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TEMPLE OF THE BEAR



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THE TEMPLE OF THE BEAR

Written and Illustrated by John Fredericks



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INTRODUCTION

Thank you for purchasing this product. This adventure is designed for use with your favorite old-school (or perhaps new school) game. Map files are provided for online tabletops. Printable pdf files are provided for tabletop use. They are scaled for miniature play. Simply print the maps, trim off some of the white borders, and glue or tape them together. Alternately, you could print the online map files if you have a large format printer.

In this adventure, player characters (PC's) will investigate recent attacks near the town of Fastholme. The locals report seeing strange bear creatures coming from the wilderness north of town. This will lead the party to enter the long-forgotten Temple of the Bear.

Here are a few notes before we get started.

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

Monsters and Opponents: This adventure uses simplified stat blocks to provide you with the most important information for play. A single saving throw (based on "VS. SPELLS") is provided. Assume all opponents move at 40 feet per round unless otherwise noted. Any treasure is listed in the notes, and natural monsters will flee when badly injured. Magical creatures like mummies will fight to the end. Both a "to hit" chart (descending armor class) and an attack bonus (ascending armor class) are provided for each opponent.

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

BEGINNING THE ADVENTURE

This adventure begins in Fastholme, a trading center for local farmers and hunters. The town is located along the Old King's Road, which connects many towns and villages to the great cities of the east. The town has about 5,000 inhabitants, though many more live in the outlying farmlands. To the west and the north are great forests and mountains. There are rumors that ancient, dark cults hid their temples and shrines deep in the wilderness.

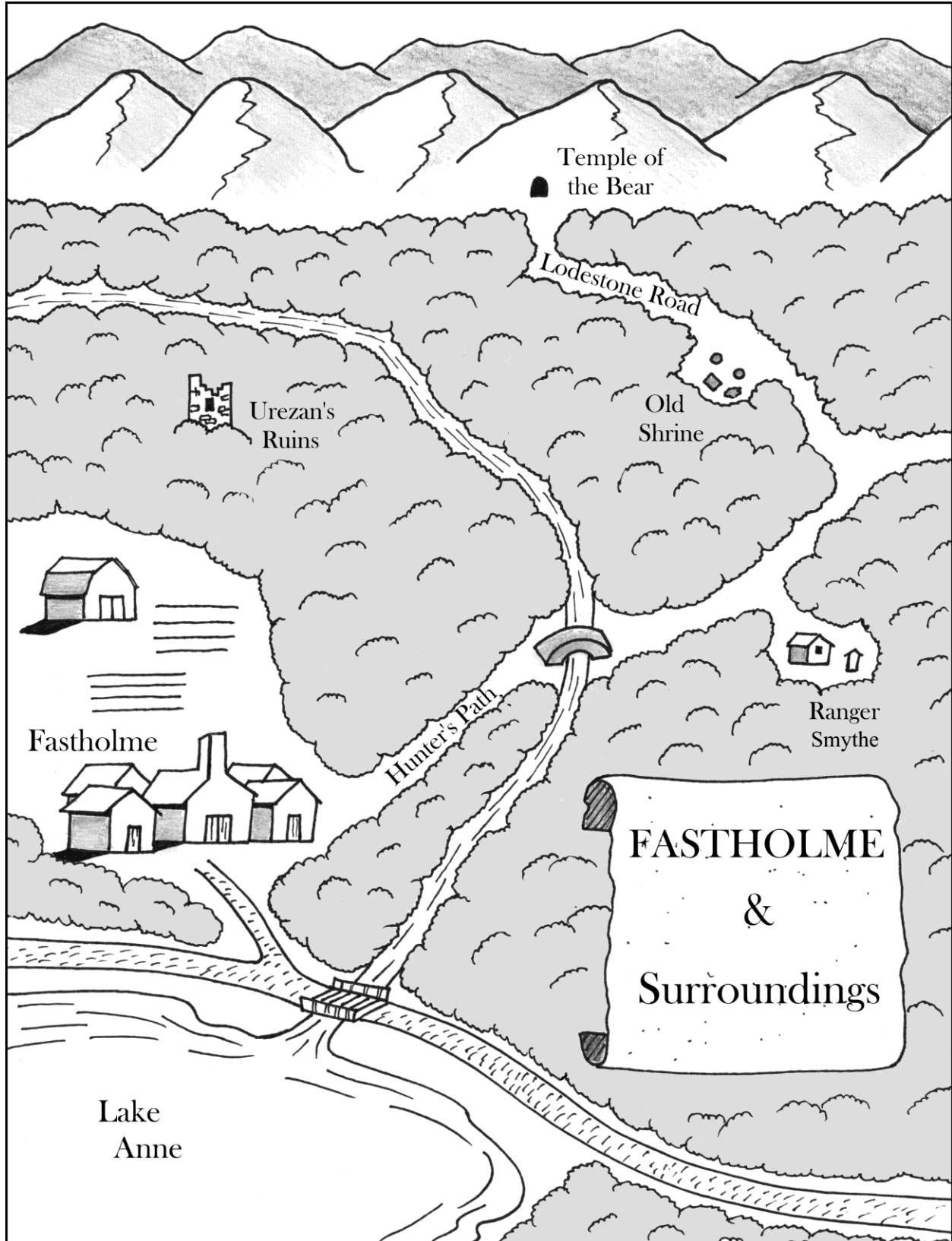
Player characters can become involved in a number of ways. Perhaps they were traveling to Fastholme in search of work. They may have relatives that they are visiting in town, or even be from the town. If you are starting a new campaign, Fastholme can make an excellent home base. There are numerous shops with trade goods available, and plenty of adventuring sites in the forests and mountains. Because Fastholme is a large town and a trading center, diverse races such as dwarves and elves are welcome there.

The map on the next page (**Map 1.**) shows an area map of Fastholme and its surroundings. It is not meant as a tactical battle map, but rather as an artistic representation of the area. The PC's will start out travelling westward on the road on the bottom of the map, the Old King's Road. They will meet very few travelers along the road. The ones they do will seem very nervous and alert. If asked, they will tell the party that several travelers disappeared on this very road several weeks ago.

When the party arrives in town, they will find it strangely quiet and subdued. While the locals are still conducting their business, it is done quickly, as though people don't want to be outside for too long.

