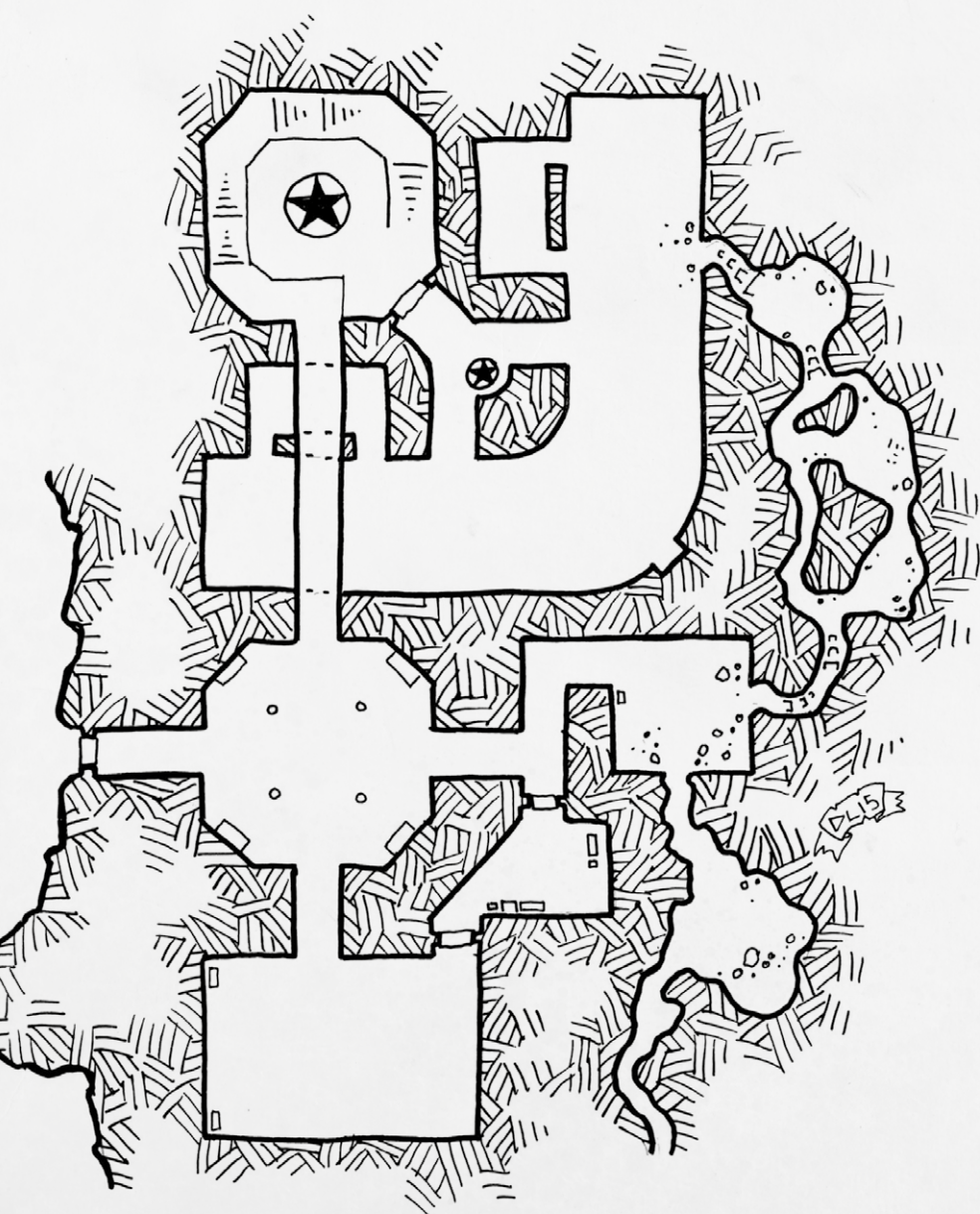




GIUSEPPE ROTONDO

Seven Deadly Dungeons





Seven Deadly Dungeons

by
Giuseppe Rotondo

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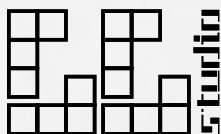
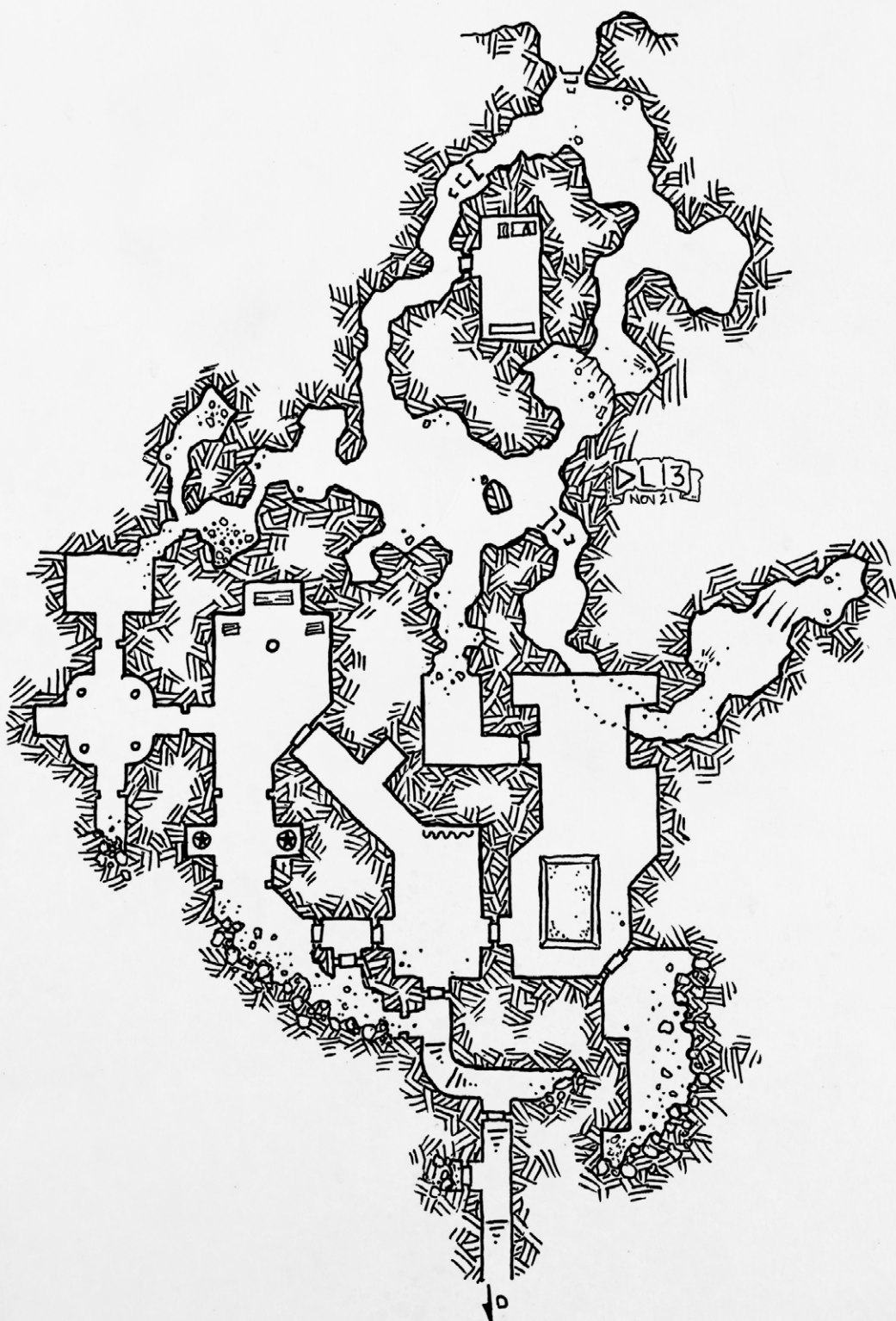
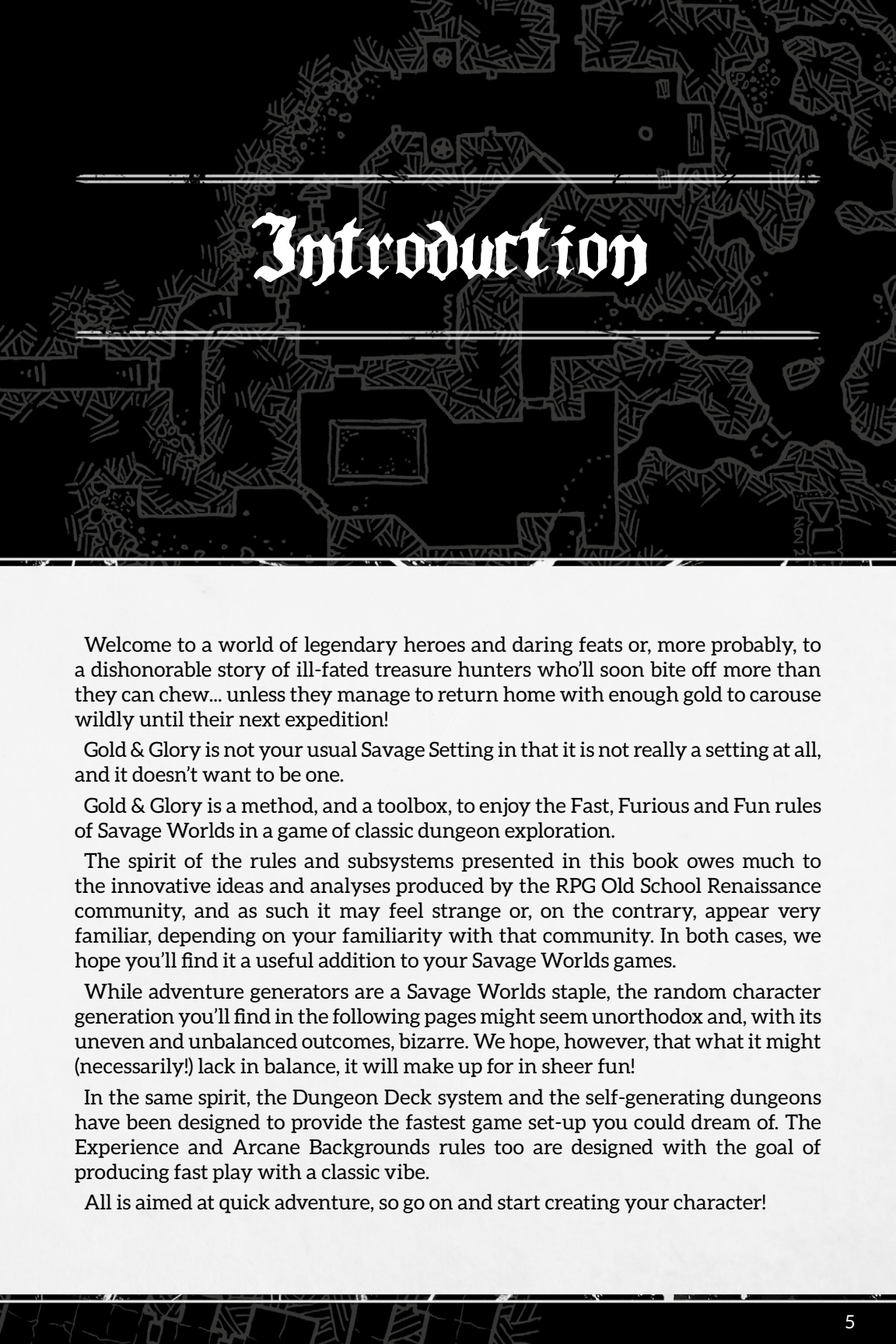


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Introduction

Welcome to a world of legendary heroes and daring feats or, more probably, to a dishonorable story