

SEVEN AT ONE BLOW



THE WORLD'S
MOST ELUSIVE
CREATURE

A Survival Horror Comedy Hack
Compatible With Everything OSR
A Primer for Epic Zero Roleplaying
Featuring a Deep Frozen Yeti Hunt
Introductory Adventure Sandbox



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SEVEN AT ONE BLOW

A Survival Horror Comedy Hack Compatible With Everything OSR

Low Fantasy
Grotesque Humor
Ordinary people in extraordinary
situations

*This hack requires the
use of Old School
Renaissance or Original
Edition rules.*

REFERENCES

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Greyhawk Adventures, James M. Ward
Epic 6 D&D, Ryan Stoughton
Outland OD&D, Jeremy Deram
A Quick Primer for Old School Gaming, Matthew Finch
Owl Hoot Trail, Clinton R. Nixon
The Dungeon Crawl Classics RPG, Goodman Games
Into the Odd, Chris McDowall
Funnel World, Lamplblack & Brimstone
Stormbringer, Ken St Andre & Steve Perrin

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THE CHARACTERS ARE PEOPLE

Scullions, rat-catchers, butchers and stable boys, all of them. They're not going to become the King of Aquilonia or to sit on the Dragonbone Chair at the end, they're not the next Sorcerer Supreme, they're just ordinary people neck-deep in gruesome, grotesque, and horrible straits. The tailor of the fairy tales never slew seven giants at one blow—the giants were flies all along, you know. Your characters are people: common, ordinary people with hopes, fears, and dreams—which shall dreams remain. Whatever fulfillment is there is about the relative relief of surviving against all odds, not about becoming a knight in shining armor. It's not Joseph Campbell anymore. Yet they can be brave, enthusiastic, and insanely daring, for they have beginner's luck on their side. Forever.

IN A NUTSHELL

SEVEN AT ONE BLOW is an OSR RPG hack in which the characters are always ordinary people. Because of this, the world is insanely cruel, and even the lowest monsters are creatures which seem to come straight from horror movies, possibly teenager action-horror movies. There's an experience system and a few tidbits of the supernatural which may grant the characters some sheen and nudges, but that's all there is to gain. That would probably be the end of it if the characters weren't so lucky. They have this luck on their side, a perpetual beginner's luck that will help them escape the most desperate straits.

The characters are level 0, always
So are most non-player characters
Some of them have cantrips, orisons and gests
Gests are like feats but far less powerful
You use whatever OSR game system you like

ZERO LEVEL GAMING

CHARACTERS ARE INEXPERIENCED

The characters are inexperienced. Because of this, they make a lot of stupid mistakes and forget a lot of things that the seasoned adventurers of a standard game campaign wouldn't possibly overlook. Since nothing is granted from their side, the players need to tell the DM and the other players everything their characters do. If they say they *"look everywhere and search everything,"* we'll all assume that they just run around like fools, not that they have a sound search routine. If they didn't say that they took the treasure with them, guess what? Yes, they forgot it back there in the dungeon. There's no backtracking or saying "it is obvious I did this or that." It's not obvious. Ever. The characters don't look at the ceiling until the players say they do. They don't close the door behind them, light a torch in the darkness, or put out the burning candle that's rolling towards the curtain. Not if the players didn't say it. Think *The Goonies*. Where do they put the gold? In which saddle bag of the mule? Did they feed that mule, by the way? The devil's in the details.

SIMPLE THINGS GO WRONG TOO

In SEVEN AT ONE BLOW, the characters are not adventurers whose simple tasks are handwaved without calling for a check: they can fail at simple things too. A fat baker or a limp valet will probably have a hard time climbing a 10' wall or riding a horse for the first time. As a rule of thumb, the DM should call for a roll whenever things might possibly go wrong even if the challenge at hand is trivial, not only when the challenge is daunting or when its result would impact the story.

LIFE IS ABSURD

When commoners are cast into dire straits, they face a high chance of dying, or at least ending up horribly maimed. Sometimes, they will save the day in a climactic scene only to die minutes later because a giant centipede bit them. The characters are not heroes and the DM should refrain from saving their sorry asses just because that would make sense in a TV-series sort of way. When the situation calls for a Save or Die or the party gets into a Total Party Kill (TPK), Save or Die and TPK it is. This won't end the game session, because there's an almost unlimited supply of commoners out there. Just to make sure the tension is ripe: roll those crucial dice that can make the difference between life and death out in the open.

THE DM IS A DASTARDLY ENEMY

Okay, maybe not, but they should *pretend* at least. It's not survival horror unless the players can feel that the balance is heavily tilting to the wrong side. They should feel tracked, hunted down, and cast into hopeless situations by some cruel, sadistic, manic pervert who they happen to call their DM. It's you versus them. You'll give them no mercy, so they'd better be creative and witty. In the long run, they'll thank you.

EVERYBODY GETS TO BE CREATIVE

You'll see that races and backgrounds are defined with broad strokes, opening many possibilities should the players be creative. What can a bank clerk be skilled at? Accounting is the obvious thing but then? Think about it: maybe he's learned to appraise things, to count coins in a minute, to negotiate for credits, to put on a nice poker face when needed, etc. When the players come up with something reasonable like this, the DM should be open to their suggestions and allow them. In these cases, everybody gets to be creative. The DM should never say NO to the players' plans but listen to them and give them a chance, however slight, of succeeding. Sometimes, the plan will be silly, like the characters trying to kill the Vampire Lord with a bucket of holy water above the door... but silly might do the trick. See, if life's absurd for the commoners, it is absurd for the Vampire Lord, too.



THE FUNNEL OF DOOM

Since there's going to be so many people dying and many sessions are likely to end in a TPK, you could consider letting the players create several characters until you get a small mob. It's called a **funnel**, a term coined by the *Dungeon Crawl Classics* (DCC) game. This way, you get strength by numbers and continue to play when some of the characters die. In a SEVEN AT ONE BLOW funnel, each player creates 2 characters and plays them alongside each other. When—and only when—both characters of a player are dead, he creates 2 fresh ones and plays them. When this happens, the DM should find a clever shortcut justification to bring them into the action as fast as possible.

THEY ROLL ABILITIES AS THEY GO

Start playing straight away, have the players just roll for Race, Background, Traits, and Personality of their characters (yes, they roll for these) and let them choose them names— that's 4 rolls each and they're done. Whenever a character attempts a task which would require an Ability Check, his player rolls 3d6 to determine his ability score on the spur of the moment. This way, the characters gets fleshed out as the game goes, becoming more and more consistent and “real” as the adventure proceeds further. The first combat situation thus involves a lot of dice-rolling since you'll need to determine the characters' Strength, Constitution, and Dexterity if these influence combats in your game system and you haven't determined them before. In addition, the players need to choose their characters' age (anything between 14 and 77 years old will do). Age doesn't change anything about their abilities.

Once an ability has been rolled, write down its check score. The check score for a given ability is one-half of the **current** ability score, rounded down. Players write this number down on their character sheet. When a character is SKILLED in something, the check score for this action's resolution is equal to his full ability score. You'll see what checks are in the Resolution section page 19.

Seven at One Blow

You use whatever modifiers you find in your game system for the abilities. In some systems, your abilities affect the characters' saves. In others, they don't. Just follow your system and modify everything accordingly. You know better. Read carefully the definitions of the abilities we provide here, though, because they might change a few things.

STRENGTH. The character's brawn, muscle, and physical strength.

INTELLIGENCE. The character's learning and education. Intelligence has nothing to do with the character's wits and cunning, which are the player's. When a character has less than 9 in Intelligence, he can't read or write. If he's a scribe, a student, or a scholar, he's a scribe, a student, or a scholar who can't read or write. Life's a bitch.

WISDOM. The character's awareness of his surroundings and to the others, his intuition, and his mental resistance.

DEXTERITY. The character's agility, reflexes, speed, and hand-eye coordination.

CONSTITUTION. The character's stamina, health, and resistance to diseases.

CHARISMA. The character's presence, charm, and natural authority. A character with a low Charisma isn't hated, he's just a random anonymous sod that everybody ignores or laughs at.

ROLL FOR BACKGROUND

While your game system probably has a lot of details about the special abilities of non-human characters, we are dealing with mere commoners here, which are well below the scope of the heroic types you usually play. Since there are no levels or classes in this hack, there's no race-as-class characters either. Use the details provided below if a player rolls a non-human character instead of whatever your system has in store for them.

CHARACTER RACE

Roll d20

1-14. Human

15-16. Dwarf

17-18. Halfling

19-20. Elf

Seven at One Blow

Human player characters have no specific bonuses or advantages, but they have far more background options than the other races.

Dwarf player characters have a +1 bonus to their Constitution modifier, a -1 penalty to their Dexterity modifier and start the game with 6 hit points instead of 4 (before applying the Constitution modifier, if any). Dwarf characters know the Common and the Dwarven language.

Halflings are too small to wield two-handed weapons. They even need their both hands to wield any standard one-handed weapon except for daggers and short swords, which match their size. Halflings are SKILLED at hiding.

Elf player characters have a +1 bonus to their Dexterity modifier, a -1 penalty to their Constitution modifier and start the game knowing one random cantrip (see the Sorcery section page 29). Elf characters know the Common and the Elven language.

CHARACTER BACKGROUND

Humans

Roll d100

01-02. Aristocrat	37-38. Messenger
03-04. Barber	39-40. Militiaman
05-06. Beggar	41-42. Miner
07-08. Boot Shiner	43-44. Monk, Novice
09-10. Charcoal Burner	45-46. Mule Wrangler
11-12. Charlatan	47-48. Peasant
13-14. Chimney Sweep	49-50. Peddler
15-16. Crier	51-52. Pilgrim
17-18. Ferryman	53-54. Prostitute/Harlot
19-20. Fisherman	55-56. Rat Catcher
21-22. Footpad/Scoundrel	57-58. Scullion
23-24. Fortune Teller	59-60. Shepherd
25-26. Gaoler	61-62. Ship's Boy
27-28. Grave Robber	63-64. Smuggler
29-30. Professional Funeral Weeper	65-66. Squire
31-32. Hunte	67-68. Student
33-34. Junior Officer	69-70. Torch Bearer
35-36. Maid/Steward	71-90. Apprentice or Artisan (player's choice, check table on the next page)
	91-00. Clerk (check table on the next page)

Seven at One Blow

Artisans Subtable

Roll d20

1. Apothecary
2. Astrologer
3. Baker
4. Blacksmith
5. Burglar
6. Butcher
7. Carpenter
8. Cartographer
9. Cobbler
10. Forger
11. Hatter
12. Jeweler/Lapidary
13. Shoemaker
14. Stage Magician
15. Tanner
16. Tinker
17. Undertaker
18. Vintner
19. Weaver
20. Wig Maker

Clerk Subtable

Roll d10

1. Banker's Clerk
2. Criminal's Clerk
3. Fence's Clerk
4. Money Changer's Clerk
5. Money Lender's Clerk
6. Noble's Clerk
7. Petty Merchant's Clerk
8. Petty Official's Clerk
9. Public Writer/Scribe
10. Tax Collector's Clerk

Dwarves

Roll d20

1. Apprentice Diviner
2. Blacksmith
3. Bouncer
4. Cartographer
5. Cobbler
6. Guard
7. Jeweler/Lapidary
8. Junior Officer
9. Miner
10. Mule Wrangler
11. Noble
12. Prostitute/Harlot
13. Teamster
14. Thug
15. Tinker
16. Torch Bearer
17. Tunnel Warden
18. Underground Peddler
19. Vermin Exterminator
20. Weaponsmith

Seven at One Blow

Halflings

Roll d20

1. Baker
2. Beggar
3. Boatman
4. Boot Shiner
5. Brewer
6. Burglar
7. Chef
8. Chimney Sweep
9. Fisherman
10. Gardener
11. Maid/Steward
12. Messenger
13. Peasant
14. Peddler
15. Poney Boy
16. Prostitute/Harlot
17. Scullion
18. Shepherd
19. Sheriff
20. Stable Boy

Elves

Roll d20

1. Bowyer/Fletcher
2. Footpad/Scoundrel
3. Forest Warden
4. Forester
5. Gardener
6. Guard
7. Herald
8. Herbalist
9. Hunter
10. Leatherworker
11. Mesmerist



BACKGROUND POSSESSIONS

APOTHECARY. d6 vials, syringe, plague doctor mask, d6 leeches in a pot, scalpel [d3 dmg].

APPRENTICE DIVINER. Divination runes or sticks, d12 incense sticks.

ASTROLOGER. d6 paper sheets, ink, book of planetary revolutions (12 lbs.), quill.

BAKER. Rolling pin [d3 dmg], cloth apron, bag of flour (6 lbs.).

BARBER. Razor [d3 dmg], soap, shave brush, leather apron [+1 AC].

BEGGAR. Staff [d4 dmg], bowl or hat, character's starting gold is SP instead of GP.

BLACKSMITH. Hammer [d6 dmg], d4 horseshoes, coal bag, leather apron [+1 AC].

BOATMAN. Wooden 10' pole, cap, high leather boots, club [d6 dmg].

BOOT SHINER. Shoe polish, brush, small wooden box.

BOUNCER. Knuckle or sap [d3 dmg], tattoo.

BOWYER/FLETCHER. Bow (any), quiver, d20 arrows [d6 dmg].

BREWER. Pair of bellows, huge mug, leather apron [+1 AC].

BURGLAR. Grapnel, 15' rope (hemp), dagger [d4 dmg].

BUTCHER. Meat cleaver [d4 dmg], mail apron [+2 AC].

CABIN BOY. Striped shirt, leather boots, knife [d3 dmg], gold earring worth 2 gp.

CARPENTER. Mattock [d6 dmg], d12 9 inch nails, small hammer, d6 wood planks.

CARTOGRAPHER. Ruler, compass, ink, d6 large paper sheets (Elephant), quill.

CHARCOAL BURNER. Portable brazier or incense burner, tinderbox, coal bag (6 lbs.)

CHARLATAN. d4 fake lotions, knife [d3 dmg], materials for 2 tricks [choose].

CHEF. Chef's hat, cloth apron, 2 kitchen knives [d3 dmg].

CHIMNEY SWEEP. 10' rope ladder, 10' rope (hemp), d4 chimney brushes [d2 dmg].