The characters are free to explore the town. They may decide to try different venues such as shops, the local authorities, or taverns. Several townspeople are presented below without tying them to a particular location. Feel free to place the

MAP 1. Fastholme and Surroundings



people wherever you need them. A popular tavern in town is The Rust Monster. It serves both food and drink and caters to travelers and traders.

MARIEN - Marien is a matronly woman in her 40's. She is very friendly, and will give the party information if they ask. She knows that there have been attacks on the outlying farms, and that some claim that wild animals were involved. She also knows the Schoff boy has disappeared. She would make an excellent shopkeeper or tavern keeper.

WELLING JOHN - This portly man is about 35 and sports a bushy mustache. He will be happy to provide information for the cost of a good meal. He claims to have had some business troubles recently which have left him down on his luck. He knows that the Schoff's farm was attacked, and that the culprit had wild bears with him. He also knows that the Gregory Schoff, the missing youth, was betrothed to Mayor Golden's daughter Loxie. He can often be found scrounging up meals at local taverns or in the market.

SUNDAY ROAMER - This aging halfling is a retired adventurer. He will be keen to talk with the party and ask about their travels. He believes the attacks have something to do with the forgotten Temple of the Bear. It lies somewhere in the mountains to the north. He suspects his friend Ranger Smythe may know its location, though he hasn't visited him recently. Sunday may be used as a tavern patron or a curious fellow shopper.

MAYOR HARRIS GOLDEN – Mayor Golden is a prosperous, middle-aged merchant. He is well into his forties, tall and handsome with graying hair. He is quite concerned about the recent attacks, and the disappearance of the Schoff boy. His daughter, Loxie, is betrothed to Gregory and was with him the night of his disappearance. He

will offer the party a reward of 3000 gold pieces (negotiable up to 4000) for the safe return of Gregory Schoff and for proof that they have ended the attacks. He will allow the party to talk to Loxie if they'd like.

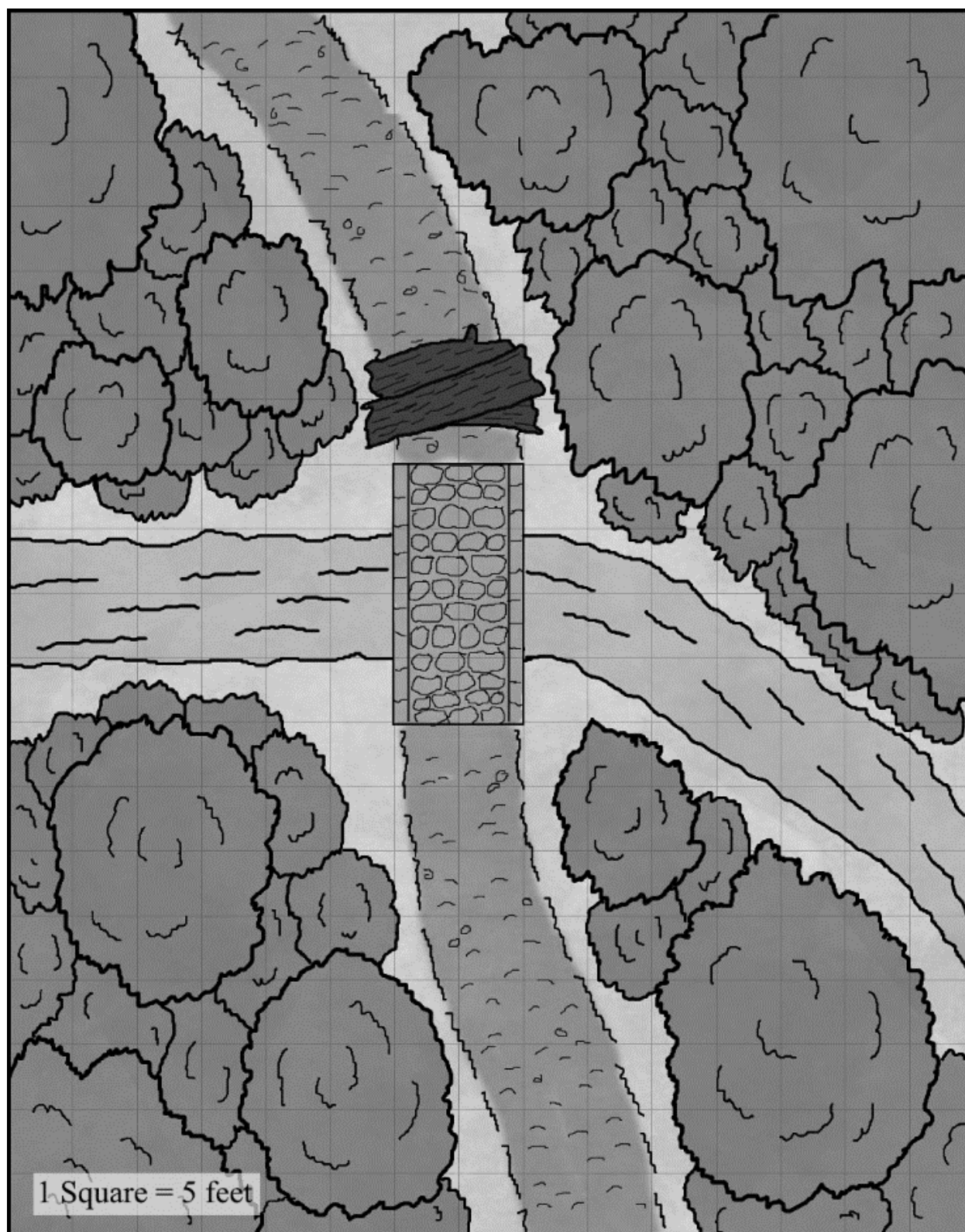
LOXIE GOLDEN - Mayor Golden's daughter is an attractive young woman of about 18. She has blond hair and lives with her parents in one of the finest homes in Fastholme. She was visiting Gregory Schoff the night he disappeared. There was a disturbance from the edge of the Schoff farm, so Gregory took a torch to investigate. When he did not return, Loxie went to the edge of the property and found the torch and ripped cloth from Gregory tunic. She also saw footprints, though some of them did not appear human. She begs the party to bring Gregory back to her.

FARMER SCHOFF - Farmer Schoff is a farmer from just outside of town. He is a balding man of about 45. Though short, he is quite strong and used to hard work. He is very distraught about the loss of his son and offers to pay the party his entire savings of 400 gp to bring him back. He suggests they see Ranger Smythe who lives just past the Stone Bridge on the Hunter's Road out of town. He knows Smythe from his fall and winter hunting trips and believes he may have information on what is occurring in the area.

