

ESCAPE FROM GOBLIN DUNGEON!

A Fantasy Adventure for Character Levels 1-3

Compatible with Old School Fantasy Games Including Labyrinth Lord™



*The party is held captive by goblins and their vile master.
Will they escape with their lives?*

(Includes pregenerated characters so you can play TODAY!)



**Basic Fantasy
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JAILBREAK!!!

In this ready-to-play adventure your players will try to escape from a goblin prison before being sold into slavery. This adventure is a great first session for new players or for starting a new campaign.

Of course, getting out of your cell is only the beginning of your challenges!

Here's what you get for your gold pieces:

- *A ready-to-play adventure*
- *A printable map for tabletop play*
- *A digital map for your virtual tabletop*
- *A new magic item, the BAG OF INFINITE MARBLES*
- *Pregenerated player characters. Get playing TODAY!*
- *THREE BONUS CHARACTERS FROM OUR OTHER SUPPLEMENTS!*
- *Suggestions for extending the adventure for further sessions*



This adventure can be used with your favorite old school fantasy ruleset or retroclone with little or no modifications. It can also be used with later editions with a little tweaking.

Gaming looks even sweeter from Sharp Mountain!

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ESCAPE FROM GOBLIN DUNGEON!

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version 1.0a



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INTRODUCTION

Thank you for purchasing this product. This adventure is designed for use with your favorite old-school game, retroclone, or retro-inspired game. You should be able to use the stats in this adventure with little or no modification. Pre-generated characters are provided at the end of the adventure. Print them, pass them out, and you're ready to go. Also, your players can use their own characters to weave this adventure into your current campaign. Feel free to change any of the details to make it fit your campaign.

In this adventure, player characters will attempt to escape from a goblin prison. They were ambushed and captured while travelling. This is a great way to get a new party together, and hopefully a fun alternative to "you met in a tavern." You can also use this adventure in another situation where your party may be captured.

NOTES FOR THE GAME MASTER

Armor Class: Armor class is provided in both descending and ascending format. For example, if AC is listed as 8 (12), 8 is descending, and 12 ascending.

Monsters: Full monster description blocks are provided for monster. A "to hit" chart is provided with each for your convenience. An attack bonus is also provided for those using Ascending Armor Class.

Adjusting for Party Size: This adventure was designed for 4-6 players, assuming the major classes (fighter, magic user, cleric, and thief) are represented. For smaller parties, feel free to reduce the number of opponents.

The Adventure

All of the encounters that follow take place on **Map 1**., shown on the next page. A printable color map is provided with this product. Simply print it out and glue or tape the edges together.

You may need to trim the white border from one side. Also, a color image in .jpg format is provided for online play.

This adventure starts with the player characters (PC's) as captives in a prison run by goblins and their human master. If you are using this adventure as an introductory session, simply start them in the cell in "**AREA 1**". If you are incorporating this adventure into an existing campaign, you may have to handwave the capture by having it occur between your group's sessions.

If this seems too much like railroading, there is another option. There's no reason the adventure has to start in AREA 1. Perhaps the party is hired by relatives of **Sunday Roamer** who suspect he has been captured in this area. Simply start at **AREA 6** and have them make their way *down* to the jail cell.

