The Cold Bounty

by J.C. Connors

About the Adventure

The Cold Bounty is a *GURPS Fantasy* or *Dungeon Fantasy* adventure, although it can be easily translated to other systems. The adventure is set far to the north of Yrth, deep in the cold peaks of Zarak, although it can easily be translated to any icy kingdom of the GM's preference. The PCs were part of a large manhunt for a nefarious kidnapper and villain, but the expedition met its doom after getting ambushed by a war party of orcs that were just forced from their homes by an undead sorcerer, who seeks revenge on his old wizard cult.

The adventure is suitable for 4-6 ~150-point characters; the end of the adventure includes six pregenerated characters. Characters introduced for the first time in the adventure are noted in ALL-CAPS. Sections marked with a map are sidequests and adventure hooks, and not important to the overall plot of the adventure.

Adventure Summary

The unexpected battle was over. Corpses of men and orcs sprawl motionless on the frozen ground. Over one hundred men and orcs now lay mutually annihilated in the freezing northern mountains of Zarak.

The battle had started when the the towns south of the border had finally tired of the villain FAT FARLSBAG, who was notorious for the murder and kidnapping of dozens of good folk over the years. But when he kidnapped PRINCE ADELHEID'S wife-to-be, just days before the wedding, that was enough. The Prince put out a massive bounty, which only caused Fat Farlsbag to murder the poor girl, and proclaim that he would never be caught in the cruel mountains of the north. That proclamation did not stop a hundred men and dwarves from heading into the mountains to track him.

Unknown to the posses (and the PCs), the orcs and hobgoblins of these mountains had recently been forced out of their underworld home – the ancient dwarven platinum mine known as Davihn-Karr. They were chased out by an unaging sorcerer, I'ZOR'ZAH THE AZURE, who was enslaving them with his experimental magic and forcing them to mine precious platinum. Fearing the harsh winter, and thinking themselves under attack by the southern towns, a large warband of orcs set upon the bounty hunters. The two sides annihilated each other in the battle that occurred.

Fat Farlsbag is delighted by the cruel violence that has just occcurred, and sees the battle as an opportunity for new hostages and found wealth. He's also gotten wind that the orcs fled from a legendary platinum mine of Davihn-Karr, and seeks to discover the location of it for himself.

Meanwhile, the sorcerer I'Zor'zah is readying is own plan of vengeance. Having long feuded with the fascist wizard cult he founded, the Sorcerers of the White Crystal Peaks, he has decided to create an artifact that will finally topple their hidden headquarters, the White Crystal Spire. His goal is to create a massive statue, laced with rare *essential platinum*, and then animate it into a tremendous golem. According to his

decades-long research, this platinum golem, being composed of the most precious of essential metals, would be able to walk through the earth itself. It would be easy for the construct to annihilate the tower of his enemies. Then, he could use the golem to cause havoc among the settlements above and below ground, inevitably taking control of the north, and starting his own order of sorcerers.

The Beginning

The adventure begins immediately after the bloody battle. The PCs are lost without their guides; they know they are days from the nearest town. They are cold, wounded, but alive. Their comrades and fellow bounty hunters lie dead or mortally wounded around them. Each PC must make a Soldier (or IQ-5) roll to have successfully endured the ambush. A failure indicates 1 HP of general battlefield damage per point by which the roll was failed.

A Vision roll will reveal that an dark storm is brewing to the north. A Weather Sense (+2 if PCs are local) or Survival (Mountains) roll will indicate that storm will hit in two to three hours. It's going to be a freezing snowstorm, no doubt, and one that will be difficult to survive without shelter.

Search for Survivors

If the PCs search for survivors, they will find few who are hardy enough to walk on their own off the battlefield. There is also the danger of half-dead orcs still stabbing out at them in hatred and spite.

A Perception roll will find one old dwarf that may live, however. His name is OTT Z'ORTO, and except for a stubborn, bleeding head wound (which a First Aid roll will stop), he will survive his injuries. On a Neutral reaction roll or better, he'll agree to stay with the PCs, otherwise he'll stubbornly set out into the wilderness on his own.

The Storm Arrives

The storm brews quickly, and shelter becomes a necessity. A Survival roll will assemble one from the snow and rocks gathered at the base of the mountains. A Survival (Mountains), Vision-2 roll, or suitable spell will locate a cave a dozen yards up, high on a rocky cliffside. A second Vision-4 roll will reveal that an old wooden ladder drops from the cave, though it ends at least five yards before the ground.

Getting to the ladder requires some rock climbing, or a magical solution. A single Climbing-2 roll will suffice. The ladder, however, is old and fragile. If a creature of SM +1 or more grabs on to it, it will begin to tear free from the wall. If a PC falls, he will side several yards to the hard snow below, for 1d damage.

Crag Yetis

ST	18	HP: 12
DX	12	Will: 10
IQ	6	Per: 12
HT	12	FP: 12

Basic Speed: 6 SM: 0
Move: 6 Claws: 1d+2 cr
Dodge: 9 Bone Club: 3d+2 cr

Traits: Acute Smell 3; Blunt Claws, DR 1 (thick fur)
Skills: Axe/Mace-12; Camouflage-12; Stealth-12; Survival-12.

The Old Cave

The cave is dark (-5 darkness penalty without a light-source), strewn with rubble, but warm. It stretches back sixty feet into the rock. Examining the cave will discover two things – there are ancient dwarven runes set into the rock, and that the cave is partially carved! An Architecture (-2 to for non-dwarves) or Archaeology roll will reveal that these carvings typically found in thousand-year-old dwarven mineshafts, before the Banestorm, and common to the Jighamner lineage of miner-kings.

Anyone who understands dwarven can read chunks of the inscription, which describe the duties of the dwarven workers that used this entrance:

Three carts of three dwarves' worth of platinum. Every third week, leave here for third crew to haul to the Halls of Davihn-Karr.

A History (Zarak) or Archaeology roll will reveal that Davihn-Karr was a legendary platinum mine of the Zarakian dwarves. According to the old stories, dwarves would haul out platinum without end from these mines. Wizards from all across Yrth would pay greatly for the Davihn-Karr chains and brooches that would hold their powerstones, for it was said that they charge faster when held by such perfect metal.

After the PCs have made some noise in the cave, a guttural growling sound will be heard from the back of the cave. This cave is home to two territorial and vicious Crag Yetis!

Near the yeti lair, amidst the rubble of what looks like an ancient cave-in, the PCs will find the remains of several orcs, whose meat has been picked clean from their bones. A search through the rubble will reveal several interesting discoveries:

• A Search roll (-3 for torchlight darkness) will discover a solid gold bracelet, goblin-design. A Jeweler or Blacksmith-4 roll concludes it is worth at least 600 silvers.

• A Search roll (-3 for torchlight darkness) will uncover an ancient dwarven axe tossed amidst the rubble, inlaid with jewels and decor coated in brilliant platinum. An Archaeology or Armoury-2 roll will reveal that the axe is at least 1,000 years old. A Thaumatology or Alchemy roll reveals that the platinum is *essential* platinum, an utterly rare element. The is named by ancient dwarven runes on its handle, "Kahd," which roughly translates to "Harbinger." A Jeweler roll will reveal that the gems in the axe are worth at least 2,000 silvers! As a *very fine* weapon, Kahd does sw+4 cut with a Reach 1, and minimum ST 12. Furthermore, an IQ + Magery or Detect Magic roll will reveal it is magical. It is enchanted with a Seek Earth spell [Power 20, 3 to cast, time to cast: 10 seconds], with a particular affinity for dwarf-dug deposits.

• A Search or Vision-2 roll uncovers an iron door, frozen over with ice. If the ice is melted or chipped away (which takes hours), it can be opened with a Lockpicking-2 roll (due to its fine craftsmanship). Inside is a small dwarven storage closet, with three picks, 50' of fine rope, and an beautiful, dwarven-style pot-helm (DR 4, 4 lbs, worth $700), decorated with a goat-head sigil also made from essential platinum.

