

QUICK ADVENTURES AND TREASURE MAPS

THE KNIGHT'S TOMB

Hidden in a forest, under a Fae circle is a tomb of a knight, buried long ago with his mightiest treasures and weapons. The players might have discovered the location of the tomb from an ancient text, an old map, or an old Lord who let slip about the falling place of a family ancestor. This tomb is the site of a gathering of Faeries, however, and these mischievous creatures will not let anyone at the tomb without being paid off or otherwise driven away. The best way to do so is to give them some alcohol, the only thing they don't have piles of already or the patience to make. Another way is to give them something unique and useless like a wind-up mouse or a joke or story they haven't heard.

The Fae will do non-damaging and non-lethal things to the party, but will otherwise do anything they can, such as changing them into toads, making them tiny, changing genders, scaring them with illusions, getting them lost, etc. The Tomb itself just looks like a hill with a small statue on one side of a Pegasus on an 8-foot pedestal. To get in, one must dig through the sod and the stone wall of the tomb.

Within the Tomb

The Knight's body lies in rest in a small chamber beyond an antechamber guarded by two Carapace, armed with poleaxes. There is a pair of Glyphs on either side of the doorway to the Knight's bones: Yuma Glyphs that drain 3D6 STN once each then are gone. Within the tomb is a coffin with a 300 pound lid sealed with a lock that is impossible to pick, and behind it is the preserved body of his steed Whiteblaze lying by his master. The casket itself is made of stone, but breaking through it triggers a curse – 3D6 drain of presence and 2D6 of comeliness and a mark of justice until they do penance (or find someone to dispel a 150 point transformation attack). On everyone who helped break the casket within 50”.

On either side of the tomb are two braziers with eerie white light in them; they are actually Var, not light, and both rise up and attack if the tomb or the body of the horse is tampered with.

How do you open the tomb? Well, there's a key held by a hermit not far from here, held by him and his father and his father before him. He doesn't know what it is for and he doesn't care. He's just holding it until a knight comes to him and asks for it. So how do you find out about this key?

The map to this treasure has a part of an ancient script on it, something nobody today even knows how to read any more – and it's in half. The other half is on the top of the casket. Together, it tells someone who can read the script (a few scribes and scholars, or a mage with decypher) to go to a location and free someone imprisoned there.

The location is not far; a ruin of a tower in the thick of the forest. The tower has long been presumed abandoned, but once someone has read this script, they can see the prisoner, a beautiful elven girl sleeping on a bed with two gargoyle-like creatures on the head and foot of the bed, staring with glowing eyes. She cannot be awakened or removed from the bed until these are destroyed, and when attacked, they turn into creatures appropriate for the power level of the party; usually demons.

She will awaken when the creatures are killed and after some confusion, thank them in elven. She was trapped here by an evil wizard long ago, and the knight who was supposed to save her was the one that was buried, he died trying but left clues to one who could finish the task. She tells them to go thank a hermit who lives not far from here (well, did six centuries ago), the one waiting with the key!

The Treasure

On the body of the Knight is a full suit of Knight's Armor of the Feather, Dwarven Steel Plate armor (+1 DCV and +2 PD, ED (total 11 PD, 9 ED), and makes the armor half weight).

On the Knight's chest lies the Tower Shield of Blocking (+1 OCV for block maneuvers, +5 SPD only to double speed to block with).

Held across the shield is an Ancient Blade of Knights, a Dwarven Steel Bastard Sword (unbreakable, +1 OCV, +1 DC; **total** +2 OCV, 2D6, 10/13 STR MIN, 6 BOD, 3.18 KG WT) in the knight's dead hands.

At his side is a bag holding the Horsehoes of the Feltir (Mind Link with owner, 6 PD, ED armor on legs and feet, +3 DEX roll to move on uneven/unsteady ground, all for horse, steel horse shoes) and a ring of Lightning Resistance: +1 DCV, 8 ED resistant and hardened vs electrical damage only).

On the Whiteblaze's body is a full suit of Fenen and Felstone Ringmail Barding (6 PD, 5 ED, 27 KG WT, 14 BOD)

THE LOST CAVE

There is a cave in the mountains that has a stash of loot hidden long, long ago by bandits. They were unable to return to the loot, and the map was lost for decades. Faded and rotted, it shows the location of a cave, and has a partial map of some caves, showing 3 areas and an X in one and an O in another. The cave is in the mountains nearby, in a wild area. It takes a day's travel to reach, with normal encounters.

Within the Lost Caves

There are three major areas to the Lost Caves, delving into the mountainside. The caves are limestone and various mineral deposits, but the water that carved them dried up long ago, leaving dusty, dry rocks. In the entry cave live several Minotaurs (equal to the party in number - 2) with two-handed weapons of various types. These brutes call these caves their own and will eat anything they can that enters. They will not bargain, they consider themselves far more capable than any mere PC. Aware of the pit, the Minotaurs will not go back beyond a certain point unless chasing PCs, because it is an annoyance. They will use the pit tactically if they are able to.

One of the Minotaurs is the boss and he is wielding a warhammer, a Werebane Hammer of Health, made of Dwarven Steel (+1 OCV, +2 OCV and +1D6 damage vs Lycanthropes; gives +3 CON and +3 REC. Total stats +1(+2) OCV, 1D6 (2D6) HKA, +1 Stun Multiple, 5 DEF, 3 BOD, 1.45 KG WT)

Beyond them is the room with the O in it, a Trap that the Bandits worked up. They dug a 30 foot pit in the floor at a narrow spot, and had it enchanted with magic to pull anyone into it. As a result, although it can be theoretically skirted around, the pit exerts a pull of 15 STR in a hex radius around it, which will drag people into the plunge, taking 7½D6 damage unless they can control the fall somehow (off a rope, from clinging to the edge, breakfall etc) which halves the total. This is a 50 point Active cost spell to dispel.

The room beyond this pit is where the Bandits put their loot, undisturbed all this time. Evil Eyes are floating in the room preserved by magic until the room is entered. They will not chase anyone past the pit, and equal the party in number. These Evil Eyes will try to kill everything, and protect the chest as best they can, unless dispelled with an 85 point dispel. If this is done they just will try to defend themselves and if outnumbered will run (and not be especially amused at the pit trap).

The Treasure

The treasure is all within a chest, except the hammer, which is locked with a magical lock. It has 20 strength holding the lid shut (glowing slightly around the crack of the lid when tested) and -3 to pick the lock unless the (lost) key is had. The chest its self is a nice one, made of Eilhas and Dwarven steel, with enchanted defense to be 8 DEF and 2 BOD.

Within is a Wand of Fire with but 9 END left (5D6 energy blast fire with 1/2 variable advantage)
A Robe of Darkness (Gives Nray blocked by visible objects all times, and +1 stealth, also for 2
END and -2 roll creates a 1" radius field of dark vs all sight. For each doubled END (4, 8,
etc), increases this field by 1" radius (costs END only to start, the roll is -2 for each change)
Darkness Lasts up to 1 hour a day at most)
10 silver worth of copper ore (50 lbs)
27 silver
4 meters of fine rope (worth 32 cp).

THE OLD TOWER

The crumbling ruins of an old tower are the sight of some long lost treasure, buried and hidden for many a year. When the tower fell, the family hid their loot in a wine cask and faced death at the hands of long forgotten captors. Now, after all this time, the existence of the treasure has been rediscovered in old documents by a family member, who finds a group of people he thinks he can trust. All that is known is that the family treasure was hidden in the tower. The trip there is perilous, into the wilderness controlled by wild Felines, who do not like visitors. They hunt in the forest in bands, often with tigers as pets. The tower is crumbled and mossy, a barely standing, roofless shell (think of the tower that the Highlander lived near when he first met Sean Connery's character).

Within The Tower

Within the tower lives a batch of Blacksnakes (party +2 in number). There is no visible way into the tower, and the wine cellar is impossible to discover until one wounded blacksnake attempts to flee by slithering into the ruins piled atop the cellar stairs. Growing in the rocks of the rubble are D3 doses of Fofhan (+5 to climbing for 5 hours). This blocking rubble takes 120 Strength Hours to clear (that is, it takes 120 hours to clear away with 1 STR, or 8 hours with 15 STR, etc) before the stairs can be safely attempted. This work will upset the Blacksnake that has hidden away, assuming it got clear, and disturb various spiders and such, but nothing will assault the characters as they labor (the family guy will not do any work, by the way) unless a random encounter results. This would be a good time for a Feline that got away to spring an assault with his buddies, the characters defending the tower and fighting them off.

Traveling down the stairs leads to the wine cellar, well out of the light of day. This cellar has a dozen large casks and several dozen bottles of vinegar and wine, depending on how well it fared and was bottled. The Treasure is within a cask, hidden safely away all this time. However, there are Shades in the darkness, the dead family of Party/2 in number. These horrors will recognize the family member and not attack him, but will try to slay all the rest. They will not go into the light, rather slithering back into their tomb. The blacksnake is hurt badly if it tried to run and will simply cower in a dark corner and try to be unnoticed.

The Treasure

Within the wine cask is a wand of paralysis with 75 END in it still (8D6 Mind Control (freeze)
CON based)
a well-made Bastard Sword (ordinary, except 7 DEF and 3.45 KG WT)
a bottle of the Oil of Sharpness (Gives edged weapons +1D6 HKA for 1 hour)
7 GP
38 SP
135 CP
A map to the rest of the money of the family. This map shows from the tower the way to a well hidden by overgrowth and turf (the well was covered with wood and grass slowly took over), and deep in the well (2' wide, 20 feet deep, no rope or way of picking up the box in the bottom that is rotted and will crumble if lifted) is 5 more gold, 75 sp, and 237 cp, plus two potions of healing (4D6 Heal Aid). However long it takes for the party to get this stuff out there will be encounters.

THE SUNKEN SHIP

Not so long ago a storm sank a ship carrying various wares and merchants goods on its way to the coast. It crashed on some reefs in the gale and all hands were lost to the briny deep. The man who paid for some of this lost cargo is looking to get his money back, and hires the PCs to find and loot the wreck for what they can find. He especially is interested in the chest of magic items that was lost, and was meant for the Mageguild. Since he has the ship they'll need to get there and back, he will make sure he gets his share of what is found.

Finding the wreckage would take months, even with a pretty good idea where it went down, but luckily he has a Commerce Mage who will cast various scrying magics to discover its resting place within a few dozen feet.

The Ship's Location

The first day they find it will be spent locating the actual wreck (spells provided to breathe and move underwater if the PCs are unable to do so), check out its surroundings, and discover the local sharks that live nearby. That night, Deep Ones climb out of the water and investigate that anchor that landed near them... attacking the ship by stealth. They creep about carefully, and although they number half the party, they will attack by surprise when the PCs are sleeping if possible. If the fight is not challenging enough, the Deep Ones, may have some Brawn Lobsters with them to boost their power.

The next day, the ship must be looted. It is on its side, somewhat, torn almost in half by the gale's rage and the rocks it hit. This is a fairly large ship, but its position is stable. Barnacles and silt are already beginning to take it over, and 1/3rd the party member in sharks swim around it. The Sharks aren't insanely aggressive, but will check out party members, which might cause some poor reactions and attacks. If anyone is wounded and bleeding, however, the sharks will try to take a bite.

Within the ship live ghouls, however, equal to half the party number, plus one skeleton that is intelligent and has a 35-point war magic pool and 21- roll. These creatures try to slay the invaders to keep their tomb safe from disturbance and their booty safe.

The Skeleton Mage has the following spells in his pool:

- Armor (32 active, 8 real cost, 6 END only to cast, -3 roll; +12 PD, 14 ED)
- Arrow Ward (15 active, 3 real cost, 2 END only to cast, -1 roll; 10 hard PD vs projectiles)
- Blur (10 active, 2 real cost, 1 END, -1 roll; +2 DCV)
- Dazzle (10 active, 2 real cost, 1 END, -1 roll; 1D6 flash)
- Deathbolt (25 active, 5 real cost, 2 END, -2 roll; 1½D6 RKA vs ED)
- Foehammer (22 active, 5 real cost, 2 END, -2 roll; 1D6 HKA, +1 STN mod)
- Enchant sword (16 active, 3 real cost, 2 END, -2 roll; +1 DC/OCV aid to weapon, fade/hr)

He has Armor, Arrow Ward, and Blur cast on himself when the PCs find him.

The Treasure

All within an unlocked, but well-preserved, waxed chest is all of this treasure.

A Mana Orb (20 LTE, recharges 1/hour, also 50 END for casting spells only, a blue Velune Orb)
Stalwart Fenel Robes (covers areas 7-16, +2 KB resistance, +3 CON vs being stunned, 4 PD, 4 ED, 4.3 KG WT)

Elixir of Youth (-1 age category when drunk)

Potion of Drakesight (Nray, blocked by visible objects, lasts one hour)

Liquor of Will (4D6 EGO Aid, fades 5 points per hour)

Scroll of Chain Lightning

A Scroll of Magepool

A Scroll of Protection from Earth.

All the scrolls are in airtight bone tubes sealed with ominous-looking but harmless Mageguild seals.

THE SMITH

A Dwarven Spellsmith (Sorin Ironback) has been captured by Orcs in an assault on a Dwarven stronghold that reduced it to rubble. He has been under their control for over two years now, and is grudgingly and under magical duress been making equipment and arms for the orcs all this time. Now, had this been anyone but a Dwarf, he would be making shoddy, sub par equipment, but Dwarves have too much pride to do such a thing (see Bridge on the River Kwai), rather he is making the very best material he can. As a result, the bloodsteel Orc clan has become rather capable and lethal with new shiny gear and armor, and are a serious threat to anyone nearby.

Meanwhile, the Dwarf's wife (Ingrid Ironback), no pushover herself but rather aged, is still around and wants her equally aged husband back. She fears for his welfare (justifiably) and is kind of pissed at him for making all this great stuff for their enemies, although not surprised (and somewhat proud). The best way to introduce this is to have the PCs directed to this woman who knows smithing well when they find these Orcs wearing really nice Dwarf-looking gear. She will be overjoyed to know he is still alive, and hire them to return her husband. Keep anything you find, she says, just bring him back, and I'll give you an ingot of mithril! What she doesn't mention the ingot is rather small (but still mithril, .5 KG WT), and worth only 4D6 silver.