CLERK. Abacus, ink, d4 paper sheets, quill.

COBBLER. Hand drill [d2 dmg], sewing kit, scissors [d2 dmg], d6 pieces of leather.

RIER. Leather scroll case, d6 random posters, 12 nails, small hammer [d3 dmg].

FERRYMAN. Oilskin raincoat, 10' rope (hemp), cutlass [d6 dmg].

FISHERMAN. Fishing pole, d6 hooks, bait (worms), knife [d3 dmg], leather boots.

Seven at One Blow

FOOTPAD/SCOUNDREL. Leather armor, dagger [d4 dmg], sap [d3 dmg], balaclava.

FOREST WARDEN. Longbow, quiver, 10 arrows [d6 dmg], longsword, chainmail.

FORESTER. d4 snares, leather boots, hide armor, hand axe [d6 dmg], sling [d4 dmg].

FORGER. Sealing wax, d4 fake seals, ink, d8 paper sheets, quill.

FORTUNE TELLER. Tarot deck or crystal ball, shawl.

GAOLER. Manacles, leather armor, club [d6 dmg], d20 keys on a ring.

GARDENER. Pruner, scissors [d3 dmg each], leather apron [+1 AC], straw hat.

GRAVE ROBBER. Lantern, tinderbox, d4 oil flasks, shovel [d4 dmg], d4 small bags.

GUARD. Helmet [+1 AC], leather armor, halberd [d8 dmg].

HAT MAKER. d4 hats, scissors, d12 pieces of cloth, d20 feathers, ruler.

HERALD. Trumpet, tabard, shortsword [d6 dmg].

HERBALIST. d4 pots of medicinal herbs (cure d3 dmg), sickle [d4 dmg].

HUNTER. 2 snares, shortbow, quiver, d12 arrows [d6 dmg], dagger [d4 dmg], boots.

JEWELER/LAPIDARY. Magnifying lens, chisel [d3 dmg], d6 gems worth d8 gp each.

JUNIOR OFFICER. Uniform, shortsword [d6 dmg], horse with saddle, hat.

LEATHERWORKER. Leather armor and boots, knife [d3 dmg], hand drill [d2 dmg].

MAID/STEWARD. Uniform, feather duster, d20 sp in silverware, knife [d3 dmg].

MESMERIST. Turban hat, eyeliner, fake gem, dowsing pendulum.

MESSENGER. Leather scroll case, dagger [d4 dmg], pouch.

MILITIAMAN. Spear [d6 dmg], leather armor, tinderbox, d4 torches.

MINER. Pick [d4 dmg], lantern, tinderbox, d4 oil flasks, d20 pitons, helmet [+1 AC].

MINSTREL. Musical instrument, knife [d3 dmg], d4 scores, extravagant hat.

MONK, NOVICE OR CLERIC, NOVICE. Holy symbol, prayer beads, incense burner.

MULE WRANGLER. Mule, d4 saddle bags, staff [d4 dmg], backpack, bedroll.

NOBLE. Ornamental sword [d4 dmg], 100 gp, horse with saddle and bardings.

PEASANT. Fork [d6 dmg], straw hat, large bag, hay (10 lbs.).

PEDDLER. Cart, d20 gp in mixed trade goods, club [d6 dmg].

Seven at One Blow

PILGRIM. Walking stick [d4 dmg], prayer beads, holy symbol.

PONY RIDER. Pony with saddle, small whip [d2 dmg], saddle bag, crockery set.

PROFESSIONAL FUNERAL WEEPER. Long black dress, veil.

PROSTITUTE/HARLOT. Lingerie set, make-up, knife [d3 dmg].

RAT CATCHER. d20 rats on a stick, club [d6 dmg], d4 rat traps.

SCOUT. Leather armor, shortsword [d6 dmg], short bow, quiver, 6 arrows.

SCULLION. Cloth apron, ladle, frying pan [d2 dmg], rations for 1 week.

SHEPHERD. Staff [d4 dmg], woolen cloak, bedroll.

SHERIFF. Insignia, pony with saddle, shortsword [d6 dmg], helmet [+1 AC].

SHOEMAKER. d10 leather straps, d8 silver buckles, scissors, sewing kit.

SMUGGLER. Leather armor, club [d6 dmg], d4 large bags, small wood chest, scarf.

SQUIRE. Practice sword [d4 dmg], tabard, shield, helmet [+1 AC].

STABLE BOY. Fork [d6 dmg], leather boots, shovel [d4 dmg].

STAGE MAGICIAN. Materials for d4 tricks [choose], white rabbit, top hat.

STUDENT. Ink, d4 paper sheets, d4 books [random subject], quill.

TANNER. Leather apron [+1 AC], skinning knife [d3 dmg], waterskin.

TEAMSTER. 30' rope [hemp], iron rations for 1 week, d4 pitons.

THUG. Leather armor, broadsword [2d4 dmg], dagger [d4 dmg], sap [d3 dmg].

TINKER. Whetstone, small hammer, dagger [d4 dmg], portable anvil (20 lbs.).

TORCH BEARER. d6 torches, tinderbox, tabard.

TUNNEL WARDEN. Lantern, flint, d8 oil flasks, warhammer [d8 dmg], chainmail.

UNDERGROUND PEDDLER. Cart, d20 gp in mushrooms and gems, dagger [d4 dmg].

UNDERTAKER. Black suit, ruler, 12 nails, small hammer, top hat, d6 wood planks.

VERMIN EXTERMINATOR. Club [d6 dmg], d4 insect repellent smoke bombs.

VINTNER. d4 wine bottles, corkscrew, d4 cups, d12 cork stoppers.

WEAPONS SMITH. Pair of bellows, leather apron [+1 AC], huge hammer [d8 dmg].

WEAVER. Sewing kit, knife [d3 dmg], scissors [d2 dmg].

WIG MAKER. d4 wigs, scissors [d2 dmg], a pot of glue, ink.

WOOD SCULPTOR. Chisel [d3 dmg], d6 wood blocks (1 lbs. each).

ROLL FOR TRAITS AND PERSONALITY

The characters are not heroic or phantasmal versions of their players in SEVEN AT ONE BLOW, so that players can't determine how cool they wish their characters to be. Instead, they must abide by random, potentially unpleasant results. At the very least, players should roll once on the Traits Table and once on the Personality Table for each character they play. If you want something a little bit more colorful, have them check both tables twice.

TRAITS

Roll d100

1. Acne	<i>"I've got scars and lumps and bruises,</i>	28. Frizzy Hair
2. Almond Eyes	<i>Plus something here that oozes,</i>	29. Full Lips
3. Bad Smell	<i>And let's not even mention my complexion.</i>	30. Furrowed Brow
4. Bald	<i>But despite my extra toes,</i>	31. Gnarled Fingers
5. Bearded	<i>And my goiter and my nose, I really wanna make a love connection".</i>	32. Goatee
6. Birthmark	<i>Tangled—I've Got a Dream</i>	33. Goiter
7. Bloodshot Eyes		34. Hairy
8. Bony Hips		35. Hard of Hearing
9. Booming Voice		36. Hawk-Nosed
10. Bowed Legs		37. Hermaphrodite
11. Buff		38. High Cheekbones
12. Bulging Eyes		39. High-Pitched Voice
13. Burnt Skin		40. Hollowed Out Cheeks
14. Cleft Chin		41. Hunchback
15. Crooked Teeth		42. Jiggling Stomach
16. Crossed Eyes		43. Jutting Jaw
17. Curly Hair		44. Limp
18. Dark Skin		45. Long Arms
19. Dimples		46. Long Eyelashes
20. Dirty		47. Long Fingernails
21. Discolored Skin		48. Long Hair
22. Farsighted		49. Long Neck
23. Fat		50. Long Nose
24. Flabby Skin		51. Missing Fingers (d4)
25. Flamboyant Mustache		52. Missing Teeth
26. Freckles		53. Missing Toes (d4)
27. Frequent Flatulence		54. Muscular

Seven at One Blow

54. Muscular	91. Stocky
55. Mute	92. Stout
56. Narrow Lips	93. Tall
57. Nasal Voice	94. Tan
58. Nearsighted	95. Tattoo
59. Nose Turns Up	96. Thick Bushy Eyebrows
60. Olive Skin	97. Thick Sideburns
61. One-Eyed	98. Tight Small Ass
62. Pale Skin/Albinos	99. Transgender
63. Peg Leg	100. White Hair
64. Piercing(s)	
65. Pimples	
66. Plump	
67. Pointed Chin	
68. Porcine Nose	
69. Pot-Bellied	
70. Prominent Chin	
71. Redhead	
72. Rosy Cheeks	
73. Round Eyes	
74. Round Face	
75. Scarred	
76. Seems Much Older	
77. Seems Much Younger	
78. Sex Bomb	
79. Short	
80. Skinny	
81. Slanted Eyes	
82. Slightly Fanged Teeth	
83. Slightly Pointed Ears	
84. Slightly Webbed	
Hands	
85. Slithering Voice	
86. Sloping Forehead	
87. Slow, Lingering Voice	
88. Small Mouth	
89. Spots	
90. Square Chin	
	91. Stocky
	92. Stout
	93. Tall
	94. Tan
	95. Tattoo
	96. Thick Bushy Eyebrows
	97. Thick Sideburns
	98. Tight Small Ass
	99. Transgender
	100. White Hair

PERSONALITY

Roll d100

1. Absentminded
2. Abusive
3. Affectionate
4. Aggressive
5. Aloof
6. Ambitious
7. Attention Whore
8. Boisterous
9. Brave
10. Bully
11. Calm
12. Cautious
13. Charming
14. Chaste
15. Cheerful
16. Coarse
17. Competitive
18. Courteous
19. Cowardly
20. Crude
21. Cruel
22. Curious
23. Cynical
24. Deceitful
25. Dignified

Seven at One Blow

26. Disciplined	64. Nostalgic
27. Disgusting	65. Obedient
28. Drunkard	66. Obscene
29. Earthy	67. Opportunistic
30. Egocentric	68. Optimistic
31. Enigmatic	69. Overbearing
32. Enthusiastic	70. Patient
33. Fatalistic	71. Peaceful
34. Flamboyant	72. Pedantic
35. Flirtatious	73. Petty
36. Forgiving	74. Philanthropic
37. Fragile	75. Pompous
38. Frugal	76. Presumptuous
39. Generous	77. Proud
40. Gloomy	78. Quiet
41. Gracious	79. Realistic
42. Greedy	80. Rebellious
43. Grumpy	81. Reclusive
44. Haggard	82. Resentful
45. Haughty	83. Romantic
46. Humble	84. Rowdy
47. Hypocritical	85. Ruthless
48. Impulsive	86. Sadistic
49. Infantile	87. Selfles
50. Inquisitive	88. Shallow
51. Irritable	89. Shy
52. Jealous	90. Silent
53. Lascivious	91. Sloppy
54. Lazy	92. Spiteful
55. Libidinous	93. Stern
56. Loyal	94. Stoic
57. Mean	95. Stubborn
58. Melancholic	96. Superstitious
59. Methodical	97. Suspicious
60. Moralistic	98. Sweet
61. Morbid	99. Talkative
62. Mystical	100. Treacherous
63. Naive	

DEALING WITH THE CRUNCH

Make it simple and set all the player characters Saving Throws at 16+ regardless of your game system. Do not adjust them with racial modifiers. If saves are adjusted with abilities in the system you use, the players roll for these ability scores when the characters need to save.

Give 4 hit points to each and every character (except Dwarves, who have 6) and adjust them with the Constitution modifier if this is what's usually done in your system—so that when a character takes his first hit point of damage, his player needs to roll for his Constitution score. All characters either hit as 0-level Fighters or Men-At-Arms, or without any combat bonuses if your system uses a THAC0.

BUY EQUIPMENT

Each character starts with a set of clothes appropriate to their background and as many gold pieces as they have Charisma points. If they want to spend that money, they need to do it during the course of the adventure, not during the character creation phase. They may use whatever equipment table your system features, but must respect the following limitations:

1. Characters cannot buy any other armor than leather or hide armor regardless of their background. They can buy a shield and a helm if their background involves some fighting or if they've survived their first adventure, not if they're unexperienced cooks and bakers. In cities, smiths can sell them chainmails or plate armors, but fighting with a plate armor requires a gest (see the Gests section page 34).
2. Characters cannot buy any weapon other than a dagger, a staff, a sling, or a club. Fighting types have already received an appropriate weapon through their background and there's no reason a clerk or a cobbler would ever buy a longsword.
3. Thieves' tools and other intricate tools, spellbooks, poisons, potions, scrolls, rare pets, and the like are not for sale.
4. Whatever rules your system have for encumbrance are in full effect. It is the player's duty to compute the encumbrance for their characters so that they can make mistakes.

RESOLUTION

ABILITY CHECKS

When a character attempts an action that might go wrong, the DM calls for an ability check. Ability checks cover everything from trying to smash a door open to hiding in the shadows. This is another place where you need to forget about the skills your system may feature and use a different mechanic. There's a list on the next page giving a few examples of actions and listing the abilities which makes the most sense for the resolution of this action. When the character isn't specially gifted with the task at hand, his player must ROLL UNDER OR EQUAL to this ability's check score (remember, it's one-half of the current ability score, rounded down). When the character is SKILLED at the task, like a halfling trying to hide himself or a cook trying to fry a steak, the check score for this action's resolution is equal to his full ability score. It's the players' job to persuade the DM that their characters' background has trained them in a variety of tasks that involve whatever they attempt to do, because characters are automatically SKILLED in the tasks conferred by their background. When the DM deems a task difficult, he might impose a +2 modifier on the check roll (remember, you're trying to roll under the check score, so lower is better, and higher is worse). Likewise, when the task is considered trivial, he might confer it a -2 modifier. In any case, an unmodified roll of "20" is always a failure and a "1" is always a success.

