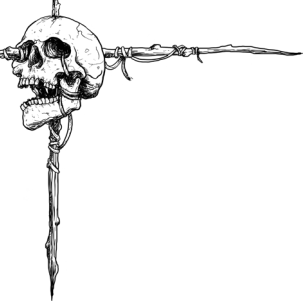


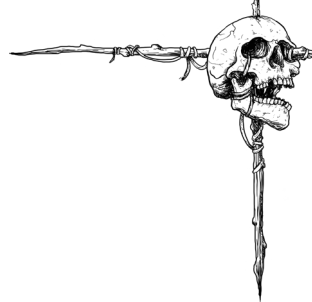
From the Ashes

A Fantasy RPG built on the White Box OSR



FGFantasy





From the Ashes

An Old School RPG about being Dead





Credit

From the Ashes has been heavily influenced by the **White Box** by **Barrel Rider Games** and if you enjoy this the we recommend you grab those.

It is also literally based on the **Sword and Wizardry: Whitebox**, with a lot of variant rules from in.



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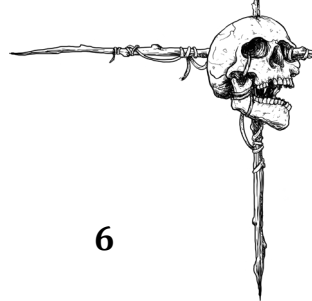
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Chapter 1

Getting Started

FROM THE ASHES requires two kinds of participants: (1) The GM and (2) the Player. For Players, the first step in playing the game is to create a Player Character (PC). This is a simple matter of rolling some dice to determine your character's strength and other basic attributes, picking a character class, and buying in-game equipment. If you're the Referee, however, you've got a bit more preparation to do—that's covered in Chapter x.

Burnt into the Soul

The most important rule in FROM THE ASHES is that the Referee always has the right to modify the rules. In fact, it's encouraged! This is your game, after all. There are gaps in the rules—holes left open on purpose—because much of the fun of “old school” gaming is being able to make up rules as needed.

Dice

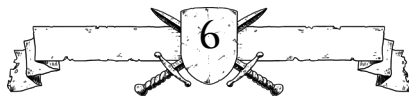
FROM THE ASHES uses several different types of dice, and they are abbreviated herein according to the number of sides they have. For example, a four-sided die is noted as “d4.” If this text requires a player to roll “3d4” that means to roll three (3) four-sided dice and add the results together. Other die types (six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided) follow in the same manner.

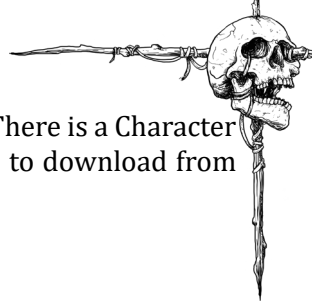
There is no die with 100 sides. When asked to roll d100, roll two (2) ten-sided dice, treating the first roll as the “tens” and the second as the “ones.” So, if one were to roll a “7” and then a “3”, the result would be “73.”

The roll of two zeroes is treated as a result of “100,” so you cannot roll a “0” on percentile dice. The lowest result possible is a “1.”

Character Sheets

A character sheet is a piece of paper designed to organize and contain any and all necessary PC information, for the benefit of both the Referee and Player. For FROM THE ASHES, the character sheet could be something as simple as a 3x5”





index card—with equipment and spells written on the back: There is a Character sheet at the back of this book and also they will be available to download from DTRPG.

Attribute Scores

The basic abilities are numbers which represent the Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma of a character. The standard way to create attribute scores is to roll 3d6 for each attribute in the previously mentioned order. Once those rolls have been made, it is often obvious which type of character best fits the abilities—though, the player always has the option to play any class desired. Once the player decides on a class, points from other attributes may be shifted around, but only into the “Prime Attribute” of that character class (Prime Attributes are discussed later). Shifting points around may not lower another ability score below 9, however.

Attribute	Bonus	Skill Chance
3-6	-1	6
7-14	0	5-6
15-18	+1	4-6

Skills

Each character has a number of skills based on their class, these skills are rolled on a d6 with a success number based on the attribute and shown on the table above. See Skills chapter for more info.

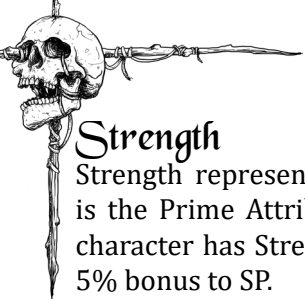
Experience - Soul Points

Experience is gained from souls, each time a horror is sent to their eternal rest the characters receive their soul. These souls are then used to level up and/or purchase items and equipment.

Soul Points Bonus

Each character gets a bonus percentage to their “Soul Point” (SP) that will increase the amount of souls gained during an adventure. All characters add together the following: 5% if the character’s Prime Attribute is 15+, 5% if Wisdom is 15+, and 5% if Charisma is 15+. A Cleric with Wisdom of 15+ gets the 5% bonus twice: once because it is the Prime Attribute for a Cleric, and again because it is applied to all characters. The maximum attainable bonus is 15%. All awards of SP to the character during play will be increased by the amount of the bonus (by 0%, 5%, 10%, or 15%, whichever it is).



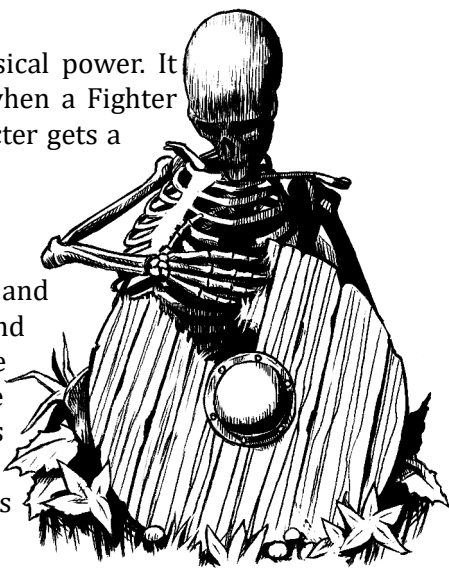


Strength

Strength represents the character's physical power. It is the Prime Attribute for Fighters, so when a Fighter character has Strength of 15+, the character gets a 5% bonus to SP.

Intelligence

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. A high Intelligence score gives a character an additional language for every point above 10. Intelligence is the Prime Attribute for Magic-users, who will get a 5% bonus to SP if the character's Intelligence is 15+.



Wisdom

Wisdom determines a character's insight, perception, and good judgment. Wisdom is the Prime Attribute for Clerics. Any character with a Wisdom score of 15+ gets a 5% bonus to SP, and a Cleric character with Wisdom 15+ gets another 5% (total of 10%) because it is the Prime Attribute for the Cleric class.

Constitution

Constitution refers to the health and endurance of a character. A high Constitution score (15+) gives the character a +1 to each hit die, and a low score (6 or lower) gives a -1 penalty to each hit die.

Dexterity

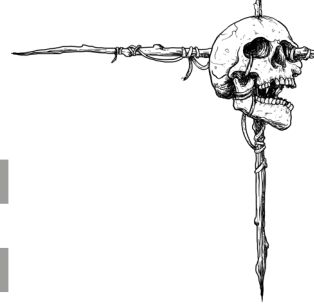
Dexterity is a combination of coordination and quickness. A high Dexterity score (15+) gives a character a bonus on "to-hit" rolls when attacking with a bow or other ranged weapon, and a low score (8 or less) gives a penalty of -1 to such rolls.

Charisma

Charisma refers to a character's leadership ability. Any character with a Charisma of 15+ receives a 5% bonus to SP.

Charisma also determines the number of Non-Player Character (NPC) hirelings a character can acquire. These hirelings include specialists and non-human creatures, but do not usually include basic men-at-arms. .



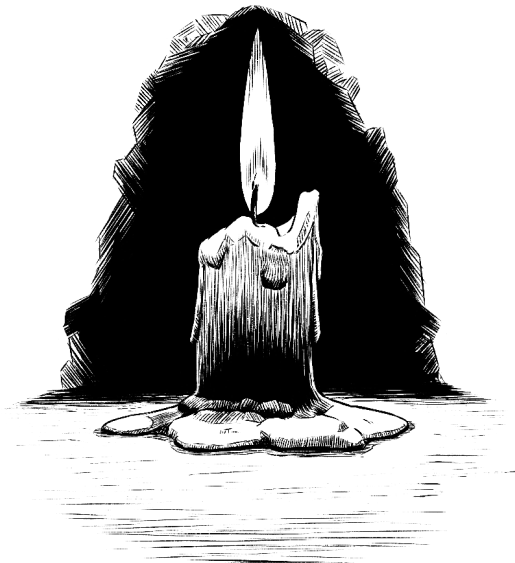


Charisma	Hirelings	Loyalty
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

Hit Points

Hit points (HP) represent the amount of “damage” a character can take before dying they are determined by the number of hit dice (HD) the character has at each level, which is found in the description of each character class later on. If a player begins the game with a 1st level Fighter (1+1 HD) the player would therefore roll 1 HD (1d6) and add “+1” to the end result to determine his PC’s starting hit points. When the character accumulates enough XP to gain a level, usually a new hit die is rolled and added to the total (sometimes a new level only gives an additional hit point, though, not a whole new hit die).

Hit points are (optionally) re-rolled each time a Player Character gains a level. If the re-roll results in the character having fewer hit points for the new level than from the old level, the hit points remain the same.



Humanity

Each character starts with 4 Humanity Points, each time they die they lose a single point and appear in the old crones hut. Once their Humanity reaches 0 the character is considered truly dead and their soul lost forever.

The Soul Jar

Each character receives a soul jar which measures the souls they have collected, these souls are then used to level up the character and to purchase items, weapons and armour.

Stress

As the Characters experience demons and other horrors they need to make a Saving Throw against Stress, failure results in receiving 1 point of Stress. See the Playing the Game chapter for the effects of stress on a character.

Starting Gold

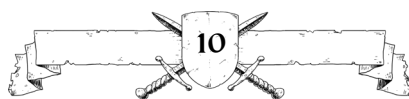
The game has no gold and items must be bought using souls. Characters do begin with what they were killed or buried with. See the Character Classes for Starting Gear.

Alignment

Alignments mean nothing in the land of the dead. Shrines will be found as you travel up the mountain or venture out beyond the village. These shrines will grant boons in exchange for humanity or souls acquired.

Character Retirement

If a character reaches the highest level of the mountain and passes into the hall of heroes, they are retired and considered truly dead and at peace.





Chapter 2

Character Classes

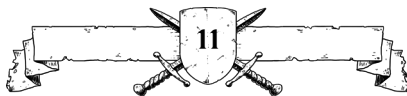
There are seven classes in the game:

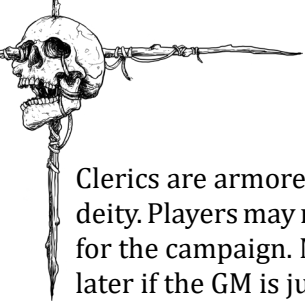
- » **The Cleric** - You were the armoured core of your Faith, with hammer and doctrine you purged the world of evil.
- » **The Fighter** - Be it sellsword or soldier you killed for a living, whether for coin or honour your sword was your tool and conflict your goal.
- » **The Magic User** - Wielder of arcane powers and foul sorceries, font of knowledge and esoteric secrets. Your life is one of study and power.
- » **The Thief** - The back alleys were your home, other peoples property your target. You prided yourself on your skills of stealth and subterfuge.
- » **The Dwarf** - Hardy and strong, stubborn and loyal as a dwarf you thrive in old mines and ancient dungeons.
- » **The Elf** - Undead elves are rare but like all races are as threatened by a knife in the back, or an assassins blade.
- » **The Halfling** - You tend to keep to yourself letting the world of big people deal with their own problems, but occasionally a Halfling ventures from their hearths and into danger.

The GM should feel free to invent new ones or to adapt or modify the ones presented here.

Corpses

The characters are dead and it might be cool if the players create some reason for why they are dead. Were they killed in a great battle? Or maybe they were killed by assassins or an act of betrayal. The characters should not have died by natural causes, or old age, they are heroes and heroes never die from a illness or grow long in the tooth to spend their last moments upon their death bed.





The Cleric

Clerics are armored priests who serve a particular alignment, religion, or patron deity. Players may make up the details if the GM doesn't use a particular mythology for the campaign. Mythologies and other details of a campaign world often come later if the GM is just starting.

Regardless of the details, the Cleric is a champion of his faith and/or moral alignment. The character might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of some temple hierarchy. Since many of the Cleric's abilities are oriented toward healing and protecting, they tend to play a support role during combat. However, they are able to stand shoulder-to-shoulder with the party's Fighters if need be—at least for a while. This is no different for a dead Cleric, though a Cleric sent to limbo may question their Gods intentions by not accepting them into their embrace after death. Did the Cleric make some mistake or is this a test of their faith?

Cleric Class Abilities

Weapon and Armor Restrictions: Because Clerics are forbidden the shedding of blood, they may only use blunt weapons (club, flail, mace, etc.) and the only missile weapon they are allowed is oil. Clerics have no armor restrictions.

Spell Casting: Clerics cast divine spells from a specific spell list, as per the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Cleric uses the standard spell list.

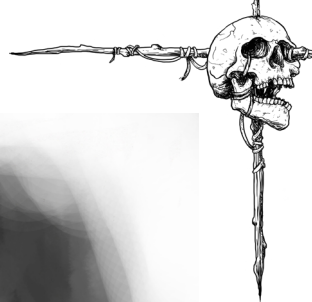
Saving Throw: Clerics receive a +2 bonus on saving throws vs. poison and paralysis

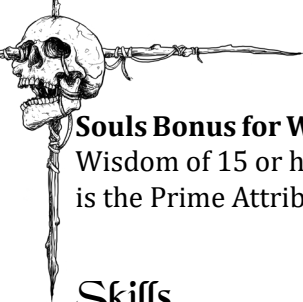
Banishing Undead: Undead Clerics cannot banish the undead, and this ability is no longer available to them.

Establish Shrine: At fifth level, a Cleric who chooses to build and dedicate a Shrine to a deity may attract a body of loyal followers who swear fealty to the character. If the Cleric changes alignment after establishing a Temple, the character will lose any followers (and probably face a mutiny).

Faith over Fear: With a Cleric in the Party all Stress Saving Throws are at +1 as long as the inflicted is in line of sight of the Cleric.







Souls Bonus for Wisdom: Wisdom is the Prime Attribute for Clerics. Clerics with Wisdom of 15 or higher receive a 10% to souls, 5% as normal, and 5% because it is the Prime Attribute for the class.

Skills

The Cleric is trained in the arts of healing and communication along with knowledge of Demons and other horrors. They are skilled at *Healing*, *Religion*, and *Persuasion*, and can choose either *History* or *Perception* as an extra skill.

The player can add +1 to any Skill rolls using their specialised skills. See the Skill chapter for more info.

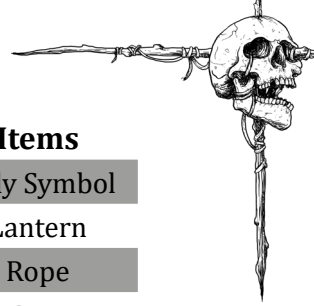
Cleric Advancement Table

Level	SP	Hit Dice (d6)	Saving Throw	Spells				
				1	2	3	4	5
1	0	1	15	-	--	-	-	-
2	100	2	14	1	-	-	-	-
3	200	3	13	2	-	-	-	-
4	300	3+1	12	2	1	-	-	-
5	500	4	11	2	2	1	-	-
6	600	5	10	2	2	1	1	-
7	800	6	9	2	2	2	1	1
8	1000	6+1	8	2	2	2	2	2
9	1500	7	7	2	2	3	2	2
10	2000	8	6	3	3	3	3	3

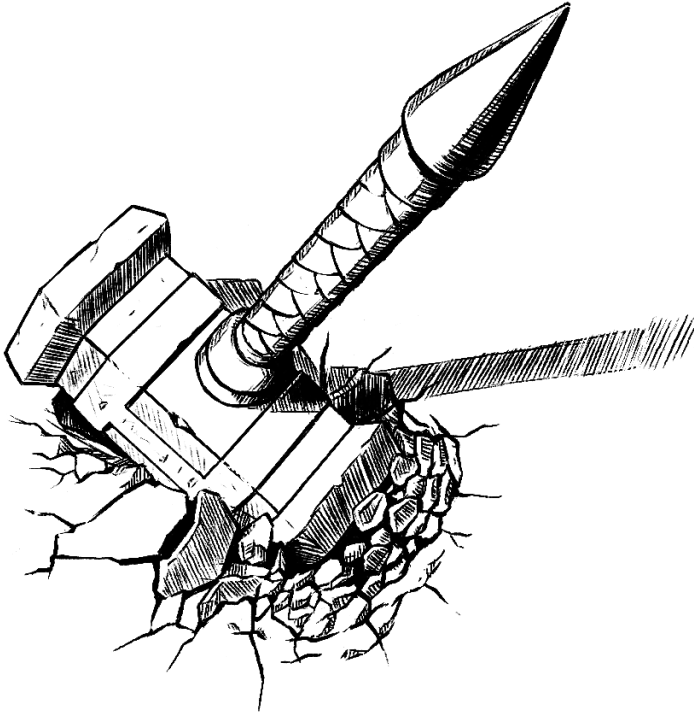
Starting Gear & Weapons

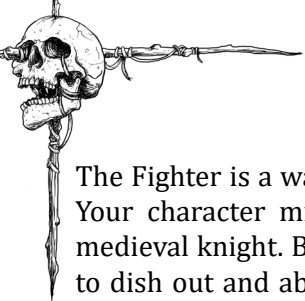
The Cleric awakens with the items they died with, this can include weapons, armour and various items. To indicate the randomness of this the player must roll a d20 on the following table. Roll once for Weapon, Armour and Item.

The GM can decide to allow the player to re-roll once or to allow the party to swap their items etc amongst themselves.



D20 Roll	Weapon	Armour	Items
1-3	Small Hammer	Leather	Holy Symbol
4	Mace	Thick Cloth	Lantern
5	Wood Club	Plate	Rope
6	Iron Bar	Studded Leather	Case
7	Flail	Hide	Bottle of Wine
8-10	Warhammer	Padded	Small Book
11	Cudgel	Chain	Small Statue
12	Nothing	Nothing	Nothing
13-15	Mace	Leather	Smooth Stone
16	Ironshod Club	Chain	Torch
17	Warhammer	Scale Mail	Folded Map
18	Mace	Studded Leather	Flint & Steel
19	Staff	Plate	Backpack
20	Mace +1	Plate +1	Magic item





The Fighter

The Fighter is a warrior, trained in battle and in the use of armor and weapons. Your character might be a ferocious Viking raider, a roaming samurai, or a medieval knight. Because they are the best equipped of all the character classes to dish out and absorb damage, Fighters often end up on the front lines, going toe-to-toe with dragons, goblins, and evil cultists. If you are the party's Fighter, the down-and-dirty work is up to you.

Did you die in battle or in a dark dungeon? What were you fighting for? Who were your enemies? All these questions can make the character come to life. Also a description of the character their scars and battle trophies.

Fighter Class Abilities

Weapon and Armor Restrictions: Fighters are trained in warfare and, as such, have no restrictions on the kind of weapons or armor they can use.

Combat Machine: Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each combat round.

Saving Throw: Fighters receive a +2 bonus on saving throws vs. death and poison.

Establish a Base: At fifth level the Fighter can attempt to establish a base, this is where they can gather mercenaries and all followers will then be called mercenaries. The distribution of treasures amongst these mercenaries will keep loyalty.

First Blood: If a Fighter gains a Stress point at the start of a battle they can reroll the Saving Throw after they have injured the cause of the stress for the first time, on a success they lose the stress point on a fail the stress remains the same.

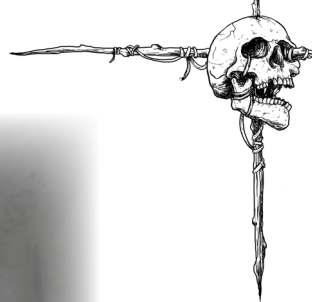
Souls Bonus for Strength: Strength is the Prime Attribute for Fighters, which means that a Strength score of 15+ grants an additional 5% Souls.

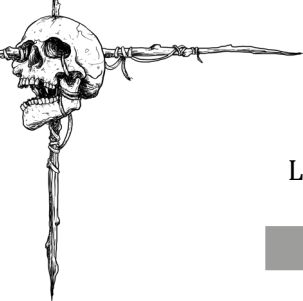
Skills

The fighter is trained in confrontation and facing their fears, and then killing it. The Fighter gains *Athletics*, *Intimidation* and *Survival* and can choose either *Perception* or *Stealth* as an extra skill.

The player can add +1 to any Skill rolls using their specialised skills. See the Skill chapter for more info.







Fighter Advancement Table

Level	SP	Hit Dice (d6)	Saving Throw
1	0	1+1	14
2	150	2	13
3	250	3	12
4	350	4	11
5	500	5	10
6	750	6	9
7	1000	7	8
8	1500	8	7
9	2000	9	6
10	3000	10	5

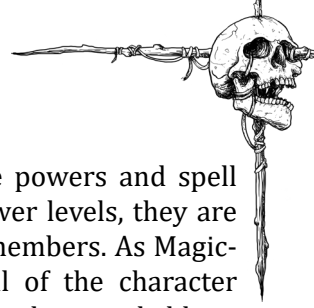
Starting Gear & Weapons

The Fighter awakens with the items they died with, this can include weapons, armour and various items. To indicate the randomness of this the player must roll a d20 on the following table. Roll once for Weapon, Armour and Item.

The GM can decide to allow the player to re-roll once or to allow the party to swap their items etc amongst themselves.

D20 Roll	Weapon	Armour	Items
1-3	Dagger	Leather	Arrows (20)
4	Polearm	Padded	Rope
5	Iron Bar	Scale	Torches
6	Sword, Long	Thick cloth	Glass Bead
7	Warhammer	Hide	Old Ring
8-10	Nothing	Nothing	Shrivelled Ear
11	Axe, Battle	Chain	Bloody Rag
12	Long Bow	Plate	Healing Potion
13-15	Spear	Leather, studded	Bolts (30)
16 - 17	Crossbow, light	Padded +1	Old Map
18 - 19	Sword, short	Shield, large	Carved Object
20	Sword, long +1	Plate +1	Magic Item





The Magic User

The Magic-user is a mysterious figure, a student of arcane powers and spell casting. They can be devastating opponents. However, at lower levels, they are quite vulnerable and must be protected by the other party members. As Magic-users progress, they generally become the most powerful of the character classes—holding sway over the political destinies of great kingdoms and able to create wondrous magical artifacts.

Death has not stifled the power of the Mage but has changed it and this takes the form of chaos. Chaos magic is explained in more detail in the Magic and Spells section.

Magic-user Class Abilities

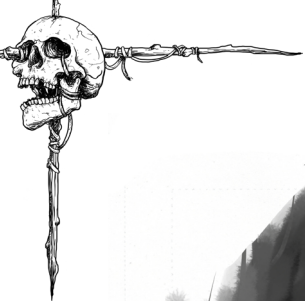
Weapon and Armor Restrictions: Magic-users tend to spend their waking hours in study of arcane tomes and scrolls. As such, they have little time to train with weapons or learn how to properly engage in physical combat. Magic-users may only wield daggers or staves, and are not allowed the use of armor.

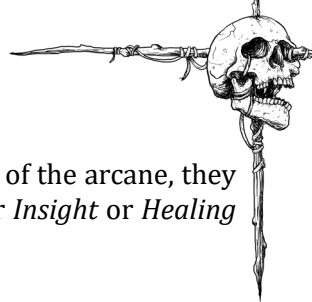
Spell Casting: Unlike the Cleric, the Magic-user owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Magic-user presses a select spell formula into his mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Magic-user’s mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the Magic-user’s memory. If the Magic-user finds spell scrolls during an adventure, he can copy them into his spell book.

Detect Magic - The Magic User has the chance to detect magical or magical items by rolling the Intelligence Skill Chance. If they succeed they can sense a magical being or item and in what direction they can be found.

Saving Throw: Magic-users receive a +2 bonus on saving throws vs. spells—including those cast from wands and staves (unless the Alternate “Saving Throw Matrix” is used).

Souls Bonus for Intelligence: Intelligence is the Prime Attribute for Magic-users, which means that an Intelligence score of 15+ grants them an additional 5% to all soul points awarded.





Skills

The Magic User is trained in the use of magic and knowledge of the arcane, they receive *Arcane*, *History* and *Perception*, and can choose either *Insight* or *Healing* as an extra skill

The player can add +1 to any Skill rolls using their specialised skills. See the Skill chapter for more info.

Magic User Advancement Table

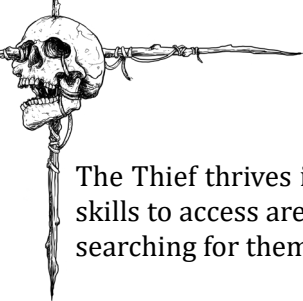
Level	SP	Hit Dice (d6)	Saving Throw	Spells					
				1	2	3	4	5	6
1	0	1	15	1	--	-	-	-	-
2	200	1+1	14	2	-	-	-	-	-
3	400	2	13	3	1	-	-	-	-
4	600	2+1	12	4	2	-	-	-	-
5	800	3	11	4	2	1	-	-	-
6	1000	3+1	10	4	2	2	1	-	-
7	1500	4	9	4	3	2	2	1	-
8	2000	4+1	8	4	3	3	2	2	1
9	3000	5	7	4	3	3	2	1	1
10	4000	5+1	6	4	4	3	2	2	2

Starting Gear & Weapons

The Magic User awakens with the items they died with, unlike the other classes the Magic User starts with specific gear and they must choose one from each row below.

Choose an Item from each Row

Spell Scroll (Random Spell)	Wand with 3 charges
Robes of Protection +1	Headband of Casting +1
Empty Spell Book	Empty Scroll Case



The Thief

The Thief thrives in the darkness, taking what others hold valuable, using their skills to access areas thought secure and avoiding those that would arrest or are searching for them through stealth and misdirection.

The skills of a thief are as valuable in the world of the dead as they were in the world of the living.

Thief Class Abilities

Weapon and Armour Restrictions: Thieves use their agility and dexterity in order to accomplish their tasks and avoid detection and conflict. They may only wear light armours like Leather but can use any weapon.

Back Stab: Upon a successful Back Stab attempt the Thief will deal double damage to the target.

Balance: The Thief is nimble and has great balance, they receive a +2 to moving on branches, the tops of walls or along ropes.

Detect/Disarm Traps: The Thief has the uncanny knack of spotting traps and then being able to disarm them. The player must state that their character is searching for traps and then will be called upon to roll a Wisdom Skill check with a +1 to the roll. Once detected the Thief can then attempt to disarm the trap.

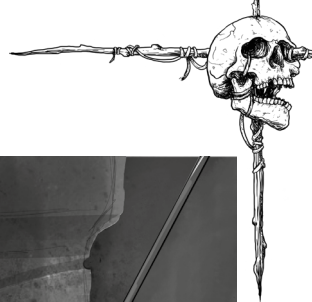
Saving Throw: Thieves receive a +2 bonus on saving throws vs. death and poison

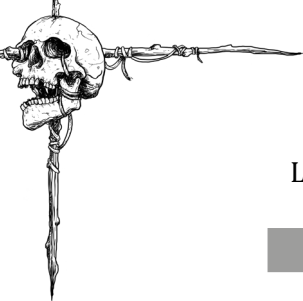
Soul Bonus for Dexterity: Dexterity is the Prime Attribute for Thieves, which means that a Dexterity score of 15+ grants an additional 5% Souls.

Skills

The Thief is trained in the use of Stealth and Thievery, they receive *Perception*, *Stealth* and *Thievery*, and can choose either *Appraisal* or *Deception* as an extra skill

The player can add +1 to any Skill rolls using their specialised skills. See the Skill chapter for more info.





Thief Advancement Table

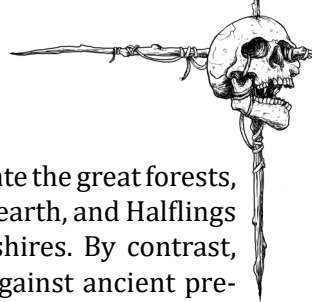
Level	SP	Hit Dice (d6)	Saving Throw
1	0	1	14
2	150	2	13
3	250	3	12
4	400	3+1	11
5	600	4	10
6	800	4+1	9
7	1000	5	8
8	1500	6	7
9	2500	7	6
10	3500	7+1	5

Starting Gear & Weapons

The Thief awakens with the items they died with, this can include weapons, armour and various items. To indicate the randomness of this the player must roll a d20 on the following table. Roll once for Weapon, Armour and Item.

The GM can decide to allow the player to re-roll once or to allow the party to swap their items etc amongst themselves.

D20 Roll	Weapon	Armour	Items
1-3	Dagger	Nothing	Rope
4	Sling	Leather	Empty Pouch
5	Axe, hand	Padded	Nothing
6	Sword, long	Hide	Spikes
7	Club, wooden	Leather, studded	Lock Picks
8-10	Mace	Thick Cloth	Nothing
11	Dagger +1	Chain	Wolfsbane
12	Bow, short	Leather +1	Black Hood
13-15	Cudgel	Hide	Grapple
16 - 17	Staff	Nothing	Lantern
18 - 19	Sword, short	Padded	A Red Gem
20	Crossbow, light +1	Leather, Studded +1	Magic Item



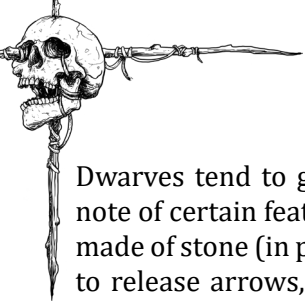
Races

In a fantasy world, humans often aren't alone. Elves may populate the great forests, Dwarves may carve their halls and mines into the heart of the earth, and Halflings may reside in the comfortable hill-houses of their bucolic shires. By contrast, some fantasy worlds depict an isolated human race pitted against ancient pre-human evils and the grim, savage wilderness of worlds at the dawn (or dusk) of human civilization itself. Some fantasy worlds, as a third example, accentuate the bizarre, with a wide variety of fantasy races available to the players—such worlds are filled with conflict and contradictions, always with a new wonder to be found beyond the next corner. The GM determines what non-human races, if any, you can choose for your character.

The main race in the game is Human and the majority of characters should be of a Human origin due to the fact there is so many of them. Of course the GM can choose to allow a complete Dwarf party or a party of Halflings if they choose.

Many of the non-Human races can live for a very long time and explaining why they have appeared in the world of the dead could be fun, are they being punished,? Does the world of the dead actually cater to all the races? What happens when they reach the top, those each race see a different final resting place based upon their beliefs? All these questions can be answered by the GM or narrated by the player.





The Dwarf

Dwarves tend to grow up in underground cities. As such, Dwarves easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny slits designed to release arrows, darts, or poison gas). There are no established rules or die roll for making use of these abilities; exactly what the Dwarf does or does not perceive is for the GM to decide.

Dwarves worship old gods and have very clear beliefs in the afterlife which often involves stone halls and plenty of ale.

Dwarven Race Abilities

Character Advancement: The only character class available to Dwarves is that of the Fighter, and they are typically allowed to advance only as high as 6th level.

Weapon and Armor Restrictions: Like human Fighters, Dwarves have been trained in warfare and have no restrictions on the weapons or armor they may use.

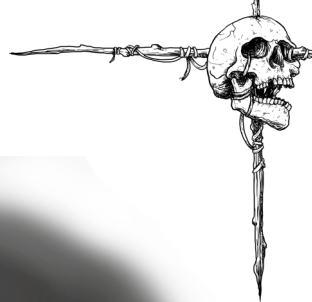
Fighting Giants: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting dwarves, and only inflict half the normal damage against them.

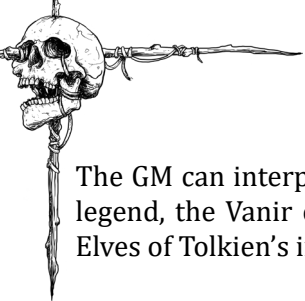
Keen Detection: Dwarves are good at spotting traps, slanting passages, and construction while underground, (3-6 on a d6 when searching, 5-6 on a d6 if just passing by).

Bonus Skill: Dwarves start with the *Appraisal* Skill for free.

Saving Throw: Dwarves do not use magic and, as such, are somewhat immune to its effects; they receive a +4 bonus on saving throws vs. magic.







The Elf

The GM can interpret Elves in many different ways. Are they faerie-folk of Irish legend, the Vanir of Norse mythology, or perhaps something more akin to the Elves of Tolkien's imagination?

As a baseline, most Elves are associated with magic as well as being skilled with the sword and bow. The Elven adventurer may choose, on any given day—perhaps when the moon rises—whether to use the capabilities of the Fighter or Magic-user. As a result, the Elf has two alternate advancement paths (experience points, hit dice, saving throws, “to-hit” bonuses, etc.) depending upon whether he donned steel that day or summoned up the power to cast spells.

Elves must use a spell book to prepare spells, just as a Magic-user. Spells disappear from his casting capability once they are cast, until prepared again.

Elven Race Abilities

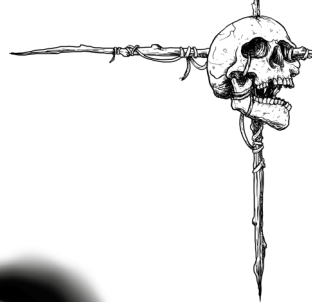
Character Advancement: Elves may use either the Fighter or Magic-user class advancement charts, to be announced at the start of an adventure. They are typically allowed to progress only to 4th level as Fighters and 8th as Magic-users.

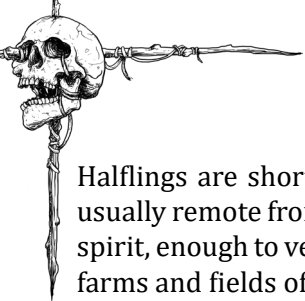
Weapon and Armor Restrictions: When an Elf adventures as a Magic-user, the character has the same weapon and armor limitations as a Magic-user. The exception to this would be magic armor, which may still be worn even when the Elf is acting as a Magic-user.

Bonus Skill: Elves start with *Athletics* skill for free.

Hereditary Foes: Elves gain an extra +1 (“to-hit” or to damage) when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls.

Keen Detection: Elves are good at hidden and concealed traps while in Forests, (3-6 on a d6 when searching, 5-6 on a d6 if just passing by).





The Halfling

Halflings are short, often stout, and live in shires, rustic communities that are usually remote from those of larger folk. A few of them have a mildly adventurous spirit, enough to venture forth for a while at least, exploring the world beyond the farms and fields of the local shire.

Undead Halflings are rare and this is due to them living relatively good lives and follow pretty standard gods, often of ale or nature, rather than war and stone.

Halfling Race Abilities

Character Advancement: The only character class available to Halflings is that of the Fighter, and they are typically allowed to advance only as high as 4th level.

Weapon and Armor Restrictions: Like human Fighters, the Halfling has no weapon or armor restrictions.

Fighting Giants: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures such as halflings and dwarves, and only inflict half the normal damage against them.

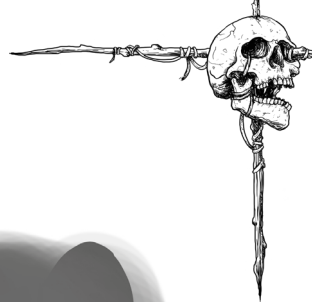
Deadly Accuracy with Missiles: Halflings receive a +2 “to-hit” when firing missile weapons in combat.

Near Invisibility: When not engaged in combat, Halflings can be quite stealthy, making themselves hard to spot and moving in almost total silence.

Bonus Skill: Halflings start the *Stealth* skill for free.

Saving Throw: Halflings are somewhat immune to magic, and receive +4 on saving throws vs. magic.









Chapter 3

Skills

Each class comes with a number of skills, these represent the characters specialised training and not having the skill does not mean that a character cannot attempt it, all it means is that those with the skill will have a better chance of success.

No Attributes have been linked to the skills and this is up to the GM to decide which skill is used or not based on what the character wishes to achieve.

Skill Chances

Each attribute has a skill chance this indicates the dice rolled when attempting something that is controlled by that skill.

Example 1

Niki wishes to attempt to bend the bars of the gate, the GM asks her to make a Strength skill check -2 due to difficulty. Niki needs to roll a 5-6 normally but with the -2 modifier she now has to roll a 6-7. She rolls the dice and gets a 4 which is a fail.

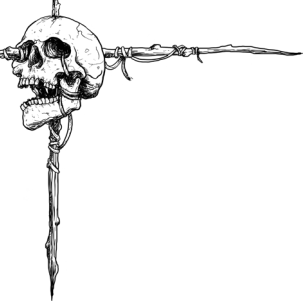
Example 2

Niki wishes to pick a lock, the GM says the lock is old and rusted which means a -2 difficulty. Niki's Dex skill check is a 5-6 and she has the thievery skill which gives her a +1. The -2 means she has to roll 6-7, Niki rolls and gets a 5 her +1 makes this a 6 and she succeeds.

Obtaining More Skills

As the characters gather souls they can spend them on various things in the Village, one of these is training in Skills either buying a new skill or increasing a skill from a +1 to a +2. This option is not available until the character reaches level 3 in their chosen class which is when the Bone Warden will appear near the Tomb of Ash





Skill Training Table

Purchase/Upgrade	Cost
New Skill	500
Upgrade from +1 to +2	500

Skill Descriptions

Appraisal - Used to discover the value of an item such as a gem, artifact or exotic weapon.

Arcane - The understanding of the esoteric and magical arts, the languages, symbols and rituals.

Athletics - The ability to climb, jump and pursue other physical activities such as swimming, sprinting and diving.

Deception - The ability to lie or deceive others either verbally or through the use of disguises and forgery.

History - The knowledge of the past and specific events that shaped the world. The GM can ask for the player to specify a point in history or a particular area of history.

Insight - Is the ability to spot a deception, know a person or monsters intent or if they are attempting to lie.

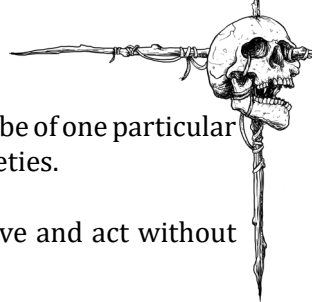
Intimidation - The ability to cause fear in others this can be from physical intimidation or mental.

Investigation - Used to search for clues, to notice tracks or signs and to ask the right questions.

Healing - This is the ability to heal wounds without magical means just using bandages and herbs and good old first aid.

Perception - Is the characters awareness, their ability to hear sounds, sense danger, maybe spot signs of an ambush.

Persuasion - The ability to talk someone around to your way of thinking, to convince them to act in a way you suggest.



Religion - Knowledge of the Gods, belief and worship. This can be of one particular religion or many religions. Also includes cults and secret societies.

Stealth - The ability to move silently, hide and generally move and act without being seen by others.

Survival - The ability to forage for food, find shelter and follow animal tracks. The GM can ask the player to specify an environment that the character has learnt to survive in i.e. deserts, frozen wastes, jungles etc.

Thievery - The ability to pick locks/pockets, conceal items, steal without being seen, finding the weak spot in a buildings security and set traps.





Chapter 4

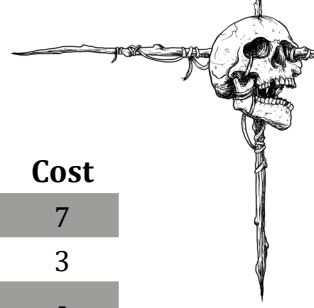
Gear and Weapons

FROM THE ASHES uses no gold or any other currency other than souls. As you gather souls you can spend them at the various traders or use them to level up. Also characters need not eat, drink or sleep (they are dead), so do not need to spend anything on food or shelter.

Adventure Gear

Item	Cost (SP)
Backpack	5
Case (map or scroll)	3
Crowbar	5
Flint & Steel	5
Grappling Hook	5
Hammer	2
Holy Symbol	15
Lantern	10
Mirror	5
Oil	2
Pole 10ft	1
Rope (50ft hemp)	1
Rope (50ft silk)	5
Sack	1
Shovel	5
Spellbook	100
Spikes	1
Stakes	1
Torches (6)	1





Melee Weapons

Weapon	Damage	Weight (lb.)	Cost
Axe, battle*	1d6+1	15	7
Axe, hand**	1d6	5	3
Club, wood	1d6	10	-
Club, ironshod	1d6+1	15	3
Cudgel	1d4	3	2
Dagger***	1d6-1	2	3
Flail	1d6	15	8
Hammer, small	1d6	5	3
Iron Bar	1d6-1	3	2
Mace	1d6	10	5
Morning Star	1d6	15	6
Polearm*	1d6+1	15	7
Spear***	1d6	10	2
Staff*	1d6	10	1
Sword, long	1d6	10	10
Sword, short	1d6-1	5	8
Sword, two-handed*	1d6+2	15	15
Warhammer	1d6+2	10	5

* Two-handed weapon

** Either one-handed or two-handed

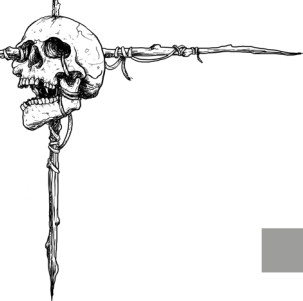
*** Both Melee and Missile

Weapon	Damage	RoF*	Range	Weight	Cost
Axe, hand	1d6	1	Str in ft	10	3
Bow, long	1d6+1	2	70ft	5	40
Bow, short	1d6	2	50ft	5	25
Crossbow, heavy	1d6+2	1/2	80ft	5	25
Crossbow, light	1d6	1	60ft	5	15
Dagger	1d4	1	Str in ft	2	3
Sling	1d4	1	30ft	1	2
Spear	1d6	1	20ft	10	2

*RoF is the number of projectiles that can be fired in a combat round.

Weapons fired at short range receive a +2 to hit bonus





Weapon Gear and Ammo

Item	Weight	Cost
Arrows (20)	1	5
Arrows, silver	1	5
Bolt, crossbow (20)	5	5
Case (holds 30 bolts)	1	5
Pouch (holds 20 stones)	1	1
Quiver (holds 20 arrows)	1	5
Stones (20)	1	1

Hirelings

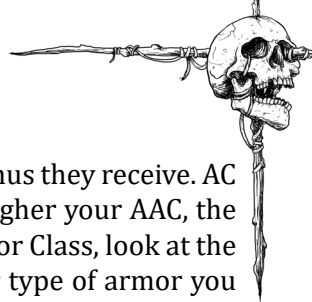
Hireling type	Description	Cost per day
Alchemist	Will brew potions 3 x day	250
Armourer	Will repair armour	25
Blacksmith	Will repair weapons	5
Carrier	Will carry loot	2
Soldier	Will fight Str 15, Dex 15	5
Torch Bearer	Will carry the torch so you don't have to	2

Armour

Armour	Effect on AC [AAC]	Weight (lb.)*	Cost
Chainmail	-4 [+4]	50	30
Cloth, Thick**	-1 [+1]	5	5
Hide	-2 [+2]	25	5
Leather	-2 [+2]	25	15
Leather, Studded	-3 [+3]	30	20
Padded**	-2 [+2]	10	7
Plate	-6 [+6]	75	50
Scale	-5 [+5]	70	40
Shield, small	-1 [+1]	10	10
Shield, large	-2 [+2]	20	15

*GM must decide whether magic armour weighs half or nothing at all.

** These can be worn under Chain, Scale and Plate



Calculating Armour Class

An unarmored person has an AAC of 10 plus any Dexterity bonus they receive. AC means “armor class,”. Your armor adds to your AAC, so the higher your AAC, the harder it is for your enemies to hit you. To calculate your Armor Class, look at the Armor table above, in the Effect on AC column. For whatever type of armor you bought, add the number in brackets shown to your base AAC of 10+ Dex bonus. That’s your new Armor Class.