• A brazier, made of polished metal, attached to a stone pedestal in the floor. Around the pedestal are more dwarven ruins: "Snowstorm Beacon." Lighting this beacon with fire will cause a great mechanical, hammering sound to be emanate from the cave. PCs who look from the entrance to the cave will see a second fire lit in the distance. This fire marks the entrance to the legendary mine of Davihn-Karr.

• Finally, any Search roll made by 3 or more reveals that there is an ancient chest in the corner of the cave, well-hidden in a hole in the ground and buried under a large rock. The chest looks like it was half-buried in a hurried attempt to hide it. The boulder is 500 lbs. (up to two people can attempt to lift the rock at 8 lbs. x Basic Lift). PCs can use *extra effort* to help here (a Will roll, -1 per 5% lifting bonus, costs 1 FP).

Once uncovered, PCs can see that the chest is unusally chaped, like a pentagram, with large metal bulges on the outside. It is carved with dwarven runes that read (also see Handout B):

Possession of Dunther of Zarak
Mage of Fine Magicks (and Royal Tax Collector)

The chest is locked (Lockpicking rolls are at -1 due to the rust) and trapped with an old dwarven explosive booby trap, which requires a Per-based Traps roll to detect. If opened, the chest's bulges explode in freezing mist (resist Frostbite-15 or suffer 3d damage). Inside the chest lies a small cask of dwarven Beetle Oil (see p.7; note this will be frozen and shattered if the trap goes off), yeti-skin leather gloves (DR 2, worth $150) and a fine dwarven throwing axe (sw+3 cut, Parry 0U, Acc 2, Range x1/x1.5, 4 lbs, worth $240).

If Ott is with the PCs, he will stammer excitedly about how the party has discovered one of the old entrances to the lost, legendary mine of Davinn-Kahr, and, if they can find another entrance, how a vast pile of platinum awaits them — not to mention a mighty reputation for locating the site!

Journey to the Great Mine

If the PCs are following the lit beacon, an Orienteering roll will find a path that lead to it. Or, since the axe is enchanted with a Seek Earth spell, it can also easily be used to locate a working entrance to the legendary dwarven platinum mines (and adds +2 to the Orienteering roll to find the path, if used). Either way, the entrance to the mine is an eight hour walk to the north. Navigating this journey requires a Survival (Mountains) roll; failure indicates 2d-4 damage from various mountain and wilderness injuries.

The Manakill Crevasses

After several hours of journeying, the PCs will find themselves in a strange mountain pass. Six unusual, humanoid statues of ice dot the snowy landscape. A Thaumatology or History (Magic or Zarak) roll recalls a local legend. According to the story, wizards who fail the final test of the White Crystal Peak sorcerous cult are banished and turned into ice statues — cursed to protect the White Crystal Spire for eternity.

As the PCs cross this area, the statues begin to move and creak, like the sound of glass slowly breaking. Slowly, the statues point at any PCs without Magery within view, and the ground underneath the PC begins to crack and turn fragile. The PC must make a DX or Jumping roll to leap to safety as a crevass forms underneath them. Fortunately, the crevasses are not that deep. They average about 5-10 yards deep (up to 2d damage). Climbing out requires a Climbing-2 roll due to the slick, snow-covered rock.

After six crevasses have been created, the statues grow still again. The statues have DR 8, 60 HP, if the PCs wish to destroy them. However, destroying these statues alerts their presence to the evil White Crystal Peak sorcerers. Within a few hours, they will find themselves being followed by a strange, red-eyed snowy owl. While this event has no effect

Fat Farlsbag

ST	14	HP: 14
DX	13	Will: 13
IQ	12	Per: 12
HT	12	FP: 12

Basic Speed: 6 SM: 0
Move: 5
Dodge: 8 Great Axe: 2d+3 cut, Parry 11U

Traits: High Pain Threshold; Overweight; Reputation -3 (feared kidnapper); Sadism.
Skills: Intimidation-14; Knife-14; Streetwise-13; Survival (Mountains)-12; Two-handed Axe/Mace-14.
Equipment: His axe "Lovebiter", mail coif (DR 4/2*); leather armor (DR 2), dagger, dire wolf cloak, 400 silvers.

Hobgoblin Henchmen

ST	12	HP: 14
DX	10	Will: 10
IQ	8	Per: 12
HT	12	FP: 10

Basic Speed: 5.5 SM: 0
Move: 5
Dodge: 8

Traits: High Pain Threshold, Combat Reflexes (leader only)
Skills: Axe/Mace-12; Crossbow-12; Knife-11; Survival-11.
Equipment: Either a hatchet (1d+2 cut; Parry-9) or a crossbow (2d+1 imp; Acc 4; Shots 1(4)) and large knife (1d-1 imp; Parry 7). They wear heavy winter clothing (DR 1).

on this adventure, the PCs may encounter the sorcerers at a later time (or gain a new Enemy, if the PCs are particularly destructive to the statues).

Fat Farlsbag's Hideout

A second successful Orienteering roll enables the PCs to find a well-worn path. As they walk the path, a vision roll will discover fresh, hours-old tracks in the snow. A Tracking roll will identify the markings as orc or hobgoblin-prints (and if made by 3 or more, the additional heavy boots of a human), and also allow the PCs to follow them.

(Note that if the PCs miss this encounter, they'll miss their chance at finding Fat Farlsberg. This may be perfectly acceptable to the GM, as Fat Farlsberg doesn't play a big part in the finale of the adventure, especially now that the PCs have discovered Davihn-Karr. If the GM prefers to have the PCs confront the outlaw, he can either make the tracks more obvious, or plant one of his hobgoblin henchmen on the path, who immediately runs back to Farlsberg's camp to alert him to the presence of the adventurers.)

As the PCs follow the tracks, a Hearing roll will reveal several distant screams of anguish and pain. The path winds and tightens, and then opens into a cliffside encampment, one of Fat Farlsberg's mountain shelters.

Six hobgoblins who have survived the battle have taken shelter in a makeshift hide tent, along with their human boss, Fat Farlsbag. Delighted at having escaped the manhunt, Farlsbag is now looting corpses and searching for victims to sell back to their loved ones. The band has captured two survivors from the human hunters and are gleefully torturing them for information, until they get bored and will ransom them off.

If an hobgoblin guard sees the PCs coming, he'll shout to his comrades. Two of the hobgoblins have crossbows, and will train them on the most dangerous-looking PCs.

If he sees he's outnumbered or outmatched, Farlsbag and his toughest hobgoblin captain will drag out an elven scout and threaten to toss her off the sheer, 100-foot cliff, unless the PCs give them all their rations and back off. If Farlsbag thinks he has the advantage in any way, he'll order his henchmen to capture the PCs.

The hostage, ALDARA ELLARIS, was a volunteer scout who helped lead the human posses into the mountains. A second hostage, a human, Megalossian noble named COUNT CONRAD MANNHEIM, lies in pain in the back of the shelter. He was critically wounded during the battle, and probably will not survive the night... especially since the orcs amputated one of his arms to eat for dinner. He's at -20 HP and is mortally wounded; he will die within 30 minutes unless he critically succeeds a HT roll (he has HT 11).

If rescued, and on a Good reaction roll or better, Aldara will accompany the PCs. She has grown weary of the mountains, and wants nothing to do with the orcs anymore. She's heard of the old mines, however, and will agree to visiting the mines before guiding the PCs back to civilization. Aldara is a 75-point character (see the end of the adventure). The GM should feel free to develop her role as an NPC, especially if the PCs need additional Survival and Area Knowledge (Zarak) help. She is a capable half-elven tracker and survivalist, and relies mostly on her self-taught archery skills to hunt for food and defend herself. More importantly, she knows the way out of the mountains, and can show the PCs the three-day journey that will take them to a nearby town.