of ill-fated treasure hunters who'll soon bite off more than they can chew... unless they manage to return home with enough gold to carouse wildly until their next expedition!

Gold & Glory is not your usual Savage Setting in that it is not really a setting at all, and it doesn't want to be one.

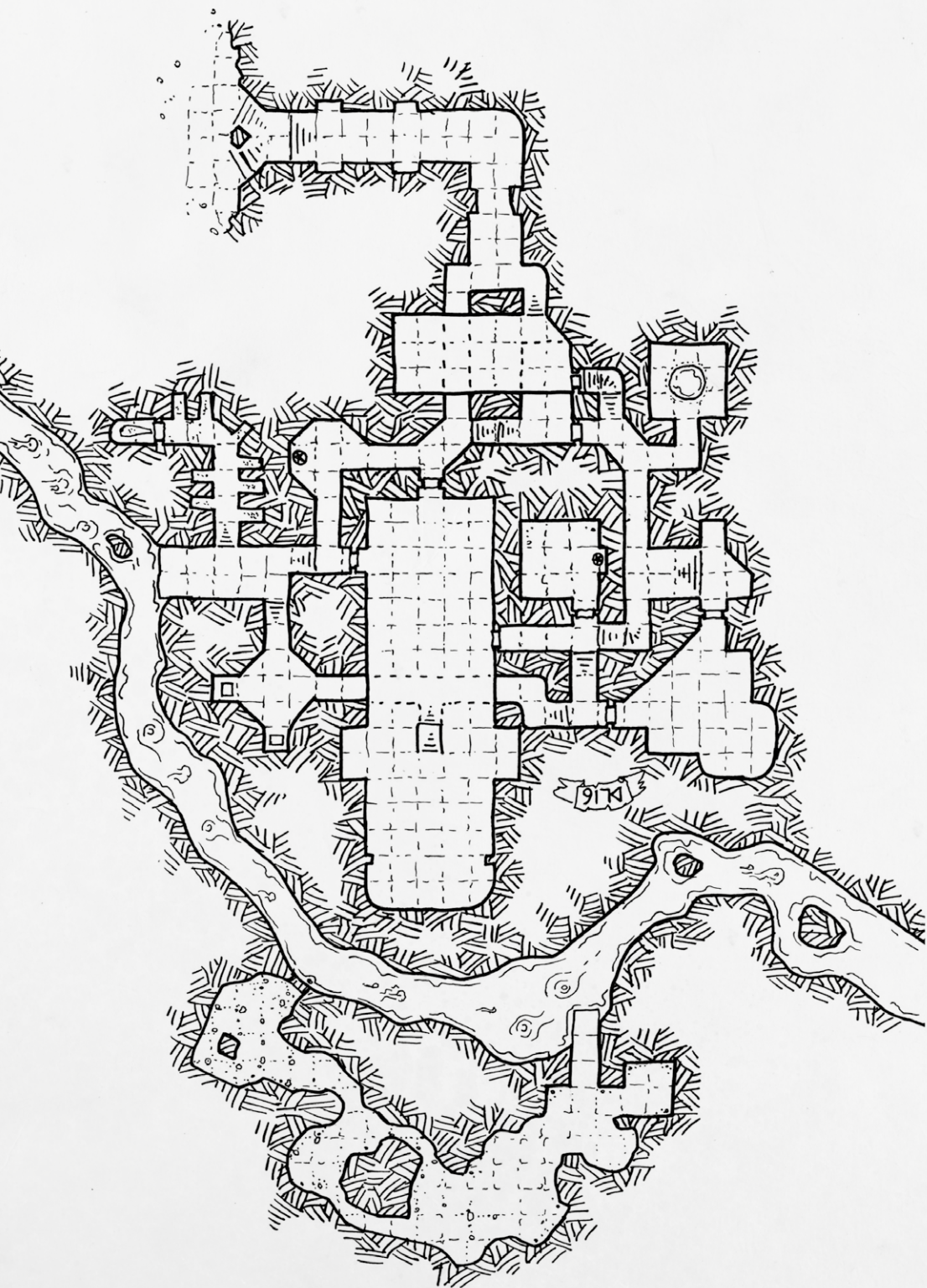
Gold & Glory is a method, and a toolbox, to enjoy the Fast, Furious and Fun rules of Savage Worlds in a game of classic dungeon exploration.