Descending AC System

In this system, an unarmored human has an AC of 9. The armor you buy lowers your AC and the lower the AC, the harder you are to hit. To calculate your Armor Class, look at the Armor table above, in the “Effect on...” column. For whatever type of armor you bought, subtract the number shown from your base AC of 9. That’s your new Armor Class.

Ascending AC System

For the ascending system, an unarmored person has an AAC of [10]. AAC means “ascending armor class,” and it is used in brackets as a reminder of which system is in use. Your armor adds to your AAC, so the higher your AAC, the harder it is for your enemies to hit you. To calculate your Ascending Armor Class, look at the Armor table on the previous page, in the “Effect on...” column. For whatever type of armor you bought, add the number shown in brackets to your base AAC of [10]. That’s your new Armor Class.

Converting Armor Class Systems

To translate between the Ascending and Descending AC systems, the ascending armor class (AAC) and descending armor class (AC) values should add up to 19. Thus, AC 7 is the same as AAC [12] ($19-7=12$).

GM Note - The game always defers to AAC

Hiring Assistants

Many characters, particularly when first starting an adventuring career, are in need of hirelings to assist in carrying loot or fighting monsters. Characters are free to create advertisements and inquire at the tavern in the village to find available hirelings.

The number of hirelings you can have is based on your characters Charisma (see page 9) and the cost shown is for 1 day of adventuring.





Chapter 5

Playing the Game

Once characters have been created, the GM will describe where the characters are and what they can see. The game always starts in the village, they can see the tavern and blacksmith, the villagers and the village square, and in the distance they see the Mountain. From that point on, Players describe what their characters do. Going down stairs, attacking a dragon, talking to other Player Characters (PCs) or Non-Player Characters (NPCs) controlled by the GM—all of these kinds of actions are decided by the players. The GM then describes what happens as a result: the stairs lead down to a huge tomb, the dragon attacks the characters, etc. The rules below are guidelines handling events like combat, gaining experience, movement, healing, dying, and other important parts of the game.

Basically, you and the GM work together, with the GM handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or death in the effort) is yours to create in the GM's world.

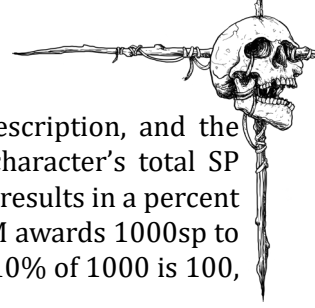
Gaining Souls

Characters gain souls by roleplaying well, killing monsters, finding treasure and solving puzzles, the GM can also reward players for doing something spectacular or brave, bonding with the other players and so forth.

Souls can then be used to level up, buy gear or weapons, buy skills or skill upgrades or have a weapon repaired. Travelling traders visit the village with unique items, maps and spell scrolls and these are often quite pricey.

Characters can lose souls by dying. Each character has four humanity, when the character dies they lose one of their humanity points and also any unused souls they had when they died. They keep everything they have bought and they also keep their level but all unused souls are gone. Upon dying the character appears in the old crones hut once again.





Each character class has a Prime Attribute listed in its description, and the character creation process details how to determine the character’s total SP bonus. There are two different ways of doing it, but each one results in a percent bonus. If a character’s bonus is 10%, for example, and the GM awards 1000sp to each character, that particular character would get 1100sp (10% of 1000 is 100, so the character gets a bonus of 100sp).

Time

The GM will be required to make general rulings on the passage of time during the course of a campaign (e.g. “A few hours later...”) and should be governed by common sense. There are, however, two important time measurements that merit brief definitions--the “turn” and “combat round.” A turn (lasting ten minutes) is used to track and measure actions, movement and resources when our intrepid adventurers are in dangerous places. The shorter combat round (lasting one minute) is used in the midst of battle to allow for a faster blow-by-blow account of the action.

Movement

Base movement rate for all races is calculated on the table below in tens of feet per turn, allowing for two moves per turn.

Weight Carried (Ib.)	Elf/Human	Dwarf/Halfling
0-75	12	9
76-100	9	6
101-150	6	3
151-300	3	3

Movement Rate Adjustments

Movement Type	Adjustment
Careful	Half or Average Rate
Normal	Average Rate
Running	Double Average Rate

Outdoor Movement

Terrain Type	Adjustment
Swamp/Water	Half Rate
Forest	Average Rate
Snow/Sand	Half or Average Rate



Doors, Traps and Hidden Things

The following rules apply to those obstacles you may come across inside a dungeon, castle, tower or forest and swamp.

Opening Dungeon Doors - This would be a Strength Check using the Attribute skill check. The GM may add a penalty if the door is jammed, very heavy or stuck in some way.

Traps - A trap will active on a roll of a 1-2 on a d6 and should be rolled by the GM, to spot a trap involves a Wisdom Skill Check, Dwarves and Thieves often have skills or modifiers that will allow them to spot traps quickly, but the player needs to state that their character is actively searching for a trap.

Secret Doors - Spotting secret door is a Wisdom skill check, or if their is a dwarf in the party they may have a skill or bonus to do so, of course the character must be actively searching.

Listening - Listening for sounds or at doors either uses the Perception skill or a Wisdom skill check. Again, the GM can add modifiers.

Descriptive Discovery

If a player describes how the character is searching in an indepth manner then we recommend that no roll be made and that the GM allows the character to find whatever they are searching for.

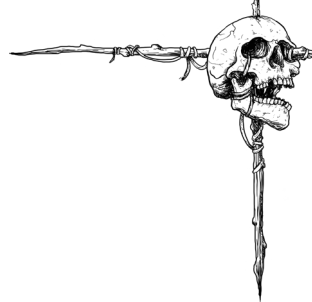
Lighting

Lanterns and torches light up the darkness but also cancel out the parties chance to surprise their foes, this does not mean the party cannot be surprised and in fact will increase the chance of a surprise by +1.

Torches, candles and lanterns light a 30ft radius, with a torch or candle burning for 1 hour (6 turns) and a lantern needing to be refueled after 6 hours (24 turns). A burning corpse will light up a room for 3 turns before becoming embers when they will only light up a 2ft radius around the body. Bones do not burn well unless wrapped in oil soaked rags.

Magical lighting will be covered in the Spells and Magic chapter.







Combat

When the party of adventurers comes into contact with enemies, the order of events in the combat round is as follows:

1) The GM determines if one side or the other is entitled to a free attack or move as a result of surprise—this is either a judgement or a die roll of some kind, depending on the circumstances. Normally, anyone is surprised if they roll a 1 or a 2 on a d6.

2) Determine initiative. One roll is made for each side, not for each individual in combat.

Party with initiative acts first (missile fire, casting spells, movement, melee attacks, etc.) and results take effect.

Party that lost initiative acts; results take effect.

The round is complete; keep turn order for the next round if the battle has not been resolved.

How Initiative Works

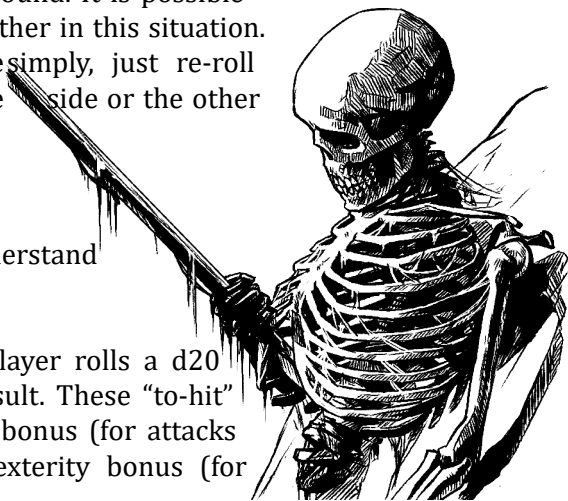
At the beginning of the first combat round, each side rolls initiative on a d6—high roll wins. The winning side acts first, casting spells, moving, and attacking. The other side takes damage and casualties, and then has its turn.

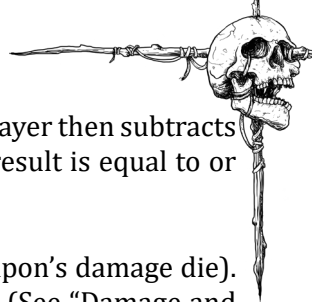
Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Referee may handle this situation in any way he chooses—with one caveat. The damage inflicted by the combatants during any simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other in this situation. If you want to play things more simply, just re-roll initiative if there is a tie until one side or the other wins the initiative.

The Attack Roll

The most important rule to understand about combat is the attack roll.

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses may include a strength bonus (for attacks with hand held weapons), a dexterity bonus (for





missile weapons), and any bonuses for magic weapons. The player then subtracts any “to-hit” penalties they might have from their roll. If the result is equal to or greater than the opponent’s AC, the attack hits.

If an attack hits, it inflicts damage (as determined by the weapon’s damage die). The damage is subtracted from the defender’s hit point total (See “Damage and Death”).

AC Combat Table										
Class	Level									
	1	2	3	4	5	6	7	8	9	10
Base “to hit” Bonus										
Cleric	0	0	0	1	1	2	2	3	4	5
Fighter	0	1	2	2	3	4	4	5	6	6
Magic-User	0	0	0	0	1	1	2	2	3	3
Thief	0	0	0	1	1	2	2	3	3	4

Critical & Fumbles

A roll of a 20 means a critical hit and often this indicates double damage. A roll of 1 is called a fumble which in From the Ashes means the weapon is broken.

Damage and Death

When a character (or creature) is hit, the amount of damage taken is deducted from his hit points. When hit points reach 0, the character dies. In From the Ashes the character is not lost as long as they have some humanity left. Upon death the character will lose a humanity point and awaken in the crones hut.

No Humanity

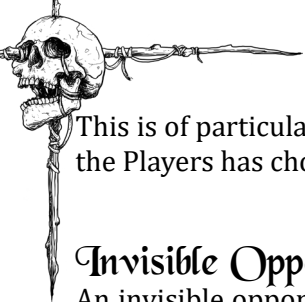
If a character dies and they have no humanity left then they are truly dead and join the ranks of the many undead and forsaken spirits that infest the lands in and around the mountain.

Healing

In addition to the various magical means of restoring HP, a character will recover 1 full Hit point per day of uninterrupted rest. Four weeks of rest will restore all of a character’s HP—regardless of how many the character lost.

Binding Wounds

The GM can allow characters to bind 1d4 HP worth of wounds following a battle.



This is of particular use in low-magic campaigns or in adventures where none of the Players has chosen to run a Cleric.

Invisible Opponents

An invisible opponent can only be attacked if its general location is known, and the attack suffers a -4 penalty "to-hit." Note that more powerful monsters (those with sensitive smell, hearing, or those with more than 6 HD) will frequently be able to detect invisible opponents; the GM should determine the chance of this based on the creature and the situation.

Melee Attack

A melee attack is an attack with a hand-held weapon such as a sword, spear, or dagger. Two combatants within ten feet of each other are considered to be "in melee."

Missile Attack

Missile attacks are attacks with ranged weapons, such as crossbows, slings, or thrown axes. When using missiles to fire into melee, it is not possible to choose which opponent (or friend!) will receive the brunt of the attack.



Morale

Certain monsters, such as mindless or undead creatures, are fearless and will always fight to the death. The majority, however, will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The GM will decide when monsters abandon battle and retreat, based upon the situation and the monster's intelligence. GMs should also use morale to determine the actions and loyalty of hirelings or other companion NPCs.

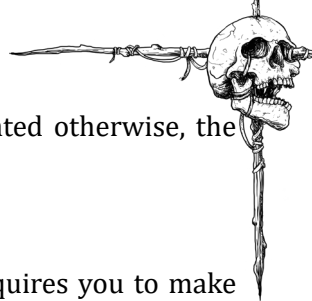
Negotiation and Diplomacy

Some combats can be averted with a few well chosen words (even lies). If the party is outmatched, or the monsters don't seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat or at least delay it until more favorable conditions arise.

Spells

Spell casting begins at the start of the combat round. It is possible to prepare a spell while within melee range of an opponent (10 feet) but if the caster suffers





damage while preparing a spell, the spell is lost. Unless stated otherwise, the spell is cast (takes effect) in the caster's initiative phase.

Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character avoids a threat or lessens its effect. Each character class has a saving throw target number which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or greater than the character's saving throw target number, the saving throw is successful. Monsters can also make saving throws (their saving throw target number is their HD subtracted from 19).

Saving Throw Example

Save Versus	Attribute
Crushing, Entanglement	Strength
Falling, Traps	Dexterity
Disease, Poison, Death	Constitution
Magic, Wands, Mind Control	Intelligence
Charms, Deception, Fear	Wisdom
Possession, Influence	Charisma

Fear and Stress

Some monsters and situations induce fear, when a character is confronted by something fearful they must make a Saving Throw, if they fail they receive one Stress point. As the character accumulates stress certain effects will become active.

Removing Stress

Stress is removed by relaxing and avoid those things that induce fear. Time spent at a tavern or praying at a shrine will reduce stress at 1 point per hour.

Fear Penalties

Some very fearful monsters and situations will have a fear penalty, this will reduce the dice roll made by the character. Penalties can range from -1 to -5 for truly horrific visions.

The Effects of Stress

The following tables shows the effects of Stress as it accumulates inside the character. The GM should keep note of the stress levels of the characters and use that to create tense moments.



Stress Tables

The Stress chart should be consulted each time a character earns stress points.

Stress	Result
1	Fearful and jumpy, scared of your own shadow
2	Paranoid and twitchy, you are being watched
3	Uncontrollable crying -1 to all Skill Checks
4	Something is not right roll a D6 on Effect Table
5	They are everywhere roll a D10 on Effect Table
6	They are coming roll a D20 on Effect Table

Effect Table

Roll	Effect
1-2	You can hear strange noises, scratching in the darkness, whispers ...
3-4	The walls are closing in, you must run to somewhere safe ...
5-6	Blood drips from the ceiling and in the drops are faces screaming
7-8	Insects crawl beneath your skin, you must scratch them out
9-10	You get dizzy and collapse for 3 rounds.
11-12	Every handle you see for the next 3 days looks made of rotted flesh
13-14	The party are plotting against you ...
15-16	You become abusive and aggressive towards others for 2d6 rnds
17-18	You begin to cut yourself causing d6 damage before being stopped
19	Your armour is crushing you, take it off
20	You collapse and suffer a heart attack. You are reduced to 1 HP





Chapter 6

Spells and Magic

Clerics and Magic-Users can cast spells, Fighters cannot. Spells have three phases. First they are memorized (a character can only memorize a certain number of spells to bring along on an adventure – see the description of the character classes to find out how many, and what level). Second, they are prepared, which is the process of saying the magic words and making the magic gestures. Third, the spell is cast, which means it takes effect and the magic happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever his/her side has the initiative.

Magic in Limbo

Limbo is a place between the realms of the living and the dead, no gods caste their eyes upon its lands and nature and magic follow different laws. The powers of the Cleric are most affected as it relies so much on faith and the grace of the gods. Mages have an easier time but still their magic can be changed or manipulated in often unusual ways.

The Chaos Dice

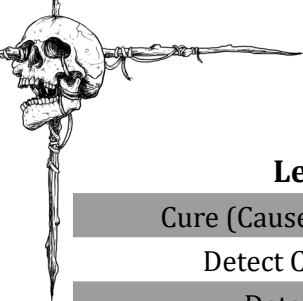
Whenever a Mage or Cleric cast magic they must roll a chaos dice, this is a simple six-sided dice that is rolled alongside the d20. If the chaos dice rolls a 1 or 2 then the magic has come from the chaos realm, if the roll is a 4, 5 or 6 then it has come from the realm of lawful gods and natural magic and acts as normal.

When magic is cast that comes from chaos it can have adverse effects, not just on the caster but also on the magic. often in the case of Clerics the opposite happens then what was intended, but with Mages any number of results can manifest. If a Mages spell becomes chaotic the mage must roll on the chaos effect table to find out what happens.

Cleric Magic

The following is a list of Cleric spells available, the names in parenthesis indicates the result of the chaos dice roll, spells without words in parenthesis fail to work in the chaos dice come up with a 1 or 2.





Cleric Spell List

Level 1

Cure (Cause) Light Wound

Detect Chaos (Law)

Detect Magic

Light (Dark)

Protection from Chaos (Law)

Purify (Putrefy) Food and Drink

Level 2

Bless (Curse)

Find Traps

Hold Person

Speak with Animals

Level 3

Cure (Cause) Disease

Light (Dark) Continual

Locate Object

Remove (Enhance) Curse

Level 4

Cure (Cause) Serious Wounds

Neutralise (Enhance) Poison

Protection against Chaos (Law)

Speak with Plants

Sticks to Snakes

Level 5

Commune

Create Food and Drink

Dispel Chaos (Law)

Insect Plague (Reverse)

Quest

Raise Dead (Reverse)

Level 6

Shield of Faith (Hate)

Stigmata

Hammer of God

Cleric Spell Descriptions

Bless (Curse)

Spell Level: C2

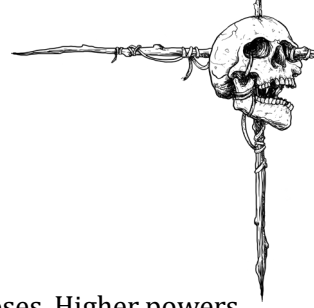
Range: Target PC or NPC (out-of-combat)

Duration: 1 hour

The recipient of this spell cannot be in combat when it is cast.

1. As a Bless spell, the recipient is granted a +1 bonus to all attack rolls and, if the target is not a Player Character, improves overall morale.
2. As a Curse spell, the recipient is cursed with a -1 penalty to all attack rolls and, if the target is not a Player Character, suffers a decrease to morale.





Commune

Spell Level: C5

Range: Caster

Duration: 3 questions

Higher powers grant answers to three questions the caster poses. Higher powers don't like being constantly interrogated by mere mortals, so the spell should be limited to one casting per week or so. The Referee may rule that a caster may cast a double strength Commune spell composed of six questions once per year. If the chaos dice rolls a 1 or 2 the answers may not be correct or be misleading.

Create Food and Drink

Spell Level: C5

Range: Close

Duration: Instantaneous

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes). The Chaos version creates stagnant water and rotted food.

Cure (Cause) Disease

Spell Level: C3

Range: Touch

Duration: Instantaneous

1. As a Cure Disease spell, the recipient is cured of all diseases—including those magically inflicted.
2. As a Cause Disease spell, the recipient is inflicted with a disease to be determined by the Referee.

Cure (Cause) Light Wounds

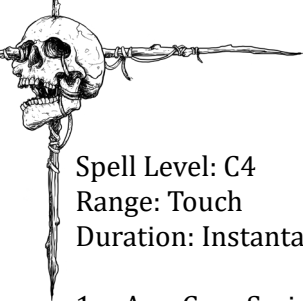
Spell Level: C1

Range: Touch

Duration: Instantaneous

1. As a Cure Light Wounds spell, the caster cures $1d6+1$ HP.
2. As a Cause Light Wounds spell, the caster causes $1d6+1$ damage.





Cure (Cause) Serious Wounds

Spell Level: C4

Range: Touch

Duration: Instantaneous

1. As a Cure Serious Wounds spell, the caster cures $3d6+3$ HP.
2. As a Cause Serious Wounds spell, the caster causes $3d6+3$ damage.

Detect Chaos (Law)

Spell Level: C1, M2

Range: 120 ft. (C), 60 ft. (M)

Duration: 1 hour (C), 20 min. (M)

1. As a Detect Chaos spell, the caster detects creatures of Chaos, or those with chaotic enchantments, intentions, thoughts, or auras within the spell's range. Poison is not inherently evil or chaotic and cannot be detected by means of this spell.
2. As a Detect Law spell, the spell works exactly like Detect Chaos except that it detects Law.

Detect Magic

Spell Level: C1, M1

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Dispel Chaos (Law)

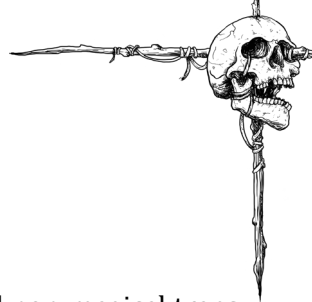
Spell Level: C5

Range: 30 ft.

Duration: 10 min.

1. As a Dispel Chaos spell, the spell is similar to the arcane spell Dispel Magic, but works against items, spells, or agents of Chaos. However, unlike Dispel Magic, this spell also functions against chaotic sendings, possibly including dreams or supernatural hunting-beasts.
2. As a Dispel Law spell, the spell works exactly like Dispel Chaos, except that it will dispel Law.





Find Traps

Spell Level: C2
Range: 30 ft.
Duration: 20 min.

Find Traps can allow the caster to perceive both magical and non-magical traps at a distance of 30 feet.

Hammer of God

Spell Level: C6
Range: 10ft Area
Duration: Instantaneous

The Cleric calls upon their god to smite their enemies, this takes the form of a huge rock that smashes the enemy in a 10ft area causing 5d6 damage. The chaos version instead hits the Clerics party doing the same amount of damage.

Hold Person

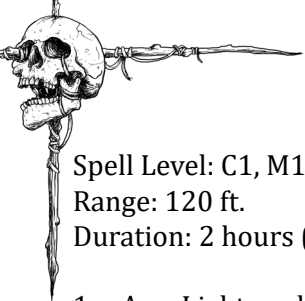
Spell Level: C2, M3
Range: 180 ft. (C), 120 ft. (M)
Duration: 90 min. (C), 1 hour + 10 min./level (M)

The caster can target either 1d4 persons (with the same parameters as Charm Person; saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Insect Plague

Spell Level: C5
Range: 480 ft.
Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 square feet (20 × 20 feet, with roughly corresponding height). Any creature with fewer than 2 HD exposed to the cloud of insects will flee in terror (no saving throw). Chaos reverses this and send the insects against the Clerics party.



Light (Dark)

Spell Level: C1, M1

Range: 120 ft.

Duration: 2 hours (C), 1 hour + 10 min./level (M)

1. As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a Dark spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

Light (Dark), Continual

Spell Level: C3, M2

Range: 120 ft.

Duration: Permanent until dispelled

1. As a Light, Continual spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a Dark, Continual spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

Locate Object

Spell Level: C3, M2

Range: 90 ft. (C), 60 ft. + 10 ft./level (M)

Duration: 1 min./level

This spell gives the caster the correct direction (as the crow flies) toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Neutralize (Enhance) Poison

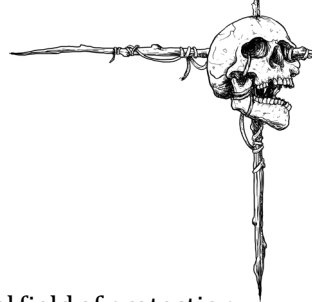
Spell Level: C4

Range: Referee's discretion

Duration: 10 min.

This spell counteracts poison, but does not bring the dead back to life. The Chaos version extends the life or doubles the effects of the poison.





Protection from Chaos (Law)

Spell Level: C1, M1

Range: Caster only

Duration: 2 hours (C), 1 hour (M)

1. As a Protection from Chaos spell, the caster creates a magical field of protection around himself to block out all chaotic monsters, who suffer a -1 penalty “to-hit” against the caster, and the caster gains +1 on all saving throws against such attacks.
2. As a Protection from Law spell, it does the same thing except that lawful creatures suffer the -1 penalty.

Protection from Chaos (Law), 10 ft. radius

Spell Level: C4, M3

Range: 10 ft. radius around caster

Duration: 2 hours

1. As a Protection from Chaos, 10 ft. radius spell, it has the same effect as Protection from Chaos—except that its effect covers an area rather than an individual.
2. As a Protection from Law, 10 ft. radius spell, it has the same effect as Protection from Law—except that its effect covers an area rather than an individual.

Purify (Putrefy) Food and Drink

Spell Level: C1

Range: Close/Touch

Duration: Instantaneous

1. As a Purify Food and Drink spell. the caster causes enough food and water for up to a dozen people to be made pure, removing spoilage and poisons.
2. As a Putrefy Food and Drink spell. the caster causes enough food and water for up to a dozen people to be made putrid, creating spoilage and poisons.

Quest

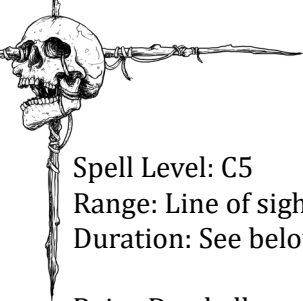
Spell Level: C5, M6

Range: 30 ft.

Duration: Until completed

If the victim fails his saving throw, the caster may set a task for him. If a Magic-user casts this spell the victim will die if he ignores the Quest altogether. If a Cleric casts this spell the victim's failure to obey will result in a curse to be determined by





Raise Dead

Spell Level: C5
Range: Line of sight
Duration: See below

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for Player Characters (i.e., "human-like").

Remove (Enhance) Curse

Spell Level: C3, M4
Range: Close/Touch
Duration: Instantaneous

This spell removes one curse from a person or object. The chaos version increases the curses duration or damage.

Shield of Faith (Hate)

Spell Level: C6
Range: Party
Duration: 1 hour

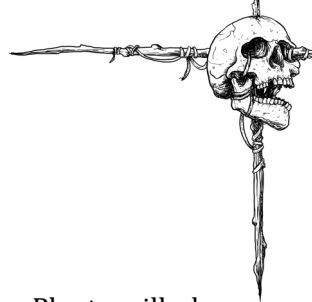
The god sends a Shield of Faith that surrounds the party and protects them from any magic cast by chaos. The Shield of Hate does the opposite and amplifies the spells effect against the party.

Speak with Animals

Spell Level: C2
Range: 30 ft.
Duration: 1 hour

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).





Speak with Plants

Spell Level: C4

Range: 30 ft.

Duration: 1 hour

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

Sticks to Snakes

Spell Level: C4

Range: 120 ft.

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Stigmata

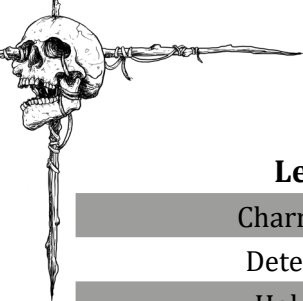
Spell Level: C6

Range: Caster

Duration: 1 hour

The cleric can use their own hit points to add dice to damage, for each hit point the cleric uses they receive a 1d6 in extra damage against their foe. The loss of the hit points has the same affect as an injury.





Mage Spell List

Level 1

Charm person

Detect Magic

Hold Portal

Light

Protection from Chaos

Read Languages

Read Magic

Sleep

Level 2

Detect Chaos

Detect Invisibility

Detect Thoughts (ESP)

Invisibility

Knock

Levitate

Light Continual

Locate Object

Phantasmal Force

Web

Wizard Lock

Level 3

Alter Time

Crystal Ball

Dispel Magic

Fireball

Fly

Hold Person

Invisibility 10ft Radius

Lightening Bolt

Protection from Chaos 10ft Radius

Protection from Normal Missles

Water Breathing

Level 4

Charm Monster

Confusion

Dimension Portal

Hallucinatory Terrain

Massmorph

Plant Growth

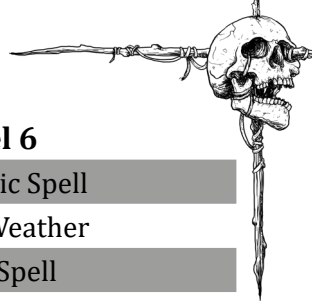
Poly Morph

Remove Curse

Wall of Fire or Ice

Wizard Eye





Level 5

Animal Growth

Animate Dead

Cloudkill

Conjure Elemental

Contact Other Plane

Feeblemind

Hold Monster

Magic Jar

Passwall

Telekinesis

Teleport

Transform Rock-Mud

Wall of Stone or Iron

Level 6

Anti-Magic Spell

Control Weather

Death Spell

Disintegrate

Invisible Stalker

Move Earth

Move Water

Project Image

Quest

Transform Stone-Flesh





Mage Spell Descriptions

Alter Time

Spell Level: M3
Range: 240 ft.
Duration: 30 min.

The caster must announce which of the two options is being cast. Both options have a 60 foot radius area of effect:

1. As a Haste spell, as many as 24 creatures may move and attack at double normal speed.
2. As a Slow spell, as many as 24 creatures failing a saving throw may only move and attack at half speed.

Animal Growth

Spell Level: M5
Range: 120 ft.
Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal.

Animate Dead

Spell Level: M5
Range: Referee's discretion
Duration: Permanent

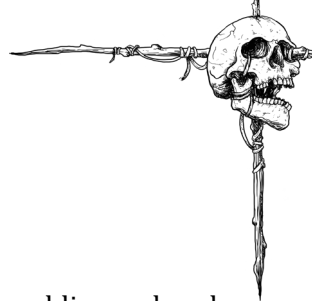
This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated (per level of the caster above 8th). The corpses remain animated until destroyed or dispelled.

Charm Monster

Spell Level: M4
Range: 60 ft.
Duration: Until dispelled

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. Up to 3d6 monsters of fewer than 3 HD are affected.





Charm Person

Spell Level: M1

Range: 120 ft.

Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Cloudkill

Spell Level: M5

Range: Close

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves away from the caster at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. This spell affects only creatures with 5 or fewer HD.

Confusion

Spell Level: M4

Range: 120 ft.

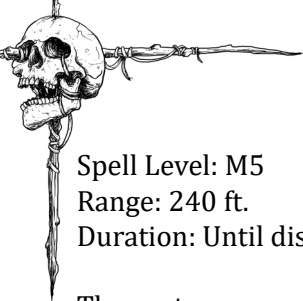
Duration: 2 hours

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. Roll 2d6 to determine the creature's behavior:

Roll	Reaction
2-5	Attack the Caster (and their allies)
6-8	Stand Baffled and Inactive
9-12	Attack each other

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power, which takes a number of minutes equal to 1d12 minus the caster's level. These creatures must make a saving throw when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.





Conjure Elemental

Spell Level: M5
Range: 240 ft.
Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; when the caster ceases to concentrate, even for a moment, the elemental is released and will attack.

Contact Other Plane

Spell Level: M5
Range: None
Duration: See table

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell’s effect depends on how deeply the caster wishes to delve into the planes of existence.

Plane*	Insanity**	Right	Wrong***
1	1-2	3-11	12-20
2	1-4	4-13	14-20
3	1-6	7-16	16-20
4	1-8	9-17	18-20
5	1-10	11-18	19-20
6	1-12	13-19	20

*Planes are the ‘depth’ at which the caster chooses to seek the truth, number of yes/no questions asked.

** Temporary insanity lasts for as many weeks equal to the depth of the plane where the casters sanity failed.

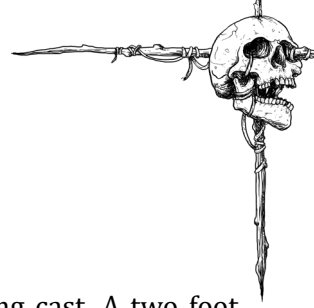
*** This represents the possibility of being mislead or misinterpreting an answer.

Control Weather

Spell Level: M6
Range: Referee’s discretion
Duration: Referee’s discretion

The caster can summon or stop rainfall, tornadoes, create unusually high or low temperatures, clear the sky of clouds or summon clouds into being.





Crystal Ball

Spell Level: M3
Range: 60 ft.
Duration: 2 hours

The caster must announce which of the two options is being cast. A two foot thickness of solid stone or a thin layer of lead blocks both options.

1. As a Clairaudience spell, the caster can hear through solid obstacles.
2. As a Clairvoyance spell, the caster can see through solid obstacles.

Darkvision

Spell Level: M3
Range: Touch
Duration: 1 day

The recipient of the spell can see in total darkness. The recipient should roll 1d6 on the table on the following page to determine the range of his vision.

Roll	Range of Vision (ft.)
1-2	40
3-4	50
5-6	60

Death Spell

Spell Level: M6
Range: 240 ft.
Duration: Permanent

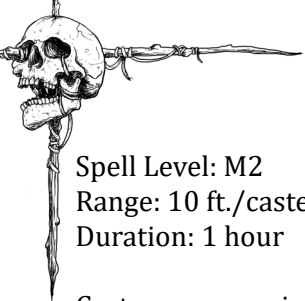
Within a 60 foot radius, up to 2d8 creatures with fewer than 7 HD perish.

Detect Chaos

Spell Level: M2
Range: 60 ft. (M)
Duration: 1 hour (C), 20 min. (M)

As a Detect Chaos spell, the caster detects creatures of Chaos, or those with chaotic enchantments, intentions, thoughts, or auras within the spell's range. Poison is not inherently evil or chaotic and cannot be detected by means of this spell.





Detect Invisibility

Spell Level: M2

Range: 10 ft./caster level

Duration: 1 hour

Caster can perceive invisible creatures and objects.

Detect Magic

Spell Level: M1

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Detect Thoughts (ESP)

Spell Level: M2

Range: 60 ft.

Duration: 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead.

Dimensional Portal

Spell Level: M4

Range: 10 ft. casting, 360 ft. teleport

Duration: Instantaneous

Dimensional Portal is a weak form of the Teleport spell that can be managed by lesser magicians. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's given range.

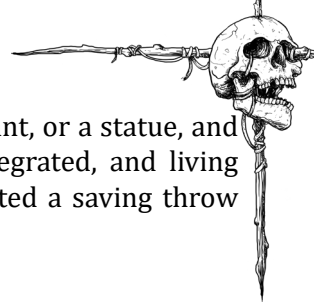
Disintegrate

Spell Level: M6

Range: 60 ft.

Duration: Permanent





The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw. The Disintegrate spell cannot be dispelled.

Dispел Magic

Spell Level: M3
Range: 120 ft.
Duration: 10 min.

Dispел magic can be used to completely dispel most spells and enchantments.

As an example of how one might referee this spell, the chance of dispelling magic could be a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled the original magic.

Thus, a 6th level Magic-user attempting to dispel a charm cast by a 12th level Magic-user has a 50% chance of success ($6 / 12 = 1/2$). If the 12th level Magic-user were dispelling the 6th level Magic-user's charm, the dispelling caster's chance of success would be 200% ($12/6 = 2$).

Feeblemind

Spell Level: M5
Range: 240 ft.
Duration: Permanent until dispelled

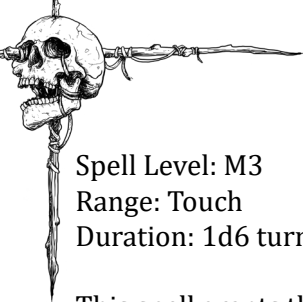
Feeblemind is a spell that affects only Magic-users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magic-user becomes feeble-minded until the magic is dispelled.

Fireball

Spell Level: M3
Range: 240 ft.
Duration: Instantaneous

A missile shoots from the caster's finger to explode at the targeted location in a furnace-like blast of fire. It has a burst radius of 20 feet and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.





Fly

Spell Level: M3

Range: Touch

Duration: 1d6 turns + 1 turn/level

This spell grants the power of flight, with a movement rate of 120 feet per round. The Referee rolls for the duration of the spell in secret and does not disclose this information to the Player.

Hallucinatory Terrain

Spell Level: M4

Range: 240 ft.

Duration: Until touched by an enemy or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Hold Monster

Spell Level: M5

Range: 120 ft.

Duration: 1 hour + 10 min./level

The caster can target either 1d4 creatures (saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Hold Person

Spell Level: C2, M3

Range: 120 ft. (M)

Duration: 90 min. (C), 1 hour + 10 min./level (M)

The caster can target either 1d4 persons (with the same parameters as Charm Person; saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

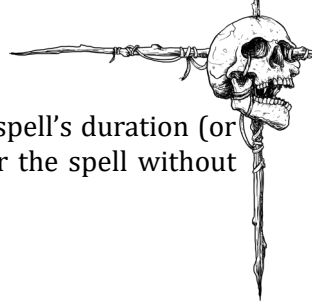
Hold Portal

Spell Level: M1

Range: Referee's discretion

Duration: 2d6 turns





This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

Invisibility

Spell Level: M2

Range: 240 ft.

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal vision and to darkvision. If the Referee is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

Invisibility, 10 ft. radius

Spell Level: M3

Range: 240 ft.

Duration: Until dispelled or an attack is made

Identical to the Invisibility spell, which makes the target creature or object invisible to normal vision and to dark vision, except that it also throws a sphere of invisibility (with a 10 foot radius) around the recipient, which moves along with the target.

Invisible Stalker

Spell Level: M6

Range: Near Caster

Duration: Until mission is completed

This spell summons an Invisible Stalker with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of Dispel Magic; it must be killed in order to deter it from its mission.

Knock

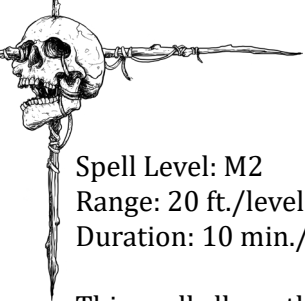
Spell Level: M2

Range: 60 ft.

Duration: Instantaneous

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.





Levitate

Spell Level: M2

Range: 20 ft./level

Duration: 10 min./level

This spell allows the Magic-user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast (such range being applied both to movement into the air and to downward movement into a pit or chasm).

Light

Spell Level: M1

Range: 120 ft.

Duration: 2 hours (C), 1 hour + 10 min./level (M)

As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.

Light, Continual

Spell Level: M2

Range: 120 ft.

Duration: Permanent until dispelled

As a Light, Continual spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.

Lightning Bolt

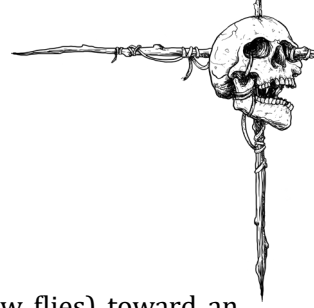
Spell Level: M3

Range: 60 ft.

Duration: Instantaneous

A nearly ten-foot-wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful saving throw halves damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.





Locate Object

Spell Level: C3, M2

Range: 90 ft. + 10 ft./level

Duration: 1 min./level

This spell gives the caster the correct direction (as the crow flies) toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Magic Jar

Spell Level: M5

Range: See below

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The "jar" must be within 30 feet of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-user's soul is within, the soul is lost. The Magic-user can return from the jar to his own body whenever desired, thus ending the spell.

Massmorph

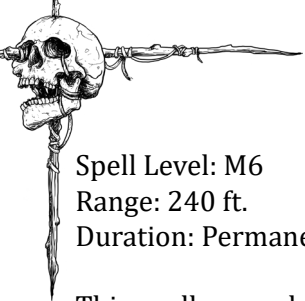
Spell Level: M4

Range: 240 ft.

Duration: Until negated or dispelled

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.





Move Earth

Spell Level: M6
Range: 240 ft.
Duration: Permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 feet per minute for 1 hour.

Move Water

Spell Level: M6
Range: 240 ft.
Duration: See below

The caster must announce which of the two options are being cast:

1. The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels. Used this way, the spell lasts for 10 turns.
2. Alternately, this spell creates a gap through water, but only to a depth of 10 feet. Used this way, the spell lasts for 6 turns.

Passwall

Spell Level: M5
Range: 30 ft.
Duration: 30 min.

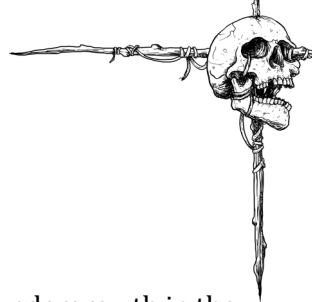
This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep and is large enough to allow the passage of an average sized man.

Phantasmal Force

Spell Level: M2
Range: 240 ft.
Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real he can take damage from it.





Plant Growth

Spell Level: M4

Range: 120 ft.

Duration: Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300×300 feet, for a total of 90,000 square feet.

Polymorph

Spell Level: M4

Range: See below

Duration: See below

The caster must announce which of the two options are being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.
2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled.

Project Image

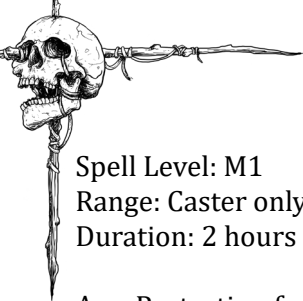
Spell Level: M6

Range: 240 ft.

Duration: 1 hour

The caster projects an image of his person to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.





Protection from Chaos

Spell Level: M1
Range: Caster only
Duration: 2 hours

As a Protection from Chaos spell, the caster creates a magical field of protection around himself to block out all chaotic monsters, who suffer a -1 penalty “to-hit” against the caster, and the caster gains +1 on all saving throws against such attacks.

Protection from Chaos, 10 ft. radius

Spell Level: M3
Range: 10 ft. radius around caster
Duration: 2 hours

As a Protection from Chaos, 10 ft. radius spell, it has the same effect as Protection from Chaos—except that its effect covers an area rather than an individual.

Protection from Normal Missiles

Spell Level: M3
Range: 30 ft.
Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Quest

Spell Level: M6
Range: 30 ft.
Duration: Until completed

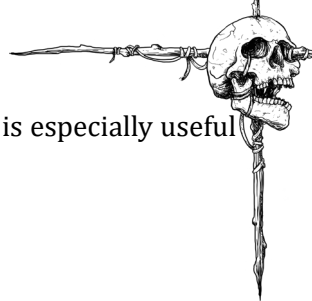
If the victim fails his saving throw, the caster may set a task for him. If a Magic-user casts this spell the victim will die if he ignores the Quest altogether. If a Cleric casts this spell the victim’s failure to obey will result in a curse to be determined by the Referee.

Read Languages

Spell Level: M1
Range: Reading distance
Duration: 1 or 2 readings

This spell allows the caster to read directions, instructions, and similar notations





that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

Read Magic

Spell Level: M1
Range: Caster only
Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

Sleep

Spell Level: M1
Range: 240 ft.
Duration: Referee's discretion

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It can affect a number of creatures based on their hit dice.

Victim's HD	Number Affected
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6

Telekinesis

Spell Level: M5
Range: 120 ft.
Duration: 1 hour

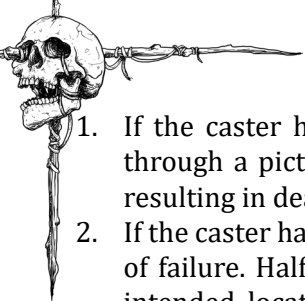
The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

Teleport

Spell Level: M5
Range: Touch
Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:





1. If the caster has only indirect experience of the destination (known only through a picture or map) there is a 25% chance of success—with failure resulting in death.
2. If the caster has seen but not studied the destination, there is an 20% chance of failure. Half of failures will place the traveler $1d10 \times 10$ feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures will place the traveler $1d10 \times 10$ feet above the targeted location, possibly resulting in a deadly fall.
3. If the caster is familiar with the location or has studied it carefully there is a 5% chance of failure, with 1 in 6 failures arriving below and 5 in 6 arriving above the targeted location. In either case, the arrival is $1d4 \times 10$ feet low or high.

Transform Rock-Mud

Spell Level: M5

Range: 120 ft.

Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300×300 feet becomes a deep mire, reducing movement to 10% of normal.

Wall of Fire or Ice

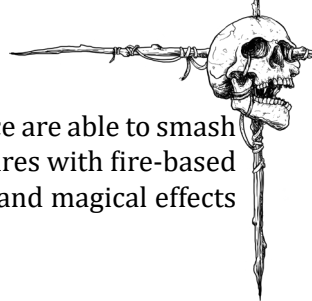
Spell Level: M4

Range: 60 ft.

Duration: Concentration

The caster must announce which of the two options are being cast:

1. As a Wall of Fire spell, the caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts $1d6$ hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high.
2. As a Wall of Ice spell, the caster conjures up a 6 foot thick wall of ice. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high. Creatures with 3 or



fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Stone or Iron

Spell Level: M5

Range: 60 ft.

Duration: Permanent (stone) or 2 hours (iron)

The caster must announce which of the two options are being cast:

1. As a Wall of Stone spell, the caster conjures a wall of stone 2 feet thick, with a surface area of 1,000 square feet.
2. As a Wall of Iron spell, the caster conjures an iron wall from thin air. The wall is 3 feet thick, with a surface area of 500 square feet.

Water Breathing

Spell Level: M3

Range: 30 ft.

Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

Web

Spell Level: M2

Range: 30 ft.