AREA 1

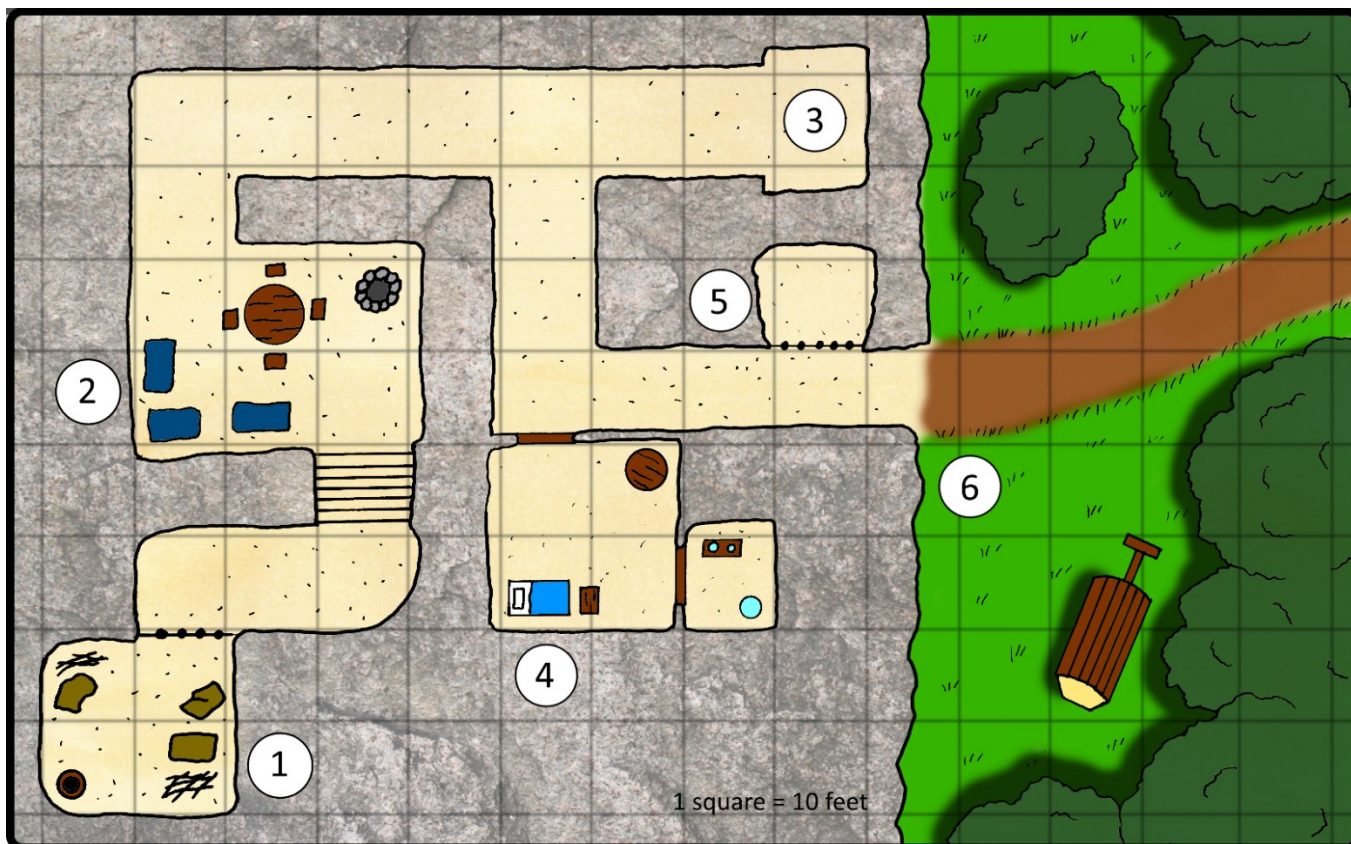
To start the adventure, read or paraphrase the following information to your players:

"You were travelling near the woods on the Eastern Road, when you were suddenly hit from behind. The blow to your back knocked you to the ground. Then there was a sharp blow to the back of your head. After that, you remember nothing.

You awoke in a cell, missing your pack, armor, and weapons. Magic-users and clerics still remember their spells, but they no longer have their spellbooks and holy symbols. However, everyone still has their clothes (AC 9(11)), and their wits.

The cell is carved from the mountain's stone, with a barred gate on one wall. Outside the cell, a single torch provides dim light. The cell is damp. A foul smelling bucket is in one dark corner, straw and abandoned cloaks are scattered across the floor. There are several other beings in the cell with you. Are they friend, or foe?"

MAP 1.



If this is the first session for your players, this is a chance for their characters to introduce themselves and perhaps discuss why they became adventurers. If they are an established party they may wish to talk to the other inhabitant of the cell, a non-player character (NPC) halfling.