If the PCs save Count Conrad with magical healing (only Stop Bleeding or Great Healing), he will be grateful, and offer them a reward of $1,000 if they escort him to a nearby town. A Very Good reaction roll or better will earn his patronage (GM's discretion). Traveling with him will likely slow the PCs down, unless they do an utterly amazing job healing him.

St. Bernard's Peak

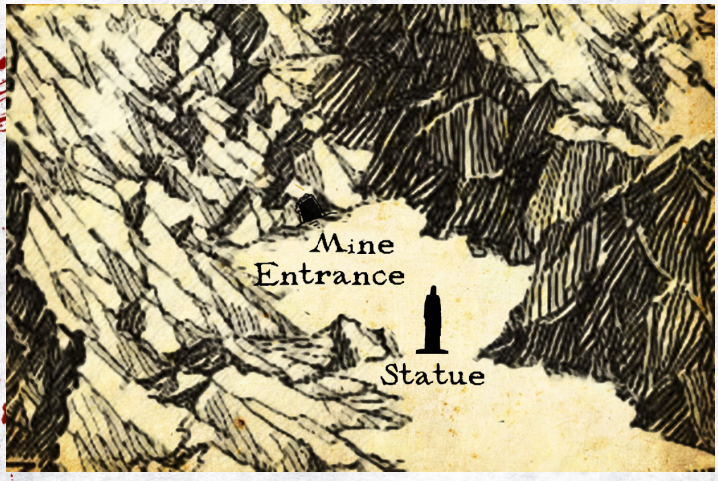
As the PCs head towards the beacon, they will turn a bend and see a huge peak in the distance. The peak looks vaguely like a man with outstretched arms. An Area Knowledge (Zarak or Megalos) roll will identify the mountain as St. Bernard's Peak after its shape. The peak is a well-traveled pilgrimage location for the Christian dwarves and men of Megalos and Zarak. More importantly, this peak will help orient the PCs towards civilization. An Orienteering+3 roll will enable them to trace a route towards the mountain and its main road that will take them south into Megalos.

Davihn-Karr and the The Golem Veined with Platinum

After a few hours journey towards the beacon (or via the tug of the axe Kahd, which will soon be yanking its owner along briskly!)

As the PCs summit the lip of a valley, an awesome sight will render itself – a three-story statue of a great, bearded sorcerer, made of marble, and veined all over with grooves. A few hundred yards behind the statue is the entrance to the Davihn-Karr itself. The mine's great doors are detached, and lay buried in rubble and snow, cracked and fallen. Dozens of ancient dwarven mine carts lay turned over and broken near the entrance to the mine, as if vomited up by the mine itself.

A scaffold surrounds the great construct, and half a dozen slaves climb the scaffold carrying chunks of rock, depositing them in a large cauldron at the top, which burns with blue fire. Elsewhere, more slaves push mine cards of the rock to the base of the statue.



I'Zor'zah the Azure

ST	13	HP: 13
DX	12	Will: 15
IQ	14	Per: 13
HT	11	FP: 16

Basic Speed: 5.75 SM: 0
Move: 5
Dodge: 8 Parry-8 (knife)

Advantages: Absolute Direction; Acute Hearing +2; Danger Sense, DR 2 (tough skin); Dark Vision; Hard to Kill +1; Injury Tolerance (Homogenous - his body is like half-frozen flesh); Magery 3.

Disadvantages: Curiosity; Fanaticism; No Sense of Humor; Truthfulness.

Skills: Area Knowledge (Zarak)-15; Body Sense-13; Knife-13; Metallurgy-16; Innate Attack-13; Sculpting-13.

Notable Spells: Agonize-16; Alarm-16; Charm-16; Counterspell-16; Create Water-16; Daze-16; Dispel Magic-16; Emotion Control-17; Enslave-16; Fear-17; Foolishness-16; Pain-16; Seek Earth-16; Seeker-16; History-16; Sense Emotion-16; Sensitize-16; Shape Earth-16; Sleep-16; Snowshows-16; Spasm-16; Stun-16; Trace-16; Ward-16. He also commands various Enchantment spells.

Equipment: Light reptile-leather robes (DR 1), fine, large knife (Puissance +1, 1d+1 imp), diamond powerstone, miscellaneous rings and bracelets worth $1,500,

Born two-hundred years ago, I'Zor'zah has been obsessed with his theories on platinum golems and platinum earth elementals. Until this day, he has lacked the materials and labor to complete his experiments.

At the top of the scaffold, a robed man, blue-faced, wearing an iron crown, and white fur robes silently watches the procession. He occasionally gestures at his cauldron, heating it to just the right temperature.

All around the statue are dozens of slaves, mostly orc and half-orc, a few human, goblins, or dwarves. Some are even dressed in the uniforms of the peasant militia that set out to capture Fat Farlsbag! Their eyes are pure white, their minds gone (a Thaumatology roll will identify this as some kind of variation of the Enslave spell). Some haul rocks away from the base of the statue, others use picks and hammers to mold the marble statue into greater detail. (This is a great spot to introduce one of the PCs' old friends or allies — perhaps even Ott the dwarf from earlier int he adventure — as one of the I'Zor'zah's slaves!)

PCs who study the area may notice a few additional details:

Ironmouth Spiders

ST	14	HP: 14
DX	12	Will: 10
IQ	3	Per: 12
HT	10	FP: 10

Basic Speed: 5.5 SM: 0
Move: 5 Razor Mandibles: 1d+2 cut
Dodge: 8

Traits: Clinging; Combat Reflexes, DR 2 (chitin), Extra Attack, High Pain Threshold
Skills: Climbing-15; Stealth-12; Survival-12.

Mind-controlled Slaves

ST	10	HP: 10 (5)
DX	10	Will: 10
IQ	10	Per: 10
HT	10	FP: 10

Basic Speed: 5 SM: 0
Move: 5 Mine tools: 1d cr
Dodge: 8 Punch: 1d-3 cr

Traits: None to speak of.
Skills: Axe/Mace-5 (default), various trade skills.
Equipment: Tattered clothes, furs, and occasional leather armor (DR 1).

• A Thaumatology roll successfully identifies the statue as a pre-enchantment golem. If the roll is made by 3 or more, the PC will recognize that I'Zor'zah plans to use the essential platinum as a part of the golem to give it some kind of special ability. If the roll is made by 5 or more, the PC will deduct that the essential platinum will allow the golem to move through any stone or metal less-precious than platinum.

• A Geology roll identifies the chunks of rock as those that carry metal, likely platinum. A Thaumatology roll reveals that the strange blue fire seems to be smelting the platinum into a rare, new essential metal.

• PCs who study the scaffold and make an Observation roll, will observe two man-sized, white spiders nesting in the structure. An Architecture or appropriate Engineering roll reveals that the scaffold is not especially well-made (DR 2, HP 130, combustible) and could perhaps be collapsed with enough damage to a single main support (DR 8, HP 30).

If the PCs try to interact with the slaves, the slaves do their best to ignore them and carry on their work. If, however, a PC is violent or intimidating towards a slave, the slave will run up the scaffold to inform I'Zor'zah of the PCs' presence.

A Dispel Magic or Remove Curse spell will break a slave from their daze. An orc slave will take advantage of his freedom to flee into the mountains. A human slave will beg the PCs to run and help them escape. They all fear I'Zor'zah, and know little of his operation other he hates the "crystal wizards," as he calls them, and that he is preparing platinum for a powerful spell when the statue is complete.