Duration: 8 hours

Fibrous, sticky webs fill an area up to $10 \times 10 \times 20$ feet. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through—perhaps 3 to 4 turns or longer at the Referee's discretion.

Wizard Eye

Spell Level: M4

Range: 240 ft.

Duration: 1 hour



The caster conjures up an invisible, magical “eye,” that can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a rate of 120 feet per turn.

Wizard Lock

Spell Level: M2
Range: Close
Duration: Permanent until dispelled

As with a Hold Portal spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-user three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).

Chaos Magic

Mage spells can go wrong and this is more likely to happen in limbo than anywhere else. To show this the player must roll a d6 along with there d20 if the d6 falls on a 1 or 2 chaos has happened even if the spell has failed.

On the result of a 1 or 2 on a d6 the player must roll again and consult the table below.

Roll	Spell Success	Spell Fail
1	You cast Fireball which is centred on your party	You cast Confusion on your own party
2	Your next damaging spell does double damage	You lose your memeory for 1 hour
3	Nothing	Nothing
4	All enemies become invisible	You regain 1d6 HP
5	You cast Levitate on yourself	A random member of your party goes blind for d6 rnds
6	Nearest enemy regains all lost HP	Your party gains on free action





Chapter 7

Running the Game

Running a game of **From the Ashes** is a lot easier than running most other role-playing games, simply because there are not as many rules and your own discretion overrides them anyway. Most situations are handled by making “common sense” decisions concerning what happens next.

For example, if there are a bunch of zombies around the next corner and the Players decide not to go around that corner, it’s up to the GM to determine whether or not it makes sense for the zombies to rush around the corner and attack—or whether their orders are to simply stay where they are. If a Player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it’s up to the GM to determine whether or not they explode.

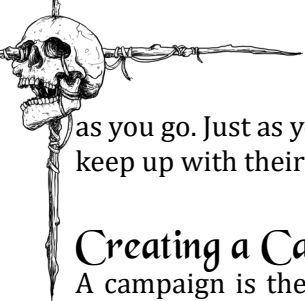
This means “making up” a lot of stuff on the spot. If you’re not a good storyteller or if you’re not up to doing a lot of creative thinking on the fly, it might be better that you try a different game—one that provides more rules and guidance for every little situation that might arise. But if you’re a good storyteller, creative and fair, **From the Ashes’** small, Spartan rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

From the Ashes also frees up your creativity in terms of customizing the game. Unlike a more complex game, you can add house rules wherever you want to without accidentally messing up something else buried in the rules. If you want to use critical hits and fumbles, add ‘em in. You won’t break anything—there’s not that much to break!

Designing an Adventure

Basically, the “adventure” is just the setting for the game—usually a map and then notes about certain locations on that map. As the Players tell you where their characters go and what they do, you’re referring to the map and your notes to describe what happens as a result. Don’t try to plan for all contingencies—it’s guaranteed that the players will do something unexpected during the adventure and you’ll just have to roll with it, thinking on your feet and making up new things





as you go. Just as you challenge the Players with adventure, they challenge you to keep up with their collective creativity.

Creating a Campaign

A campaign is the world beyond the adventure—the cities, forests, coastlines, and kingdoms of the fantasy world. The players will almost certainly want their characters to explore the wilderness, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as the starting point) and some of the surrounding area. (The location of the first adventure—a dark forest, perhaps) As the players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world with the continents, kingdoms, and great empires at your disposal.

If you want to take a shortcut, you can set your entire campaign in a fictional world created by the author of one of your favorite fantasy stories. Most of these have maps and the author has already created the details and feel of the world for you. For example, the worlds of Conan's Hyboria (Robert E. Howard), of Elric and the Eternal Champions (Michael Moorcock), and of the Dying Earth (Jack Vance) are popular fictional settings ready for gaming. Indeed, publishers have already created pre-packaged campaigns for all three of these examples.

Built in World

From the Ashes comes with a built in campaign world which the players can explore but if you want to expand upon this world or create a whole new one then that's easy and why we built this book in two parts.

Souls Points

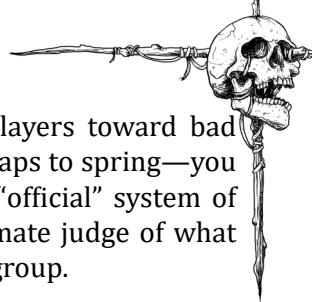
Soul points should be awarded for killing monsters, finding treasure and good roleplaying, using skills and characters in creative ways or expanding on the fiction of the story.

Some GMs make all earned Soul Points a part of a community total to be divided evenly, since not all the characters have the same opportunities in a given adventure. Others prefer a more competitive game, whereby each player earns SP according to individual accomplishments.

Remember Soul Points are also used to purchase equipment, get items improved and to buy skills so players must be reminded of this otherwise they may be looking for that gold which no one wants.



If you find that whatever system you're using leads the players toward bad decisions—seeking out unnecessary combat or looking for traps to spring—you might consider adjusting your system. This is true for the “official” system of awarding experience as well. Remember, the GM is the ultimate judge of what works best for a game and any rule can be changed to fit the group.



Scale of Advancement

GMs all have their own style of campaign, and it would be silly for one author to impose needless restrictions on anyone playing the game. However, it is worth noting that this rules set was designed with the notion that 4th level characters are “heroic” and thus the tables were capped at level 10. A GM who wishes to extend the tables to higher levels is encouraged to do so if it fits the style of the campaign.





Chapter 8

Monsters

There's not a lot of detail given about the monsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. We're not going to say that giant ants are red, nocturnal, three feet long, and fond of eating Elves. Because, in your mind, they might be blue, diurnal, five feet long, and eat only plants unless attacked. Details about monsters toss roadblocks in front of the imagination. Yes, details can also inspire imagination, but we're making the assumption that if you're interested in fantasy gaming in the first place, you've got a good imagination as-is and don't require details about the size of a giant ant.

One important characteristic of all monsters, though, is that they can see in the dark.

The following is a quick reference guide for how to read monster descriptions:

Reading the Monster Descriptions

Armor Class

"Armor Class" is explained earlier in the rules for combat.

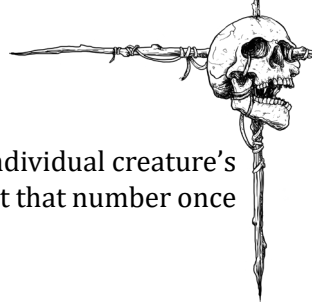
Attacks

"Attacks" lists the number of attacks a monster has and the damage they inflict. Most monsters have one attack and inflict 1d6 damage—there are, however, some exceptions.

Soul Points

"Soul Points" are presented after a monster's Hit Dice Equivalent (HDE) rating and list the number of SP the adventuring party gains as a result of killing the creature. In some cases, however, the GM may choose to award soul points for defeating a creature without killing it (circumventing it by creative means, capturing it to bring home, etc.). Some monsters have multiple Soul Points listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.





Hit Dice

“Hit Dice” is the number of dice (d6) rolled to determine an individual creature’s HP. If there is a plus or minus after the number, add or subtract that number once from the total rolled.

Hit Dice Equivalent

“Hit Dice Equivalent” is used to separate monsters into “difficulty levels” so that when creating an adventurer, the GM has some guidelines concerning what characters can and cannot handle. Some monsters have multiple HDE’s listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

Magic Resistance

“Magic Resistance” isn’t one of the entries, but some creatures may have “magic resistance.” The given percentage chance is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. To determine whether or not magic used will have an impact, roll a d100. The magic fails if the result is less than the given percentage.

Move

“Move” is the monster’s movement rate and is handled like it is for PCs.

Saving Throw

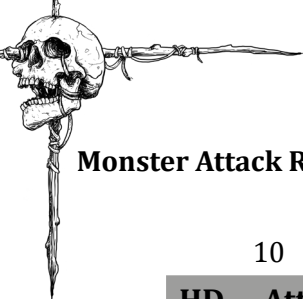
“Saving Throw” isn’t one of the entries, but all creatures have a saving throw. It is the number on the d20 the monster needs to equal or exceed in order to avoid a threat or lessen its effect. It is found by subtracting the monster’s HD from 19. For example, a monster with 4 HD has a saving throw of 15. Alternatively, a monster can simply be treated as a Fighter or whatever character class makes sense for that monster, with the monster’s hit dice being used for its level.

Special

“Special” is just a “flag” of sorts for the GM that serves as a reminder that a monster has a special ability.

Fear

Some monsters cause fear, the very act of seeing them will call for a saving throw. If the monster those cause fear the description will say and also will include any penalties to the saving throw for those monsters that are more scary than others.



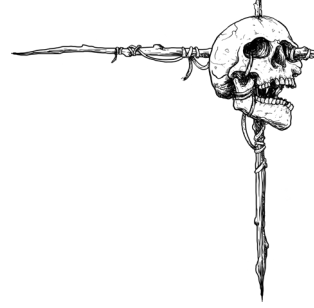
Monster Attack Rolls

		Target Armour Class											
		10	11	12	13	14	15	16	17	18	19	20	21
HD	Attack Roll (d20) Required to hit Opponent's AC												
<1		10	11	12	13	14	15	16	17	18	19	20	21
1		9	10	11	12	13	14	15	16	17	18	19	20
2		8	9	10	11	12	13	14	15	16	17	18	19
3		7	8	9	10	11	12	13	14	15	16	17	18
4		6	7	8	9	10	11	12	13	14	15	16	17
5		5	6	7	8	9	10	11	12	13	14	15	16
6		4	5	6	7	8	9	10	11	12	13	14	15
7		3	4	5	6	7	8	9	10	11	12	13	14
8		2	3	4	5	6	7	8	9	10	11	12	13
9		1	2	3	4	5	6	7	8	9	10	11	12
10		1	1	2	3	4	5	6	7	8	9	10	11
11		1	1	1	2	3	4	5	6	7	8	9	10
12		1	1	1	1	2	3	4	5	6	7	8	9
13		1	1	1	1	1	2	3	4	5	6	7	8
14		1	1	1	1	1	1	2	3	4	5	6	7
15+		1	1	1	1	1	1	1	2	3	4	5	6

If you are using the quick formula for calculating attacks using the ascending armor class system, the monster's normal "to-hit" bonus is equal to its hit dice (capped at +15). For example, a monster with 3 HD attacks with a +3 "to-hit" bonus.

Monster Descriptions

What follows is a collection of monster descriptions, we recommend creating new monsters or 'borrowing' monsters from other games if you would like a variety. This list does not contain the gate guardians, these are explained when they are encountered within the setting. This is to allow GMs to use this ruleset with any setting rather than just this one.



Banshee

Armor Class: 0 [19]

Hit Dice: 7

Attacks: Claw

Special: See below, Causes Fear.

Move: 12

HDE/SP: 11/1,700

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 49% resistance to magic, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the GMs discretion, such creatures might be undead rather than faerie-folk and are considered to have 9 HD for turning purposes.

Black Pudding

Armor Class: 6 [13]

Hit Dice: 10

Attacks: Strike

Special: Acidic

Move: 6

HDE/SP: 11/1,700

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold and divide when attacked by lightning.

Centipede, Giant

Armor Class: 9 [14]

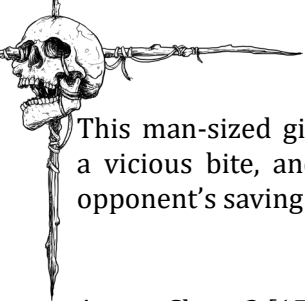
Hit Dice: 2

Attacks: Bite

Special: Poison (see below)

Move: 15

HDE/SP: 4/240



This man-sized giant centipede is a deadly predator with armored segments, a vicious bite, and a lethal (though relatively weak) poison (+6 modifier to opponent's saving throw).

Dragon, Black

Armor Class: 2 [17]

Hit Dice: 6-8

Attacks: Bite

Special: Spits acid, causes fear -2

Move: 12/24 (when flying)

HDE/SP: 8/800; 9/1,100; 10/1,400

Black dragons spit a deadly, corrosive acid rather than a breath of fire. The acid covers everything in a line 5 feet wide and 60 feet long.

Dryad

Armor Class: 5 [14]

Hit Dice: 2

Attacks: Dagger, wooden

Special: Charm Person

Move: 12

HDE/SP: 3/60

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a Charm Person spell with a -2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Gargoyle

Armor Class: 4 [14]

Hit Dice: 4

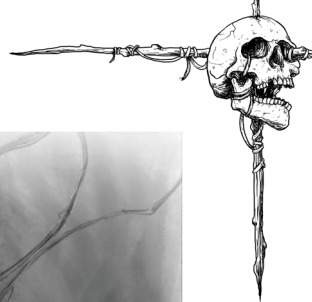
Attacks: Claw

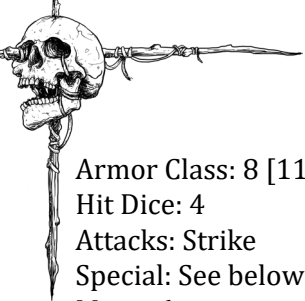
Special: Flight

Move: 9/15 (when flying)

HDE/SP: 6/400

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators.





Gelatinous Cube

Armor Class: 8 [11]

Hit Dice: 4

Attacks: Strike

Special: See below

Move: 6

HDE/SP: 5/240

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns)—during which time the cube will attempt to devour its victim. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested. Gelatinous cubes are immune to lightning and cold.

Ghoul

Armor Class: 6 [13]

Hit Dice: 2

Attacks: Claw

Special: See below, causes fear.

Move: 9

HDE/SP: 3/60

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

Giant, Stone

Armor Class: 4 [15]

Hit Dice: 9

Attacks: Club (2d6)

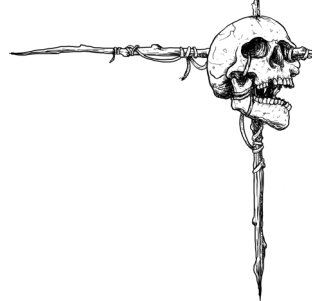
Special: Hurls boulders

Move: 12

HDE/XP: 10/1,400

Stone giants dwell in caves, isolated in the mountain fastness. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains—travelers who wander into the territory of stone giants seldom return.





Gibberling

Armor Class: 5 [14]

Hit Dice: 4

Attacks: Claw

Special: Infected Bite, causes fear -1

Move: 9

HDE/SP: 6/400

The gibberling are clawed, grey looking humans, they tend to frequent abandoned castles and towers, walking the halls seeking food. At first glance they seem human but as they get closer they extend their heads from tendril knotted necks that stretch out as the mouth of the gibberling opens displaying what appears to be some parasite that opens up its mandibles as the Gibberlings head gets closer. The bite from the Gibberling is infected and the victim must make a saving throw or become a Gibberling themselves in two days. The bite injects eggs from the parasite.

Golem, Flesh

Armor Class: 9 [10]

Hit Dice: 12

Attacks: Fist

Special: See below

Move: 8

HDE/SP: 12/2,000

A creation stitched together from human limbs and other parts, like Frankenstein's monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

Grey Ooze

Armor Class: 8 [11]

Hit Dice: 3

Attacks: Strike

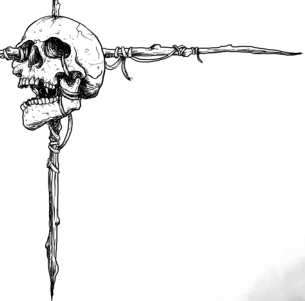
Special: See below

Move: 1

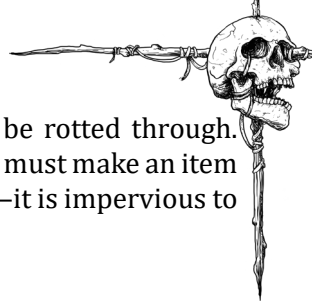
HDE/SP: 5/240

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze





(even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.



Green Slime

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of the spell Cure Disease.

Hell Hound

Armor Class: 4 [15]

Hit Dice: 4-7

Attacks: Bite

Special: Breathes fire, causes fear -2

Move: 12

HDE/SP: 5/240; 6/400; 7/600; 8/800

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 HP damage per hit die (10-foot range, saving throw for half damage).

Lich

Armor Class: 0 [19]

Hit Dice: 12-18

Attacks: Touch

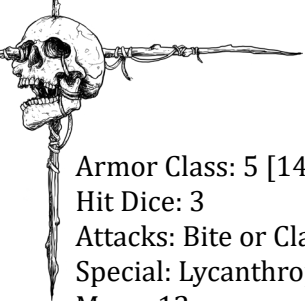
Special: See below, causes fear -1

Move: 6

HDE/SP: 15/2,900; 16/3,200; 17/3,500; 18/3,800; 19/4,100; 20/4,400; 21/4,700

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as the original Magic-user (the same level as the liche's HD). A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.





Lycanthrope, Werewolf

Armor Class: 5 [14]
Hit Dice: 3
Attacks: Bite or Claw
Special: Lycanthropy
Move: 12
HDE/SP: 4/120

Werewolves are the traditional Lycanthropes seen in horror movies. They are often only affected by silver or magical weapons, and are often humanoid—except for during a full moon, and so on.

Manticore

Armor Class: 4 [15]
Hit Dice: 6+4
Attacks: Tail-spikes
Special: Flight
Move: 12/8(when flying)
HDE/SP: 8/800

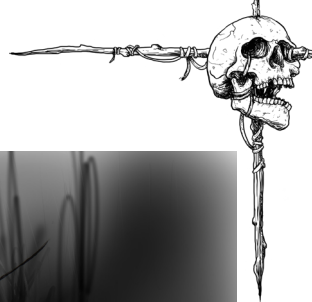
A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 feet.

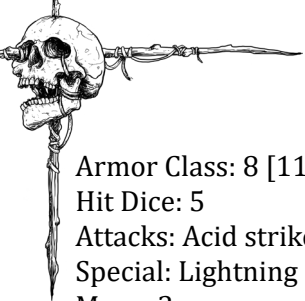
Mummy

Armor Class: 3 [16]
Hit Dice: 5+1
Attacks: Touch (See below)
Special: See below, causes fear.
Move: 6
HDE/SP: 7/600

Mummies cannot be hit by normal weapons and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to half normal, but a Remove Curse spell is required to completely lift the mummy's curse.







Ochre Jelly

Armor Class: 8 [11]

Hit Dice: 5

Attacks: Acid strike

Special: Lightning divides creature

Move: 3

HDE/SP: 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making the spell Raise Dead all but impossible.

Purple Worm

Armor Class: 6 [13]

Hit Dice: 15

Attacks: Bite or sting

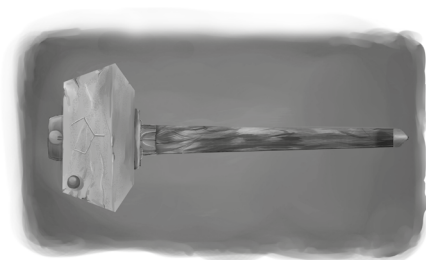
Special: Poison sting

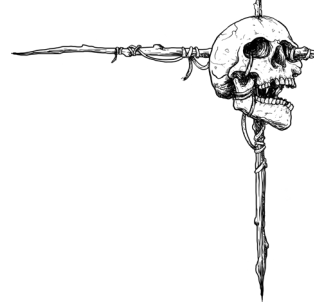
Move: 9

HDE/SP: 17/3,500

Purple worms are massive annelids that grow 40+ feet in length and sometimes exceed 10 feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required "to-hit". They can swallow anything the size of a horse or smaller.

In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist.





Rat, Giant

Armor Class: 7 [12]

Hit Dice: 1-1

Attacks: Bite

Special: 5% are diseased

Move: 12

HDE/SP: < 1/10

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the GM.



Screecher

Armor Class: 5 [14]

Hit Dice: 4

Attacks: Claw/Bite

Special: Flight, causes fear.

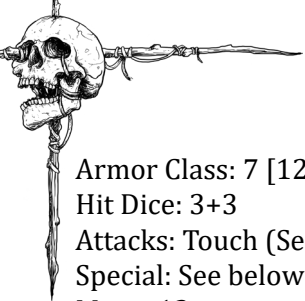
Move: 9/15 (when flying)

HDE/SP: 6/400

The Screecher, also called the flying mouth, lives amongst the spires of buildings or on the pinnacles and cliffs of mountains. They swoop down to attack the prey mainly by placing the victims head in their mouth and either attempting to bite it off or lifting the hapless target up into the air to drop them later on the jagged rocks below.

Screechers only attack if you get too close to their nesting grounds or act in a threatening way.





Shadow

Armor Class: 7 [12]

Hit Dice: 3+3

Attacks: Touch (See below)

Special: See below

Move: 12

HDE/SP: 4/130

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the GM may decide whether they are undead creatures subject to turning or whether they are some horrible “other” thing, a manifestation perhaps, or a creature from another dimension. Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes.

Skeleton

Armor Class: 8 [11], 7 [12] w/ shield

Hit Dice: 1/2

Attacks: Strike or weapon

Special: None

Move: 12

HDE/SP: 1/15

Skeletons are animated bones of the dead and are usually under the control of some evil master.

Slug, Giant

Armor Class: 8 [11]

Hit Dice: 12

Attacks: Bite

Special: Spits acid (2d6)

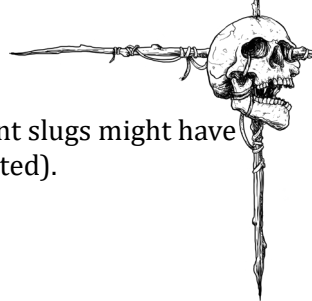
Move: 6

HDE/SP: 13/2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 feet, and within this range the slug’s spittle will be 50% likely “to-hit” (no “to-hit” roll required). For every additional 10 feet of range, the chance “to-hit” decreases by 10%. On its first spitting attack, the slug only has a 10% chance “to-hit” within



60 feet, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).



Specter

Armor Class: 2 [17]

Hit Dice: 6

Attacks: Touch (See below)

Special: Drains 2 levels per hit, causes fear -2

Move: 15/30 (when flying)

HDE/SP: 9/1,100

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself—a pitiful thrall to its creator.

Spider, Giant

Armor Class: 6 [13]

Hit Dice: 2+2

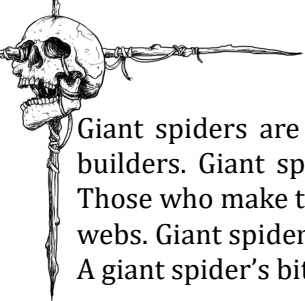
Attacks: Bite (See below)

Special: See below

Move: 18

HDE/SP: 5/240





Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those who make their saving throw can fight and move (5 feet per round) in the webs. Giant spiders surprise on a roll of 1-5, being able to hide well in shadows. A giant spider's bite is very poisonous.

Syther

Armor Class: 7 [12]

Hit Dice: 4

Attacks: Claws/Spikes

Special: See Below

Move: 12

HDE/SP: 5/240

These reptilian horrors live in sunken dungeons and swamps. They have 4 arms allowing them to attack 4 times per round. Two of their limbs are just huge bone blades with serrated edges, which they use to chop up their victims or impale them like a spear.

Vampire

Armor Class: 2 [17]

Hit Dice: 7-9

Attacks: Bite (See below)

Special: See below, causes fear

Move: 12/18 (when flying)

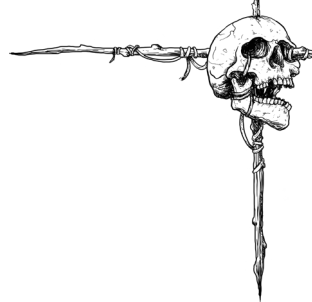
HDE/SP: 9/1,100; 10/1,400; 11/1,700

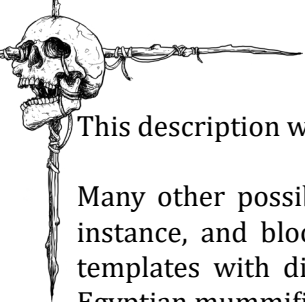
Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when "killed" in this way they change into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (as per the spell Charm Person). Most terrifyingly, a vampire's bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator.







This description will be recognized easily as the “Dracula” type of vampire.

Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, and blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Egyptian mummified vampire, or an Aztec vampire?

Whip Hound

Armor Class: 4 [15]

Hit Dice: 4–7

Attacks: Bite

Special: Tail

Move: 12

HDE/SP: 5/240; 6/400; 7/600; 8/800

A scaled dog like monster with a long barbed tail. The tail whips at the target and on contact does the damage and injects a poison. The victim must roll a saving throw or become paralysed for d6 rounds.



Wight

Armor Class: 5 [14]

Hit Dice: 3

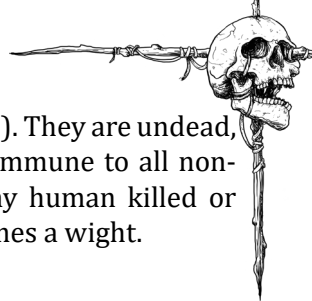
Attacks: Claw (See below)

Special: See below, causes fear -1

Move: 9

HDE/SP: 5/240





Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels (1 level per hit) by a wight becomes a wight.

Wraith

Armor Class: 3 [16]

Hit Dice: 4

Attacks: Touch (See below)

Special: See below, causes fear -1

Move: 24

HDE/SP: 6/400

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Yellow Mold

Armor Class: N/A

Hit Dice: N/A

Attacks: See below

Special: Poisonous spores

Move: 0

HDE/SP: 3/60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 feet in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

Zombie

Armor Class: 8 [11], 7 [12] w/ shield

Hit Dice: 1

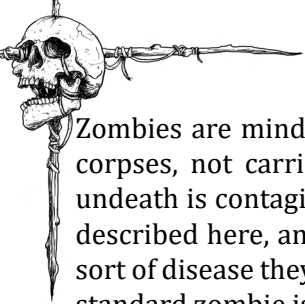
Attacks: Strike or weapon

Special: Immune to sleep, charm, causes fear.

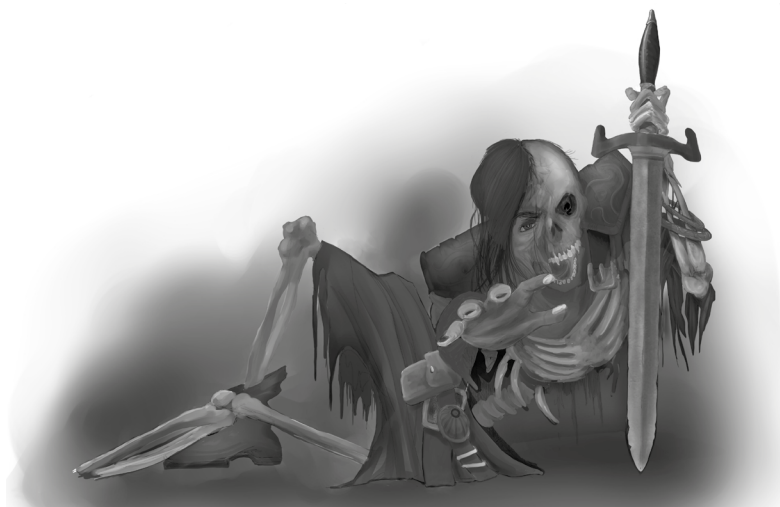
Move: 6

HDE/SP: 2/30





Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.



Tougher Monsters

There is really no limit as to how high monsters can go, and often it's fun to trick the players by throwing über-monsters at them. The GM should feel free to adjust AC, HD, or other factors to make monsters more challenging. Also, feel free to try new options like a super strain of orcs, goblin spider-riders, or fire-resistant mummies just to keep the players on their toes.

Monster Levels

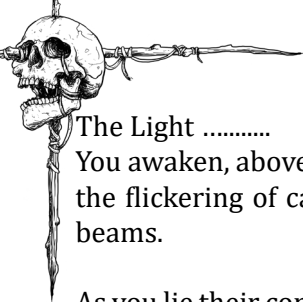
You may notice that while suggested character levels are capped, monster levels are not. The reasons for this are simple:

1. Players run in packs and big monsters need levels to overcome a disadvantage in numbers.
2. Players tend to be creative while many Referees allow monsters to "play stupid."

The Referee has the option of allowing characters to continue to advance, or to put a cap on monster levels as he or she sees fit.







The Light

You awaken, above you see the rotted timbers and mouldy straw of a hovels roof, the flickering of candle light casts shadows that dance and cavort between the beams.

As you lie there confused and alone you hear the rustle of cloth and a smell of sour rot and old eggs wafts through the air and the hovel ceiling is replaced by the shrivelled and toothless visage of an old crone.

'It awakes' She cackles, her hot fetid breath washes over you 'Does it know where it is?' She ponders before disappearing from view.

You turn your head and watch as she lights the fire, throwing herbs and incense onto the embers.

'Where am I' You ask, 'I was dead....'

The old woman cackles 'You still are, you're just a husk, a corpse caught between the world of the living and that of the dead!'

You try to sit up but fall back onto the mouldy cot, you gather your strength and try again, finally managing to get upright and swing your legs onto the floor.

'Where am I?' You ask.

The Old woman brings over a steaming clay cup, its contents smell of sweat and ginger, she thrusts it towards you. 'You are in my hut corpse, this is my lot in life, sending you newly dead on their way, preparing them for the journey, if you will.' She watches as you drink the contents of the cup and chuckles as you almost vomit it back up again, but as the concoction fills your stomach you start to feel much better.

'Journey? You ask.

'Yes, out there, I'm guessing you are here because you did not want to die?' She opens a large box and draws out a small clay pot. 'In order for you to rest you must pass through the Gate of Eternity, only then will you surely die, and leave the torment and suffering of undeath.'

'Undeath.... This is all too much, I am dead, but I live, this is a punishment!?'

The old woman nods 'Yes but one that you can walk away from, in a manner of speaking. You just need to take the Journey'.

The old woman tuts and shakes her head, 'Always the same, when will this burden end' She asks the ceiling of her hut. 'I will prepare you, then you must leave and make your way to the mountain, once there you will pass through the first gate.





Once you have done that your journey begins.' She seems to ponder a moment. 'Aah also you can return here at any time, the Village of Lothain has a tavern, not that you need to eat or sleep, and there is a Smith, who can repair and craft you weapons.'

'Weapons...' You mumble, as your eyes fall upon your sword. 'If I am dead why would I need weapons?'

'For Souls' The old woman replies 'You need Souls to pass through the other gates, there are 5 more before you reach the summit of the mountain, each guarded by a guardian, Also these Souls will aid you in improving yourself, healing your injuries and the Smith, well he only accepts payment in Souls.' The old woman licks her lips and she grins at you.

'I do not understand, I must fight?' You ask confused.

'Yes.' She replies.

'So, I must enter the mountain and fight, gather souls, these souls will aid me to reach eternity and then I will have peace?' You ask.

'That's right' The Old woman nods and grins at you 'You must harvest the souls of those cursed that dwell in the mountain, do not be fooled, the Mountain holds many secrets, and danger lurks there, those souls of the undead are the sweetest souls.' The old woman licks the clay pot and cackles.

'What if I fail, do I become cursed.... If I am dead, then what do I become if I die again?' You ask, a shudder rips through your body as cold as the grave.

'If you die you return here, a part of your humanity ripped from you and lost, doomed to repeat until you accomplish the goal or become truly dead.'

'When do I start.' You ask, standing and grabbing your sword.

'Soon, very soon, but first we need to find out who you are...'





Chapter 9

The Village

The village lies at the base of the Mountain and you must pass through it to pass the first gate. The village is populated by what you can only presume are the dead, stuck in this place because they are either unable or unwilling to face the challenges of the Mountain.

Within the Village is a Tavern and a Blacksmith, occasionally the Cloaked trader can be found peddling his wares of weird and wonderful items found within the world of the undead. The Tavern sells no food and offers no beds, but does offer a place to meet undead who may be willing to risk the Mountain with you. Also, it is said that the Tavern Keeper has been in the village the longest and with time he may come to trust you enough to tell you some secrets.

The Blacksmith can improve both Armour and Weapons if you have the souls to pay for it. He also sells both common and Quality equipment. If you find a Heart Stone, the Blacksmith can also use it to enhance items.

In the centre of the village lays the Tomb of Ash and sat outside it is the Bone Warden. The Bone warden can for the right amount of souls sell you new skills and/or bring back lost Humanity.

You can return to the Village at any time, and once you find the Jaw of Remembrance you can use it to teleport instantly to the Tomb of Ash. The Village should be visited frequently and the people that live there talked to as you never know what tips or secrets they may reveal or what new wares may be available.

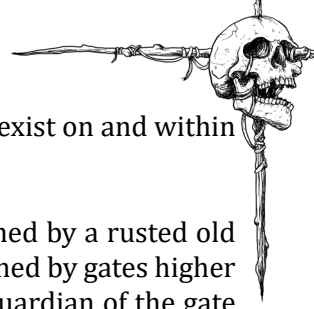
The Mountain

The Mountain is a Dark and ponderous edifice that seems to hunch over the village. It is tall and when the moon casts its light upon it a road can be seen winding its way up from the base to its peak. At intervals the lights of the Gates flicker.

The Mountain is also an anomaly as it seems to exist in both the world of the living and the dead. Towers and Forests can be seen on the mountain and people







speak of ruined cities, deep dungeons and dark swamps that exist on and within the mountains stone.

Then Mountain is split into 7 levels, the lowest Level is reached by a rusted old gateway just outside the village, the levels above this are reached by gates higher up the mountain. The gates will open when you defeat the Guardian of the gate and you can offer a number of souls to the Abysmal Lock. Each level the Guardian gets more powerful and the cost in souls increases.

The mountain is multi-dimensional and the characters will need to pass through whatever dimension to reach the gate to the next level. The dimension they pass through can take any form, but in order to reach the summit and enter the halls of heroes they need to climb the mountain, it is the only way.

Other Threats

The village is surrounded on the east, west and south by a forest called Bleakroot, the villages avoid it because 'true death lurks there'. Approaching the mountain on the northern edge of the village is a swamp, those that lost their humanity wander this swamp fighting each other and attacking any passing through in the hope to steal their humanity so they can rejoin the undead in the village.

The Locations

Every dungeon and location that the party finds themselves will be numbered with descriptions corresponding to those numbers. Same areas, rooms and buildings will not have numbers, this is done on purpose. The GM should try to make the game and the locations linked to the scenarios their own and by leaving blank unnumbered areas allows them to do this and to add unique places, treasures, monsters or even puzzles and clues to the game.





Chapter 10

The Mountain

At the northern end of the village is a rusty iron fence to tall to climb but luckily fitted with a set of rusty iron gates. These gates lead to the path through the cemetary. This path leads to the base of the mountain, a set of worn steps wind there way upwards. From here can be seen the trees and shrub that line the path, strange howls can be heard and the scent of sulphar can be caught when the breeze blows in the right direction. This is the first impressions of the mountain and after this it all changes.

The Gates

Travelling the mountain is perilous, the dead walk its path attacking all they cross, strange creatures will be encountered and often discovered to late whether they are friend or foe. Soon the characters will come to the first gateway, made of a material not of any realm and in the centre a lock, the abysmal lock holds the gate shut. Through the bars beyond can be seen the guardian, often a demon sent to stop the unworthy from passing through.

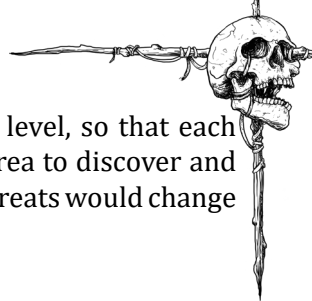
Near the gate will be a doorway, passage or cave this will be the only way to circumnavigate the gateway and reach the guardian. Once they reach the guardian it must be vanquished, this will allow access to the lock and opening the gate so that the way forward is clear. The path way continues onward and upward to the next gate and the next guardian.

Within the Mountain

The mountain does not exist in one place but all places, it is a living being prone to cruelty, misdirection and taunting those that pass through it with traps and puzzles, monsters and visions. Nothing can be trusted.

To reach the guardian and open a gate the characters will need to pass through the mountain and what they find will needs to be dealt with, if you die whilst inside the mountain you will return to the crone, and the obstacle that killed you will reset.





Resourceful GMs could change what is encountered at each level, so that each time the party walks the path they could face a whole new area to discover and conquer. Though the guardian would still be vanquished the threats would change meaning that planning a strategy would be useless.

Walking the Mountain

As you get further up the mountain the threats become tougher, the traps more difficulty to avoid and the puzzles harder to decipher. The guardians also become more monstrous and dangerous. The characters will need to hone there skills and make sure their weapons are sharp as they get closer to salvation.

Each level will have a difficulty mechanic built in allowing the GM to focus on the story and running the NPCs that the party will encounter.

Random Monster Encounters

Below is a random encounter table that the GM can use for the travels between gates. This should be used to show the danger of the path and how long the path is. The following chapters will go into more detail regarding the paths to and beyond each level.

D20	Monster Encounter
1	Two Skeletons
2-3	1d4 Zombies
4-5	Giant Slug
6	Whip Hound
7-8	Gibberling
9	Gaint Spider
10-11	1d4 Gargoyles
12	1d6 Zombies
13-14	Three Ghouls
15	Hell Hound
16-17	Lych
18	1d6 Skeletons
19	Wraith
20	2 Syther



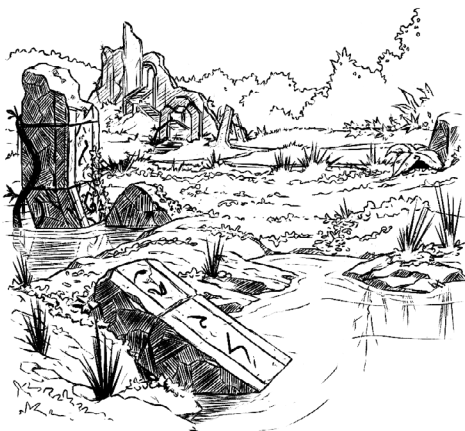


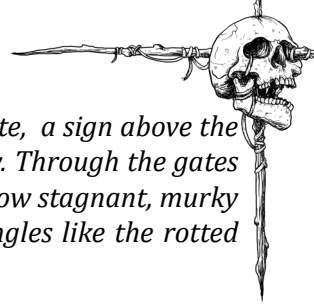
Level 0

Leaving the village for the mountain is done via a large iron gate, the gate creaks when it opens and slams shut once the characters have passed through. The gate is not locked and the characters are free to pass through whenever they want, but when they do it always slams shut behind them with a loud metallic clang.

Beyond the iron gate is what once was a graveyard and is now more like a swamp, the water is waist deep in most places, but raised areas can be found that make the swamp water knee deep. Traversing the swamp reduces the AC of the characters by 2 as they have less mobility than they would normally. Old crypts, pillars and tombstones can be seen jutting out of the murky foul smelling water, and looking beneath the surface will reveal, opened coffins, bones jutting from the mud and other graveyard odds and ends. Searching the graveyard will take most of a day and the characters could find 2d6 random treasures.

The swamp is inhabited by various monsters that will make their way to the characters and attack them if they linger too long in the swamp. The distance through the swamp from the gate to the mountain path will take 4 rounds to cross, with each round having the possibility of an attack by something horrible. The monsters can appear from beneath the water surprising the party or moving from behind crypts or old graves.





The path from the village is blocked by an old wrought iron gate, a sign above the gate states that this was the entrance to Bleakhaven Cemetary. Through the gates you can see what once were crypts and old graves, now lost below stagnant, murky swamp water. Stone pillars jut above the water at strange angles like the rotted teeth of a corpse.

Pushing the gate open it moves with a squeel and flakes of rust shower down from the hinges. As you pass through, the gate closes behind you with a loud metallic clang and immediately you feel you have taken a step into the unknown. The path seems to slope downwards as if the whole graveyard had at some point in the past sunk, and as you step forward the swamp water slowly rises up your legs.

The water is dank and murky, old plant matter, bloated rotted rats and other debris floats past as you wade along the path amongst the tombstones. The occasional clear area of water allows you a glimpse below the surface, where you see old bones, dented or broken flower vases and cracked or shattered grave markers scattered around the bottom. Your movement has seemed to awaken the insects that feed and breed in the swamp, bloated corpse flies, mosquitoes as long as your finger and strange white spider like insects seem to find purchase on any areas of exposed flesh.

As you draw closer to the path way leading to the mountain pass you hear a piercing scream, not completely human and not quite animal, and you wonder what manner of monster could make such a sound.

Monsters of the Swamp

The most loathsome of horrors live in the swamp, those undead that led pathetic and cruel lives shuffle around awaiting those that would risk the mountain beyond, swamp slugs, that sliver around the edges, their acid slime burning grooves in the stone of the crypts. These are the more common threats that the party will face.





Level 1

Leaving the swamp the party sets foot onto the mountain path, this winds around the mountain and continues until it reaches the summit. if the party looks up they will see the first gateway hundreds of metres above them.

The party can choose to walk the path which is the 'safest' and longest way to the first gate or they can attempt to climb up to the gate. This is a difficult task and will take at least 10 climb attempts using either Athletics or Strength, any failure would indicate a fall back to the path.

The pathway takes the party through rocky passes, small wooded copses, open fields which have goats feeding, abandoned shacks and old musty smelling caves. The GM can create mini adventures for any of these locations and feel free to go wild with this as the mountain is an anomaly and anything can exist upon it.

Random Path Locations/Encounters

2d6

Encounter/Location

2-3 An old shack, from the outside dried up plants hang from the corners of the shack and nearby a axe is embedded in a log, dried blood can be seen on the axe.

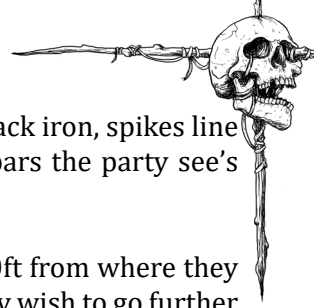
4-5 An old well, the bucket sits on the ground nearby, anyone peering into the well will hear whispers and faint cries for help.

6-7 A grassy plain stretches out along the path, 20ft from the path human bones have been laid out in strange patterns.

8-9 An old oak tree, from one branch a noose hangs, chopping the tree causes it to scream.

10-11 A shrine to a strange god, offerings of rotted food, flowers and dead animals are scattered in front. praying at the shrine increases the characters wisdom by 1 for 2 hours.

12 The party is confronted by a crying maiden, she will not reply if spoken to and if approached will throw herself from the path and smash on the rocks below.



Eventually the party reaches the 1st gate which is made of black iron, spikes line the top stopping any from climbing over and between the bars the party see's only darkness and a strange rumbling noise.

To the left of the party is a cave entrance, and to the right, 20ft from where they stand is a 300 metre drop to the path and swamp below. If they wish to go further they must enter the cave.

The Cave

The cave smells of decomposition and sulphur, in the corners of the cave are piles of guano and old bones, some of which are human. Searching the cave will unearth a rusted dagger and 3 arrows. A tunnel leads west and is the only way forward.

Entering the tunnel the party soon discovers that the darkness becomes complete, and even looking behind themselves they can no longer see the cave or the light beyond. After travelling for 10 minutes in the darkness they will come to a wooden door, which is unlocked. Opening the door reveals steps leading downwards.

The Lower Caves

The steps are rough hewn stone, worn by time and use, as the characters descend they can here an eerie whistling noise. A tunnel leads onward from the bottom of the steps and along it can be seen streaks of dried blood, as if someone has dragged themselves bleeding down the tunnel.

1. Entrance Cave

The party enters a large cave, the blood smears continue around the western edge of the cave and disappears down the tunnel leading out. The cave has tumbled rocks, scattered debris and the sound of a rhythmic dripping echoes along with the strange whistling noise.

Searching the cave reveals nothing except signs of fighting, tracks in the dirt, blood splatters etc.