The spirit of the rules and subsystems presented in this book owes much to the innovative ideas and analyses produced by the RPG Old School Renaissance community, and as such it may feel strange or, on the contrary, appear very familiar, depending on your familiarity with that community. In both cases, we hope you'll find it a useful addition to your Savage Worlds games.

While adventure generators are a Savage Worlds staple, the random character generation you'll find in the following pages might seem unorthodox and, with its uneven and unbalanced outcomes, bizarre. We hope, however, that what it might (necessarily!) lack in balance, it will make up for in sheer fun!

In the same spirit, the Dungeon Deck system and the self-generating dungeons have been designed to provide the fastest game set-up you could dream of. The Experience and Arcane Backgrounds rules too are designed with the goal of producing fast play with a classic vibe.

All is aimed at quick adventure, so go on and start creating your character!



Character Creation

“They call him the Unyielding because he is so stubborn he refuses to die whatever the wound, the enemy, or the trap, but I wish he sometimes yielded to common sense...”

Sheda the Inscrutable

You can create your character following the standard Savage Worlds rules, or you can use the Wild Draw Character Creation.

Standard Character Creation

You can always follow the Savage Worlds standard character creation rules. If you do, however, keep in mind the following rules.

Races: Races available are Dwarf, Elf, Half-elf, Half-folk, Half-orc and Human (or at least these are the classic races you get if you use the Wild Draw Character Creation - for other races, just make sure the GM says it's ok).

Skills: Keep in mind that outdoor skills such as Riding or Survival are relatively less useful if you plan to basically raid dungeons!

Hindrances: All Hindrances are available except Greedy and Poor.

Edges: All Edges are available except Noble and Rich.

Arcane Backgrounds: Arcane Backgrounds are limited to Magic and Miracles, and have special Setting Rules.

Starting Money: Characters created following the standard Savage Worlds rules only have 250 silver to buy their starting gear. Tough, eh? Well that's to match the probably poor gear random characters get. You want better gear? Get into the dungeon and find some!

Wild Draw Character Creation

Use this method if you want your hero to be ready in a breeze. The following steps generate a random character, complete with Edges, Hindrances, and starting equipment. The end result won't always be balanced - this is intentional, and part of the fun!

If you follow this method you automatically gain the following special Edge:

In the Hands of Destiny

Requirements: Novice, Randomly created characters only

When you roll snake eyes, you cannot use a Benny to reroll, but you gain a Benny that you can use later.

Step 1: Draw Three Cards

Draw three cards and place them face up in front of you. Well, that was fast!



RANDOM CHARACTER SEX?

While this really has no effect on the game, some players love to randomly determine this, and others hate it, so do as you wish, really: ignore this result if you don't like the idea, or stick to it if you find it fun.

Step 2: Suits are Sex, Race, Class

The color of the **FIRST CARD** determines your character's sex:

Black Card	Male
Red Card	Female
Joker	Choose freely

The **SECOND CARD** determines your character's race:

Spades	Human
Hearts	Half-folk
Diamonds	Dwarf
Clubs	Elf
Red Joker	Half-orc
Black Joker	Half-elf

Humans: You don't receive the usual free Edge (but see Base Attributes below).

Other Races: Apply the appropriate racial abilities from standard Savage Worlds rules.

Base Attributes: All your Attributes begin as d6. Attributes that are increased by racial traits begin as d8 (such as a Dwarf's Vigor). Humans freely choose one attribute and increase it to d8. Note that you can choose which Attribute to increase based on your class, so check the third card now!

The **THIRD CARD** determines your character's class:

Spades	Fighter. You gain: Fighting d10, Intimidation d6, You can also choose one of the following skills, at a d6: Climbing, Healing, Shooting, Swimming, or Throwing.
Hearts	Cleric. You gain: Faith d6, Fighting d6, Healing d6, Intimidation d6, Persuasion d6. Arcane Background (Miracles).
Diamonds	Rogue. You gain: Fighting d6, Notice d6, Stealth d6, Streetwise d6. You can also choose two of the following skills, at a d6: Climbing, Gambling, Lockpicking, Persuasion, Shooting, Swimming, or Throwing.
Clubs	Wizard. Fighting d4, Knowledge (Magic and Occult) d6, Investigation d6, Notice d6, Spellcasting d8. Arcane Background (Magic).
Red Joker	You can choose between Cleric and Rogue.
Black Joker	You can choose between Fighter and Wizard.

CLASSES, SERIOUSLY?

Think of your character's class as a vocation or a general attitude. Savage Worlds is a classless system, and Gold & Glory is not going to change that. Very much like each individual elf, dwarf etc. is different and unique, so are all fighters, rogues and other "classes". A "fighter" is just a character trained in fighting, and might be a brave barbarian, a skilled hunter, an expert gladiator, a hardened mercenary and so on.

Character development remains as free as it always is in Savage Worlds, and your rogue may well become a skilled magician as he adventures on!

Step 3: Values are Edges and Hindrances

The value of the **FIRST CARD** determines your character's Major Hindrance:

2	Bad Luck
3	Bad Luck
4	Arrogant
5	Code of Honor
6	One Eye
7	Lame
8	Big Mouth
9	Overconfident
10	Yellow
J	Clueless
Q	Bloodthirsty (Half-folk: gain Yellow instead)
K	Heroic
A	Curious
Red Joker	Elderly*
Black Joker	Young**

***Elderly:** This works a bit differently. Your Strength and Vigor drop by one die type as per standard rules, but you get to increase all the skills from your class by one die type.

****Young:** This works a bit differently. Two base Attributes of your choice drop by one die type. The skills you receive from your class are lowered by one die type. All other effects apply as usual (i.e. you get an extra Benny and receive -1 Size).



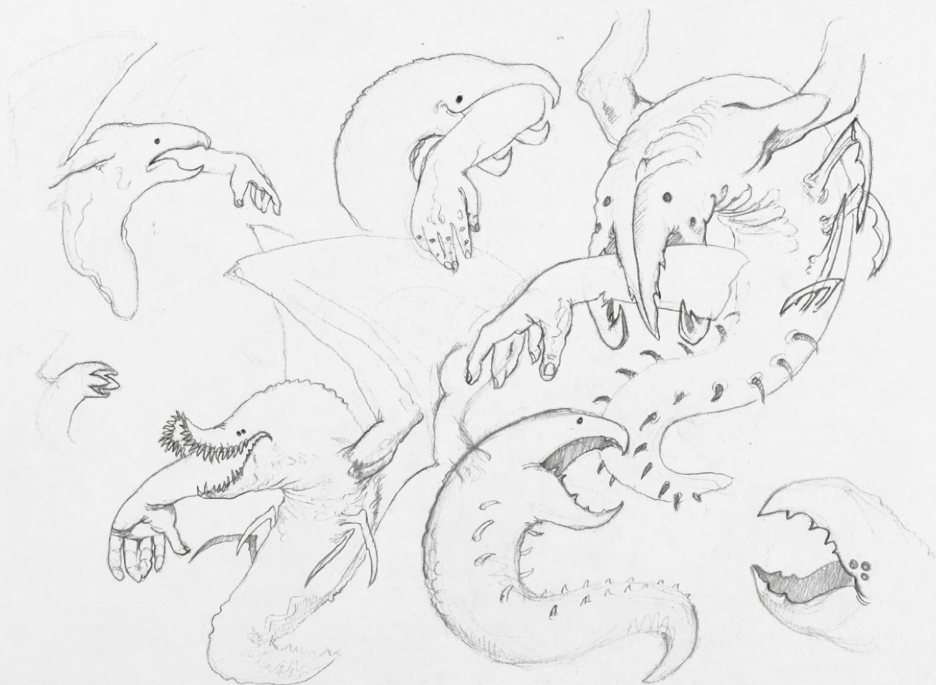
The value of the **SECOND CARD** determines your character's Minor Hindrance:

