

FROSTBURY: THE LOST CITY

A Fantasy Adventure for Character Levels 3-6

Compatible with Old School Fantasy Games Including Labyrinth Lord™



An adventuring halfling has gone missing in a haunted city. Can you rescue him, or is it already too late?

(Includes pregenerated characters so you can play TODAY!)



Labyrinth Lord
Compatible Product

A HALFLING IN PERIL...

*Cooper Longstrider has gone missing from the North Shires. The players are hired to rescue him from the abandoned city of Frostbury. Has he been captured by the hag rumored to live there? Has he been eaten by the undead that wander the streets? Or has something even **more** sinister happened to him?*

Here's what you get for your gold pieces:

- *An adventure suitable for an evening's play or a convention session.*
- *A printable map for tabletop play.*
- *A digital map for your virtual tabletop.*
- *A base town and local personalities (NPC's).*
- *New monsters (the GRAABLIK and the WORMMEN!) and a new magic item, the HELM OF CONTENT.*
- *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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FROSTBURY: THE LOST CITY

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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 explore an abandoned city north of a halfling village. The halflings have long avoided this city by the lake, claiming it is haunted. However, one adventuring halfling has gone missing while exploring the city. It's up to the players to find him before it's too late.

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.

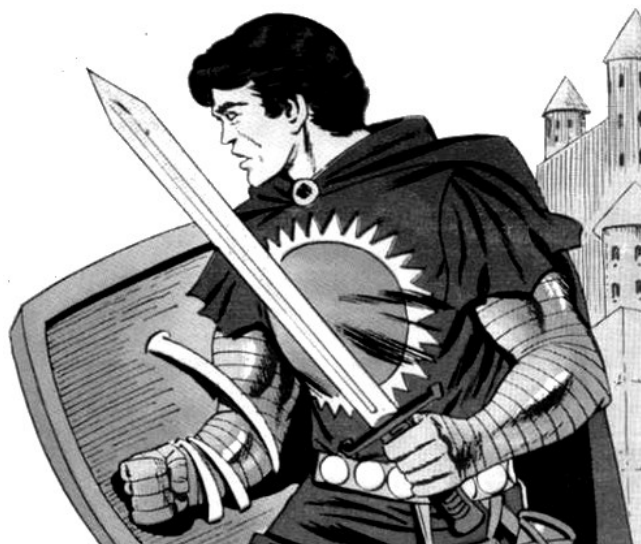
Monsters: Full monster description blocks are provided for monster. A "to hit" chart is provided with each for your convenience. An attack bonus is also provided for those using Ascending Armor Class.

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.

Let's get started.

PART ONE: BEGINNING THE ADVENTURE

In this adventure, player characters (PC's) will try to rescue the halfling **Cooper Longstrider** from an abandoned city of men. Player characters will begin in the halfling town of North Shires. Gamemasters (GM's) who are incorporating this adventure into their ongoing campaigns should feel free to change any details they like.



INVOLVING THE PLAYERS: The PC's might be in the North Shires for any number of reasons. They may be simply passing through, visiting relatives of any halfling characters, or have heard about a potential rescue mission (and accompanying reward) at an inn or tavern. If the party has a patron, he or she may have sent them to the North Shires

Upon entering the North Shires, the PC's will meet **Banazar**, a young male halfling. Banazar will have his nose in any one of several novels he carries with him at all times. He will be very excited to meet the adventurers and ask about their previous adventures.

If the PC's are not aware of the missing halfling, Banazar will bring it up and take them to meet **Old Tom Longstrider**, Cooper's father. Old Tom is an aging, grumpy halfling who is always smoking his pipe. He will be a bit distrustful of the party's abilities and will question them about their competence. The party will need their best negotiating skills (and perhaps a couple **Charisma** checks) to secure the rescue job. His daughter **Maura Longstrider** will be with him. She is a young halfling lady, and very worried about the fate of her brother. She can intervene in the party's behalf if needed.