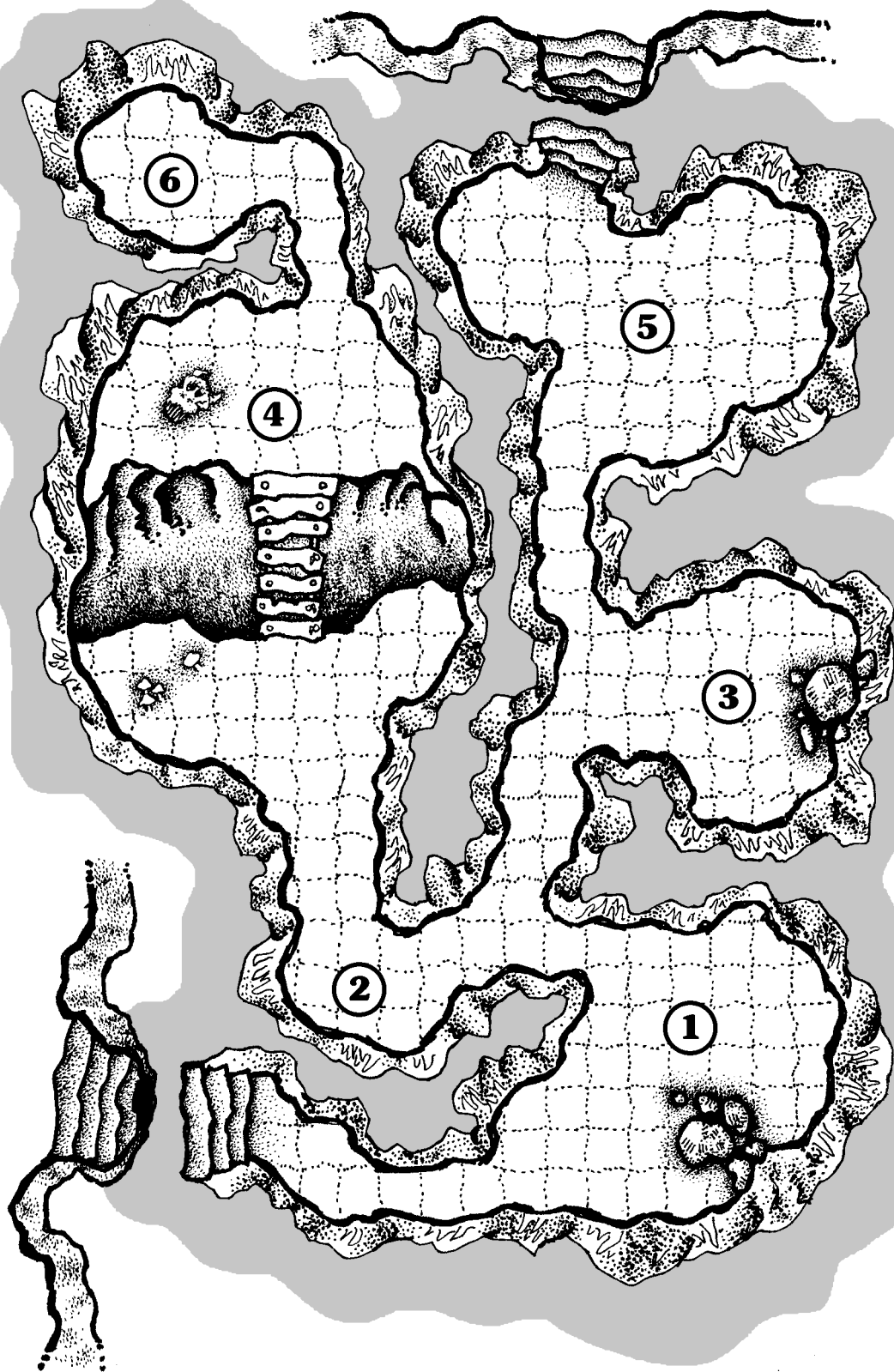
2. The Junction

The party reaches a junction with the tunnel going either north or west. The rhythmic dripping seems to come from north.

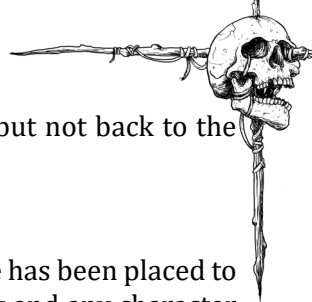
3. Battlefield

The floor is littered with bones, weapons and pieces of armour lay scattered about. As the party enters they will find it hard not to step on bones. Once the party reaches the centre of the room 1d6+1 Skeletons will rise up and attack the





party and will attempt to block off any escape to the North but not back to the junction.



4. Bridge Room

This cave has split down the middle and a hastily made bridge has been placed to connect the two halves. The crevice seems to be never ending and any character falling/jumping into the crevice will fall forever. The bridge is narrow and the party will need to cross in single file.

Crossing the bridge will trigger a spirit who will appear on the farside and warn the party to go no further. The spirit will not attack and cannot be attacked. The spirit appears as a knight of a holy order and he appears to be guarding the way ahead.

Searching the other side of the crevice will unearth the bones of an ancient knight, his armour is rusted and brittle. The knight's longsword is still in good repair and can be used, it does +1 against Lord Rygar.

5. Pool Cave

This is the location of the dripping. A pool has formed near the east wall of the cave with drops of water falling from the ceiling above. This cave is home to a Geletinous Cube, who has been feasting off the remains of the battlefield but hasn't eaten in a while.

Beyond the Cube is a set of steps leading upwards.

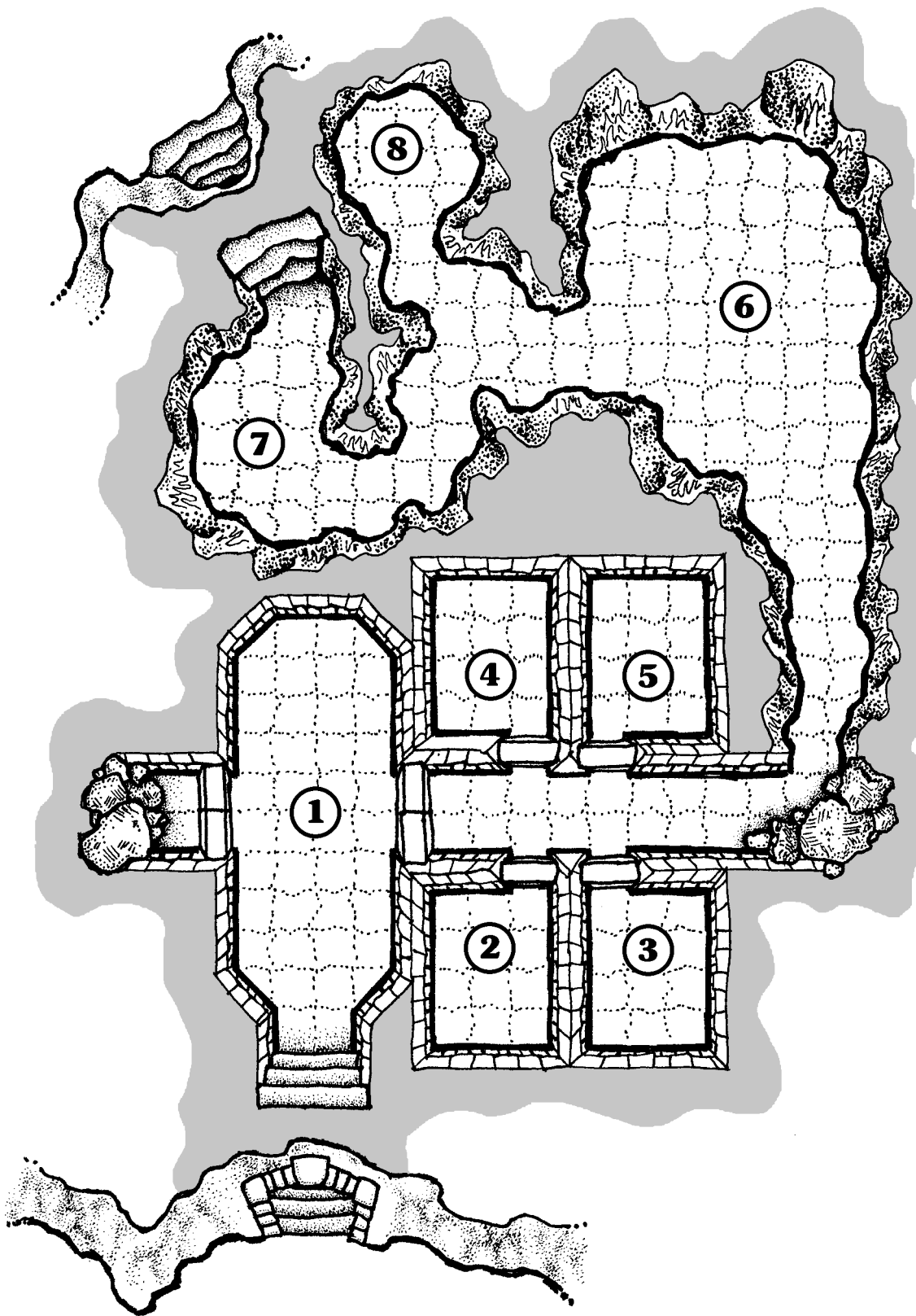
6. The Remains of Lord Rygar

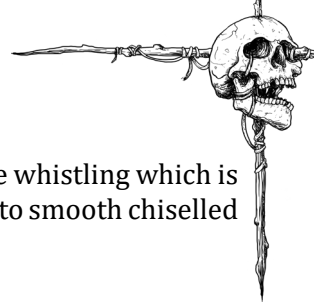
The cave is more of a cave in and leaning up against the back wall is an ornate sarcophagus. If the party ignores the spirit and enters the cave the sarcophagus will open and the remains of Lord Rygar will animate. The Lord is evil and has the ability to steal the lifeforce from his victims in order to create life for himself.

Lord Rygar attacks like a Ghoul with the extra ability to bite his victim which if successful will reduce the targets Constitution by 1 point per round for as long as he can stay attached to the target. Attacking Lord Rygar will break his grip and force him to release the target and then make the attempt again.

Once Lord Rygar is dead the party will find a necklace worth 200 souls and a Short Sword which is made of a strange metal and has a strange runes along the edge (See Hall of Upper Caves).







Upper Caves

Moving down the steps the party will continue to hear the eerie whistling which is now getting louder. The walls quickly change from rough rock to smooth chiselled stone the further down they go.

1. Main Hall

From the stone walls hang rotted tapestries depicting bloody battles and even bloodier executions, looking at these tapestries, even though they are frayed and old will cause fear and a saving throw must be made.

There are two sets of double doors in the hall, to the west the doors are unlocked but when open only reveal a caved in floor that leads to room 6 in the lower caves. The door to the east is locked. In the centre of the door is a wide vertical slit, the area around the slit has strange runes carved into it (these match the sword found after defeating Lord Rygar). The door is locked and picking the lock or magic will not work on it. Sliding the sword found after defeating Lord Rygar, into the slot acts like a key and unlocks the door.

Beyond the door is a corridor that continues east, this corridor has 4 doors, two on the north wall and two on the south wall.

2. Study

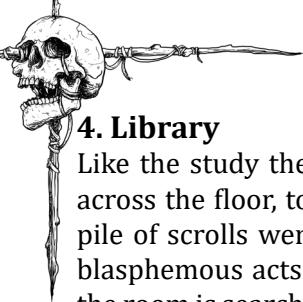
The study has been wrecked, books and scrolls lie scattered across the floor, bookcases have been knocked over and a globe has been smashed. A desk stands against the far wall, stained by spilt ink and what looks to be blood. Upon the desk sits a book, the book is open to a page describing a skull that will answer 3 questions, it speaks of how the writer is afraid to ask the skull questions as he does not want to use up his questions. The text ends in a verse:

*Five are the carrion birds pecking at his head
Two are the hanged men dancing till they are dead
Seven are the victims dead from the plague
Three are the men digging the graves.*

3. Bedroom

The door to this room is locked but if picked the party will find inside an old four poster bed, lying in the bed is the dessicated corpse of a woman (judging by the rotted and frayed nightgown). Old clothes hang in the wardrobe and under the bed is a locked wooden box containing a strange ring, shaped like an acorn (the ring is worth 400 souls and gives a +1 protection in forests).





4. Library

Like the study the library has been wrecked, with books and scrolls scattered across the floor, torn out pages thrown about and in one corner it seems like a pile of scrolls were almost burnt. The scrolls and books are all evil and tell of blasphemous acts that cause the reader to make a saving throw against fear. If the room is searched for an hour the party will find two scrolls, one of Invisibility, and one of Curse.

5. Treasury

The iron door to this room seems to have been attacked, scratches mark the iron and frame, and it appears that both a dagger and hammer has been used in an attempt to open it. There is a strange combination lock which opens the door, picking the lock will not work nor will bashing the door down. The combination is in the verse found in the book in room 2 (5,2,7,3).

Once the party gains access to the room they will find a tall table and upon it sits a glass skull, the skull is the source of the eerie whistling noise. The skull will answer three questions but not honestly. Once it has answered the three questions it will go quiet and never speak again and the whistling will stop. The skull is worth around 100 souls as a novelty if all three questions have been used up and its worth is around 700 souls if the three questions are intact. Any questions asked in the room even if they are not directed at the skull will be answered by the skull and will count towards the three.

6. Large Cave

The servants of Lord Rygar can be found here all are now undead victims of Rygars experiments. There are $d6+1$ Zombies, at least half are guards dressed in moldy armour and wielding rusted swords and spears, the others are all maids and other house staff.

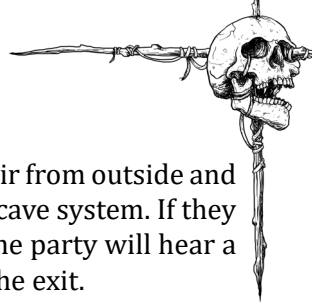
7. The Exit

A set of stairs lead up into the darkness, if the party follows them to the top, they will appear back on the mountain on the other side of the gate. This area is also a good area to rest before facing the guardian, as it is safe once the undead in room 6 are destroyed.

8. Lab

This is Lord Rygars lab where he experimented on his servants. Two tables complete with straps and chains are in the centre of the room, nearby is a rack of rusted and bloody surgical tools. A large book of anatomy and various jars filled with fluids and body parts can be found on the desk nearby. A saving throw Vs Constitution should be made or vomit from the smell and rot.





Leaving the Cave

As the party climb the steps up they will eventually feel fresh air from outside and see light ahead, as they get closer they will see the exit to the cave system. If they continue to look a monster will stomp past the cave mouth, the party will hear a strange clicking noise which will get louder as they get near the exit.

Reaching the outside the party will notice two things, the first is the gate, which they are now standing on the opposite side of, and the other is the huge gate guardian that guards the gate. The party must defeat the guardian and then feed souls into the abysmal lock in order to open the gate allowing access from the village below.

Resetting

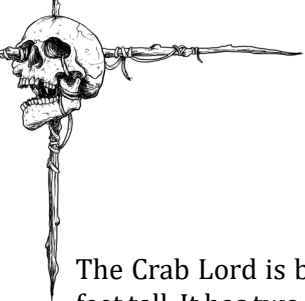
All dungeons and locations within the mountain reset and increase by one level of difficulty higher once they are completed, this happens every time they are completed. If the gate is not opened the party will need to pass through the mountain again in order to reach the other side of the gate and continue onwards. Of course some parties may enjoy this and if this is the case the GM should tweak each location to make them different enough to keep the party guessing.

The party can only level up, buy gear, gain new skills, sell treasures etc by visiting the village, and until they find the bone of remembrance this will involve a slog down the mountain and across the swamp fighting whatever they encounter.

Bone of Remembrance

The Bone of Remembrance allows the party to teleport to the village and then teleport back to the last gate they opened. The bone is often found somewhere after the 2nd level of the mountain.





The Gate Guardian Crab Lord

The Crab Lord is basically a half crab half human demon that stands around 12 feet tall. It has two huge pinchers that can crush an armoured knight and six spike tipped appendages it can use to impale. It has a thick carapace that protects it against attacks.

The Crab Lord has 360 degree vision as it's eyes are on stalks that swivel and twist to watch or seek out its prey. The Crab Lord is not a fast mover, it has human legs that are large and stunted probably from the weight of it's upper body.

The Crab Lord is single minded and takes it's job seriously attacking anyone that gets close to the gate, it will sometimes attempt to grab the target and then throw them off the mountain to their death. The Crab Lord will also sometimes use its shell as a shield folding it's legs etc into the shell and 'hunker down', this adds +2 to the Crab Lords armour class.

It is believed that Crab Lords were once evil pirates and that this is their punishment for their evil deeds, whether this is true no one knows, as who can guess the machinations of the infernal realms.

Armor Class: 4 [13]

Hit Dice: 3+1

Attacks: Pinchers (1d6+1), Spiked Appendage (1d6)

Special: Grab see above, causes fear -1

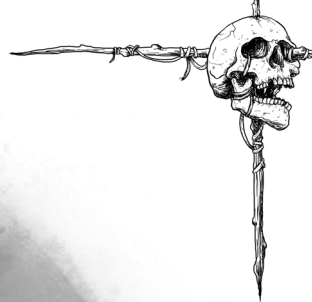
Move: 6

HDE/SP: 3/500

The Abysmal Lock

To unlock the gate will cost 50 souls, once unlocked it cannot be locked again and the Gate Guardian will never return. The unlocking of the gate resets the mountain but not the Gate Guardian.







Level 2

The travel to the second gate is as varied as the first, the GM should roll on the Random Location/Encounter table below.

2d6

Encounter/Location

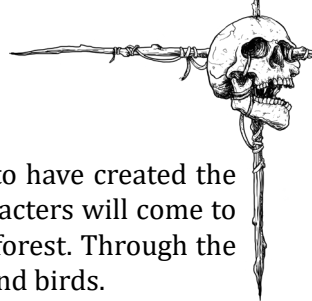
- | | |
|-------|--|
| 2-3 | A Knight in full plate is crouched on the path a spear juts from his body, removing the spear animates the knight. AC18, HD6 |
| 4-5 | The party comes to an area of wasteland, 5 standing stones are in a circle and in the centre sits the skeleton of a giant, chains lead from the giant to the stones. |
| 6-7 | A set of gravestones rise up from the path, there are as many as there are party members. Each grave has a party members name carved upon it. |
| 8-9 | A stone with a sword jutting from it can be scene in a small pond. If the party attempt to draw the sword using Strength they will fail. If they use Charisma they will succeed. |
| 10-11 | A rope hangs from the sky. |
| 12 | The party come to a standing stone, in a carved out hole in the centre of the stone hangs a bell. Ringing the bell causes each person that hears it a -2 on perception checks involving sound for the whole day. |

The 2nd Gate

The party reaches the gate which appears to be made of Steel, again spikes line the top of the gate and each seems to drip with a strange green ichor. Beyond the gate is darkness and the sound of chittering.

To the right of the party the roads edge drops off to the swamp below and to the left is a cave mouth, twisted branches and vines make the entrance almost invisible. The party must push past the foliage and enter the cave in order to progress.





The Cave

Large roots spread across the ceiling of the cave and seem to have created the route which the party is forced to follow. Eventually the characters will come to a wooden door, it is unlocked and once opened show a vast forest. Through the canopy of leaves above their heads the party can see clouds and birds.

Travel through the Forest

The forest is dense but a clear path can be seen going through it, if the party decides to ignore the path the journey through the forest will be much slower and possibly more dangerous.

The GM can if they please roll for small encounters as the party progresses using the table below.

D6

Encounter

- | | |
|---|--|
| 1 | You find a corpse covered in weeds and moss, an old soul jar lies nearby that still holds 100 souls. |
| 2 | A pack of 5 wolves attack the party, AC 11, +1 Att, 2HD |
| 3 | An old chest lays half buried beneath leaves and dirt, random treasure. |
| 4 | A note pinned to a tree by a dagger, the note reads ' <i>Within the skull a Leech exists</i> ' |
| 5 | A metal helm lies on the grass, if someone lifts or flips the helm the snake that lives inside will attack. The bite is poisonous causing 1hp per rnd until cured. |
| 6 | A large twisted tree that seems to weep blood, upon it are the crucified remains of a person, now just bones and sinew. |

There are no sounds in the forest, no birds tweet and no insects buzz the forest is eerily quiet.

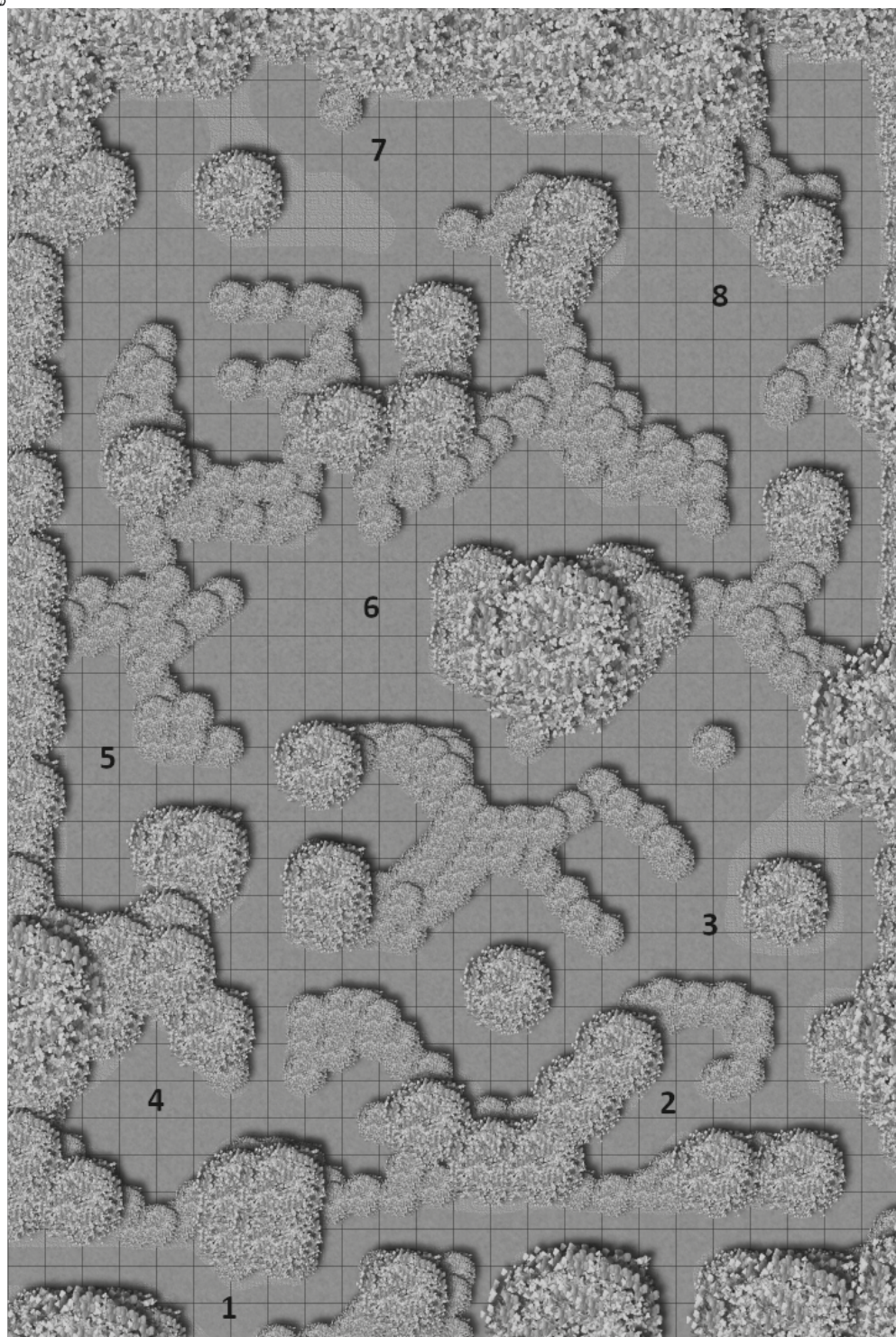
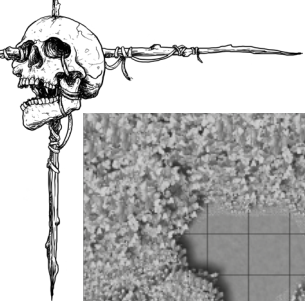
1. Entrance

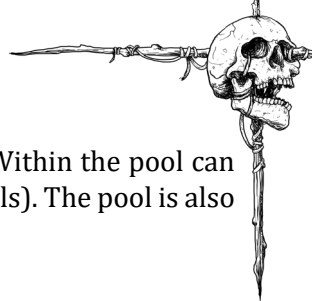
Stepping into the forest the party will notice how still and quiet the forest is, no wind blows and no birds sing.

2. A Bell - Night

A wooden post stands in the clearing, hanging from the post is a metal bell. The bell is engraved with the words '*A knight steps through*'. If the bell is rang 3 undead will rise up from the forest floor in area 8 and start shambling towards the party.







3. Pool

A pool of stagnant water surrounds a twisted, stunted tree. Within the pool can be seen the glitter of jewels and gold (value of around 300 souls). The pool is also home to a Grey Ooze.

4. Another Bell - Day

Another wooden post stands here and another bell hangs, engraved upon this bell are the words 'Throughout the day the wind blows'. If the bell is rang 3 zombies crawl from the ground in area 8 and slowly make their way to the party.

5. Another Bell - Dusk

Here can be found another wooden post and another bell. A dagger has pinned a note to the post and the words 'Thee passing of time opens the way' are scrawled upon the note. Engraved upon the bell are the words 'A dusky maiden leads me to darkness'.

6. The Central Tree

A large tree stands in the centre of the forest, its branches rise up above all the others. Any zombies summoned from area 8 will congregate here. The tree's trunk houses a door which is locked or at least stuck, as no lock is evident.

The tree is opened by ringing the bells in sequence, the first Dawn (area 7), the second Day (area 4), the third Dusk (area 5) and finally Night (area 2). Rang out of sequence summons 3 zombies from area 8.

Ringing the bell in sequence opens the door in the tree revealing a spiral staircase going up through the tree's trunk.

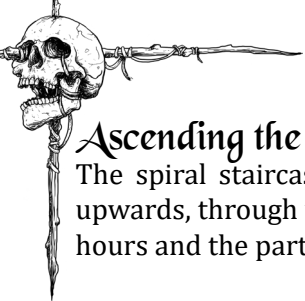
7, Fourth Bell - Dawn

A large pool of water dominates this area and a tree stands in the middle, hanging from one of the branches is another bell, similar to the others. Engraved on the bell are the words 'A dawning realisation secures my fate'. The pool is home to a Giant Slug that will attack anyone wading through the pool to reach the bell. Ringing this bell will not summon any zombies from area 8.

8. Charnel Pit

Churned up earth, jutting bones and the stench of death fills this area, the trees that surround the pit are twisted and ooze a strange rancid ichor. Moaning and rustling can be heard which seems to come from beneath the earth, as if bodies shift and something still breathes below. Zombies will crawl from the pit if the bells in area 2, 4 and 5 are rang out of sequence.





Ascending the Stairs

The spiral staircase that is found within the tree takes any that climb them upwards, through what feels like the tree's trunk. The ascent feels like it lasts for hours and the party will need to take a break before they reach the top.

Once the top is reached the party comes to another tree in the trunk, opening this will reveal an ashen landscape.

The Land of the Dead Giants

The land for as far as the eye can see is black ash, scattered about are the bones of long dead giants. In the distance the party can see actual giants amongst the bones, some seem to walk aimlessly seeking something, others fight each other with huge clubs or stone axes.

Magical characters will feel a strange force and successful arcane attempts to work out where it emanates or what it does will indicate that it seems to be coming from a large giant's skull in the east and that the force is making the giants fight each other.

Journey to the skull

The party will need to travel across the ash and over the bones of the dead giants. Avoiding the fighting giants is not hard to do. As the party gets closer to the skull each will need to make a Willpower save or become more aggressive. These saves will need to be made three times as they approach the skull.

Fail the 1st - Aggressive feelings

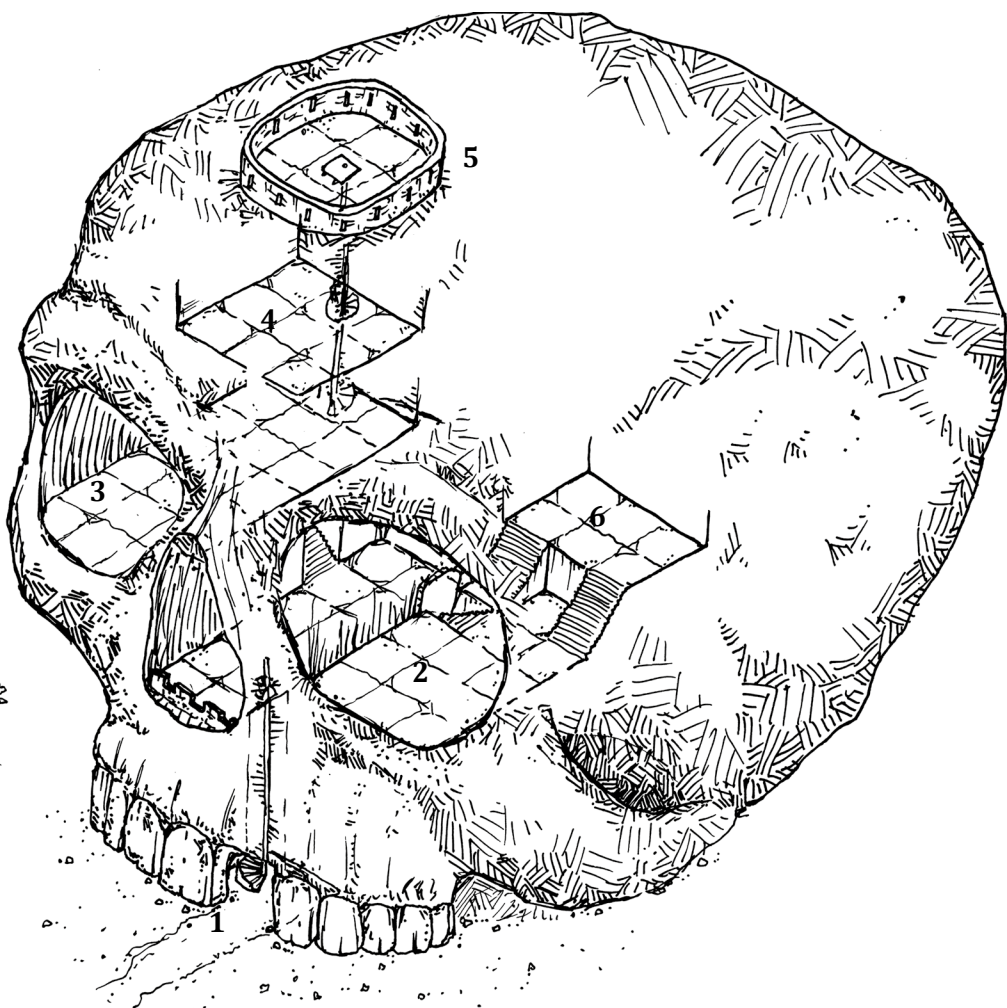
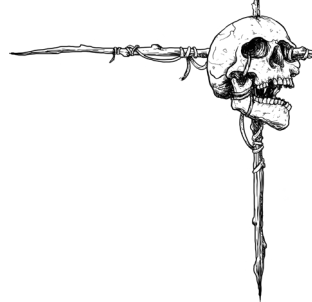
Fail the 2nd - Shouting and spitting at party members

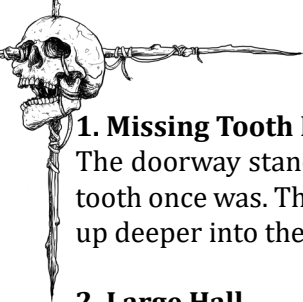
Fail the 3rd - Attacking other party members.

If the party keeps it together they reach the skull and the feelings of aggression will stop. If anyone has the mind to check they will if looking see a figure upon the top of the skull who seems to be the one controlling the magic.

The skull is huge, and must have belonged to the biggest giant ever to exist, one of its front teeth has been removed and the gap acts as a door to the inside of the skull. From inside comes the smell of incense and chemicals, and magical characters will feel sparks of magic tingle across their skin.







1. Missing Tooth Doorway

The doorway stands around 10ft tall and is basically just a massive gap where a tooth once was. The doorway leads to a set of stairs carved from bone which goes up deeper into the skull to the Large Hall

2. Large Hall

From the stairs the party reaches this large hall. The hall rises up to an upper area and to the left over the stairway the party came up is another set of stairs heading further up, to the upper hall.

The hall has furniture carved from bone placed around the room, tables, chairs and plinths. The chairs have gaudy cushions scattered across them. The tables will be bare and on the plinths jars of what look to be organs and appendages seem to float. All appear to be normal sized (successful Healing or Intelligence check to be sure).

3. Lab

This room appears to be a laboratory of some kind, if the Surge lever was pulled in room 6 then the room crackles and sparks with lightning reanimating the corpses that are laid out on slabs. There are 6 zombies in the room which will attack the characters. Entering the room whilst the lightning is active will cause d4 damage each time it hits one of the characters, or d6 if they are wearing chain or plate. The characters will need to go back and flip the lever to off to avoid this.

If the lever in 6 was not pulled no lightning will be seen along with no zombies. The room has six slabs each holding a dead body, which are badly decomposed. Strange poles with globes on the top stand around the room and snake like tubes lie on the floor.

At the far end of the room is a spiral staircase leading to an upper floor. The staircase is carved from the same bone as the rest of the furnishings.

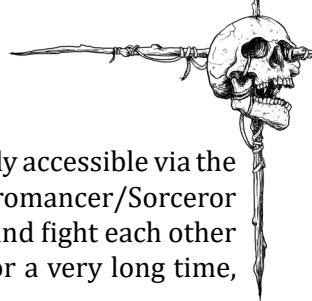
4. Treasure Room

This is a treasure room, chests are scattered around some locked some unlocked (roll a d6 on a 1-3 the chest is locked). Other valuable pieces are standing on tables or on the floor. Altogether there is about 1000 souls worth of treasure here but could be too much to carry.

There are two magic items in the room the Soul Leech necklace (see Treasure chapter) and a wand which fires fireballs and has 4 charges left.

The spiral staircase continues upward.





5. Viewing Platform

The platform has been built on the crown of the skull and is only accessible via the spiral staircase. On the platform stands Vorg the Cruel a Necromancer/Sorcerer who has created a device that will turn the giants aggressive and fight each other for Vorg's amusement, this seems to have been happening for a very long time, but Vorg is a Lich so time has no meaning.

Vorg will attack the party members and he is whatever level the GM feels is appropriate to challenge the party. He will attempt to direct the Orbs power at the party meaning they will each need to make a saving throw, but being in the direct path of the magic will mean it is much stronger and if they fail the saving throw each round those affected need to make a willpower check or attack a party member nearby.

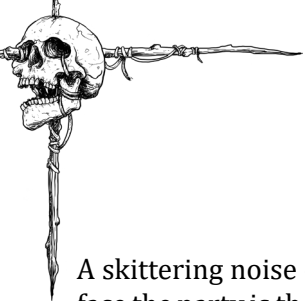
Killing Vorg will force him to drop the orb he is holding which is the core of the strange magic. Destroying the orb will stop the giants fighting and stop any aggression affecting party members.

Killing Vorg and destroying the orb releases the giants who will approach the skull and thank the party offering to escort them to a door from the land of dead giants. This door takes the party back to the mountain and facing the Gate Guardian.

6. Contraption

The upper floor is home to a strange contraption, a large box made of metal with a number of wheels and levers covering the front. One lever stands out as it seems to be painted red (possibly blood) and has the word *Surge* written next to it. Pulling this lever causes things to happen in room 3.





The Gate Guardian Arachnaphage

A skittering noise comes from the fog surrounding the gate and what appears to face the party is the Arachnaphage. Looking up the party will see cocoons hanging from the rocks above, the victims of this abomination.

The Arachnaphage is a half human half spider demon, it skitters about on its six spider legs which protrude from the large hairy thorax of the spider, from here the human half grows, muscled and calloused torso, arms gnarled and blackened with razor sharp claws. The demon's head is a combination of human and spider,, mostly taken up by a multitude of eyes and strange vertical, teeth filled maw.

The Arachnaphage has the ability to shoot webs from its lower abdomen, the web is designed to trap it's victim so that the demon can suck out their innards. The monster will also jump on the victim stabbing at them with it's blade like legs and claws, or will attempt to eat the victim's face.

The Arachnaphage is a true horror and smells fowl, it has no magical ability but it's visage alone can induce fear in the most hardiest of warrior. It makes no sound except for the skittering of those bladed legs against stone.

Armor Class: 5 [14]

Hit Dice: 5+1

Attacks: Claws (1d6+1), Bladed Appendage (1d6), Web can be shot 20ft Strength check to escape.

Special: Web see above, causes fear -2

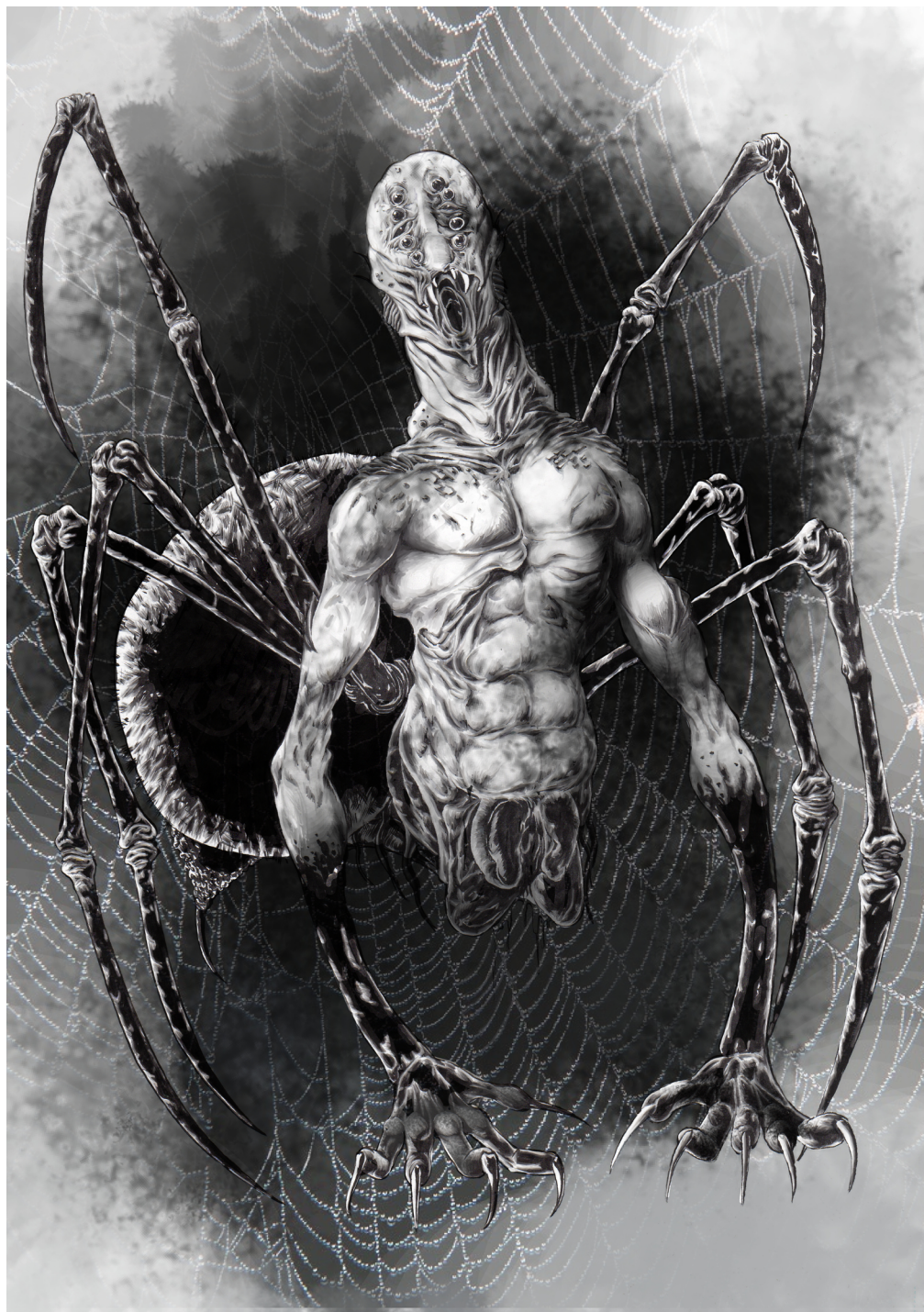
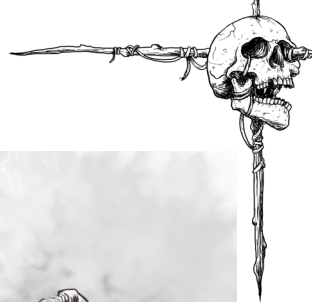
Move: 12

HDE/SP: 5/750

The Abysmal Lock

To unlock the gate will cost 75 souls, once unlocked it cannot be locked again and the Gate Guardian will never return. The unlocking of the gate resets the mountain but not the Gate Guardian.







Level 3

The party is getting further up the mountain as they make their way towards the third gate. Below they will see the village, now just a small cluster of buildings too far to discern any real detail. As with the journeys to the earlier gates the walk up the mountain is varied and full of encounters.

2d6

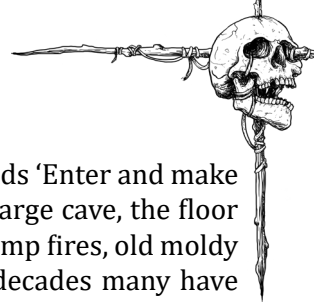
Encounter/Location

- | | |
|-------|--|
| 2-3 | The party begins to see drops of blood on the path, eventually they find a corpse holding a note, the note says 'The Baron killed them all'. |
| 4-5 | A shrine to the Corpse God Huselar. Praying or making an offering will increase HP by d6 for 1 day. |
| 6-7 | Off the path and floating in air are a number of rock islands, they can be easily traversed and upon one lies a destroyed wagon. Roll on random treasure table. |
| 8-9 | A lake, if the party approaches they all hear one of their names whispered in the wind (GM selects who), this is followed by an arm holding a sword rising from the lake. The sword is cursed and the wielder will be at -3 whilst using it. |
| 10-11 | A skull on a plinth, it will answer 3 questions dishonestly |
| 12 | A corpse wearing a well made and very light suit of plate mail (half the weight). Whoever wears the armour will have all the benefits of Plate +1 with half the weight but, the armour melds to the wearer and they can never remove it. |

The Third Gate

A gate of rusted iron stands locked upon the path beyond all is darkness as if the day and night had become divided by the gates mere presence. From beyond the gate a stench of burning wafts over the party, but no fire can be seen.





The Cave

Beside the gate is a iron door, above the door is a sign that reads 'Enter and make your choice'. Entering through the door leads the party to a large cave, the floor of the cave is littered with debris and numerous remains of camp fires, old moldy packs lean up against the walls and it seems that over the decades many have camped here.

Also in the cave are 3 doors, one in the North wall, one in the South and one in the West. The door to the East is where the party entered from. Each door is made of iron, above each is a plaque.

North Door - *'Flowing past, through, within. A river flow above the din'*

West Door - *'They worship, but it falls on deaths ears'*

South Door - *'Toward the sun they point, until the sun turns black'*

East Door - *'Return to whence you came'*

Going back through the East door leads the party back to the path. All the other doors lead to elsewhere. Once the party passes through either the North, West or South doors the door will no longer be there meaning they cannot change their minds and return to the cave, they are trapped in that world until they find their way out.

Standing in the doorway will only show darkness and fully passing through will cause the door to vanish completely. It will not work if one party member stands in the doorway keeping the 'door open' for the rest of the party.

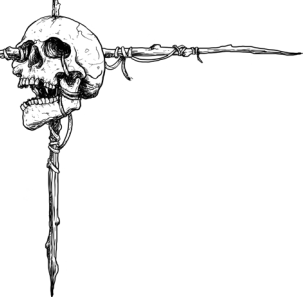
The North Door

As the party passes through the door they find themselves on a hill overlooking a village. The village is seperated by a river that flows through it's centre and disappears into the distance. On closer inspection the party see's that at one time a bridge connected the two halves of the village but this now stands broken, cutting off any opportunity to cross it.