The Orc Encampment

The Orc Camp is in the mountains, hidden in a box canyon in a windy pathway following a dry riverbed (at least this time of year). The Orcs have lookouts, but aren't especially dutiful about their task (11- PER roll) so a careful group could probably get by them or eliminate the lookouts. Within the camp are only 2D6 Orcs, the rest out raiding and looting and having an orcy good time. In addition, the Dwarf has helped them with their defenses, and there are walls built to control entry (2 shells) with towers that aren't manned, and two ballistae to fire at the gate (unmanned).

This is still an awful lot of Orcs, so either some planning or a larger force is required to deal with them. Sorin Ironback is held in a stone building of his design and construction that is very sturdy and difficult to assault, and the last orcs will hide in there with him. If the fight is going too well, have the Orc Chieftain and his Shaman with a band of orc warriors return near the end and attack from behind. The Chieftain will have the Manbane Brigandine Armor of Hardiness (see below), Dwarven Steel Crossbow and Morningstar on him.

The Treasure

The Orcs will be using this gear, so if they have armor or a weapon, it will be something from this list of material. Sorin has been a busy little Dwarf.

Dwarven Steel Weapons:

- Heavy Crossbow
- Warhammer
- Morningstar
- Three Shortswords

Dwarven Steel Armor (full suits)

- Studded Leather
- Plate Armor
- Brigandine

Magic Equipment

- Sturdy Cuir Boullis (full suit of Wyrmskin and iron, gives +6 CON vs being stunned)
- Full suit (lacking head and gloves (areas 3-6)) of Manbane Brigandine of Hardiness (Dwarven Steel; +1 DCV, +3 rPD, rED vs Humans only; +15 STN while worn)
- Bloodiron Broadsword of Vigor (+20 END)
- Dwarven Crossbow of Biting (Penetrating damage)

THE BURIED PIRATE BOOTY

The Dread Pirate Abersard was a successful member of the Bloodsail Buccaneers sailing the Shattered Isles and capturing many a ship's bounty. But when he was humiliated by a new member he was soon killed by a mutinous crew, and would have been forgotten, if it were not for the fact that much of his stolen treasure was never recovered. Often people have rumored maps and hidden booty, but little has ever been found. However, a sailor on Abersard's ship named Snard Reesty knew something few others did: Abersard wrote his map on the back of shoddy poetry he liked to scribe between raping and pillaging. He wrote it in lemon juice, invisible until heated sufficiently.

But the map was stolen by a daring little thief, and without the ability to pay the men from his bounty as well as the humiliation of being shown up by a raw recruit, Abersard paid the highest price. Snard Reesty has been looking for the map for a while now, and has decided to contact the thief: Stickfingers

The map, of course, was given to the Princess, but she put it into the archives and they are now on display at the nautical museum in the Sea Keep. It isn't very closely watched, but it will take a little doing to steal the maps and get away.

The Map to the Treasure

Due to security reasons and pirate contrariness, Abersard's instructions are more on the line of "ten paces from the rock shaped like my first mates boil" than something very useful, but are at least a start to get the loot he has hidden there. The island is supposed to be shaped like a Goblin's Sword (crescent shaped), which sounds like one near a hideout the ship often would visit to refit and resupply. The trip there is uneventful, but on the ship is hidden one of the Bloodsail men who slips away to report what he finds. The island is fairly large, and it takes a day of searching to find the general area. That night, the reason Abersard chose this spot is revealed: Lobster Clan Beastmen live nearby and sacrifice on the island every night in a different spot. A number of them equal to the party surfaces and attacks the party hoping for a nice sacrifice. If things are going poorly, this would be a good time for the Bloodsail Buccaneers and his men to show up (lots of ruffians plus Captain Forkbeard, a hero-level guy) and fight them... then want the map and treasure. If this isn't challenging enough, throw a few Lake Snapper pets in for good measure.

The best-case scenario is the PCs get captured and watch as Forkbeard digs up the loot (a trap of spikes ripping through the sand killing some of his men) then manage to get free. They could even be left on the island to rot and get free, then swim out or manage to get to Forkbeard and his men on shore for a bit of payback. At any rate, the last thing you want is for the PCs to simply follow the map and dig up the booty. Even if they manage to pull this off, have them get drugged or sacked by the Bloodsail pirates, something to make it more of an event.

The Treasure

All this is in a buried chest, no trap if the PCs dig it up (unless you want, this will be an OCV 4 10 shot autofire D6 RKA in a full spray across 3 hexes).

A full suit of Dwarven Steel Ringmail, 130 silver, and a lot of gems in a big pile:

Uncut gems –

Opal (26 CP), Sapphire (18 CP), Opal (9 SP), Star Opal (3 SP), Peridot (10 CP), Jade (16 CP)

Cut gems –

Peridot (9 SP), Tourmaline (25 SP), Garnet (616 SP), Moonstone (10 SP)

A Silver Necklace worth 23 SP

A Dragonbone Lapel pin (in the shape of a skull and crossbones, naturally) worth 9 SP.

THE GREENHOUSE STASH

A clever and capable thief crept into a manor and stole a great deal of loot, and left town in a hurry. Before the alarm was raised, the thief was miles away, and proud of himself. However, he found out that celebratory drinking didn't sit well with him, and more people than he'd rather know learned of his work found out. Now, he's on the run, with more thieves, thugs, and ruffians trying to get his hard-earned cash! Meanwhile, the original owner wants his Dwarven Steel Crossbow back (its an heirloom), but has written off the rest of the loot. So he has word out of a reward for its return.

There are three ways the PCs can get involved here. First, they can take the job to return the crossbow, and hear a rumor of one that was recently lifted and hidden by a certain Cobber Gee the footpad and hunt him down. Second, some enterprising, but not especially swift thug might hire the PCs to help him get the goodies. Lastly, Cobber himself might hire the PCs to recover his loot and help him out of town. This option means he is counting on the opposition to at least slow them down so he can make his now-teetotaling getaway. He offers have the swag if they help him, but will only part with it reluctantly and with nimble fingers.

The Greenhouse

Cobber crept into a garden area belonging to an old, eccentric fellow and buried his goods under some plants in an odd, glass building. Then he made his getaway, confident nobody would find it. This greenhouse is a rather unusual building for the city, and is well known for a great assortment of rare and beautiful flower and plants. The old man used to be an herbalist, but he cannot get around like he used to and spends all day in a wheelchair tending his flowers. He noted the break-in, and since then had some VERY special plants put in plus a nice lock that is -2 to pick. There are two Bloodvines inside on either side of the door that are enchanted to leave the old man alone, but will try to eat anything that goes in. Of course, there is always the option of multiple forces looking for the same thing... and the city watch that the old man will call if it gets too rowdy.

The last time Cobber snuck in, the place was as described, but since the building was broken into, the old man hired a mage to summon a Gazer and have it guard his most valuable plants, floating in a huge, dome-shaped section of the greenhouse in the middle of four evenly spaced wings. It is in here that the treasure is hidden, and while the Gazer is friendly enough, it will eventually attack because that's what it was summoned to do if anyone but the old man entered.

The Treasure

The Treasure is actually hidden under a growing patch of Celesien with 3 doses that can be harvested (Animal Friendship +2D6), and is in a sack folded under the soil. The total treasure is the crossbow, and a lot of coins: 9 gold, 57 sp, 178 cp total.

THE DOOM BENEATH CAIR BRETTAIN

Beneath an ancient castle a servant recently discovered some ruins. Part of the wine cellar deep in the bowels of the keep collapsed, revealing an ancient, beruned corridor thick with a dread odor and spirit. From this collapse horrors began to crawl forth, terrorizing and slaughtering noble and servant alike. The Duke, Edmund Callow, has hired the Warriors to explore and destroy the creatures within. His court magician has determined that the tomb of a Liche laid to rest long ago generates these horrors. These evil spirits are attracted by the dire power of this corpus, and are seeking to protect it. Should this tomb be destroyed the plague will cease.

The Duke generously has decided that the Warriors may keep all the treasure they find as payment. However, by the time they return, the Lord will have decided that the riches therein are his property, since they are under his castle, and will want it all. How you handle this is up to you, but the party should at least face difficulty at taking it all out.

Within the Ancient Tomb

The ancient tomb is filled with an aura of horror and doom, and all undead Presence attacks are considered to be at 1½ times effectiveness (roll 9 dice instead of 6, for instance). Any Dark magic is at ½ BOD cost here due to the power of the tomb, but all Dark magic side effects, and indeed any spell that has an undead summoning or result due to side effects is also 50% greater in effect. The tomb is a winding set of corridors and a few rooms with some bas-relief and painted murals of the lich's glorious life and undeath, deeds of evil and conquest. Within them are a few monsters that can be encountered, primarily undead. The final room is a huge chamber with a throne dominated by a throne with the inert body of the lich on it. He will neither stir nor come to life - he is totally dead. However, his horrible evil influence gives the Undead a +1 to hit in the room. Once the monsters are all defeated the Warriors may loot the body of the lich, who has treasures on him and in his lap, tribute left long ago.

At some point, there might be a Necromancer or other evil Mage that is after the power in the Liche's bones. In fact, they might have a way to wake this horror (clearly much more powerful than even a top-end lich), and the PCs might encounter them, have to stop the spells, etc. Maybe someone in the tower wants the treasure that the tomb holds, and will try to trap the PCs down there and rob them.

The Treasure

Enchanted Quiver (makes any arrow placed in it +1 OCV and magical after one turn, has 20 charges a day, the magic lasts one day)

Beasthide (Basilisk) gloves of the Wolf (Shapeshift to a wolf for 2 END and -2 roll, 5 PD, ED, .3 KG WT)

Shadow Cloak (+3 Stealth roll and +3 concealment roll; Invisibility to sight and sound with roll at -4, 4 END per phase)

Wand of Collapse (2D6 RKA AP vs stone or other hard materials (including golems, carapace, elementals), 85 END)

Potion of Giantform

50SP, 85 CP

Jacinth (21 CP), Bloodstone (11 CP), Turquoise (11 SP)

THE HAUNTED CATACOMBS

Beneath the local city, an ornate system of catacombs was hewn. They served as the tombs for both king and commoner, and with a complex and powerful system of blessings and magics lay quiet for centuries. But recently, the wards have become weakened and the dead have begun to walk once more. The local Magistrates have gathered and hired the Warriors to determine the source of this and destroy it if they can. If they destroy the source and can prove it, the Town will present the Warriors with a fine treasure, an Blood Iron Acid Morningstar of Stunning (1½D6 damage (plus Blood Iron effect for 2D6 total), 12 STR MIN, 4 DEF, 4 BOD, 2.3 KG WT; +1 Stun Multiple, and hit also drains rPD 1D6 – REC/week). The town will also hold a week long celebration in their honor, give them a 10% discount for their lives (or until the town forgets) and all taxes at the gate will be waived.

In The Catacombs

The Catacombs are crawling with undead of all types, from Skeletons and Zombies to Wights, Ghosts, and Shades. The walls are lined with skeletal remains, so any skeleton attack will be from surprise unless a PER roll notices them rise from their position. The Catacombs are rather extensive, stacked with bones and bodies lying in niches in the walls all over. Bones have fallen into watery ruts and crunch underfoot like in Indiana Jones 3, and rats scurry all about. Any encounters will be undead, Giant rats, and the like, nasty undead thingies.

This is not a mappable dungeon, as it has many many long, twisting corridors that are physically changing and shifting as the players move. Simply roll for an encounter each new section (8-) that they move through and roll for the final room each encounter (8-). This will likely involve a long, long search, but the catacombs wind all the way under the city in a very long and extensive fashion.

Use this table to determine encounters:

| RANDOM ENCOUNTERS | | |
|-------------------|-------------|------|
| ROLL | RESULT | NO. |
| 3 | Ghost | 1 |
| 4 | Wight | 1-2 |
| 5 | Shade | 1-2 |
| 6 | Gorfungus | 1 |
| 7 | Feral Haunt | D6-1 |
| 8 | Bats | 3D6 |
| 9 | Skeletons | D6+1 |
| 10 | Giant Rat | D6+2 |
| 11 | Hunter Bats | D6+1 |
| 12 | Zombies | D6 |
| 13 | Rot Crawler | D3 |
| 14 | Stungel | 1 |
| 15 | Mound | 1 |
| 16 | Mudling | 1-2 |
| 17 | Bone Fungus | 1 |
| 18 | Vampire | 1 |

Wandering through the dungeon the characters can feel and hear various sounds of chanting and the prickling of magic and dire, dark energies as they move along, and finally by the time they discover the final bone chamber, the Necromancer will be discovered. The Necromancer will be weak, all his extra Body and items giving him Body burned up, so any spells he casts will be from personal BOD (making him age and weaken visibly as he casts). The Necromancer has the Staff of Wonder in his hands (+1 OCV, can be any weapon (either does 5DC normal or HKA or RKA), has variable sfx (any basic weapon fx and simple energy) Eilhas staff).

He will have a mix of undead protecting him, primarily skeletons and perhaps a Wight or two, depending on what the PCs have encountered and how difficult the trip was (and how boring more undead would be). At least one bodyguard should be there, an intelligent skeleton warrior. He will wield a Dwarven Arbalest with Pegasus Hair string (+4 Range Mod, 2 1/2D6 RKA, 165" range, 15 STR MIN), a Shield of Reflection, a medium dragonbone shield with aetherstone reinforcement (+2 CV, 9 DEF, 3.74 KG WT, 6 BOD, 7 STR MIN; 2D6 Damage Shield, only to equal damage sustained), wearing Star Iron Splint Mail (areas 6, 7, 9-13; 7 PD, 6 ED, 8.3 KG total) and Bracers of Archery (+1 to hit, +2 range levels with bows and crossbows). In close combat he has an ordinary if quite aged battle axe.

The Treasure

The rest of the treasure here is scattered through the dungeon, one item per encounter at most. Try to distribute the items appropriate to the kill (for example, a rat won't have the scroll, and a vampire won't have just a malachite). Not all of the treasure is likely to be discovered along the way, but if you wish, you may have a PER roll discover something in the bones or rocks of the catacomb.

Malachite (34CP)

Turquoise (40CP)

Peridot (20 CP)

Emerald silver ring (25 SP)

Memsar, 7 doses (+4 Paramedic roll)

Znarlees, 5 doses (purifies water)

Moodstone (tells emotion, a ring)

Shaman Scroll (Bad Corpse Dust)

THE FLAMES OF TESTING

Something that should be established early on in a campaign is the existence of a place called the "Flames of Testing" that was made long ago to allow Paladins and Priests quick access to their home in an emergency. It is nearby somewhere, but only vague locations are told of. Few, if any attempt to even find the place, because it is reputed to be overrun with horrid beasts that are trying to stop any from using it, and destroy the flames if possible. In addition, using the flames requires a test of purity of motive and spirit that is rumored to be very challenging.