Sitting in a darker corner of the cell is the halfling **Sunday Roamer**. He will introduce himself as a part-time adventurer. He was captured the day before the PC's and was able to get a look at his captors. They were a small tribe of goblins, led by a handsome, but cruel-looking, human. Sunday is from a nearby halfling shire, but had gotten the travelling itch recently.

Before long, their captors will make an appearance, coming down the stairs bearing food

trays. The aforementioned cruel human is **Domas DeFey**. He is tall, and has red hair, leather armor, a whip, and a haughty attitude. He is always accompanied by two goblins, the brother **Urm** and **Thurm**.

"I am the master of this dungeon," Domas will proclaim. "I know all your tricks so don't try them. Just enjoy your food, because the fare won't be so fine at your next stop."

Before opening the cell, they will require everyone to face the far wall and place their hands behind their heads. They will quickly place the food trays inside the cell. The food is a bland stew, but is edible. Water is provided in several clay cups.

[DM's note: There are any number of ways the prisoners can escape from their cell. They may try to jump the goblins when they place the trays, fake an illness or death to lure the guards inside, etc... This is a chance for the players to strategize together. While the jailbreak shouldn't be too easy and may involve combat, neither should it be impossible. Otherwise, it will be a long session indeed. Combat stats are provided below.]

GOBLIN (1-1 HD)		5 hp AC 6(14)							
# At 1(spear), DMG 1d6, Save NM, ML 7									
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18
Ascending AC combat information									
+1 (1d6) Spear									

DOMAS DeFEY (2 HD)		9 hp AC 7(13)							
# At 1(whip), DMG 1d6, Save F2, ML 8									
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18
Ascending AC combat information									
+1 (1d6) whip									

AREA 2

As the PC's make their way up the stairs, they will see light at the top and hear voices. The chamber at the top is carved out of stone, suggesting that the party is still underground.

The voices belong to goblins playing a game around a rough-hewn table. There are dice, little figures, and papers on the table, along with mugs of ale and some sort of fried snacks. There is a small fire going in a fire pit, and meat roasting on the spit. The goblins' sleeping blankets are laid on piles of straw away from the fire.

The goblins are very engrossed in their game, which may give the PC's the opportunity to

surprise them. The goblins are armed with short swords (1d6 damage) and daggers (1d4 damage).



SUNDAY ROAMER

There are five goblins whose names are **Ubs**, **Wux**, **Iolda**, **Thuma**, and **Odos**. They speak common, and have five gold pieces each on them. If captured and pressured to talk, they will reveal that they have been hired by Domas. They capture travelers and sell them to agents of the **Northlord**, though they have never seen him themselves. They have only heard that he is a powerful and evil wizard.

AREA 3

Down this tunnel, the PC's can see a small room lit by a single torch. On the floor of this chamber, they will see their weapons, spellbooks, and other possessions lying in a pile. The passageway is not well lit.

The hall is trapped with an arrow trap. The trap is triggered by pressure tiles in the floor. Each PC who chooses to go down the passage has a **50% chance** of triggering the trap. They are allowed a **Saving Throw versus Magic Wands**

to avoid the arrow. Otherwise, it does 1d6 damage.

A successful **Find Secret Doors** roll will reveal a small lever about 4 feet above the ground on the PCs' side of the tunnel. This lever will disable the trap. A thief may also use the **Remove Traps** skill to disable the trap whether the lever was discovered or not.

The room at the far side of the tunnel will contain all the gear listed on the character sheets provided in the **Appendix** of this adventure module.

AREA 4

This room is locked, but not trapped. The PC's may use an **Open Doors** check or thieves may use their **Open Locks** skill to open the door.

This is Domas' room. It is carved from stone, but contains a nice bed, table and chair. There is men's clothing in a chest at the foot of the bed. The chest also contains four books of questionable moral character. Hidden under the clothes are two **Healing potions** and **50 gold pieces**.