I'Zor'zah is too focused on his essential platinum to pay much attention to the PCs, unless they do something to obviously catch his eye, like harming a slave or materially interfering with his operation. If he does see them as a threat, he will confront them and try to use his mind control magic to capture or enslave them. I'Zor'zah will avoid using his slaves as combatants (preferring to lure PCs near the ironouth spiders, who he allows to eat weak slaves), but will order his laborers into combat if he becomes desperate (the GM should treat them as unarmed, average people but with only 5 HP as they are weak from the cold and hard labor).

If the PCs tarry too long, within an hour, I'Zor'zah will begin pouring the essential platinum into the golem. The thing slowly comes to life, veined with the shining substance. Fighting this creature will likely be a lost cause for all but the most powerful or clever adventurers.

The Finale

There are several possible endings to this adventure. The PCs can confront I'Zor'zah and attempt to slay him – his death will release the minds of his slaves. They can also attempt to destroy his statue, either before or after it is animated, but this will take some a clever plan or powerful magic (such as a Shape Earth or an Earthquake spell).

Lastly, the PCs can retreat (likely with Aldara's guidance, or using St. Bernard's Peak as a landmark), alerting the nearby towns to the danger of the undead wizard. However, within a day or so, I'Zor'zah will test his golem on a nearby human settlement... before tasking it with destroying the wizard cult he despises.

After the Adventure

Each player should receive 1 to 3 character points for good roleplaying and creativity. If the players managed to capture or kill Fat Farlsbag, add another point. If they destroyed the statue or otherwise stopped I'Zor'zah, add another point.

Extending the Adventure

There are few open areas of the adventure, ripe for the GM to add detail:

The Sorcerers of the White Crystal Peaks

I'Zor'zah's motivation is to destroy the wizard cult he hates, the Sorcerers of the White Crystal Peaks. They don't make an appearance in this adventure. If their name comes up, a History (Magic) or Thaumatology-5 roll will reveal that they are a small group of hermit wizards who mostly keep to themselves, studying powerful ice and weather magic, and occasionally dabbling into necromantic arts. They would be entirely unknown except for some occasional raids they make into dwarven or human settlements to capture slaves for their invisible tower in the mountains, the White Crystal Spire.

Regardless of whether I'Zor'zah survives the adventure, the PCs can track the Sorcerers down to inform them of the threat. This may earn them their thanks, if the PCs actually save their tower from danger. On the other hand, if the PCs are seen to be threats to them (for example, revealing the location of their hidden tower), the Sorcerers will make good Enemies for future campaigns.

The Mine of Davinn-Kahr

If the PCs rid the land of I'Zor'zah, they will have discovered a legendary dwarven mine all to themselves. This could have several repurcussions:

• The PCs can take ownership of the mine. While the rare platinum has mostly been mined ages ago, there is enough of it left to make rich men of the PCs. However, running a mine is a complex operation. The PCs will need to attract laborers to this far-off location, and repair the broken mining machinery, which could cost tens of thousands of silvers. Furthermore, they'll face claims by Dwarven royalty, who claim the mine as their own, and will be willing to take it back by force.

• The PCs can bring the location of the mine to the nearby Dwarven lords. This will earn them a good Reputation among dwarves, and likely a Patronage. The dwarves will pay handsomely for the location (thousands of silvers, or perhaps a rare item from their vaults).

• In a *Dungeon Fantasy* campaign, it's like I'Zor'zah has turned the mines into a labryinthine, monster-filled, dungeon. Great rewards await the adventurers who can clear it out of the remaining orcs, trolls, hobgoblins... and the sleeping dragon that lies dormant in the bottom chamber.

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a note to @SageThalcos on Twitter or send an owl or email to thalcos@hotmail.com

Magic Items

Dwarven Beetle Oil

Despite its name, this greasy black liquid is created from the concentrated blood of cave-dwelling ironmouth spiders. (Dwarves, careful with their secrets, would never call this oil by a more obvious name!) When applied to a metal blade, the oil imbues the weapon with magical sharpness that lasts one hour, increasing the blade's damage by +2. It has no effect on crushing weapons. Ointment only. $300 in materials, 2 weeks. Cost: $500/$1,500.

Davihn-Karr Platinum

It was said that the mine's platinum, when forged into the chains and brooches that held powerstones, would cause them to charge the magical devices faster. This is somewhat true... if turned into Essential Metal, the platinum will charge the *first point* of an *empty* powerstone in a quarter the normal time.

I'zorzah's Diamond Powerstone

I'zor'zah has an immensely rare, diamond, 100-point powerstone. The stone, however, has two crippling quirks. First, it only works for enchantment. Second, it immediately broadcasts its location to ten random undead sorcerers, who can temporarily channel their magical energy through it.

The Golem Veined with Platinum

ST	35	HP: 50
DX	11	Will: 11
IQ	8	Per: 8
HT	14	FP: 14

Basic Speed: 5.75 SM: +4 (35' tall)
Move: 5 Punch: 4d cr, Parry 9
Dodge: 8

Advantages: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; DR 12; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous, No Blood); Permeation (any metal or stone less precious than platinum); Single-Minded; Unaging; Unfazeable; Vacuum Support.

Disadvantages: Automaton; Cannot Learn; Disturbing Voice; No Sense of Smell/Taste; Reprogrammable; Social Stigma (Valuable Property); Unhealing (Total); Unnatural; Wealth (Dead Broke).

Skills: Blacksmith-9; Brawling-12; Forced Entry-12.

Handout A - Wanted poster for Fat Farlsbag (give a couple to the PCs at the start of the adventure!)

Handout B - Bronze plate on the chest hidden in the yeti cave

DUNGEON FANTASY

Name Enfys Loom **Player** _____ **Point Total** 150

Ht 5'5" **Wt** 130 **Size Modifier** 0 **Age** 29 **Unspent Pts** 0

Appearance Good-natured pyromancer, loves laughing, mixed company, and inappropriate jokes

					CURRENT	
ST	10	[0]	**HP**	10		[0]
DX	12	[20]	**WILL**	13		[0]
IQ	13	[60]	**PER**	13		[0]
HT	10	[0]	**FP**	11		[3]

MOVE 5

DR 2

BASIC LIFT (ST × ST)/5 20 lbs. **DAMAGE Thr** 1d-2 **Sw** 1d

BASIC SPEED 5.5 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

ACTIVE DEFENSES

Dodge	Parry	Block
8	9	–

REACTION MODIFIERS

Appearance _____

Status _____

Reputation _____

+1 from Charisma

+1 from Merchant skill (when buying or selling)

ADVANTAGES & PERKS

Charisma 1	[5]
Fit (+1 to all HT rolls)	[5]
Magery 3	[35]

DISADVANTAGES & QUIRKS

Enemy (the jealous wizard Koi Konraght, equal power, 9 or less)	[-10]
Gregarious (you're miserable alone, -2 to IQ skills, -1 with four or fewer)	[-10]
Impulsiveness (12 or less)	[-10]
Obsession (finding her brother, Brynmor)	[-5]
Fascinated by constellations, draws them in her journal	[-1]
Never misses a chance to haggle	[-1]
Fascinated with dwarven culture (would love to learn the language)	[-1]
Loves colorful clothes (and especially ribbons)	[-1]
Only knows dwarven curse words, but uses them often	[-1]

SKILLS

Name	Level	
Broadsword	12	[2]
Fast-Talk (+1 when making Influence rolls)	12	[1]
Innate Attack (Jets and Beams)	13	[2]
Innate Attack (Projectiles)	12	[1]
Merchant	12	[1]
Naturalist	11	[1]
Occultism	12	[1]
Riding (Horses)	11	[1]
Smuggling	12	[1]
Staff	11	[1]
Thaumatology	13	[1]

Languages	Spoken	Written	
English	Native	Native	[0]

DUNGEON FANTASY

CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brynmor's broadsword	1d+1 cut	1	9	Skill 12	$500	3 lbs.
	1d-1 cr	1				