2	Obese (Elf: gain Anemic instead)
3	Stubborn
4	Outsider
5	Pacifist (Minor) (Warrior: gain Illiterate instead)
6	Anemic
7	Illiterate (Wizard, Cleric: gain Cautious instead)
8	Big Mouth
9	All Thumbs (Elf: gain Stubborn instead)
10	Mean
J	Loyal
Q	Ugly (Elf: gain Outsider instead)
K	Cautious
A	Habit (Minor)

Joker No Minor Hindrance!

*If you already have Yellow, keep it and receive Fleet-footed instead.

**If you already have Ugly, keep it and receive Strong Willed instead.



The value of the **THIRD CARD** determines your character's Edge. Increase all relevant Attributes and Skills to match the Requirements of the Edge you get!

2	Alertness
3	Brawler (Wizard: gain Scholar instead)
4	Hard to Kill
5	Ambidextrous (Wizard and Cleric: gain Strong Willed instead)
6	Quick
7	Nerves of Steel (Warrior: gain Trademark Weapon instead)
8	Common Bond
9	Brave*
10	Strong Willed
J	Attractive** (Dwarf, Half-orc: gain Liquid Courage instead)
Q	Elan
K	Charismatic
A	Brawny*** (Elf: Alertness)
Joker	Luck****

*If you already have Yellow, keep it and receive Fleet-footed instead.

**If you already have Ugly, keep it and receive Strong Willed instead.

***If you already have Obese, keep it and receive Charismatic instead.

****If you already have Bad Luck, keep it and draw two more cards!

Step 4: Equipment

Encumbrance

See Encumbrance in the Gear Chapter.

Basic Gear

Wild Draw Characters start with a backpack and 2d6 silver pieces.

Your basic gear depends on your starting class:

Fighter: Leather armor (1), and a club, axe or short sword (Str+d6).

Cleric: Leather armor (1), staff (Str+d4, Parry +1, 2 Hands, Reach 1) . Holy symbol of Solis.

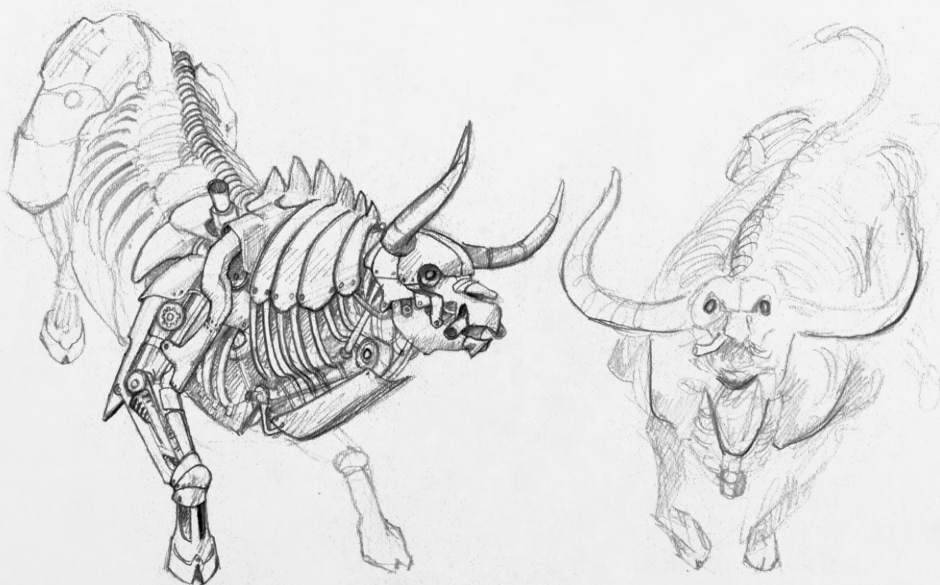
Rogue: Leather armor (1), and a dagger (Str+d4).

Wizard: Spellbook, quill, ink, d6 candles, staff (Str+d4, two handed, +1 Parry, Reach 1) or dagger (Str+d4).

Extra Gear

To determine your extra gear, shuffle the deck and draw three cards, then check the corresponding items in the table below, and choose two. Rogues repeat this procedure twice. Some items also grant you extra skills!

Red Card	Items
2	Goatskin of wine, 1 pint
3	Rope (15") and grappling hook; also gain Climbing d4
4	Winter clothes; also gain Survival d4
5	Spyglass
6	Bandages (d6 uses); also gain Healing d4
7	Shovel and bucket
8	Musical instrument; also gain Knowledge (Music) d4
9	Elegant clothes (+1 Cha)
10	Iron chain (4")
J	Lockpicks; also gain Lockpicking d4
Q	2d6 toy soldiers
K	One weapon of your choice
A	One piece of armor of your choice*
Joker	Draw two cards**



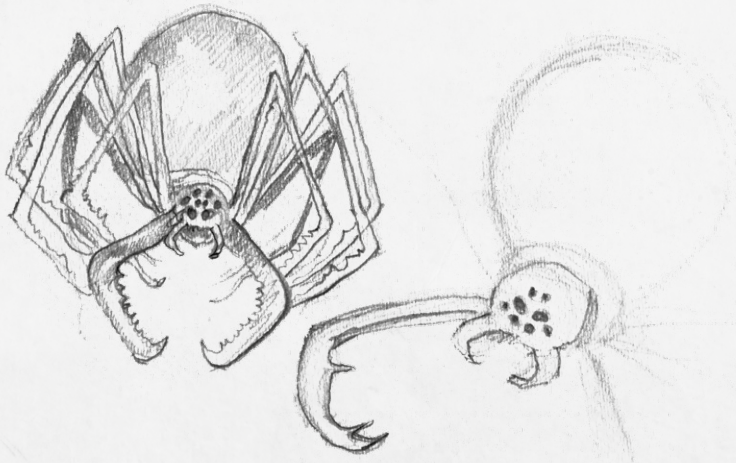
Black Card	Items
2	Oil lantern, 1 pint oil flask, flint and tinder
3	2d6 candles, flint and tinder
4	6 torches, flint and tinder
5	Poison purge (d6 uses)
6	Hammer and 20 nails
7	Soap, silver mirror and bone comb
8	Playing cards; also gain Gambling d4
9	Wooden dice; also gain Gambling d4
10	Crowbar
J	Whistle
Q	Food rations (2d4 days)
K	One weapon of your choice
A	Bag of caltrops; also gain Throwing d4
Joker	Draw two cards**

* you can get an armor, helmet or shield of your choice.

**you still choose two items, but from four cards instead of three.

Buying Equipment

See Equipment Chapter. Don't forget to buy some torches, if no one in the group has any!



Step 5: Name

Choose a suitable name for your character and you're ready to play. Draw inspiration from your Edges or Hindrances for an interesting nickname!