Having established all this, at some point have the party pursued by something that they cannot beat in a stand up fight and cannot outrun (undead is especially good for this, it won't tire or stop to eat and sleep). The PCs can be reminded of the Flames of Testing as a desperate last-ditch way to get free, or they might come upon it while fleeing the hordes. The opening is basically a ruined temple entry in a cliff side, with no door. It is a small complex with but a few rooms, but has been trapped by the monsters and has various beasts crawling about its halls.

Within the Complex

There are 5 traps within the small complex, encountered as the players pass through it. The map is simple, with an entry hall, a large room with impressive statuary of knights and a dry, cracked font in the middle, and two passageways that lead to a single chasm with a bridge across it. There is a trap at each major section here (entry, two in main room, one on each tunnel), and in the main room there are monsters attempting to prevent anyone from reaching the Flames.

The entry also has a pair of skeletons who regenerate 1 BOD a day and guard it. They are not sufficient to keep out monsters, but there aren't any rats, etc in the complex because of them. These will reform in time and stand guard, eternally. There is a trap here as well, a pit trap that is -2 PER to see, and opens with any weight over 100 pounds on it (the skeletons weigh less than that each). This pit is 30 feet deep and 4 feet square, and the lid immediately slams shut again when someone falls in. The fall will do 5D6 damage, penetrating because of the bones and broken rock on the bottom of the pit.

Climbing out might be difficult, and there is an 11- chance that D3 Hordelings will come investigate if all the PCs are in the pit (unlikely, yes) and throw rocks and such down at them. The pit takes 20 STR to open, which might be challenging from inside since there isn't any handle etc on the bottom – this will effectively half the strength of anyone inside.

The main room has 1 Lesser demon per 4 members of the party, plus a number of Hordelings equal to the party in number. These horrors attempt to stop the party from reaching the flames, an ambush of sorts to stop any paladins or priests in need. There are two traps here, one in front of each hallway to the Flames.

The first, to the right, is a snare that is –1 PER to see in the dust and rubble. It has an OCV 0 attack to grab the character and yank them off the ground upside down and hold them 15 off the floor. At this point on the wall are some spikey projections, which the character will inevitably swing and collide with, doing 4D6 AP damage (normal, PD). Meanwhile, any monsters nearby will consider this a fun target to hit with long weapons and ranged attacks.

The second, to the left, is a pendulum trap, with a swinging blade that attempts to hack any who pass. The blade is very heavy and large, and strikes with 3D6 KA force, but is OCV 0, and takes a PER roll at –1 to notice. It is triggered by a glyph that is concealed by being sunk into the wall slightly; any who cross the glyph trigger the blade to swing across.

Roll here for the weapons that the monsters will use against the PCs:

| ROLL | RESULT | NOTES |
|-------|------------------------|---|
| 01-05 | Ebon Halberd | 1" range, 2 ½ D6 HKA, 14 STR MIN, 7 DEF, 8 BOD, 5.4 KG WT |
| 06-10 | Ebon Greatsword | +1 OCV, 2D6+1 HKA, 14 STR MIN, 8 DEF, 7 BOD, 3.4 KG WT |
| 11-19 | Felstone Great Axe | 2D6+1 HKA, 13 STR MIN, 8 DEF, 7 BOD, 4.84 KG WT |
| 20-29 | Felstone Greatsword | +1 OCV, 2D6 HKA, 14 STR MIN, 8 DEF, 7 BOD, 3.4 KG WT |
| 30-41 | Felstone Halberd | 1" range, 2D6+1 HKA, 14 STR MIN, 7 DEF, 8 BOD, 5.4 KG WT |
| 42-59 | Bare Claws | -- |
| 60-71 | Felstone Military Fork | 1" range, 2D6+1 KArp, 10 STR MIN, 5 DEF, 5 BOD, 2.6 KG WT |
| 72-81 | Felstone Morningstar | 1 ½ D6 HKA, 10 STR MIN, 5 DEF, 5 BOD, 2.0 KG WT |
| 82-90 | Felstone Battle Flail | +1 OCV vs shields, 2D6 HKA, 14 STR MIN, 8 DEF, 7 BOD, 1.8 KG WT |
| 91-95 | Ebon Maul | 2D6 HKA, +1 STNx, 13 STR MIN, 7 DEF, 5 BOD, 4.5 KG WT |
| 96-00 | Ebon Great Axe | 2 ½ D6 HKA, 13 STR MIN, 8 DEF, 7 BOD, 4.84 KG WT |

Within both tunnels is a sand trap. The floor for a 3" section is set with a grating, one that can be seen down within. It angles back into the rock of the floor, and is very solid, but glows ominously with the light of the fires it empties out to. This might concern people, thinking this is a chute trap, but in fact the ground is quite safe. However, once over 200 pounds is on the grating, holes open in the ceiling with a snap and hot, hot sand pours out of them onto the grating (and characters) below. This sand will coat and burn anyone in its area of effect, it is an AE that covers the grating and cannot miss. This will cause a 1D6 continuous, 1 turn long SPD 4 KA vs energy to anyone in its area... NND against anyone without an umbrella, force field, or sealed armor of some odd sort, just need a way to keep the sand off your body. A nude character, for instance, could reduce his damage to a single phase by brushing it off. The sand pours out of the armor and such and into the grating, to the fires, and is gone.

The Chasm roars with fire that licks at the bridge and is very uncomfortable to be near, but not nearly as lethal as a fire of that volume would be. Any who fall into the chasm suffer 8D6 from the fall and for every 3 segments of the attempt to escape suffers 2D6 penetrating energy KA

from the raging flames.

All this time, the chasing army might show up as well, based on how challenging things have been and how long the characters take (as well as how close they were on the characters' heels when they found the complex).

The Flames of Testing

Once the PCs have reached the final room, they must cross the bridge one at a time. Each character who crosses is engulfed in a huge gout of white (non-damaging) fire, and is gone. They are sent to a hidden, sealed room where they must fight a summoned creature to prove his strength and purity to escape. If he wins the battle, he is ported home, if not he is ported to the far side of the bridge to heal and rest, and try again. No monsters will try to cross the bridge, they would be destroyed by the flames. Nothing can fire nor cast across the fire, and crossing it in any way but the bridge makes the crosser plunge to the bottom as described above, and have to climb out on the side they jumped from. Only the bridge can be used, and anyone who crosses will be ported off to fight or be destroyed. Should some enterprising PC make it to the far side of the bridge, they find it is simply a dead end, a small ledge. Nothing can be fired across to the other side, the flames intercept it.

Above the bridge is a large bronze plaque hanging from the ceiling reads

ALL YE WHO PASS BEYOND MAY ONLY SUCCEED
THROUGH PURITY OF CHARACTER, RIGHTEOUSNESS,
AND THE CALM OF SPIRIT - WOE TO HE WHO ENTERS
WITH RAGE AND EVIL.

The lone, teleported PC has to fight a doppelganger of himself, totally equal with the PC in every possible way. The only difference is that the doppelganger has no Psych Lims, and that it does not have one ability the PC has:

Aid +1D6 all stats, 0 END cost, max +10, fade per minute; only works if the PC makes an EGO roll and attempts to purify his thoughts and calm himself, going off every phase until maxed.

In other words, if the PC tries to stay calm and is a pure, holy person, he will have a SIGNIFICANT advantage over his foe. Should the PC win, he is transported away to the Temple of Justice in the nearest city.

The Treasure

The Treasure here is survival. The PCs are trying to achieve a goal rather than get rich here, and there isn't any loot here other than the Ebon and Felstone weapons of the demons.

THE FORGE OF KARAK KHAZAD

Deep under the World's Edge Mountains was a Dwarven stronghold of great wealth and renown. Most of the world knew of Karak Khazad, and its fabulous metal works, producing items of power and beauty. But with the fall of the Dwarves, the forge at Karak Khazad was lost, and its enchanted anvil abandoned. Now the foul creatures living in the ruins use the anvil for their own purposes, and although unable to attain its full potential, the results are truly troubling nonetheless.

The Dwarven Enchanter Smith Dol Gondur has hired the Warriors to retrieve the Anvil of Fury, and return it to him. In payment, he will either offer D6x50 silver or an item he creates with the anvil. If the item is chosen, make two rolls on the Minor Weapons and Armor Master Table, and choose the one the Warriors like the best. This he gives to them for free, and will sell the

other for a Dwarven discount (that is, for the price you could get it from any other vendor, with out the Dwarven markup).

The trip to the dwarven stronghold requires a long trek into the wilderness and up into mountains. Along the way, there might be a few bandits, monsters, and encounters if desired, but there should be at least one encounter with some unusually well-equipped monsters using low level enchanted weapons (such as just magical or light equal to a lantern) or armor (gauntlets that have half weight). This should clue them in that they are getting close.

The actual stronghold is mostly ruins now, with only the caves behind the citidel left with inhabitants. Huge, tumbled rocks and statues, broken columns, shattered walls and such are all that remains of Karak Khazad, and the entrance to the caves are guarded by an Ogre with a great club of the Bear (-1D6 KB roll, +1 Stun Multiple).

Inside Karak Khazad

The Forge's presence has been attracting a lot of creatures' attention, and they are filtering in for making orders and picking up items. Sometimes a fight breaks out, and it looks like a very uncivilized, brutish DMV inside.

There is one large cave in front with various beasts in it waiting for their turn. Each one has a block of wood with a number on it (there are some in groups) and they all look angry and bored. Occasionally, a fight breaks out between a couple monsters and the others cheer and watch and bet. There will be Orcs, Goblins, Ogres, Trolls, folk mercenaries and soldiers, bandits, even some drow and Dvergar are here. Any creature that can and would use a weapon can be represented here. They will not attack the party unless a Reputation or Hunted is triggered, but no one else will join in (they want to get that guy's spot in line and not miss their number).

Beyond here is a room with a clerk, an old Orc Shaman that is writing down names and passing out numbers for customers, both pick up and ordering. He will calmly deal with each customer, and behind him is a Stone Golem that will attack anyone who troubles the Shaman. The Shaman is very aged and wizened, but can speak 15 languages, and is very intelligent. He will note the PCs going through and send a little mite as a messenger to the Forge to tell them something might be up.

The following cave area is a long, twisting corridor that leads to a large open area with sky above it in small portions (like sinkholes far above the PC's heads, 60 feet or more). Bats swarm about, and there are many goblins carrying ore, fuel, and tools about. At the forge is a very burly Orc and a shaman, both working with at the fires. The Forge consists of a huge furnace pumped by goblins, a small stream flowing past that is diverted into a trough with a waterwheel, and an anvil that is made of some substance that gleams like light blue silvery foil and has runes pulsing along the edge. Bands of mithril and Velune decorate it, and each hammer blow the anvil rings like a bell and sparks with rainbow colors and designs. This is the Anvil of Fury, and it is unspeakably valuable.

All in all there are 8 Goblins (two that will not fight, being exhausted from pumping the forge), two orcs, and about 800 bats. The bats will only be disturbed significantly if huge magical effects are unleashed, otherwise the sounds and lights will make them stir and fly about in patterns and come to rest again above. However, if there is enough noise, people from the outside will come to check out what is going on, so give the main waiting room a PER roll of 6- (normal PER roll modified by distance and environment), and use the PER modifiers to see if they hear anything based on activities. If someone does hear, they won't tell anyone, just preferring to check things out on their own and maybe get an advantage by saving the forge, killing someone in the way, or just stealing an item. This results in a small number of foes filtering in even if there is a racket. However if ANYONE goes back to check the Orc Shaman will, with his golem. The Golem will attack anything the Shaman tells it to. The Shaman is a standard Orc Shaman, and will stay in back casting spells.

Use this table for what comes to investigate, if any:

| ROLL | RESULT | NO. |
|------|---------------|------|
| 2 | Ogre | 1-2 |
| 3-4 | Orcs | D6 |
| 5-6 | Goblins | D6+1 |
| 7-8 | Bandits | D6 |
| 9 | Mercenaries | D6+1 |
| 10 | Drow Warriors | D3 |
| 11 | Dvergar | D3 |
| 12 | Troll | 1 |

The Orc smith has the physical stats of an Orc Chieftain, and wears a Beasthide Apron (covers 10-14 front only for 5 PD, ED). He wields his hammer, which is equal to a True Hammer of the Furnace (+1 minimum damage and 25% rED damage reduction and 10 ED armor vs heat only). The other Orc Shaman has a Dagger of Magic (+1 magic roll, +1 OCV with spells) and wears a Swift Fenen Robe (+3 DEX to act first, 4 PD, ED armor areas 7-16). He will enhance the Smith as much as possible then stay back and use his magic on the party.

The Anvil is far too large and weighty for mere mortals to carry off, it is 2 feet long and 2 feet high, and weighs half a ton. However, once the monsters of the dungeon are all dealt with, the Warriors may use a special wand the Dwarf provided that shrinks the Anvil of Fury and the forge nearby to a tiny size (and weight), thus snuffing out the fire, to carry home. This wand has only one charge and cannot be recharged. Once the Forge is reduced in size, a doorway out to the surface is revealed where it stood.

THE DRAGON ORACLE

High above the city is a dragon's cave, where the monster will answer questions for a price. Only the bravest of warriors can hope to reach the dragon Nargaurond and learn their answer, for he keeps the dungeon well stocked with creatures. The PCs have been hired to reach the dragon and ask a single question: is the treaty offered by a nearby count trustworthy or not? The Duke hiring the Warriors pays well, with one piece of the Duke's treasure (randomly roll magic item) and 50 silver pieces each!

Within the Dragon's Cave

Being a Dragon, Nargaurond has mighty magics and power. He has used this to bind many earth elementals and they warp his caves constantly into different shapes and patterns. As such, no two trips to the caves are the same. In addition, he summons and places a wide variety of creatures in the caves once a month and eats what he doesn't want there any more, so that the exact type of opposition is not possible to predict.

In other words, this is a totally random dungeon, which keeps it from being an easy trip to visit Nargaurond. There are several ways to handle this, from using tables to randomly roll up the passageways to using premade tiles in random order, to using a tool off the net to make a cave complex every time you want to send the party in. There will not be more than 10 rooms to the cave; the 10th room will be the Dragon's Lair no matter what. Either way, it will be impossible to simply blaze through to the Dragon every trip.