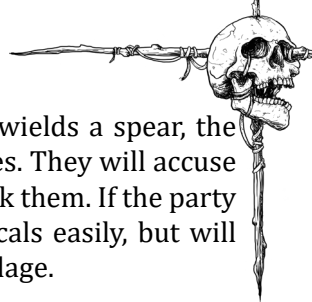
The hill in which the party stands above both sides of the village and so they can journey down to whichever side they wish. As they travel down they will notice spiked poles driven into the ground with animal skulls and other pieces of bone and cloth attached, they seem to act as some kind of ward.

As they reach the base of the hill and near the village they will be stopped by a





few angry looking locals, one wears a pot on his head and wields a spear, the others all hold farming tools, mostly pitchforks and wood axes. They will accuse the party of being from the opposite village and hired to attack them. If the party does actually attacks them they will overcome the angry locals easily, but will then have to face the rest of the locals from that half of the village.



If they do not attack the locals but flee to the other side they will get the same response. Attacking the locals and then fleeing will get the party accepted into the other village as heroes.

This could become a dilemma for the party especially if they do not wish to attack any locals, as each village will think they have been sent by the other. The party has a few options:

1. **Attack Villagers** - They could just attack the locals and get in good with the other locals.
2. **Charm** - The party can attempt to charm the locals into accepting them. This is a hard task as the party will be unknown and the villagers are very suspicious.
3. **Kill the Monster in the River** - If the party spends a lot of time watching the village from the hill they will see a pattern, each village seems to throw livestock into the river, off their side of the broken bridge. An Intelligence check will let the party work out that something is living in the river.

The Problem

The two villages used to once be one large village then the monster appeared and made it impossible to cross the bridge. On each side of the river rumours began claiming that the other side summoned the monster. Since then things have gone from bad to worse.

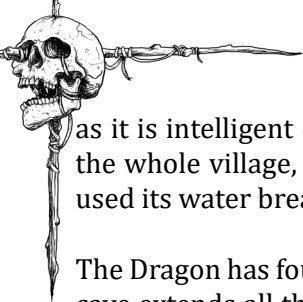
The monster demands food and this has been dealt with by giving livestock, but the livestock is running out and the monster has threatened it will attack the villages or they must hand over the children.

The Monster

The Monster was summoned by someone in the village but they lost control and now it is demanding food. Finding out who the summoner is and getting them to reverse the spell or the party doing it themselves will save the the villages and reunite them.

The monster is a stunted male water dragon. who has not totally revealed itself





as it is intelligent enough to know that it would probably lose in a fight against the whole village, so it has shown its scales, has swum close to the surface and used its water breath to break the bridge.

The Dragon has found a cave under the waterline which it has began living in, the cave extends all the way to the old fortress on the hill (4) which also has access to the caves.

Water Dragon

Armor Class: 5 [16]

Hit Dice: 4

Attacks: Bite (d6)

Special: Spits Water

Move: 12/24 Swimming

HDE/SP: 4/500

The Village

The village looks like any other village, at one time it would of been quite large but with the bridge broken the village has been split in half. The villages shout at each other from across the water with accusations and insults, occasionally the odd misfired arrow will arch over the roofs on one side to plop harmlessly in the water or to end up stuck in a log or wooden post close to the waters edge.

1. Large Farm

It seems most of the food is grown here, apart from livestock. The fields seem thriving with crops and vegetables. This is not replicated on the other side but small vegetable patches can be seen in the gardens.

GM Note

The farm was the main food source for the whole village at one time, but since the monster appeared this has changed. Many people on the other side of the river have started growing vegetables, but it isn't the same. This could be a definate reason for both sides to bend their differences.

2. Old Ernest's House

Old Ernest was a fisherman until it all became to much for him, unfortunately it was all Ernest knew and even though he became to old to stand in the river to catch fish he had no other skills, so Ernest had a plan.

Ernest remembered tales that his mother told of a wizard living in the fort, a wizard that was killed by a knight. Ernest knew no one travels to the fort as it is haunted but he reckoned that there was magic in the fort, magic to get fish out of



a river, or at least to get something that will get fish out of the river, so Ernest made his way to the fort and what he found ended up summoning the dragon before Ernest lost control and fled.

Now Ernest hides in his house scared someone may find out or the dragon comes to eat him.

Knocking on Ernest's door will get a gruff 'Go away!' from inside and asking the other villagers about Ernest the party will learn that Ernest has not left his house since the dragon appeared.

3. The Broken Bridge

The Bridge once spanned the river but it is now broken. Some villagers congregate here to shout insults to each other.

4. The Old Fort

The wall surrounding the old fort is crumbling and broken making it easy to enter into the grounds. The fort itself has seen better times and many of the windows are broken, moss and ivy climbs the walls and the door hangs from it's hinges. The party gets a strange feeling from the fort and magic users who pass a Wisdom or Arcane check will sense old magic emanating from all around.

1. Entrance - Entry to the fort is via an old broken door.

2. Main Hall - Leaves blown in by the wind, animal feces and general debris lay scattered about the stone floor. On the walls old moldy paintings and rusty weapons hang from hooks.

3. Old Office - The commanders office has been untouched for decades except by mold and insects. The broken window has allowed birds access and feathers and droppings cover most of the furniture. Hatch in the floor leads to dungeons below (10).

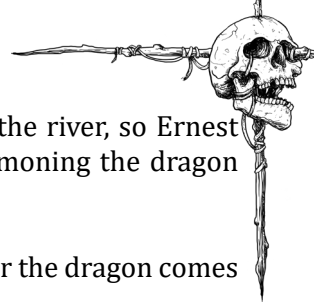
5. Armoury - Was once the armoury but has been picked clean.

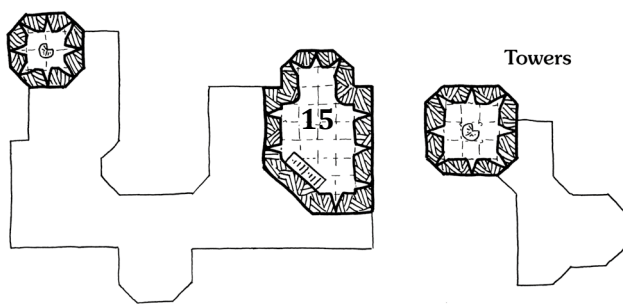
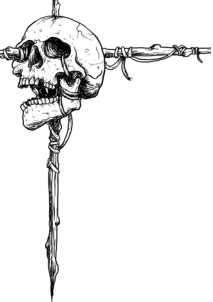
6. Upper Hall - In similar disarray to the Main Hall (2).

7. Tower Stairs - Room holds the stairs to the upper tower.

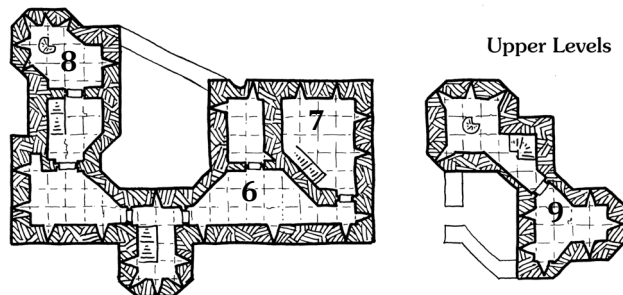
8. Locked Room - The room is empty apart from a spiral staircase leading upwards. The stairs go to a small tower room floor hatch. Inside the room is a table and book opened to a page on summoning. (This is were Ernest summoned the Dragon).

9. Secret Treasure Room - This area is only accessible by finding the secret door in room 15 and using the spiral staircase. The treasure room has a number of chests holding gold goblets and other knick knacks, on the wall is a +1 Longsword and nearby is a armour stand holding +1 chainmail. The gold etc is worth about 1000 souls.

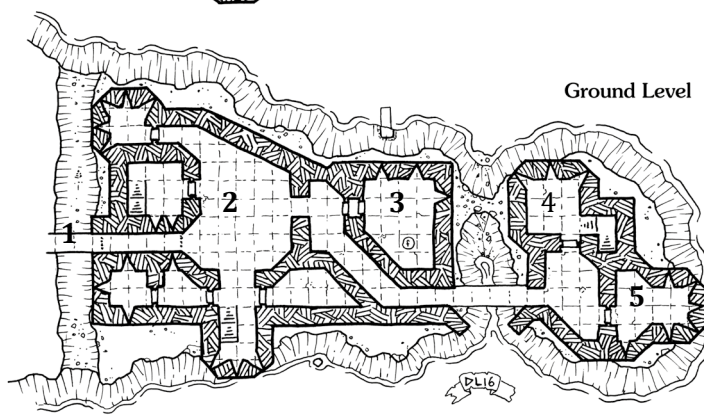




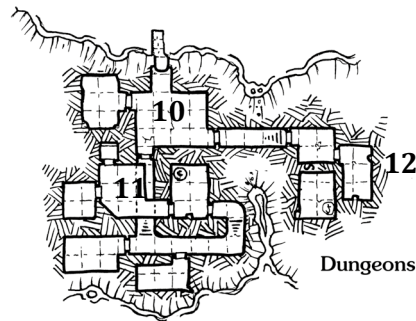
Towers



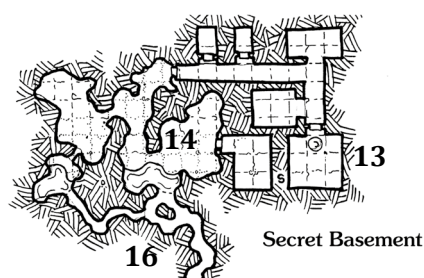
Upper Levels



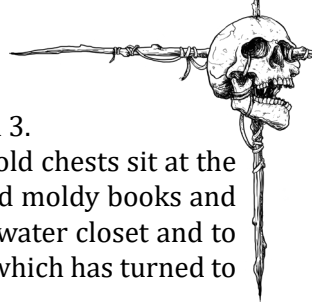
Ground Level



Dungeons



Secret Basement



10. Dungeon Entrance - Accessible from a hatch in room 3.

11. Guards Barracks - Musty, moldy cots line the walls, old chests sit at the foot of each cot and hold an assortment of old clothes and moldy books and other items, but nothing of value. In the north is a small water closet and to the east a larder filled with old food and a barrel of wine which has turned to vinegar.

12. Interrogation Room - An old table stands in the centre of the room a set of rusted chains attached to the top. The room looks bare but searching will reveal a loose stone that when removed shows another room beyond. This secret room has a hole in the floor with a ladder leading down.

13. Dungeon Room - The room is empty but from here the party can hear the sound of water.

14. Dragon Chamber - This is where the dragon sleeps and eats when not swimming around the river scaring the locals. A large pile of animal bones can be seen in the centre of the room and behind this a wooden door. The door leads to another chamber which also has a door this leads back to the mountain path and the Gate Guardian.

15. Wizards Quarters - accessible from room 7, these are the wizards chambers, old moldy books line the walls, a desk holding a crystal ball stands in the centre of the room. Searching will reveal a jawbone (Bone of Remembrance, see Treasures).

16. River Exit - A long corridor slowly descends in to a flooded tunnel that will lead to the river flowing through the village.

Uniting the Village

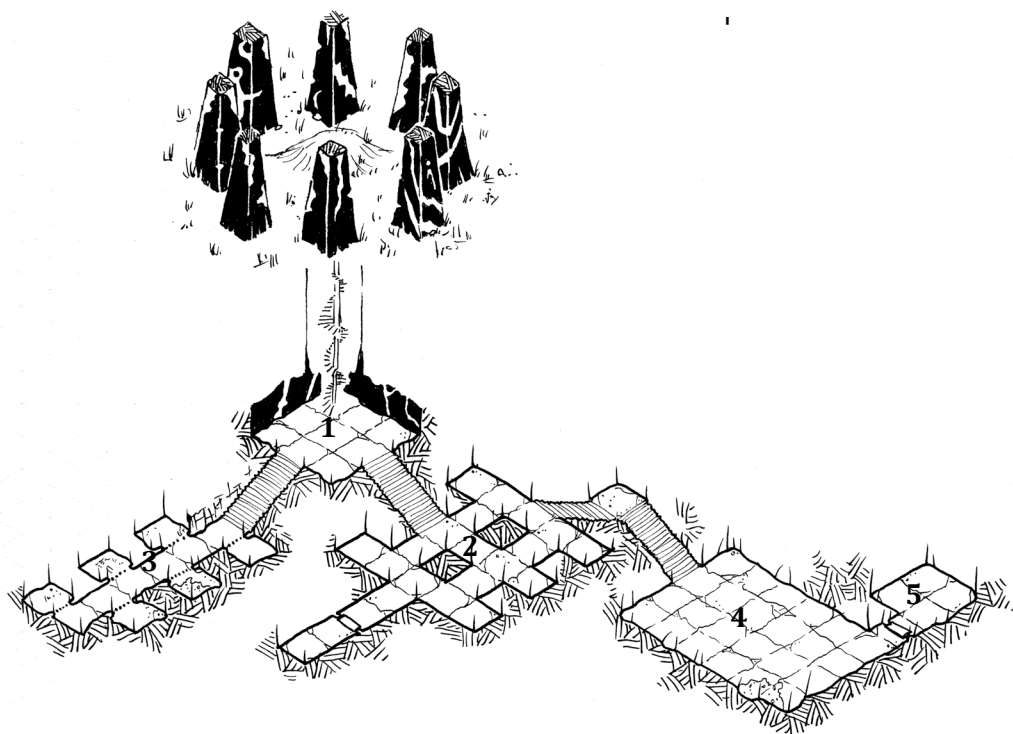
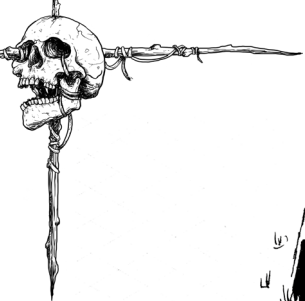
By killing the dragon the threat to the village has ended and the party can let both sides know, the tension between both sides has been running for a while so the party may need to emphasize the benefits of coming together (such as food, protection etc). If successful the village will begin to rebuild the bridge, if not the party will be chased from the village and hostilities will continue.

The West Door

The door leads to a forest, it is night time and a strong smell of smoke and burning meat fills the air. In the distance can be heard chanting. If the party heads towards the sound of the chanting they will eventually come to a clearing with a hill, upon the hill can be seen stading stones and torches flicker in the darkness. The chanting emanates from here and the shadows cast on the hill indicates that people are moving around amongst the stones.

If the party investigates closer they will see hooded characters chanting on the hill and what they first thought were torches are burning stakes each holding a





poor unfortunate victim, hence the smell of burnt meat. The cloaked figures seem to be attempting to summon something. If the party makes a noise (failing a stealth check) or show themselves the cloaked cultists will attack. There a number of cultists equal to the size of the party +1.

Cloaked Cultist

Armor Class: 7 [12]

Hit Dice: 2

Attacks: Dagger (d6)

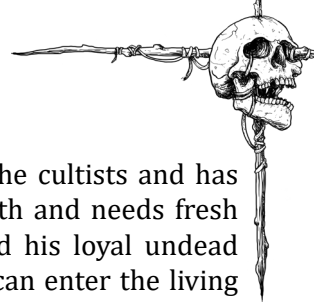
Special: None

Move: 12

HDE/SP: 2/75

The centre of the stones is a mound, an old granite slab rests in the centre, upon it are the words '*Last resting place of Grag Thuro the blackest of Black Mages*'. Lifting the granite slab is a hard task but once moved will reveal a stairway ledaing down into darkness.





Tomb of Grag Thuro

The evil Necromancer Grag Thuro has been awakened by the cultists and has arisen from his tomb. Unfortunately he is not at full strength and needs fresh blood to rise up with full power, enter the party. Grag and his loyal undead servants now wander the tomb looking for victims so they can enter the living world above.

1. Entry Chamber

The tomb is dark and smells of rot, the only light is moonlight coming from above which is faint and soon becomes obscured by clouds. a low moaning can be heard from deeper in the dungeon.

2. Crypts

The area is filled with the moans and shuffling of the undead that have crawled from the crypts that fill the alcoves. A door stands locked, upon it a faded crest of arms is hard to make out. If the door is unlocked the party will find a long corridor with a chest at the end, the chest is also locked and if Sense Magic is cast the Lightning Bolt spell will become apparent. If the attempt to pick the chests lock fails the Lightning Bolt will strike the Thief. Unlocking the chest releases a Spectre that will attack the party.

Inside the chest is a +1 Bow and +1 Shield.

3. Crypts

Undead stumble and crawl from the crypts that have been placed in the niches within this area.

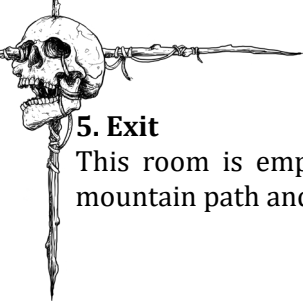
4. Tomb of Grag Thuro

The room is filled with statues, rotted wooden furniture and gold ornaments and other bits and pieces. Spaced along the two side walls are armoured skeletons who animate and advance on the party as they enter the room. In the centre is the large marble tomb of Black Mage, who will erupt from the tomb and speak out loud.

'Who dares disturb my rest, I am Grag Thuro Most Powerful of the Black Mages, Lord of the Necromancers and Keeper of the Black Tome'

Grag is a powerful Wight that can use Spells up to level 4. He is immune to non-magical weapons. Hidden away in the room is a silver sword which will be quite effective against Grag and a jawbone (Bone of Remembrance).





5. Exit

This room is empty except for another door which when open leads to the mountain path and the Gate Guardian.

The South Door

Passing through the south door takes the party into an old tomb made of sandstone, nearby an actual tomb lays broken the body inside looks mummified but the bandages have been pulled and ripped away to get to whatever lay beneath.

As the party stands there they will hear a noise and a stone doorway will be opened, blinding the party as the bright sun bursts through the opening, quickly followed by some very well armed guards.

The guards will speak in a language unknown to the party but it is clear they want the party to leave the tomb. If the party leaves they will find themselves in a desert surrounded by even more armed guards and in the distance a large Pyramid stands. Attacking the guards will lead to the party being overcome and subdued.

The Jail Cell

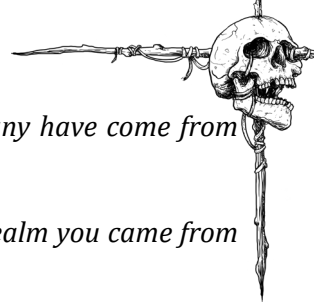
It becomes clear to the party that they have been accused of some crime, as they either get taken to or awaken in a jail cell, they have no equipment or weapons. There are guards but none seem to understand what the party are saying or are just ignoring them. Attempts to pick the lock will result in being stabbed painfully with a spear causing 1 HP of damage.

Eventually someone will appear and this person seems to have some kind of authority. They will shout at the guards who will promptly unlock the cell door and immediately place the party in shackles who are then lead away back into the desert. They walk the desert for a good ten minutes before eventually seeing a large stone building which is obviously a temple of some kind. As they get closer they see a divan surrounded by tables laden with fruit, on the divan lounges a woman in silk robes.

As the party approaches the woman will watch their progress until they stand before her, at which point she will speak in the strange language, when that obviously does not work the woman will switch to common.

'I see you are not from here, let me guess you found a door from your own realm or ...' She taps her finger on the arm rest. *'You came from the dead realm! Which is it?'*





If the party tells the truth, the woman will respond. *'Yes many have come from there, and many never went back.'*

if the Party lie, *'Interesting I would like to learn more of the realm you came from but I fear we have no time for that.'*

The woman will explain; *'I am also from elsewhere, a realm very different from this one, I an some associates discovered this place a long time ago and like you were captured. Two of my group were killed thinking they could escape, I instead managed to convince the people here of my importance, I taught them knowledge which they have benefited from greatly, knowledge that in my own realm is considered common.'* She reaches over and picks up a large plum.

'One of my group continued to search this place in the hope that he would find a way home, something I had given up on as my status grew, he eventually occupied that pyramid over there' She vaguely waves her hand in the direction of the large pyramid the party can see in the distance. *'Recently he began unearthing tombs, I had no idea existed and presumably these fools didn't either. It was the tomb you were found in that he hit lucky and since then he has been dangerous, causing natural disasters, making the food rot and so forth, so I have a proposition for you. You get rid of our problem and I will show you the door that will take you back to your limbo.'*

When the party agree's which they will inevitably have to, she will grin broadly. *'Great, I was hoping you would say that, unfortunately there is a slight problem, you see these people expect certain things, so first, in order to prove your worth and gain some kind of kudos with these morons you will have to defeat the Vorgan, if you do that your weapons and equipment will be returned and you can deal with our problem.'*

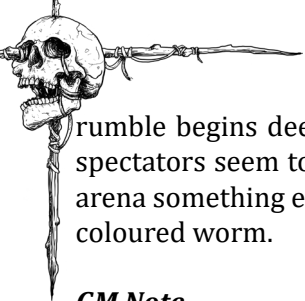
The Arena

The party will be taken to a large outside Arena, a circle of seats in tiers that reach up to over 50 feet in the air, this is where they must fight the Vorgan. The party are invited to choose from any weapon they would like but not their own, and then they are thrust out onto the bloodstained sand of the arena. The woman sits in a royal box above everyone else, lounging on the divan sipping wine.

'We have before us heroes to prove their worth and right to face Gregory in the Pyramid, they will do that by slaying the Vorgan, let us begin',

All around the party devices will begin to rise up and strike the ground hard, causing the arena floor to shake, this will go on for a few minutes until a strange





rumble begins deep within the earth. Everything goes quiet and the crowds of spectators seem to hold their collective breath. Suddenly from the centre of the arena something erupts from beneath and the party faces Vorgan a 20ft tall Sand coloured worm.

GM Note

The Vorgan is a desert Purple Worm not yet matured and only has half the stats of a full size Purple Worm.

If the party fail to kill Vorgan they will be eaten by the worm and awaken back in the village, some of their humanity missing.

Killing the worm will cause the crowds to roar with approval and the party taken before the woman once again, but this time as champions of the arena. The woman will speak to them again.

'You have done well by defeating Vorgan, and we thank you. We now need you to enter the pyramind and kill Gregory, retrieve that which he stole and return it to me, once that is done I will show you the way out and you can return to your realm.'

The parties weapons and gear will await them at the base of the pyramid, and behind them the guards of the woman will make sure the party does not go back on their word. The only choice is to face the pyramid and kill Gregory.

The Pyramid

The pyramid is a vast edifice of cut sand stone each the size of a man. A open entrance way can be seen at the foot of the pyramid and appears to be the only access into the pyramid.

Many of the people joined Gregory in the Pyramid and consider him a god resurrected because of the amazing things he does and what he knows. The pyramid is now populated by these worshippers who verge on the fanatic and will protect Gregory to the death.

Worshipper

Armor Class: 8 [13]

Hit Dice: 2

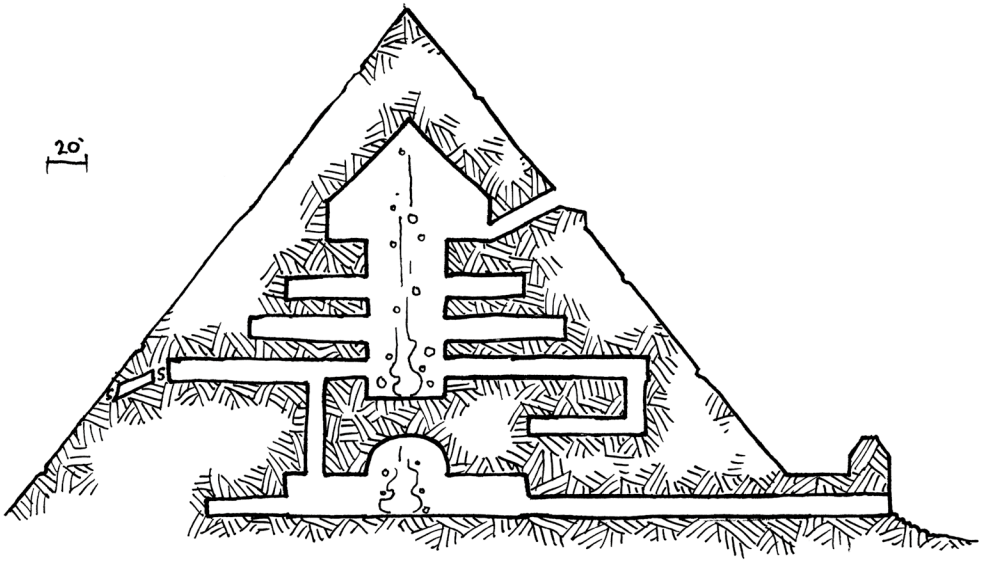
Attacks: Spear (d6)

Special: Fanatic

Move: 12

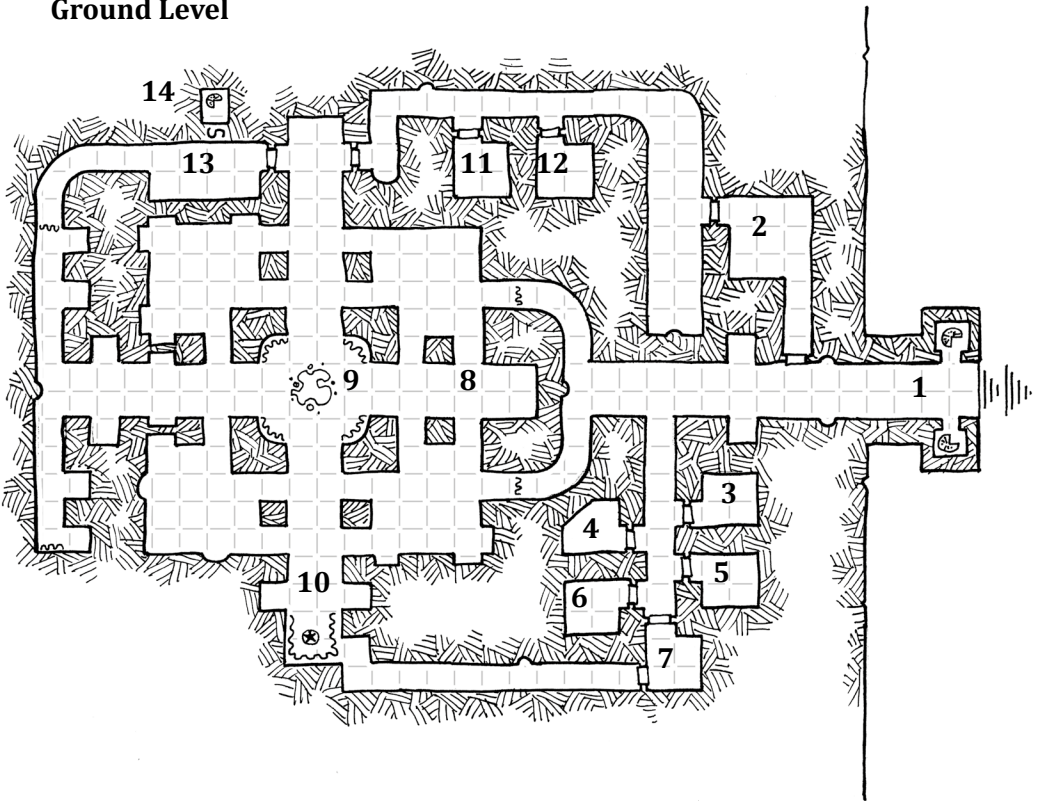
HDE/SP: 2/75

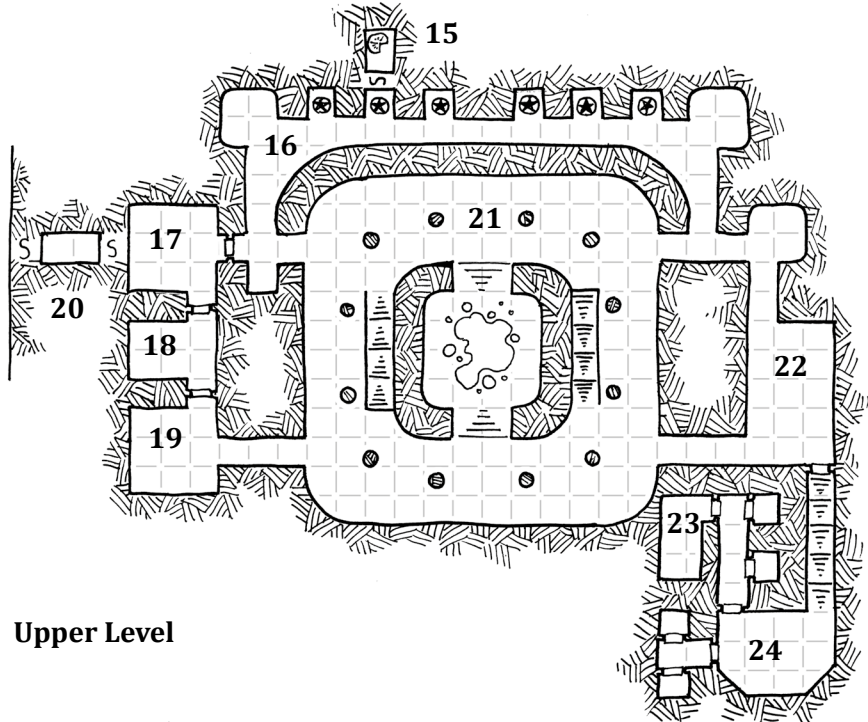




Side View

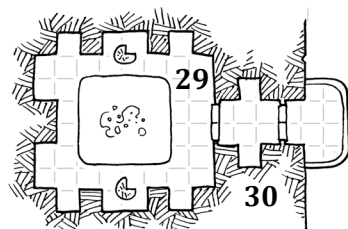
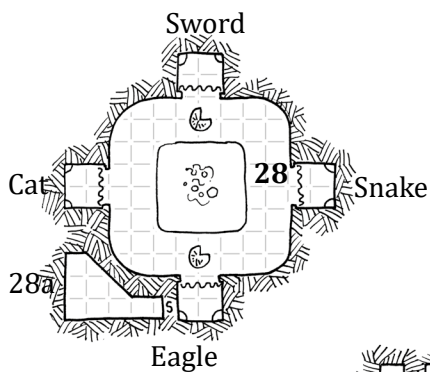
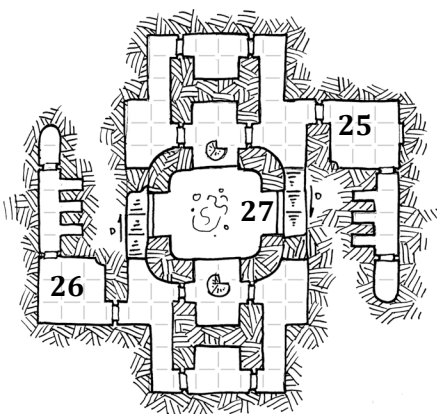
Ground Level

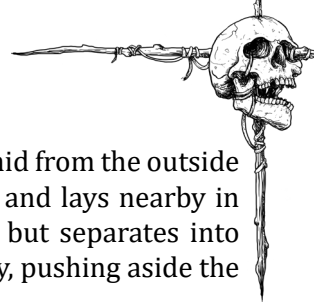




Upper Level

Top Level





1. Entrance

At one time a block of sandstone stood here, sealing the pyramid from the outside world, but the large 1 ton block of stone has been removed and lays nearby in the sand. The corridor travels into the heart of the pyramid but separates into two corridors both of which end in a tattered rug like tapestry, pushing aside the tapestry will reveal the Main Chamber (8).

2. Antechamber

This was once a room of religious significance, murals depicting figures kneeling before what can only be presumed are gods adorn the walls. Other than this straw beds no lie scattered about the floor.

3, 4, 5, 6. Priests Cell

In the past these were the living quarters for the priests that inhabited the Pyramid. Old rotten wood cots filled with straw and rotten blankets can be found in each room. Broken cabinets and chests can also be seen. Searching the rooms will reveal some small personal effects, 20 strange metal coins and a holy relic of some strange god (when worn gives +1 protection to Neutral Characters).

7. Bathing Room

The walls to this room were once covered in smooth material almost like porcelain, but this has now chipped and flaked away. From one wall water trickles from a spout. This was once used to wash the dust from the bodies of the priests.

8. Main Chamber

Chanting can be heard coming from here and the area is filled with 'low level' worshippers, those that have not proven themselves enough to be allowed access to the upper chambers. The worshippers here are fanatical and will want to gain Gregory's respect by attacking any intruders and protecting their master.

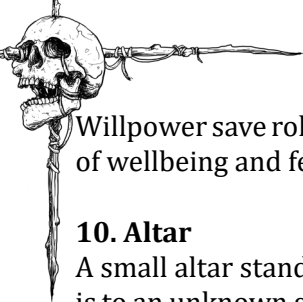
There are always at least a number of worshippers equal to the party size +1 in this chamber.

9. The Pool

A strange pool of liquid has formed in this area. Pouring from above in a solid sheet the liquid looks like water but if touched is viscous and will stick to the character touching it until snapping back to the cascade falling from above. This pool seems to be the focus of any worshippers in here.

Questioning a worshipper about the pool will receive the answer that it is the fountain of everlasting youth and immortality. The reality is much different, drinking from the pool increases your weakness to mind control and reduces





Willpower save rolls by -2 each time you drink from the pool. But gives the illusion of wellbeing and feeling younger.

10. Altar

A small altar stands in an alcove in front of one of the heavy tapestries. The altar is to an unknown god, but behind the tapestry lies a passage to the Bathing Room (7).

11. Embalming Room

This is a storeroom filled with various jars holding the old shrivelled organs of the dead. Barrels of embalming fluids and the tools used for the removal of organs can be found here along with some medical items such as herbs and bandages.

12. Study

A small study. Now fallen to ruin. A few books on embalming and biography can be found amongst the debris along with a dusty bottle marked healing potion. The rest of the room is a mess and holds nothing of value.

13. Ceremonial Chamber

This was once an elaborate chamber, gilded and hanging with silken drapes and tapestries of quality and colour. But now it is dusty and old, the silks were long ago eaten by moths, the tapestries hang tattered and the gilding is chipped and black. Searching the north wall will reveal a secret door that leads to 14.

14. Spiral Stairs

This secret room holds a spiral staircase going upwards to the next level (15).

15. Secret Room

This room has a spiral staircase going downwards.

16. Corridor of Altars

A long corridor with niches which each holds an incense spewing altar to a random assortment of gods. Along here there are always at least 2 worshippers, who will shout and attack the party if they are seen leaving the secret room (15). This will alert the worshippers in 21.

17. Empty Room

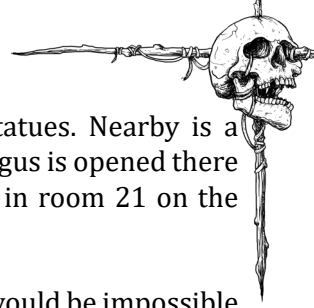
On first appearances this seems like an empty room, but if search will reveal a secret door. This door leads to room 20.

18. Small Tomb

Inside the room is a small sarcophagus, decorated elaborately. It is surrounded



Chests and cabinets and a selection of vases and gilded statues. Nearby is a smaller sarcophagus for what could be a child. If the sarcophagus is opened there is a mummy inside. If the party use the fluid from the pool in room 21 on the mummy it will come to life and attack the party.



The items in the room have a value of around 3000 souls but would be impossible to move out of the pyramid, those items that can be pocketed have a value of around 500 souls.

19. Elaborate Tomb

A large sarcophagus sits in the centre of the room, surrounding it are chests, vases gilt cabinets and golden statues. If the sacrophagus is opened there is a mummy inside, if the players test the fluid from the pool in 21 the mummy will rise, otherwise the mummy stays in its tomb.

The items in the room have a value of around 10,000 souls but like with the items in room 18 would be impossible to move from the pyramid. To search and find items they can pocket will have a value of around 1,500 souls.

20. Secret Room

This room will teleport the party to room 24.

21. Upper Pool Room

In the centre of the room is a pool similar to the floor below, again the strange liquid that fills the pool cascades from above. Spaced around the pool are tall candle holders each with a lit candle displaying a green flickering flame. Stairs lead up to the pool and on the east and west sides stairs lead to the next floor above.

2d6 worshippers are in this room, some pray at the pool others walk back and forth muttering to themselves or chanting out loudly. If they see the party or hear noises of combat from area 17 they will attack.

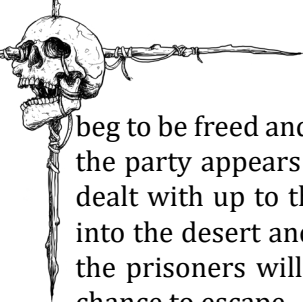
22. Library

A small dusty library, books and scrolls are strewn everywhere and all written in a strange pictorial language called heiroglyphs. These will be unreadable for the party but may be of value to someone.

23. Cells

Unlike the cells on the lower level these are actually prison cells and hold a number of captured people, probably to convert to worshippers. There are two guards here in room 23 who will appear if any noise is heard. The prisoners will





beg to be freed and will cause a good amount of noise shouting and wailing when the party appears which will alert the guards. If all the worshippers have been dealt with up to this point releasing the prisoners will see them escaping back into the desert and safety, if the worshippers were avoided by stealth, releasing the prisoners will lead to them being cut down and killed before they get the chance to escape.

24. Prison Area

The steps lead to a dark dank hallway, unadorned with metal barred gates instead of the normal ornate doors. It will be very clear from the sound of moaning, clinking of chains and weeping that this is a prison section of the pyramid.

25. East Balcony

This area overlooks the pool room (27) and has 3 worshippers positioned in each of the alcoves to guard the pool. If the party is seen they will attack.

26. West Balcony

This area overlooks the pool room (27) and has 3 worshippers positioned in each of the alcoves to guard the pool. If the party is seen they will attack.

27. Small Pool

This pool room is accessed via the stairs through large double doors which are unlocked. Like the other pool rooms the liquid cascades from above.

The stairs on both sides also leads upward to a door way that opens into a small hall with two doors, one leads to the balcony and the other to a spiral staircase leading to the level above.

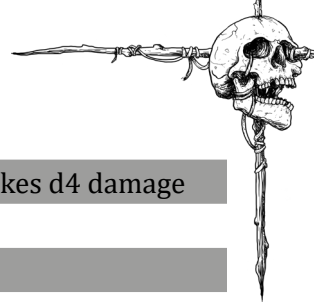
28. Empty Pool Room

The stairs lead to a square room with a pool at the centre, around the pool are 4 curtained alcoves, behind each curtain is a metal wheel which can be turned. Turning these in the right order will close the gate in the ceiling and stopping the flow of water. Each wheel has a symbol carved into the stone above it.

The correct combination is: Snake, Cat, Eagle, Sword - This closes the gate and stops the flow from above. Doing this will create a build up in the area above eventually causing a huge explosion and destroying the pyramid. The Party should be told that everything seems to be cracking or shaking and the pyramid seems like it might collapse. The party must escape!

Turning the wheels incorrectly has 3 results and the GM must roll a D6 each time the wrong combination is entered.





D6	Result
1	The person turning the wheel is shocked and takes d4 damage
2.3.4.5	Nothing
6	Teleports party into 28a

28a. Secret Room

This room is unknown even to Gregory and is a small treasure room of exotic items. The room holds 3 Magical Items, to determine what they are the GM must roll on the following table and then roll again on the corresponding item table in the Treasure Chapter.

D6	Treasure Type
1	Magic Potion
2	Scroll
3	Magical Weapon or Armour
4	Miscellaneous Magic Item
5	Scroll
6	Magic Potion

The Party can escape the room by turning the wheel found on the south wall.

29. Main Pool

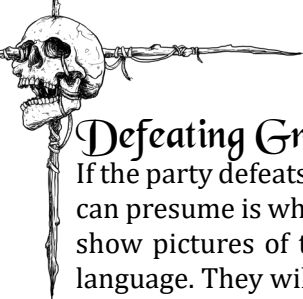
Reached by climbing the spiral stairs in 28, the party reaches the top of the pyramid and the main pool. Above the pool is a swirling black vortex, the liquid pours from it. (this is a dimensional doorway opened by Gregory in an attempt to go home). If the party closed the gate this room will be slowly filling with fluid.

30. Gregory's Chambers

This is where Gregory lives and works, desperately looking for a way home. When the party appears he will be studying tomes and scrolls and will turn to the party saying the following. ' I just want to go home, the things I despised about it I now miss, the fast food, reality tv shows, shopping malls, all of those things I miss, I must go home'. None of this will make sense to the party and if they try to persuade Gregory to stop he will attack them, if they attack gregory and attempt to kill him as they have been hired to do he will attack them.

Gregory is a powerful mage and has 3 Mummy Guards that will appear from the pool room to fight with him. How powerful Gregory is should be decided by the GM based on the parties strength.





Defeating Gregory

If the party defeats Gregory they will find a medallion around his neck which they can presume is what he found in the tomb. The books strewn across his desk also show pictures of the medallion, but all are written in that strange picture like language. They will also find a Jawbone (Bone of Remembrance) which has been tossed into a corner of the room.

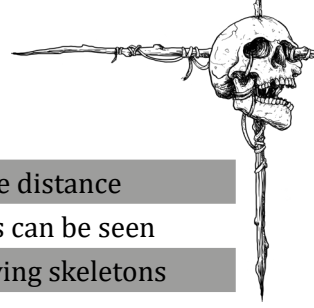
Gregory has been opening dimensions with help from the medallion, and these dimensions have been causing the natural disasters and other effects in this realm. At the moment the dimension that the liquid is coming from is stable and seems to be causing no issues.

The party has three options:

1. They can take the medallion to the woman and receive their reward, which is to be shown the door back to limbo and the mountain pass (See Gate Guardian).
2. The party can keep the medallion and tell the woman that Gregory is dead and what he found was destroyed along with the Pyramid (something which will happen if they close the gate in the pool room). The woman will be pleased but annoyed she lost her prize but will show the party the door to limbo.
3. The party can attempt to learn how to use the medallion and open up different dimensions. This will take sometime based on the highest Intelligence in the party.

Int	Time	Init	Time
1-9	3 years	15-16	1 year
10 - 12	2.5 years	17-18	6 months
13 - 14	2 years	19-20	3 months





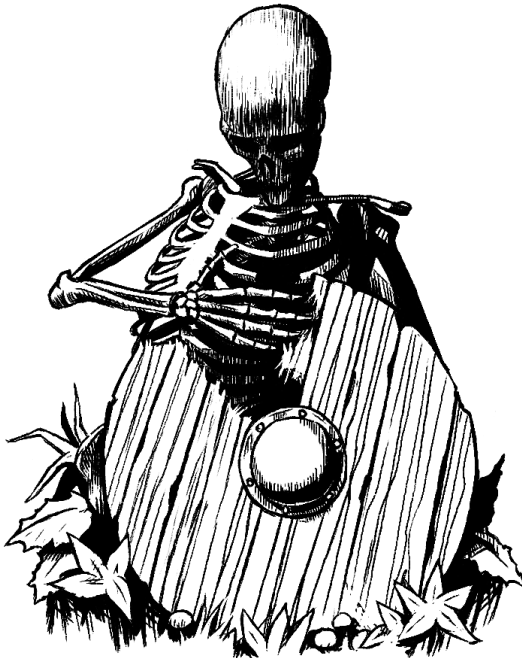
D20

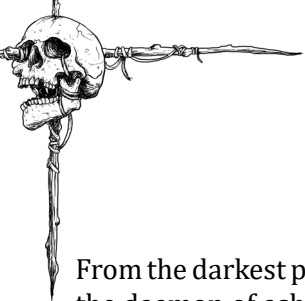
Dimension

- | | |
|-------|--|
| 1-2 | A world of ice and snow, a tower rises in the distance |
| 3-4 | A dark world, howling wind and strange lights can be seen |
| 5-6 | A dimension of floating islands inhabited by flying skeletons |
| 7-8 | A world on fire |
| 9-10 | A world built on the back of a strange creature flying through space. |
| 11-12 | A vast jungle, round huts can be seen with people that look like lizards |
| 13-14 | A smooth corridor, a disembodied voice can be heard and up ahead is a man made of metal. |
| 15-16 | A ship sailing on a sea, the flag depicts a skull and crossbones |
| 17-18 | A vast field of giant mushrooms stretches as far as the eye can see |
| 19-20 | A Desert with a red sun above, the howls of strange beasts can be heard. |

Return to the Mountain

When the party passes through the doorway shown to them by the woman they will find themselves back on the mountain pass. To their right stands the locked gate, the smell of burning is stronger here and the air feels hot. The party must open the gate and defeat the guardian.