If your character has an Arcane Background, check the following section for your Starting Powers.

For additional depth and interesting twists, also check the optional Connection rules!

Arcane Backgrounds: Starting Powers

Arcane characters need their starting powers!

Characters with **Arcane Background (Magic)** begin with *detect/conceal arcana*, and draw two cards to see what other spells they know. If they want, they can swap one of their powers with *bolt*.

Characters with **Arcane Background (Miracles)** begin with *healing*, and draw one card to see what other power they have received from above.

Card	Power (Magic)
2	Armor
3	Bolt
4	Burst
5	Deflection
6	Confusion
7	Env. Protection
8	Entangle
9	Light/Obscure
10	Smite
J	Fear
Q	Speak Language
K	Stun
A	Summon Ally
Joker	Draw two cards

Card	Power (Miracles)
2	Armor
3	Boost Trait
4	Blind
5	Deflection
6	Succor
7	Env. Protection
8	Confusion
9	Light
10	Smite
J	Fear
Q	Detect Arcana
K	Stun
A	Darksight
Joker	Draw two cards

Trappings

Clerics' miracles always have Light trappings.

Wizards' magic spells receive a random trapping. The same power with a different trapping is considered a different spell.

Roll a d6 and then choose one of the options.

D6	Trapping
1	Sound/Force
2	Light/Electricity
3	Fire/Heat/Earth
4	Ice/Cold/Air
5	Nature/Acid/Earth
6	Darkness/Necromancy

Trappings Effects: You can choose to apply specific trapping effects, based on the descriptions and rules in *Savage Worlds*, or you can keep your trappings simple and just determine damage type.

Optional: Connections

Connections between characters are a great way to quickly build the party as a whole. The following rules are optional, but help round out individual characters and also join them together as a more cohesive party.

Connections are determined by cards, with each card establishing a connection of some sort between two characters.

Shuffle the deck. The first player draws one card, establishing a connection with the character of the player next to him at the table. The following player draws one card and establishes one more connection with the next player and so on, until every one ends up with a connection with two other characters.

Card

Same Class Connection

2-4

Self-taught Dilettantes: Both increase Spirit or Smarts but lower highest skill by one die type.

5-6

Mentor and Apprentice: Both make an opposed roll on their highest skill. The winner is the Mentor and increases that skill by one die type!

7-8

Same Mentor: You trained together, and both increase your highest skill by one die type.

9-10

Competing Friends: Each time one rolls snake eyes, the other gains a Benny.

Face Card/Joker Draw on Different Race and Class.

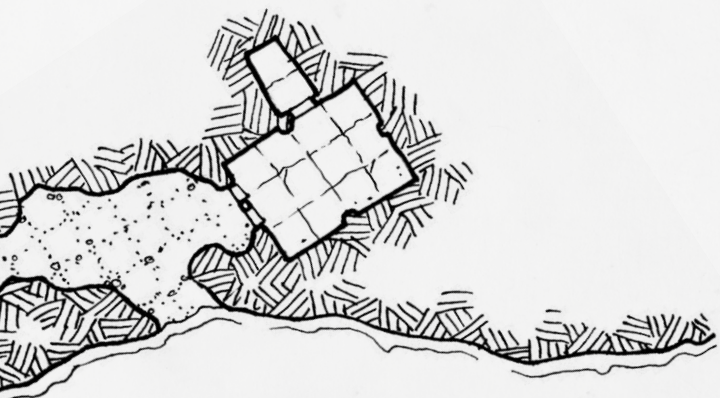


Card Same Race Connection

2	Refugees from a Distant Land: Both gain Outsider.
3	Guardian and ward.
4	Distant relatives.
5	Brothers/sisters in law.
6	Same mother, different father.
7	Parent and child.
8	Orphans, grown with the same family.
9	Siblings.
10	Competitive Siblings: Both increase a skill of your choice by one die type.
Face Card	Draw on Different Class and Race.
Joker	Twins! You look exactly the same, and both increase your Spirit by one die type, but lower it again should the other perish.

Card Different Class and Race Connection

2	Same Quirk: Both gain the same Quirk Hindrance.
3	Same Phobia: Both gain the same Phobia Hindrance (minor).
4	Survivors: Survived a fire, both gain Ugly.
5	Former Bandits: Both gain Survival d6 and Wanted (minor).
6	Former Street Musicians: Both gain Knowledge (Music) d4 and an instrument.
7	Former Business Partners: Both gain a Knowledge (Trade) of choice at d4.
8	Bookworms: Both gain Investigation d4.
9	Lore Lovers: Both gain Knowledge (Magic and Occult) d6.
10	Former Miners: Both gain Strength d8.
J	Survivors: Survived a shipwreck, both gain Swimming d6.
Q	Former Hunters: Both gain Survival d4 and Tracking d4.
K	Grown on the Streets Together: Both gain Stealth d4 and Streetwise d4.
A	Gambling Partners: Both gain Gambling d6 and a deck of cards.
Joker	Former Street Performers: Both gain Agility d8, Strength d6, Acrobat.



Equipment

“So you want a black iron sword, son? Have you got the gold, or are you just dreaming?”

Sloggo the Armorer

As all adventurers know, having the right tool for the job sometimes makes the difference between life and death.

Currency

Currency comes as coins. Coins can be made of copper, silver, gold or platinum. Silver is the default and all prices are in silver pieces, or sp.

One platinum piece (or pp) is ten gold pieces (or gp); one gold piece is ten silver pieces (or sp); one silver piece is ten copper pieces (or cp).

Starting Equipment

Starting equipment for Wild Draw heroes is detailed in the Character Creation Chapter.

Characters created using the standard Savage Worlds rules have 250 sp to buy their starting equipment.

Encumbrance

Items are considered Light, Normal or Heavy.

Light items are small objects such as scrolls, vials, etc, and are considered to weigh 0.

Most items are Normal and weigh 1. All one-handed weapons fall in this category.

Heavy items weigh 2. These include two-handed weapons and other bulkier items. Full plate armor is the only exception, with weight 4. Not for the weak!

GMs can always consider, at their discretion, a group of Light Items carried by a character as weighing 1 (or more).

Coins: 500 coins count as 1 Normal item for Encumbrance. This is important when characters find large amounts of loot!

Weight Limit

Weight Limit is equal to your Strength die. Strength d8 means you can carry 8 Normal items without being encumbered. Apply this value to the standard Savage Worlds Encumbrance rules.

Brawny: The Brawny Edge increases your Vigor die as usual, and it increases your Weight Limit and subsequent Encumbrance steps by +50%.

Strength Die	Weight Limit	Enc. -1	Enc. -2	Enc. -3
d4	4	5-8	9-12	13-16
d6	6	7-12	13-18	19-24
d8	8	9-16	17-24	25-32
d10	10	11-20	21-30	31-40
d12	12	13-24	25-36	37-44

Selling Equipment

The Gold & Glory Experience rules may encourage characters to sell standard equipment items, either as a result of improvements to their former gear, or as actual loot from their adventures. Besides being less than what we should expect from aspiring heroes, such a practice is not particularly profitable: shopkeepers will only pay one fifth of the listed price (that's 20%) for such used/looted items.

Magic Items: Magic items can be sold for random profit. One use items such as potions can be sold for d6x100 sp, while permanent items are worth d6x1000 sp. Players can only attempt to sell a given magic item once per session. If they think the amount offered is too low, they'll have to wait for the next session to roll again.

Black Iron Weapons and Armor

Black Iron is a metal produced with meteoric fragments. The secret of its creation, involving metalworking as well as magic, has long been lost, but due to its incredible resistance many weapons and suits of armor from ancient times are still available for sale, often displaying symbols and engravings from other ages, whose meaning is now obscure.