The monsters are also random, each new area roll, on an 11- there is a monster there. Due to the dragon's power and summoning, use this for the rarity: 1D6; 1-2: common, 3-4: uncommon, 5-6: rare. This will result in some truly odd and unlikely monsters, but will keep the types very random. If something truly illogical has resulted (like a bunch of bunny rabbits in a cave next to the rabid bunny-eating beast) then the Dragon has controlled or cowed the monsters into not behaving as they might otherwise.

Meanwhile, the count is indeed untrustworthy, so much so he hired assassins to try to kill the Warriors off. He has hired some mercenaries to follow the PCs in, and each room if the PCs roll an 8- for the random encounter it is the assassins instead. They consist of an amount of mercenaries equal to the PCs x 1.5 in number, plus a mage of $1/3^{\text{rd}}$ the PC's points in Spell Pool. If they have not showed up by the last room before the Dragon's Lair, they will have caught up to the PCs by then and they will be the encounter there.

The Dragon's Lair is a long, downward sloping cave that delves deep into the mountain. It is enormous, over 150 feet long, dipping 60 feet below the entrance level. In the ceiling of the cave are pocket caves, 50 feet off the ground and inaccessible through normal means. These hold the Dragon's loot, carefully categorized and divided up. The Dragon will be in the back of the cave, sleeping until the PCs either cross the glyphs clearly visible on the floor (wail out loudly and cast 4D6 entangle line effect along the glyphs) or lie their offering of treasure or loot on the stone platform for that purpose. Once either is done, the Dragon will arrive in 5D6 segments. It will roar and blast fire all over the ceiling for a HUGE presence attack (+2D6 violent action, +1D6 appropriate setting, +1D6 display power, +1D6 soliloquy for total of 13D6) to stun and awe the visitors, then will await their question.

Once the Warriors reach the dragon, they can activate a magical item given them that creates a connection between them and the Duke. Asking the question the dragon answers NO, and the Duke thanks the Warriors. The dragon reveals an exit to the surface and bids the warriors adieu before going to sleep and snoring rumbly deep snores. The PCs can then decide if they want to fight the Elder Dragon, and should they actually defeat it, there will be a significant haul of treasure (at least 10 rolls on the main table, plus 5 on the monetary, 5 on gems, and 3 on magical items). Of course killing the dragon will greatly displease the Duke and the people in the city below, who get a lot of tourist money from travelers seeking wisdom from the Dragon. The doorway seals shut (elementals at work) behind the PCs when they have all left.

THE INVENTOR MUST DIE

A demented Dwarf has secluded himself in the nearby dungeon, and for over a year now has been creating bizarre and lethal items of his own design. Unfortunately, he sells these items to the local monsters in exchange for being left alone, and has become corrupted by their Chaos influence. The local lords have had enough of his war machines and weapons being used by the monsters and hire the Warriors to kill the offending inventor. Upon delivering his head, the Warriors will receive D6x20 silver total and D6 healing potions.

The Dwarven inventor (no one knows his name) does not make weapons. He makes odd carts, flying machines like balloons, siege engines, digging machines, submarines, and so forth. His implements are usually going to waste on the monsters he builds them for, but since the Inventor is insane, he does not care. All he wants to do is invent and he hates all his kind and the other races. And the monsters think he's a great guy, so they don't want him dead.

He lives back in a cave hidden in a mountain valley, and builds things for the locals, running them out with the help of his clockwork beasts. The locals leave him alone, partially because he is insane, and partially because he will not work with anyone else around because they will steal his secrets.

In The Inventor's Caves

There are clockwork monsters wandering the caves, each a bronze version of any given type of monster at random. The monster has the following powers added to them:

- 15 – Does not bleed
- 45 – Cannot be Knocked Out (loses powers)
- 30 – Full Life Support

and the following disadvantage:

- 10 Vulnerable to electrical attacks (x1 ½ BOD)

Otherwise they are identical to their fleshly counterpart, but obviously they are considerably tougher and complex to create, thus fewer will be encountered. There are a few caves scattered through the area, most of them piled with scraps of metal, gears, springs and gizmos, and junked, partially built and otherwise worthless clockwork and mechanical devices. There will be D3 encounters before the Dwarf is found, and he is guarded by two clockwork creatures of fair power (at least double the individual party member's point value, plus clockwork abilities).

The Dwarf is hidden in a bizarre contraption that is designed like a dragon. It can breathe fire, at the Dwarf's Speed (3) with a 14- activation burnout roll. The dragon breathes fire at the end of the phase it goes off, 8D6 energy fire damage in a line effect from the nozzle. Once all the monsters are slain, the Dragon can be opened up and the Dwarf inside slain, he is helpless and very loony, skinny as a reed with no clothes but his beard. If this was not challenging enough, add more clockwork guardians (small and weak but numerous), or a few monsters coming to pick up a gadget from the Inventor, encountered at the entrance.

The Treasure

Inside the dragon is a small bag with D6 Rubies worth 3D6 SP each

And a Stalking Eye (Clarivoyance 200", must wind up before using, lasts 1 time step longer than winding time, maximum 1 minute).

In a box under the floor of the Dragon (-3 PER to spot) and locked with a lock that is -4 to pick is a clockwork fox, coiled up and ready to serve whoever charges it. To charge the fox takes a gem of at least 1 sp value enchanted with a magic skill roll at -2 penalty and 1 experience point. The fox will serve and act until destroyed or until 1 month of charge is used up. Then it goes inert and must be either repaired (very difficult, takes a -3 inventor or -5 mechanics skill roll, time, D6 silver of materials and tools) or recharged with a new gem.

CURSE OF THE WOLF

This is an adventure for the PCs to do if one or more of them becomes a lycanthrope. This gives them an option to end their curse should they want to. Either a sage, personal KS of the party, an ancient tome discovered, or the help of a former or present were can point them to the Purifying Spring. Supposedly enchanted with great power, this Fount is able to heal any affliction, remove any curse, for a price. With little else to try, the Warriors set out for the Purifying Spring, racing against time. This adventure can also be used to remove a curse, cure an illness, or even fix a cursed item.

Getting to the Purifying Spring

The Sylvan Wood that holds this is rumored to be in various valleys, canyons, atop mesas, within a sinkhole in the wilderness, in a mystical cavern, atop a mountain above the clouds, and even on an island, depending on whom you ask. Before play, players should each be given a note that says where they have heard the Spring probably lies (most, if not all should have a different location). Clearly something more definite will have to be discovered, and they have a few choices. The Dragon Oracle, above, is one option, as is any sage they can find with a specialty in this sort of thing. However, the best option is to find or capture a fae creature such as a Faerie, Brownie, or similar sprite. They will tell where it is... if the PCs seem to not have

any ill will toward the forest and will not tell others, and if properly convinced (see the Knights Tomb above, violence or threats will avail them naught).

Another good option, should the above not occur to any, is to have a rugged, mean looking guy in bear and wolf pelts who looks like he has **never** seen a city show up. He will brandish silver weapons and rattle his necklace of werewolf canine teeth and warn the affected PC that he must seek a cure or die. He will tell them where the forest lies, and will help them get there faster. But, he will say, the cure must be sought alone; he cannot aid them. This guy is incredibly capable and tough, easily double the PCs in points, so the trip there should go smoother. He is also hunted by weres, so its likely that one will show and he'll show them what will happen to the PC if he turns... this guy has weapons and armor that is specifically better against Weres (Werebane furs of Shielding [5 PD, ED armor, +1 DCV and 10 PD, ED armor total vs lycanthropes] and Werebane mithril spear of Accuracy [1" reach, +1 OCV, D6+1 HKA, 12 STR MIN (he has 23 STR for a total 2D6 HKA), total +2 OCV, +4 OCV and 3D6 HKA vs lycanthropes]) plus 2 combat skill levels against them.

Either way, it is a trip of D3 weeks and D6 days to get there, so that by the time the PCs arrive, the curse is working its way into the afflicted character's soul. He will have increasingly horrendous dreams and will slowly become more feral, aggressive, and confident (becoming the Alpha Wolf). By the time the PCs reach the Sylvan Wood, the character will be nearly changed. On the journey, a Werewolf will track the party and will not attack (unless the Hunter is there), only show its self to the afflicted Character in the night, alone, and gaze compellingly at him or her. Other encounters will occur, and if the afflicted PC is hurt over ½ BOD he or she will change into the werewolf.

Within the Sylvan Wood

The Purifying Spring's presence negates any poison in the forest. Any creature with venom, poison, toxin, disease, curse, or life drain will not be able to use any of those abilities. All cure and heal spells and effects (herbs, abilities, etc) are 1.5 times as effective. The trees are greener, bigger, and everything grows faster. Herbs that heal or are curing are +2 to be discovered, and there are no dead plants or creatures in the forest (no fallen trees, only fallen leaves are from cycling every season). Even in winter the deciduous trees are still partially foliated, and the forest never freezes. The creatures in the wood are all very healthy, they have +2 CON, +1 BOD, and +5 STN each to represent their incredibly hardiness.

The path to the Spring is confusing, as the Faeries and the wood its self changes the paths and it is a large, impressive forest in the bottom of a mountain valley. It will take D3 days of searching to find the Spring, -1 day per level of luck the PCs manage to roll. Each night, roll for the afflicted character's lycanthropism, the accidental change is 8- per night, and if he changes, the cure cannot be found in the spring. Not to mention the fact that the character will attack the party. The Werewolf that is following the party will not enter the forest.

There will not be any monstrous encounters in the forest, no orcs or demons or any such, nothing so impure can enter the wood. But there are animals and other beasts that are not tainted with evil that hunt the forest, and they might attack.

The Purifying Spring

The Spring its self is protected by a hedge of Bloodthorn vines, literally thousands of plants fifteen feet high and bristling with thorns. These vines are enchanted to affect desolidified targets, and have the ability to see any invisible form. This hedge will wrap up and suck the blood out of anything that comes near except the afflicted person. Anyone else who comes near will be menaced by a few dozen vines writhing and reaching toward them, but unless they attack the vines or try to pass through the only way in (or worse yet, fly in) they will be left alone. Fighting the vines is certain death, so be sure the PCs are aware what is up, there is a host of Bloodvines here and any one or two is a challenge.

Once inside, the character will find a beautiful spring bubbling with crystal clear water that seems to shine from within. It sparkles with clarity and promise, and all that the PC has to do is drink it. Unfortunately, the curse doesn't want that, and will attempt to manifest its self. As he walks to the vines, he will feel the wolf rising and will struggle to fight it (well, he should, unless he wants the vines to suck him drier than the Sahara) and the others can see something is clearly going wrong. The PC must make an EGO roll, but he isn't alone here. For each of his friends who try to help him or encourage his trial, he gets +1 to his EGO roll. If this all fails, he begins to change, and gets another EGO roll to stop it, at -1, his friends still helping him. They can even cast spells and such on him. If this fails, he becomes the wolf and dies horribly to the vines.

Should the PC succeed in fighting the curse back, he can drink the purifying spring's waters and will be cured utterly (lost limbs will return, any curses, poisons, weaknesses, lost stats, BOD, etc all cured, this might even eliminate certain disadvantages).

The Treasure

The cured PC can then put as much of the Spring's water in to his containers as he can possibly carry, each liter of this liquid being 2 potions of Purifying (acts as a 15D6 AP dispel on any detrimental spell on the drinker, a 10D6 Heal Aid, and a 20D6 Transformation from hurt to not hurt). This will store for D6 weeks each dose.

THE POISONED WATER SUPPLY

The next town the PCs wander into has a problem. They have long had a water supply that fed from the crystal clear deep water from a cave below them. A well dug down to the bottom pulled up water in buckets for the entire town, and all was well. However, recently, the water has gone horribly bad, it causes disease and death in any who drink it, and it clearly looks wrong, a disgusting yellowish color. A few locals shimmied down the well to see what was up, and other than a few screams heard echoing weakly out, nothing was ever heard from them again. The people of the settlement beg the PCs to enter the caves beneath the settlement and assist them, offering rewards and laud if they can save the water from this poison. Now, this isn't a rich town, so they can't offer a lot in the way of rewards. Most of their reward will be in food, herbs, and a few coins, but they promise a family heirloom for helping them out.

The climb down is not too challenging, a +4 roll for anyone using the rope and +2 for climbing the rocks. The well is 40 feet deep, and if anyone slips up, they are at halfway, plus 5 feet higher up per 1 they fail by. The fall only does 4D6 damage due to the water below even from the highest point, but is penetrating due to bouncing off the walls of the well as they fall. For each -1 DEX due to encumbrance, add 1D6 to the damage due to extra bulk and mass.

Within the Well

The only way into the caves that anyone is aware of is to climb down the ropes and well sides to the bottom. It is a 5' drop from the bottom of the well to the water, which is a few feet deep here. The caves are all rather low and cramped for anyone of human size, making movement -1" and combat -1 OCV and -1 DEX roll for anyone over 4 ½' tall throughout the caves.

Within the caves are a few small rooms, really just widening out areas of the stream, in a more or less linear manner. On one end is a cave that narrows and the ceiling lowers until its barely a crack wide enough for the water to get out. The other end holds the spring, and the reason for the water's fouling, a monster with a huge patch of Zygom on it and the nearby rocks and growing in the water. This monster should be something very dangerous for the party to face, something challenging for their level that can fit in the low ceiling cave, even if it would take the reduction from being cramped and pinned in.

The Zygom will attempt to infect everyone, of course, and unless the monster is somehow removed from the cave and all the Zygom destroyed, it will continue to infect and foul the waters for months to come. This should be a desperate, cramped fight for the PCs if done well, and one that can have lasting consequences, depending on if they get infected.

The Treasure

The Villagers reward the PCs with all the money they can spare (6D6 in D6 copper and D6 in D6 silver) and some herbs (3 rolls on the each of the herb tables)

In the well are the scattered bones of the two men that went to check on the monster, and one of them had a Bloodiron Shortsword that they can either keep or return to the villagers.

The Villagers also give the PCs a Weird Flail (random OCV D6 (1: -1; 2: 0; 3: +1; 4: +2; 5: +3; 6: +4) each hit) that has been in the Mayor's family for decades.