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Fireball (spell)	1d-9d	1	25/50	-	-	-	-	-	-	-	-	-
Flame Jet (spell)	1d-3d	0	1-3	-	-	-	-	-	-	-	-	-

Subtract 1 from the energy cost of any spell known at level 15+

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$0

SPELLS

Name		Level		Time	Dur.	Cost
Apportation	Regular	15	[2]	1	1 min	1+
Create Fire	Area	14	[1]	1	1 min	2/half
Dark Vision	Regular	14	[1]	1	1 min	5/2
Extinguish Fire	Area	14	[1]	1	Perm	3
Fireball	Missile	15	[2]	1	Instant	1-3
Fireproof	Area	14	[1]	1	1 day	3+
Flame Jet	Regular	14	[1]	1	1 sec	1+
Flaming Weapon	Regular	14	[1]	2	1 min	4/1
Heat	Regular	14	[1]	1	1 min	1+
Ignite Fire	Regular	15	[2]	1	1 sec	1-4
Keen Vision	Regular	14	[1]	1	1 min	2/1
Lend Energy	Regular	14	[1]	1	Perm	1+
Lend Vitality	Regular	14	[1]	1	1 hour	1+
Light	Regular	14	[1]	1	1 min	1/1
Minor Healing	Regular	15	[2]	1	Perm	1-3
Night Vision	Regular	14	[1]	1	1 min	3/1
Recover Energy (1 FP /5 min)	Special	15	[2]	-	-	0
Sense Danger	Info	14	[1]	1	Instant	3
Sense Emotion	Regular	14	[1]	1	Instant	2
Sense Foes	Area	14	[1]	1	Instant	1
Shape Fire	Area	14	[1]	1	1 min	2/half
Warmth	Regular	14	[1]	1	1 hour	2/1
			[ ]			
			[ ]			
			[ ]			
			[ ]			
			[ ]			
			[ ]			

CHARACTER NOTES

You last saw your brother, Brynmor, two years ago. You don't know what happened to him. He was studying with that arrogant archmage Jacob Hermanity, and then one day, he just vanished from his house. No sign of him, except for a crumpled up wanted poster of Fat Farlsbag. You questionsed Hermanity, but the wizard refused to answer your questions. Was it a magical accident? Or did that jealous wizard Koi Konnaght finally seek revenge on your family? Or maybe Brynmore went after Farlsbag after those three teenagers turned up dead near the well a few weeks before? If you had some more silver, you'd pay a diviner to figure this all out. But in the meantime, you're going to have to get the answers yourself, and it starts with Fat Farlsbag...

Spells 9 or less - both hands free, speak words, time doubled!
Spells 10-14 - quiet words and gestures.
Spells 15+ - words or gestures, move 1 hex

POSSESSIONS

Item		Cost	Weight
Leather armor (body and arms)	DR 2	$150	14 lbs.
Blue shoes (with ribbons)	DR 1	$40	2 lbs.
Small satchel	Holds 15 lbs.	$20	1 lb
Opal powerstone bracelet (3 points)		$280	- lbs.
Worn journal		$1	- lbs.
Totals:		$ 990	19 Lbs.

Dungeon Fantasy

Name Cariyen Kraye **Player** _____ **Point Total** 150

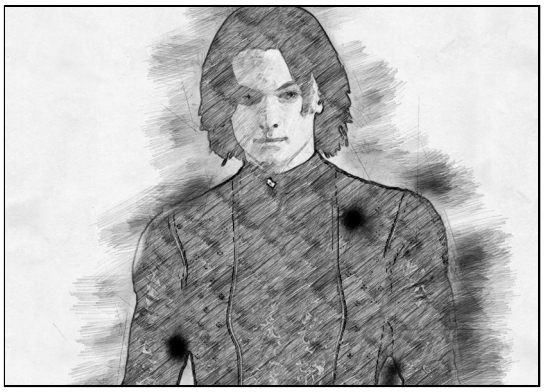
Ht 6'0" **Wt** 160 **Size Modifier** 0 **Age** 22 **Unspent Pts** 0

Appearance A dark-eyed tracker and ranger who prefers cities and easy jobs (legal or not)

					CURRENT	
ST	12	[20]	**HP**	12		[0]
DX	12	[40]	**WILL**	12		[0]
IQ	12	[40]	**PER**	13		[5]
HT	10	[0]	**FP**	10	CURRENT	[0]

MOVE 5

DR 2



BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 5.5 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
9	10	–

REACTION MODIFIERS

Appearance +0

Status -1 from Social Stigma (Criminal Record)

Reputation +0

ADVANTAGES & PERKS

Danger Sense	[15]
Fit (+1 to all HT rolls)	[5]
Magery 2	[25]

DISADVANTAGES & QUIRKS

Bloodlust	[-10]
Compulsive Behavior – Fitness (12 or less)	[-5]
Curious (12 or less)	[-5]
Greed (12 or less)	[-15]
Social Stigma (Criminal Record: Burglary– all a misunderstanding!)	[-5]
Never admits that he's low on cash	[-1]
Enjoys looking for (and pointing out) security problems in buildings	[-1]
Has a soft spot for animals	[-1]
Refers to his parents as "dad" and "magic dad"	[-1]
Strongly prefers not to eat meat	[-1]

SKILLS

Name	Level	
Acrobatics	10	[1]
Acting	11	[1]
Bow	11	[1]
Broadsword	13	[4]
Climbing	12	[2]
Fast-Draw (Shortsword)	12	[1]
First Aid	12	[1]
Forced Entry	12	[1]
Knife	12	[1]
Knot-Tying	12	[1]
Mimicry (Bird Calls)	10	[1]
Navigation (Sea)	11	[1]
Seamanship	12	[1]
Stealth	12	[2]
Swimming	10	[1]
Thrown Weapon (Knife)	12	[1]
Tracking	12	[2]
Traps	13	[4]

Languages	Spoken	Written	
Anglish	Native	Native	[0]

DUNGEON FANTASY

CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Thrusting broadsword	1d+3 cut 1d imp	1	9	Skill 13	$600	3 lbs.
Dagger	1d-2 imp	C	8	Skill 12	$20	025 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Short Bow w/ Quiver	1d imp	2	180/240	1	1(2)	7	-6	-	-	10 arrows	$50	3 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$5

SPELLS

Name		Level		Time	Dur.	Cost
Apportation	Regular	12	[1]	1	1 min	1+
Blur	Regular	12	[1]	1	1 min	1+
Continual Light	Regular	12	[1]	1	2D	2-6
Darkness	Area	12	[1]	1	1 min	2
Daze	Regular	12	[1]	2	1 min	3
Foolishness	Regular	12	[1]	1	1 min	1-5
Hush	Regular	12	[1]	2	10/60s	2/1
Itch	Regular	12	[1]	1	Scratch!	2
Light	Regular	12	[1]	1	1 min	1
Lockmaster	Regular	12	[1]	10	-	3
Mage-Stealth	Regular	12	[1]	3	1 min	3
Magelock	Regular	12	[1]	4	6 hrs	3/2
Pain	Regular	12	[1]	2	1 sec	2
Shield	Regular	12	[1]	1	1 min	2-8
Silence	Area	12	[1]	1	1 min	2/1
Sound	Regular	12	[1]	1	5+ sec	1-2
Spasm	Regular	12	[1]	1	Instant	2
Stun	Regular	12	[1]	1	Instant	2
			[ ]			
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			[ ]			
			[ ]			

CHARACTER NOTES

Your fathers couldn't decide how to raise you, so you spent summers in the woods of Caithness tracking orcs, and the winters studying magic in Craine. Now you have no idea how to answer the question "so what do you do, sir?" when asked. Except feeling deep guilt over what just happened. That old wizard paid you to insure that his alchemy cabin was secure. You should have gotten it perfect. It was in the middle of the woods, and all he needed protection from was bears and the occasional, overconfident bandit. But all your careful your protection spells failed when Fat Farlsbag broke in, cut the old man's throat, and stole his life's work. When you went crying to your father, he had the right advice – "I didn't teach you to track orcs, son, I taught you to hunt down God-damned butchers."