Gate Guardian Ash Daemon

From the darkest pits of hell, from the eternal flames and the purging fires crawled the daemon of ash, pain and guilt. A torturer of lost souls and wandering spirits the Ash Daemon stalks the halls of purgatory burning the weak and boiling the blood of those that wasted their lives.

Once a King his debauchery and sloth knew no bounds, he would send armies to their deaths just so he could own pieces of art or take from others, they say he burnt his victims, those that did not agree or questioned his motives, on oiled stakes, having them displayed in the banquet hall as he and his guests ate. The cacophony of their howls and wails, the sizzle of their blood and the stench of roasting flesh an accompaniment to the meal.

The stench of burning is the first signs of the daemons appearance, followed by heat intense enough to singe hair. The Ash Daemon can only be killed by magical means and weapons, any normal blade would melt once it pierces the daemons hide, arrows will burst into flame as they get near and fluid turns to steam.

Armor Class: 5 [16] (Only Magical Weapons work)

Hit Dice: 6 +1

Attacks: Claws x 2 (1d6+1),

Special: Fireball 2d6 damage once every 3 turns, Causes Fear -2

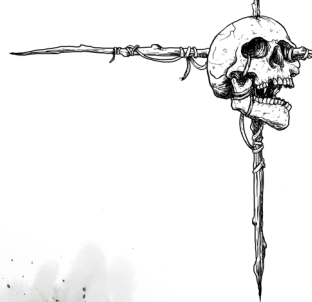
Move: 12

HDE/SP: 7/1250

The Abysmal Lock

To unlock the gate will cost 100 souls, once unlocked it cannot be locked again and the Gate Guardian will never return. The unlocking of the gate resets the mountain but not the Gate Guardian.







Level 4

The party leaves the Third Gate behind them and make their way towards the fourth. If they found the Jawbone (Bone of Remembrance) they can use it to teleport to the village below and then return back to the last gate they unlocked, thus allowing them to gather resources, sell treasures and level up etc.

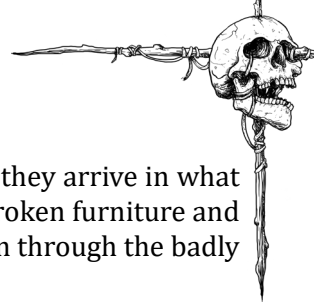
Like all journeys between gates the way has various encounters rolled on the table below.

2d6	Encounter/Location
2-3	The party comes to a small hut, the smell of cooking wafts around the clearing. Inside the hut is a man cooking bacon but he is in need of eggs and will pay 50 souls per egg found.
4-5	In a clearing the party can see dead bodies laying everywhere as if a great battle took place.
6-7	An old woman can be seen picking mushrooms, if approached she is friendly and offers some mushrooms to the party, if they accept and eat the mushrooms they will fall unconscious for 6 hrs and have lucid dreams.
8-9	The party comes to a large pool and a waterfall, the water is cool and fresh.
10-11	The party finds a small cave the sounds of music comes from inside. If the party investigates they will find a comfortable chair, a strange looking glass on a tripod and in one corner a box with a disc, the disc turns and music seems to come from it. peering through the looking glass will reveal a dragon asleep on a hill.
12	A goblin sits on the path crying, he claims he is lost, but is he?

The Fourth Gate

The gate is entangled with vines and roses, beyond they can hear the sounds of someone muttering. Next to the gate is a doorway, upon the door are carved the words '*Oh woe to those beyond*'.





The Haunted Village

As the party steps through the door from the mountain pass they arrive in what appears to be a ramshackle hut or shack. Around them lies broken furniture and rotted materials the hut has seen better days. Light streams in through the badly joined planks that make up the walls and roof.

Stepping outside the party realise they are in a old village, the buildings are all similar to the one they just stepped from and are rundown and in various stages of disrepair. The village is built circling a hill and on the hill are a scattering of bushes and old tombstones. Investigating the tombstones show them to be worn and chipped, whatever has been carved into the stone is now obscured and illegible.

Beyond the borders of the village is just endless fields and if the party decide to venture out they will all feel strangely drawn back to the village, a feeling of unfinished business or the need to do something niggles them all at the back of their minds.

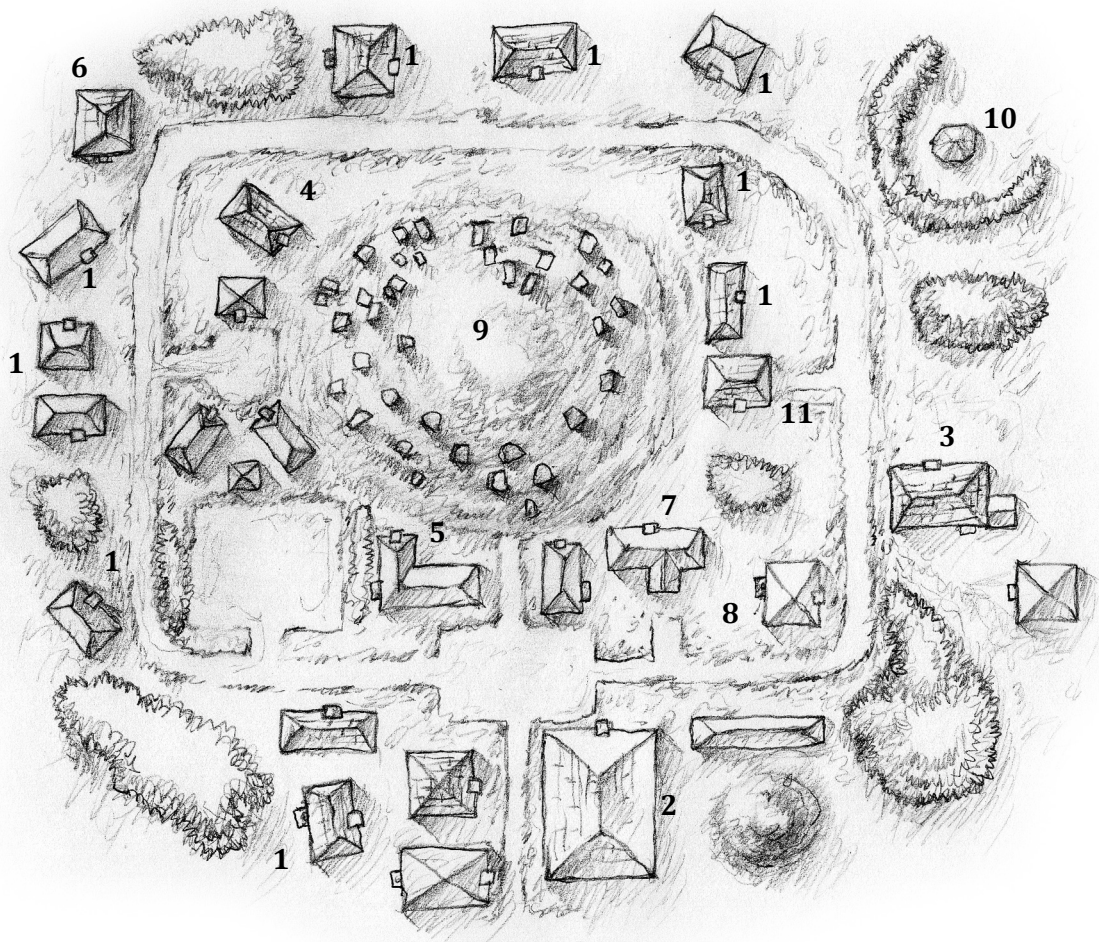
The party can decide to camp out in the open or inside one of the many disused huts, if they choose a named hut allow them to search and discover whatever they would of found anyway, finding things early has no consequence to the success of the adventure.

As the evening draws in the village is cloaked in an icy chill, water will start to have a thin coating of ice, frost will appear around the edges of windows and doors. If camping outside the party will begin to feel cold to the bone. Eventually as midnight creeps ever closer the reasons for the village being abandoned and the ice cold air will become apparent.

Ghosts will begin to appear around the village moving from hut to hut, some stand together as if gossiping others drift around. if they are approached by any of the party some of the ghosts will ignore them others will evaporate to reappear else where. All the ghosts will whisper and it will be a DC 15 to hear what they are saying. The GM should roll a D6 and check below.

1. Must burn it all ...
2. Avenge us
3. The answers are below ...
4. Find the scrolls
5. Father Valen doomed us ...
6. They came in the night ...





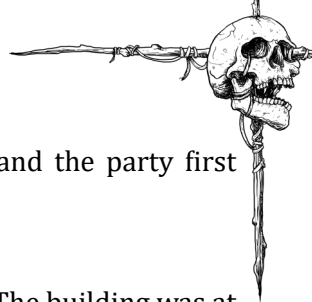
The party should be made to realise that the village was wiped out, and the ghosts are the spirits of the now dead villagers who will not rest until avenged. The GM can have some of the ghosts point to particular buildings or have them whisper avenge us repeatedly as they float past the party or individual characters.

The ghosts will disappear at dawn and the village will return to its dismal, dilapidated self. The Ghosts will reappear each night and repeat the same things until the party avenges their death by killing the Lich in the hill.

Searching the Village

The party will hopefully take the hint and begin to search the village, and there are key locations they must look to piece together what happened, there are also a number of red herrings that have no bearing on the events that caused the villages demise, but those are for the party to work out.





1. Empty Hut

There are a number of these scattered around the village and the party first appeared in one of these ramshackle but empty huts.

2. Mayors House

A hut larger than some, meaning it has more than one room. The building was at one time quite grand inside as tattered and torn paintings hang from walls and moldy and threadbare ornate rugs are scattered on the floor. There is a small office and within is a rotted and moldy desk. Searching the desk will reveal a diary and within the final entry is the only one the party can still read.

Lord's Day 1322

Another corpse was found today, the baker's daughter, ripped apart like the others. Many are blaming the hunter Stevros, but he denies it of course, but everyone knew he had desires on the girl. The question is what was she doing out at night? Why did she walk to the clearing? There is nothing there except that old tomb. Maybe we will never know.

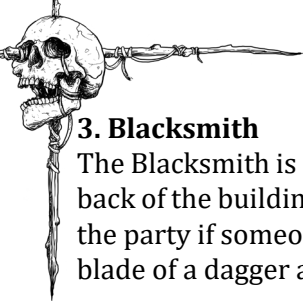
Hunt Day 1322

They dragged Stevros into town, the baker is respected, and his daughter was very loved by the villagers and this is what has become of us. They would have hung him if I had not of stepped forward to calm the madness. I have agreed to lock Stevros up in the basement of the smith, this has calmed them down, but for how long?

Mourn Day 1322

Another body has been found; this proves Stevros is innocent.





3. Blacksmith

The Blacksmith is much the same as all the other huts accept for the Forge. At the back of the building is the huge stone forge, it is fully functioning a can be used by the party if someone knows how to use it. Scattered about are old nails, a broken blade of a dagger and a few ingots of Iron. In the corner is a large sack of coal.

If the party searches the forge they will find a torn and burnt note in the ashes.

Three Nails

Hammer

50ft Rope

Bag to collect the blood.

Wood to cover the body against wild animals.

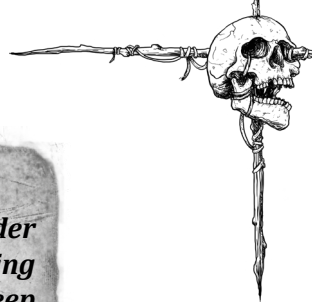
4. Bakers

The bakers house is split in to living accomadation at the back and a bakery at the front which also doubled as a shop front to sell bread and cakes. Time has taken it's toll and now the building has a sagging roof and the large oven is home to rats. if the party searches in here they will find d6 copper coins amongst the garbage on the floor.

In the back room it is clear this was once a home, a table and chairs still stands in the centre of the room and two wooden beds rest against the far wall, one a double bed the other a single. Old rotted clothing and blankets can still be found scattered about.

Searching the back room will unearth a clay jug still containing an acrid smelling fluid (Potato Vodka, very strong), a tattered and dirty porcelin doll, a box containg 4 silver pieces and 3 copper, and under the smaller of the beds a tattered and falling apart diary, which was originally held together by string which has now rotted making the diary slowly fall apart if it is lifted up.





Star Day

Heard that music again last night just under my window, but when I look there is nothing there. If I hear it again tonight, I may creep out and find where it is looking for. If it is that creepy Stevros I will be very angry, Father has already warned him once.

Lord's Day

Stevros said something very strange, he makes me shiver, he said 'He is calling you but do not heed it, I do not want to see you harmed'. Who is he? And why do I care what Stevros wants, he should stick to stuffing his animals and whatever else he does in that smelly hut!

That music has started again, I am going to see what it is and where it is coming from ...

5. Tavern

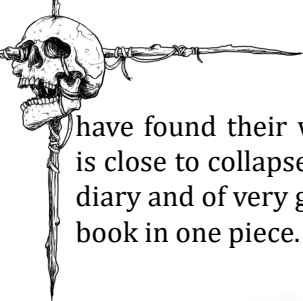
The tavern is one of the largest buildings in the village and has two storeys, the ground floor is a large area filled with broken tables and chairs. Old sawdust covers the floors which has absorbed most of the animal effluence that has been left here. The bar is still intact and behind it can be various jugs of cider and the same foul smelling fluid that the party can find in area 6.

Searching the ground floor will unearth 6 copper pieces, 2 silver pieces, an ornate dagger worth 25 souls, a deck of moldy playing cards and a small locket, the picture inside faded and hard to make out, the locket is worth 15 souls.

Adjoining the ground floor is a small stables, outside is an old stage coach, one of its wheels has fell off and the whole thing leans to the left. Their is a skeleton lying nearby with remains of tattered clothing. This is the first skeleton that the party has found, in the whole village. Searching the area the party will find 3 copper coins, an old horseshoe, and a coil of rope (20ft) which is still usable.

Second Floor of the tavern holds a number of rooms, obviously for patrons that wished to stay overnight. Each of the rooms have a bed, table and chairs. These rooms are in a much better state of repair than the ground floor, as no animals





have found their way in. Woodworm has though and all the wooden furniture is close to collapse. In one of the rooms on a table is a book, inside it is clearly a diary and of very good make, leather cover and stitched thick paper has kept the book in one piece. The last diary entry is the only one of interest to the party.

Star Day 1322

Arrived in this terrible village, the coach driver said one of the horses need a shoe, damn fool let the dumb animal walk without one, because of this I will be late. At least the wine is passable.

Went down to the dining area, immediately left, the stink of unwashed peasants is overpowering, I was nearly sick in my hat. What is that damned music? It seems to be coming from the hill.

Lord's Day 1322

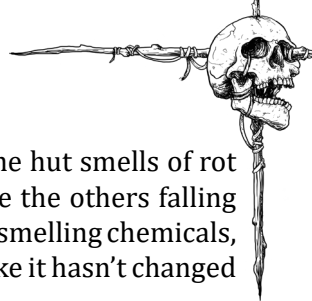
Some wench was found dead, not surprised everyone here looks so inbred no wonder they act like wild animals. I considered offering my services, maybe perform a service for the girl, but the stench from the body smelt like she had been dead weeks not mere hours, what a horrible place.

Horse has been shod finally, now I can leave this cursed town, good riddance.

Next to the diary is a quill and dried out bottle of ink along with a spyglass, obviously used to keep an eye on the village. if the room is searched the party will also find a strange looking holy symbol under the bed.

The other rooms are in a similar state, untouched rooms with worm eaten furniture but if searched the party will find a silver hairbrush worth 80 souls, 10 copper pieces, 5 silver pieces, an ornate brooch worth 50 souls, and a long sword in a scabbard, the sword is a +1 and has engraved thorns running along the blade, the sword would fetch 400 souls.





6. Smelly Hut

This is the hut of Stevros, a young hunter and taxidermist. The hut smells of rot and chemicals and is quite unpleasant. Though the hut is like the others falling apart and dilapidated there can still be seen jars filled with foul smelling chemicals, old moth eaten stuffed animals. The hut is sparse and seems like it hasn't changed much from when it was lived in.

If searched the party will find a variety of rusty tools, a quiver of 10 arrows which seem to be still in good repair, an unstrung +1 Bow and a message scrawled on the wall in what appears to be blood.

I must ignore the voices and protect
the girl

7. Traders

This is a large trading store, which would of sold hunting gear, grains and food, tack for horses and various other items to the villagers and passersby. The building is all on one floor and has a small living area at the back. A lot of the items in the store has gone to ruin, with a few exceptions, searching the store will unearth a shovel, a box of nails, 3 iron daggers, a quiver of 10 arrows, a slightly rusted but still wearable iron helmet (AC1), 40 copper coins, 2 lanterns, and a bottle of oil.

The living quarters at the back have been taken over completely by rats and woodworm and is basically just piles of straw, rotten wood, droppings and dead leaves, if the party searches there is a chance they will be bitten by a rat for 1 point of damage, but they will find 5 coppers and a hatchet.

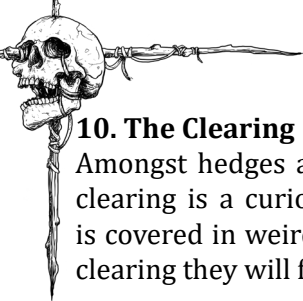
8. Collapsed Hut

This hut has totally collapsed, the roof has fell in. Searching what areas they can the party will find nothing except a strange totem of a bloated man,

9. The Hill

The hill is home to a number of low shrubs and old graves which have become worn and unreadable over time. To most people this would look like an ordinary raised piece of land but to those that know such things (Int Check) it is clear that the hill is actually an ancient Barrow used for burying the dead.





10. The Clearing

Amongst hedges and large unruly bushes can be found a clearing. Within the clearing is a curious stone monument. Shaped like a hexagon the monument is covered in weird heiroglyphs in a strange language. If the party searches the clearing they will find a scrap of paper caught in the branches of a hedge.

*They say the body was found
here but there is no blood, must
remember to ask who found her!*

The monument if examined will appear to be not attached to the ground, and a sliver of a gap can be seen indicating that there is a space beneath the monument. Moving the monument will be a Strength check against a DC of 12, but once moved will reveal a shaft going down around 40ft.

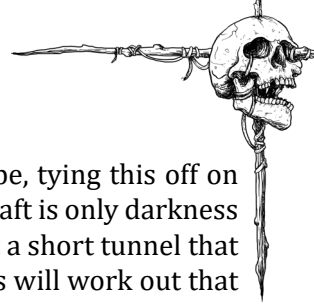
11. Old Hut

This old hut is pretty large and inside the furniture appears to have been well made before the worms and age got to it. If the party searches the hut they will find a old stone pestle and mortar, and old book on potions and a number of dried out brittle herbs and plants, it seems like this hut once belonged to a witch.

Amongst the debris can be found a scrap of paper.

*The tomb in the clearing is
cursed, they say it comes to
life at night and preys on
us.*





The Shaft

The only way to reach the bottom of the shaft is to use a rope, tying this off on the monument will work as an anchor. At the bottom of the shaft is only darkness that makes the whole area hard to navigate. The shaft ends at a short tunnel that leads to a set of stone stairs leading down. Smart adventurers will work out that this leads to beneath the hill in the centre of the village.

1. Central Hall

Coming down the steps the party enters a large well made stone hall, around the walls are blocks of text in the same weird heiroglyphs as the monument above. Leading from the hall are three doors all of which stand open. There is a strong smell of earth and rot permeating throughout the tomb.

2. Corpse Room

This room is filled with bones, they rise up at least 3 foot of the ground, most show signs of gnawing by human like teeth. There are no belongings or items of interest in the room.

3. Room of Urns

This room is filled with clay urns, big and small. Some are smashed but a few seem intact, if searched the Urns appear to be empty. if the debris of the broken urns is searched the party will find an ornate bracelet made of gold and twisted into intricate knot work. The bracelet bestows +1 AC on the wearer but decreases the wearers attack roll by 1. It is worth around 200 souls.

The Sanctum

Passing through the north doors in area 1 leads the party into the sanctum, corridors that go of at weird angles. If the party stop to listen they will hear strange grunting and breathing noises coming from all around.

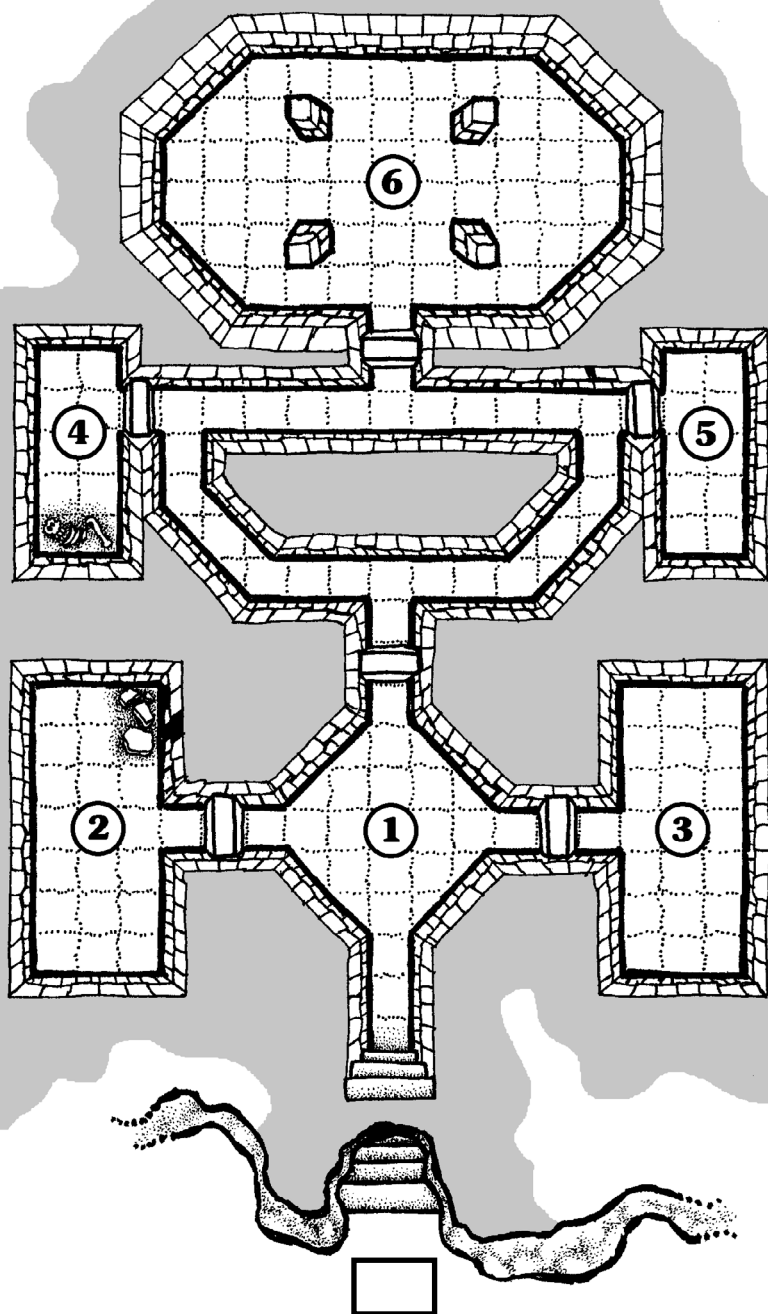
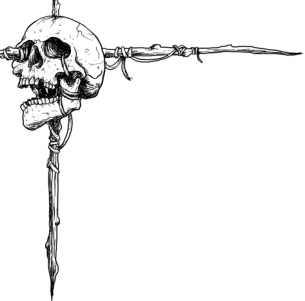
The sanctum is home to Ghouls, the restless dead of ancient warriors that have become feral and hungry for human flesh. They killed the villages dragging their bodies down into the barrow. The Ghouls have not fed for a while and will attack the party as a horde of death and teeth.

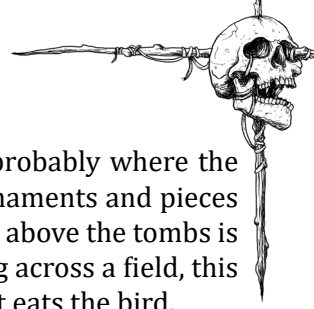
There are a number of ghouls equal to the party size +d4, they will attack from both sides of the sanctum and rush the party.

4. Tomb

Inside the room are a number of opened tombs, these are probably where the ghouls were originally buried. Inside the tombs are a few ornaments and pieces of jewelery that have a value of around 300 souls.







5. Tombs

Inside the room are a number of opened tombs, these are probably where the ghouls were originally buried. Inside the tombs are a few ornaments and pieces of jewelery that have a value of around 300 souls. On the wall above the tombs is a mosiac depicting a scene, the first scene shows a fly buzzing across a field, this is followed by some kind of bird eating the fly and finally a cat eats the bird.

6. Teleport Room

The door to the room is made of thick heavy stone and it is closed. Upon the door is a strange device. three concentric circles spread from the doors centre, each circle can be moved independently from the others and each has a carving of a cat, bird and fly etched upon it. in order to unlock the door the carvings on each circle need to be aligned in order.

Fly - Inner Circle

Bird - Central Circle

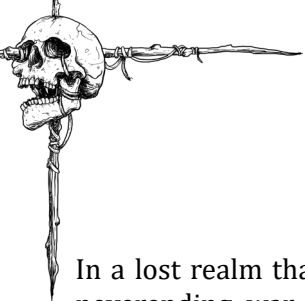
Cat - Outer Circle

If this is done correctly the door will slowly slide open revealing a large room.

Inside the room are three pillars all inscribed with the same heiroglyphs as the monument above. The party can work out that they are now directly below the hill in the centre of the village. Each of the pillars can be turned and upon each of a pillars 4 sides is carved either a + or a -, these need to be aligned similar to a battery with a + facing a - on all of the pillars, (Int check Vs DC15 unless the players work it out). If this is done the centre of the pillars will burst into life and a swirling black mass of energy will appear.

This black mass is a teleporter that will transport anyone to a room with a door, the door leads to the mountain road and the next Gate Guardian.





Gate Guardian Bearded Daemon

In a lost realm that slips between dimensions it is said the world is a place of neverending war, where mighty warriors sail their longships across violent oceans and invade the lands for no other reason than carnage. It is said these warriors are berserkers, shape shifters and reavers, dashing babies against walls, burning homesteads and splitting any that oppose them in two.

The greatest of these warriors, the most bloodthirsty and depraved was sent by the gods of the underworld to guard the gate on a mountain, to stop any that have been sent to limbo from reaching their final resting place, and this he does and has done for a thousand years.

A mighty warrior, armed with his twin axes of sundering and splitting he stands at the gate awaiting those that will challenge him. A below is the only warning before the berserker begins to cut a bloody swathe through flesh and bone, humming a battle hymn to the tune of his axes as they whistle through the air in a macabre dance of death.

Armor Class: 4 [17]

Hit Dice: 7+1

Attacks: Twin axes D6+2

Special: Berserk Rage - The Bearded Daemon during the berserk rage ignores criticals and does +1 damage. If a 20 is rolled by the GM the berserk rage begins. Causes Fear -3

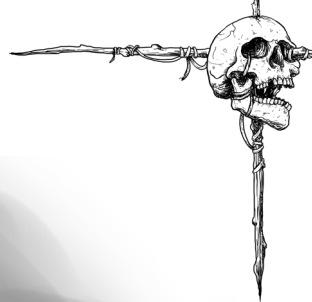
Move: 12

HDE/SP: 7/1500

The Abysmal Lock

To unlock the gate will cost 150 souls, once unlocked it cannot be locked again and the Gate Guardian will never return. The unlocking of the gate resets the mountain but not the Gate Guardian.







Level 5

The party leaves the Fourth Gate behind them and make their way towards the fifth. If they found the Jawbone (Bone of Remembrance) they can use it to teleport to the village below and then return back to the last gate they unlocked, thus allowing them to gather resources, sell treasures and level up etc.

Like all journeys between gates the way has various encounters rolled on the table below.

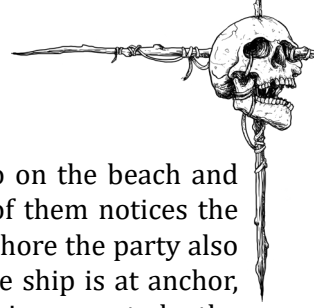
2d6	Encounter/Location
2-3	An ornate cart lies on its side the contents lie scattered about. The corpse of the owners are bloated and pale.
4-5	A bare tree stands hanging over the mountain side, upon it sits a crow who watches the party as they pass
6-7	An old man sits and whips himself in front of an altar, he is crying and mutters about the damned Cleric.
8-9	As the party turns the corner they see a young girl rushing towards the edge, she is crying and glances at the party 'Why are you doing this' she asks before hurling herself over the edge.
10-11	A group of half naked men march towards the party, they are carrying a palanquin, they will not acknowledge the party at all.
12	The party find a tree bearing strange fruit that look rotten but when eaten grants +1 HP forever.

The Fifth Gate

The gate is as white as pearl, upon the gates bars a large symbol hangs and beyond the party can hear the sound of chanting, as if someone is in prayer.

A cave opens to the parties left the floor of the cave littered with seaweed and shells.





The Beach

Leaving the cave the party find themselves on a beach, also on the beach and pushing a rowboat into the water are 3 other people, one of them notices the party and waves, shouting 'Hurry up, we need to leave'. Off shore the party also sees a large ship, three masts are unfurled and it is clear the ship is at anchor, further off another ship rapidly approaches and this other ship seems to be the cause of the need to hurry.

The party has two options to hurry and jump on the rowboat or hang back and stay on the island.

The Rowboat - If the party jumps on the rowboat they row to the anchored ship, they are hurried aboard and told to get ready to man cannons and face a possible boarding. The GM must go to the 'A Pirates Life for Me' section.

Stay on Beach - If the party stays on the beach they watch as the two ships battle it out and the ship they were to join eventually sinks, the other ship departs. The beach has driftwood and if any in the party are handy with a spear they can attempt to catch fish to eat. After a nights sleep they awaken in a cave, after leaving the cave they see a group of people pushing a rowboat into the water and one beckons to them 'Hurry up, we need to leave'.

A Pirates Life for Me

The ship is a bustle of activity as pirates run to and fro to prepare for a fight, cannons are loaded, men and women stand ready with hooks, axe and sword prepared to face any boarding party and the characters are ordered to man the cannon.

The party watches as the other ship gets closer and suddenly begins to turn, in order for it's own cannons to come into play, as soon as the ship is in range the captain yells fire and all the cannons erupt with a tremendous bang.

The party are expected to fire their cannons, it takes two people to do so and anyone character that has no partner will find one in the pirates who steps up to help. A cannon can be aimed and the player must let the GM know at what part of the ship they are aiming, each has a different DC

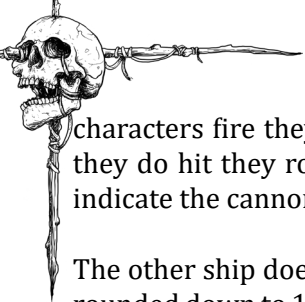
Hull - DC10

Mast - DC15

Deck - DC 12

Each ship has 100 HP and a cannon does 3d6 damage each time it hits. When the





characters fire they use their normal to hit bonus, but they are not alone and if they do hit they roll the damage 3d6 and then multiply the total by 2, this is to indicate the cannons not being fired by characters hitting the other ship.

The other ship does fire back and also does 3d6 damage, but for ease this can be rounded down to 10 points of damage each time. The first ship to lose 70 HP gives up and can be boarded by the other.

The Parties Ship Loses - If the ship the party is on loses the fight the party are taken by the other ship and thrown in the Keel. When they awaken they are back on the beach and must try again,

If the Parties Ship Wins - The ship the party are on wins the battle and the other ship is boarded and pillaged, the ship is then scuppered and allowed to sink. Every member of the crew including the party are given 10 gold pieces and an extra ration of rum.

Life on Board the Ship

The party is part of the crew, after the battle the ship is repaired and normal ship life resumes, the characters are expected to pull their weight and for 2 weeks this is how they live, sailing the oceans, drinking rum, making repairs, swabbing decks and basically being a Pirate.

After a few weeks land is sighted and the Captain checks the charts, after a while of making calculations and conferring with his first mate the Captain announces that they have found the fabled island of the lost Idol, the captain wants a group of volunteers to row over to the island and investigate.

The party should volunteer for this as its their way back to the mountain and the GM should encourage it. The GM can also send 2 or 3 other pirates with the party and these will have the following stats.

Pirate

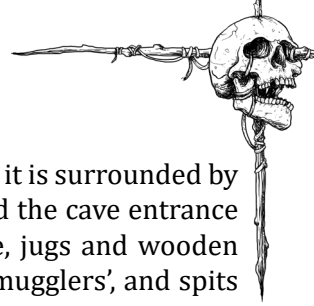
Armour Class - 8 [12]

HD - 2

Attacks - Cutlass

The party and however many extra pirates will row to the island and reach the beach, behind them anchored off shore is the ship.





Island of the Lost Idol

The party lands on a beach, similar to the one they started on, it is surrounded by cliffs and a cave can be seen leading into the cliffside. Around the cave entrance are a number of old barrels and other bits and pieces, rope, jugs and wooden shovels. One of the pirates that joined the party mumbles 'smugglers', and spits on the sand .

Above the cliffs can be seen jungle and the party can if they wish investigate the jungle, if they decide to do this the GM must stress the danger of the Jungle. The party will need to climb the cliffs which will be a DC12 and 2 checks will need to be made for each character.

Once the party reaches the jungle roll on the table below for every 10 rounds they spend navigating the dense jungle foilage.

2d6

Jungle Encounter

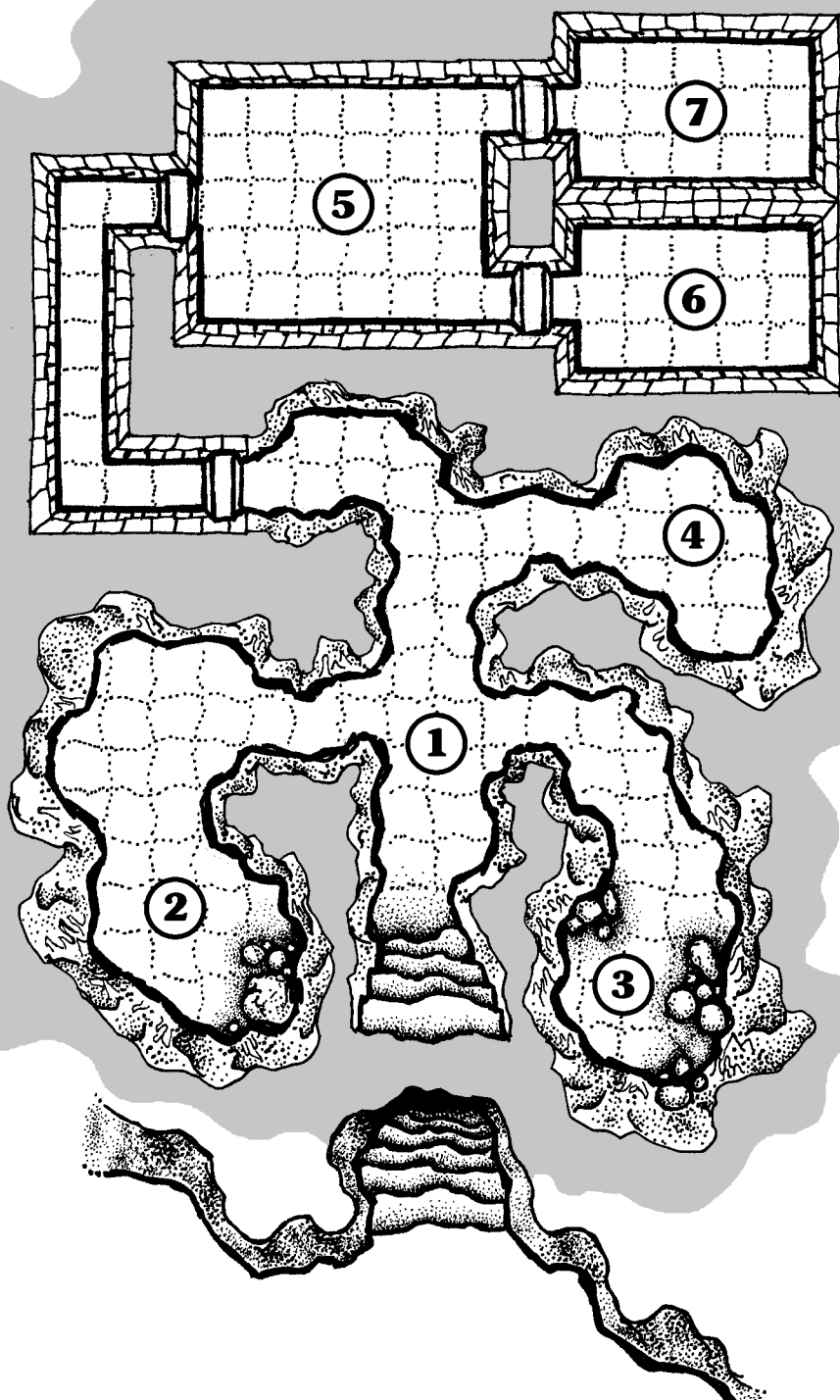
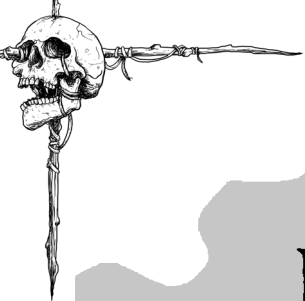
2	Deadly Snake. AC10, HP 5, Bite d6, Poison - Con Save or pass out.
3	Jungle Cat, AC12, HP 8, Bite d6, Claws d6
4	Abandoned Jungle Village, stone tools and weapons.
5	Tree bearing fruit, 2d6 rations gathered.
6	Chasm no way to cross, must go back.
7	Chasm and Rope Bridge, Dex rolls Vs DC 12 to cross
8	Natives attack AC 11, HP 10, Spears d6, Quantity 2d6 + 3
9	Old Temple Ruins, see Temple Ruins on page 176
10	Nothing
11	Strange Altar surrounded by offerings
12	Jungle Ogre AC 14, HP 20, Club d6+2

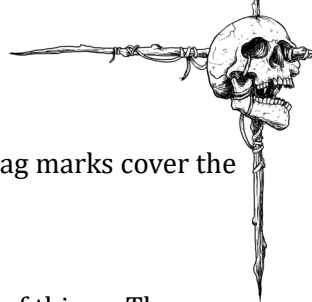
Entering the Caves

If the party does not decide to wander the jungle they must enter the cave, which will lead them to the jungle above eventually anyway.

The pirates that joined the party should be used to show the dangers of the caves, let them step into traps, be killed first etc they are disposable and should be used for dramatic effect.







1. Entrance

A well travelled cave entrance, tracks from boot prints and drag marks cover the ground. Torches have been pushed into cracks in the walls.

2. Storage

This cave is filled with barrels and crates holding all manner of things. The cave also has d4 Smugglers inside who will attack the party.

Smuggler

Armour Class: 7 [14]

Hit Dice: 3

Attacks: Cutlass 1d6

HDE/SP: 3/ 135

3. Storage

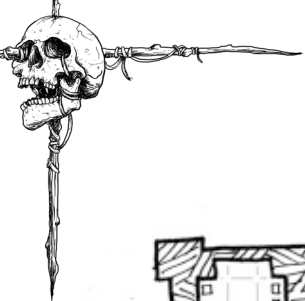
Chests of valuables, bags of coin and bolts of cloth can be found here along with d6 Smugglers who will attack the party.

4. Quarters

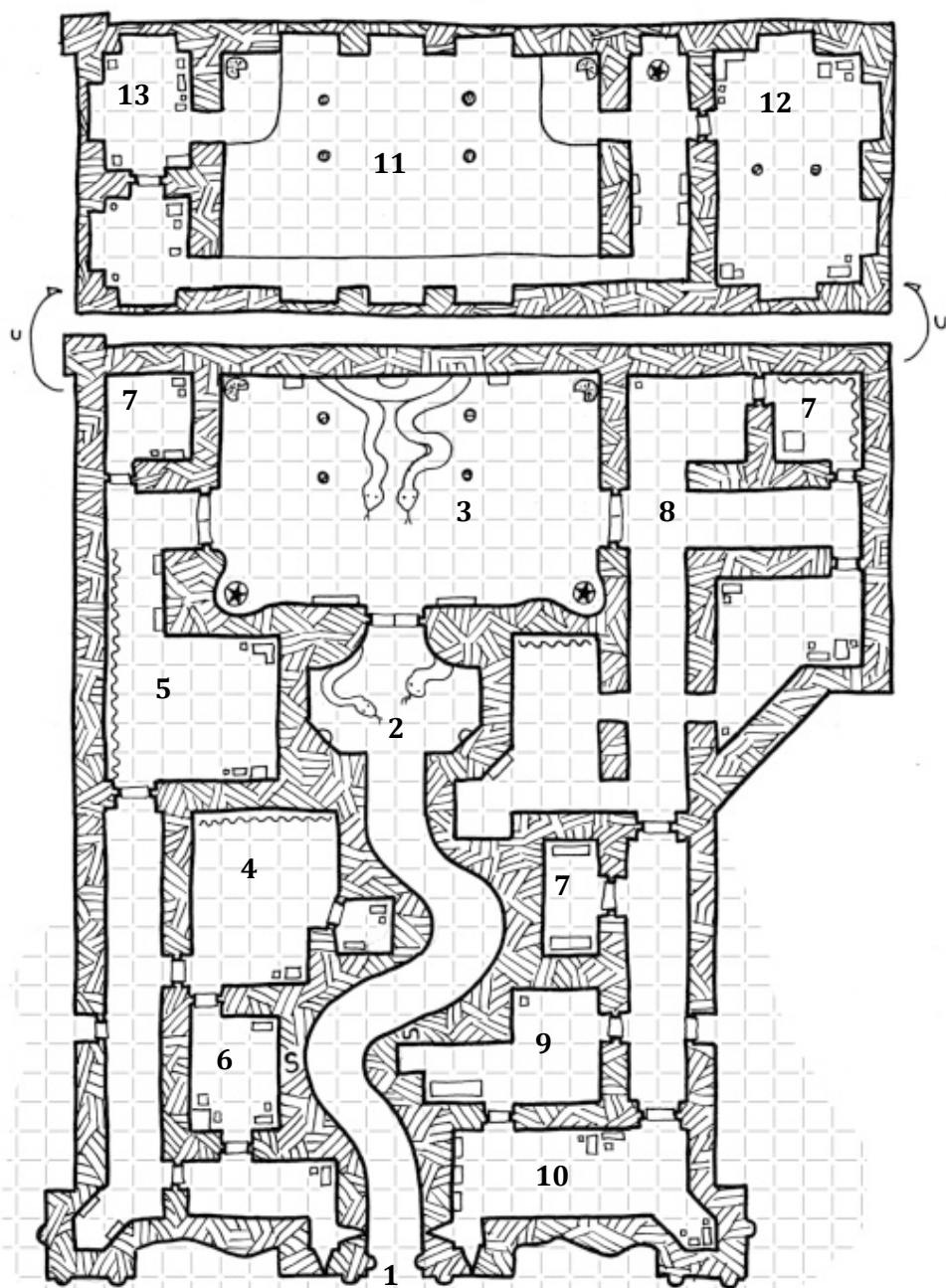
This is where the smugglers sleep when they come to the island, inside the party will find various personal belongings, which are rolled randomly on the table below, roll once per search success or each party member rolls 3 times.

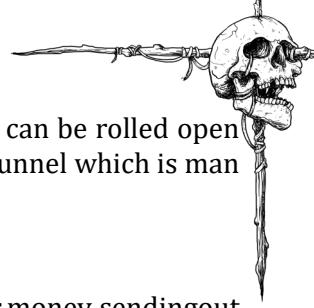
2d6	Item
2	Iron Dagger
3	Bag of 5 gold coins
4	Jug of good quality Rum
5	Cutlass +1
6	Bag of Pearls worth 100gp/souls
7	Ornate Spyglass
8	Sharkskin belt +1 AC
9	Stuffed Parrot
10-11	Boarding Axe
12	Tricorner Hat +1 Cha when worn





Jungle Temple





A corridor leads to a large stone door, the door is closed but can be rolled open with a Str Vs DC of 10. If opened the party discover another tunnel which is man made not natural like the cave they have just passed through.