On the table is a crude sketch of a woman, quills, and an ink bottle. There is also unused paper on the table.

The door inside Domas' chamber leads to a small room that served as a bathroom. There is a washing basin, chamber pot, and several towels in this room

AREA 5

As the PC's make their way along this passage, they will see sunlight. They will also see a doorway to the left, and hear grunting sounds from within. It will sound as if someone or something is in pain.

This area is another jail cell, and contains a captured **sasquatch**. The sasquatch has been beaten to weaken him. He does not speak Common, but will try to get the party's attention

by rattling the bars. If freed, he will help the party, and can be controlled by the GM as an NPC. If any PC's have died or are especially weakened, they can take the roll of the sasquatch. Simply use the statistics provided below.

SASQUATCH (4 HD)						32 hp AC 7(13)			
# At 2 (claws), DMG 1d6/1d6, Save F4, ML 9									
AC	9	8	7	6	5	4	3	2	1
To Hit	9	10	11	12	13	14	15	16	17
Ascending AC combat information +2 (1d6/1d6) claw/claw									



AREA 6

This is the exit from the dungeon. Outside, two goblins (**Stick** and **Kaar**) will be standing guard, watching the road that leads to the dungeon. A caravan wagon sits near the edge of the road. A beautiful human woman can be seen calling to a large animal that is in the brush. The woman wears dark blue robe with stars and planets embroidered on the trim. The animal is not visible through the weeds and brush.

The woman is the witch **Hadis Evilian**. The creature is the **owlbear** that she uses to pull her

cart. She was not here to buy the PC's, but rather the sasquatch. Still, she does not want anyone to know about her questionable trading and will fight the PC's. She will sic her owlbear on them and the goblin guards will attack as well. Statistics for this encounter are provided below.

GOBLIN (1-1 HD) 5 hp AC 6(14)									
# At 1(spear), DMG 1d6, Save NM, ML 7									
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18
Ascending AC combat information +1 (1d6) Spear									

OWLBEAR (5 HD) 25 hp AC 5(15)									
# At 3(2 claws/bite), DMG 1d8, Save F3, ML 9									
AC	9	8	7	6	5	4	3	2	1
To Hit	6	7	8	9	10	11	12	13	14
Ascending AC combat information +5 (1d8/1d8/1d8) claw/claw/bite									

HADIS EVILIAN (3 HD) 12 hp AC 8(12)									
# At 1(dagger), DMG 1d4, Save M3, ML 8									
<i>SpellsMemorized:</i> Magic Missile, Light. Mirror Image									
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18
Ascending AC combat information +1 (1d4) Dagger									

If captured, **Hadis** will try to bargain with the contents of her wagon. She will tell them that she only wanted the sasquatch for magical experiments. She does not know anything about the Northlord's men who may be coming. All she knows is that the Northlord presses people into service in his mines. She suspects he is trying to unearth a site where powerful magic items may be hidden.



Her wagon contains:

- Women's clothing
- Cooking and personal items
- A magical +1 bow
- Two magical +1 daggers
- A **Speak with Animals** potion
- A **Bag of Infinite Marbles** (described below)

BAG OF INFINITE MARBLES

This small drawstring bag is decorated with pictures of stars and planets.

Once per day, it can produce 200 glass marbles of various colors and designs. Though the marbles are not magical, they are quite hard and slippery. All of the marbles do not have to be removed all at once, but the bag will never produce more than 200 per day.

If the party wishes to wait around and ambush the Northlord's hirelings, treat them as second level fighters.

FIGHTER (2 HD) 9 hp AC 5(15)									
# At 1(sword), DMG 1d8, Save F2, ML 8									
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18
Ascending AC combat information +1 (1d8) sword									

CONCLUDING THE ADVENTURE

Sunday Roamer will be happy to lead the PC's back to his village. A celebration will be held in their honor, and the local cleric, **Friar Thyme**, will be happy to provide healing services for the injured. He will also provide complimentary funerals for any deceased party members. Sunday will offer the party 200 gold pieces from his personal stash which he claims came from a dragon's den.

