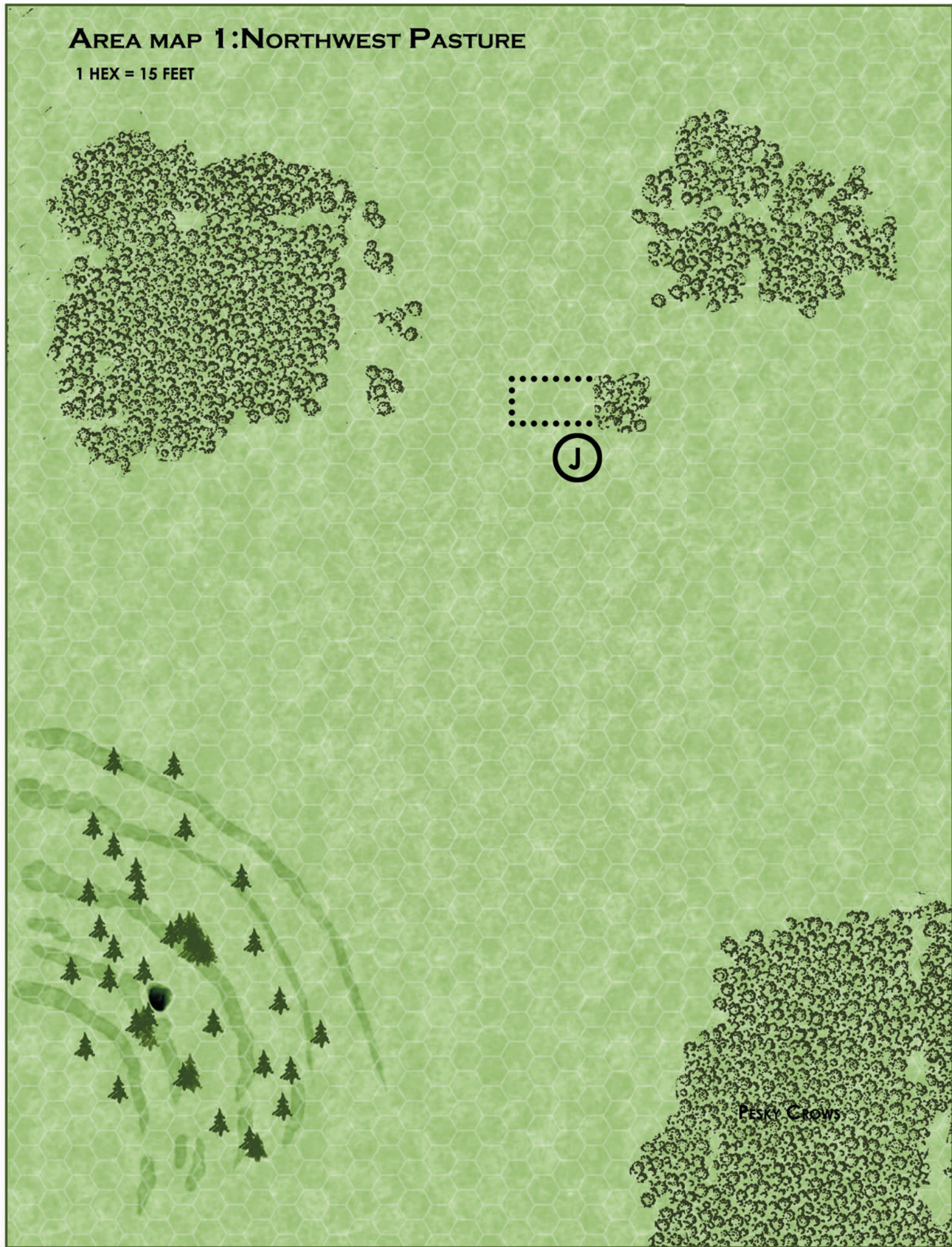
F

H

G

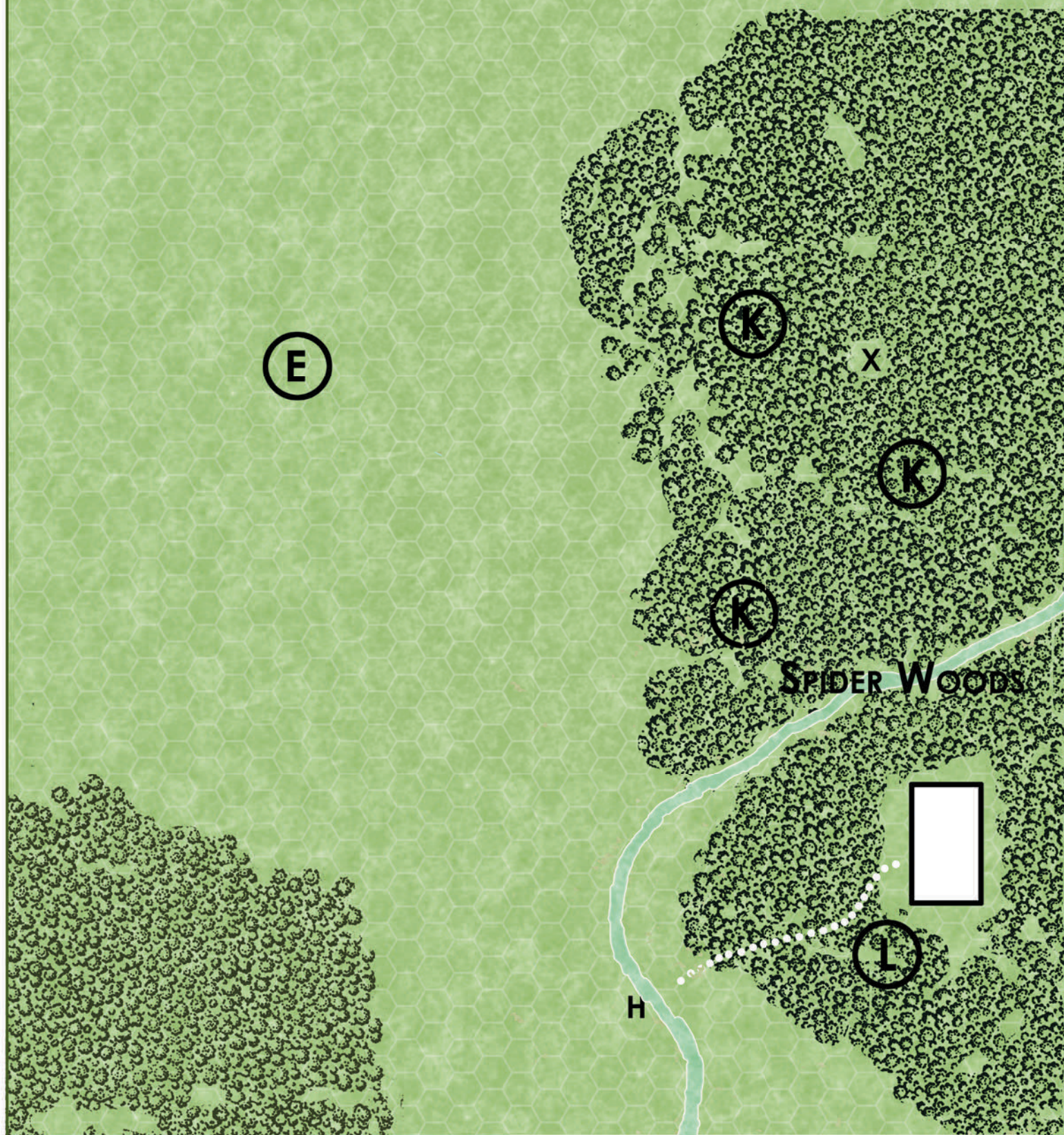
AREA MAP 1: NORTHWEST PASTURE

1 HEX = 15 FEET



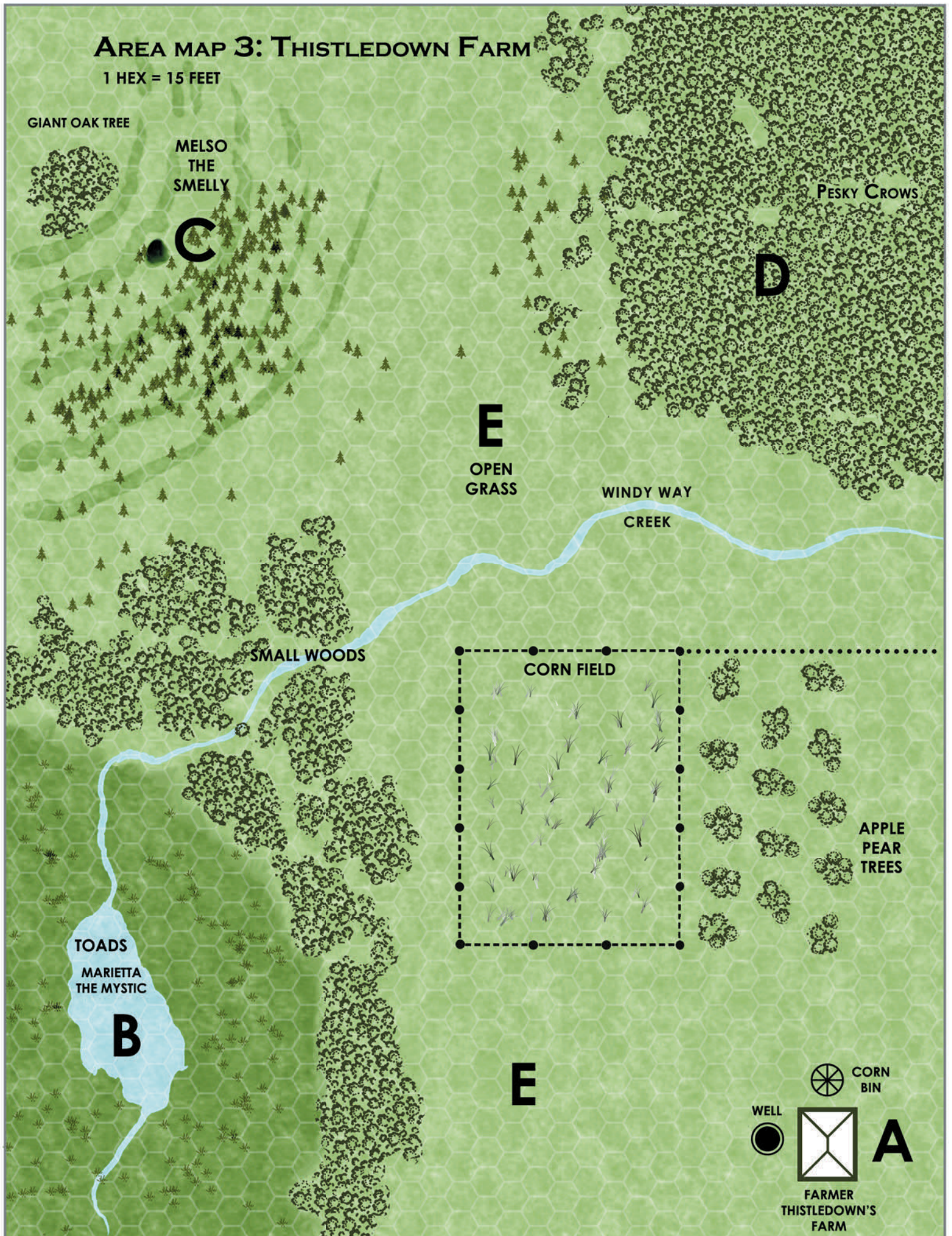
AREA MAP 2: NORTHEAST PASTURE

1 HEX = 15 FEET