The check score is 1/2 of the current ability score, rounded down
When a character is SKILLED in something, the check score is equal
to his full ability score

Characters are SKILLED in all the tasks conferred by their background
If the task is difficult, the roll gets a +2 modifier
If the task is trivial, the roll gets a -2 modifier
"1" is always a success, "20" is always a failure

CONDITIONS

When an action requires a wee bit of wits or interaction, the player has to describe the action or to roleplay it or the character automatically fails at the check. A single character cannot attempt to succeed at the same task in the same conditions once he's failed it: there is no "taking 10" or "taking 20". Once a character tries to scale a 10' high wall and fails, this means that he's unable to do it and that he has to find other solutions, like bringing in a grapnel, pitons, and a rope and trying again. Of course, logical solutions will work: characters can always hack a wooden door into pieces even if they've failed to smash it open in a single blow (provided they have a couple of axes and hard leather boots, and that they don't mind the noise).

STRENGTH

- Smashing Doors
- Bending Bars
- Hauling Things
- Tug of War
- Climbing
- Swimming Fast

INTELLIGENCE

- Reading Something
- Babbling in a Foreign Language
- Knowing Some Lore
- Etiquette
- Tinkering With Thingies
- Finding Something Hidden
- Building a Fire

WISDOM

- Insight
- Finding One's Way
- Listening
- Foraging
- Finding a Good Campsite

DEXTERITY

- Hiding Oneself
- Hiding an Item
- Moving Silently
- Tumbling
- Picking a Pocket
- Disarming a Simple Snare
- Using Ropes

CONSTITUTION

- Endurance Swimming
- Endurance Running
- Keeping Moving When Sick
- Staying Conscious

CHARISMA

- Haggling
- Persuading Someone
- Intimidating Someone
- Gathering Information
- Recruiting People
- Leading Others

TRYING THEIR LUCK

Luck comes into the picture whenever a character attempts something impossible. All the traditional thief or specialist skills like picking an intricate lock, reading or deciphering languages, hitting a vital spot when backstabbing someone, disabling a mechanical trap, walking a tightrope, or tumbling harmlessly down a cliff are usually impossible things for commoners. Luck also allows characters to use magic provided they have the required props at hand. People can use magic items restricted to character classes in your system if they succeed at a luck roll: scrolls of any spell level, bard instruments, spellbooks, holy symbols, anything. With luck, any character can perform as if he were of the appropriate class and, sometimes, even level. Characters can cast spells as magic-users if they're lucky. They can even cast cleric or druid spells, though there are several restrictions on this that you will find in the Sorcery and the Faith sections of this booklet on pages 29 and 31.

Roll d20

- 1. Fumble**
- 2-16. Failure**
- 17-19. Success**
- 20. Amazing Luck**

FUMBLE

Fumbles are disastrous failures. If something might explode, it explodes. If something may break, it breaks. When damage is involved, a fumble doubles the damage. When it's possible to reverse the effect of some magic, it is reversed (like a cure wounds spell, which will inflict wounds instead, or a slow poison spell, which will quicken its effect instead). The DM shouldn't pull any punches with fumbles. Players should compute the number of Fumble results they've got and write it down on their character sheet because these are important for the experience and progression system (see page 27).

FAILURE

A good old standard failure. The action simply fails and cannot be attempted again by the same character in the same conditions.

SUCCESS

When a character succeeds, he performs the action as a first level character would. He can ignore 10' of falling damage, heal another with a cure light wounds spell, double the damage he inflicts when backstabbing someone or something, successfully pick a lock, etc.

AMAZING LUCK

With amazing luck, a character can perform as a 12TH LEVEL CHARACTER for a single action. He can cast spells up to the 6TH spell level provided he has the props required (a scroll or a spellbook), multiply by 4 the damage he inflicts when backstabbing someone or something, fall 40' without damage, etc. The sky's the limit. Players should compute the number of Amazing Luck results they've got and write it down on their character sheet because these are important for the experience and progression system (see page 27).

"It's OK, you're a Goonie and Goonies always make mistakes... just don't make any more".

The Goonies



BLOOD

GRAZES AND INJURIES

Combat is gruesome and grotesque. Non-player characters (except major villains) and monsters die when they reach 0 hit points. Player characters die less easily though. Every point of damage received until they reach 0 hit points are just grazes and flesh wounds. When a character is reduced to 0 hit points or lower by an attack, he receives an injury. Any damage taken when a character's hit points are at 0 causes another injury. For every round a character is at 0 hit points, he must succeed at a Constitution check or faint for 2d6 turns, waking up afterwards with 1 hit point. Death happens through injuries only so that a character can survive massive damage if he's extremely lucky.

Critical Hits

Whenever a character or monster rolls a "20" when seeing if he hits his opponent, the opponent takes the damage normally and also takes an injury. Players should compute the number of Critical Hits they've scored and write it down on their character sheet because these are important for the experience and progression system (see page 27).

Injuries

Roll d20 and consult the Injury Table to see the effects of a character's injury. For every point of damage taken after the character reaches 0 hit points, add 2 to the result. The Injury Table is on the next page. Players should compute the number of Injuries their characters have taken and write it down on their character sheet because these are important for the experience and progression system (page 27).

Fumbles

Every time a character or monster rolls a "1" when seeing if they hit their opponent, their attack is a fumble. Players should compute the number of Fumbles they've scored and write it down on their character sheet. The Fumble Table is on the next page.

Seven at One Blow

INJURY TABLE

Roll d20. If an ability is reduced to 0 or below, the character dies. Use common sense to turn impossible results (like severing an arm or leg with a ladle) into believable outcomes (like crushing it beyond repair with said ladle).

1. Scary scar but no lasting damage.
2. Broken ribs, no lasting damage.
3. Knocked down and stunned for d6 rounds, all actions have a -4 penalty (+4 for check rolls).
4. Eye gouged or pierced. -2 Dexterity and Charisma, permanently.
5. Nose utterly crushed or maimed. -1 Charisma, permanently.
6. Ear cut out. -1 Charisma, permanently.
7. Jaw broken or sliced in half. -2 Charisma, permanently.
8. Broken arm, doesn't heal well. -2 Dexterity, permanently.
9. Broken leg, doesn't heal well. -2 Dexterity, permanently.
10. Maimed hand. -3 Dexterity, permanently.
11. Maimed Foot. -3 Dexterity, permanently.
12. Skull crushed or punctured. -3 Wisdom and Charisma, permanently.
13. Internal organ punctured. -4 Constitution, permanently.
14. Severed arm. -4 Strength and Dexterity, permanently.
15. Severed leg. -4 Strength and Dexterity, permanently.
16. Broken backbone. Strength and Dexterity halved (rounded down) forever.
17. Fatal wound, death in 2d6 rounds.
- 18+. Fatal wound, instant death. death.

FUMBLE TABLE

Roll d20. A fumble is always a miss.

- 1-6. The attacker drops his weapon at his feet or falls down if he's fighting without a weapon.
- 7-9. The attacker throws his weapon 2d6 meters away or falls down if he's fighting without a weapon.
- 10-12. The attacker falls down and drops his weapon if he has one.
- 13-14. The attacker breaks his weapon or takes d2 damage if he's fighting without one.
- 15-16. The attacker hits himself. Roll for damage.
- 17-18. The attacker hits an ally nearby or falls down if he has no allies in range. Roll for damage.
19. The attacker inflicts critical hit on himself and rolls for damage.
20. The attacker inflicts a critical hit on a nearby ally or falls down if there aren't any nearby allies.

ABOUT HAZARDS

Use what your game system has in store for hazards. These are the usual suspects: d6 damage for every 10' a character falls, Constitution loss for starving, etc. Hazards cause injuries when reducing a character to 0 hit points or lower just like weapons do.

ABOUT WIMPS AND NATURAL WEAPONS

Kicks, punches, headbutts, bites, and other natural attacks cause 1 point of damage when they hit. If your game system uses Strength modifiers for attacks like these, and these Strength modifiers would turn an attack (or all natural attacks for that matter) into harmless spiteful glancing blows, that's exactly what happens. For example, if in your system your character would have a -2 Strength modifier added to their natural attacks, they deal 0 damage.

ABOUT HEALING AND RECOVERY

Characters regain all their lost hit points after a night's rest provided they can eat and relax for at least 8 hours. Injuries never heal if they've left any permanent damage.



EXPERIENCE

GAINING EXPERIENCE

Characters gain 3 experience points (XP) at the end of every game session they survive. They gain 1 extra XP for every critical hit, amazing luck result, and fumble they have scored, whether in combat or when TRYING THEIR LUCK. They don't gain any XP for rolls of "1" or "20" they get when making a standard ability check or a Saving Throw. They also gain 1 extra XP for every injury they've sustained during the session.

SPENDING EXPERIENCE

Since there are no guildmasters, wizards, or master fencers to train with, characters evolve along whatever happens to them. Their players can decide to save their characters' XP for future use or to spend them at the end of any game session. Gaining a cantrip (see the Sorcery section on page 29), an orison (see the Faith section on page 31) or a gest (see the Gests section page 34) costs 5 XP. If a lot has happened to the characters, they can gain several of these bonuses in a single game session. These gains must make sense according to what's happened to the characters during the previous sessions and are subject to the DM's approval. A character cannot gain a combat-oriented gest if all he did was sit and watch during the combats nor can he gain an orison if he's shown no sort of faith or trust whatsoever in a superior power. Likewise, if a character has had no access to a spellbook, a scroll, or has had no exposure to magic in any way, he can't learn a new cantrip.

CHANGING

Players can choose at the end of a game session to lose a trait, to gain a new one, or to change their character's personality. While this has no mechanical effect, it helps players to flesh their characters out over time. Maybe a scarred character could have had his scars mended, or a fat character could have slimmed a bit. An arrogant character can become humble, and a focused character can become distracted.

Seven at One Blow

The players can store XP for a future use
Gaining a cantrip, an orison or a gest costs 5 XP
What their characters gain must make sense
At the end of a game session, they can choose to drop or to gain a trait, or to change part of their personality



***"Klaatu Barada N... Necktie... Neckturn...
Nickel... It's an "N" word, it's definitely an "N"
word! Klaatu... Barada... N...".***

Army of Darkness

SORCERY

CANTRIPS

All elven characters start the game with a cantrip. Astrologers, charlatans, fortune tellers, mesmerists, minstrels, stage magicians, and students start the game with a cantrip only if their Intelligence score is above 9. Cantrips gained through a character's background are written in small grimoires or spellbooks (weighting 2 lbs. per cantrip written inside), which the character needs to study for 4 uninterrupted hours in order to memorize before he can cast them. A character can memorize up to 3 different cantrips at the same time. Elven cantrips are innate powers which refresh every day at midnight sharp and don't count against the memorization cap. An elven mesmerist with a 14 in Intelligence thus starts the game with 2 cantrips, one which he regains at midnight, the other that he needs to study in a book and memorize every time he wants to cast it. Whatever the case, cantrips with which a fresh character starts the game are determined randomly. Any character with an Intelligence of 9 or more can acquire a cantrip through experience, assuming that he has found a grimoire or a scroll during his adventures.

CANTRIPS

Roll d20

1. Acid Splash. Throws acid at 40' in a 10' diameter area for d3 dmg and corrodes items.
2. Breeze. Conjures a sudden breeze at 50', extinguishing torches in its path. Instant.
3. Dancing Lights. Conjures d6 colored lights at 60', lasts 5 rounds.
4. Daze. Target saves or loses its next action. Instant.
5. Detect Magic. Detects magic items and creatures at 30'. Lasts 3 rounds.
6. Detect Poison. Detects poisonous food, drink, and creatures. Lasts 3 rounds.
7. Erase. Erases up to a page of magical or ordinary writing. Instant.
8. Flare. Target saves or is dazzled [-1 to attack rolls] for d6 rounds. Instant.
9. Ghost Sound. The character can project a sound he chooses at 40'. Lasts 3 rounds.

Seven at One Blow

10. Hypnotism. Target saves or obeys the character's non-suicidal commands for d4 rounds.
11. Jolt. Project lightning at 50' on up to 2 targets, inflicts d3 dmg. Instant.
12. Know Direction. The character knows where the North is. Instant.
13. Light. Conjures a torch's worth of light. Lasts 1 hour.
14. Lullaby. Makes a target drowsy (+4 to spot or detection checks) as long as the character sings.
15. Mage Hand. Move an item weighting up to 5 lbs. with telekinesis. Lasts 2 rounds.
16. Mending. Repair a damaged item, the size of a backpack at most, permanently.
17. Message. Send someone a message of up to 7 words at 200' away.
18. Ray of Frost. Shoots a ray at a target less than 40' away. Inflicts d4 dmg. Instant.
19. Read Magic. Allows one to read a single scroll, rune, or spell in a spellbook. Instant.
20. Ventriloquism. The character can project his voice at up to 40'. Lasts 3 rounds.

HIGH MAGIC

Using items restricted to magic-users (or any of their subclasses if your system features them) requires a successful luck roll. If the roll is a success, the character can use the item or spellbook as if he were a first level magic-user. Such a roll would allow him to memorize and cast a first level spell or to use a magic wand, for instance. If the spell or item is more powerful than something a 1st level magic-user would use, using the item or spell requires an AMAZING LUCK result. Amazing luck allows any character to cast spells and use items as a 12TH level magic-user. Yes, a fireball cast with an amazing luck roll is a 12d6 fireball. The character's luck needs to be tested every time he wishes to use the same item or spell: the roll's only good for one use. While the read magic cantrip allows a character to decipher a scroll or spellbook, it doesn't allow him to cast the spells they contain, which always require a successful luck roll. Spellbooks containing High Magic spells (pretty much anything above the level of cantrips) are bulky, cumbersome affairs weighting 8lbs. per spell level they contain.

FAITH

ORISONS

Apprentice diviners, novice clerics, grave robbers, novice monks, pilgrims, and professional funeral weepers start the game with an orison if their Wisdom score is above 9. Characters with enigmatic, moralistic, mystical, reclusive, and superstitious personalities have a 3 in 6 chance to start the game with an orison if their Wisdom score is above 9, provided that their player decides that they have faith in a superior power. Characters need to pray or meditate for 4 uninterrupted hours in order to memorize orisons before they can cast them. A character can memorize up to 3 different orisons at the same time. Orisons with which a fresh character starts the game are determined randomly. Any character with a Wisdom of 9 or more can acquire an orison through experience, assuming that his faith played an important part in his behavior, motives, and actions during his previous adventures. Orisons work pretty much like cantrips do and not as cleric spells usually do in your game system. Characters know but a few of them instead of the whole list and need to select them individually when praying or meditating. Keep in mind that characters have no classes: a halfling character skilled at hiding and knowing both cantrips and orisons, for instance, is legit. When a character wants to memorize both cantrips and orisons, he needs to spend 4 hours praying for orisons and 4 more hours studying for cantrips.