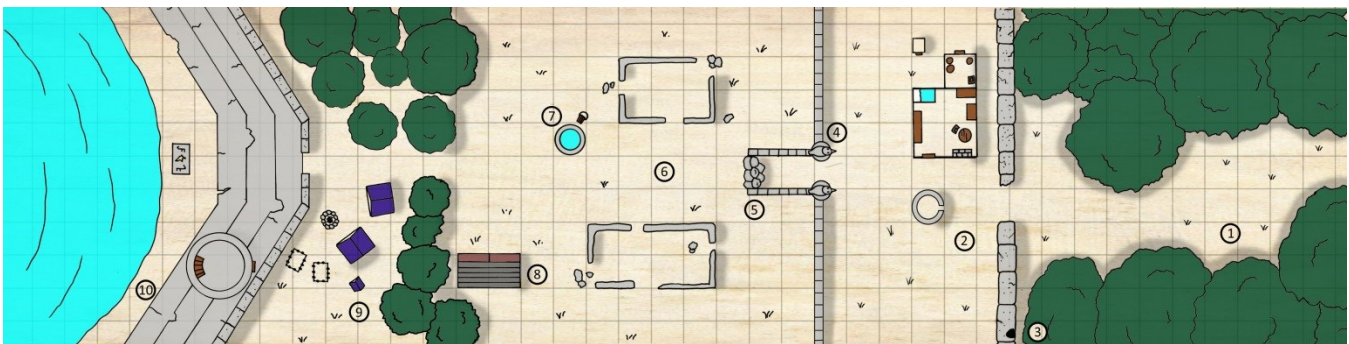
This is an opportunity for the players to roleplay their characters. Below are some bullet points with answers to possible questions they might have. If the players are slow to ask, feel free to feed them a few points from the NPC's to help them along.

- **Who is missing?** – Cooper Longstrider is the wandering sort. He wanted to make a thorough map of the abandoned city of Frostbury, but was discouraged by all the locals. Finally he set out on his own and hasn't been seen since.
- **How long has he been missing?** – About a week.
- **Why didn't anyone go look for him?** – Frostbury was abandoned about a hundred years ago. It has long been rumored that the former inhabitants still prowl the streets in undead form. Also Cooper has disappeared before for long stretches and returned unscathed.
- **Why was Frostbury abandoned?** – Some claim that a plague swept through the city. Others say the inhabitants were engaged in

dark magic, trying to raise fearsome monsters or demons.

- **Does anyone live there now?** – An old woman, **Boghilda**, lives near the gate of the old city. She is rumored to be a witch and most halflings avoid her.
- **How far is Frostbury?** – About a day's walk north and east of the North Shires. The town sits in a small valley and is built next to a large lake.
- **What's in it for us?** – Old Tom will offer the party a reward of 2500 gp as well as an advance of 100 gp for supplies. It is Cooper's money, He claims to have stolen it from a troll hoard. There is a local shop nearby that can provide most mundane items.

Frostbury is a full day's walk northeast of the North Shires, and Maura will provide the party with a map.



Map 1: Frostbury

PART TWO: AT THE CITY

All of the encounters that follow take place on **Map 1**, shown above. 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.

Frostbury has been abandoned for almost one hundred years. Many of the buildings were made of stone, however, their wooden roofs will have long since collapsed. Most of the furniture and other wooden items will be rotted as well. The PC's may still find some useful tools or metal cooking items amidst the rubble.

If the party left the North Shires at dawn, they will arrive at the city just before sunset. The trip to the city will lead them farther and farther from civilization. After bushwacking over several hills, they will finally arrive at the valley that contains Frostbury.

AREA 1

The party may wish to camp in **Area 1**, or perhaps just press through to the entrance to the city. Ahead of them, the city walls are about 20 feet high, and the remnants of stone buildings can be seen. In **Area 1**, they will encounter 4-6 **Graabliks**, described below.

ACTION: The Graabliks will each target one member of the party and try to steal their packs or even weapons (GM's choice). They will fight for one

round, but will try to flee at all costs. Their nest is high up in a nearby tree, and contains 237 gp. A successful climb roll is necessary to reach the lair.