AREA MAP 3: THISTLEDOWN FARM

1 HEX = 15 FEET



GIANT OAK TREE

MELSO
THE
SMELLY

C

PESKY CROWS

D

E

OPEN
GRASS

WINDY WAY
CREEK

SMALL WOODS

CORN FIELD

APPLE
PEAR
TREES

TOADS

MARIETTA
THE MYSTIC

B

E



CORN
BIN

WELL



FARMER
THISTLEDOWN'S
FARM

A

AREA MAP 4
EAST PASTURE
1 HEX = 15 FEET

PESKY CROWS

I

WINDY
WAY
CREEK



F

GOLDEN
BEES



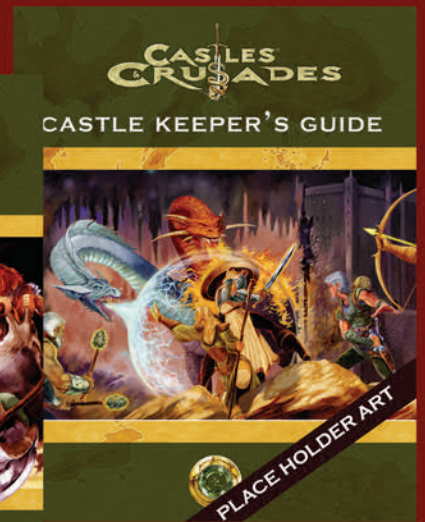
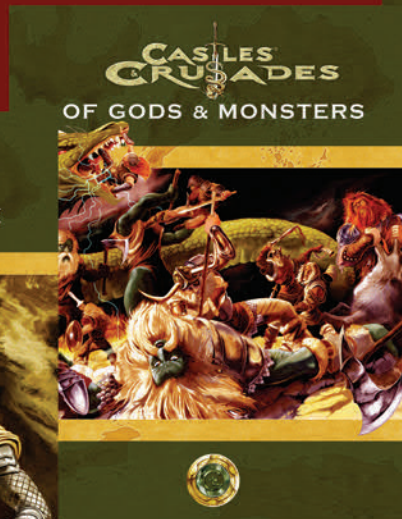
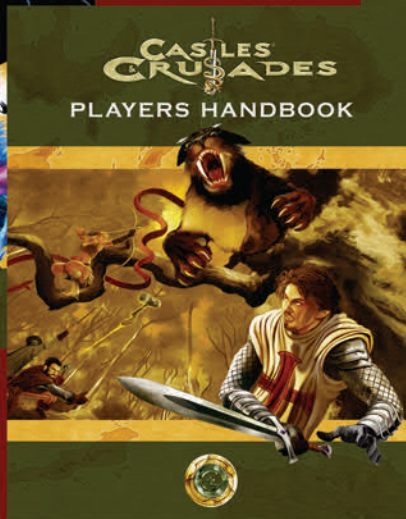
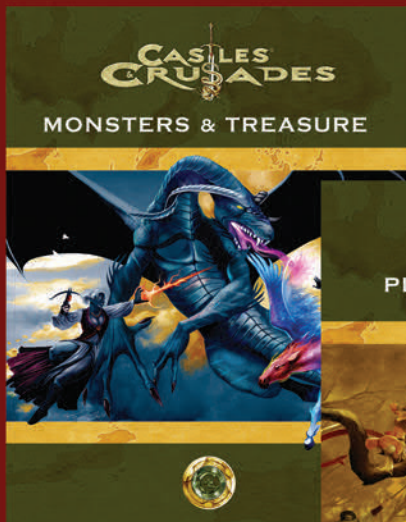
A

STORAGE
SHED



G

RATTLESNAKE'S
ABODE



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Color Maps
Inside



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