It's unlikely the party will talk to everyone listed here, so feel free to adjust what each character knows. The main goal is to get them on the road to the Stone Bridge. Should they decide to investigate Urezan's Keep instead, they will find the deserted ruins of a wizard's tower. This area is left for the GM to design for future adventures.

On to the Stone bridge....

MAP 2. The Stone Bridge



THE STONE BRIDGE

The first obstacle the party will face is crossing the Stone Bridge on the Hunter's Path. The stream is about 10 feet wide and 5 feet deep. On the far side, trees have been felled to block passage. The trees have been pushed over rather than cut with an axe.

Three owlbears are waiting to attack the party. Two are hiding in the woods near the felled trees, and one waits under the bridge. They will try to surprise the party when they cross the bridge. As they attack, one of the owlbears who was hiding near the trees will call to the others: "We'll eat well tonight, boys." He speaks in the common tongue and can be understood by the characters.

The owlbear who spoke is Beakaxe, a creature given intelligence by the wizard Claughton. If captured he will try to negotiate for his freedom. He will tell the party to take the path north to the Temple of the Bear, and that Claughton and his wife and son are operating within. He doesn't know what other dangers are inside. He only knows that he and his two companions were tasked with keeping people away from the Temple.

If Beakaxe is brought along as a prisoner, he will attempt to escape at the earliest opportunity. Otherwise he will whimper and cry and try to get on the characters' nerves as much as possible.

After surviving this encounter, the party can either visit Ranger Smythe or head north on the Lodestone Road to the Old Shrine.

OWLBEAR (5 HD)

AC 5(15) HP (25) SV (15)

Combat and Notes

+5 (1d8/1d8/1d8 + 2d8 hug) claw/claw/bite
Must hit with both claws to do hug damage

AC	9	8	7	6	5	4	3	2	1
To hit	6	7	8	9	10	11	12	13	14



RANGER SMYTHE'S CABIN

If the party decides to stop at Ranger Smythe's cabin, they will find a cabin, outhouse, and a storage building. There are beehives close to the tree line. There is meat smoking over an outdoor fire, but there is no one to be found.

Ranger Smythe has retreated to the nearby woods until he knows if the party is friendly or not. He will eventually call to the party: "Who are you? Why are you hear?"

Ranger Smythe can be coaxed out of the woods if the party can convince him that they mean no harm. Mentioning contacts from Fastholme will help as well.

Ranger Smythe is a thin, strong man of about 30. He wears hunting leathers and is always armed with a large knife and a bow. He will invite the party to eat bread and honey with him. He also has some wild grape wine that he will share. He is very proud of his knowledge of the plants and animals in the area.

Smythe has seen activity on the Lodestone Road, and suspects that someone may be occupying the Temple of the Bear. The temple is located in a cavern inside the mountain, and can he provide directions to the entrance. He has never been inside. He also warns them about humanoids who dwell in that part of the woods. He has spotted orcs, trolls, and bugbears near the mountains.

Smythe has healing potions that he brews from local herbs. If the party asks, he will be willing to trade for two of them. They heal 1d6+1 hit points each. Also, Ranger Smythe can make an excellent replacement or additional character if one is needed at this point in the adventure. Simply use the HUMAN FIGHTER sheet provided at the end of this booklet. Adjust Smythe's gender if desired.

The next step is to travel north on the Lodestone Road towards the Old Shrine.

THE OLD SHRINE

The party will approach the Old Shrine from the south, as shown on **Map 3**.

The path is covered with leaves. Beneath the leaves are rope snares set by the clever monkeybears. The rope snares require a SAVING THROW VS MAGIC WANDS to avoid if characters are not taking precautions. If they are, it requires a DEXTERITY check to avoid the snares. If characters throw rocks or sticks into the leaves, there is a 1 in 6 chance that it will trip the snares.

Characters who do not avoid the snares are unharmed, but are hoisted 8 feet in the air, upside down. They will be set upon by monkeybears who will attempt to steal their packs or weapons. Since they are upside down, characters suffer a 2-point armor class penalty. Characters on the ground also will be harassed by the monkeybears, but with no armor class penalty.

Monkeybears are cowardly, and will not fight to the death. They will flee if they can. Also, they do not know what is occurring in the Temple of the Bear, but they have seen "large hairy ones" guarding the entrance.

MONKEYBEAR (1 HD)

AC 6(14) HP (4) SV (16)