5. Smuggler Lords Den

This is where the Smuggler Captain spends his day counting his money, sending out orders and planning the next job. He will be here with his 3 most trusted captains, all of whom will protect the captain against the party.

Smuggler Lord

Armour Class: 5 [16]

Hit Dice: 5

Attack: Cutlass +1 d6+1

HDE/SP: 5/500

Smuggler Captain

Armour Class: 7 [14]

Hit Dice: 4

Attack: Cutlass D6

HDE/SP: 4/300

The room is furnished with desk, comfortable chairs and sofa's, paintings hang on the walls and various other decorations have been scattered around. The items in this room are worth around 500gp or 500 souls.

6. Lord's Bedroom

A large double bed is positioned here, it is bedecked with silk sheets and heavy tapestries cover the walls. A small chest rests at the end of the bed which is locked, the Smuggler Lord has the key. Inside is a sack of 300 gold coins and jewelery worth 500gp. Also inside is a small golden statue of a snake.

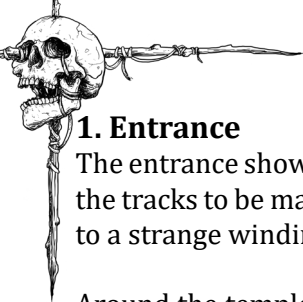
7. Exit to the Jungle

The room is empty except for a wooden ladder that leads to and continues up a shaft. This shaft will eventually take the party into the jungle near the Temple Ruins.

The Jungle Temple

The Temple looks old and abandoned, as the party moves closer they will see snakes carved into the stone and snake reliefs carved around the many pillars of the temple, obviously this was a temple to a serpent god.





1. Entrance

The entrance shows signs of activity, and an Intelligence Vs DC12 check will show the tracks to be made by webbed feet and strange drag marks. The entrance leads to a strange winding corridor.

Around the temple are a number of open windows which the party can attempt to enter by rather than the front door. Also the second floor of the temple has a number of windows that can be used to gain entry.

2. Temple Doors

The corridor offers no access to the rest of the temple and leads to the main doors of the Temple doors which are guarded by two snakes that will animate as the party gets close. The snakes will attack anyone who is not a serpent worshipper.

Snake Door x 2

Armour Class: 7 [12]

Hit Dice: 4

Attack: Bite D6, Con save Vs Venom, paralyzed for d4 rnds.

HDE/SP: 4/ 200

Killing the snakes will not open the doors and the snakes will reappear after d3 rounds at full strength. To access the doors the party needs to gain the key from the High Priest in Room 12.

3. Serpent Temple

A Large snake altar fills the northern end of the room, a stone block caked in dried blood shows evidence that the serpent god demands sacrifices. Two spiral staircases lead up to the second floor.

At any one time there are at least d6 Serpent worshippers in this room, they will draw daggers or curved swords and attack if the party appears.

Serpent Worshippers

These half human half snake people come in various levels of transformation, most have the head of snakes with scaled human bodies, other have the upper body of a human with the lower body of a snake.

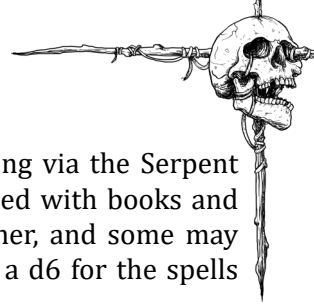
Armour Class: 6 [15]

Hit Dice: 5

Attack: Dagger d4, Curved Sword d6 and Venom (See Snake Door)

HDE/SP: 5/225





4. Library

Only accessible by climbing through a window or by entering via the Serpent Temple (Area 3). The room is filled with bookcases crammed with books and scrolls, most relate to the serpent god in some form or other, and some may contain a number of spells (roll a d4 to see how many and a d6 for the spells level).

A door leads to a small room which holds a mannequin upon which hangs a set of snake skin armour which acts like +1 Leather. Another door goes into area 6.

5. Preparation Area

This location is where the priests prepare for the sacrifices. Tapestries showing religious imagery of snakes, various oils and strange potions lie dotted about. On a table lie the ritual tools, pinchers and a burner.

6. Alchemy Room

This is a small Achemy lab, filled with bottles, various potions and herbs. There is a 50% chance a Priest his here concocting some brew or poison. Searching the room will reveal 3 d4 Healing Potions, 2 Cure Poison potions, 1 Invisibility Potion, 5 Poisons that will cause +1d6 damage if coated on a weapon, and various ingredients.

7. Cell

These are holding cells where the prisoners are kept before they are sacrificed. Each room is bare with a wooden cot, chair and a bucket. Each one has a 50% chance of being occupied by a prisoner, who will beg to be released.

Released prisoners will flee through a window and into the jungle beyond, this can work to the parties favour if they get overwhelmed as the local natives could come to their rescue if the GM feels like it is a good idea.

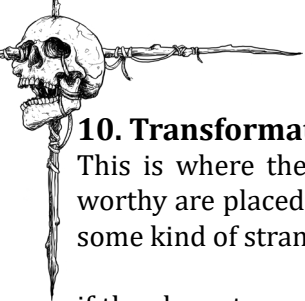
8. Guard Area

There is always at least 1d4+1 worshippers in this area.

9. Control Room

This room is filled with strange lit cubes with various levers, dials and buttons covering them. Each box has a window that shows another location and is not a window. There is often at least 1 worshipper here flipping dials and watching the glass windows.





10. Transformation Room

This is where the melding of serpent and human takes place, those deemed worthy are placed in here with a snake and then they are melded together with some kind of strange sorcery.

if the characters are trapped in here this will be attempted by the worshippers, they will release a number of snakes equal to the party size and attempt to meld them, turning the party into serpent worshippers. if this happens the party wake up in the hut of the Crone.

11. Balcony Area

This area is accessed via the windows or from the spiral staircases in Area 3. The balcony looks down upon the Temple area allowing the watcher to see everything going on below. This area is also highly secure and 1d6 worshippers will be here armed with curved swords and short bows.

12. High Priests Chamber

This is where the High Priest resides. A luxurious room showing no signs of being in the ruin it located in. Rich tapestries and ornaments are placed around the room and a large four-poster bed graces the centre. The high priest will be here and will raise the alarm and then use magic to attack the characters.

High Priest

Armour Class: 6 [15]

Hit Dice: 7

Attacks: Spells from the Mage list, and a Wand of Missile.

HDE/SP: 7/700

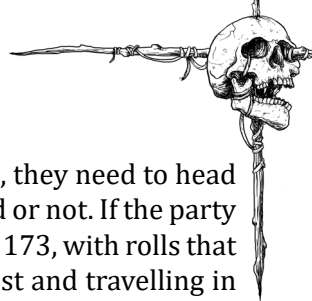
1d6 worshippers will appear d6 rounds after the priest calls them, they will immediatly attack the party.

If the Priest is killed the Temple will begin to fall apart around the party and they must escape or be crushed Dex Saves Vs DC 15 to escape unscather or take d4 damage from falling masonary.

13, Treasury

Here is kept everything taken from the prisoners and amongst them will be the lost idol. The room is filled with piles of gold coins and other valuables, weapons and armour pieces. The idol is of a hunched figure it looks semi-human but has the face from which protrudes tentacles and on its back are two small bat like wings.



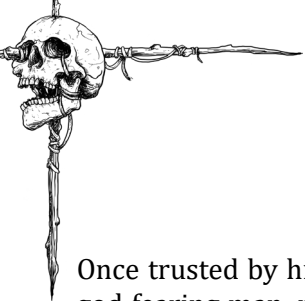


Escape the Temple

Escaping the temple takes the characters back into the jungle, they need to head back to the ship whether any pirates that joined them survived or not. If the party decide to search the jungle roll on the encounter table on page 173, with rolls that take them to the Temple as a way of showing that they are lost and travelling in circles.

Once the party reaches the beach, they will see the rowboat and anchored off shore the ship but something will not look right. Reaching the ship shows it is deserted and a wreck, it seems that no one has crewed the ship for many years. Going to the captains cabin they will reach the ornate door, pulling it open will reveal the mountain road.





Gate Guardian Cleric of the Abyss

Once trusted by his followers the Cleric was looked upon as a kind and helpful god fearing man, many went to him for guidance and help. His church was in a small town that stood within a mighty empire, but the town was peaceful, far from war or poverty and some would say it was Idyllic. On the hill was the church and the home to the cleric.

It was when the killings began that many travelled to the sanctuary of the church to find comfort and reason, to seek sanctuary from the horrors that were happening within their town. The cleric accepted all and spoke the words they wished to hear and listened as they prayed. No one knew that the cleric and stained his soul with foul sorceries to fulfil unnatural appetites and urges, that it was the very man they went to seeking guidance and hope that was the architect of these terrible deeds.

The cleric preyed upon the people murdering and attacking the womenfolk, eating of human flesh and offering sacrifice to blasphemous gods. He was eventually caught and brought to trail where he cried and mewled for forgiveness, but none was offered and he was nailed up, his innards exposed to the flies and birds and his tongue removed. Only the dark gods felt pity for the cleric and offered redemption to stand guard of a gate on a mountain in limbo.

Armor Class: 3 [18]

Hit Dice: 8+1

Attacks: Staff d6+2, Tongue Str check or become trapped unable to move

Special: Choir of Rotten Angels - The Cleric sings hymns as he fights and each turn the party must make a Wisdom save or become disorientated. Causes fear -4

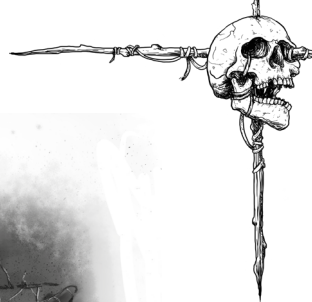
Move: 12

HDE/SP: 8/2000

The Abysmal Lock

To unlock the gate will cost 200 souls, once unlocked it cannot be locked again and the Gate Guardian will never return. The unlocking of the gate resets the mountain but not the Gate Guardian.







Level 6

The party leaves the Fifth Gate behind them and make their way towards the Sixth. If they found the Jawbone (Bone of Remembrance) they can use it to teleport to the village below and then return back to the last gate they unlocked, thus allowing them to gather resources, sell treasures and level up etc.

Like all journeys between gates the way has various encounters rolled on the table below.

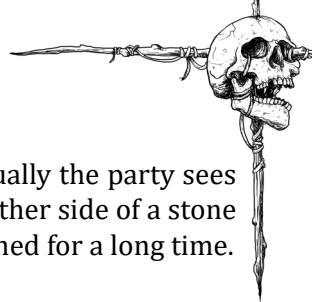
2d6	Encounter/Location
2-3	A large Rooster stands on the mountain road if approached it will crow loudly.
4-5	A hut has been erected in a clearing inside is a trader, he has everything in the equipment section for sale.
6-7	Three large armoured men stand in a clearing, around them lie bodies, when they see the party they will attack.
8-9	The party hears sounds of something being dragged and from around the corner 6 undead appear dragging a cart with no wheels, inside is a pile of random junk.
10-11	A door stands on the edge of the path, opening the door and looking in shows another world, a grey stone covers most things and above a metal bird roars past. If the party steps through they will appear in the crones hut.
12	A pedestal with a black grimoire, the grimoire weighs so much it cannot be lifted or even opened.

The Sixth Gate

The gate is made of gold, or at least seems to be, beyond is just darkness, no sounds or smells, no movement or light. Beyond this gate lies salvation, the hall of heroes and a restful death.

The cave to the left of the gate is dark and damp, as the party enters they hear the strange noises like metal hitting stone.





The Dark Mines

The cave is long and dark and it feels like hours when eventually the party sees flickering torchlight ahead. The torches are held in sconces either side of a stone door. The door is unadorned and seems to have not been opened for a long time.

Pushing on the door will involve a Str check, the more of the party involved the lower number needed, +1 per person extra to the first character. The door slowly grates open but as it does a strange mist quickly leaves whatever is behind the door and encompasses the party. A Constitution saving throw can be attempted but the character would need to roll 20+ to succeed.

GM Note

If the party do decide to attempt saving throws and succeed make them re-roll each round until they collapse, it will happen.

When the party comes to they will find themselves in a cell with 12 other people, their weapons and armour has been stripped and all they wear are rags.

Prisoners

The party quickly discover they are prisoners and have been transported to a mine where they are expected to work. The mine is staffed by Minotaurs, who whip and abuse the prisoners any chance they get.

Talking to the other prisoners the party will discover a few truths, roll a d6 to determine what they learn:

1-2 - No one ever escapes.

3-4 - Those that fight the Minotaurs are taken away and never seen again.

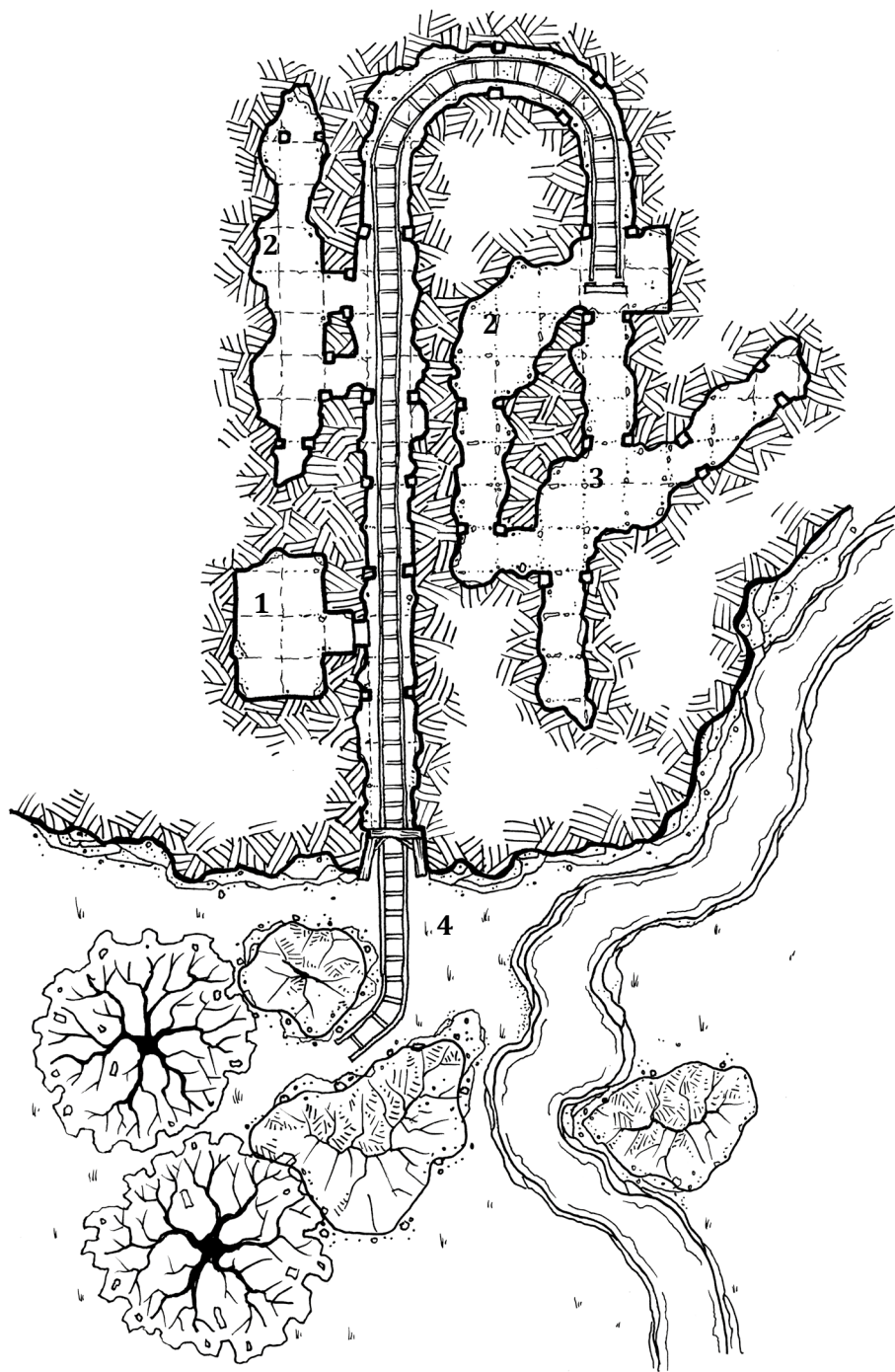
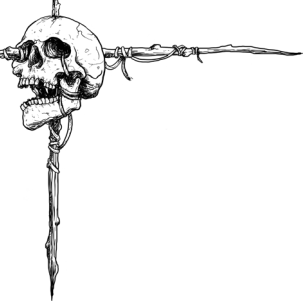
5-6 - There is a chest in the guard area.

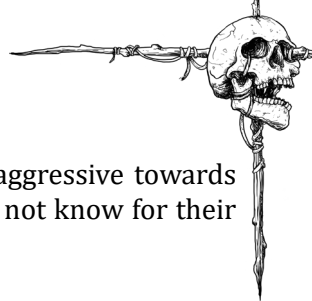
All of the above is true, no one escapes they are killed. Fighting the Minotaurs basically leads to being delivered to the fighting pits, which is the only way to leave the mines. The chest in the guard area holds all the parties gear.

The Minotaurs are strong and there are 10 of them in the mine. Fighting them will lead to injury or unconsciousness. If the party fights the Minotaurs they will find themselves at the fighting pits when they awaken.

The party cannot dies in this section just be rendered unconcious so any killing blows will actually be knock outs.







The Mine

The mine is guarded by 10 Minotaurs who are brutal and aggressive towards the miners, if challenged they will react violently as they are not know for their negotiation skills.

Minotaur

Armour Class: 5 [16]

Hit Dice: 6+4

Attack: Great Axe 1d6+1

Special: Never lost in Labyrinths

Move: 12

HDE/SP: 6/400

1. Holding Cell

This is where the party first finds themselves along with 12 other ragged prisoners. Talking to the prisoners will help the party work out where they are and the current situation. The lock to the cell door is a -1 to pick and a Minotaur patrols outside.

The prisoners are released in the morning and marched to areas 2, to continue mining the mountain.

2. Mining Area

The areas that are mined for diamonds, the miners are split into two groups and are sent to either one of these areas. There are at least 3 Minotaurs watching at all times and the miners will not rise up and fight if asked, many are too weak or ill to fight.

The party can attempt to pocket some diamonds and a successful sneak will allow the character to pocket one diamond each success. A fail will involve a slap from a Minotaur doing 1d6 damage.

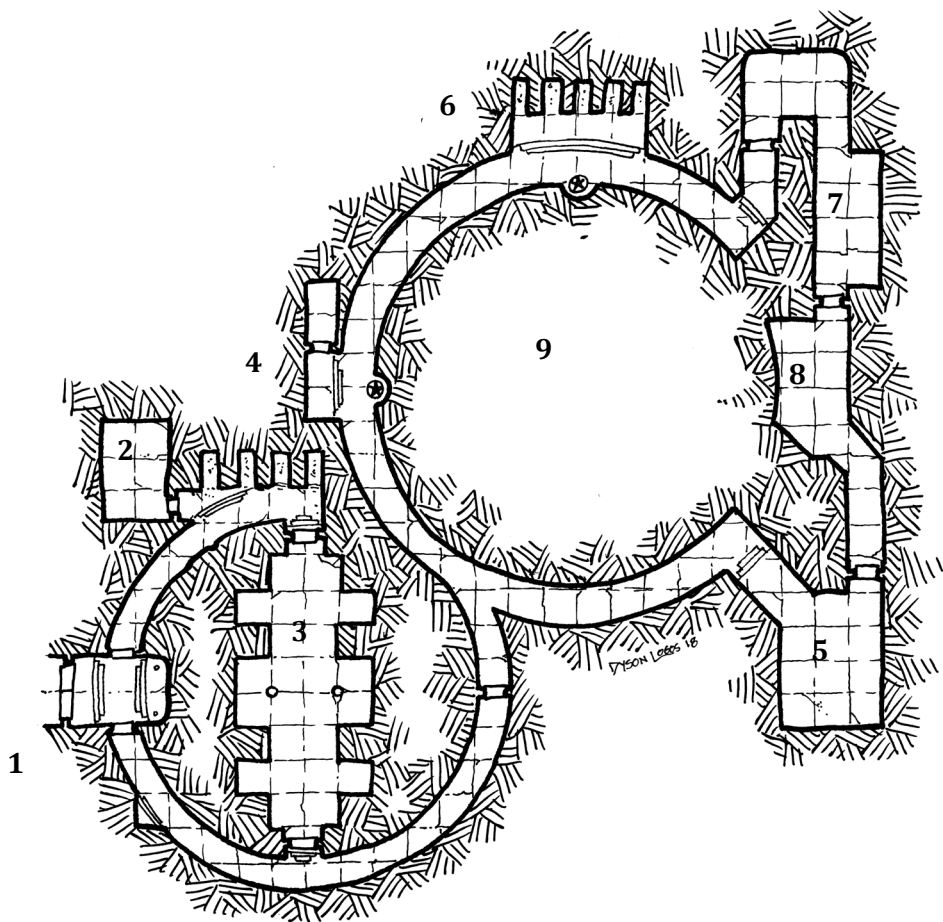
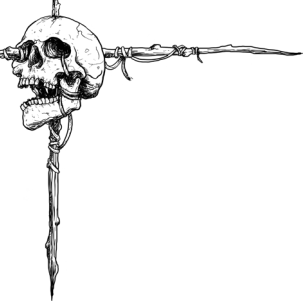
3. Guard Area

This area is filled with Minotaurs once the prisoners are locked away, otherwise the area has at least 2 or 3 Minotaurs. There is a chest here with the parties gear but they would need to kill all the Minotaurs to be able to open it.

4. Outside

The diamonds are taken outside where a wagon awaits along with 3 more Minotaurs and a small army of armed guards (2d6+number of party members).



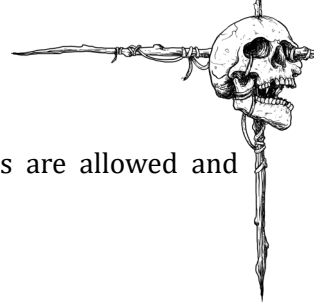


The Fighting Pits

If the party attempts to escape the mines they will eventually be brought to the fighting pits to entertain the emperor and his subjects. Anyone showing any kind of fighting skill or courage is brought here to fight, after which, if they survive, they are handsomely rewarded and released.

The party will awaken in area 3 and discover armour and weapons for each of them, the party should each roll on the table below to determine what armour and weapons they have and adjust their character sheet accordingly. Any gear they did have is now lost forever, this includes magic weapons and armour. Rings, necklaces and other jewellery they can still possess but everything else gone.





Weapon & Armour Table

Roll once for weapon and once for armour, duplicate rolls are allowed and characters can swap items amongst themselves.

d6	Weapon	Armour
1	Short Sword	Leather
2	Crossbow	Chain
3	Longsword	Hide
4	Spear	Scale
5	Battle Axe	Plate
6	Sling	Thick Cloth

1. Entrance to the Pits

Two great wooden doors lead to an inner chamber where guards are positioned and will search everyone entering through the doors. Those destined to fight will be sent through the north doors.

2. Guard Area

Guards are posted here. There are usually 6 guards here at all times. The guards are well trained but will not attack to kill but rather to suppress.

Guards

Armour Class: 7 [14]

Hit Dice: 4 +1

Attacks: Longswords d6

Move: 12

HDE/SP: 4/175

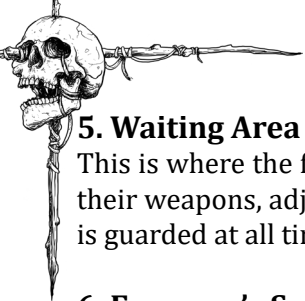
3. Fighter Cells

This is where all fighters sleep, eat and socialise. The party will wake up here on wood and straw beds. A thick stew will be fed to them 3 x a day and the doors at either end will be locked. Once a day they will be taken to the Pit via the south door to train.

4. Trainer Seating

During fights the trainers sit here to watch the fights. A small room is where the food and wine is kept with servants ready to serve.





5. Waiting Area

This is where the fighters wait before entering the arena, here they can sharpen their weapons, adjust armour, be healed, level up if need be and eat and drink. It is guarded at all times.

6. Emperor's Seating

This is where the emperor and his entourage watches the fights. Five members of the elite guard stand in alcoves at the back ready to protect the emperor if needed. The emperor addresses the crowds from here and determines if someone lives or dies with a twist of his wrist.

Elite Guard

Armour Class: 6 [15]

Hit Dice: 5 +1

Attacks: Longswords d6

Move: 12

HDE/SP: 5/200

7. Emperors Dining Area

The emperor relaxes and eats here before and after fights, sometimes he will entertain particularly good or popular fighters here. Also the Elite Guard will always be present.

8. Entry to the Pit

This area holds two purposes the first is to allow access to the pits for the fighters coming from area 3, and the other is to allow access from underground pens for wild animals and monsters into the pits from smaller side gates. Monsters that are large are goaded to the main gates that the fighters pass through.

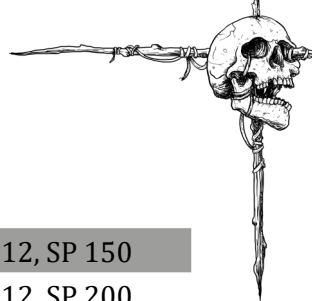
9. The Pit

This is a large sand covered pit, various walls have been constructed to act as cover also a deck rises up 10ft above the ground and is accessible by ladder. This is where the party are brought to fight for the emperors entertainment.

The Fights

The GM can send the party or even individual characters into the pit to fight and they will be forced to fight any number of beasts, rolling on the following tables to determine what they will face. Eventually the party will be forced to fight in the Big Fight and this will be for their freedom, or so they think.





Individual Fights

D6	Opponent	Stats
1	Pit Fighter	AC 13, HD 4, Attacks d6, Move 12, SP 150
2	Bear	AC 12, HD 6, Attacks d6, Move 12, SP 200
3	Ogre	AC 14, HD 5+1, Attacks d6+1, Move 9, SP 220
4	Minotaur	AC 16, HD 6+4, Attacks d6, Move 12, SP 400
5	Troll	AC 16, HD 6+3, Attacks d6+2, Move 12, SP 800
6	Giant Spider	AC 13, HD 3, Attacks poison, Move 18, SP 240

Party Fights

D6	Opponents	Stats
1	6 Pit Fighters	AC 13, HD 4, Attacks d6, Move 12, SP 150
2	4 Ogres	AC 14, HD 5+1, Attacks d6+1, Move 9, SP 220
3	6 Skeletons	AC 12, HD 2, Attacks d6, Move 12, SP 60
4	2 Giants	AC 15, HD 8, Attacks 2d6, Move 12, SP 1000
5	3 Trolls	AC 16, HD 6+3, Attacks d6+2, Move 12, SP 800
6	10 Orcs	AC 13, HD 2, Attacks d6, Move 12, SP 75

The Big Fight

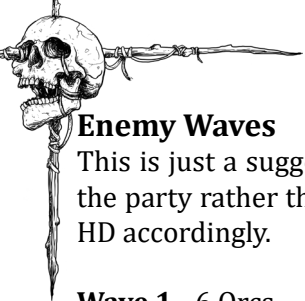
It will eventually become time for the party to win its freedom and enter the big fight. The GM can do this at anytime but I suggest that a few fights are held before time and maybe a few weeks have gone by the characters should be under no illusion of what is going to happen.

The Pit will be crowded with spectators and the emperor will announce the fight.

'Welcome to the Pit, today we will witness the best we have to offer fight for their freedom against mutiple enemies who are determined to stop that happen. If they win the victors can ask anything of me, any boon or reward and then walk from here free from the Pit'. A roar of approval washes over the party as they stand in the centre of the pit. The emperor continues. ' So if you are ready let the fights begin'.

This fight will involve six waves of enemies being released into the pit, starting at the weakest to the strongest, as shown before. If at anytime the party seem to be suffering have a unknown benefactor throw a healing potion into the pit.





Enemy Waves

This is just a suggestion and the GM should match the waves to the strength of the party rather than follow the list below to the letter, adjusting number, AC or HD accordingly.

Wave 1 - 6 Orcs

Wave 2 - 5 Pit Fighters

Wave 3 - 3 Minotaurs

Wave 4 - 3 Ogres

Wave 5 - 3 Trolls

Wave 6 - 2 Giants

Each wave will begin once the previous wave has been slaughtered and cleared from the arena, this will give the party time to heal and organise.

Any characters that fall will be removed for one wave and then returned healed back to half HP, no character dies just falls and gets removed.

Meeting the Emperor

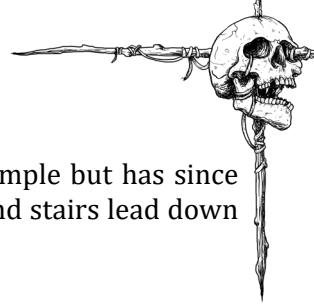
Once the fight is over and the party is victorious they will be taken to the emperor's dining area (7) and introduced to the emperor. The elite guard watch the party keenly and will act on any sign of an attempt to kill the emperor.

The party will be asked what they desire, if they reply riches or other wealth the emperor agrees and the party is sent on their way, and they are trapped in the realm forever. If they ask the emperor if he knows of a special door, or has heard of such he will ponder, and reply that he has, but he is not aware of where it stands, but will offer to have someone find out. If the party agrees the emperor will invite them to stay with him at the palace and to entertain him with tales of their adventures.

After a week has passed the emperor will have news, he will say that the door has been found and that it is said to be in a cave a few miles from the palace, but he will warn that the door is said to be guarded and that the party should step carefully. He will also announce that he has also obtained all their gear from the mine.

The party will leave the palace with their gear, rations, water and a gift of 5 healing potions from the emperor. They begin their trek towards the final door and onto the sixth gate.





The Final Door

The party are shown to the entrance to what once was a temple but has since been buried under tons of rock. The entrance stands open and stairs lead down into the darkness.

1. Entrance

The stone doorway leads deep into a dark tunnel, obviously part of the temple that once stood here, Corridors lead off to the east and further on a door stands closed in the west wall. Sounds of movement and whispering can be heard from all around.

2. Chamber of the Goddess

This is where the party will first encounter the ghouls, the old worshippers of the temple that have been kept in a form of undeath by the goddess they worship, they will attack the party and scream out warnings to the other ghouls in this area of the temple.

Ghoul Worshipper x 15

Armour Class: 8 [12]

Hit Dice: 5

Attacks: Claws d6

Move: 12

HDE/SP: 5/225

Other Ghouls will rush in from the main corridor blocking any retreat by the party, they will need to fight their way out.

In the centre of the room is a shrine shaped like a half naked female carrying an urn upon her shoulder. The statue is a little chipped and has began to gather moss, but it is clear what it depicts.

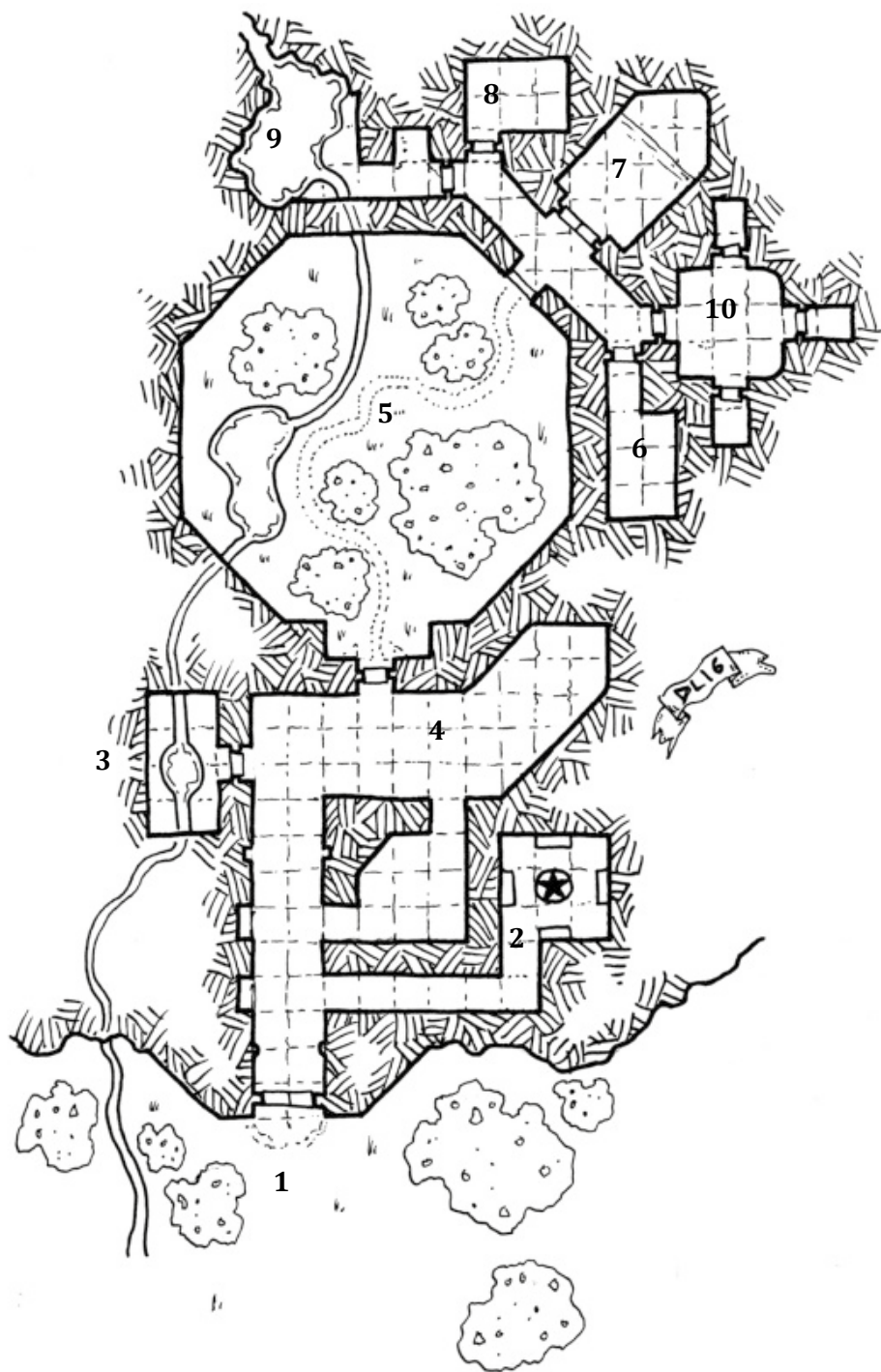
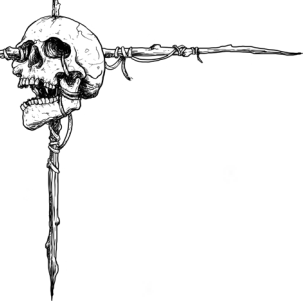
3. Spring

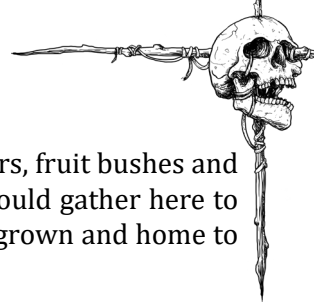
The door to this room is locked, but once open the party will see a natural spring flowing through it. This spring is the healing water that the temple was once famous for, it still heals (d8 per cup) and the room can act like a sanctuary for the party.

4. Great Door to the Evergreen.

This is a solid wooden door, a tree has been carved upon it. The door is locked and is very stout (-2 to barge down and -1 to pick).







5. The Evergreen

The Evergreen was once a well tended garden of tree's, flowers, fruit bushes and lawns, the healing spring passing through it. Worshippers would gather here to praise the goddess and gather food and water. It is now overgrown and home to a Dragon.

The roof of the garden is open to the sky revealing how the Dragon first entered the area, but as it grew it became too big to leave and now sleeps in the garden feeding on anything that manages to fall or find themselves in the temple.

Green Dragon

Armour Class: 4 [17]

Hit Dice: 9

Attacks: Bite 2d6

Special: Breathes Poisonous Gas

Move: 12/24 Flying

HDE/SP: 9/1,100

Can breath poisonous gas in a 50ft cone, a successful saving throw is half damage.

The dragon has a small treasure horde, with stand out items being a Longsword that does +2 damage, and a ring of protection +2.

6. Library

A dusty room filled with books, a successful search may reveal a spell scroll.

7. Double Doors

These double doors lead to an ornate bed chamber. Around the walls are murals depicting the goddess and bookshelves are filled with books on hymns and sermons directed at the goddess. On a shelf stands a solid gold statue of the goddess similar to the one in area 2 but a lot smaller (1000 Souls).

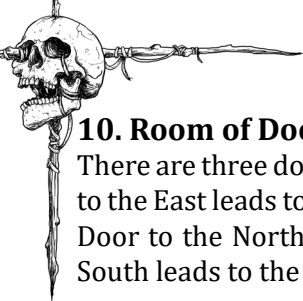
8. Kitchen

An old dusty kitchen used for the preparing of food, rusty cutlery and broke plates litter the work surfaces.

9. Healing Pool

The source of the healing spring comes from the rocks and a small passage, far too small for a human or even halfling to travel through. Pots and buckets are littered around.





10. Room of Doors

There are three doors in this room each one leads to a different location. The door to the East leads to the mountain pass beyond the gate and the final gaurdian. The Door to the North leads to the Temple of the Fanged Cat, and the door leading South leads to the Savage Caves. The room is otherwise empty.

Temple of the Fanged Cat

Passing through the door leads to a jungle, if the party checks the door is still there and passing through it leads back to the Room of Doors (Area 10). The party can choose to investigate the temple of not.

The temple is populated by worshipping werecats, they may appear as normal humans but can transform into large Panthers, Jaguars or Lions. The main purpose of the temple is to house the Cats Eye Gemstone, which is a magical gem that allows the user to transform into a cat at will.

The Temple is numbered but not described allowing the GM to create whatever they like, they can also use this as a separate location elsewhere if they choose.

Worshipper Were Cats

Armour Class: 7 [14]

Hit Dice: 3

Attacks: Bite or Claw 1d6

Special: Lycanthropy

Move: 12

HDE/SP: 4/120

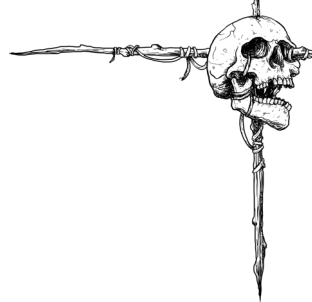
The Savage Caves

The South door opens onto a beach, if the party checks the door, which appears to be a door from an old ship just leaning up against the cliffs, is still there and can be passed through again returning them to the Room of Doors.

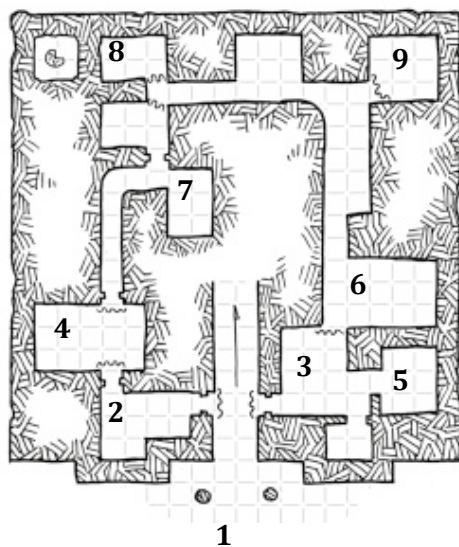
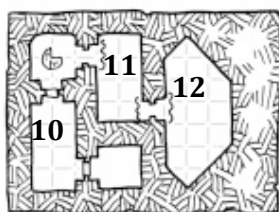
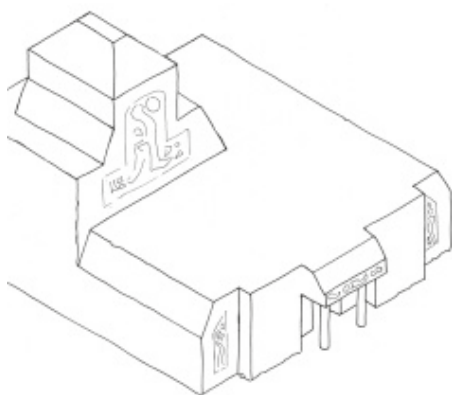
The beach looks out onto a blue calm ocean, no ships can be seen and no land viewed. Further up the beach is a cave mouth, around it is debris from shipwrecks and even the picked clean skeletons of sailors and pirates. It is clear that smugglers and other Pirates once used the beach and it's caves as a hideout or place to store stolen goods.

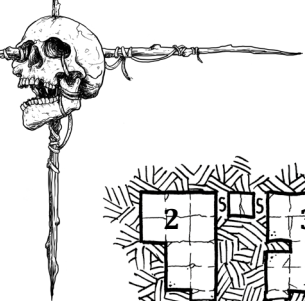
The caves can be home to undead pirates, ghouls or some other horrible horrors, even monsters created by the GM. Like the Temple of the Fanged Cat the map is numbered but not described so that the GM can create what they would like the party to discover.



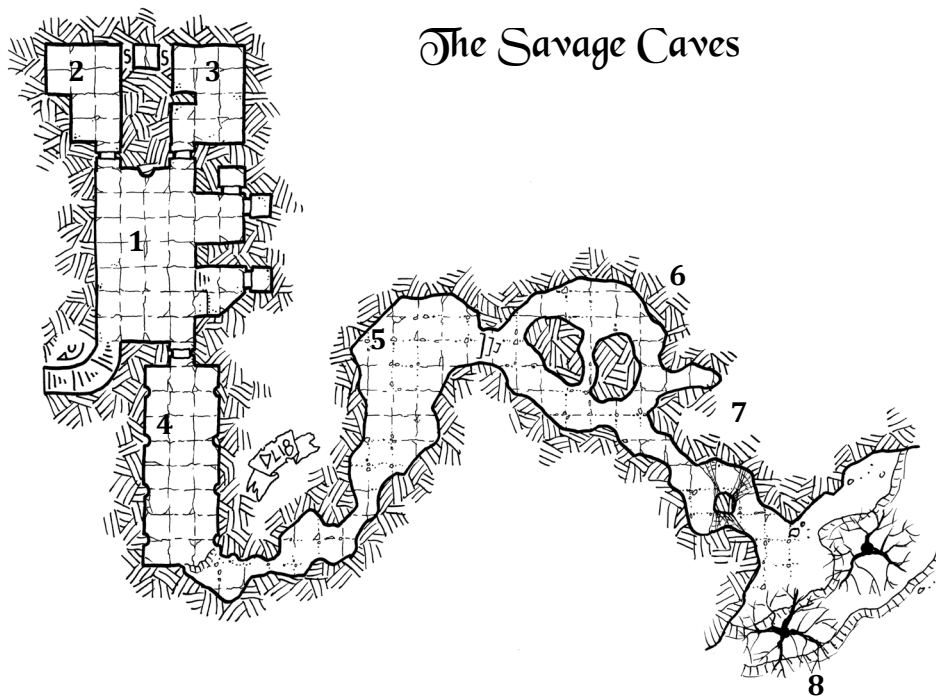


Temple of the Fanged Cat





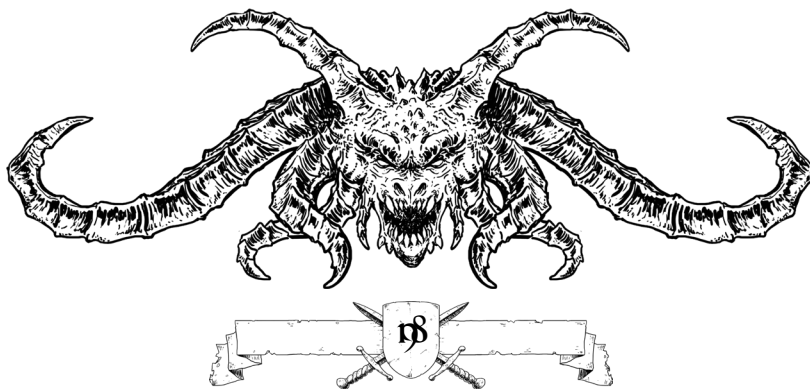
The Savage Caves

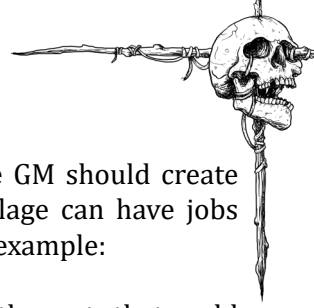


The Eastern Door

The door to the east opens onto the mountain path. Ahead the party can see a bright light a feeling of tranquility and peace falls over them as they near their destiny, if they look down the path they see the gates. The party can choose to keep the gate locked and move forward towards the light or they can unlock the gate and return to the village in order to level up, buy or repair gear etc, it is their choice.