Black iron armor provides the same protection as regular iron with less weight, while black iron weapons are sharper and harder. Best of all, black iron is well known to be magic, so black iron weapons can harm supernatural creatures normally unaffected by other weapons!

Note that black iron shields and armor pieces can weigh 0.

Armor			
Type	Cost	Armor	Weight
Leather	50	1	1
Protects torso, arms, legs			
Chainmail	300	2	2
Protects torso, arms, legs			
Plate	900	3	4
Protects torso, arms, legs			
Pot Helm	75	3	1
50% chance to protect head			
Full helm	150	3	1
Protects head			
Black Iron Armor			
Chain or plate only	x5	same	reduced by 1

Shields

Type	Cost	Parry	Weight	Notes
Buckler	25	+1	1	
Shield	50	+1	1	+2 Armor vs. Ranged
Tower Shield	200	+2	2	+2 Armor vs. Ranged
Black Iron Shields				
All	x5		reduced by 1	



Melee Weapons

Type	Cost	Damage	Notes
One Hand - Weight: 1			
Axe	200	Str+d6	
Bastard sword	350	Str+d8	Parry -1, can be wielded with 2 hands for +1 damage
Club	10	Str+d4	
Dagger	25	Str+d4	Weight 0
Flail	150	Str+d4	Ignore Cover and Parry from shield and weapons.
Longsword	300	Str+d8	
Mace	150	Str+d6	
Rapier	150	Str+d4	Parry +1
Short sword	150	Str+d6	
Warhammer	250	Str+d6	AP 1 vs. rigid armor
Two Handed - Weight: 2			
Great axe	400	Str+d10	Parry -1
Greatsword	400	Str+d10	Parry -1
Halberd	250	Str+d8	Reach 1
Maul	400	Str+d8	AP 2 vs. rigid armor, -1 Parry
Pike	400	Str+d8	Reach 2
Spear	100	Str+d6	Parry +1, Reach 1
Staff	10	Str+d4	Parry +1, Reach 1, Weight 1
Black Iron Weapons			
Metal weapons only	x5	+ 1 damage	

Ranged Weapons

Type	Cost	Range	Damage	Notes
Missile weapons - Weight: 1				
Crossbow	500	15/30/60	2d6	AP 2, 1 action to reload, Min. Str. d6
Longbow	250	15/30/60	2d6	Min. Str. d8
Shortbow	200	12/24/48	2d6	Min. Str. d6
Sling	10	4/8/16	Str+d4	Weight 0
Thrown weapons				
Throwing Axe	75	3/6/12	Str+d6	Weight 1
Throwing Dagger	25	3/6/12	Str+d4	6 weigh 1
Javelin	100	4/8/16	Str+d6	3 weigh 1

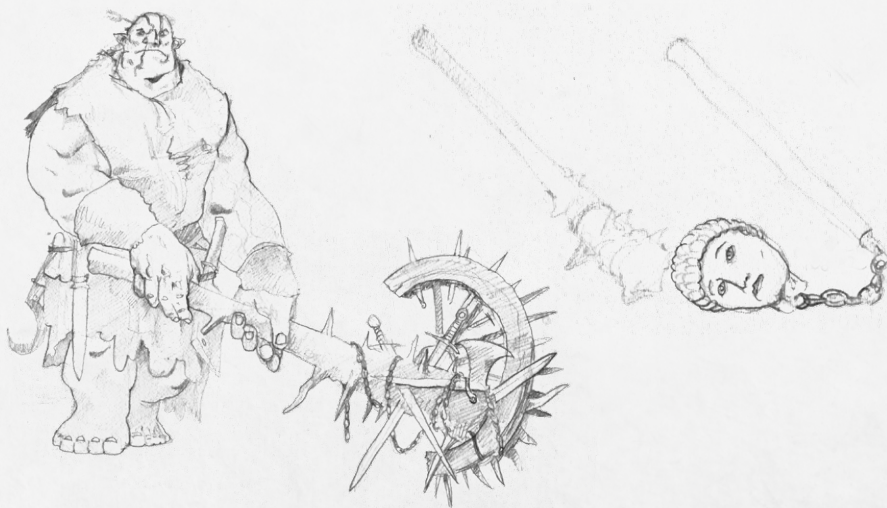
Ammunitions

Type	Cost	Notes
Arrows, 20	5	For bows
Bolts, 20	10	For crossbows
Bullets, 20	2	For slings
Quiver or pouch	10	Holds up to 20 arrows, bolts, or bullets; weighs 1 when full



Adventuring Gear

Type	Cost	Weight	Notes
Clothes			
Elegant clothes	50	0	+1 Charisma
Standard clothes	5	0	
Winter clothes	50	1	+1 to resist Fatigue from Cold
Food & Accommodation			
Goatskin	3	1	1 pint. Weight 0 when empty
Meal	1	-	
Rations, 5 days	15	1	
Room, common	1	-	Vigor roll to resist Fatigue (recovered with a night's sleep)
Room, single	2	-	
Light			
Candles, 5	1	0	Usage die: d8. Blown out on 1 on trait die
Lantern	25	1	Usage die: d8
Lantern oil	2	1	1 pint
Torches, 6	1	1	Usage die: d6
Flint and tinder	2	0	Survival roll to light a fire without flint and tinder



Type	Cost	Weight	Notes
General Gear			
Bandages and balms, 5 uses	50	0	Healing rolls without bandages suffer -2
Bucket, wooden		1	
Caltrops, 1 bag	10	1	Thrown up to 5". Agility roll or Shaken in a SBT until removed from area.
Comb, wooden/bone	1	0	
Crowbar	5	1	
Dice, wooden	1	0	Good for gambling
Hammer	2	1	
Iron chain, 5"	1	1	Toughness 12, holds up to 300 kg
Lockpicks	50	0	Lockpicking rolls without tools suffer -4
Mirror	50	0	Made of silver
Musical instrument	10+	0/1/2	Price and weight depend on type
Nails, 20	5	1	Made of iron
Playing cards	10	0	Good for gambling
Poison purge	10	0	You may roll again once against poison effects
Rope, 15"	10	1	Holds up to 200 kg
Scroll	1	0	Blank; See notes
Shovel	1	1	
Soap	1	0	
Spellbook	10	1	Empty
Spyglass	100	1	Notice details up to 100 yards
Toy soldier	1	0	Made of wood or lead
Whistle	1	0	Made of metal