Combat and Notes

+1 (1d2/1d2) claw/claw

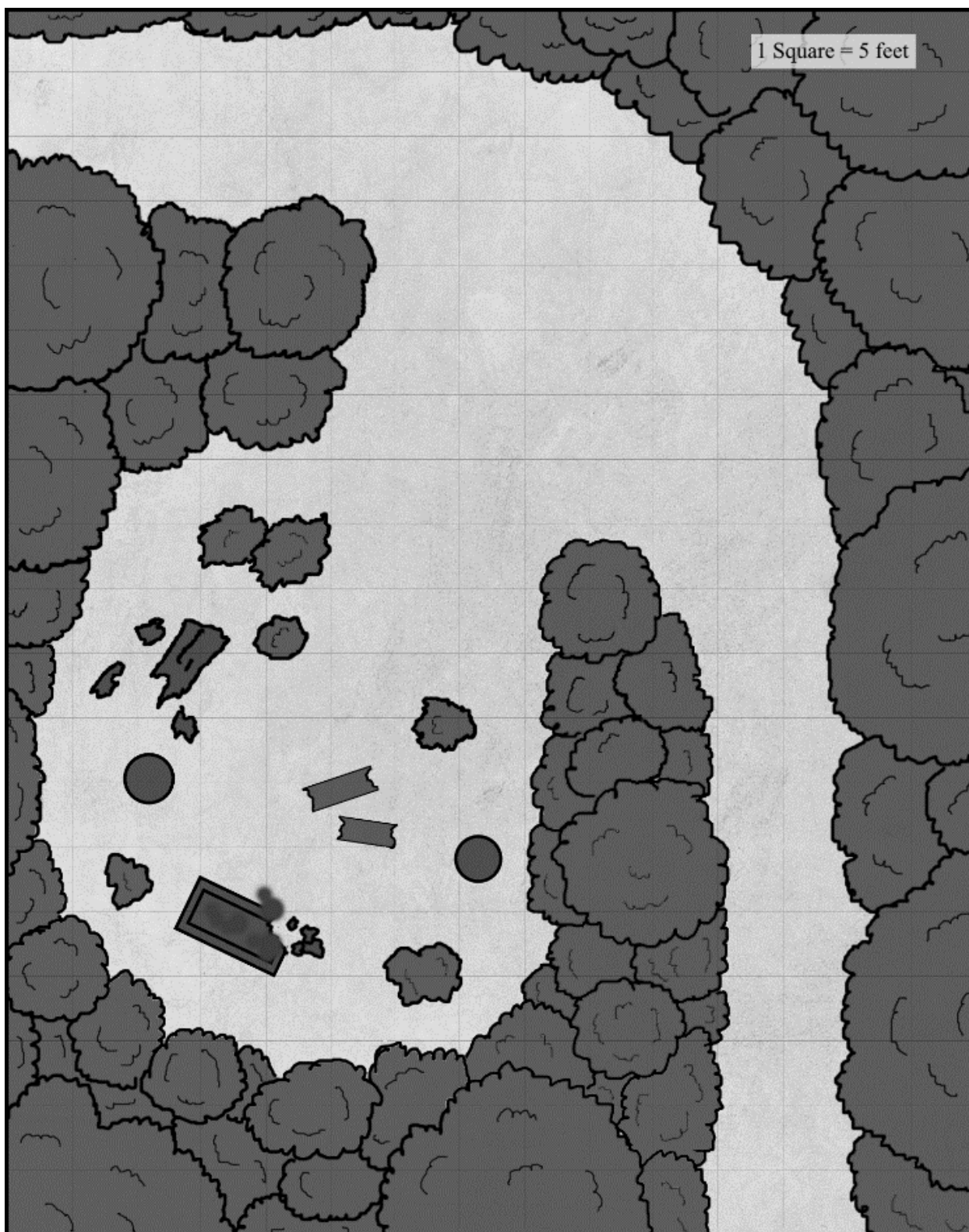
On a successful hit, they will try to steal an object rather than do damage. Characters may try to hold onto their objects with a STRENGTH Check (at -2 if snared)

AC	9	8	7	6	5	4	3	2	1
To hit	10	11	12	13	14	15	16	17	18



After encountering the monkeybears, the party will come upon the Old Shrine. This area has a stone altar, a broken pillar, and broken stone benches. Some of the vines and undergrowth have

MAP 3. The Old Shrine



been cleared away recently, and there is dried blood on the altar. A search of the area will reveal bones that have been bitten and gnawed. It will be difficult to identify whether these are animal or human bones.

As the players search, they will hear a soft voice. At first, they may mistake it for wind blowing through the trees and brush. However, they will soon hear a voice saying: "Do not enter the temple." A ghostly figure will appear before them, a woman clad in rags. This is the specter of Estellus Servox, a former cultist of the Temple of the Bear. If confronted, she will answer three questions. Below is a list of things that she might reveal:

- "I was once a member of this evil cult, and have been punished. I must warn all to keep away."
- "We sought to imbue bears with a mesmerizing gaze from beyond. Their enemies would be paralyzed."
- "Claughton seeks to release this mesmerizing power."
- "It requires a blood sacrifice."
- "He has allies within, a woman, a young man, and others."

Feel free to give the players more than three answers if you like. If the party decides to attack Servox, statistics are given below. If they do not attack (a wise course of action), She will fade away after answering three questions.



SPECTRE (6 HD)

AC 3(17) HP (27) SV (15)

Combat and Notes

+6 (1 level drained) touch

*Specters are immune to attacks with non-magical weapons, **charm**, **sleep** and **hold spells**. They be turned by clerics.*

AC	9	8	7	6	5	4	3	2	1
To hit	5	6	7	8	9	10	11	12	13

THE TEMPLE OF THE BEAR, Level 1 Area 1

There are many trees and bushes that can serve as cover on the approach to the cavern entrance. Outside the cavern are three hairy humanoids, bugbears. Two stand as guards. They are armed with spears and are named Zurin and Sawtooth. The third bugbear is using his spear to poke at a deer roasting over a campfire. His name is Grizbi, and he sings a song as he works. The lyrics of "*An Old Bugbear Like Me*" can be heard as the party approaches.

The bugbears will fight to defend the entrance, but not to the death. They will attempt to flee if they take too much damage. If captured, they will tell the party that there are 2 more bugbears inside, and that they were hired by a human wizard Claughton. They were not permitted beyond the guards' chambers, so they do not know what else is inside the cavern. They will beg the party to let them go.

The bugbears have 20 gp on them.

BUGBEAR (3 HD)