CAPTURED

If some monster - particularly an intelligent one - or the law, ever captures the PCs they can go through this adventure. There are a lot of ways to set this up, but the basic line always is the same: the warriors must fight their way to freedom without weapons or armor! And as if that's not enough, their only way out is through a minotaurs' lair. The players might be thrown into a cave to die, and work their way out, they might be in a prison cell and find some loose blocks of stone leading to a chasm, they might be stripped of their gear and put in the dungeon to fight their way out. Any way they start, it is the same, the warriors start the dungeon stripped of any armor or weapons they may have, and must fight with their bare hands. They might even have been beaten for a few BOD and start at 0 END and STN, waking up in a pit, if you want to make it especially nasty.

Within the Caverns

The caves are populated with small, usually minor threats such as a few goblins, hunter bats, a small spider or two, some centipedes, mites, etc. These minor threats loom somewhat larger, however, against characters with no spells and no armor and no weapons. That Gloomwing was an annoyance when you were well equipped... its deadly when you are naked. As such, the random encounters have to be carefully managed, the numbers lowered to half what the party would usually face. If they get in over their heads and you are about to obliterate the entire party, have the Minotaur show up with a horrendous roar and attack the monsters, eating them as he fights, so the PCs can slip away.

While traveling through the caves, there will be several encounters. The PCs will need enough spell components, scraps of armor, and junk weapons that they can survive fighting the Minotaur(s) at the end of the adventure. As a result the dungeon length really varies, it will be however long it has to be for the PCs to get what they need to survive. There will be an encounter in each room on an 11- roll, the first of which will be something that they can defeat with their fists and what little magic they have without foci, such as giant rats. Once the rooms are cleared out, they can stay there for a while, an 8- chance of an encounter each hour.

This will include a few preset areas for them to use:

-A room with skeletons and broken, rusted weapons and scraps of armor. The armor will be very poor quality, but better than nothing, the weapons of bronze or lower quality.

-A Room with a pool of tar filling part of it. This, plus rags found elsewhere will allow the PCs to make torches if needed

-A Room with flint scraps and an iron ore section in it (can use to make fires).

The final room is in the center of the caves, in a sort of maze-like layout. It is the home of one or more minotaurs, as many as it will take to truly challenge the players. They hunt the maze and eat what they find, and the exit to the surface is at this cave, a winding slope up to the surface. By an amazing stroke of coincidence, there is a box here with the PC's equipment. The Minos either were told to guard it, they stole it from the guys who had it, or it was put here as a prize to anyone who could make it out (sort of a recognition of heroism and being so tough). Another possibility is the person who gathered the loot stashed it here secretly so he could get it personally, later, while the Minos were away. At any rate, the Minotaurs will fight as best they can, using axes, and only after they are defeated can the players recover their equipment.

Treasure

The bulk of the treasure for this adventure is getting your loot back, but there is a small amount of herb loot scattered about. Each room, there is an 8- chance for a roll on the Herb Tables (D6: 1-3 table one, 4-6 table two).

THE SEVEN HEROES

This is a familiar plot, the heroes are gathered by a humble but capable looking farm fellow with the promise of money for a simple task: defend the town from a few bandits. They are promised an increasing amount of treasure from the town, but it should be fairly obvious to most PCs that this fellow can't represent a place of any real wealth.

Motivations

However, there are a few hooks that can be used to tease the PCs into going. Psych lins are a good way to get people to act in a way that is otherwise against their best interest. Someone have honorable, or defends the innocent, or hates evil, or upholds the law? These people need help from someone just like that. Someone have distracted by beautiful women or falls in love easy? The guy who hires them brings his sister or daughter along (or she tags along secretly) and is stunningly beautiful.

Hunted is another way to get people involved. The group might have a nasty hunted that is especially troublesome at the time, and they might need a place to hide. This can even work if the PCs have annoyed the wrong people and need somewhere to lay low. The village is small and out of the way, a good place to disappear to.

If the PCs have someone they especially dislike that name can be dropped, or description. The farmer has no clue who it is, but the PCs will recognize it and see an opportunity. This is particularly useful for motivating the party to action if this is someone who has stolen from them previously and not been caught.

The Village

These are simple folk, poor and hopeless under a poor leader. They have no chance against these bandits, and have little money or treasure to pay. There are but 30 men here, with 45 women and children. There are small farms nearby where the farmers make their living, and a temple with a priest of only minor healing ability (has the heal talent). The village is made of simple huts and main buildings with wood roofs set in a hilly area near the mountains. It is several days' ride from a city, and not well patrolled. The village has a small ditch and a basic wall around it but it is only there to discourage monsters.

All the women and girls are hidden outside town for fear of poor behavior by the 'heroes' and as such will not be found immediately. There is little treasure here, only a few poor quality weapons (-1 DC and -1 DEF) and some coin that they will give if the bandits are defeated. This totals D6/party member in silver and 4D6 in D6 copper.

The Bandits

A recent famine and increase of monster presence caused the local bandits to seek food in other areas. They aren't making a lot of money and are in sort of a dire situation. Some of them have not eaten for more than a day when the PCs arrive, which makes them more motivated and unlikely to give up than usual. All the bandits want is food, but they want so much food, at no payment, that the villagers would starve. There are a total number of party x 5 in bandits, plus a leader who is the equal of any of the PCs and a caster who is just as powerful but only buffs the bandits before they leave, he is a noncombatant. They hole up in the mountains, in the ruins of an old temple that is hidden in a valley with weeds and such over it. Unless one gets very close to the temple, it is very difficult to see (-4 range mod). There's little treasure there, only a few weapons and such, plus any item stolen previously from the PCs if that option is used.

Options and Goals

The town can be better fortified, with the wall built up and gates added. It would take a few days work, but the bandits will hole up once they realize there's heroes there and they will not attack until 3 days are up. Further, the path to the town can be trapped if anyone has the skill. The bandit cave can be attacked, they have bows and lookouts and will attack any who storm the place, but stealth and showing up while they sleep will give a significant advantage. There are so many bandits that a full frontal attack probably isn't the wisest choice. Until someone scouts the bandits out carefully there's no indication that they won't just give up with any strong resistance.

The ultimate goal is to drive off or destroy the bandits, but until the leader is dead and more than 60% of the bandits die, they will not give up. This will be a very difficult fight with no great support from the locals, who with any deaths and destruction come to the conclusion that perhaps just giving the bandits some food is a better choice. Hurt pride can heal pretty fast when your friends die and your house burns. So as such the village may very well turn against the PCs if it goes too poorly.

Continuing Motivation

This is not a very easy scenario to motivate the PCs in. If they've seen the Seven Samurai or Magnificent Seven, it will be easier, of course. But otherwise, it relies on their noble nature and desire to help people. Psych lins will help, but if the player isn't interested, there's nothing to be gained by beating people up with their disadvantages. There are several ways to keep people's interest. First, making a rivalry or personal dislike with the bandits can help. Bandits who mock the PCs or belittle them will make some want to punish the impudent scum. Another way is to make the main bandit an interesting, unique character, so the players will want to see him again and see how it turns out.

Another is to pique the interest of the players with the villagers. Villagers who are interesting, varied, and needy without being pathetic are useful. They should be noble, if simple folk who are helpful and wise in their own way. The leader of the villagers could be a very sympathetic character as well, someone the PCs appreciate and want to help. Perhaps one of the villagers is particularly liked by the PCs, have that one get wounded badly or die, that's always good for motivation.

However, if none of this works or is viable, the discovery of something else can help. Maybe there's an old legend about the temple that holds some great undiscovered treasure? Perhaps one of the old folks in the town mentions it quietly to a PC, warning of monsters in the bowels of the temple but treasure there. Is it true? Is it a lie? That is up to the GM.

SAVE THE NOBLE

Lord Wenlesas has invited the group of heroes to dinner. It seems that he is fond of the wild tales and adventures that folk such as yourselves enjoy, and does this often. He listens to a few of your most interesting stories, rapt and enjoying every minute when monsters attack!! You must defeat the creatures, and escort the noble out of the keep safely, leaving through a secret passage he knows of. Apparently his interest extends to purchasing some items of value, and one of them is something these creatures desperately want back.

The dining room is a fairly large area with chairs on the sides, a raised area for a chamber orchestra (not present) and the table with chairs on either sides. The monsters issue through the doors into the room, clearly they control the rest of the home. The escape is behind the stage, through a doorway behind a tapestry, and the players can stage a fighting retreat to the door against bad odds (2x party in orcs, for example). Once through, the door can be barred and locked, and the escape begun.

The way out is through a series of tunnels and rooms beneath the keep, which have been inhabited by odd creatures and monsters have wandered in from outside. The Noble must be protected from these creatures, until they can reach the Noble's men outside who are held at bay by the monsters in the castle. Once there he can help them retake the place, partly using the tunnels that only he knows and has the key to. Then he can pay the PCs for their help.

The Escape Tunnels

These tunnels are of whatever length you desire, they simply are a series of random encounters, traps, and monsters in various mixes. If you wish, roll up a set of them in advance and go down the list or roll randomly for what room it is. This tends to make it more interesting for you as a GM, and can be done on the fly. Of course you can always write it up in detail as well. Some games, such as Warhammer Quest have tiles you can use to set up the lay out randomly. Monsters should be fairly random as the magic in the castle and the history of it can conceivably result in nearly anything (avoid gigantic powerful monsters such as demons and dragons). The end is a door that only the Noble has a key to, and only he can use, so he must be kept alive.

The Treasure

The Noble is very happy at living and getting his keep back, and especially at having been part of a thrilling adventure (although he's had more than his fill of personally being in them). He gives the PCs D6 rolls on the coins table and gems and jewelry table, plus one minor magic item each.

EARTHQUAKES

Long ago King Goranthus had a fabulous castle in the mountains, which was partially in the mountainside. The kingdom was rich as any in the world, with fabulous treasures and magical fancies in the king's treasury beneath his throne. Decades ago, an earthquake collapsed the mountainside, entombing the King and all his men to a horrible death. Only recently has a new earthquake re-opened the castle's ruins to the bold, and no one knows what is in the depths there.

As it works out, the dungeon is full of monsters and traps, although the recent quakes have destroyed the cohesion and logic of the tunnels. At one time it was controlled by intelligent races and divided up into areas but all this has been thrown into chaos by the tremors. As a result it is very random and confused. The whole dungeon used to be much larger but has been choked off and blocked by crumbling rock, collapses, and such.

The Quakes

The tremors are not finished wracking the mountainside, and occasionally shake the dungeon. On an 8- per room, the tremors shake the ruins and rubble drops into the room the Warriors are in. Roll a D6 for each hex, if a 1 results, the square in question is blocked off with rubble and anything in it takes D6 in D6 damage. If desired, only the meaningful areas can be rolled for (where something is, doorways, etc). Furthermore, that person is either displaced one hex of their choice (the square is full of rubble, and knocks them aside) or if there are no free hexes then the rubble pins the model to the floor with its weight. This rubble keeps the model pinned until he rolls an successful Strength Roll at -1 per 2 BOD the original damage roll was. Pinned targets are $\frac{1}{2}$ DCV (cover gives some protection) and cannot fight nor cast.

The Throne Room

The Throne Room has various monsters in it, intelligent ones who are using it as a lair. This is a fairly large room with the boss sitting on the throne. A balcony goes along the sides of the long room, with stairs up to it back on the throne side. Up there will be a few with ranged attacks or ranged weapons. Once the monsters are defeated, the PCs can search under the throne. However, pulling items out of the treasury is an oddity of magic. The items used to be carefully categorized in chambers and pulled out by reaching to the right spot and color in a pool of light under the throne. But the quakes have scattered and mixed the items, and it is not certain what, if anything, you will get. Further the magic takes time to take effect, one turn per pull from the treasury.

During this time more monsters may show up or return to the throne room to attack the party. Each turn, roll another wandering monster chance, and if something comes up, it will attack the party for the loot piled around them. Eventually, it will become impossible to loot any more due to injuries and used up resources, and the escape behind the throne will need to be used. It is a chasm rent to the surface recently that can be climbed at $+2$ roll, 120 feet to the surface. The monsters will not see anyone climbing the chasm, distracted by the throne. Of course, they can always try to get out back the way they came, but then all the rooms will be refilled with monster and trap rolls because the quakes close some areas and open others that are brand new, and monsters are wandering about.

The Treasure

In theory there are 250 pulls worth of treasure in the treasury, a tremendous amount of items. However, in all reality the constant harassment by monsters and tremors really isn't going to let this happen. That and the fact that 250 pulls will pretty much weigh down the PCs so heavily they cannot carry all that crap out.

For each pull, roll on this table and consult the subtables in the treasure charts as normal

| TREASURY | |
|----------|-------------------------------|
| ROLL | RESULT |
| 01-05 | Major Armor |
| 06-10 | Major Miscellaneous Treasure |
| 11-15 | Magical Jewelry |
| 16-20 | Minor Weapon ₁ |
| 21-17 | Minor Magic Items Table One |
| 27-33 | Scrolls |
| 34-40 | Gems and Jewelry Chart |
| 41-46 | Armor |
| 47-55 | Nothing |
| 55-61 | Weapon |
| 62-67 | Potions |
| 68-73 | Minor Magic Items Table Two |
| 73-80 | Minor Magic Items Table Three |
| 81-85 | Minor Armor ₂ |
| 86-90 | Wands and Staves |
| 91-95 | Major Weapon |
| 96-00 | Artifact Weapon |

This can result in some amazing gear or nothing especially great, including nothing whatsoever. At any time the PCs have gotten as much as you feel comfortable with them having, there can be a huge earthquake that causes much of the room to collapse, including something that crushes the throne entirely with a spectacular display of magical fire and light. The portal to the treasury is sealed, and nobody is exactly sure where it really lies.

The Collapse

When the PCs exit the dungeon a huge quake rends the ground, collapsing the chasm and the old entry to the dungeon, cracking and rippling the ground and causing all kinds of havoc. There will be no return to this treasury without extensive mining in a dangerous area.

THE YOUNG LORD

A Young Noble seeks to prove his boldness and worth to his father, and hires the Warriors to assist him. Bold he may be, but not stupid, and he knows he cannot survive alone. The Prince is in fact no good at all in combat, but will do his best to assist the Warriors. He must reach the ancestral throne and sit in it, where he will be given a name, a family tradition. Once this occurs, he uses a previously unknown item that ports all of the party to his keep. This is a good introductory adventure, something to get the PCs to a location and work together.