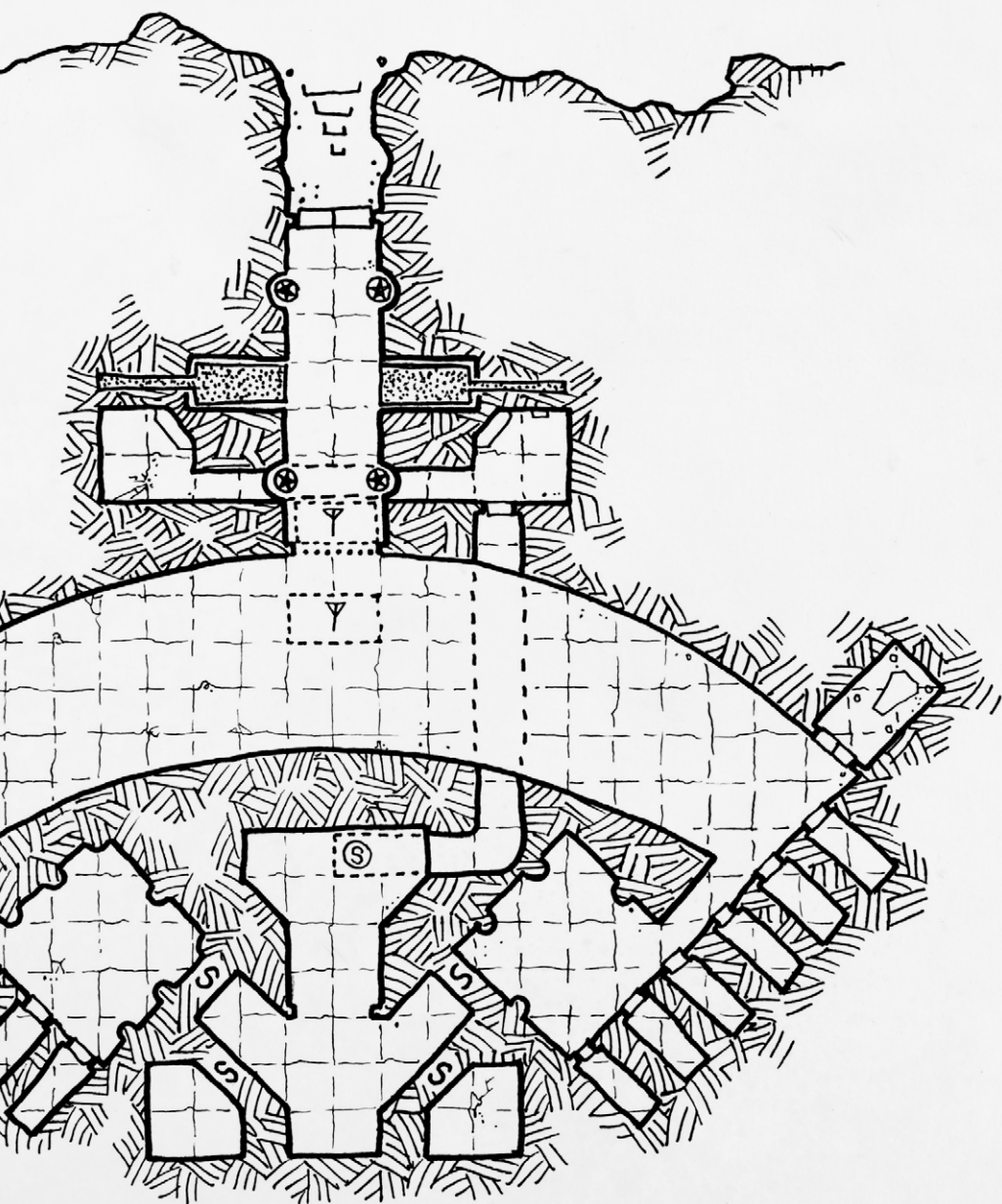
Magic Scrolls: Scrolls can be bought with a spell ready for casting. The price is 200 sp per spell Rank (200 sp for a Novice spell, 400 sp for a Seasoned spell, and so on).

Any character can attempt to cast the spell by simply reading it (Illiterate characters can't try). The hero makes a Spellcasting roll (untrained roll, if necessary). This counts as Quick Casting, meaning that failing the roll causes a backlash. Attempting to cast the spell destroys the scroll, which becomes dust, regardless of the result.

As an alternative, a scroll can be used to learn a new spell and add it to the wizard's spellbook. A successful Spellcasting roll is required, modified by -2 per spell Rank (-2 for a Novice spell, -4 for a Seasoned spell, and so on).

Creating a scroll costs 100 sp per spell rank, requires one day of work and a successful Spellcasting roll, modified by -2 per power Rank. If the roll fails, the money is lost.







Setting Rules

“An adventurer’s life is all gold. Gold, I tell you! It may be as short as a blink, and possibly as painful as being crushed under an ogre’s spiked club, but the glory and the thrill, the wine and the gold make it worth a hundred lives of long toil and meaningless drudgery!”

“Long Hand” Cormor

In a classic game of dungeon adventures the heroes explore the darkness and face its denizens, some of them wield powerful magic, and some even make it out alive to share the loot!

Arcane Background (Magic) Setting Rules

Arcane Skill: Spellcasting (Smarts)

Starting Power Points: 10

Starting Powers: 3

Armor

Wearing Armor hinders the flow and manipulation of magic energy. Spellcasting rolls suffer a negative modifier equal to the amount of Armor provided: -1 for wearing leather armor, -2 for chainmail and -3 for plate. Helms are special and only cause an additional -1 (regardless of the type). Shields cause a negative modifier equal to their Parry bonus.

Power Points Recovery

Power Points are only recovered by sleeping. One hour of sleep regenerates 1 PP per character Rank.

Trappings

The same spell with different trappings is considered an entirely different spell: a fiery *bolt* and an acid *bolt* are two separate powers, and as such must be acquired separately. For each spell, the specific trapping must be chosen at the time of acquisition.

Trapping effects can be agreed upon with the GM following the standard Savage Worlds rules, or they can be kept at a basic level, simply stating the general nature of the effect, so that immunities and weaknesses can be taken into consideration. A fiery *blast*, for example, will cause no damage to a fire elemental, but will deal extra damage to a mummy.

Prepared Spells

Wizards can prepare their spells. This takes about one hour of undisturbed study (which can't be done in a dungeon!), and the wizard must have access to his spellbook.

The character can choose, among the spells he knows, a number of spells equal to his (maximum Power Points)/5. Each spell can only be chosen once (remember, spells with different trappings are considered different spells). The chosen spells are prepared.

The first time a prepared spell is cast, all the following effects apply:

- The spell costs zero Power Points;
- The character gains +2 to his Spellcasting roll;
- Backlash only occurs on snake eyes (and the prepared spell is considered used).



Improvised Spells

When casting spells which haven't been prepared in advance, the wizard has two options.

Quick Casting: Casting the spell requires one action as usual, but simply failing the Spellcasting roll causes a backlash (Power Points are lost and the wizard is Shaken).

Ritual Casting: Casting the spell requires ten minutes of undisturbed study and concentration and the wizard must have access to his spellbook.

After ten minutes the wizard rolls Spellcasting as usual, and chooses one of the following extra effects:

- Spell duration is increased: rounds become minutes, minutes become hours, hours become days;
- The character gains +2 to his Spellcasting roll;
- Backlash only occurs on snake eyes;
- The spell costs half the Power Points.

The wizard can decide to choose two of these effects, but the standard Spellcasting roll becomes a Dramatic Task lasting 10 more minutes.

Backlash

Backlash causes the character to be Shaken. This can cause a wound.

Available Powers

All the powers from *Savage Worlds Deluxe* are available, with the exception of *healing* and *greater healing*, which are only available to clerics.



Arcane Background (Miracles) Setting Rules

Arcane Skill: Faith (Spirit)

Starting Power Points: 10

Starting Powers: 2

All clerics worship Solis: a deity of Law, Light and Good.

Power Points

Clerics of Solis recover half their maximum Power Points at sunrise, and half at sunset, but only if they witness the sun rising or setting.

Trappings

All powers have Light trappings. Trapping effects can be agreed upon with the GM following the standard Savage Worlds rules, or can be kept at a basic level, simply stating the general nature of the effect, so that immunities and weaknesses can be taken into consideration.

Holy Symbol

Clerics must always carry their holy symbol with them. Holding the symbol in one's hand grants +1 to all Faith rolls.

Precepts

Clerics must:

- Aid and defend the innocent
- Fight supernatural evil (undead, demons and the like)
- Keep their holy symbol
- Honor the God

Sins

An action is a sin only if the cleric is aware of the consequences and the character willfully chooses to sin.

Minor sins: refusing to heal a good person in need; lying; Major sins: refusing to fight the forces of darkness, losing his holy symbol; Mortal sins: willfully aiding the forces of darkness; willfully taking the life of a defenseless creature.