GRAABLIK

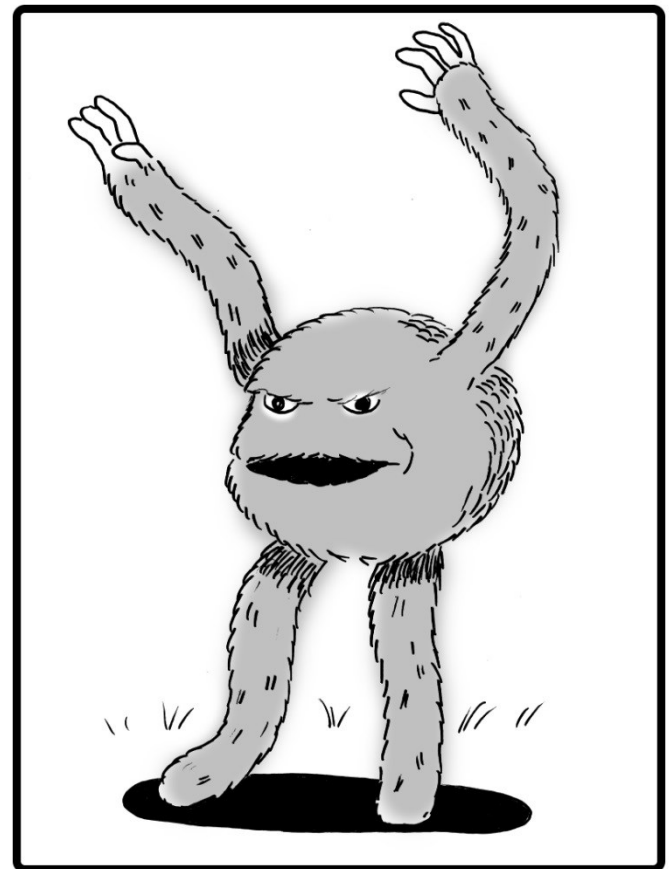
Armor Class: 6 (14)
 Hit Dice: 2 (9 hp)
 Attacks: 1
 Damage: 1d4
 Move: 120'(40)
 No. Appearing: 1d6, in lair 3d6
 Save As: F2
 Morale: 8
 Treasure Type: L (lair only)
 XP: 30

Graabliks are two-foot tall furry creatures who love to steal things. They have four furry tentacles surrounding a central body. The two lower tentacles are used for movement, although they can employ the upper tentacles to swing through the trees. Graablik's do have some intelligence and can talk. They often trade their stolen items for food with other intelligent creatures. In combat, they will fight for a round or two to dissuade their victims from following them. However, they value their own lives above all else.

Graablik's blend in well with the forest, and they have a **90% chance of surprising the party**. If the Graabliks surprise the party, they make a standard attack roll. If successful, they have grabbed the item they wished. If it is an item that a PC is holding, the PC is allowed an **open doors** roll (or a **STRENGTH** check, GM's choice). If successful, they hold onto the item. Graabliks may attack and try to grab an item in the same round with their two upper tentacles.

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 (1d4) Tentacle									

ROLEPLAYING: If the party captures a Graablik, they may be able to force it to provide some information. The Graabliks know that the witch Boghilda lives just inside the city gates and doesn't take kindly to intruders. She has some kind of guards, though the Graabliks have never stuck around long enough to get a good look. They did see a ratty



GRAABLIK

looking halfling come through here a few days ago, but didn't think he had much on him worth stealing.

The Graabliks will beg pitifully to be let go. They will make extravagant promises such as to never harry another person again as long as they live. (I know I wouldn't buy it!)

REWARDS: Graabliks do not carry any items with them, but can be forced to retrieve the gold from their nest.