Spells 9 or less - both hands free, speak words, time doubled!
Spells 10-14 - quiet words and gestures.
Spells 15+ - words or gestures, move 1 hex

POSSESSIONS

Item		Cost	Weight
Leather armor, legs, arms (DR 2)	Torso	$210	16 lbs.
Light cloak (DR 1 on the back)	Back	$20	2 lbs.
Leather gloves (DR 2)	Hands	$30	- lbs.
Personal basics (food, etc.)	Bag	$5	1 lbs.
Small satchel (holds 15 lbs)	Torso	$20	1 lbs.
Leather boots (DR 2)	Feet	$40	3 lbs.
	Totals:	$ -	27 Lbs.

Dungeon Fantasy

Name King Coppertong **Player** _____ **Point Total** 150

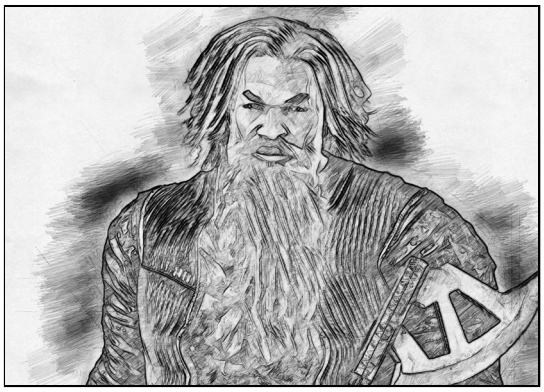
Ht 4'9" **Wt** 180 **Size Modifier** 0 **Age** 66 **Unspent Pts** 0

Appearance Formidable dwarven merchant, always ready with big ideas and bigger stories

					CURRENT	
ST	12	[0]	**HP**	12		[0]
DX	12	[40]	**WILL**	12		[0]
IQ	12	[40]	**PER**	12		[0]
HT	12	[10]	**FP**	14		[-3]

MOVE 5

DR 5*



BASIC LIFT (ST × ST)/5 39 lbs. **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 6.0 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	39
Light (1) = 2 × BL	78
Medium (2) = 3 × BL	117
Heavy (3) = 6 × BL	234
X-Heavy (4) = 10 × BL	390

ACTIVE DEFENSES

Dodge	Parry	Block
8	9	9 (Shield)

REACTION MODIFIERS

Appearance _____

Status +1

Reputation +1 Artificer (from your clients)
+1 Master Builder (from workmen)
+1 from Honesty (when known), +3 (when honor involved)
+1 from Merchant (bartering or selling)
-1 from Stubbornness

ADVANTAGES & PERKS

Acute Hearing +2	[4]
Acute Touch +2	[4]
Luck (reroll two extra times, once per hour)	[15]
Master Builder 1	[5]
Status +1 (Upper-class Merchant)	[5]
Wealth (Comfortable)	[10]
	[ ]
Dwarf (Proud of beard, prefers gold to other metals, DR 1,	[35]
Lifting ST+2, Extended Lifespan, Longevity, Resistant to	[ ]
Poison +3, Greed, Intolerance for Orcs, Miserliness, -1 Move,	[ ]
Stubbornness, Signature Gear (Axes), Artificer 1, ST+1, HT+1)	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Delusion (Heir to a lost dwarven kingdom)	[-5]
Honesty (12 or less)	[-10]
Klutz (once per day, make a DX roll to avoid klutzy awkwardness)	[-5]
One Hand (-4 to tasks that usually require two hands)	[-15]
	[ ]
Loves reading ridiculous adventure books	[-1]
Fond of kids	[-1]
Enjoys good hangings – marks the good ones on his calendar	[-1]
Doesn't like the wilderness, but pretends to	[-1]
Enjoys fixing things for people, even lowers his prices for that	[-1]
	[ ]
	[ ]
	[ ]

SKILLS

Name	Level	
Accounting	10	[1]
Architecture (includes +1 from Master Builder)	12	[1]
Armoury (Melee Weapons) (Includes +1 from Artificer)	12	[1]
Axe / Mace (includes +1 from Dwarf)	13	[2]
Brawling	12	[1]
Engineer (Civil) (Includes +2 from Artificer/Master Builder)	12	[1]
Jeweler	11	[2]
Masonry (Includes +2 from Artificer/Master Builder)	14	[1]
Merchant (includes +1 from Dwarf)	13	[2]
Scrounging	12	[1]
Search	11	[1]
Shield	12	[1]
Smith (Lead & Tin)	12	[1]
Survival (Mountains)	11	[1]
Thrown Weapon (Axe)	13	[2]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

Languages	Spoken	Written	
Dwarvish	Native	Native	[0]
Anglish	Accented	Literate	[4]
			[ ]

DUNGEON FANTASY
CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Fine axe "Foeflayer"	2d+1 cut	1	9U	Skill 13	$250	4 lbs.
Fine small throwing axe	2d cut	1	9U	Skill 13	$120	3 lbs.
Small knife	1d-2 imp	C	6	Skill 8	$30	0.5 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Fine small throwing axe	2d cut	1	12/18	1	1	10	-3	-	-	-	-	-

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

COINS

$70

$500 (shop goods)

ARMOR & POSSESSIONS

Item	Location	Cost	Weight
Fine mail (DR 4, 2 vs. crushing)	Torso	$900	4 lbs.
Leather sleeves (DR 2)	Arms	$50	6 lbs.
Leather glove (DR 2)	Hands	$15	- lbs.
Leather and fur shoes (DR 1)	Feet	$40	2 lbs.
Small backpack (holds 40 lbs)	Torso	$60	3 lbs.
Personal basics (food, etc.)	Bag	$5	1 lbs.
Rope (3/8", 10 yards)	Bag	$5	1.5 lbs.
Wool blanket	Bag	$5	2 lbs.
Fine wool nightcap (rainbow striped)	Bag	$50	- lbs.
Gold and emerald ring	Thumb	$300	- lbs.
	Totals:	$1830	27 Lbs.

CHARACTER NOTES

Fat Fanlsberg's men set fire to your shop in Solginul! The dunderheaded idiots didn't even bother to steal your merchandise before they burned the place, so you had to spend week pickin' off the molten tin and silver and gold from what was left of the place. And then three lads show up beaten murdered right in the middle of the town, with "F"s carved into their flesh. Time for this murderin' spitface to hang! You haven't picked up trusty Foeflayer since your bridge-building days – over a decade now – but she's screaming for blood, and you don't care if you have to stomp across a hundred miles of mountains to give her what she needs!