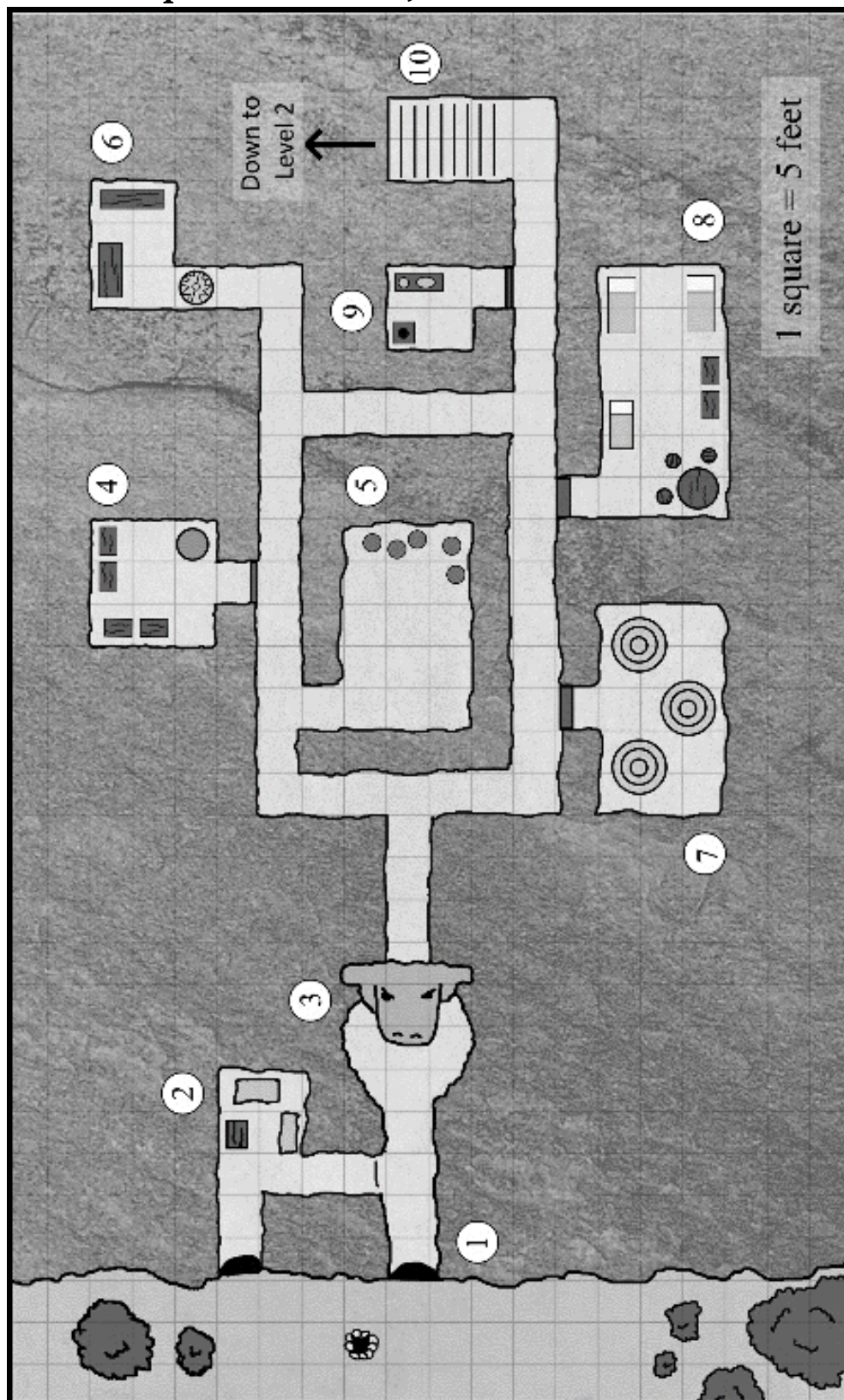
AC 5(15) HP (15) SV (15)

Combat and Notes

+3 (1d8+1 or weapon +1)

AC	9	8	7	6	5	4	3	2	1
To hit	8	9	10	11	12	13	14	15	16

MAP 4. The Temple of the Bear, Level 1





Area 2

The walls inside the cavern are rough, but were clearly excavated. The ceilings are about 9 feet tall.

Area 2. serves as the bugbears' sleeping quarters. There are blankets, straw, and gnawed, discarded bones. Two more bugbears, Jawson and Boroth are asleep. Their pet black bear, Growllek is sleeping in there as well. They will attack if awakened, especially Growllek. Like the other bugbears, Jawson and Boroth will try to bargain for their lives if captured.

There is an additional 30 gp hidden under the blankets.

BLACK BEAR (4 HD)

AC 6(14) HP (18) SV (15)

Combat and Notes

+4 (1d4/1d4/1d6 + 2d6 hug) claw/claw/bite

Must hit with both claws to do hug damage

AC	9	8	7	6	5	4	3	2	1
To hit	7	8	9	10	11	12	13	14	15

Area 3

The tunnel widens into a chamber that is roughly 15 feet by 15 feet. The ceiling rise to about 15 feet as well. On the far side of the chamber is a large bear face carved into the rocks. There is a soft light shining from the bear's mouth, suggesting the passageway continues through there. No other exits are visible in the chamber.

When a character enters the mouth, the top jaw will slam down to try to crush them. The jaw does 1d10 damage. A successful SAVING THROW VS. DRAGON BREATH may be attempted to avoid the damage.

If characters attempt to wedge the jaw open using nearby rocks or poles, this will help. As each character walks through the wedged jaw, the GM should roll a 1d6. On a 1 or 2, the wedge breaks and the jaw slams down. A Saving Throw may be attempted as before.

Characters who make it to the far side may search for the mechanism that disables the jaw trap. It is well hidden in the rock wall, and may be discovered with a successful FIND SECRET DOORS roll. Thieves may use their FIND/DISABLE TRAPS skill instead.

A small patch of phosphorescent moss provides dim light in the tunnel beyond. The tunnel branches just past the jaw trap.

Area 4

The old wooden door to this room is locked, but not trapped. Inside are several locked cabinets. The locks are small, and rusty with age.

The cabinets contain the ceremonial attire and equipment from the ancient bear cult. There are:

- black and red trimmed robes
- candles
- candelabra
- 5 rusty ceremonial daggers
- 20 feet of rope

- 3 human skulls
- 2 wax-sealed healing potions (1d6+1 points of healing each)

Area 5

This area is also softly lit. However, the glow comes from the eyes of 2 zombie bears. They will attack anyone who enters the chamber and will pursue them into the hall as well. They make no sounds, but smell like rotting meat. They may be turned as 4th level undead (a wight, in some editions).

ZOMBIE BEAR (4 HD)

AC 6(14) HP (20) SV (15)

Combat and Notes

+4 (1d4/1d4/1d6 + 2d6 hug) claw/claw/bite

Must hit with both claws to do hug damage

*Immune to **charm**, **sleep**, and **hold** spells*

May be turned as 4th level undead

AC	9	8	7	6	5	4	3	2	1
To hit	7	8	9	10	11	12	13	14	15

The zombie bears are guarding large casks of honey. The honey is fresh, sticky, and edible.

Area 6

A bear trap is hidden under loose soil in this passage. There is a 4 in 6 chance that anyone stepping into this area will trigger the trap. The trap does 1d8 points of damage. A successful SAVING THROW VS. DRAGON BREATH will reduce the damage by half. Characters may throw rocks or other items at the trap to trigger it. However, once triggered, it will spring into the air. The nearest character will take 1d3 points of damage unless they also make a successful SAVING THROW VS. DRAGON BREATH.

Inside the chamber are shelves stocked with moldering ritual books. Magic-Users and Clerics may attempt an INTELLIGENCE check to see if they can read them. If successful, they will read

how this cult planned to release energies from dark planes into their captive bears. This would give the bears incredible strength and a mesmerizing gaze. They planned to conquer the surrounding area, and eventually to spread their cult across the world.