The Noble is insufferable, he's annoying, elitist, and pampered, his whole experience will be one of complaining about the lighting, the food, the seating, the treatment he gets, the monsters, the blood, the smells, etc. He is a twit, but not to the point the party just kills or abandons him. The lure of the reward he can give should be noteworthy enough to make the party willing to put up with this attitude. The point of his behavior is to be amusing and fun, not to make everyone hate the fellow.

The Young Noble has no real combat skills, he's not totally incapable, but is not any sort of warrior. He has the stats of a basic ruffian for combat, with a huge list of language and court skills, plus some full plate and a bastard sword and medium shield. He will not carry anything nor do servile work but will attempt to help out in fights. He might even get in people's way but not in a consistent annoying way. He's just not as good as the PCs at snap judgments and working together.

The first thing to do is travel to the dungeon, which can take as long or short as you desire. This should include a few events and a chance to get to know the fellow as they travel. He is brilliant when it comes to dealing with the land, he'll be a great leader, but is really annoying when dealing with people he considers beneath him.

The Dungeon

This is a testing grounds, so the dungeon is rather random and full of weird monsters magic brings and keep for a time. These creatures of course have managed to find some treasure.

The Throne Room

The Throne Room is fairly large and has a group of monsters in it or one very nasty one. Once they are dealt with the Young Noble dusts off the throne, sits in it, and a booming voice proclaims his worth and the pride of his ancestors. Then the PCs can go home.

The Treasure

The PCs are given a map to a dungeon with treasure (perhaps another of the adventures here) and D6 rolls on the coin table. They are also generously allowed to keep the treasures they found on the way, something that fills the court with applause at how giving and kind the Noble is.

THE LOST KEY

The Warriors have found a box filled with treasure, but it cannot be opened in any way that they have at their disposal. On the bottom of this chest is a crest of a long lost kingdom, of which the ruins lies nearby. This can be something the PCs are aware of or might require study or the use of a sage. Lacking any other options, the Warriors go there hoping that they key to this royal treasure chest or the way to open it will still be in the ruins.

The chest is too heavy to carry far (it weighs 600 pounds and is the size of a steamer trunk), so the Warriors leave it in the first room of the dungeon, secure in the thought that no one can open it and it weighs so much they all had to pitch in to carry it. Once the key is obtained, the Warriors must return to this chest and open it with the key. However, roll luck/unluck when the key is first obtained. If there are 2 levels of unluck, the chest has been discovered by a large monster (such as a Ogre or Troll) and carried off, it is gone. On the bright side, he cant get it open now either. While the PCs travel, if they roll an event that forces them to add time to their travel in the wilderness, they encounter the Thief and his heavy load and descend on him in a furious storm of weapons and spells, recovering the chest once more!

Finding the Key

There are a lot of ruins, most of them open to the outdoors. There are a variety of creatures living in the area that will try to eat or rob the PCs or simply are very territorial. Finding the ruins that actually have the key will take D6 days of searching, each day full of encounters and exploring collapsed, rotting buildings and ancient crumbling towers. At least one small dungeon with D6+2 chambers in it should be found with the crest on it before the real chambers are discovered. The other dungeon will have a few monsters and their loot but nothing special.

The Dungeon

The key is held in the basement of a crumbling tower. The wall above the doorway sunk in the rock is an ancient script that requires some knowledge of antiquities or rare languages of the area to read (it says keymasters) but the same crest is clearly marked over crossed keys as a coat of arms. This is a small complex of D6+5 rooms and a few tunnels between them, full of traps and monsters and such. It is open to the outdoors but the entrance is sunk into the ground in the mostly complete ruins of a tower like a root cellar. The first room is empty but has roots and vines growing on it, sufficient to hide the chest fairly well and make it impossible to see from the surface.

The Key

The actual ring is in a strongbox hidden in the dungeon under a tile on the floor (-2 PER to spot), the strongbox locked at -2 to pick but can be broken open (box is 5 DEF and 6 BOD to bust open, rusty and old). Within it are several hundred keys, but only 87 of them will actually fit the chest. The right key will take D10 minutes to find, if this is important to determine (roughly 5 seconds to try each key, 87 keys). The other keys might fit other treasures, rooms, and locations in the ruins if the GM desires, or are just odd relics of a lost era.

The Treasure

Within the chest is all of the treasure neatly stacked and packed in with straw.

6 Gold

47 Silver

382 Copper (all rolled in paper)

Wand of Cold with 89 END left in it

3 Sunstones worth 18 sp each

An enchanted bird nest that grants +2 PD (woven with various threads and such – an oddity some mage created long ago)

A Wyrmskin Small Shield reinforced with Velune (+1 DCV, 7 DEF, 4 BOD, 3 STR MIN, 1.05 KG WT, worth 180 cp sold)

Aetherstone Cloak clasp with 4 sapphires (total worth 65 sp)

And clothing wrapped and packed neatly worth 86 cp.

THE LOST ALTAR

Hidden beneath the local mountains is a shrine of dark and evil power that must be destroyed. Local evil monsters and necromancers are using it to cast mighty curses and empower the wild beasts, and finally the source of this trouble was discovered. The PCs have been given a quest to seek out and destroy the offending structure, but no one is sure where it is. Scholars were consulted, and adventurers, mercenaries, and soldiers were sent to the four corners of the kingdom to find the location. A sage the Warriors consult is convinced that the Library of Assani holds a book called the Rannesh Codex which lists all shrines and would have the location of this one. The Warriors must first find this library, then seek out the shrine its self. Should the book prove correct and this is the Cursed Shrine, the Warriors will be paid D6x100 copper each and will be given one minor magic item each.

The Library must first be discovered and explored, which requires the Warriors to delve into the ruins of the School of Svoorinhav in the Mountains. Finding the library is not difficult, the location is fairly well known. It is difficult to get to, taking D6 weeks of travel with the usual encounters. The library is in a long-lost monastery that has been taken over by the usual lot of monsters, and the general location is found in the last week of travel, but its exact cave is difficult to discover. The valley the cave is in is inhabited by Orcs, who try to kill the PCs and take their nice gear, naturally.

The Library

The Library of Assani is hidden within the ruins of the monastery which is a fairly small complex of caves that were shaped and smoothed by careful carving and digging. Reaching it takes a short adventure, D6+2 rooms. The final room is the library, which has a Gazer floating as a guardian in it. There are a lot of books in the library, of which only one is the Sannesh Codex. The Codex is in some bizarre language that the PCs do not know, but the sage they consulted does. Finding the book takes some time, Roll on the table below D6 times for other books and scrolls found first on the Library tables. There are a total of 4D6+6 scrolls and 1D6 books in the room.

The Altar's Location

Once the actual book is found and the PCs make it out and back to the Sage, they can let him translate it and discover the location of the Altar nearby. If the GM desires, this book can have a horrible Cthulhuian effect on the sage, who then turns evil and must be stopped with a codex of awful power in his hands. The location is not far away, D6+6 days travel to the mountainside it is set into. This is a fairly large complex, with traps and such as the altar is protected by the local monsters.

The Altar

The Altar is within a large circular room with carvings on the floor and walls, pillars all around it and a raised area in the middle holding the altar. When the PCs arrive, there is a necromancer of twice the PCs' power level plus undead equaling twice the total points of the party, in various types. At least one should be a Skeletal Knight, who protects the necromancer. The Skeletal Knight has on the breastplate of Alacrity listed below, and wields a scythe.

The Altar has a compartment locked with a key that the necromancer wears around his neck, but unless a -2 PER switch is used, a trap goes off spraying needles in the hex for 1D6 autofire penetrating damage.

The Treasure

Within the altar is a small cavity holding an idol of solid gold worth 56 silver, and a necklace of mithril and jade worth 185 copper. The Skeletal Knight wears a breastplate of Alacrity (Felstone, gives +3 DEX to move first, plate), and the necromancer has a ring of +3 INT.

THE MUMMY'S TOMB

The players are lost in a desert. This can be forced upon them by a storm, catastrophe, teleportation, or similar device, or could be the natural result of traveling. This desert is very large and trackless, and has the added benefit of being the site of a long-lost, demolished civilization. Huge stone ruins are scattered about in the sands, sand blasted remains of a once-proud and crumbled land. The land is horribly dry and hot, a desert hundreds of miles in every direction. Part of the reason that this is true is that a Pharaoh in his mad lust for power created a device of great and dire power, a device that he sought to use to conquer all his enemies and neighbors. But it was the death of the Pharaoh and he was buried with this talisman deep in his towering pyramid.

Sadly, that was not the end of the talisman's evil. Buried deep in the tomb, wrapped in fear, traps, and magical wards, the talisman's evil continued to corrupt and blight the desert around it, rotting all life and sapping the water away. Finally, the kingdom withered, moved away, and the land died. Now all that remains is ruins and long-dry riverbeds.

Getting the PCs involved

The PCs may just find themselves in the desert, wandering and lost. They might choose it to cross as a short cut to another location. Perhaps the PCs have found the rags of an ancient map inside the pyramid, or heard a rumor of the talisman from a sage. An ancient book might mention it, or a fantastic city is shown on an equally ancient map, where now there is only desert. The ghost of those that died in the city might show and ask the PCs to destroy the talisman.

The Desert

However the players become involved, they find themselves in a blistering, empty waste of sand and rock. The desert is dangerously hot in the day and astonishingly cold at night, with little in the way of shelter. Sandstorms blow up without warning, dunes slow progress, and mirages fool the traveler. There are no bandits in this waste, no oasis to re-water at. Although some ravenous and magical beasts may be encountered – desert dwellers never before seen perhaps – the greatest enemy is the desert its self.

The daytime temperature rises well above 100 degrees with no humidity whatsoever, sucking the water out of a human body like a sieve. To survive in such an unpleasant place, huge quantities of water must be either summoned or carried in. Pack animals require even more, unless uniquely adapted to the desert such as a camel. Lacking water, a character takes D6 NND each hour in the sun until he's unconscious, at which point he begins to take D6 full damage NND each hour in the sun. This damage cannot be recovered without water or magical healing. At night the lack of water is less a problem, but the temperatures reach freezing and will kill just the same without some manner of staying warm. See the Hero Rules 5th edition for more details on dehydration and heat.

There are no settlements, no areas of interest, no buildings left, only a few pieces of rubble marking what was once a prosperous city long ago. Monsters like Sandlings, Dune Diggers, Hyenas, Wastrels, and other oddities stalk the desert, but are not often encountered due to the desolate nature of the place. If a longer adventure is desired, a key to get into the pyramid may be required – clues of its location scattered in ruins finally leading to a buried temple visible only by a few statues barely poking from the sand. Perhaps some dervish-like beastmen are in this waste, camel clan who have some ancient legends that can be learned, but only if their trust can be earned.

The Pyramid

This gigantic edifice is visible for miles in all directions. In fact, due to the warping of light and mirages, one might see it (upside down) as far away as 30 miles on a flat section of the desert. Since the Pyramid is the most striking and noteworthy feature in the desert, it will not have any trouble attracting attention. It has no features, other than its shape, no doors, no pillars, no entrance of any kind. Over one hundred feet tall, made of sandstone and smooth on the sides, it was once capped with gold, now long gone from thieves and sandstorms. In fact, the pyramid itself is buried almost a quarter of its height beneath the sands.

Getting in is a task in itself, there is actually a temple attached to the pyramid, with a causeway leading 100 yards to the river which is now simply a dry channel running through the sand. But after centuries of storms, the entire complex has been collapsed and buried. With magic, maps, logic, or just lots of time digging, the party can eventually find a building nearby the pyramid. This process can even be sped up by a convenient sandstorm that pushes away enough of the dunes to reveal part of the building – but only after making the players miserable, even doing some damage and destroying or burying supplies forever.

Within the building, amid the rubble and sand, is a rather impressive series of paintings and statuary, all of which are rather dire and unpleasant looking. There is one very large and impressive stone door that faces the pyramid, crusted with seals and eight magical glowing symbols. These must be dispelled or broken to open it:

- Two glyphs that scream (10D6 flash hearing explosion cone) a warning in a long-dead language
- Four glyphs that fire a blast of fire in a cone effect, one each, of 8D6 damage
- Two glyphs that simply hold the door in place with 50 STR each

In addition there are further protections and security measures:

- A spell that holds the door shut with a 5 Body, 5 DEF entangle
- lead has been poured into the seam of the stone doors, sealing it with an additional 30 STR unless melted or chipped away.
- If the door is opened, it fires 66 darts out like a bee swarm, doing ½D6 damage armor piercing each and poisoned with a D6 Strength Drain each... an autofire on the hexes in front of the door in a 5" cone. This effect only goes off once, and can be avoided with a roll to disarm the trap at -2.

Once all this has been dealt with, there is found a hallway, guarded with 10 statues on either side. Each of these is a Carapace, rather lethal in its own right. One will activate per turn, until 5 are active. The other 5 are so fused or old that they cannot fight. Each one wields a Khopesh, which is basically a mace shaped like a thick question-mark. Treat them as Heavy maces that require a proficiency to use properly. Each Carapace is crusted with 2D6 silver worth of jewels and wears bronze armor (for only 6 PD armor). Beyond these is another door, this time simply locked and sealed with lead like above. The lock is -5 to pick.

This leads to the pyramid. Stairs lead up, up into the stone, a narrow, dusty, and claustrophobic passageway into the tomb, slightly taper to be narrower above than below. Paintings coat the walls, and within the hall skitter the remains of spiders... cave crawlers, now undead (such spiders lack poison and webs, but no longer take stun damage or bleed, and have full life support). D3 spiders are there per PC, and they attack with ghostly anger. At the top of the stairs is a huge stone plug, weighing 40 tons. It was lowered from above after the pharaoh was laid to rest, and crusted with runes hoping to keep his spirit in place. The plug is not held in place with any special mechanism other than its crushing weight, and while it only has 5 DEF, it has 30 BOD to shatter, and weapons do half damage unless designed to dig.

Past this stone plug the tunnel leads down, down down. Narrow and low-ceilinged, strong jawed heroes will have to duck to move down it, single file. Three traps are in this long passage:

- a pit trap, dropping the victim 30 feet onto a stone floor, then magic summons hundreds of scorpions that rain down on the victim from above. Each scorpion is easy enough to kill, but their 1 BOD stinger delivers a 6D6 KA that is delayed over 1 minutes (1 right away, 1D6 each minute thereafter). With this many scorpions around, the victim will get D6 stings per phase trying to get out.
- A sand trap, marked by a grating on the floor. The grating is of very strong iron, fitted in the walls and will not fall without being destroyed. Beneath it, blackness yawns, a drop of 50 feet. Overhead, the sand pours onto this grate, magically heated to blistering temperatures, causing a 2D6 DEX drain (recover per hour) and 2D6 KA, penetrating (unless sealed or force field) to anyone in the hex. The trigger is stepping onto the grate with more than 50 pounds force.
- Spears that just from the walls for D6+1 AP KA autofire, at OCV 0. This is triggered by stepping onto the wrong tile (roll the attack on everyone, the first it hits stepped on the tile).