ORISONS

Roll d20

1. Bless Water. Creates a vial of holy water. The holy water spoils at dusk.
2. Create Water. Creates 1 gallon of water. Instant.
3. Cure Minor Wounds. Heal 1 hit point. Instant. The character must touch the recipient.
4. Detect Magic. Detects magic items and creatures at 30'. Lasts 3 rounds.
5. Detect Poison. Detects poisonous items, food, drink and creatures. Lasts 3 rounds.

Seven at One Blow

6. Detect Undead. Detects undead creatures at 60'. Lasts 3 rounds.
7. Diagnose Disease. Diagnose a single disease. Instant.
8. Dirge. Makes all enemies within 30' weak (-1 to attack rolls) as long as the character sings.
9. Emblazon. The character's holy symbol or crest always shows upon their clothes, shield or even bare skin if they have neither. Lasts 1 day.
10. Flare. Target saves or is dazzled (-1 to attack rolls) for d6 rounds. Instant.
11. Guidance. Target gets a +1 bonus (or -1 for a check roll) on its next d20 roll.
12. Horns and Bells. Project the clear sound of bells or of a horn at 100' away. Instant.
13. Know Direction. The character knows where the North is. Instant.
14. Keep Watch. The character can stay awake for the entirety of the next night without ill effect.
15. Light. Conjures a torch's worth of light. Lasts 1 hour.
16. Magic Weapon. A weapon the character touches is considered magical (no bonuses). Lasts 2 rounds.
17. Mending. Repair a damaged item, the size of a backpack at most, permanently.
18. Purify Food & Drink. Purify a meal's worth of spoiled food and drinks. Instant.
19. Read Magic. Allows to read a single scroll, rune, or spell in a spellbook. Instant
20. Virtue. Confer 1 temporary hit point on a target the character touches. Lasts 1 hour.

Divine Magic

Using items restricted to clerics (or any of their subclasses if your system features them) requires a successful luck roll. If the roll's a success, the character can use the item or scroll as if he were a first level cleric. Such a roll would allow him to cast a first level spell or to use a magic necklace of prayer beads, for instance. If the spell or item is more powerful, using it requires an AMAZING LUCK result. Amazing luck allows any character to cast spells and use items as a 12TH level cleric. Yes, a character could raise someone from the dead with amazing luck and the appropriate scroll. The character's luck needs to be tested every time he wishes to use the same item: the roll's only good for one use. Characters always need to find and use props in order to try their luck: they can't spontaneously cast cleric spells, use lay on hands, paladin abilities, and the like.

TURNING UNDEAD

A character can turn or even control undead with sheer faith and a holy symbol anytime he wants with a successful luck roll (a fumbled roll ATTRACTS undead to him so he'd better be careful not to abuse it). With amazing luck, characters turn undead and demons like a 12TH level cleric. The DM shall judge whether a character's faith is genuine or hypocritical.

"I'm Christian, I'm Christian!"

Troll Hunter—Kalle.



GESTS

Gests can be gained only through experience; a character begins with none. Gests are abilities that characters acquire through their adventures. The default gest they acquire when spending their XP is **SOMEWHAT SKILLED**, a small nudge that helps them with further check rolls for a given skill. The skill must be chosen when the character takes the gest and should correspond to some feat he's done in his previous adventures. If a character, for instance, managed to smash doors open several times with successful Strength check rolls, he could become **SOMEWHAT SKILLED** at smashing doors open.

SOMEWHAT SKILLED. The character gains a -2 bonus to his check rolls with a specific skill.

Other gests are less common. They also must correspond in some way to the character's previous actions, and are left to the DM's discretion. Since there are many gests, the DM should present each player with a shortlist of suggestions to choose from whenever their character might qualify for one. **MEMORY WARP** or **EXTENSION**, **CANTRIPS**, for instance, are gests connected to spellcasting and should only be open to characters that have cast A LOT of cantrips over the course of their adventures

ARMORED FIGHTING. The character can fight and move in plate armor.

BESTOW HOPE. Whenever the character heals someone with an orison, he also relieves them from their fear.

BERSERKER. The character can choose to attack with a +1 bonus to hit, but his opponents hit him with a +2 bonus this round. The player must declare that his character is going berserk at the start of the combat round.

DEEP FAITH. The character can cast again an orison he's already cast with a successful luck roll once per day.

DEFENSIVE FIGHTING. The character can choose to gain a +1 (or -1 if you use a descending AC system) AC bonus, but his attacks have a -2 penalty this round. The player must declare that his character is fighting defensively at the start of the combat round

ENDURING. The character gains 1 hit point permanently. The players can choose this gest multiple times for the same character.

Seven at One Blow

EXTENSION, CANTRIP. One of the character's cantrips (player's choice) lasts 1 more round when the cantrip has a fixed duration. The players can choose this gest multiple times for the same character and for the same or for a different cantrip.

EXTENSION, ORISON. One of the character's orisons (player's choice) lasts 1 more round when the orison has a fixed duration. The players can choose this gest multiple times for the same character and for the same or for a different orison.

FAST HEALER. The character regains his lost hit points in 4 hours instead of 8 hours.

FIGHT ON! The character becomes SKILLED at Constitution checks rolled to stay conscious at 0 hit points.

HERE COMES THE CAVALRY. When a character is mounted, his attacks have a +1 bonus.

LONER. When the character is at 50' of his allies at least, he gains a +1 bonus to his individual initiative rolls.

MEMORY WARP. The character can cast again a cantrip he's already cast with a successful luck roll once per day.

PLAY DEAD. The character can play dead when he's hit in combat. Enemies must succeed at a save or consider him dead.

RANGER. All the character's d20 rolls have a +1 bonus [or -1 for a check roll] in a specific environment the player chooses [desert, forest, hills, mountains, swamp, etc.]. The player can choose this gest multiple times for multiple environments for the same character.

RESISTANT. The character saves at +1 versus poison and diseases.

RUSH FORWARD. The character gains a +3 attack bonus when charging.

SHIELDS SHALL BE SPLINTERED. When the character uses a shield in combat, he may ignore an attack that would drop him to 0 hit points or below and decide that his shield has been destroyed instead.

STRONG-WILLED. The character saves at +1 versus mental attacks, spells and charms.

TILL THE FAT LADY SINGS. The character can maintain a song for up to 4 hours.



DESIGNING ADVENTURES

TELLTALE SIGNS

Adventures for SEVEN AT ONE BLOW revolve about investigations, atmosphere, and player's wits rather than upon combat skills, spell lists, and character chutzpah. It's about being brave, curious, and enthusiastic in an endless spiral of death and despair. Obviously, designing an adventure for a band of commoners is different from designing a deathtrap dungeon. Since this hack's philosophy is to encourage using player's wits instead of character's skills, there should always be a way to forewarn the players or to let them know something is up. If there's a trap around the corner, the trap should have some telltale sign like a puddle of water for a pit trap opening into a well. Monsters should be announced one way or another as well: bear paw prints and feathers for owlbears, a shadow behind a murdehole for brigands hidden in a tower, etc. This isn't necessary obvious: telltale signs can be deviously hidden or may require a lot of insight and cunning, but there should always be some. Why is it so? Because once the monster's loose or the trap's sprung, there's bound to be fatalities, and dying and dying with no chance of escape will just ruin the fun for everyone.

GIVE THEM RESOURCES

When a character kills a goblin or a bandit in a standard game session, he sometimes loots the body of its coinage, sometimes forgets about the corpse, and walks away in both cases. He won't walk away in a SEVEN AT ONE BLOW game because he'll probably need the short sword the goblin's been fighting with, or the leather armor the bandit wears. Both will come as a welcome addition to the cauldron lid and apron that were his only armor and weapons till now. All that the characters can find during the adventure are resources that they will scavenge. Likewise, since some characters will try to rely upon sorcery and faith, a good adventure should sprinkle bits of both here and there so that the characters can advance in those fields as well.

LOW FANTASY

Since you will be using another OSR game system as the backbone of this hack, you can probably find lists of magic items, monsters, and character classes in that system. Use all of those resources with caution. Maybe there are a few non-player characters with classes and levels, like Saruman, a 5TH level magic-user or Conan, a 3RD level fighter, but the player characters will very seldom encounter such powerful individuals. In a world where everyone's a commoner, Excalibur is a +2 magical sword. Just think about how powerful a ring of invisibility with some runes engraved on it is in the *Lord of the Rings* saga. A band of 2 or 3 orcs is probably powerful enough to wipe out the entire party in a single combat. So is an ogre, a harpy, or a lone troglodyte. While you are very, very welcome to use this all, you should really weigh the power of the items and monsters you pour in your games, or else the characters will end up badly. Since the characters are level 0, they have little hit points, fight with knives and staves when they have a weapon, and have none of the skills, powers, and resistances which would allow them to survive a normal adventure. You can rip off whatever fits your game from any other published OSR adventure, but you must be very careful while doing so, because if you play it as written, the characters will all die in the first 10 minutes of your game session. You need to tone this all down, erase most if not all of the monsters, traps, and treasures, and edit out everything that's so tough as to be impossible for them. Tough is okay, impossible is not. A good example of an adventure that could be used exactly as it is is the haunted house part from TSR UK's *Sinister Secret of Saltmarsh*.

MAKE IT WEIRD

You don't need to set the adventure up in a boring English medieval village where nothing ever happens. Actually, you should do the opposite and throw the characters in the weirdest situations you can think up. The characters are ordinary, but what makes the game interesting is that the situations they face aren't. Just because they can't wield potent weapons or powerful magic doesn't mean that they won't face weird, mind-blowing situations.

REPLAY: THAT WAS SMART

We're in India, in the teacher's meeting room of a game design college on top of a six-floor building. The Monsoon season is just beginning and it rains heavily, winds howling and lightning in the sky all in hues of orange and dark blue. This is where we play. The room is so standard that it could be anywhere else: there's a dry erase board, a long table, reclining chairs, plug sockets in the floor and an AC machine buzzing in the background even though the room's cold already. The pizzas came in early with a soaked delivery man on a bike, BBQ 10". A pound of dice on the table, it's been two hours we play already and we're two characters down: Hajam the Barber and Ophinicus, both impaled on spikes at the bottom of a 20 feet pit trap. None of the other characters felt like risking their lives going down there so they left them to agonize for hours and tried to forget their moans. Since we've been playing before, we've already determined most the characters' abilities. Crackle's leading the way; he's a copycat of Crackle from the Snap, Crackle, Pop trio of the Rice Krispies, and a baker as well. Arthur plays him. Just behind, there's Chiara, a spiteful dwarf harlot which Shaan plays and Maroon, Julia's one and only character, a youthful maid in a black uniform, huddling together as they try to walk side by side in a corridor that's too narrow to allow them to. Julia's 21 and she wouldn't play more than one character on her first game. Since she didn't know what the game was about, she came in a Battle Royale cosplay costume with a gas mask just in case. Shaan plays Benito as well, a one-eyed junior officer and he's got a shortsword! Benito's cautious and walking behind the girls, keeping their back. Since Ophinicus' dead, Stan's got only a character left: Oliphant, a libidinous aristocrat with an ornamental sword and a shitload of gold. Oliphant has drawn his sword, however useless, and walks last. Play.

JULIA. This music really gets on my nerves.

SHAAN. Yeah, man. I will never be able to forget it.

KAISER. Good. It's like this dungeon you're in, it's supposed to haunt you.

JULIA. Well it does. Can we make a deal?

KAISER. Mmmh?

Seven at One Blow

KAISER. Mmmh?

JULIA. If we win, I play my music and I get to dance.

KAISER. What's winning here?

JULIA. Surviving I guess.

ARTHUR. No, say no. Please, it's only worse.

KAISER. Okay, deal.

ARTHUR. So now we all need to die.

KAISER. So, back on track if I may say? The corridor's going on and on for what seems hundreds of feet. Here and there, the walls are stained with greasy soot and smatterings of dried blood. There are no doors, no visible exits.

SHAAN. Chiara's a dwarf, right? Can't she detect if the corridor's sloping or something?

KAISER. You're a dwarf harlot, Shaan. You can detect lust in a client maybe, that's it.

SHAAN. But I still can try, right? I'm feeling the floor and the walls, trying to check if they're even. I bought a waterskin back at the village, do you remember? So I let some water drip and look to see if it flows slightly or if it stays still.

KAISER. You can't see much, you're at the edge of the lantern's light area.

STAN. Okay, I step forward.

KAISER. The corridor's cramped with the ladies side by side.

STAN. ...And push the ladies aside one by one, feeling them a little bit as I do.

JULIA. I slap him hard. Maroon does, I mean.

KAISER. Whatever, don't worry.

STAN. I laugh and move to the front, raising my lantern high.

KAISER. Chiara's got enough light now, Shaan. Roll for your Wisdom score and make a check.

SHAAN. Got an eleven in Wisdom so that's a 5 or less?

KAISER. Yup.

SHAAN. Got a 3! Chiara knows it all. Dwarf power!

KAISER. She leans against the wall, pressing her face sideways so hard that it seems she wants to merge with it. Her face and hands get smudged in grease and soot. From that weird angle, she looks at the wall and notices that the corridor turns left in such a slight curve that it's almost invisible to the eye. On the other hand, the water's staying still at your feet in a puddle.

SHAAN. I tell the others: "*it's a curved hallway.*"

JULIA. Does it go back to where we came from?

KAISER. Dunno.

JULIA. Yeah, of course, you don't know. We push forward then, and Chiara will check again in like 20 or 30 meters.

Seven at One Blow

KAISER. Metric now? The corridor continues for ages. Chiara checks every now and then and notices that it keeps on turning. A thousand feet later—300 meters, Julia—it opens into a cramped room, 10' wide, whose walls are blackened with soot. There are chunks of coal on the floor, and there's a brass lever protruding from the wall in the northwest corner of the room. The lever's wrapped in dusty cobwebs.

STAN. Dusty's good. This means the spiders have long gone. I raise my lantern and look at the ceiling.

KAISER. The ceiling's high up above and shrouded in shadows in spite of the lantern. Still, you can make out gleaming red eyes as they reflect the light.