Also, there are several Magic-User and Clerical scrolls. They include:

- Fireball (MU)
- Haste (MU)
- Silence, 15' radius (MU)
- Charm Animal (C)
- Cure Light Wounds (C, two scrolls)

Area 7

This room has a closed, unlocked door. If players listen carefully, they will hear a humming sound through the door. Inside are 3 giant beehives. Sunlight filters through a crack in the ceiling. This crack is not large enough for a character to fit through.

Inside giant bees tend the hives. They will attack any player who enters the room, but will not follow them into the hallway. Honey can be obtained here, but only by breaking into the hives. Assume there are two giant bees per character.

GIANT BEE (1 HD)

AC 7(13) HP (3) SV (16)

Combat and Notes

+1 (1d4) sting

AC	9	8	7	6	5	4	3	2	1
To hit	10	11	12	13	14	15	16	17	18

Area 8

The door to this chamber is locked, but not trapped. Inside are living quarters. There are 3 stools around the table, and 3 half-eaten bowls of oatmeal. There are three beds of varying firmness. All are neatly made. The two chests in the room contain both men's and women's clothing and 47

gold pieces. There is a sewing kit and a map of the immediate area. The town of Fastholme is circled in ink.

Area 9

This room is unlocked. There is a table with a washing basin and a pitcher of fresh water. Towels are neatly folded below. A wooden box serves as a toilet. There are dried leaves in a box next to the toilet.

Area 10

These stairs lead down to Level 2.

THE TEMPLE OF THE BEAR, Level 2

Area 1

This rough stone chamber smells of animals. On the floor are dirty straw, a blanket, animal leavings, and gnawed bones of indeterminate species. There are claw marks on the wall, some reaching as high as 10 feet. There is nothing else of value in the room.

Area 2

The door to this room is locked and trapped. The needle trap will release a poison that puts the victim at -2 on all attack rolls and saving throws for 1d6 hours. A SAVING THROW VS. POISON will negate the spell, but it may only be attempted once.

Inside are long abandoned chambers. The bedclothes have dry rotted and there is no water in the pitcher. There is a toilet area behind the curtain. Inside the unlocked desk is a spellbook containing the following spells:

- Lightning Bolt
- Protection from Normal Missiles
- Invisibility
- Knock
- Magic Missile

Area 3

This alcove contains a well. There is a wooden bucket on a rope. The bucket is damp inside.

Area 4

A 10-foot-wide pit prevents further walking progress. Something may be seen sleeping on the far side near some planks. The pit may be jumped with a successful DEXTERITY check. Thieves may use their CLIMB skill to use the wall to get to the far side. Characters who fail their rolls are allowed a SAVING THROW VS. DRAGON BREATH to grab the lip of the pit. Otherwise they fall into the pit and take 2d6 points of damage. The pit is 20 feet deep.

The 2 planks on the far side of the pit are long enough to span the gap. The resting creature is another owlbear. If awakened, it will attack. It does not speak, but seems more intelligent than normal.

OWLBEAR (5 HD)

AC 5(15) HP (25) SV (15)

Combat and Notes

+5 (1d8/1d8/1d8 + 2d8 hug) claw/claw/bite
Must hit with both claws to do hug damage

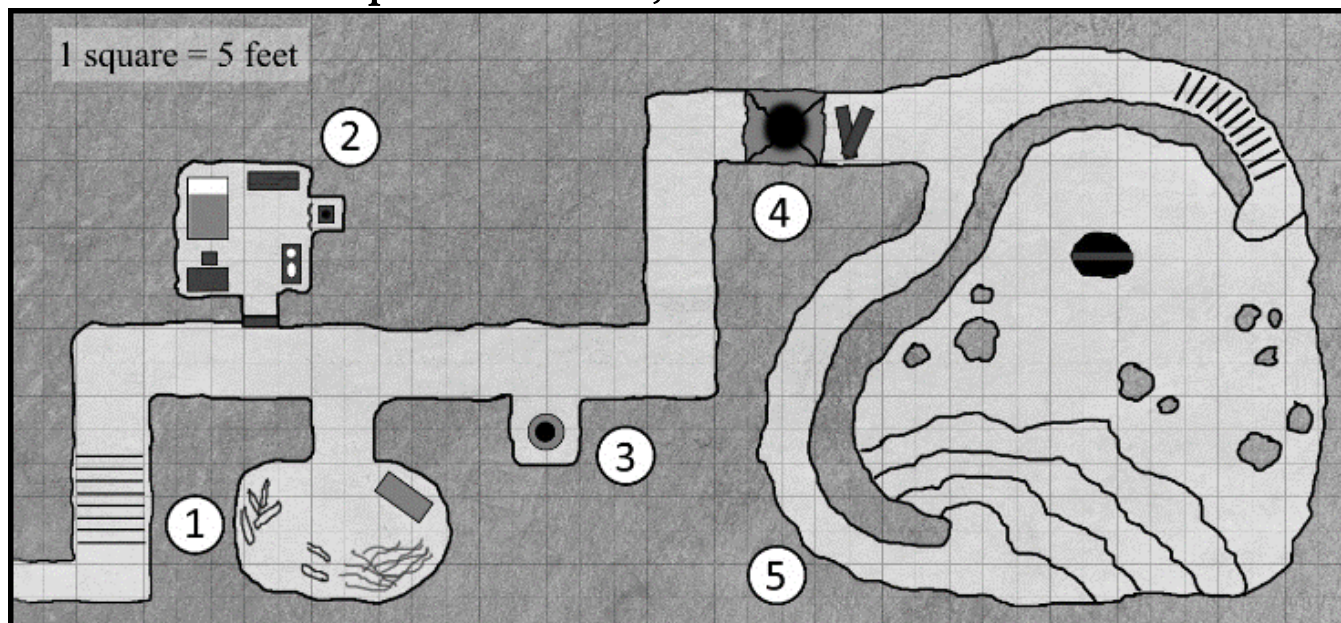
AC	9	8	7	6	5	4	3	2	1
To hit	6	7	8	9	10	11	12	13	14

Area 5

After the pit, the passageway splits. The fork to the left leads to stairs, and eventually a pulpit in the main chamber of the temple. The pulpit is about 15 feet above the ground of the chamber. The fork to the right slopes downward towards the main chamber of the temple.

There are natural steps leading down into the main cavern of Area 5. Numerous stalagmites grow from the floor. At the center of the chamber, a young man is tied to a spit above a large, darkly stained basin. A yellow glow emanates from the basin. The young man is Gregory Schoff and he is barely conscious.