Once past this, there is yet another door, similar to the one above with a lock and lead. Beyond this door is a chamber, a rather large square one with several sarcophagi lying in state. These total 6, and in each is a Wight, dressed in bronze armor for 6 PD and wielding flails. They attack if any coffin is disturbed or the door to the next room is disturbed. Each one wears an amulet that grants +1 DCV against ranged weapons (they don't stack, only one will grant the defense) shaped like a winged scarab.

The door to the next room is unlocked, unsealed. On the floor in dust lie several strips and curled peels of lead like they fell out or were forced out. Within the next chamber is a rather large, impressive sarcophagus, covered with gold and lapis lazuli for over 2 gold worth value (intact) on its own – but weighing a ton and a half. Within it lies the mummy of the Pharaoh. But he's not resting peacefully. When the PCs enter, D6 Feral Haunts swirl about, and D6 Gravemists rise from canopic jars sitting around the coffin. They attempt to stop anyone from disturbing the coffin.

Opening the Coffin is even worse, for the Mummy rises. Although he has no magic, the Mummy wears the Talisman of Horror around his bandaged neck and is a rather dangerous foe because of it. This Mummy is also unusually powerful, with +3 DEX, +1 SPD, and +5 body. It is also unusually intelligent and crafty for a mummy. Within the coffin lie several treasures, including the staff of office the Pharaoh once used (+10 presence, worth 35 silver), and the flail of office (+1 OCV, +1 stun multiple mithril flail). The mummy is wearing a ring that does him no good, but for others gives LS: poison and disease. Also in the coffin are jewels and gems, totally 50 silver.

The Talisman of Horror is an Ebon talisman shaped like a vulture with two heads. In the vultures claws are two diamond skulls and in its jaws are two more. When worn, this grants several powers: Cannot be Knocked Out, Does not Bleed, LS: aging, and 25% rPD damage reduction. Further, it allows the wearer to transfer 1D6 BOD with a touch, recovering per hour. The talisman also acts as a 30 point Dark Magic power pool, with a +5 to rolls, which is as worthless to the mummy as the automoton powers. Once a day, the Talisman is able to summon a Wraith, which the Mummy does automatically, and once per day it is able to animate the dead, which the mummy will do as well (summoning a wight, effectively). Lastly, it gives the ability to absorb magic, acting as a 4D6 absorb that goes to BOD, a Heal linked to it that heals as much Body as it absorbs if the Mummy has suffered any damage, the excess fading 5 points per hour. Necromancers would (literally) kill to get their clammy hands on this object, but no one else would want to touch it with a ten foot pole as it has several disadvantages. First, the talisman makes the wearer suffer -1 DCV against spirit attacks, and reduces any mental defense by 5. It also is Hunted 8- by Wings of Woe. Although significantly durable, and enchanted with difficult to dispel to the tune of 300 active points, it can be demolished through enough force or heat. The item has 11 DEF and 4 BOD, hardened, with 10 Power Defense to protect it from disenchantment and Drains.

HEALING THE FOREST

The forest is dying, rotting from the center out. The forest is in the wilds and unknown to the party, far away from where the PCs are. It seems that a meteor fell into its center, but this meteor was made primarily of Ebon. The Ebon's corrupting, poisoning essence is eating away at the natural beauty of the forest, but what's worse is that the mass of stone is actually attracting attention of various horrific beasts and monsters seeking its power to make into weapons and armor. The Ebon is killing all the plants and poisoning the water supply, and the forest cries out for help.

Getting the PCs involved

There is a variety of ways to do this, and they depend greatly on the composition, history, and inclination of the party. There are two tasks here, first to get the party to the location and second to get them to help with the problem. It might be enough just to know something bad is happening, it might be enough that the forest is in danger. But here are some ideas just in case that won't work.

-A Greater Faerie arrives and tells the party of the problem, and that she'll turn them into birds so they can make the trip. However they respond, she turns them and their gear into birds (area effect 15d6 transform) with a one shot wand, and will turn them back when they get to the area.

-A druid contacts the party with a pitiful plea for help. He's shabby and poor but begs their assistance because they have been foretold in the stars to be the ones who can help with this.

-The party is hired by a dire looking but very rich fellow who pays well to help him recover something from the wilderness. He admits freely it is a meteor, and that he's looking to make weapons and such from it.

-A rich eccentric or noble hires the PCs to check on a fallen star in the forest a few days travel into the wilds. He rides a litter and is very ill-suited for the wilderness, with a train of pack mules and an entourage of people making dinner etc.

-The PCs encounter a lot of nasties headed to one place, maybe one mentions a star that fell and can be used for evil weapons.

-Perhaps the attempt to stop the evil from reaching the stone failed, and now all that remains is a wasteland with a horrible factory belching black smoke, producing evil weapons. Any number of forces might contact the PCs (a dying fae or druid, a priest or knight, a hunter, even the government of the area), or they could simply stumble upon it.

The Forest

This is a very deep sylvan forest, one that has never seen civilization. It is crawling with unicorns, faeries, and other magical creatures. No folk live here, few have ever set foot in it. The forest has its own sort of character, like stepping into a story book. But the rot in the middle is causing it to die and corrupt, and the creatures crawling in from the fringes are causing troubles as well.

So far, the natives have managed to kill off most of the intruders, and none have reached the stone in any shape to do anything with it. However, more are coming, and they are getting better organized. The forest has a finite amount of defenders, and they are getting worn down.

Some of the creatures believe ANY intruders to be evil and try to dissuade, frighten off, or simply kill them without asking any questions. This is a chance for the PCs to run into some very exotic, rare, and magical creatures. The borders of the forest are several miles from the impact point, a day's travel through it.

The Fallen Star

The meteor is a 9' chunk of pure Ebon, flung into the sky by the powers of hell long ago and finally coming down to the planet's surface. It is enough ore to make hundreds of weapons, tens of thousands if they are worked into arrowheads. This falling into the wrong hands would make an awful army, and with the evil corrupting influence of Ebon... there are no right hands. The rock weighs several dozen tons, and cannot be moved by normal means, but some very hefty customers are on the way, and the rate the stone is destroying forest someone might end up simply building a forge around the thing.

It's difficult to overstate the danger and power of this find. It is of course useless to the PCs, but is incredibly potent to monsters, and if they can exploit the meteor, it will be epic in its impact on the world. Imagine an entire army of orcs with enchanted, powerful poisonous swords all working in a unified evil mindset. Imagine armored horrors in plate forged from hell. This really does need to be stopped.

The Visitors

The Ebon seems to be calling monsters to it, and some priests and necromantic creatures have been informed or divined the existence of the rock and where it is through magic. As such, they are gathering creatures to help them retrieve the thing or use it for their nefarious means. Any sort of evil, horrible monster can be making their way through various means, even tunnelling under the forest. The exact types will vary a great deal on the power level of the PCs, but should take into account that the denizens of the forest will help kill the monsters. They move into the forest more or less in a constant trickle, although it might pause depending on how the GM wishes to handle this.

The Adventure

The PCs have to get to the forest, get to the meteor, figure out what to do with it, keep the bad guys from getting it, and survive. This can take a very wide variety of possible paths, but they all come to one point: the meteor. From the inside the PCs will be opposed by some fanatic or mindless creatures, from the outside, by the forces of evil seeking to gain power.

Subplots

The PCs have to get to the forest somehow, and on the way forces trying to stop them from reaching it might attack. These forces do not need to actually kill the PCs or even stop them for long, merely delay them until it is not practical to stop the use of the ebon stone. They can be suicide waves of futile attacks, clever diversions; someone sabotaging their travel and gear, clever, evil deceptions, any number of tricks are possible.

Once the PCs reach the forest, they have to get in themselves, and if they don't come with someone official and known by the forest, they meet with the strongest and most persistent resistance from the locals. There are many who will die before they let anyone near the stone, well aware of its evil corrupting influence.

Outside, an army is gathering. There could be one powerful force, one leader who will stop at nothing to get that Ebon, and has stopped the monsters from entering, instead working on a plan to conquer and destroy the forest in one move. This will result in the trickle of creatures stopping entirely for a few days. The PCs might have to scout this army, find out where it is, how strong it is, and what to do with it. Then they are faced with trying to defeat or at least slow the army, or to deal with the stone before the army arrives.

What To Do?

Even assuming the evil forces do not reach the meteor, what do you do with a chunk of evil rock taller than a man, one whose very touch will bend souls? How do you hide it from the evil that seems drawn to it when it weighs tons and is harder than steel? The PCs will have to find a way to deal with this. Some options are a powerful ward the forest creatures all bind together and create, killing them all; a banishing spell that flings it to another world; transforming it to a smaller state and carrying it to another place to destroy it; Finding some way to destroy such a huge, tough piece of rock. Perhaps another one of these quests, like the one that finds a font of purity and cleansing can be used somehow. The way it is ultimately handled is up to the PCs and the fae, but none will settle for any way that the monsters can get to it again some day. Perhaps the local fae can deal with it, but not if any monsters are nearby guarding it.

The Reward

This will be an adventure that probably has little in the way of tangible rewards. The party will have found permanent friends in a very special place, and they will have the comfort of knowing they averted a horrific evil, but beyond that there will be only what they recover from the monsters, a nice party, and some herbs that they are given. This isn't an adventure where anyone gets rich in monetary terms.

THE CHALICE OF POWER

A powerful magical chalice was made long, long ago in a civilization now long lost in the mists of time. In fact the altar is so old and obscure no one even know its existence. The PCs find themselves a nice little dungeon that is in fact attached to another one that is not so unknown. Recent collapses have revealed a passage that was not there before, and now the PCs can enter it and see what they find.

Within, they find a random and normal array of rooms and tunnels, ending with a large room holding many monsters, and an altar of sorts with a magical beam of light from above illuminating a gilded and awesome cup chained to the altar. About the altar lie several scattered heaps of ashes and all the monsters the PCs meet who are trying to get some of this power for themselves.

Once all the monsters are defeated, the Warriors may drink once from the huge chalice, and roll on the table below for the result. Drinking more than once reduces the Warrior to a conical pile of ashes from which there is no resurrection – something that the monsters discovered to their dismay. If the PCs seem likely to try such a thing themselves, have a monster do it while they are busy fighting and get destroyed. On the altar in runes it says “drink deep from the power, yet do not let greed lead you to destruction.” All results are permanent changes to the character.

| ROLL | RESULT |
|------|----------------------------|
| 2 | +5 BOD |
| 3 | +1" run and +3 DEX |
| 4 | 2 PD, ED Damage resistance |
| 5 | +3 PD, ED |
| 6 | 1D6 Luck |
| 7 | +1 OCV |
| 8 | +2" run |
| 9 | +5 CON |
| 10 | +3 DEX |
| 11 | +1 CV all combat |
| 12 | +1 SPD |

The Chalice is chained to the altar with an adamantine chain (12 DEF, hardened, 1 BOD) and is made of adamantine with gold and mithril decorations. It is worth dozens of gold... if it did not turn to dust when removed from the chain and altar. If the Chalice is destroyed, the place starts to predictably crumble and shake, collapsing. The PCs make it out just in time.

FORGE OF THE SKY

Hidden in the mountains is the Forge of the Sky, a powerful cauldron of molten metal from which many mighty weapons were made. It is said that dipping a weapon in this cauldron will enchant it with powerful magic, even if already magical... but the weapon may not survive. The PCs seek this power, and explore where they have heard it lies.

They may have heard about this from some crackpot in a bar, or read about it in an ancient book, a sage might have news about it, or some monsters might be showing up with magical weapons and they were hired to deal with it. The Forge might even be found in an otherwise uninteresting dungeon.

The Altar with the Forge of the Sky stands in the final room of the dungeon. It is a huge altar hewn from a single stone of Amythest, over ten feet wide and four feet high. If it were even possible to move or take such an item, the Altar would be worth more than many kingdoms. This altar is topped by a cauldron of molten metal of unknown sort, slowly rolling in a constantly melted, low boiling state. The room of course has a variety of monsters in it, using magical weapons because they have enchanted them. Dead monsters and broken weapons lie about the room from previous fights amongst each other. At least one very tough leader type monster should be there, organizing things.

Each PC wishing to enchant a weapon has to take a full phase of 0 DCV, getting their weapon into the cauldron and lowering it slowly into the boiling, steaming, sparking metal. The weapon might shatter upon being introduced to this power, rather than being enchanted. Roll a 2D6 KA on the weapon, subtracting 1 DC for each 1 the player's EGO roll is succeeded by. For each 10 active points of the weapon's present enchantment, add 1DC to this killing attack. If the weapon has hardened defenses, add 1D6 KA. If the damage from this roll exceeds the weapon's defense+BOD, it is destroyed utterly from the magical power, exploding for its normal damage, armor piercing due to broken pieces, and knocks the player back D6". If the weapon is not destroyed, it glows with white power and is held in the cauldron for a turn as the enchantment takes place.

Roll on the table below for the effect granted:

| ROLL | RESULT |
|--------------|----------------------|
| 3-4 | +2DC damage |
| 5-7 | +1 OCV and DCV |
| 8-10 | +1 OCV |
| 11-13 | +1 DC Damage |
| 14-16 | +1 OCV and DC Damage |
| 17-18 | +2 OCV |

Each weapon can only be enchanted once in the Cauldron, it simply has no effect the second time. The cauldron can be visited whenever desired, and as many weapons as the players want to enchant they can, including arrows and such, provided they don't explode. But the cauldron's existence is well-known to the local monsters, and they constantly head into the dungeon to take advantage of the enchanting power. Thus, the dungeon is always restocked and reset with new traps laid by other creatures delving its depths.

Due to the fact that monsters have learned where this is and are using it, players may wish to destroy the thing rather than use it themselves. The Cauldron can be destroyed by doing 10 BOD to its 8 DEF, which causes a 10D6 explosion of fire and the dungeon collapses in x+D6 turns (where x is the minimum time it would take the players to leave the area). The altar is indestructible and immobile.

SPIES!