AREA 2

The main gate to the city is now merely an opening. The gates are long rotted and the archway has fallen. Behind the entrance, PC's can see what appears to be a large circular furnace. It stands about 15 feet tall and is 10 feet in diameter. It is clearly of recent construction. Beyond the gates, is a ramshackle little house. A small outhouse stands behind it.

ACTION: As soon as the PC's approach the gate, two **clay constructs** will step out and try to prevent them from entering. The constructs stand about 8 feet tall are rather flat and smooth featured (almost like a gingerbread man). They will engage in combat, and after one round, **Boghilda** the witch will join them. Boghilda will try to use her **charm person** spells to, well, charm any male human or elven members of the party.

CLAY CONSTRUCTS (5 HD) 25 hp AC 5(15)									
# At 1(bash), DMG 1d8, Save F5, ML 12									
<i>Immune to charm, sleep, and hold</i>									
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) Bash									

BOGHILDA (3 HD) 12 hp AC 8(12)									
# At 1(dagger), DMG 1d4, Save M3, ML 8									
<i>Spells Memorized:</i> <i>Charm Person, Charm Person. Mirror Image</i>									
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									

ROLEPLAYING: The clay constructs are not able to speak, though Boghilda will ask the party to spare her life. After all, she was only looking for companionship. If left alone, she will not follow the party.

If pressed, she will reveal that she heard strange slithering noises moving past her window last night, though she did not have the courage to follow them into the city.

[GM's Note: Boghilda is not meant to be a serious threat. She is more of a lonely old crackpot than an evil witch. Her constructs only obey her commands, though the party could persuade her to command them to walk with the party or perform some other simple task]

REWARDS: Boghilda's cottage contains mundane items such as cooking utensils and personal items. A shed with shovels and rakes is attached to her house, and an outhouse sits behind it. She has a book on

alchemy, which enabled her to make her clay constructs in the kiln. The process, however, is too complicated for the PC's to replicate at this time, and there is that missing halfling to see about. Her spellbook contains the following spells:

- Charm Person
- Floating Disc
- Mirror Image
- Knock

AREA 3

Along the outside wall is a small tunnel. This goes through the city wall, but characters must crawl on their hands and knees to get through. Boghilda's constructs will notice them once they emerge, but players automatically have the initiative in combat.

AREA 4

As the party approaches the inner wall of the city, they will see two large raven statues perched atop a 15 foot wall. The statues are carved of the same stone as the wall. The entrance at the end of the passage has been blocked by large stones piled to the top of the walls.

ACTION: When the party approaches the statues, the statues' eyes will glow red. If they approach within 20 feet, they must make a **Saving Throw versus Spells** or suffer the effects of a **Fear** spell. A **Remove Fear** or **Dispel Magic** spell can remove the effects and make the person immune to further effects from the statue. Should PC's choose to climb over the walls, the statues will shoot out an eye beam with a range of 40 feet. The PC's may make a **Saving Throw versus Magic Wands** to avoid taking 1d6 damage.

AREA 5

Large rocks have been placed as a barrier at the end of this passage. The rocks stand 15 feet high and some appear loose. There are numerous gaps in the rocks that may be difficult to climb.

ACTION: The rocks have been placed as a barrier, but they may be climbed. PC's must make a **DEXTERITY** check or suffer 1d4 damage from twisting an ankle or arm. Thieves may make a **Climb** check. Once a character has climbed to the top, they may secure a rope to help the others climb over the rocks. This will provide a +2 to any ability checks for other climbers.

AREA 6

In this area, there are multiple ruined buildings. They no longer have roofs, and most of the walls are crumbling. Upon moving into this area, the party will hear scratching noises from behind the walls.

ACTION: The scratching noises are caused by eight zombies who will come out from the ruined buildings and attack the party. The zombies will come from both buildings and try to surround the party. They wear tattered, once expensive clothes and hold wooden clubs.

They are the remains of several evil clerics who used to inhabit the city. They are mindless and will attack until they are all turned or killed.