EXTENDING THE ADVENTURE

Here are several thoughts on extending this adventure.

Cleaning up the neighborhood: The goblin tribe has a larger den just north of the dungeon in this adventure. Sunday's village will hire the party to go and chase them out. Of course, the goblins have set some nasty traps to keep out the uninvited.

Rescue the slaves: A nearby church may hire the party to rescue some of the travelers who were taken as slaves. There is rumored to be a caravan of slaves heading for the Northlord's mines. Perhaps the party can stage a successful ambush.

Take him home: If the sasquatch is rescued, the party may be able to communicate with him, especially if they consume the **Speak with animals** potion. He will ask them to accompany him back to his tribe. He fears relatives of the goblins may pursue him and could use the extra protection. There are also many wild and magical creatures who may accost them on the way. His tribe brews particularly effective healing potions (2d6) and he will offer them as compensation.

Again, thanks for purchasing this adventure. Change whatever you like, make it your own. Most importantly, have a great time with it at your next game.



APPENDIX:

PREGENERATED CHARACTERS

The pregenerated characters that appear on the following pages are all third level characters. Maximum hit points were given for each character. Feel free to allow Magic-Users and Elves to adjust their spell list if desired.

Three BONUS character sheets are provided to give you a taste of some of our other supplements (which are pretty cheap, too!).

CARVEN – A wooden construct race, much like robots. A full character class write-up from levels 1-10 is available in **THE CARVEN**, also by **Sharp Mountain Games** on drivethrurpg.com.

HALFLING THIEF – A classic for all time! A full character class write-up from levels 1-14, along with a number of other classes, is available in **ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES**, also by **Sharp Mountain Games** on drivethrurpg.com.

WANDERWOOD – A player character version of the Treant. A full character class write-up from levels 1-10 is available in **WANDERWOODS**, also by **Sharp Mountain Games** on drivethrurpg.com.



Carven



Halfling Thief



Wanderwood

CLERIC (Level 3)

AC 6(14) HP 18

Abilities

STR	14	(To-Hit, Damage, Open Doors)	Adj. +1
DEX	8	(Missile To-Hit, AC, Initiative)	-1
CON	10	(Hit Points)	
INT	12	(Languages)	
WIS	16	(Save vs. Spells)	+2
CHA	13	(Reactions)	+1

Gear

Chainmail, Holy Symbol, Holy Water, Healing Potion

Weapons

Mace: (1d6)
Sling: (1d4)
Unarmed: (1d2)

Saving Throws

POISON/DEATH RAY	11
MAGIC WANDS	12
PARALYSIS/PETRIFY	14
DRAGON BREATH	16
SPELLS	15

Turn Undead

Skeleton	T
Zombie	T
Ghoul	7
Wight	9
Wraith	11

Spells

First level (2/day)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Mace: +2 (1d6 +1)
Sling: +1 (1d4)
Unarmed: +2 (1d2+1)

DWARF (Level 3)

AC 5(15) HP 27

Abilities

			Adj.
STR	16	(To-Hit, Damage, Open Doors)	+2
DEX	12	(Missile To-Hit, AC, Initiative)	
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	13	(Save vs. Spells)	+1
CHA	8	(Reactions)	-1

Saving Throws

POISON/DEATH RAY	8
MAGIC WANDS	9
PARALYSIS/PETRIFY	10
DRAGON BREATH	13
SPELLS	12

Special Abilities

Infravision
Find traps and mining (2/6)

Gear

Chainmail, Healing Potion

Weapons

2-handed Axe: (1d8)
Dagger: (1d4)
Unarmed (1d2)

Languages

Dwarvish
Gnomish
Kobold

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

2-handed Axe:: +3 (1d6+2)
Dagger: +3 (1d4+2)
Dagger(thrown): +1 (1d4)
Unarmed: +3 (1d2+2)

ELF (Level 3)