If the party decide to move towards the light they will soon discover the way blocked by the last Gate Guardian and the most fearsome of them all. Killing the guardian allows the party to move into the light and onto eternal rest in whatever way their character believes. And here their journey ends.





Other Adventures

The game world is not just all about the Mountain and the GM should create adventures outside of the main goal. The tavern in the village can have jobs offered and there are areas around the village to explore, for example:

The Graveyard - The graveyard is large and swampy, filled with crypts that could lead to underground tombs, and areas that could lend themselves to searching for lost items, killing of terrible monsters or finding clues to treasures or secrets.

The Forest - Beyond the village is a forest, this could harbour ruins, bandits, monsters, castles or even other villages, all occupied by the dead.

Beyond - What lies beyond the forest? Could it be a vast desert, a city, or even an ocean with other land masses?

The world is populated with the dead, those that have not moved on to their final resting place, which means eternal unlife to most, this has been happening for thousands of years which means there are a lot of people wandering around and not all of them with good intentions.

Expanding the Mountain

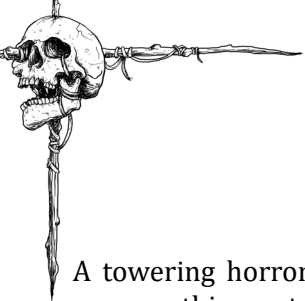
The GM can also expand the mountain, why does it only have 6 levels, why not 10 or 20 levels? The mountain can be as big and as varied as you like, it exists in many different realities so anything is possible. What if the party find themselves in a future realm with guns and laser swords, or an ocean realm deep underwater.

Also once the party has entered into the light who is to say that it ends there, maybe more tests need to be passed, maybe they awaken back in the crones hut as they failed and need to retrace their steps and fix something they did wrong.

You can switch the levels out, maybe each time a level is completed the mountain moves and enters a new realm meaning that each level is constantly changing allowing the party to do a level multiple times.

The game is yours do with it as you please, we have left it light on rules and setting for this exact purpose, let your imagination run wild because even if you stick to the setting as is the mountain is constantly shifting, even turning the encounters on the path into adventures of their own would work really well. So have fun, mess with everything and make the world yours.





Gate Guardian

Demon Matriach

A towering horror from the pit, wrapped in the grave shrouds of a thousand corpses, this creature is the mother of all demons.

The matriach is a monstrous vision, screaming up at the sky from its huge teeth filled maw that encompasses most of its head. Two huge, thick ribbed horns protrude from its skull, and poisonous spines erupt from its back, just seeing the matriach will turn must into blubbering wrecks.

The Matriach will grab at its victims and quickly cram them into its mouth, biting down and tearing the victim in two. If it can not grab it will bash or try to fling them onto its spines. The matriach is also a 8th level wizard, and will fling spells or counter magical attacks with ease.

Killing the matriach will cause the corpse to explode after 3 rnds of death causing damage to anyone hanging around to loot the corpse. But she is the last of the Guardians that the party must face.

Armor Class: 2 [19]

Hit Dice: 10

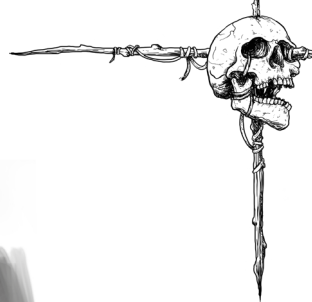
Attacks: Staff d6+2, Tongue Str check or become trapped unable to move

Special: Causes fear -4. Corpse explodes 3 rnds after death doing 4d6 damage to anyone within a 10ft radius of her.

Move: 12

HDE/SP: 10/4000







Chapter 11

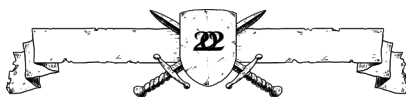
Treasure

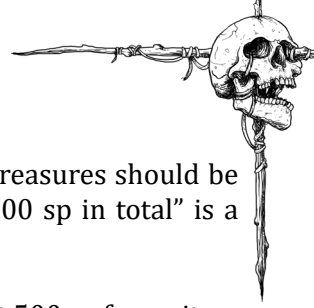
The amount of treasure a monster owns or guards is usually related to the monster's HDE. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures and the characters won't gain levels to reflect their achievements.

As a general guideline, the Soul value of a treasure ought to be about 2–3 times the monster's value in Soul points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of soul points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, then the treasure is there for them to find next time.

Here is a table a GM can use as a guideline to help create a treasure:

Treasure Value Table		
Roll	Value	Treasure Value in SP
1	SPx1	20%
2-3	SPx2	30%
4-5	SPx3	50%
6	SPx4	75%





Treasure Items

Treasures might contain gems, jewelry, and magical items. Treasures should be interesting—an endless series of “another treasure worth 100 sp in total” is a sure-fire recipe for boring your players.

For every 500 sp in value, there is a 10% chance of trading out 500 sp for an item on either the Major Gem/Jewelry or Major Magic table.

For every 100 sp in value, there is a 10% chance of trading out 100 sp for an item on either the Medium Gem/Jewelry or Medium Magic table.

For every 10 sp in value, there is a 10% chance of trading out 10 sp for an item on either the Minor Gem/Jewelry or Minor Magic table.

Calculate the total percentage of treasure that can be traded out and roll a d100 to see if you can roll for an item on one of the following tables. It is suggested that the Referee begin with the 500 sp values and work down to the 10 sp values. “Jewelry” refers to a single item of jewelry.

Always remember that these tables are merely guidelines—if you desire the placement of a particular item or treasure type, go ahead and do it! If you don’t wish to include gems, jewelry, or magic items, then leave the treasure at coins. These tables are here only to help when wanted.

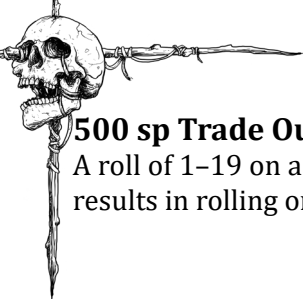
Treasure Trade Out (Example #1)

If you populate an area with 5 skeletons, their total sP value would be 75. If you were to roll against the Treasure Values table and get a 4, the total treasure value for that encounter would be (rounded down): 112 sp. There is a 10% chance of trading out 10 sp of that treasure for one minor item. If, on a d100, you roll under 10%, then the treasure value of that encounter would be 12 sp, , and one minor item (as rolled on the Minor Gem/Jewelry or Minor Magic table).

Treasure Trade Out (Example #2)

You place a fearsome minotaur in a locked dungeon room for a total of 400 SP. Rolling against the Treasure Values table, if you were to roll a 6, the total treasure value for this encounter would be: 1,200 sp. There is a 10% chance of trading out 100 sp of that treasure for one medium item. If, on a d100, you roll under 10%, then the treasure value on that encounter would be 20 sp, and one medium item (as rolled on the Medium Gem/Jewelry or Medium Magic table). With the remaining souls, there could either be a 60% chance to trade out 60 sp for one minor item, six 10% chances to trade out 60 sp for a total of six minor items, or some other variant like one 10% chance to trade out 10 sp for one minor item (keeping the remaining 50 sp).





500 sp Trade Out

A roll of 1–19 on a d20 means a roll on the Major Gem/Jewelry table. A roll of 20 results in rolling on the Major Magic Item table.

Major Gem Jewelry Table

Roll	Gem or Jewelry Value
1	1d100sp
2-3	1d100 (x8) sp
4-5	1d100 (x12) sp
6	1d100 (x20) sp

Major Magic Item Table

Roll	Result
1	Roll 6 times on Potions Table
2-3	Roll 1d6+12 on the Scrolls table
4-5	Roll 1d6+12 on the Weapons and Armour table
6	Roll 1d20+40 on the Miscellaneous table (includes Rings and Staves)

100 sp Trade Out

A roll of 1–19 on a d20 means a roll on the Medium Gem/Jewelry table. A roll of 20 results in rolling on the Medium Magic Item table.

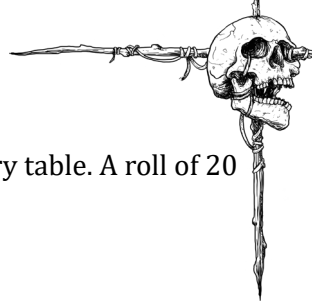
Medium Gem/Jewelry Table

Roll	Gem or Jewelry Table
1	1d10 sp
2-3	1d100+25
4-5	1d100 + 75
6	1d1,000

Medium Magic Item Table

Roll	Result
1	Roll 3 times on the Potion table
2-3	Roll 1d6+6 on the Scrolls table
4-5	Roll 1d6+6 on the Weapons and Armour table
6	Roll 1d20+20 on the Miscellaneous table (includes rings and Scrolls)





10 sp Trade Out

A roll of 1–19 on a d20 means a roll on the Minor Gem/Jewelry table. A roll of 20 results in rolling on the Minor Magic Item table.

Minor Gem/Jewelry Table

Roll	Gem or Jewelry Value
1	1d6 sp
2-3	1d10+2
4-5	1d10+8
6	1d100

Minor Magic Item Table

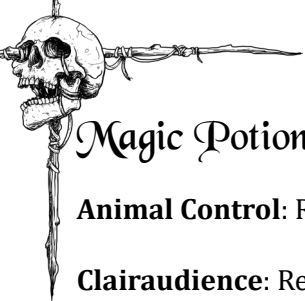
Roll	Result
1	Roll once on the Potion table
2-3	Roll 1d6 on the Scrolls table
4-5	Roll 1d6 on the Weapons and Armour table
6	Roll1d20 on the Miscellaneous table (includes Rings and Staves)

Magic Potions Table

Roll (d100)	Potion	Roll (d100)	Potion
1-3	Animal Control	34-36	Heroism
4-6	Clairaudience	37-39	Invisibility
7-9	Clairvoyance	40-42	Invulnerability
10-12	Diminution	43-45	Levitation
13-15	Dragon Control	46-48	Plant Control
16-18	Ethereality	49-55	Poison
19-21	Fire Resistance	56-58	Slipperiness
22-24	Flying	59-61	Treasure Finding
25-27	Gaseous Form	62-64	Undead Control
28-30	Giant Strength	65-75	Extra Healing
31-33	Growth	76-00	Healing

* Potions have a duration of 1d6+1 turns





Magic Potion Descriptions

Animal Control: Results as per the spell Charm Monster.

Clairaudience: Results as per the spell.

Clairvoyance: Results as per the spell.

Diminution: Imbiber shrinks and becomes 6 inches tall for 2d6 hours.

Dragon Control: 1d3 dragons of a specific type (determined randomly by the GM) are affected as per the spell Charm Monster.

Ethereality: The imbiber of this potion can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing: Cures 3d6+3 HP worth of damage.

Fire Resistance: Grants immunity to normal fire, +2 saving throws against fire attacks, and half damage to magic fire attacks that do not permit saving throws.

Flying: Results as per the spell Fly.

Gaseous Form: The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: Character gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +4 "to-hit".

Growth: Character grows and becomes 30 feet tall.

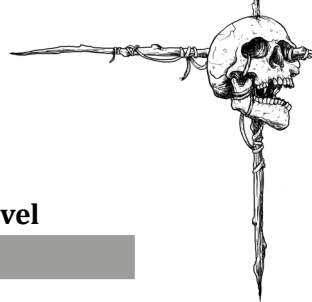
Healing: Cures 1d6+1 HP worth of damage.

Heroism: +2 to attacks and damage.

Invisibility: Results as per the spell.

Invulnerability: +2 saving throws, opponents attack at -2.





Scroll Table

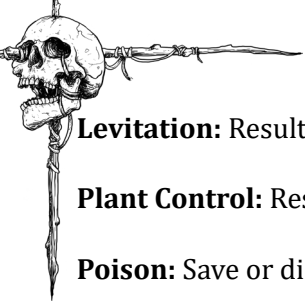
Roll	Scrolls*	
	# of Scrolls	Spell Level
1	1	1
2	1	1d3
3	2	1d2 per scroll
4	3	1
5	Cursed Scroll	
6-7	Protection Scrolls (normal duration)	
8	2	1d4
9	2	1d6 per scroll
10	1	1d4+2
11	5	1d3 per scroll
12	Cursed Scroll	
13-14	Protection Scroll (double duration)	
15	5	1d6 per scroll
16	6	1d6 per scroll
17	7	1d6 per scroll
18	8	1d6 per scroll
19	Cursed Scroll	
20	Protection Spell (triple duration and double effects)	

* Roll 1d6 for type (1–3 scrolls are for Magic-users, 4–6 are for Clerics). Remember that there are no 6th level Cleric spells, so re-roll for spell level on a result of 6

Protection Scroll Table

Roll	Scroll of Protection From:
1	Demons
2	Drowning
3	Elementals
4	Lycanthropes
5	Magic
6	Metal
7	Poison
8	Undead





Levitation: Results as per the spell.

Plant Control: Results as per the spell Charm Monster.

Poison: Save or die.

Slipperiness: Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

Treasure Finding: Character can detect hoards of treasure within 400 feet of their current location.

Undead Control: 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the Charm Monster spell. Remember the characters are also undead.

Protection Scroll Descriptions

Demons: Everyone within a 10 foot radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.

Drowning: Everyone within a 10 foot radius of the reader gain the ability to breathe underwater for 1 full day.

Elementals: This scroll protects against a single elemental, and lasts for a duration of 40 minutes.

Lycanthropes: All within a 10 foot radius around the reader, for a duration of one hour, are protected from lycanthropes.

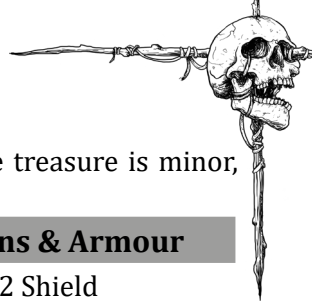
Magic: Anti-magic shell surrounds and moves with the reader for 1 hour, having a radius of 10 feet. Spells cannot pass in or out of the shell.

Metal: Metal cannot harm the reader for a duration of 1 hour.

Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

Undead: All within a 10 foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4-5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead. Remember the Characters are also undead!





Magical Weapons and Armor Table

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

ROLL	Weapons & Armour	ROLL	Weapons & Armour
1	Cursed Armour or Shield	11-12	+2 Shield
2	+1 Missile Weapon	13	+2 Melee Weapon
3	+1 Shield	14	+2 Armour
4-6	+1 Melee Weapon	15-16	+1 Weapon with minor ability
7	+1 Armour	17	+3 Missile Weapon
8	+1 Thrown Weapon	18	+3 Melee Weapon
9	Cursed Weapon	19	+3 Shield
10	+2 Missile Weapon	20	Unusual Weapon or Armour

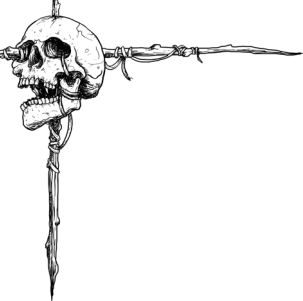
Roll Cursed Armour or Shield*

1-3	-1 Weapon or Armour
4	-2 Weapon or Armour
5	-3 Weapon or Armour
6	Attracts Missiles**

* Cannot be laid down without the aid of the spell Remove Curse

**Attracts Missiles: This item attracts missile fire (even those fired at others nearby) and grants a +1 "to-hit" bonus to attack on such missiles.





Magic Melee Weapons Table

Roll	Melee Weapon
1	Axe, Battle
2	Axe, Hand
3	Dagger
4	Lance
5	Mace, Heavy
6	Mace, Light
7	Spear
8	Staff
9	Sword, Long
10	Sword, Short
11	Sword, Two-Handed
12	War Hammer

Magic Missile Weapons Table

Roll	Missile Weapons
1-8	2d6 Arrows
9-10	1d10 Stones
11	Spear
12-15	2d4 Darts
16-20	2d6 Bolts, crossbow

Minor Abilities for Melee Weapons Table

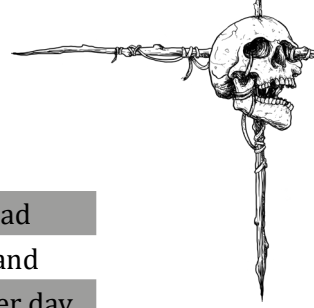
Roll	Minor Abilities for Melee Weapons
1-4	Additional Damage (+1)
5	Sheds Light, 15ft radius
6	Sheds Light, 30ft radius

Unusual Weapon Descriptions

Blunt weapon that destroys undead: Blunt weapons are the mace, sling, staff, and war hammer. Lesser undead types don't get a saving throw; more powerful ones do.

Thrown weapon returns to hand: These weapons are the hand axe, spear, and war hammer.





Unusual Weapons Table

Roll	Unusual Weapon
1	+1 Blunt Weapon that destroys undead
2	+1 Thrown weapon that returns to hand
3	+1 weapon, grants 1 additional attack per day
4	+1, +2 vs partiular type of foe
5	+1, +4 vs particular type of foe
6	+2, +3 vs particular type of foe
7	Weapon flames
8	Weapon freezes
9	Dancing weapon
10	Intelligent weapon

Bonus vs. particular type of foe: Examples include dragons, giants, orcs, lycanthropes, undead, etc.

Weapon flames: Additional 1d6 fire damage: roll 1d4-1 for “to-hit” bonus.

Weapon freezes: Additional 1d6 cold damage: roll 1d4-1 for “to-hit” bonus.

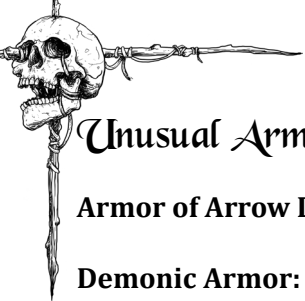
Dancing weapon: Fights in the air after 3 rounds, as a +1d3 weapon.

Intelligent weapon: Roll 1d3 for to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

Unusual Armour Table

Roll	Unusual Armour
1	Armour of Arrow Deflection
2	Demonic Armour
3	Ethereal Armour
4	Fiery Armour





Unusual Armor Descriptions

Armor of Arrow Deflection: +2 against missile fire.

Demonic Armor: Possessed by a spirit or demon, with effects to be determined by the Referee.

Ethereal Armor: +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).

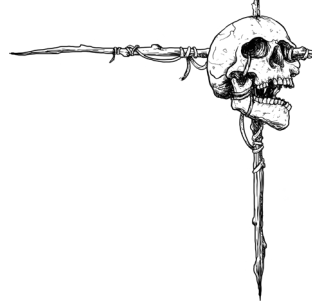
Fiery Armor: +1 armor that is surrounded by flames. These flames deal 1d6 damage to melee attackers.

Miscellaneous Items Table

Roll 1d20 and add +0, +20, or +40, depending on whether the treasure is minor, medium, or major.

Roll	Miscellaneous Items
1	Lesser Wand
2	Lesser Ring
3-20	Misc. Lesser Magical Item
21	Lesser Wand
22	Greater Wand
23	Lesser Ring
24	Lesser Ring
25	Lesser Ring
26	Greater Ring
27-40	Misc. Medium Magical Item
41	Greater Wand
42	Greater Wand
43	Greater Ring
44	Greater Ring
45	Staff
46-60	Misc. Greater Magical Item





Lesser Wands Table

Roll	Lesser Wands
1-2	Level 1 spell, holds 10 charges
3-4	Level 2 spell, holds 5 charges
5-6	Level 3 spell, holds 2 charges

Greater Wand Table

Roll	Greater Wands*
1	Level 3 Spell, holds 10 charges
2	Level 4 spell, holds 10 charges
3	Wand of Detection (enemies)
4	Wand of Detection (metal)
5	Wand of Detection (magic)
6	Wand of Detection (traps and secret doors)
7	Wand of Polymorph
8	Wand of Fear
9	Wand of Cold
10	Wand of Paralyzing

*Wands become useless with 0 charges. A wand can be recharged by casting a spell into it. There is a 5% chances per recharge that the wand will be destroyed.

Greater Wand Descriptions

Wand of Detection (enemies): Detects enemies in a radius of 60 feet, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

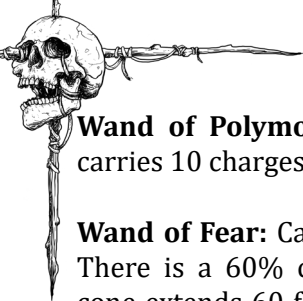
Wand of Detection (metal): Detects large caches of metal, with a range of 20 feet. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

Wand of Detection (magic): Functions as a Detect Magic spell with a range of 20 feet. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

Wand of Detection (traps and secret doors): Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges. extends 60 feet to a base 30 feet across. Holds 25 charges and cannot be

Lesser Rings Table





Wand of Polymorph: Casts either Polymorph (self) or Polymorph (other), carries 10 charges.

Wand of Fear: Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. Holds 25 charges and cannot be recharged).

Wand of Cold: Casts a cone of cold 60 feet to a base 30 feet across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges and cannot be recharged).

Wand of Paralyzing: Casts a cone of paralysis 60 feet to a base 30 feet across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges and cannot be recharged).

Roll	Lesser Ring
1	Fire Resistance
2	Invisibility
3	Mammal Control
4	Poison Resistance
5	Protection +1
6	Protection +2

Lesser Ring Descriptions

Fire Resistance: +5 to saving throws vs. magical fire and grants immunity to normal fire.

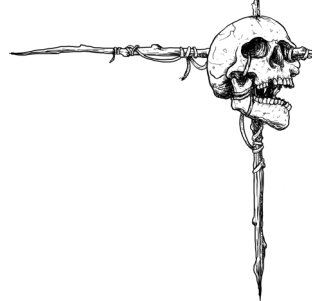
Invisibility: Turns wearer invisible.

Mammal Control: The wearer controls 1d6 mammals at a range of up to 60 feet. Control does not extend to humans or giant animals.

Poison Resistance: +5 to saving throws vs. poison.

Protection: Grants bonus to armor class and saving throws.





Greater Rings Table

Roll	Greater Rings
1	Human Control
2	Three Wishes
3	Regeneration
4	Djinn Summoning
5	Shooting Stars
6	X-Ray Vision
7	Telekinesis
8	Spell Turning
9	Spell Storing (magic-user)
10	Spell Storing (cleric)

Greater Ring Descriptions

Djinn Summoning: The wearer of this ring can summon a djinn.

Human Control: Allows the wearer to cast Charm Person once per day and maintain the charm on up to 3 individuals at a time.

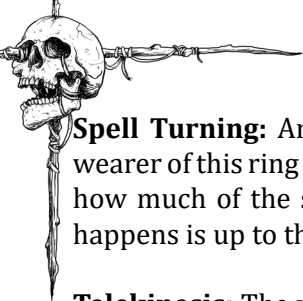
Regeneration: The wearer regenerates 1 HP/round and thus cannot die unless the ring is removed or the body burned.

Shooting Stars: Once per day, this ring can summon 1d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and deals 3d6 damage. If used indoors or underground, the meteors will strike whatever is directly above the target.

Spell Storing (Magic-user): The ring contains 1d6 Magic-user spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Magic-user) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

Spell Storing (Cleric): The ring contains 1d6 Cleric spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Cleric) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.





Spell Turning: Any spell (other than from a wand, etc.) directly aimed at the wearer of this ring is partially reflected back at the caster. Roll a d100 to determine how much of the spell's power bounces back; the exact determination of what happens is up to the Referee.

Telekinesis: The wearer can mentally lift and move up to 200 pounds of weight at a range of 120 feet.

Three Wishes: Grants the wearer 3 wishes; outrageous wishes backfire.

X-ray Vision: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the character can see through solid rock is just over 10 feet, though solid metals (other than lead) is 1 foot, and through lead is 1 inch.

Staffs Table

Roll	Staffs
1	Healing
2	Command
3	Snake, the
4	Striking
5	Withering
6	Power
7	Wizardry
8	Beguiling
9	Absorption
10	Lordly Might

Staff Descriptions

Absorption: Absorbs spells cast directly at the wielder and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells.

Beguiling: Casts Charm Person in a radius of 20 feet from the wielder (uses one charge). The duration of the charm is 1 hour.

Command: A charge can be used to control humans (as per Charm Person), plants, or animals.



Healing: Cures 1d6+1 hit points of damage per charge.

Power: Casts Light (no charge used), casts Fireball (4d6 damage), cold as a Wand of Cold, Lightning Bolt (4d6 damage), acts as a ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used).

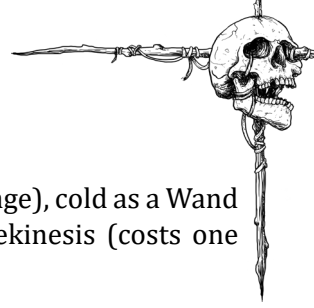
Lordly Might: These staves only carry 10 charges, but a charge may be used to cast Raise Dead.

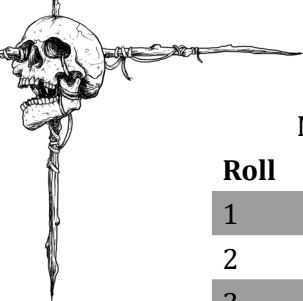
Snake, the: +1 “to-hit” and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for $1d4 \times 10$ minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 24. Only Clerics can employ a Staff of the Snake.

Striking: Inflicts 2d6 points of damage with a successful hit (does not use charges).

Withering: Adds ten years of physical aging with a successful hit.

Wizardry: The most powerful of staves. It is a staff of power with additional abilities. At the cost of one charge, it allows invisibility, summoning elementals (calling 1d4 at a time), Hold Person, a Wall of Fire, Passwall, a Web spell, or Fly.





Miscellaneous Magic Items Table (Lesser)

Roll	Lesser Magic Items
1	Arrow of Direction
2	Bag of Holding
3	Boots of Elvenkind
4	Boots of Speed or Leaping (50%)
5	Bracers of Defense, AC 6 [13]
6	Chime of Opening
7	Cloak of Elvenkind
8	Cloak of Protection +1
9	Cursed Item
10	Decanter of Endless Water
11	Dust of Appearance or Disappearance (50%)
12	Dust of Sneezing and Choking
13	Gauntlets of Swimming and Climbing
14	Horseshoes of Speed
15	Luckstone (+1 to saving throws and to-hit rolls)
16	Manual of Beneficial Exercise
17	Pipes of the Sewers
18	Rope of Climbing
19	Rope of Entanglement
20	Spade of Excavation

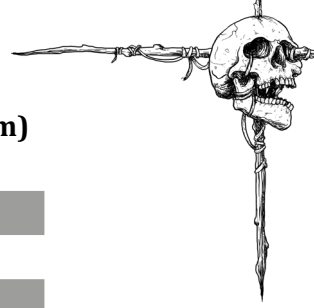
Miscellaneous Magic Item Descriptions

Amulet against Scrying: Protects the wearer from all scrying, such as Detect Thoughts or being viewed through a crystal ball. Usable by: All Classes.

Amulet of Demon Control: Functions as a Protection from Chaos spell, and allows the wearer to attempt to cast Charm Monster upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-users and Clerics.

Arrow of Direction: Points the direction of whatever the owner requests. Cannot be used more than 7 times in a single week. Usable by: All Classes.





Miscellaneous Magic Items Table (Medium)

Roll	Medium Magic Item
1	Amulet Against Scrying
2	Bone of Remembrance
3	Bracers of Defense AC4 [15]
4	Carpet of Flying
5	Cloak of Displacement
6	Cloak of Protection +2 or +3
7	Deck of Many Things
8	Figurine of the Onyx Dog
9	Gauntlets of Ogre Power
10	Helm of Read Magic and Languages
11	Hole, portable
12	Horn of Valhalla, bronze
13	Horn of Valhalla, silver
14	Jug of Alchemy
15	Manual of Quickness
16	Medallion of Detect Thoughts (ESP)
17	Mirror of Mental Scrying
18	Robe of Blending
19	Robe of Eyes
20	Robe of Wizardry

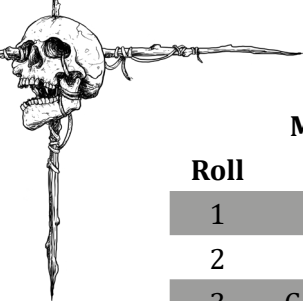
Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10 × 5 × 3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as it can create potions. Usable by: All Classes.

Bone of Remembrance: Allows the party to teleport to the village and back to the last gate they unlocked.

Boots of Elvenkind: The wearer moves with complete silence. Usable by: All Classes.





Miscellaneous Magic Items Table (Greater)

Roll	Greater Magic Item
1	Amulet of Demon Control
2	beaker of Potions
3	Censer, Bowl, Brazier, or Stone of Controlling Elements
4	Crystal Ball
5	Efreeti Bottle
6	Figurine of the Golden Lion
7	Gauntlets of Dexterity
8	Gem of Seeing
9	Girdle of Giant Strength
10	helm of Fiery Brilliance
11	Helm of Teleportation
12	Horn of Blasting
13	Horn of Valhalla, iron
14	Lense of Charming
15	Libram, magical (level gain)
16	Manual of the Golems
17	Manual of Intelligence
18	Manual of Wisdom
19	Soul Leech
20	Symbol-Scarab of Insanity

Boots of Levitation: These boots allow the wearer to Levitate (as per the spell) with unlimited duration. Usable by: All Classes.

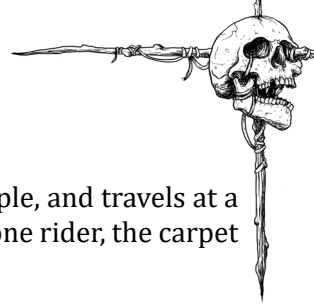
Boots of Speed or Boots of Leaping (50%): Boots of Speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: All Classes.

Bracers of Defense, AC 4 [15] or AC 2 [17] (50% chance): These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings



or other protective magics. Usable by: All Classes.

Carpet of Flying: The carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. Usable by: All Classes.



Censer, Bowl, Brazier, or Stone of Controlling Elementals: Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-users.

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or Wizard Locked. Usable by: All Classes.

Cloak of Displacement: The wearer appears to be in a slightly different location than he really is. His AC improves by 2, and he gains a +2 saving throw against any targeted attack upon him. Usable by: All Classes.

Cloak of Elvenkind: The wearer is almost, but not quite, invisible. Usable by: All Classes.

Cloak of Protection, +1: This cloak improves the wearer's AC by 1, and grants a bonus of +1 on saving throws. Usable by: All but Fighters.

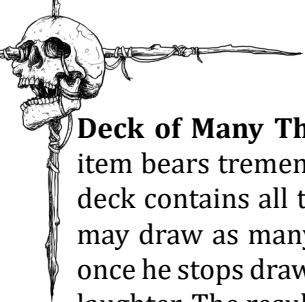
Cloak of Protection, +2 or +3 (50%): This cloak improves the wearer's armor class by 2 (or 3), and grants a bonus of +2 (or +3) on saving throws. Usable by: All but Fighters.

Crystal Ball: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Magic-users.

Cursed Item: (See Cursed Items, Page 104)

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstopped. Usable by: All Classes.





Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per card in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results are as follows:

The Hearts (♥)

Ace: Gain 50,000 xp.

King: Gain a magic item from the Misc. Magic Items (Greater) table.

Queen: Gain 1d3 wishes

Jack: Gain the ability to summon an 8 HD warrior with +3 sword, shield, to serve for a total of 1 hour.

The Clubs (♣)

Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous Quest (per the spell).

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

The Spades (♠)

Ace: Lose a level of experience

King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.

Queen: The character dies instantly.

Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

The Diamonds (♦)

Ace: Gain a map to a very significant treasure

King: Gain 5d6 items of jewelry

Queen: Gain a scroll of seven spells, all 2nd level or higher

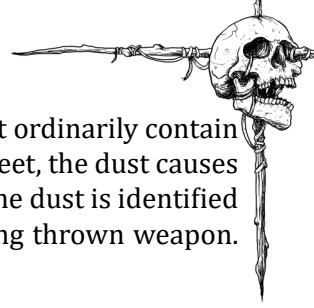
Jack: Add one point to a single attribute of the player's choice

The Joker: Gain 25,000 XP or choose to draw two more cards.

Dust of Appearance or Disappearance (50%): Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10 foot radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.



Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one “dose.” When scattered in a radius of 10 feet, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.



Efreeti Bottle: The efreeti of the bottle will serve the bottle’s owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

Figurine of the Golden Lions: A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner’s orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. Usable by: All Classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer’s dexterity (to a maximum of 18). Usable by: All Classes.

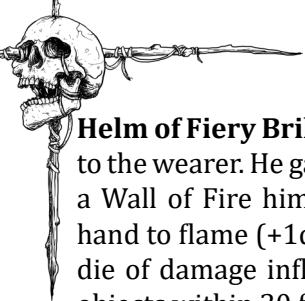
Gauntlets of Ogre Power: These gauntlets raise the wearer’s strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +4 (not cumulative with the wearer’s existing strength bonus, if any). Usable by: all but Magic-users.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing. Usable by: all but Magic-users.

Gem of Seeing: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). It does not increase “to-hit” probability. Usable by: All Classes.





Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a Wall of Fire himself. Fighters wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-users wearing the helm can add +1 to each die of damage inflicted by a Fireball spell. Clerics wearing the helm can ignite objects within 30 feet at will, and may cast two Light or Continual Light spells for each one actually prepared. The wearer of this helm is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. Usable by: All Classes.

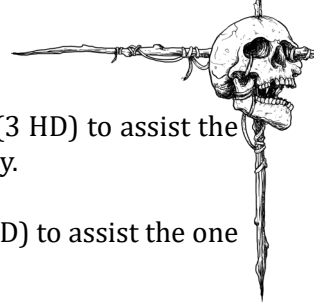
Helm of Reading Magic and Languages: The wearer can read all languages, including magic script. Usable by: All Classes.

Helm of Teleportation: When the wearer casts a Teleportation spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a Teleportation spell on anyone other than the wearer. Usable by: Magic-users.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 feet deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name “portable.” Usable by: All Classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long, and widens to a base of 20 feet (the “point” of the cone, at the horn’s mouth, is 10 feet wide). Usable by: All Classes.





Horn of Valhalla, Bronze: Summons 2d4 berserk warriors (3 HD) to assist the one who winded the horn. Usable by: Fighters and Clerics only.

Horn of Valhalla, Iron: Summons 2d4 berserk warriors (4 HD) to assist the one who winded the horn. Usable by: Fighters.

Horn of Valhalla, Silver: Summons 2d4 berserk warriors (2 HD) to assist the one who winded the horn. Usable by: All Classes.

Horseshoes of Speed: Double a horse's movement rate. Usable by: Horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than 7 times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: All Classes.

Lenses of Charming: These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per a Charm Person spell). The saving throw against the power of the lenses is made at -2. Usable by: All Classes.

Libram, magical (level gain): Magical librums grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written.

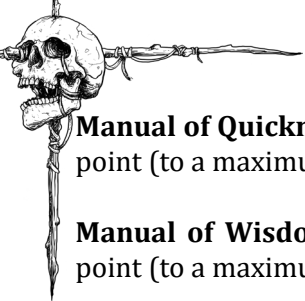
Luckstone: This stone grants +1 to saving throws and "to-hit" rolls. Usable by: All Classes.

Manual of Beneficial Exercise: Reading this tome increases the reader's strength by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Magic-user class, enchanted to inflict damage or even the loss of a level. Usable by: Magic-users only.

Manual of Intelligence: Reading this tome increases the reader's intelligence by 1 point (to a maximum of 18). Usable by: All Classes.





Manual of Quickness: Reading this tome increases the reader's dexterity by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Wisdom: Reading this tome increases the reader's wisdom by 1 point (to a maximum of 18). Usable by: All Classes.

Medallion of Detect Thoughts (ESP): Functions as a Detect Thoughts (ESP) spell within 30 feet (75%) or 90 feet (25%). Usable by: All Classes.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast Clairaudience, Clairvoyance, and Detect Thoughts (ESP), with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: All Classes.

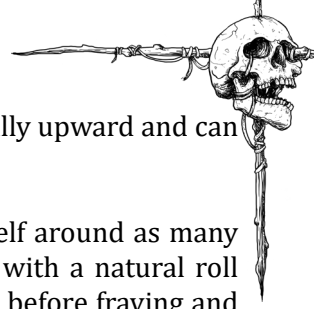
Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 × 10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). Usable by: All Classes.

Robe of Blending: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Magic-users only.

Robe of Wizardry: This robe grants the wearer the ability to cast Charm, Polymorph, and Hold Person with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-users only.





Rope of Climbing: A 50 foot length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: All Classes.

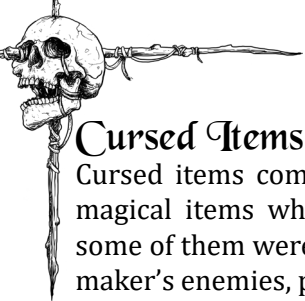
Rope of Entanglement: This rope, on command, twines itself around as many as $2d4+1$ human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

Soul Leech: This necklace will leech souls collected by someone else or from monsters. A Willpower save will need to be made DC15 to avoid 25 souls per rnd being leeched. If this is a monster the souls they have are equal to their HDE/SP total.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out 1 cubic yard (27 cubic feet) per ten minutes. Usable by: Fighters.

Symbol—Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Referee, it might be recharged but with a 5% chance per charge that the item will be destroyed. Usable by: All Classes.





Cursed Items

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker’s enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the Referee is encouraged to create his own cursed items, the samples on the following page should prove useful guidance:

Cursed items Table

Roll	Cursed Items
1	Bag of Devouring
2	Censer of Hostile Enviroments
3	Cloak of Poison
4	Crystal Ball of Suggestions
5	Dancing Boots
6	Flask of Stoppered Curses
7	Horn of Collapse
8	Medallion of Projecting Thoughts
9	Mirror of Opposition
10	Robe of Feeblemindedness

Cursed Item Descriptions

Bag of Devouring: Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

Censer of Hostile Elementals: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner’s control.

Cloak of Poison: Upon donning this cloak, the wearer’s body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: Does not function as a crystal ball, but implants a suggestion in the viewer’s mind. Powerful versions of this item might even implant a Quest.



Dancing Boots: These boots function as boots of Elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz.

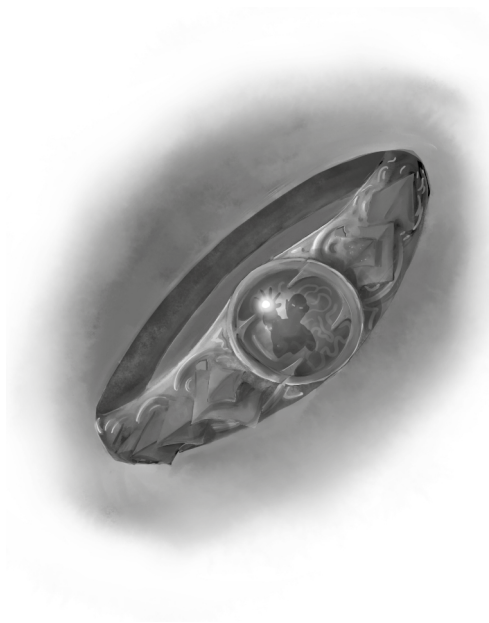
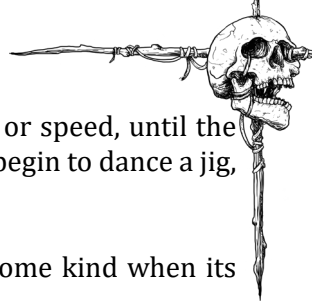
Flask of Stopped Curses: This flask releases a curse of some kind when its seal is broken.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts: The wearer's thoughts can be "heard" by all nearby.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Robe of Feeble-mindedness: Anyone donning this cloak has his intelligence reduced to that of a garden snail.





Backer Epitaphs

Michael Kusternig, always rolled badly at
inopportune moments.

Here lies Martin St-Laurent the undying... almost.

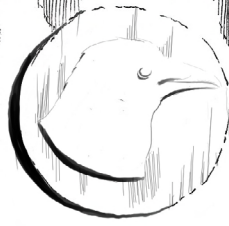
Old Man Cmar, he didn't die young, the years
didn't beat him, only sharpened his tongue

Here lies Senka, lost her freedom stuffing her
nose into the wrong secrets

Here lies Bradley Ward. He spent more time
thinking about the world than he did living in it.

Adam Crossingham "Ouch! That hurt."

Here solemnly lies Alex Made / his eyes were
too big for his blade / He sized up the worm, and
thus he confirmed / how foolish, young heroes
can be slayed.



Backer Epitaphs

Boris, Dead. At last.

RB Randolph, she who laughs last, laughs longest

Reighar, no more Restless Nights

Nate Ng, I was hoping for a pyramid

Andy Campbell, See you all soon!

Here Lies Rachel Vardanega. Nothing is ever set in stone

Here lies Simon, who tried to inhale burnt driad's hair.

Here lies Robert MacGillivray who died as he lived, face in his pillow asking for a few more minutes





Backer Names

Patrice Mermoud
Ian McFarlin
Andrzej Krakowian
Fire Lizard Games
Rangdo
Chris and Laura
Reed
Serenity Kaysdatter
Brian W McDowell
Trevor A. Ramirez
Chelsea Clifton
Tuomas Ristimäki
Nick Colombo
Andy Action
Emily Lutringer
Alex D
J David Porter

C a l d e r
Gathankathala
Jonathan "Buddha"
Davis
John Johnson
Honey Staufer
Grant Ruhoff
Spyros Veronikis
Lester Moore
Chris Longhurst
Ben Pauze
Mark J. Featherston
MagnusLL, maskaro
Samuel F, Ryan
Russell



FROM THE ASHES

NAME: _____ RACE: _____

CLASS: _____ ALIGNMENT: _____

LEVEL: _____ SOUL POINT: _____ BONUS: _____

CAUSE OF DEATH: _____

	ATT	MOD	SKILL
STRENGTH			

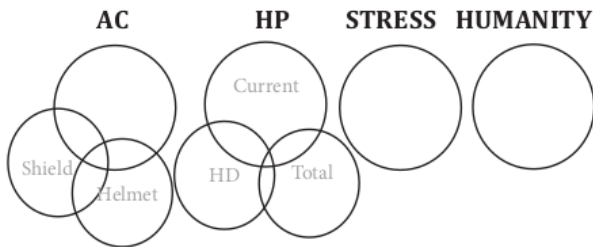
DEXTERITY

CONSTITUTION

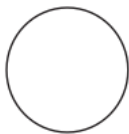
INTELLIGENCE

WISDOM

CHARISMA



To Hit										
DAC	9	8	7	6	5	4	3	2	1	0
AAC	10	11	12	13	14	15	16	17	18	19



Saving Throw

Notes

[illegible]

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You are Dead!

Or so you thought, you awaken in a foul smelling hut, and are told that when you died the gods had no idea what to do with you so now, you are in limbo.

You must prove your worth to the gods,
climb the maountain and reach the hall of heroes,
if you do this you can truly die.

From the Ashes uses the Whitebox rules with some Homebrew thrown in.

Inside you will find:
Character Creation
Rules for Sanity
Rules for using Skills
A Bestiary
Weapons and Gear

Also all 6 levels of the mountain mapped out for the GM

So kill your characters and lets start the adventure.