ZOMBIE (2 HD)					9 hp AC 8(12)				
# At 1(club), DMG 1d8, Save F1, ML 12									
<i>Immune to sleep and charm</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	9	11	11	12	13	14	15	16	17
Ascending AC combat information									
+2 (1d8) club									

ROLEPLAYING: The zombies cannot speak or communicate any information to the party.

REWARDS: Some of the zombies still wear pendants and rings. They are worth 100 gp altogether. One of the zombies wears a **Ring of Protection**.

AREA 7

A well sits just past the ruined buildings. There is still water visible about ten feet down in the well. A wooden bucket lies next to the well. The wooden bucket has a rope attached, and seems fairly new. It will hold water if used in the well.

ACTION: If PC's draw some water, they will find it safe and potable.

AREA 8

This building has a stone roof that slopes into the ground. The two doors are made of iron with large handles. There are inscriptions in an unknown language over the doorway.

ACTION: The doors are **Wizard Locked** and can be opened with a **Knock** or **Dispel Magic** spell. They can be forced open if three members of the party make a successful **Open Doors** check. There are stone stairs inside that lead down to a very dark passage. The inscriptions reveal that this area served as a crypt for priests and bishops many years ago. There are no footprints or other evidence that anyone has passed this way in sometime.

[DM's Note: This area is left intentionally unfinished. It is not connected to the main goal of this adventure, but is left for DM's to flesh out for future sessions.]

AREA 9

Numerous trees have grown in this area since it was abandoned. A 10 foot tall wall enloses the lake, however, there is an entryway. A 25 foot tall tower can be seen near the lake, inside the wall. Several tents have been set up near the outside wall. There are two wooden cages near the wall. One contains a live pig, the other a small cloak, quills and paper.

ACTION: There are six **Worm men** inside the tents (their stats are on the next page). They are acting as outside guards, and will attack the party on sight. They will not fight to the death, however. They will retreat inside the walls around the lake once reduced to half hit points or half of them are killed.

ROLEPLAYING: The worm men speak the common tongue, but with strongly accented "S"'s. If interrogated, they can be forced to reveal **THE SECRET PLAN**. If you need names for the worm men, here are some suggestions: **Quecrawth**, **Ackthenth**, **Suahyst**.

[DM's Note: If the party does not get THE SECERET PLAN out of these guards, keep it for later.]

THE SECRET PLAN

The worm men are in Frostbury so their shaman can conduct an evil ritual. They plan to sacrifice Cooper Longstrider to gain mental control of the water worm that lives in the lake. They will unleash it on the North Shires, drive off the halflings, and take their lands. They are especially eager to acquire the good farming soil as breeding grounds for their larvae.

REWARDS: The worm men have iron spears, cooking utensils, and flints for fire starting. The pig is also available. The second cage contains a small cloak, quills, and a partially drawn map of Frostbury.

WORM MAN

Armor Class: 7 (13)
 Hit Dice: 3* (14 hp)
 Attacks: 1
 Damage: 1d3 or by weapon (often a 1d6 spear)
 Move: 90' (30)
 No. Appearing: 1d10
 Save As: F3
 Morale: 9
 Treasure Type: J (lair only)
 XP: 75

Worm Men are humanoid worms who live deep underground. Each is about 7' long and has two arms near the top of its body. The worm man may either slither or stand up on its tail to move in a more humanoid fashion. It has large eyes that are mounted on either side of its head, giving it excellent peripheral vision and can only be surprised on a roll of 1 on a 1d6. A worm man can exist on minerals for a time, though bands of worm men often make forays to the surface to acquire organic matter to supplement their diet.

Each worm man has a **spell-like ability** that functions like a *charm person* spell. However, it has the limitation that the effect will fade once the worm man loses eye contact with the victim. The worm man may use this ability once per day and often leads with it during combat. This ability makes them immune to charm effects.

Worm men live in large communities apart from the other underground civilizations. However, they are often willing to be hired as soldiers by other races. Recently, they have begun to take a more aggressive stance toward the surface, perhaps deciding the time is right for them to consider a campaign of conquest.