Nearby in the wilder areas by a city, there is a gathering horde of monsters. The ruins of an old monastery dug into the rock has been long a haunt of bandits, monsters, and undead, but now some unknown leader has been gathering creatures under its banner. The local authorities are not comfortable with this turn of events, and hire the PCs to inspect this area and see what is going on. Once the PCs return with information, the local army can decide how best to deal with the situation. The PCs need not examine the entire dungeon, as the layout is reasonably well known from its days as a monastery.

Should the PCs return with the information required, the authorities will pay them D6x5 silver each and a single magical treasure, in addition to whatever the PCs might find in the dungeon.

The dungeon is a fairly standard layout, with the leader and the bulk of the monsters in a rally in the final, very large room. The PCs are shown a secret entrance into the dungeon, and can avoid the bulk of the dungeon and creatures within it. Using stealth and their abilities, the PCs should be able to ambush most creatures encountered, as they are beyond the point that the monsters are inclined to patrol. However, each time, one of the monsters will try to flee to warn the ones in charge if the fight goes badly for the bad guys. If he gets away, all advantage of stealth is lost, and groups of monsters will start looking for the PCs.

The final room has a very powerful overlord type monster, such as an Ogre Mage, Liche, or even Dragon, based on the level of the PCs. Some other suggestions include Naga, Vampire, some major Demon, and Necromancer. Also there will be 3x the number of the PCs in a variety of powerful monsters, enough that attacking them would very likely be suicide. However, the PCs can find a balcony or peephole that they are able to use to hear the monsters' plans and see who is in charge, the nature of the monsters, etc.

Should the PCs actually manage to kill off the monsters, they will find a rather impressive horde of treasure (4 rolls on the base table, 5 on the filler table, and 2 on the magic treasure table).

SACRIFICES

The local settlement has had (2D6+8) of its people stolen from it by monsters, and they locals fear they are doomed to be sacrificed. They are correct, but the situation is even more dire than the locals are aware of. The sacrifices are going to summon a powerful monster, and the Warriors only have a short time to prevent the summoning from taking place. For each sacrifice the Warriors bring back home, they get a total of 5D10 silver.

The dungeon is made up of a limited number of rooms. The total number of rooms and hallways is equal to D6+6 maximum, plus the final room. The dungeon is otherwise unremarkable, with various creatures wandering around and traps, etc.

When each new room entered, a sacrifice is killed. When the final room is reached, one sacrifice is killed each turn. Once all the sacrifices are dead, a Demon Lord is summoned, one without any control whatsoever. These creatures are extremely powerful, evil, and ill-tempered. They cannot come to this world without ornate, difficult ceremonies, but don't like to unless it's their idea. The one summoned will kill everyone in sight, destroy the dungeon, and go back home – unless killed or sent home before that... or someone convinces the Demon Lord to stay.

There is a very powerful caster of some sort doing the ritual, protected by a group of monsters that will prevent anyone from disrupting the caster if at all possible. The sacrifices continue as long as the caster is alive, using magic to kill each one. Each sacrifice is naked, painted meticulously with runes and symbols over their entire body, and is chained to the floor in a radial pattern around a complex diagram in the stone floor. Candles and other mystical ornaments are all about the room. The caster has one magical item on him, and the monsters guarding the caster each have a potion of healing (3D6 as damage), plus their usual implements. For each surviving sacrifice, there is one roll on the treasure table worth of loot here.

EXPLORER

An explorer wants to map out the nearby dungeon, and hires the Warriors to assist him in this task. He will outfit the party to as much as 10 silver worth of travel supplies (not armor, etc, but repairs he can be convinced to pay for), plus he'll pay them 25 copper total for each new room discovered. The explorer takes no treasure; apparently his compensation knowledge and value of the map he creates. He's decent company, a font of information and history; he's a geologist, a botanist, a zoologist, and more. He's nearly everything **but** a fighter.

The Explorer is not an adventurer; he's more of a sage and scientist. He'll stop everywhere and study things the players may not notice nor care about. He'll study herbs, moss, drawings, stones, tiles, dust, bones, anything at all catches his attention, which means each room takes D6 extra minutes to move through due to his examination. He'll take samples constantly, filling up the mule he takes with him with seemingly worthless odds and ends.

The explorer is not a soft city type, but is not a hardy, rough and tumble adventurer either, and will want to camp more often, eat more often, rest more often, and take it more carefully than PCs are likely to. He also isn't quiet, he simply can't be stealthy with all of his clattering gear, lights, and the mule. However, due to his extensive examination of everything, he has a 15-perception roll to find traps and hidden items, and is ALWAYS looking for something.

However, there may be more to this Explorer than is initially obvious. Roll on the table below for the Explorer's true nature:

| ROLL | RESULT |
|-------|--|
| 3-4 | The Explorer is a man hired by a hunted or an enemy of the PCs. He will attempt to ditch them in a very unpleasant part of the dungeon, alerting every monster he finds with lies of their wealth and alleged weakness. |
| 5-6 | The Explorer is a monster. He's actually a shapeshifter or a creature using an item that allows them to change into a human, and will change at an opportune moment to help his buddies rob the party at an ambush spot or useful area. |
| 7-9 | The explorer is who he seems, but is poverty stricken. He cannot afford to pay the PCs beyond some initial outfitting, and will try to get them to wait til his book sells before he can pay them. |
| 10-12 | The Explorer is simply a guy looking to find out new things, he is as who he seems. |
| 13-15 | The Explorer is a monster: he is a werewolf. He's unaware of this, however, and in good faith is traveling with the party as he states. However, at a very critical moment, the worst moment the GM can engineer or choose, he changes into a werewolf and attacks the party. |
| 16-17 | The Explorer is actually a spy working against the local government, looking for monsters he can pay to terrorize the locals. This will only affect the PCs if they care about the local government, find out he's a spy, and try to stop him, but the explorer will be a lot more interested in the types and locations of monsters than other things in the dungeon. He'll even disappear at camp once in a while to talk to local intelligent creatures to work out deals. |
| 18 | The Explorer actually knows of some fabulous, but ordinary-looking treasure in the dungeon. He's looking for it, and even if he finds it, will pretend it is no more special than any other bit of bone, brass, or rock he's been storing away. He'll even come up with a quaint, long-winded, but uninteresting story behind it if pressed. The item is a piece of magical jewelry that looks dusty and unimportant, or some other small thing that can be concealed, disguised, or mistaken for something worthless, like an old lamp that summons a djinni... |

Once the whole dungeon has been explored (or at least as much as the PCs can or desire to explore before returning to town to rest or restock), the party is paid off by the explorer, and he goes off to seek his fortune with a fabulous new book, assuming he was honest about his deal.

THE WATERY PORTAL

A demented mage has opened a portal to a watery dimension and left it there, pouring gallons of water each second to flood the dungeon he was in. The water is roaring out of the front door like a stream, flooding nearby farms and villages, and the rate of water is slowly increasing. Worse yet, the flood rate seems to be increasing at a more rapid rate as time goes by, in a geometric fashion. Mages are not sure how much water might pour out, but they speculate an entire dimension of water is on the other side, so they aren't optimistic. So they local leaders decided to send an expedition in with a fire rune that will collapse the portal (they believe). Should the PCs succeed, they will be rewarded with a high quality riding horse each plus all the tack and usual gear for the horses – worth many gold pieces each.

The dungeon is flooding with water, which increases with time. Each tile the PCs explore causes the water to rise in the dungeon a full foot of depth, from several inches of depth on the floor of the first room. This water restricts the PCs in combat and movement as it rises, starting out at a foot deep. For each 2 feet that the water rises to, it lowers movement by 1" (minimum move is 1), and for each 3 feet deep the water becomes, it reduces damage by 1DC. If the water becomes 5 feet deep or more, it negates ranged attacks. The ceilings are a uniform 10 feet high, and once the water reaches that height, there is no longer any air to

breathe. Once the water requires the PCs to swim, normal swimming and environmental encumbrance rules take effect.

The dungeon is full of monsters who do not breathe water either, so the rising water might kill them all out, and will at least cause problems for most monsters just as it does for the PCs. Obviously small monsters who cannot swim, breathe water, or climb will simply perish with any significant amount of water.

There are no doors, collapsed passages, rotating rooms, stairs, and such; the dungeon is free and clear like a system of tunnels (or the water wouldn't be getting out). Barriers such as portcullis can be encountered, as they will allow the water to flow. Otherwise the dungeon is flat as a frying pan. Each time anyone rolls any unluck, the Gate has widened and more water pours out, raising the water level by a foot in the dungeon.

The Gate dominates the final room, pouring water out at a terrific rate like a hose, the hole in the air widening gradually with crackles of aetheric energy as the PCs watch. Any monsters encountered will **not** attempt to stop the PCs from closing the gate unless unintelligent, as they don't especially appreciate its presence. Once the gate is closed, the water level quickly drains off at the rate of a foot a turn.

After all the monsters are defeated and the water totally drains away, the PCs discover D6x10 copper, plus the D6 other treasures scattered around. These may be rendered worthless by the water (some commodities, scrolls, etc). The treasures are not all in the room, each room has one piece of treasure, and by the time they get far, monsters might show up hoping to loot the watersoaked corpses. Each room has an 8- chance of new monsters exploring the place.

THE FONT OF POWER

Deep beneath the ruins of an ancient elfin school of magic there lies a font of power, flowing with raw mana in liquid form. The magical energies of this crackle through the dungeon like electricity, affecting everything within it. This pool is legendary among certain circles, primarily sages and the mage guild, but is otherwise unknown. The location is fairly well known to such people; the problem is that it is well-guarded and difficult to get to.

The PCs can get involved in a wide variety of ways. One possibility is that they are hired by someone who needs to recharge an item. Another is that the mageguild needs a group to clear the path so they can get a team to get in there to tap into this magic. Perhaps some scrap of information about this location is heard or found but not what it is – just a location of power. Another possibility is that mages need the PCs to gather a bit of the mana liquid for them.

Deep beneath the wizard's spire there is a mystical spring of magic energies, potent in the extreme with the winds of power. This Spring is the source of the mageguild's font of power, where they recharge items such as wizard staffs or orbs of power. This Spring is well known of, but is perilous to approach by any Warrior.

The Warriors are about to leave the settlement when a worried old fellow stops them and begs their indulgence. It seems the Wizard's Guild has fallen prey to a demon trick, a splinter of ebon dropped into their Font of Power. Although the demon quickly perished, and the ebon was removed, the Font no longer has any mana in it. The only way to replenish it is to take a special container and fill it with waters from the Spring of Power beneath hidden beneath this lost elven school. Should they do this task, the Mage's Guild will grant one magical treasure to each PC. For the task the guild gives the PCs a flask that can hold this water: the Flask of Power.

All Magic rolls in the dungeon are at +1 due to the strong mana in the area. However, due to this increased magic, all side effects are 50% stronger. Any spell without a side effect now gains one (a blast of 1D6/10 active points of the spell's power). Any magical protection or

resistance is lowered as well. For example, damage reduction versus magic is 25% lower, and other defenses such as flash or power defense vs magic are halved.

Any monster that has any magical items at all (magic sword, for example) has an additional magic item (even if this results in more than one). The local mages have been using the Spring to create items.

Once the monsters are defeated, the Warriors may fill the Flask of Power with the mystic liquid. In addition, the Warriors may wash one item with the Waters of Power and it is then treated as magical for purposes of hitting certain monsters and such – permanently. This includes parts of the character’s body such as fists. Although no special abilities are conferred, the item is considered magical from then on. Any item that has limited charges is instantly recharged when dipped in the water of the font, and any water carried out acts as a Long Term Endurance recharge: one drink from any container heals 3D6 LTE, but only one drink.

THE FIGHTING PIT

Long ago a powerful sorcerer took a set of caves and shaped them into a series of tunnels and chambers leading to a pit lined with spikes in which the mighty could challenge themselves. Within this Fighting Pit the magic still clings, and creatures from far and wide come to test their might against the Sorcerer’s challenges. The dungeon its self become slowly filled with creatures preying on the weak, traps set by others to slow their rivals, and assorted beasts looking for a place to live.

Thus, the dungeon may seem like a standard maze of random junk until you get to the central Pit room. The chamber is a 40x60 foot pit ten feet deep, with sand on the floor two inches deep. A small ledge is at one end above the pit, and the lip of the pit is lined with downward pointing spikes. Thus, it is easy to climb down, but more difficult to climb up (+3 to get down, +1 to get out). At the far end is a huge, ornate set of double doors, and a small trapdoor, partly covered with sand. The doors and the trapdoor cannot be opened or destroyed. Even if it was possible, all that would be found is a one foot recess behind each revealing solid stone.

Each character that hops down must face a monster of roughly their point value, a creature which is summoned when a new warrior enters the pit and attacks that character on its next phase. Each character that enters the pit summons a foe to fight. Once that creature is dead, the character can always help another fight, and characters can swap to other monsters although their foe will still be attacking them and ignoring other characters.

Here are some suggested foes based on the power levels of the characters:

| PTS | MONSTER SUGGESTIONS | PTS | MONSTER SUGGESTIONS |
|---------|------------------------------------|---------|---|
| 50-75 | Mercenary Footman, Saurian, Orc | 201-225 | Vorax, Cyclops, Griffin |
| 76-100 | Crimson Digger, Cougar, Deep One | 226-250 | Troll, Wyvern, Lightning Hound |
| 101-125 | Cat Clan Beastman, Hunter Bat | 251-300 | Wastebarb, Rockpile, Hellhound |
| 126-150 | Trapper, Spiderbat, Goblin Wasp | 301-350 | Gargoyle, Stone Golem, Wight |
| 151-175 | Nightcat, Storm Ape, Warrapede | 351+ | Retire! What do you think this is, Champions? |
| 176-200 | Boreworm, Blue Sludge, Hydra Snake | | |

Once a character has defeated his foe, the trapdoor unlocks with a click revealing a golden glow at the cracks around the edges. When opened, a swirling mystical field can be seen, and any character that has successfully beat their enemy (with help or not) can reach in and grab an item. If a character has not defeated their foe, they can reach in but there’s nothing inside. What is inside varies, it should be something the character might use (even if they would not), such as an item for casters for a mage, a weapon or armor for a warrior, etc. Each item will mystically be explained to the character.

If the GM wants to complicate matters, they could have an ambush waiting at the entrance for characters leaving with magic items, all beat up and battered.

Once all monsters in the pit are defeated, the doors swing open revealing another swirling portal, which leads to the entrance of the dungeon.