ARTHUR. How many of them? How many eyes?

KAISER. You see six eyes, Stan. Oh wait. Seven. No, wait. There are eight eyes, all looking down at you.

STAN, LAUGHING. But given the dust, that must be an undead spider!

JULIA, SCREAMING. I scream!

KAISER. The undead spider creeps slowly towards you, hanging in mid-air on invisible threads, its fangs dripping with venom. Its desiccated body is mottled with red spots, and its exoskeleton is bleached to the color of old bones. It's big as a horse.

STAN. I swing wildly my sword at it.

KAISER. Wildly? The lantern's in your left hand, I suppose, now dangling and shaking, casting eerie shadows everywhere.

SHAAN. Benito runs to the lever. Chiara screams, she doesn't even have a weapon!

JULIA. I have silverware. You said so when I rolled for my background.

KAISER. Yes: 3 forks, a tablespoon, and a knife.

JULIA. I take the knife out and grab a fork in my left hand.

STAN. Don't touch the lever, Benito!

KAISER. Roll for initiative, people. One person rolls for everybody.

JULIA. Got a 3.

KAISER. That's an individual initiative of 4 for Crackle because he's got a high Dexterity and of 1 for Chiara because of her very low Dexterity. Everybody else is at 3. The spider's at 2.

ARTHUR. Crackle jumps as high as he can and crushes the head of this thing with his rolling pin. Do I get to roll?

KAISER. Yeah, roll.

Arthur rolls a d20, a 13 comes up.

KAISER. You hit the spider right in the face. The blow should have crushed it, but the rolling pin bounces back so hard that it twists your wrist. There's a hint of evil joy in the creature's eyes as it looks at you, totally unaffected

STAN. You need slashing weapons, that's why. Look, that's how you do it.

Stan rolls and gets a 1.

Seven at One Blow

KAISER, ROLLING A 20 ON THE FUMBLE TABLE. You try to jump and to swing your sword vertically at the creature, but miss it.

Kaiser rolls d4 for the damage and gets a 3, then rolls d20 on the Critical Hits Table and gets a 13.

KAISER: You try to stop your motion, but your furious blow drives you forward and the sword flies off your hands straight into Maroon's chest. Maroon, the sword is stuck in your chest, still shaking with great violence. You lose 3 hit points and 4 Constitution points, but somehow manage to stay conscious. You bleed profusely and gasp for air with a rasping howl.

STAN. Shit, my sword!

SHAAN. I swear I'm going Player Versus Player if we survive this one.

JULIA. Maroon jumps! You know, like Wolverine, Elektra or something, she jumps very, very high, arms outstretched, and lands on the spider. Now there's a fork in one of the spider's eyes and a knife in another. She clings to the dead spider to cushion her fall, Oliphant's sword still shaking in her chest, and she's badass.

KAISER. She's a maid...

JULIA. She's a badass maid.

KAISER. Okay, let's see if she is, try your luck.

JULIA. Meaning I roll a d20? Okay, I got 18!

KAISER. Wow. You're lucky and manage to jump pretty high. Roll to hit with both weapons.

JULIA. A 14 and an 8.

KAISER. The knife misses but you manage to stick your fork into one of the spider's eyes. The thing cackles in anguish as greenish pus flows from the wound. It's still alive and bites back at you...

SHAAN. Wait, there's Benito. He hasn't done anything yet.

KAISER. What's his plan?

SHAAN. I pull the lever.

STAN. WHAT?

KAISER. Okay. The lever's stuck. Make a Strength check.

SHAAN. I'm a junior officer, can't I have some skill with levers?

KAISER. Seriously?

SHAAN. No. My Strength's 12 so that's 6 or less. I got a 4: I pull the damn lever.

KAISER, CLEARING HIS THROAT. Right. The lever clangs as you move it into the downward position, and the whole room's floor slides open into a deep, soot-covered chimney. You all fall headlong and must make a save to avoid breaking your necks.

ARTHUR. Thank you, Shaan, that was smart.

JULIA. Remember I was clinging to the spider to cushion my fall? I rolled an 18! Remember?

Seven at One Blow

KAISER. Make a save, all of you.

STAN. It just keeps getting better.

JULIA. What's a save?

ARTHUR. 16 or more to pass.

All roll for all their characters. They all fail except Arthur. Kaiser rolls 2d6 for the falling damage and gets a 7. He decides that since Maroon managed to cling to the spider, she takes only half damage. Crackle and Maroon lose 3 hit points, the others lose 7. That's enough for a roll on the injury table everyone, including Maroon who had only 2 hit points left. They're all at 0 hit points except Crackle.

KAISER, ROLLING FOR INJURIES. Chiara's left leg breaks in the fall, as does Benito's jaw. Maroon is knocked out. Oliphant lands on his back, which snaps with an excruciating sound. Crackle has landed on his feet and the spider's squashed as it cushioned Maroon's fall.

KAISER. You've fallen right in the middle of what seems like a shrine. There's a stained glass window at the end of the room on one side with an altar in front of it. On the other side, there's an arch looming at some 20 feet, which gapes open into the darkness. There's a faint rustling sound nearby, though you cannot identify its precise location. The place is eerily silent otherwise, as if nobody has entered it for centuries. The dust scattered by your fall rises slowly in a cloud. You cannot make out which hour of the day it is, but it is most probably day because there's light shining from the window.

ARTHUR. What does the stained glass window depict?

KAISER. It depicts a gaunt man with horns and hooves moving in a field of flowers. There's a bloodshot eye at the center of each flower, which all seem to look at you. Please people, all of you make a Constitution check or you pass out.

ARTHUR. Even Crackle?

KAISER. Except Crackle.

They all fail except Oliphant and Maroon.

ARTHUR. From where did we fall in here? I look at the ceiling.

KAISER. There's just a hole, and a lot of soot.

STAN. I suggest we take it easy and rest in here before doing anything else.

JULIA. Like trying to kill me again?

STAN. Don't be silly, you know it wasn't intentional. There's just the three of us here, let's survive this together.

ARTHUR. I'm the only who can move and do things anyway.

KAISER. And it's a good thing, because you hear a slow, disgusting retch.

ARTHUR. Coming from where?

KAISER. You turn around and see the spider moving slowly back on its claws.

ARTHUR, LOOKING AT JULIA. Shit! I need a weapon. Oh shit.

JULIA. No!

Seven at One Blow

ARTHUR. I step forward and draw Oliphant's sword from Maroon's chest.

KAISER. That will inflict a couple of points of damage. Are you sure?

ARTHUR. Yes, I'm sure, there's a giant undead spider here!

Kaiser rolls a 2 for the damage and a d20 for the injury. Since Maroon is at 2 negative hit points, the critical hit roll gets a +2 bonus. Kaiser rolls a 15 for a final score of 17—enough to kill Maroon.

KAISER. When you remove the sword, blood rushes from the wound. Maroon vomits, writhes and chokes on her own blood. She will be dead in a couple of rounds no matter what.

JULIA. Now you've done it!

KAISER. I get 4 for initiative with the spider. What about you Arthur?

ARTHUR. I'll find a solution, Julia, don't worry. I get a 5 and I charge the spider with the sword, flailing like hell. I got a 19! Critical hit!

KAISER, NOT ROLLING ANY DIE. It's not a critical hit, critical hits are natural twenties only. The sword hits the spider and bounces back just like your rolling pin did anyway.

ARTHUR. What? All for nothing! But Julia's hit it! It got to be...

STAN. The silverware!

ARTHUR. I rush to Maroon again. She's still grasping the fork and the knife, isn't she?

KAISER. She is, the rigor mortis already clasping her fingers firmly around them. Spider's turn.

ARTHUR. Noooo.

KAISER, ROLLING A D20. The spider stumbles and tries to bite you, but fails. You hear its bone jaws snapping a few inches away from your ears. I've got a 2 for initiative. You?

ARTHUR, ROLLING A D6. 6! I rush to Maroon and try to grab the silverware.

JULIA. Maroon gurgles: "Son of a bitch." I don't release them, I grasp them like I've never grasped anything harder in the world.

STAN. Oliphant crawls to the altar inch after inch.

KAISER. Wait, Stan, Constitution check or you pass out. Maroon's dead, Julia.

STAN, ROLLING A D20. 5, I win again. How many rounds before I get there?

KAISER. Nice. Two more, you're crawling. The spider lunges forward...

ARTHUR. I cut Maroon's hands with the sword.

KAISER. It's an ornamental sword. It's pretty but not very sharp. It's more like a pointed bludgeon.

Kaiser rolls d20.

KAISER. The spider misses you again. It hisses with anger and stands on its back claws, exposing its soft belly. Maybe it likes you?

ARTHUR. Seriously?

KAISER. Nope. I got a 5 for initiative! The beast's angry and fast.

Seven at One Blow

ARTHUR. And I've got a 6! Ta-dam. I bludgeon Maroon's hand with the sword, the hand in which she holds the knife.

KAISER. You squash her hand. Her fingers crack and snap with a horrible noise which reverberates in the hall. Stan?

STAN. A 2! No cheating, look! I keep crawling.

Kaiser rolls an 11 for the spider, which hits Crackle and inflicts 5 points of damage. That's 4 points over his hit point total and Crackle has to roll on the Injury table. The die rolled for the injury receives a +4 bonus.

KAISER. The spider hits Crackle, biting a whole portion of his head off as he wails in terror. Save or die, Arthur.

Arthur rolls and gets a 14.

KAISER. The venom runs through your veins in a nanosecond. You feel your veins pulsating and burning, and, in a sudden thump, your heart explodes.

JULIA, CLAPPING. In your face!

STAN. I got a 4, can I reach the altar?

KAISER. You reach the altar. There's a scroll wrapped in what looks like a pinkish square of leather and a curved bone dagger. The stained glass painting shines with a supernatural halo.

STAN. I read the scroll. It's human flesh isn't it? If there's anything like an incantation or a spell on it, I cast it straight away. Whatever it is.

KAISER. Try your luck.

Stan rolls and gets a 20!

KAISER. A spell there is indeed. You tap into the last resources of your soul before fainting. You see the stained glass devil wink at you. There are symbols unknown in your mind, which match those of the scrolls. You don't know how, you don't know why, but you know how to spell them. One by one. As you do, they appear in front of your eyes, dancing and shining. A spell you weave. There is a shudder and a panting, the resounding sound of hooves and a sudden hush flickering. You hear the spider recoil and cringe far away, you hear footsteps and groans. Who's dead already?

ARTHUR. Uh? I am, so is Maroon. The others have just passed out.

KAISER. Well you wake up, both of you zombies, and begin to tear the spider apart. Undead versus undead, it's a rotbath.

JULIA. So technically, I survived?

KAISER. Hey, no!

JULIA. Yes I did. Is the spider dead already?

KAISER. Torn apart as we speak.

JULIA. Yay. So all good.

KAISER. No wait, you can't play a zombie, they're mindless things.

STAN. Not under my control?

KAISER. They are, but you've fainted so they both remain here, motionless.

Seven at One Blow

JULIA. So we call it a break? Danger's gone?

KAISER. You can't play a zombie, Julia.

JULIA. Please, just until my new characters can barge in. Say yes.

KAISER. Uh okay.

JULIA. It's zombie dance time, then!

KAISER. No experience points?

JULIA. I don't care, I'm a badass zombie maid!

KAISER. The others might. You all get 3 experience points for the session. Chiara and Benito get 1 more because of the injury they've sustained and Oliphant a hefty 3 points for the injury, the fumble, and the amazing luck with the scroll.

STAN. That means I can buy a feat or something?

KAISER. A gest. That's less powerful than a feat. You could alternatively buy an orison since you've cast a cleric spell with the animate dead scroll, so a little bit of divine magic would make sense.

STAN. Animate dead? That's cool. I'll choose by the next session okay? Can I keep the zombies?

KAISER. Sure and sure, as long as they last. Let's pack, people.

THE WORLD'S MOST ELUSIVE CREATURE

An introductory adventure and setting

THE PLACE

Osran-on-the-Guise is a small village nestled on the side of the Ozerg mountains at an altitude of some 3,500 feet. It may serve as a starting location for the characters' adventures either because they're citizens of Osran-on-the-Guise, or because they've been summoned. This adventure provides hooks for both, but you may invent new ones in order to better fit your players' characters if you feel creative.

It snows and rains in Osran for 9 months a year before a short spring season which jumps straight into autumn. Because of the snow and rain, the alleys and streets of Osran are covered with slippery planks all year long. Night falls early in the region, at about 7 PM. At this time, most houses are barely lit with candles and an occasional lantern before the residents go to sleep. All houses are one story and made of thick wood. All of them show signs of disrepair: the front door is missing here, the roof is leaning low there. Everywhere, quick fixes have been applied: poles support the roofs, rugs and furs replace the doors, and basins collect the water when it rains in the houses. The only sturdy house is the Bayer's (it's like a Mayor in the local dialect) manor, which rises well above the others with its three stories and its stone walls. The Guise, a small river which meanders about the village, is frozen most of the year. There had been a halfling boat trade on the Guise in a bygone and warmer past, though only deserted wooden longhouses remain on the banks. A trading post, which serves as an inn for travelers, the Angry Goose, is open through most of the year except the dead of winter, during which housing must be found in some villager's shed. At the center of the village, a lone lamp post upon which a lantern is hanging serves as a meeting point. The few shops and workshops that remain are all nearby.

THE PEOPLE

There are currently 127 people living in Osran, most of them mule wranglers, goat shepherds, carpenters, and blacksmiths, since the village served as a way station for many years. The main trading caravans now stay clear of the Ozerg mountain range's vicinity, and most trades have dwindled in the impoverished and derelict village. There's a militia which numbers about 20 people and a few clerks working at the Bayer's, but no priest, herbalist, or apothecary. Osran is part of the Eastern March of an important kingdom, but it's been three years since the village has seen any tax collectors or messengers, and the people aren't exactly in a hurry to meet them again. For all these reasons, strangers aren't much welcome in Osran. Moreover, the village has a secret shrouded in superstition: a cruel bearlike creature has been roaming the mountains nearby for a dozen of years, a yeti, whose mere presence scares people away from the Ozerg range. Because of the yeti, a wooden stockade has been built around the village and the people don't go into the mountains anymore. When this adventure starts, floods have cut the roads leading to the valleys below. If the characters have come from a distant place, they're the last to have managed to reach Osran before all the bridges and fords are destroyed in the flood. Describe the mountain storms, raging rivers, and mudslides, have the players roll a few dice just to make it real, but let them reach Osran unharmed.