Dungeon Fantasy

Name Sir Halsey of New Speyer **Player** _____ **Point Total** 150

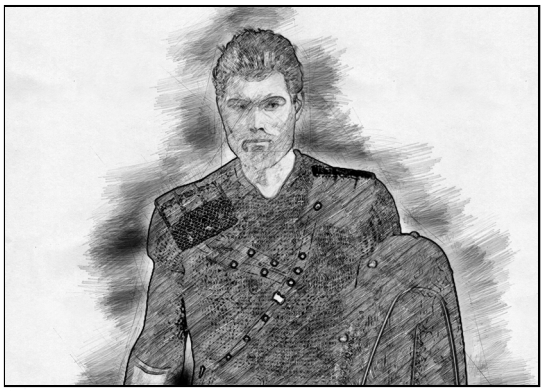
Ht 5'10" **Wt** 180 **Size Modifier** 0 **Age** 44 **Unspent Pts** 0

Appearance A tireless and grim veteran; known for his days as a war hero, now looking for a new purpose

					CURRENT	
ST	13	[30]	**HP**	13		[0]
DX	13	[60]	**WILL**	11		[5]
IQ	10	[0]	**PER**	10		[0]
HT	12	[10]	**FP**	12		[0]

MOVE 6

DR 2



BASIC LIFT (ST × ST)/5 34 lbs **DAMAGE Thr** 1d **Sw** 2d-1

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	34
Light (1) = 2 × BL	68
Medium (2) = 3 × BL	102
Heavy (3) = 6 × BL	204
X-Heavy (4) = 10 × BL	340

ACTIVE DEFENSES

Dodge	Parry	Block
10	11 (Spear)	10 (Shield)

REACTION MODIFIERS

Appearance _____

Status +2 (including Military Rank)

Reputation +2 (Hero of Orcslayer Pass)

-2 from No Sense of Humor

+2 from Sense of Duty (in danger, when known)

+2 from Survivor (from rangers and survivalists)

ADVANTAGES & PERKS

Combat Reflexes	[15]
Military Rank 2	[4]
Reputation +2 (Hero of Orcslayer Pass, 7 or less)	[3]
Status 1	[5]
Survivor 2	[10]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Code of Honor (Mercenary's)	[-10]
Intolerance (Elves)	[-5]
No Sense of Humor	[-10]
Post-Combat Shakes (12 or less, or Fright Check)	[-5]
	[ ]
	[ ]
Hopes he dies a hero	[-1]
Enjoys mentoring young folk, especially soldiers	[-1]
Loves cold weather; snow, hail, rain – the worse the better	[-1]
Quiet around pretty women	[-1]
Uncomfortable when he gets recognized	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Area Knowledge (Zarak)	11	[2]
Broadsword	13	[2]
Climbing	12	[1]
Connoisseur (Ale)	10	[1]
Cooking	9	[1]
Fast-Draw (Knife) (Includes +1 from Combat Reflexes)	14	[1]
Fast-Draw (Sword) (Includes +1 from Combat Reflexes)	14	[1]
First Aid (Includes +2 from Survivor)	12	[1]
Heraldry	9	[1]
Hiking	11	[1]
Knife	13	[1]
Leadership	9	[1]
Savoir-Faire (Military)	10	[1]
Shield	13	[1]
Soldier	10	[2]
Spear	15	[8]
Backstrike (Spear Technique)	14	[2]
Survival (Mountain) (Includes +2 from Survivor)	12	[2]
Tactics	10	[4]
Thrown Weapon (Spear)	13	[1]
		[ ]

Languages	Spoken	Written	
Anglish	Native	Native	[0]
Tredroy Patois	Broken	-	[1]
			[ ]

DUNGEON FANTASY
CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Spear	1d+2 imp	1	11	Skill 15	$40	4 lbs.
Two handed	1d+3 imp	1,2				
Thrusting broadsword	2d cut	1	10	Skill 13	$600	3 lbs.
	1d+2 imp					

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Spear	1d+3 imp	2	13/18	1	1	9	-6	-	-	-	-	-

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

COINS

$71

ARMOR & POSSESSIONS

Item	Location	Cost	Weight
Leather armor (DR 2)	Torso, arms	$150	14 lbs.
Leather boots (DR 2)	Feet	$80	3 lbs.
Leather gloves (DR 2)	Hands	$15	- lbs.
Layered wool helm (DR 2)	Head	$30	2.5 lbs.
Small backpack (holds 40 lbs)	Torso	$60	3 lbs.
Personal basics (food, etc.)	Bag	$5	1 lbs.
Wool blanket	Bag	$5	2 lbs.
Flint and steel	Bag	$4	- lbs.
Squirrel snare	Bag	$2	- lbs.
Bottle of rare, exquisite Burnfeller Ale	Bag	$10	0.5 lbs.
		$ 929	33 Lbs.

CHARACTER NOTES

You lost your knife in the skull of that earless orc, and you lost your shield when that idiot, one-handed dwarf thought you were an enemy and split it right in half with his axe. At least you didn't lose your finger when that stunted thing with two tails – God only knows what it was – tried to bite it right off. What a disaster. At least when you saved the general at Orcslayer Pass, you saw the battle coming hours away (though those pointy-ears never arrived on time to prevent the massacre that time).

But now you're worried that there's another enemy force heading south to the towns. The surviving men here won't survive long without your help, too. Fat Farlsbag can wait. Time to round up whoever's left and haul south.

DUNGEON FANTASY

Name Sisley Bauquemare, the Spell Burglar **Player** _____ **Point Total** 150

Ht 5'7" **Wt** 140 **Size Modifier** 0 **Age** 32 **Unspent Pts** 0

Appearance Just the friendliest person you want to have a drink with... until she burgles your wand

					CURRENT	
ST	11	[0]	**HP**	11		[0]
DX	13	[60]	**WILL**	12		[0]
IQ	12	[40]	**PER**	12		[0]
HT	10	[0]	**FP**	10	CURRENT	[0]

MOVE 5

DR 1

BASIC LIFT (ST × ST)/5 24 lbs. **DAMAGE Thr** 1d-1 **Sw** 1d+1

BASIC SPEED 5.75 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	220

ACTIVE DEFENSES

Dodge	Parry	Block
8	9	–

REACTION MODIFIERS

Appearance _____

Status +1 (from Wealth)

Reputation _____

-1 from Merchant skill and Compulsive Spending (when buying or selling)

ADVANTAGES & PERKS

Daredevil (+1 to rolls when taking unnecessary risks)	[15]
Fit (+1 to all HT rolls)	[5]
High Manual Dexterity +2	[10]
High Pain Threshold	[10]
Wealth (Wealthy)	[20]
	[ ]
Honest Face	[1]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Bad Temper (12 or less)	[-10]
Compulsive Spending (12 or less)	[-10]
Curious (12 or less)	[-10]
Debt ($90 per month to Archmagus J. Hermanity)	[-9]
Kleptomania (12 or less)	[-15]
	[ ]
Believes all wizards are ultimately foolish	[-1]
Believes she's a much smoother talker than she is	[-1]
Loves selling fake magic items to apprentices	[-1]
Easily gets lost	[-1]
Authentically terrified of bones and skeletons	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Acrobatics	11	[1]
Alchemy	9	[1]
Climbing	13	[2]
Current Affairs (People)	12	[1]
Fast-Draw (Shortsword)	13	[1]
Fast-Talk (+1 when making Influence rolls)	11	[1]
Filch	12	[1]
Forced Entry	13	[1]
Knot-Tying (includes +2 from Manual High Dexterity)	15	[1]
Lockpicking (includes +2 from Manual High Dexterity)	15	[4]
Merchant	12	[2]
Search	12	[2]
Sex Appeal	9	[1]
Shortsword	12	[1]
Stealth	13	[2]
Thaumatology	10	[1]
Traps	11	[1]
		[ ]
		[ ]
		[ ]
		[ ]

Languages	Spoken	Written	
Anglish	Native	Native	[0]
Dwarvish	Broken	Literate	[3]
			[ ]

DUNGEON FANTASY
CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Al-wazifi long knife	1d cut	1	10	Skill 12	$120	1.5 lbs.
	1d-1 imp	C, 1		(uses Shortsword)		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

COINS

$0

ARMOR & POSSESSIONS

Item	Location	Cost	Weight
Padded cloth armor (DR 1)	Torso, arms	$75	9 lbs.
Leather boots (DR 2)	Feet	$80	3 lbs.
Leather gloves (DR 2)	Hands	$15	- lbs.
Wool cloak (DR 1 from the rear)	Back	$15	2 lbs.
Small backpack (holds 40 lbs)	Torso	$60	3 lbs.
Personal basics (food, etc.)	Bag	$5	1 lbs.
Ring of Blur (-1 to be hit for 1 minute, 1 FP)	Finger	$3300	- lbs.
Scroll (Borrow Skill - Gain a skill at up to +4)	Bag	$200	- lbs.
Scroll (Slow Time - Halves time in an area)	Bag	$66	- lbs.
Potion of Healing (restores 1d HP)	Bag	$120	0.5 lbs.
White oak wizard rod (w/Staff spell)	Bag	$990	- lbs.
2-point jadeite powerstone	Necklace	$165	- lbs.
Lockpicks	Pocket	$15	- lbs.
		$5226	20 Lbs.