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) Spear									

AREA 10

A stepped stone terrace surrounds this end of the lake. A worm man stands sentry on the tower, and will call the worm men guards from the tents as soon as he notices the party. If the party did not deal with the outside guards earlier, they will rush in through the entrance to prevent retreat.

A male halfling is tied to the large stone altar by the lake. Another worm man wearing a symbolic medallion has a raised knife above the halfling's chest. Behind them, a large worm stands emerges from the lake. It seems transfixed by the sacrifice that is about to occur.

ACTION: The **Worm man** sentry on the tower will attempt to use his spell-like ability to charm any magic users within the party. The others will immediately attack as well. The **water worm** will crawl onto land to attack the party as well. **Cooper Longstrider** will call for help as the Worm-man shaman begins to lower his knife....



[DM's note: If the encounter is going poorly for the party, but they manage to kill/neutralize the Worm-men shaman, the water worm may slither back beneath the water. The water worm is a version of the classic purple worm, except it lives IN THE WATER!]

WATER WORM (15 HD) 67 hp AC 6(14)									
#At 2, DMG 2d8/1d8+poison, Save F8, ML 10									
AC	9	8	7	6	5	4	3	2	1
To Hit	2	3	4	5	6	7	8	9	10
+9 (2d8/1d8+poison) Bite/sting									

WORM MAN (3 HD) 14 hp AC 7(13)									
#At 1, DMG 1d6, Save F3, ML 9									
AC	9	8	7	6	5	4	3	2	1
To Hit	8	9	10	11	12	13	14	15	16
+3 (1d6) spear									

ROLEPLAYING: The worm man shaman will be upset if captured, but will still ask to be freed. He will promise to return to the subterranean world with his followers.

Cooper will be most grateful if he is rescued. He will be surprisingly cheerful despite his recent danger. On the walk back to the North Shires, he will want to hear all about the party's adventures and will offer tales of his own.

REWARDS: The shaman's medallion is not magical, but will fetch 100 gp on the open market. A search of the tower will reveal a silver helmet hidden among the rubble. The helmet is inscribed with magical symbols. It is a **Helm of Content** as described below. The Helm has five charges remaining (though a generous GM may allow for more).

HELM OF CONTENT

The helmet gives the wearer an overwhelming sense of peace and contentment. In fact, they sit down, close their eyes, and simply... abide.

If a character wishes to place the helm on an opponent, they must make a melee attack roll. If successful, the opponent is allowed a **Saving Throw vs. Spells** to resist the helm's effect. If successful, they throw off the helm. If unsuccessful, they sit down and abide until the helm is removed.

The helm only fits on intelligent beings of humanoid size.

CONCLUDING THE ADVENTURE

If the party was successful in returning Cooper, they will be hailed as heroes and a large tent will be put up for a celebration. The local halfling cleric, **Friar Thyme**, will offer healing spells to any injured party members. He will gladly say funeral prayers for any deceased adventurers.

EXTENDING THE ADVENTURE

Here are several thoughts on extending this adventure.

The Catacombs: The party may wish to return and explore the **Wizard Locked** entrance in **Area 8**. This leads to the catacombs beneath the city. Perhaps the rulers of the city are interred there. Perhaps they are still wandering around just waiting for adventurers to make their way into the depths.

Further exploration aboveground: Because the city is rumored to be haunted, few looters have been brave enough to sack the place. There may still be treasures to find in the rest of the city. However, orcs or trolls (or both!) may have made camp in some of these areas.

A full-time job: The people of the North Shires may be so impressed that they are willing to hire the party on a long-term basis. They may be asked to deal with trolls or dire wolves that threaten the village, or to seek out lost halfling artifacts that were taken from the villages during battles with said trolls.

You worm, you: The worm men can be recurring enemies for your party. They may try to ambush the party for revenge during a later session. Also, the party may try to determine where they are coming from and how to force them to remain underground.