PREVIOUS EXPEDITIONS

There have been two expeditions to find the yeti before, which never returned. The first one was a band of 7 dwarves which went into the mountains five years ago with heavy backpacks, a mule, and a cart. The dwarves left the village singing and disappeared. The second expedition was led by Sir Lazarus Wallace Pole, a famous cryptozoologist. Like the dwarves, he went with a lot of equipment. Unlike the dwarves, he went with a couple of guides from the village and three foreign hunters. He was never to be seen again. This is common knowledge for all the villagers.

THE HOOKS

THE CHARACTERS ARE CITIZENS OF OSRAN

If the character's background fits the village's population, the simplest solution is to decide that they're all born in the village and live here. There are a few dwarves and halflings and even an elven family in the village so that characters from any race can live in Osran. This makes it easy to start the adventure. Because of the flood, the mountains are the only place the people can forage for food and cross for trade, else the whole population will starve to death. The characters are thus sent to hunt the yeti and open a path into the mountains. They might have volunteered for this mission if they feel heroic, or they could have drawn the short straw and been sent there rather unwillingly; doesn't matter which.

THE CHARACTERS COME FROM ELSEWHERE

If the characters' background is a good fit, they might have been hired and sent by the Royal Society of Cryptozoology on the trail of Sir Lazarus Wallace Pole. The reward could be either a lifelong membership privilege or a pouch of gold (about 50gp per character). In addition, the Royal Society provides them with 24 pitons, 60' of hemp rope, 5 tents, 12 wool blankets, 12 backpacks, 3 picks (d3 dmg), 18 torches, 3 tinderboxes, and 9 weeks' worth of iron rations. They may also have come to the village to bring the villagers goods and food and found themselves cut off by the flood, forced to remain in the village. The villagers then ask the characters to go hunt the yeti, offering whatever riches they can scrape together at the moment (about 15gp per character).

MIX IT ALL UP

What's probably going to happen is that not all the characters will fit the same hook. Don't hesitate to mix them all together according to the different character backgrounds.

THE BACKSTORY

A nameless elven necromancer went through the village 12 years ago, clutching the Tome of the Moon in his hands. The Bayer Holborn, an elderly white-bearded dwarf, followed him under the shade of the trees and over the hills unseen until the nameless necromancer found a cave entrance that went under the mountains. There was a silver ore the like of which Holborn had never seen before in the cave, and Holborn killed the elf to keep the ore's location safe. There, he toiled alone for months, reading the tome by candlelight when he was taking breaks from all his secret minework, leaving the village under the pretense of patrolling the wilds. Eventually, as he read the last words of the tome aloud, the magic of the tome turned him into a werebear, a wicked creature which can assume the form of a huge polar bear. It is he who hired the dwarves from the first expedition and sparked alive all the rumors of the yeti he's heard about in fairy tales to cover his tracks while the dwarves mined for him. When Sir Lazarus came, he dealt with his expedition the hard way, killing them all in their camp. Two weeks ago, Holborn went back into the mine once again and found all the dwarves dead, their bodies ripped apart. This is why he won't oppose the characters' expedition, hoping they may find the beast that did this, though he plans to ambush the characters as soon as they return and to kill them should they find his mine or threaten to unravel his secret.

THE PLOT

There's always a portion of truth in fairy tales, and there is indeed a yeti in the Ozerg mountains. It is this creature, driven by hunger, that has killed and eaten the dwarves. So many things can go wrong in this adventure: the characters can find the Tome of the Moon and unleash a terrible sorcery if they're amazingly lucky, they can discover Holborn's secret and confront him in the village with an angry mob, they can find the yeti and maybe bring it to face Holborn, or they can all die a sorry death out there in the cold, not to mention the wild cards on page 55.

THE VILLAIN

The Bayer Holborn is afraid. He's seen what the yeti has done to the miners he's hired but has no idea what kind of beast it is. For the first time in years, he's scared to go into the wilds where he used to be the one and only predator. He hopes that the characters will find the yeti and kill it, and is prepared to deal with them afterward. Ten days after their departure, he will scout the countryside nearby at some 5 or 6 miles of Osran every night in his bear shape, waiting for the characters. He needs to succeed at a Wisdom check to see them (he has a Wisdom of 13 and is SKILLED at spotting people in the wilderness), a trivial check if they light any campfire at less than 10 miles of the village. If he fails and they reach Osran, he'll invite them to his townhouse the next day and find some excuse to send them away from the village again, like checking on the rivers down South or bringing a message to a distant city. He'll then follow them and ambush them in bear shape. If attacked in town he defends himself, of course, but won't assume his bear shape in front of the citizens unless he's cornered.

Holborn can assume the shape of a huge polar bear at will. The transformation takes 1 round during which he can do nothing else. He has 24 hit points, 6HD, wears no armor but is treated as wearing leather armor when in bear form. He attacks with a warhammer in human form (d6 dmg) or with 2 claws (d3 dmg each) and a bite (d6 dmg) in bear form. When both claws hit, he squeezes his target for 2d6 extra points of damage. In his bear form, Holborn can move on the snow as if on solid ground and swim very fast. Last but not least, it takes a legendary monster such as the yeti, or magical and silver weapons to inflict him any damage when he's in bear form. Holborn's lycanthropy is borne out of the magic of the **Tome of the Moon** and isn't a disease. As such, it isn't contagious and doesn't make him the noble and kind creature a werebear usually is.

There are 4 militiamen and 6 clerks at Holborn's house during the day. They all have 4 hit points and 1/2HD. The militiamen wear leather armor, carry a shield, and fight with spears (d6 dmg). The clerks have no armor and no weapons. They prevent people from exploring the house when they're around. The house itself has 7 lavish rooms, three of them used for administrative purposes and 4 for Holborn's private use.

There are three hidden items within the house: accounting books and records for the mine and the miners' salaries under a loose board under Holborn's four-poster bed; a safe with 5 silver nuggets worth 15gp each; a key to Holborn's bank chest in Jeramandel (the key is personal and the bankers won't let anyone else than Holborn use it, there's 4,000 gp in silver bars in the bank's chest) in a secret compartment of one of the kitchen's cupboards; and the **Tome of the Moon** rolled up inside a moose head hanging off a wall in the dining hall.

THE TOME OF THE MOON

The tome is little more than a collection of loose scrolls bound together with delicate elven threadwork. Holborn has had enough of its reading with his "curse" but keeps it just in case. Some of the pages are bloodstained. Reading the tome provides the reader with a comprehensive knowledge of therianthropes, the character thus becoming SKILLED at knowing things about were-creatures. In addition, a character who reads aloud the last incantations written inside, tries his luck and is lucky needs to succeed at a save or turn into a random therianthrope himself, rolling for new Hit Dice (see the table below). Like Holborn, it takes a legendary monster such as the yeti, another therianthrope, or magical and silver weapons to inflict any damage to the character when he's in animal form. Characters thus afflicted cannot control their initial transformation, which lasts d6 hours, and will transform every full moon for the whole duration of the night. Once transformed, they are in a bloodlust frenzy which dwindles only once their hunger is sated. After several such transformations, about a year later, a character can learn to control this transformation and will become able to assume his animal shape once a day whenever he wants to. Characters having become able to control their transformation are no longer subject to the bloodlust frenzy. Whatever the animal shape rolled, the character becomes a creature of chaos and evil as soon as he becomes afflicted, a trait which manifests itself even in his normal human or demi-human life. If the character is amazingly lucky when trying to read aloud the last incantations written inside, he will turn every human or demi-human being at less than 1 mile into a random therianthrope unless they succeed at a save. This destroys the tome forever and probably ends the adventure and the village. Well done.

Seven at One Blow

RANDOM THERIANTHROPE

Roll d8

1. Werewolf. 2HD, armor as leather, bite for d4 dmg, fast.
2. Wereweasel, giant. 4HD, armor as leather, bite for 2d4 dmg, fast. Can cling to its target and suck its blood for 2d4 dmg per round, automatic hit.
3. Werebear, cave. 7HD, armor as chain mail, 2 claws for d3 dmg each and 1 bite for d6 dmg. When both claws hit, squeeze for 2d8 extra points of damage.
4. Werepython, snow. 5HD, armor as leather, bite for d4 dmg, slow. It attacks first with a bite, and on a successful hit it is also able to constrict a victim for an additional 2d4 hit points of damage. Snow pythons are immune to cold.
5. Werebadger, giant. 3HD, armor as leather, 2 claws for d3 dmg each, 1 bite for d6 dmg, slow. Badgers move at half their normal movement when burrowing.
6. Werelynx, giant. HD2, armor as leather armor, 2 claws for d2 dmg each, 1 bite for d4 dmg. Lynxes are SKILLED at jumping, swimming, hiding, and detecting traps. They can attack with their rear claws when jumping for d3 dmg each.
7. Werewolverine, giant. 4HD, armor as chain mail, 2 claws for d4+1 dmg each, 1 bite for 2d4 dmg. Giant wolverines hit with a +4 bonus. In addition to their claws and bite, wolverines may attack with a musk spray that affects victims within a 60' long by 20' wide area, which must save or be blinded for 1d8 hours.
8. Wereowl, giant. 4HD, armor as leather, 2 talons for 2d4 dmg each, 1 bite for d4+1 dmg. Owls can fly fast and see in the dark.





THE WILD CARDS, ALL IN PLAY

1. Sir Lazarus carried along the plans and all the materials required to build an ornithopter. Holborn was too dumb to understand the blueprint or to make anything of the materials and has left everything at the expedition's camp with everyone's frozen bodies. It takes either 2 characters cooperating and achieving a lucky result when trying their luck or a single amazing luck result to build the ornithopter in 3 days. Once built, a character can fly clumsily with the machine at half his movement speed as long as the wind is moderate. When there's no wind at all, the machine doesn't fly.
2. There were not 2 but 3 expeditions before. The third one has avoided the village and was led by the viking chieftain Karolon. He was close to finding the yeti, which he was hunting for a trophy, but failed and was killed by Holborn as he returned to the Guise river. Two of his men managed to escape and have seen the dwarf shapechange under the moon. Thing is, they've both become mad cannibals now.
3. There's a shrine to the Cold Maiden in the mountains. If a character gets lucky when praying in front of the shrine, he receives 1st level cleric spells for the next day but loses d4 random toes and fingers to instant frostbite (-1 Dexterity, permanently). If he's amazingly lucky, he's become the bride of the Cold Maiden, whatever his gender, doomed to remain in her cave forever, but becomes impervious to the cold and gifted with whatever 1st level cleric spells your game system has. If he fumbles, he's turned into a statue of ice forever.
4. Five winter kobolds [Urzed, Kalni'thek, Malak, Zorgitz, and Latva] live in the mountains, hunting down dwarves and halflings. They may not attack human and elves with a good reaction roll if there are no dwarves or halflings in the group, and even will even trade them the location of the Cold Maiden's shrine and of Sir Lazarus' expedition camp for gold, food, and weapons. The kobolds all have 3 hit points, 1/2 HD, wear studded leather armors, and carry wicker shields. They are slow like dwarves but can move without hindrance on the ice or the snow. Two of them fight with clubs [d6 dmg], two with short swords [d6 dmg], and the last one with a dagger [d4 dmg] and a crossbow [d8 dmg but needs 1 full round to reload it every time he shoots]. They have hidden 35gp and 8 small garnets worth 5gp each in a small igloo nearby.

THE EQUIPMENT

Not everything is available for sale in Osran-on-the-Guise. Characters can only buy the following equipment as long as they remain in the region:

Hide armor 15gp
Leather armor [3 in stock] 35gp
Shield [takes 1 week to craft] 25gp
Dagger [d4 dmg, 2 in stock] 5gp
Hand axe [d4 dmg, 4 in stock] 7gp
Francisca axe [d6 dmg, 2 in stock] 10gp
Short bow [d6 dmg, 3 in stock] 25gp
Staff [d4 dmg, takes 1 day to craft] 3gp
Cart [1 in stock] 25gp
Canoe [2 in stock] 25gp
Mule [10 in stock] 25gp
Riding horse [2 in stock] 100gp
Pony [1 in stock] 50gp
Wool blanket, mount 3gp
Arrows, 10 5gp
Backpack 1gp
Bedroll 1gp
Blanket, wool 2gp
Candles, 10 5sp
Crampons 5gp
Flask of oil [16 in stock] 1gp
Ladder, 7' [1 in stock] 7gp
Lantern [3 in stock] 10gp
One night at the Angry Goose 5sp
Pick, miners' [5 in stock] 6gp
Pole, 10' 5sp
Quiver 1gp
Rations, iron, 1 day 5sp
Rope, 30' 3gp
Shovel 3gp
Spikes, 12 1gp
Standard meal 2sp
Torches, 4 5sp
Tinderbox [9 in stock] 5gp
Waterskin 1gp
Winter clothes, heavy 4gp

THE WEATHER

The floods down South come from a sudden rise in the level of the underground rivers which wind below the entire region. Whatever caused it is far from the region itself in a manner of butterfly effect. Maybe it's been raining in some desert at a few hundred miles from the valleys and maybe the rain went deep beneath, or maybe a legendary whale dived into the waters under the ice up North and the rivers are now taking the full impact of its feat, weeks or months later. In the mountain range, the weather's extremely cold, and travelers often wear thick furs and coat their bodies with grease. Those won't don't, die. The weather fluctuates between -10 and 20 degrees Celsius. It starts at temperate [10], light wind [10], no precipitation [10]. Roll d20 every day at dawn and every night at dusk for each weather category thereafter and check the tables below. When multiple conditions affect movement, only the worst applies.

GENERAL ROLL RESULT

1. Move down 4 steps.
2. Move down 3 steps.
3. Move down 3 steps.
4. Move down 2 steps.
5. Move down 2 steps.
6. Move down 2 steps.
7. Move down 1 steps.
8. Move down 1 steps.
9. Move down 1 steps.
10. Same weather.
11. Same weather.
12. Same weather.
13. Same weather.
14. Move up 1 step.
15. Move up 1 step.
16. Move up 1 steps.
17. Move up 2 step.
18. Move up 2 step.
19. Move up 2 steps.
20. Move up 3 steps.