CHARACTER NOTES

You loved it when they gave you the name "The Spell Burglar!" All the wizards of Arwey and Solginel must shudder when they hear that name whispered aloud! You've made thousands of silvers robbing incompetent wizards - which seems to be most of them these days. You've only been caught once, and that's because Archmage Hermanity is paranoid and layers illusion on illusion. And even then it was fine because he paid you to rob his nemesis of his rare water-filled crystal ball. Which also would have been fine if you hadn't broken it, and now owe Hermanity all that money back. Oh well, fastest way to make some coin around here is bounty hunting, so when you heard a hundred men were going to go get Fat Farlsbag, you figured you might as well join up and help.

DUNGEON FANTASY

Name William Exel **Player** _____ **Point Total** 150

Ht 5'0" **Wt** 115 **Size Modifier** 0 **Age** 15 **Unspent Pts** 0

Appearance An impatient, confident boy who snuck into service; he speaks as if he was years older

					CURRENT	
ST	11	[10]	**HP**	10		[0]
DX	14	[80]	**WILL**	14		[0]
IQ	12	[40]	**PER**	12		[0]
HT	10	[0]	**FP**	10	CURRENT	[0]

MOVE 4

DR 3

BASIC LIFT (ST × ST)/5 22 lbs. **DAMAGE Thr** 1d-1 **Sw** 1d+1

BASIC SPEED 5.75 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	220

ACTIVE DEFENSES

Dodge	Parry	Block
8	7 (Knife)	–

REACTION MODIFIERS

Appearance _____

Status +4 (when recognized)

Reputation _____

+2 from Overconfidence (younger or naive folk)

-2 from Overconfidence (veterans)

-2 from Social Stigma (adults)

ADVANTAGES & PERKS

Fearlessness +1 (+1 to Fright Checks)	[4]
Status +4 (Princess of Megalos)	[20]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Impulsiveness (12 or less)	[-10]
Overconfidence (12 or less)	[-5]
Pacifism (Reluctant Killer)	[-5]
Secret (Royalty – Utter rejection or capture)	[-10]
Social Stigma (Minor)	[-5]
Vow (Always tell the truth when she sees fit)	[-5]
	[ ]
Lectures people unnecessarily	[-1]
Uses big words on purpose	[-1]
Proud that she won the royal archery contest three years running	[-1]
Obsessive eavesdropper	[-1]
Doesn't care about money or wealth	[-1]
	[ ]

SKILLS

Name	Level	
Area Knowledge (Megalos & Zarak)	12	[2]
Bow	15	[4]
Broadsword	13	[1]
Current Affairs (Politics)	12	[1]
Dancing	13	[1]
Detect Lies	10	[1]
Diplomacy	11	[2]
Fast-Draw (Arrow)	14	[1]
First Aid	12	[1]
Heraldry	11	[1]
History (Megalos)	12	[2]
History (Zarak)	11	[1]
Law (Megalos)	10	[1]
Leadership	12	[2]
Orienteering	11	[1]
Public Speaking	11	[1]
Riding (Equines)	13	[1]
Savoir-Faire (High Society)	13	[2]
Stealth	13	[1]
Strategy (Land)	10	[1]
		[ ]

Languages	Spoken	Written	
Anglish	Native	Native	[0]
Dwarvish	Broken	Semi-Literate	[2]
Elvish	Broken	Semi-Literate	[2]

DUNGEON FANTASY
CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Fine elvish knife	1d-1 imp	C	7	Skill 10 (default)	$150	1.5 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Longbow w/ quiver	1d+1 imp	3	165/220	1	1(2)	11	-8	-	-	20 arrows	$250	4 lbs.
Hummingbulb signal arrows	1d+1 cr (0.5)	3	55/110	1	1(2)	11	-8	-	-	5 arrows		
Bodkin arrows	1d+1 pi (2)	3	165/220	1	1(2)	11	-8	-	-	5 arrows		

SPEED/RANGE TABLE

For complete table, see p. 550.

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Medium	21-100 yds	-7
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Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

COINS

$10

ARMOR & POSSESSIONS

Item	Location	Cost	Weight
Light scale armor (DR 3)	Torso	$320	16 lbs.
Leather boots (DR 2)	Feet	$80	3 lbs.
Leather gloves (DR 2)	Hands	$15	- lbs.
Padded cloth sleeves (DR 1)	Arms	$25	3 lbs.
Hardened leather helm (DR 2)	Head	$25	3 lbs.
Plain brass chain necklace	Wrist	$10	- lbs.
Small backpack (holds 40 lbs)	Torso	$60	3 lbs.
Personal basics (food, etc.)	Bag	$5	1 lbs.
Brass signet ring w/ royal seal	Bag	$50	- lbs.
Grandmother's worn elven cloak (enchanted with Warmth spell)	Back	(stolen)	2 lb
		$ 980	36 Lbs.

CHARACTER NOTES

You are not who people think you are. Your real name is Joclyn Corolinus, Princess of Arvey and heir to the House of Four Chambers. But you are sick of the gossip, the dancing, and the diplomatic dinners. Your elven grandmother was a warrior, and you loved her stories of skirmishes against the orcs and hobgoblins of Zarak. Surely her blood runs strong in your veins! You've won the archery contest three years in a row! So when you heard that Arvey was forming a war party to hunt down that brigand and murderer Fat Farlsbag, you decided to join. Scissors to your hair, scale armor from the guardroom, you fit right in. Although you've had to keep a low profile since you saw that your cousin, Count Conrad, was in the war party and looking for you...

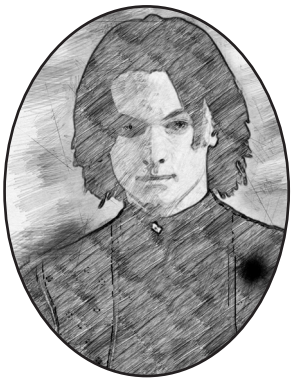
Enfys Loom

Good-natured pyromancer, seeking her brother

PER 12

Cariyen Kraye

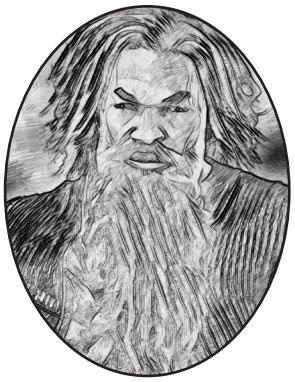
Tracker, survivalist, and magical security expert



PER 13 * DANGER SENSE 12

King Coppertong

Honest jewel merchant and skilled engineer



PER 12

Sir Halsey

Famous war hero of Orcslayer Pass

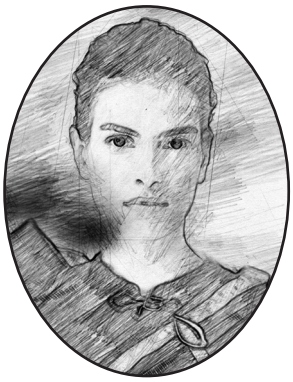
PER 10

Sisley Bauquemare

Wealthy, well-educated rascal - with an honest face

PER 12

Wiliam Exel



Impatient, loud-mouthed teen... who shouldn't be here

PER 12