AC 3(17) HP 18

Abilities

STR	12	(To-Hit, Damage, Open Doors)	Adj.
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	10	(Hit Points)	
INT	13	(Languages)	+1
WIS	8	(Save vs. Spells)	-1
CHA	14	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	12
MAGIC WANDS	13
PARALYSIS/PETRIFY	13
DRAGON BREATH	15
SPELLS	15

Special Abilities

Infravision
Find secret doors (2/6)
Immune to ghoul paralysis

Languages

Elvish, Orc, Hobgoblin, Gnoll

Spells

First level (2/day): *Magic missile, Sleep*
Second level (1/day): *Invisibility*

Gear

Spellbook, Chainmail armor, Healing Potion

Weapons

Sword: (1d8)
Bow: (1d6)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Sword +1 (1d8)
Bow: +3 (1d6)
Unarmed: +1 (1d2)

FIGHTER (Level 3)

AC 4(I6) HP 27

Abilities

STR	16	(To-Hit, Damage, Open Doors)	Adj. +2
DEX	13	(Missile To-Hit, AC, Initiative)	+1
CON	14	(Hit Points)	+1
INT	12	(Languages)	
WIS	10	(Save vs. Spells)	
CHA	8	(Reactions)	-1

Saving Throws

POISON/DEATH RAY	14
MAGIC WANDS	15
PARALYSIS/PETRIFY	16
DRAGON BREATH	17
SPELLS	18

Gear

Chainmail armor, Healing Potion

Weapons

2 handed sword: (1d10+2)

Bow: (1d6)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

2-handed Sword:: +3 (1d10+2)

Bow: +2 (1d6)

Unarmed: +3 (1d2+2)

HALFLING (Level 3)

AC ₃₍₁₇₎ HP 18

Abilities

STR	8	(To-Hit, Damage, Open Doors)	Adj. -1
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	10	(Hit Points)	
INT	12	(Languages)	
WIS	13	(Save vs. Spells)	+1
CHA	14	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	8
MAGIC WANDS	9
PARALYSIS/PETRIFY	10
DRAGON BREATH	13
SPELLS	12

Special Abilities

-2 (+2) to AC against large opponents
Hide Outdoors (90%)
Hide Indoors (33%)

Gear

Chainmail armor, Marbles, Healing Potion

Weapons

Short sword: (1d6)

Bow: (1d6)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Short Sword: +0 (1d6-1)

Bow: +3 (1d6)

Unarmed: +0 (1d2-1)

MAGIC-USER (Level 3)

AC 8(I2) HP 12

Abilities

STR	8	(To-Hit, Damage, Open Doors)	-1
DEX	13	(Missile To-Hit, AC, Initiative)	+1
CON	10	(Hit Points)	
INT	16	(Languages)	+2
WIS	12	(Save vs. Spells)	
CHA	14	(Reactions)	+1

Adj.

Saving Throws

POISON/DEATH RAY	13
MAGIC WANDS	14
PARALYSIS/PETRIFY	13
DRAGON BREATH	16
SPELLS	15

Languages

Elvish, Dragon

Gear

Spellbook, Healing Potion, Sweet Robes

Spells

First level (2/day): *Magic missile, Charm person*

Second level (1/day): *Web*

Weapons

Dagger: (1d4)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Dagger: +0 (1d4-1)

Dagger(thrown): +2 (1d4)

Unarmed: +0 (1d2-1)

THIEF (Level 3)

AC 5(15) HP 15

Abilities

			Adj.
STR	12	(To-Hit, Damage, Open Doors)	
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	8	(Save vs. Spells)	-1
CHA	13	(Reactions)	+1

Gear

Leather Armor, Thieves tools, Healing Potion

Weapons

Short Sword: (1d6)

Dagger: (1d4)

Saving Throws

POISON/DEATH RAY	13
MAGIC WANDS	14
PARALYSIS/PETRIFY	13
DRAGON BREATH	16
SPELLS	15

Thieves' Abilities

Open Locks (25%)

Climb (89%)

Hide in Shadows (20%)

Hear Noise (50%)

Remove Traps (20%)