TEMPERATURE

-10 to -4. Unbearable cold. Even characters wearing heavy winter clothes lose 1 Constitution point per hour if they try to move out of cover. People wearing standard winter clothes lose 1 Constitution point per hour unless they can get to some warm shelter. Others lose 1 Constitution point per turn until they find a warm shelter. Frostbite (see page 58).

-3 to 3. Extreme cold. Characters wearing standard winter clothes lose 1 Constitution point per hour if they try to move out of cover. Others lose 1 Constitution point per hour unless they can get to some warm shelter. Frostbite (see page 58).

4 to 9. Cold. Characters wearing ordinary clothes lose 1 Constitution point per hour if they try to move out of cover.

10 to 14. Temperate.

15 to 20. Mildly warm. Characters in winter clothes must remove them..

WIND

-10 to -7. Storm. Characters cannot move at all and the temperature is considered 4 steps lower.

-6 to 0. Blizzard. Characters crawl at a quarter of their normal speed and the temperature is considered 2 steps lower.

1 to 9. Strong winds. Characters move at half their normal speed.
10 to 15. Light wind.

16 to 20. Still.

FROSTBITE

Characters touching metal items or wearing metal armor in direct contact with their skin lose 1 hit point every round they do. Body parts exposed to the cold such as fingers, ears, nose, etc. are lost in 5 rounds.

THE WILDS

Each hexagon on the map is 24 miles across. This is the average distance a standard untrained person can walk in a day without tiring himself to death. Of course weather, terrain, and encumbrance all come into the picture and might reduce considerably the distances the characters travel, so that crossing a single hexagon of the map could take them a week or more. In any case, the distance a group can travel is the maximum distance traveled by its slowest member. Your game system probably has rules for getting lost in the wilderness and moving through difficult terrain. In case it doesn't, here are some quick rules you can use:

Roll d6 at the beginning of each day they spend in the mountains, in a forest, or in the fog with any terrain type. If you roll 1, the group is lost unless the character with the highest Wisdom succeeds at a Wisdom check [that's Wisdom/2 rounded down, remember?]. When travelling in mountains and forests, the distance the group travels this day is halved.

PRECIPITATION

-10 to -7. Deluge or snow deluge [if the temperature's cold or lower]. Characters cannot move at all and

the temperature is considered 1 step lower.

-6 to -1. Heavy rain or snow [if the temperature's cold or lower]. Characters crawl at a quarter of their normal speed.

0 to 1. Sleet. Characters move at half their normal speed.

2 to 9. Drizzling rain or snow [if the temperature's cold or lower].

10 to 15. No precipitation.

16 to 20. Fog. Characters cannot use missile weapons and do not see at more than 30'. They have double the standard chance to get lost and move at half their normal speed.

THE CALENDAR

YEAR

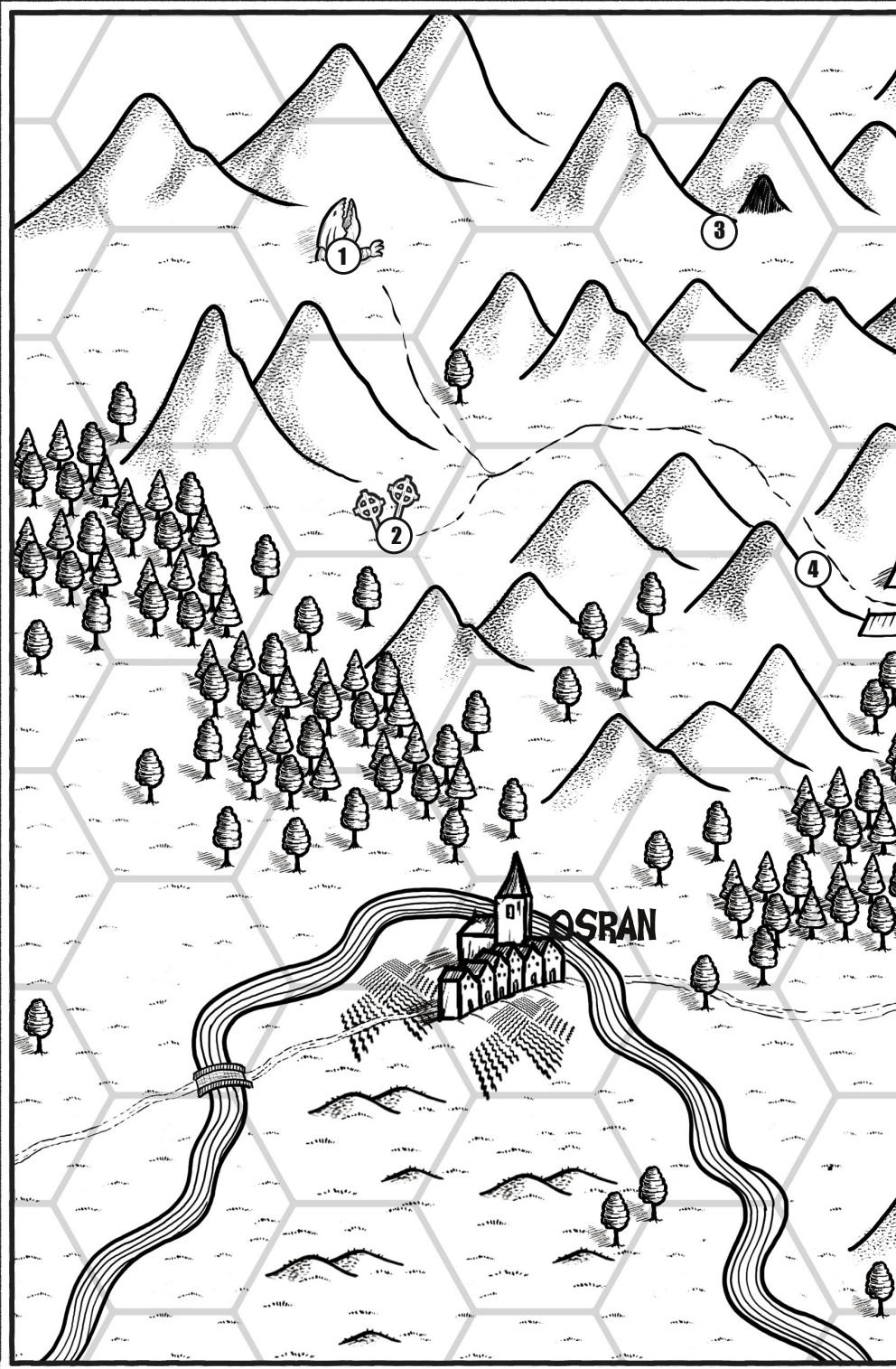
Roll d12

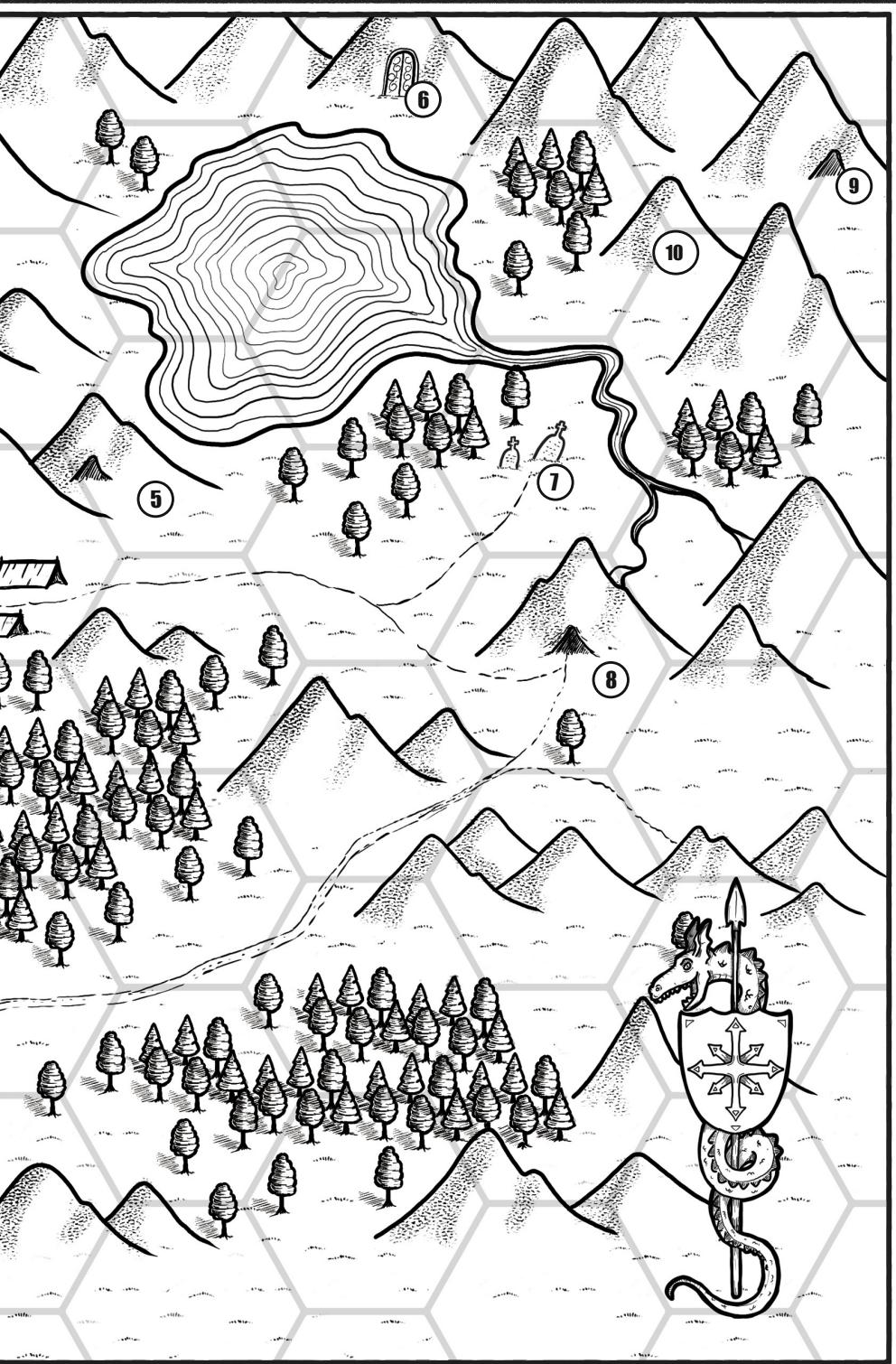
1. Year of the Crescent Star. All weather rolls have a +1 bonus.
2. Year of the Beast. There's not one but two yetis!
3. Year of the Blood Harvest.
4. Year of the Seven Sleepers. The pass to the cave of the Seven Sleepers is open (see map on the next page).
5. Year of the Bulette. There's a bulette where it has been drawn on the map on the next page. The bulette is asleep if the temperature is below temperate. The bulette has 29 hit points, 9HD, and the same armor as a man with plate mail and a shield. It can burrow down the earth and feels vibrations at the surface. The bulette bites for 4d12 dmg and claws [2 attacks] for 3d6 dmg. It doesn't attack dwarves or elves, the taste of which it dislikes deeply. A smith can craft a +3 shield with the bulette's hide if he achieves an amazing luck result.
6. Year of the Garnet Swine.
7. Year of the Silver Wine.
8. Year of the Traitor. Characters fumble on a 1 or 2 this year.
9. Year of the Waning Moon.
10. Year of the Golden Locks. All weather rolls have a +2 bonus.
11. Year of the Cold Maiden. Temperature weather rolls have a -2 penalty.
12. Year of the Torch Bearer. Somewhere in the Southern lands, a prophet starts teaching.

MONTH

Roll d12

1. Lundri. Winter, all weather rolls at -1.
2. Yule. The Dead of Winter, all weather rolls at -2.
3. Bartholm. Winter, all weather rolls at -1.
4. Nivse. Winter, all weather rolls at -1.
5. Salundri. Winter, all weather rolls at -1.
6. Bregath. Late winter.
7. Alunster. Spring, all weather rolls at +5, no yeti or winter kobolds.
8. Mandel. Autumn, all weather rolls at +2.
9. Return. Autumn, all weather rolls at +1.
10. Erlasto. Early winter.
11. Voran Esgeth. Winter, all weather rolls at -1.
12. Normidri. Winter, all weather rolls at -1.





MAP KEY

When the characters find themselves in the same hexagon as a keyed feature, they will see it with a successful Wisdom check if it isn't obvious. Sometimes, the check is *difficult* (+2 modifier), or *trivial* (-2 modifier). They get a flat -4 extra modifier if they move at half speed and search the location thoroughly.

1. Bulette. *Difficult* check. It isn't always there (see page 59), but if it is and isn't asleep, the encounter is automatic. The bulette surprises the group if it hasn't been detected.

2. Dead vikings. Standard check. The bodies of Karolon's warriors lay half-buried in the snow and the ice. Their weapons are now brittle and can't be used, but their horned helmets are still in good condition. There are 6 warriors, all maimed and torn apart by what seems like a huge beast (that an Intelligence check will help identify as some sort of grizzly bear). They have been killed long ago but their bodies are somewhat preserved by the cold.

3. The Seven Sleepers. Obvious. The pass is seldom open (see page 59) and is closed with ice and rocks when it isn't. A long winding tunnel slopes down inside at a steep angle to the tombs of the Seven Sleepers some 100' below. Getting down thus requires ropes and successful Dexterity checks. There are seven stone sarcophaguses inside, each of which a Strength check will open. Skeletons grin inside each of them, all clad in tattered robes. The 3rd one wears a pointed silver crown worth 100gp, the 4th has a magical sword named **Ulsxaster** which shines in the dark like a torch and hums when there are wolves at less than 50' (but doesn't provide any combat bonus), and the 5th one animates when its tomb is opened. It has 6 hit points, 1HD, the same armor as a man clad in leather armor, and attacks with 2 claws for d3 dmg each. Slashing and piercing attacks inflict only one-half their normal damage on it. There is a prophecy written in runes inside the 7th tomb, in which there's no skeleton. It says, if translated by a lucky character, "*The Bloodless King shall rise in a twin land under the pale light of the North Star, his axe heavy and his words hollow and the earth shall bleed*". Maybe it bears a meaning if you decide to design a sequel or if one is ever published, maybe it's meaningless.