MAP 5. The Temple of the Bear, Level 2



Standing next to the spit is a tall, gaunt man. He is wearing a bearskin hood and holds an open book with a cracked leather cover in one hand. In the other, he holds a rusty looking dagger. Also, in the chamber are two werebears and a large bear with glowing yellow-green eyes. They will all attack the party as soon as they are aware of the party's presence.

The man is Ethris Claughton, and he is performing a ritual to further enhance the power of his gazing bear (see below). The two werebears are his wife Clothilde and his son Adam.



ETHRIS CLAUGHTON (4 HD)

AC 8(12) HP (12) SV (13)

Combat and Notes

+2 (1d4) dagger

Spells Memorized

Magic Missile

Light

Web

Mirror Image

AC	9	8	7	6	5	4	3	2	1
To hit	9	10	11	12	13	14	15	16	17

WEREBEAR (6 HD)

AC 2(18) HP (27) SV (15)

Combat and Notes

+6 (2d4/2d4/2d8 + 2d8) claw/claw/bite

Must hit with both claws to do hug damage

If a human loses 1/2 hit points from a lycanthrope attack, they will contract the disease in 3d6 days. A cure disease spell can prevent this.

AC	9	8	7	6	5	4	3	2	1
To hit	5	6	7	8	9	10	11	12	13

GAZING BEAR (6 HD)

AC 6(14) HP (27) SV (15)

Combat and Notes

+6 (1d6/1d6/1d10) claw/claw/bite

These bears may use their gaze ability in place of attacking. The subject of the gaze is allowed a SAVING THROW VS. SPELLS to resist the effects. If unsuccessful, the subject is paralyzed. They may attempt a new saving throw each round to break the effect. This counts as a full round action.

AC	9	8	7	6	5	4	3	2	1
To hit	5	6	7	8	9	10	11	12	13

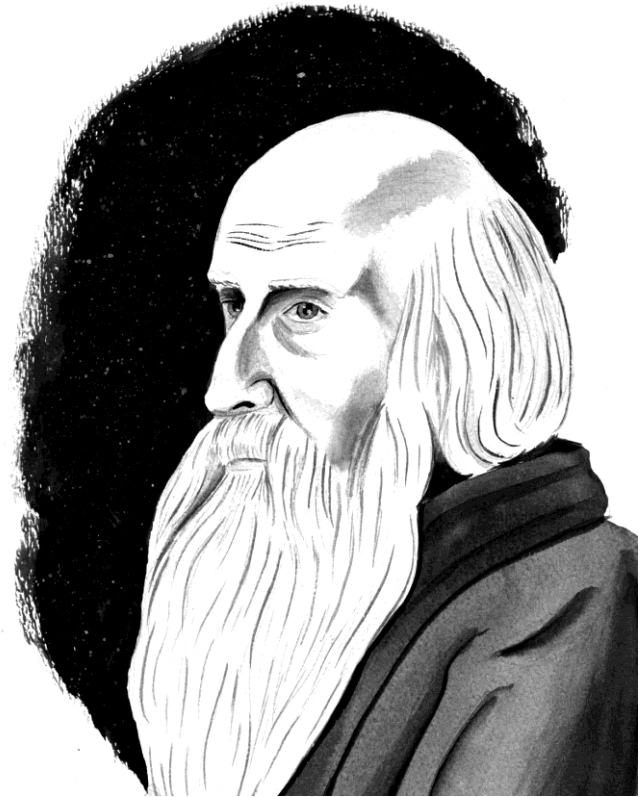
If captured, Ethris will beg the party to let his wife and son go. He'll claim that he coerced them into cooperating. He will state that he only wanted to scare the townspeople into accepting him as their ruler, that he only planned to help them. It's up to the party whether they believe him or not.

His wife and son will remain in their bear form until they are taken outside into the sun. They will be unable to speak until they return to their human form. Both will admit to helping Claughton, and will beg the party not to kill him.

EXTENDING THE ADVENTURE

The townspeople will be very grateful if Gregory is returned and the Claughtons are defeated. The party will be invited to stay in town for the wedding. If the party did exceptional well, Mayor Golden may offer to deputize the party to deal with special threats in and around Fastholme. Here are some suggestions for further adventures in the area:

UREZAN'S KEEP – This ruined tower was once the home of the powerful, but slightly dotty, wizard Urezan. It is rumored that he used his magic to dig chambers and tunnels under the tower to hide powerful magic items. However, orcs, trolls, and other monsters have taken up residence in these caves since his departure.



THE TERROR OF LAKE ANNE – Some underwater creature has been overturning fishing boats on Lake Anne. The party will be tasked to end this trouble. Is it a lake serpent, a colony of fish men, or an evil wizard using spells to scare people away from his dark experiments?

WYVERN HUNT – A group of dwarves approaches the party and asks them to journey into the mountains just above the Temple of the Bear. They hope to establish a new mine, and hire the party to protect them from the dragon like wyverns who reside in those mountains. It is also rumored that tribes of orcs and dragon men also reside near their proposed mining venture.

CONCLUSION

Thank you for purchasing this adventure. Change what you like and make it your own. Most importantly, have a great time with your players!



PREGENERATED CHARACTERS

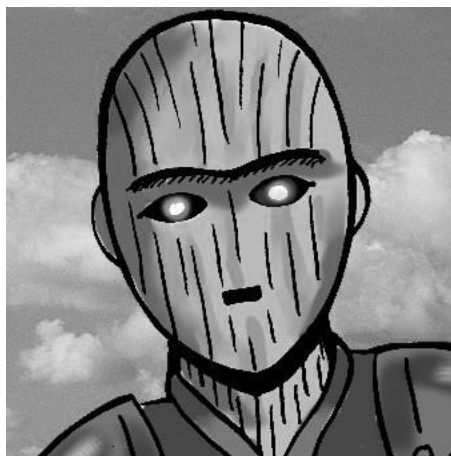
The pregenerated characters that appear on the following pages are all seventh level characters. Feel free to allow Magic-Users and Elves to adjust their spell list if desired.