Pick Pockets (30%)

Move Silently (30%)

Backstab +4 to hit and double damage

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Dagger: +1 (1d4)

Dagger(thrown): +3 (1d4)

Unarmed: +1 (1d2)

CARVEN (Level 3)

AC₃(17) HP 27

Abilities

STR	12	(To-Hit, Damage, Open Doors)	Adj.
DEX	13	(Missile To-Hit, AC, Initiative)	+1
CON	14	(Hit Points)	+1
INT	16	(Languages)	+2
WIS	10	(Save vs. Spells)	
CHA	8	(Reactions)	-1

Gear

Leather Armor, Healing Potion

Weapons

Sword: (1d8)

Bow: (1d6)

Saving Throws

POISON/DEATH RAY	10
MAGIC WANDS	11
PETRIFY/PARALYSIS	12
DRAGON BREATH	12
SPELLS	9

Special Abilities/Restrictions

Scout (40%)

Identify Potions (35%)

Limited Healing

(Only receive ½ hp from healing spells)

Flammable

(Save vs. DB or 1d4 continuing DMG)

Languages

Treant, Gnome

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	9	10	11	12	13	14	15	16	17

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Sword: +2 (1d8)

Bow: +3 (1d6)

Unarmed: +2 (1d2)

CARVEN – A wooden construct race, much like robots. A full character class write-up from levels 1-10 is available in **THE CARVEN**, also by **Sharp Mountain Games** on **drivethrurpg.com**.

HALFLING THIEF (Level 3) AC ₅₍₁₅₎ HP ₂₁

Abilities

STR	12	(To-Hit, Damage, Open Doors)	Adj.
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	8	(Save vs. Spells)	-1
CHA	13	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	7
MAGIC WANDS	8
PETRIFY/PARALYSIS	9
DRAGON BREATH	12
SPELLS	11

Special Abilities

-2 (+2) to AC against large opponents
 Hide Outdoors (90%)
 Hide Indoors (33%)

Gear

Leather Armor, Thieves tools, Healing Potion

Weapons

Short Sword: (1d6)
 Dagger: (1d4)

Thieves' Abilities

Open Locks (25%)
 Climb (89%)
 Hide in Shadows (43%)
 Hear Noise (50%)
 Remove Traps (20%)
 Pick Pockets (30%)
 Move Silently (30%)
Backstab +4 to hit and double damage

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Short Sword: +1 (1d6)
Dagger: +1 (1d4)
Dagger(thrown): +3 (1d4)
Unarmed: +1 (1d2)

HALFLING THIEF – A full character class write-up from levels 1-14, along with a number of other classes, is available in **ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES**, also by **Sharp Mountain Games** on drivethrurpg.com.

WANDERWOOD (Level 3) AC ₅₍₁₅₎ HP ₃₀

Abilities

STR	13	(To-Hit, Damage, Open Doors)	Adj. +1
DEX	8	(Missile To-Hit, AC, Initiative)	-1
CON	16	(Hit Points)	+2
INT	14	(Languages)	+1
WIS	12	(Save vs. Spells)	
CHA	10	(Reactions)	

Gear

Great Staff, Sling, Sling Stones, Pouch

Weapons

Great Staff: (1d6)

Sling: (1d4)

Saving Throws

POISON/DEATH RAY	11
MAGIC WANDS	10
PETRIFY/PARALYSIS	12
DRAGON BREATH	14
SPELLS	8

Special Abilities/Restrictions

Tracking (40%)

Hide in wooded area (95%)

Find Healing Herbs (1d6)

Photosynthetic

Flammable

(Save vs. DB or 1d4 continuing DMG)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	9	10	11	12	13	14	15	16	17

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Great Staff: +3 (1d6+1)

Sling: +1 (1d4)

Unarmed: +3 (1d2+1)

WANDERWOOD – A player character version of the Treant. A full character class write-up from levels 1-10 is available in **WANDERWOODS**, also by **Sharp Mountain Games** on drivethrurpg.com.

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