Seven at One Blow

4. Sir Lazarus Wallace Pole's Camp. Standard check. The tents of Sir Lazarus' late camp are partly buried under the snow and the trails around have almost faded away. It still lays in the depression where Sir Lazarus had settled it at the base of a range of high rocky hills. The bodies of the guides, the hunter, and the lord are scattered about in a relative state of decay, their limbs spread at absurd angles. They have been distinctively chewn upon by a beast (that an Intelligence check will help identify as some sort of grizzly bear). Most of the materials they've brought are gone, but a few pieces of equipment remain: 3 sets of tin crockery, a cauldron, a tent, 4 checkered blankets, and a huge wooden box weighing 30 lbs.—all of them bearing the stamp of the Royal Society of Cryptozoology. The box contains the parts and the blueprint of the ornithopter (see page 55).

5. Cannibal Cave. *Difficult* check. The two survivors of Karolon's expedition are hiding in a small 20' diameter cave here. They have done their best to conceal the cave's entrance with coal-blackened hides and dry vegetation and hunt in its immediate area. They both have 5 hit points, 1HD, wear hide armor and attack with a bone club for d6 dmg. They may, provided the characters make a good reaction roll, speak and tell their story about Holborn if they're cornered or captured. There are about 10 lbs. of salted meat in the cave as well as a few skulls.

6. Cold Maiden's Shrine. *Trivial* check. See page 55. The shrine is nothing more than a cave in which hundreds of stalactites hang. At the end of the cave stands a huge 20' tall pulsating block of ice which looks vaguely like a standing woman—the Cold Maiden. There are items of brass littered in front of the statue, offerings worth 100cp and several smaller ice blocks around.

7. Tomb of the Nameless Necromancer. *Difficult* check. Holborn did his best when he buried the nameless necromancer by the lake, but the recent rains have moved the earth about and the tomb now rises slightly above the ground in a small mound. When the night comes, purple faerie fires dance above, the telltale sign of a dead body. The necromancer buried below bears several wounds, all obviously made with a sharp weapon. Holborn has taken the **Tome of the Moon** back to his townhouse but didn't notice that a scroll was sewn on the inside of the elf's jacket (a *difficult* finding). The scroll was a part of the **Tome of the Moon** that the necromancer tore apart and hid long ago, It's a **scroll of ward against therianthropes**.

SCROLL OF WARD AGAINST THERIANTHROPIES

Using this scroll doesn't require trying one's luck. When the magical words of warding are read aloud, the words disappear from the page and the reader is surrounded by a 10' radius area of protection against all therianthropes such as werewolves or werebears for 6 turns. This area of protection is centered on the reader, and moves wherever he moves. This protective barrier stops therianthropes from entering and attacking. The circle of protection will last until the reader dismisses it, or if anyone within the circle attempts to attack a therianthrope.

8. Silver Mine. Standard check. The mine's entrance is at a hundred feet above a goat's trail which slithers below. There's an overturned cart near the entrance and the fresh dead body of a mule gruesomely cut in half. The mine itself features three 60' long tunnels which follow a massive silver vein. The seven dwarves are all recently dead, their skulls smashed and their bodies torn asunder. An Intelligence check will tell that the wounds have been caused by something other than a bear or a wolf. None of the dwarf's possessions have been touched. There are 8 miner's picks [d4 dmg], 3 spades [d4 dmg], 2 shovels [d4 dmg], a total of 150' of hemp rope, a 10' wood ladder, 12 large empty sacks, 2 sticks of dynamite [3d6 dmg in a 20' radius area, thrown weapon], 4 lanterns, 7 bedrolls, 14 wool blankets, 15 flasks of oil, and 16 silver nuggets worth 15gp each in the cave. An unexplored cave network goes deep under the mountain beyond the mine, though it isn't described here. Neither Holborn nor the dwarves have had the curiosity to delve into them since they were all fascinated by the silver ore. Either decide that the cave network is blocked at some point below, use a published adventure, wait for a sequel which may never come, or design whatever comes to mind. If you don't feel imaginative, consider filling it with morlocks, a shoddy time machine, and a couple of encounters you strip from a space opera Old School Renaissance supplement you choose, starting this whole adventure again back in time Groundhog Day style when the characters use the machine at the end, rolling for a new year and a new month on the tables you find on page 59.

Seven at One Blow

9. Yeti's Lair. *Difficult* check. There is indeed a yeti, the world's most elusive creature. The yeti isn't necessary aggressive except if it can feel the odor of another powerful predator lingering. Unfortunately, Holborn is just that and has been in contact with the characters so that they will carry his odor if they haven't washed themselves since they met him. The yeti is fond of human and elf flesh but might not attack straight away if powerfully outnumbered and caught in its lair's vicinity. Given all those conditions [the characters have washed, they are many of them, and they meet it in its lair], a good reaction roll might get the yeti to ignore the characters or even to try to understand what they want. It has a limited, low Intelligence and cannot speak any other language than its own. The yeti has 29 hit points, 4HD, the same armor as a man clad in leather armor, and attacks with 2 claws (d6 dmg each). If the yeti rolls a 20, it squeezes its opponent for 2d8 extra points of damage. Creatures within 30' that meet the eye of the yeti must save or stand paralyzed in fear for 3 rounds. The yeti has a 3 in 6 chance of being invisible in a snowy environment. There are 3 huge turquoise stones hidden in its cave, worth 50gp each.

10. Winter Kobolds' Igloo. Standard check. See page 55.



THE TRAIL

Every 6 miles the characters travel and every night they take a long rest, roll d6 for encounter and events. On a roll of 1 or 2, they find something or something happens that you need to check on the table below. The table contains a lot of mundane stuff but also several events and findings that can influence the adventure. On a standard travel day in open terrain, that's 4 encounter rolls a day. In forests, mountains and in the fog, that's 2 rolls only because the characters travel less distance.

EXPLORATION ROUTINE UPKEEP

1. At dawn and at dusk, roll for temperature, wind and precipitation on the table on page 57.
2. Are the characters crossing forests or mountains or are they in the fog? If yes, then check whether they get lost—that's a 1 in 6 chance unless they succeed at a Wisdom check.
3. Does the hex they cross contain a keyed feature? If yes, check whether they find it—that's another Wisdom check.
4. Roll for encounters and events for every 6 miles the characters travel. On a 1 or 2 in 6, they find something or something happens.

Roll d100

- 01.** Abandoned burrow
- 02.** Abandoned dwarven forge [anvil, bellows, d4-2 short swords, d4 -3 chain mail, d4-2 battle axes, d6-5 ornate plate mail, dwarven size].
- 03.** Abandoned native village
- 04.** Abandoned watchtower, d4 bandits [4hp, 1/2HD, leather armor, broadsword for 2d4 dmg, shortbow with 4 arrows each for d6 dmg. They have d10gp each].
- 05.** Abandoned watchtower, corpses
- 06.** Abandoned watchtower, dead woman in a cage
- 07.** Abandoned watchtower, giant spider [6hp, 2HD, armor as leather, bite for d4 dmg, save versus poison at +2 or die in d4 turns].
- 08.** Abandoned yeti lair

Seven at One Blow

- 09.** Anonymous tombstone
- 10.** Avalanche (save or d6 dmg).
- 11.** Badger
- 12.** d00 Bats
- 13.** Bear cub, 1 in 6 chance for its mother to come back every turn (the mother has 19hp, 4HD, 2 claws for d3 dmg each, 1 bite for d6 dmg, squeeze for 2d8 dmg).
- 14.** Bear tracks
- 15.** Bonfire, bandits (d6-3 miles away, d6 bandits: 4hp, 1/2HD, leather armor and shield, broadsword for 2d4, 75sp).
- 16.** Bonfire, illusion
- 17.** Bonfire, lost family (d6-3 miles away, d3+1 family members).
- 18.** Bonfire, witches (d00 miles away, looks like 2 miles away. The witches are gone when the characters reach the bonfire).
- 19.** Bridge
- 20.** Broken branches, give the direction to the nearest beast if inspected (Wisdom check).
- 21.** Broken sledge (2 blankets, an ivory horn worth 10gp).
- 22.** Cave-in (save or fall 20' into a cave).
- 23.** Chasm/Rift
- 24.** Dead willow, the contorted shape of a dryad carved into its bark.
- 25.** Delicious flowers (edible).
- 26.** Deserted cottage
- 27.** Elf traveler (a 1st level elf with a long bow, 12 elven arrows, and a long sword, may be friendly with a good reaction roll. 6hp, 1HD, leather armor, longsword or long bow for d8 dmg, sleep spell).
- 28.** Fallen stone bridge
- 29.** Fallen tree
- 30.** Ferret, giant (5hp, 1HD, armor as chain mail, bite for d8 dmg, may be tamed).
- 31.** Flood (save or drifting away to a nearby random hex. Save again 2 times if the first save was failed: if all three saves are failed, the character drowns).
- 32.** Food cache (d20 days worth of frozen rations).
- 33.** Ford
- 34.** Geyser (save or d3 dmg).
- 35.** Glacier (movement halved).
- 36.** Glowing flowers
- 37.** d12 Goats

Seven at One Blow

- 38.** Halfling shack, d4 starving halflings [3hp, 1/2HD, no armor, spiked club for d4+1 dmg, d20 cp].
- 39.** Healing plants [restore d2hp when applied to a recent wound, d6 doses].
- 40.** Lamp post (50% lit).
- 41.** Lone orc wearing a long coat, a dolman jacket, and a shako. [6hp, 1HD, armor as leather, sabre for d8 dmg or musket rifle for d12 dmg with enough powder for 7 shots. Characters hit with the musket need to save or flee for 6 turns]. The orc carries a message to the city of Svarn warning them about a forthcoming invasion.
- 42.** Lone cavalier. The cavalier's a usurper. He's now ruling a small Barony 120 miles to the East. [3hp, 1/2HD, no armor, dagger for d4 dmg, fake signet ring and d10pp].
- 43.** Lone wolf. Prone to flee except if there's only a single wounded character. [5hp, 2HD, armor as leather, bite for d6 dmg].
- 44.** Lost drakkar. There's the skeleton of a viking Jarl inside with his rusted twohanded sword [d10 dmg, 1 chance in 6 to break every time it misses in combat].
- 45.** Lumber mill, deserted.
- 46.** Lumberjacks, d6. [4hp, 1/2HD, no armor, axe for d6 dmg].
- 47.** Lynx. [4hp, 1/2HD, bite for d4 dmg].
- 48.** Magical cube. This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F.
- 49.** Mudslide. Save or fall 10'. If a character becomes unconscious because of the fall, he drowns in 3 rounds if nobody helps him out of the mud.
- 50.** d6 Muskrats. They're fast but their fur, if properly, dried is worth 50gp apiece.
- 51.** Neanderthal bone armor. Provides the same armor as a leather armor and a shield.
- 52.** d3 Neanderthal clubs [d6 dmg, break on every fumble].
- 53.** Neanderthal flute

Seven at One Blow

54. Nest of giant magpies. The magpies attack whoever tries to climb their 30' tall tree up to their nest. Roll a d20 every round for each character as long as they are up the tree. On an 18-19 the character must save or fall out of the tree. On a 20, the magpies have hit the character's eye and gouged it forever. There's a ruby worth 100gp and two gold rings worth 25gp in the nest. There word "Hector" written on the first ring and "Rubicon" on the second.

55. Northern lights

56. Poisonous plants. On a fumbled roll, they seem edible and curative. Save or die.

57. River

58. A roc bird flies far away, casting his shadow on the ground.

59. Royal Society, broken crates

60. Royal Society, spyglass

61. Royal Society, tent

62. Rune. It means Death.

63. Sacred tree. There are offerings of fruits and animal parts about.

64. Shamanic totem

65. Shooting star

66. Sighting, bear. The bear is more than 1 mile away and is gone when the characters come closer.

67. Sighting, polar bear. The bear is more than 1 mile away and is gone when the characters come closer.

68. Sighting, yeti. The yeti is more than 1 mile away and is gone when the characters come closer. The yeti is always seen in the general direction of its lair.

69. Sighting, bandits. The bandits are more than 1 mile away and are gone when the characters come closer.

70. Sighting, mirage

71. Skull on a stick

72. d6 Snow rabbits

73. Statue, broken

74. Statue, bear. A bear will visit whoever made offerings to the statue in their dreams, curing all their ailments and healing all their wounds once. If a character defaces the statue, he'll be infected with a terminal disease the same night and will die d12 months later.

Seven at One Blow

- 75.** Statue, unknown deity
- 76.** Stone bridge
- 77.** Stone signals
- 78.** Stone statue
- 79.** Strange peddler. The peddler is a ghoulish dwarf (9hp, 2HD, no armor, dagger for d4 dmg) with a lame albino mule and a cart. He sells mushrooms from the deeps, some of them edible, some of them shedding light for 1 week, some of them drugs, all for 1sp each.
- 80.** Tracks, human
- 81.** Tracks, kobolds
- 82.** Tracks, miners
- 83.** Unexpected trail. The characters cannot get lost this day.
- 84.** Volcanic rocks
- 85.** Wall, d00' long.
- 86.** Warm valley
- 87.** Weapon cache, holds d12 random weapons.
- 88.** Weird fruit tree. The fruits are very refreshing but when a character eats them, his ears and fingers become very long and he loses 2 Charisma points permanently.
- 89.** d4 Wild boars (11hp, 3HD, armor as leather, ram for 2d4 dmg).
- 90.** d2 Wild horses
- 91.** Wolf pack, 2d4 wolves. The wolves attack if they outnumber the characters (5hp, 2HD, armor as leather, bite for d6 dmg).
- 92.** Wolverine (9hp, 3HD, armor as chain mail, 2 claws for d4 dmg each, 1 bite for d4 +1 dmg).
- 93.** Wooden bridge
- 94.** Yak (12hp, 4HD, armor as leather, ram for 2d6 dmg).
- 95.** Yeti tracks. The tracks always go in the general direction of the yeti's lair.
- 96-00.** Roll twice and weave the results together into something meaningful. Ignore further occurrence of this result.