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

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

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

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



Carven



Halfling Thief



Wanderwood

CLERIC (Level 7)

AC 6(14) HP 27

Abilities

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

Gear

Chainmail, Holy Symbol, Holy Water, Healing Potion

Weapons

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

Saving Throws

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

Turn Undead

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

Spells

First level (2/day)
Second Level (2/day)
Third Level (2/day)
Fourth Level (1/day)
Fifth Level (1/day)

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

ASCENDING ARMOR CLASS COMBAT SECTION

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

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

DWARF (Level 7)

AC 5(15) HP 36

Abilities

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

Saving Throws

POISON/DEATH RAY	4
MAGIC WANDS	5
PARALYSIS/PETRIFY	6
DRAGON BREATH	7
SPELLS	8

Special Abilities

Infravision

Find traps and mining (2/6)

Gear

Chainmail, Healing Potion

Weapons

2-handed Axe: (1d8)

Dagger: (1d4)

Unarmed (1d2)

Languages

Dwarvish

Gnomish

Kobold

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

ASCENDING ARMOR CLASS COMBAT SECTION

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

2-handed Axe:: +8 (1d6+2)

Dagger: +8 (1d4+2)

Dagger(thrown): +6 (1d4)

Unarmed: +8 (1d2+2)

Abilities

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

Gear

Spellbook, Chainmail armor, Healing Potion

Weapons

Sword: (1d8)

Bow: (1d6)

Saving Throws

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

Special Abilities

Infravision

Find secret doors (2/6)

Immune to ghoulish paralysis

Languages

Elvish, Orc, Hobgoblin, Gnoll

Spells

First level (3/day): *Magic missile, Sleep, Protection from evil*

Second level (2/day): *Invisibility, Knock*

Third level (2/day): *Fireball, Haste*

Fourth level (1/day) *Dimension Door*

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

ASCENDING ARMOR CLASS COMBAT SECTION

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

Sword +6 (1d8)
Bow: +8 (1d6)
Unarmed: +6 (1d2)

FIGHTER (Level 7)

AC 4 (16) HP 42

Abilities

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

Saving Throws

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

Gear

Chainmail armor, Healing Potion

Weapons

2 handed sword: (1d10+2)

Bow: (1d6)

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

ASCENDING ARMOR CLASS COMBAT SECTION

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

2-handed Sword:: +8 (1d10+2)

Bow: +7 (1d6)

Unarmed: +8 (1d2+2)

HALFLING (Level 7)

AC 3(17) HP 27

Abilities

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

Saving Throws

POISON/DEATH RAY	4
MAGIC WANDS	5
PARALYSIS/PETRIFY	6
DRAGON BREATH	7
SPELLS	8

Special Abilities

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

Gear

Chainmail armor, Marbles, Healing Potion

Weapons

Short sword: (1d6)

Bow: (1d6)

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

ASCENDING ARMOR CLASS COMBAT SECTION

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

Short Sword: +5 (1d6-1)

Bow: +8 (1d6)

Unarmed: +5 (1d2-1)

MAGIC-USER (Level 7)

AC 8(12) HP 19

Abilities

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

Saving Throws

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

Languages

Elvish, Dragon

Gear

Spellbook, Healing Potion, Sweet Robes

Weapons

Dagger: (1d4)

Spells

First level (3/day): *Magic missile, Charm person, Shield*

Second level (2/day): *Web, Invisibility*

Third level (2/day): *Lightning Bolt, Dispel Magic*

Fourth level(1.day): *Polymorph Other*

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

ASCENDING ARMOR CLASS COMBAT SECTION

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

Dagger: +2 (1d4-1)
Dagger(thrown): +4 (1d4)
Unarmed: +2 (1d2-1)

THIEF (Level 7)

AC 5(15) HP 26

Abilities

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

Gear

Leather Armor, Thieves tools, Healing Potion

Weapons

Short Sword: (1d6)

Dagger: (1d4)

Saving Throws

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

Thieves' Abilities

Open Locks (55%)

Climb (93%)

Hide in Shadows (45%)

Hear Noise (67%)

Remove Traps (50%)

Pick Pockets (55%)

Move Silently (55%)

Backstab +4 to hit and double damage

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

ASCENDING ARMOR CLASS COMBAT SECTION

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

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

CARVEN (Level 7)

AC 3(17) HP 41

Abilities

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

Saving Throws

POISON/DEATH RAY	8
MAGIC WANDS	9
PETRIFY/PARALYSIS	10
DRAGON BREATH	10
SPELLS	7

Special Abilities/Restrictions

Scout (70%)
 Identify Potions (60%)
 Limited Healing
(Only receive ½ hp from healing spells)
 Flammable
(Save vs. DB or 1d4 continuing DMG)

Gear

Leather Armor, Healing Potion

Weapons

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

Languages

Treant, Gnome

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

ASCENDING ARMOR CLASS COMBAT SECTION

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

Sword: +4 (1d8)
Bow: +5 (1d6)
Unarmed: +4 (1d2)

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

HALFLING THIEF (Level 7) AC 5(15) HP 31

Abilities

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

Saving Throws

POISON/DEATH RAY	5
MAGIC WANDS	6
PETRIFY/PARALYSIS	7
DRAGON BREATH	9
SPELLS	9

Special Abilities

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

Gear

Leather Armor, Thieves tools, Healing Potion

Weapons

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

Thieves' Abilities

Open Locks (55%)
 Climb (93%)
 Hide in Shadows (45%)
 Hear Noise (67%)
 Remove Traps (50%)
 Pick Pockets (55%)
 Move Silently (55%)
Backstab +4 to hit and double damage

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

ASCENDING ARMOR CLASS COMBAT SECTION

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

Short Sword: +6 (1d6)
 Dagger: +6 (1d4)
 Dagger(thrown): +8 (1d4)
 Unarmed: +6 (1d2)

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

WANDERWOOD (Level 7) AC 5(15) HP 41

Abilities

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

Gear

Great Staff, Sling, Sling Stones, Pouch

Weapons

Great Staff: (1d6)

Sling: (1d4)

Saving Throws

POISON/DEATH RAY	9
MAGIC WANDS	8
PETRIFY/PARALYSIS	10
DRAGON BREATH	12
SPELLS	6

Special Abilities/Restrictions

Tracking (70%)

Hide in wooded area (95%)

Find Healing Herbs (2d6)

Photosynthetic

Flammable

(Save vs. DB or 1d4 continuing DMG)

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

ASCENDING ARMOR CLASS COMBAT SECTION

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

Great Staff: +5 (1d6+1)

Sling: +3 (1d4)

Unarmed: +5 (1d2+1)

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

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