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 1: PREGENERATED CHARACTERS

The pregenerated characters that appear on the following pages were created assuming 16,000 XP. This brings some to fourth level and some to fifth level. 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 5)

AC 6(14) HP 30

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	9
MAGIC WANDS	10
PETRIFY/PARALYSIS	12
DRAGON BREATH	14
SPELLS	12

Turn Undead

Skeleton	D
Zombie	D
Ghoul	T
Wight	T
Wraith	7
Mummy	9
Spectre	11

Spells

First level (2/day)
Second level (2/day)

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

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: +4 (1d6 +1)
Sling: +2 (1d4)
Unarmed: +4 (1d2+1)

DWARF (Level 4)

AC 5(15) HP 36

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	6
MAGIC WANDS	7
PETRIFY/PARALYSIS	8
DRAGON BREATH	10
SPELLS	10

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	8	9	10	11	12	13	14	15	16

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:: +5 (1d6+2)
Dagger: +5 (1d4+2)
Dagger(thrown): +3 (1d4)
Unarmed: +5 (1d2+2)

ELF (Level 4)

AC ₃₍₁₇₎ HP 24

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	10
MAGIC WANDS	11
PETRIFY/PARALYSIS	11
DRAGON BREATH	13
SPELLS	12

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 (2/day): *Continual light, 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	8	9	10	11	12	13	14	15	16

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 +3 (1d8)
Bow: +5 (1d6)
Unarmed: +3 (1d2)

FIGHTER (Level 5)

AC 4(I6) HP 45

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	10
MAGIC WANDS	11
PETRIFY/PARALYSIS	12
DRAGON BREATH	13
SPELLS	14

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	8	9	10	11	12	13	14	15	16

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:: +5 (1d10+2)

Bow: +4 (1d6)

Unarmed: +5 (1d2+2)

HALFLING (Level 5)

AC ₃₍₁₇₎ HP ₃₀

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	6
MAGIC WANDS	7
PETRIFY/PARALYSIS	8
DRAGON BREATH	10
SPELLS	10

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	8	9	10	11	12	13	14	15	16

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: +2 (1d6-1)

Bow: +5 (1d6)

Unarmed: +2 (1d2-1)

MAGIC-USER (Level 4)

AC 8(I2) HP 16

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
PETRIFY/PARALYSIS	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 (2/day): *Web, Mirror Image*

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 5)

AC 5(15) HP 25

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	12
MAGIC WANDS	13
PETRIFY/PARALYSIS	11
DRAGON BREATH	14
SPELLS	13

Thieves' Abilities

Open Locks (35%)

Climb (91%)

Hide in Shadows (30%)

Hear Noise (50%)

Remove Traps (30%)

Pick Pockets (40%)

Move Silently (40%)

Backstab +4 to hit and double damage

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

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: +3 (1d4)

Dagger(thrown): +5 (1d4)

Unarmed: +3 (1d2)

CARVEN (Level 4)

AC ₃₍₁₇₎ HP ₃₆

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	11
MAGIC WANDS	12
PETRIFY/PARALYSIS	13
DRAGON BREATH	13
SPELLS	10

Special Abilities/Restrictions

Scout (45%)

Identify Potions (40%)

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 5) AC _{5(I5)} HP ₃₅

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

Saving Throws

POISON/DEATH RAY	6
MAGIC WANDS	7
PETRIFY/PARALYSIS	8
DRAGON BREATH	10
SPELLS	10

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)
Backstab +4 to hit and double damage

Thieves' Abilities

Open Locks (35%)
 Climb (91%)
 Hide in Shadows (30%)
 Hear Noise (50%)
 Remove Traps (30%)
 Pick Pockets (40%)
 Move Silently (40%)
Backstab +4 to hit and double damage

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).

Short Sword: +3 (1d6)
Dagger: +3 (1d4)
Dagger(thrown): +5 (1d4)
Unarmed: +3 (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 4) AC 5(15) HP 40

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)	

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)

Gear

Great Staff, Sling, Sling Stones, Pouch

Weapons

Great Staff: (1d6)

Sling: (1d4)

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: +2 (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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