Minor sins cause -2 to Faith rolls for one week. Major sins cause the cleric to lose all powers for one week. Mortal sins cause the cleric to lose all powers indefinitely, until the cleric completes a great quest or task of atonement, such as making enough Offerings to Solis to gain an Advance (see Experience chapter).

Available Powers

The following powers from *Savage Worlds Deluxe* are available:

Novice: *Armor, blind, boost trait, confusion, darksight, deflection, detect arcana, environmental protection, fear, healing, light, smite, stun, succor.*

Seasoned: *Barrier, dispel.*

Veteran: *Greater Healing.*

Dark Fate

You cannot use Bennies to re-roll snake eyes. On the other hand, randomly created characters gain the following special Edge:

In the Hands of Destiny

Requirements: Novice, Randomly created characters only

When you roll snake eyes, you cannot use a Benny to reroll, but you gain a Benny (that you can use later).

Exploration, Time and Movement

While characters explore the dungeon and there are no monsters around, standard movement rules don't really need to apply. All you really need is to state the group's marching order, so that when the characters enter a new area and an encounter ensues, you know where each PC is at the beginning of the first round.

While combat follows the standard rules of rounds and movement, exploration usually flows smoothly with no need to measure distances. Along the same lines, time can be measured fluidly, with each new area explored taking about 5-10 minutes, as the characters are assumed to be moving carefully and examining their surroundings. Consider that time tracking is important mostly for two things: powers and light sources. The latter are covered by the usage die, so you don't need to bother with it. Powers have strict time durations. When in doubt, such as for a power that lasts 30 minutes, the GM should always choose in favor of the players.

Fleeing from Encounters

Running away from an encounter within a dungeon is resolved with an Agility based standard Chase. Each Chase round represents the group going through one room, hallway or similar section of the dungeon.

If the group decides to flee through areas they haven't explored before, they must subtract -2 to their Chase rolls!

As per standard rules, the chasers give up after five rounds, or earlier if the group reaches the entrance of the dungeon.

Deciding to Flee

Characters who desire to leave combat and flee must state so at the beginning of a new round, before action cards are dealt. Adjacent enemies gain the usual free attack.

If not all the PCs decide to flee, the GM decides which (if any) enemies go after the fugitives.

Complications in the Dungeon

When a player gets a Clubs card during a Chase, the character suffers the corresponding Complication as per the standard Chase Complications table, unless the room contains a trap or other similar hazard. In that case, the player who received a Clubs card must make an Agility roll, modified as per the standard Complication table, or suffer the specific effects of the hazard.

In for the Gold

Experience Points are awarded based on loot (see Experience chapter for all the details). Characters are always considered to have agreed to divide all the loot equally. Ignoring this rule may result in endless, pointless arguments between characters (or even players!) and in unbalanced gameplay.

DESIGN NOTES: IN FOR THE GOLD AND YOU

In for the Gold is a crucial rule! Without it, the whole game experience changes for the worst. This is not a game of epic story arcs. This is a lighthearted game of daring plunderers, stirred by greed, lust, thirst for power, or on a divine mission. And as such it is a game where characters' and players' goals coincide directly: they are In for the Gold... and sooner or later they'll be out to save their life!

You might, however, dislike this approach. Please feel free to! Keep in mind, though, that experience based on loot encourages smart play and keeps the focus on exploration instead of pointless killing; treasures are your target and monsters are an obstacle on your way to it. If you as a group prefer to stick to the standard Savage Worlds experience rules, just let the GM adjudicate the amount of Experience Points each character receives.

DESIGN NOTES: IN FOR THE GOLD AND THE GOOD METAGAME

In for the Gold is a crucial rule! The good metagame consists of the things you should keep out your games: arguing over how to divide loot, stealing from other characters, playing the lone wolf, and other disruptive behaviors which, beside spoiling the fun in general, take away precious time you should be spending in search of treasure!

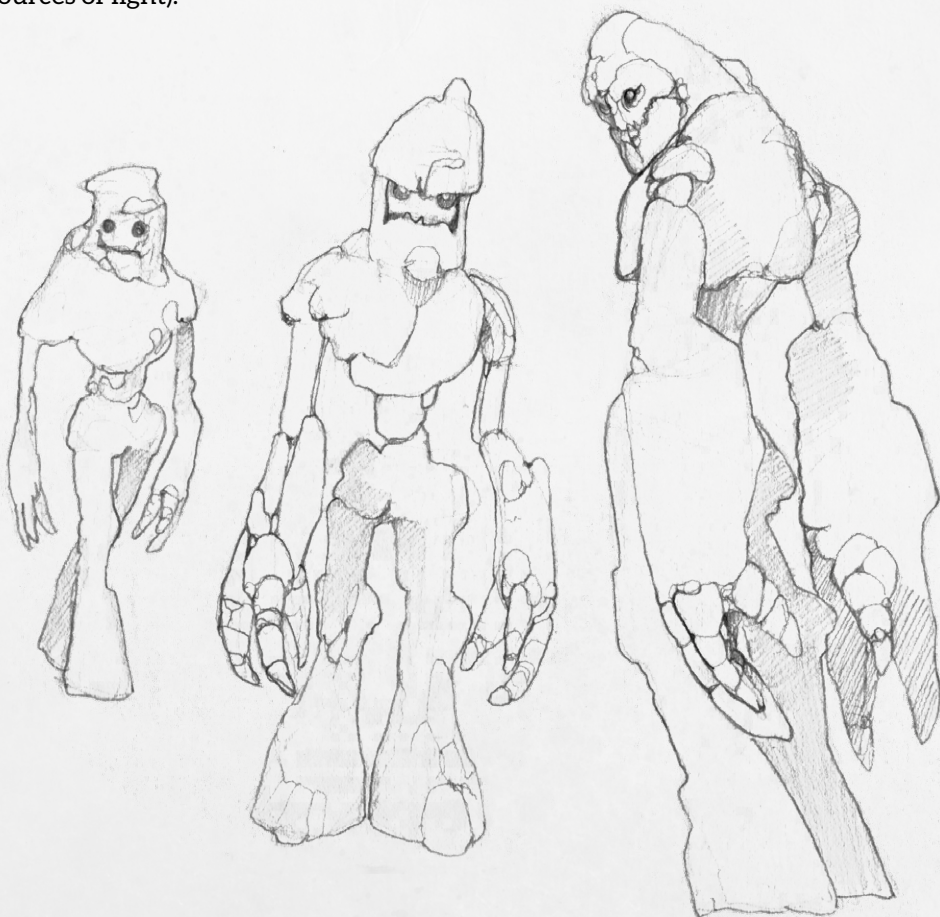
Light and Darkness

Darkness: Most dungeons are Pitch Darkness (-4 to most actions). For simplicity's sake, a torch or lantern is considered good enough lighting, removing all Illumination penalties. Candles, on the other hand, only produce Dim lighting, imposing a -1 to most actions.

Duration: Candles, torches and lanterns last a variable amount of time, represented by the usage die.

Each time the group enters a new room after the first, the character holding the source of light rolls the usage die. On a result of 1, the usage die becomes a d4: the lantern, torch or candle is almost consumed and might leave the group in the dark any time now! When the usage die is a d4 and it obtains a 1 the light is extinguished.

Area: For most dungeons, simply consider the source of light to affect all the room or area the group is in. Torches and lanterns also apply Darkness to adjacent rooms and areas, i.e. a -2 modifier to most actions (assuming there are no other sources of light).



Multiple Languages

Characters know one language plus one extra language per two points of Smarts.

All characters speak the Common Language of the North as their first tongue.

All Dwarves and Elves also speak their respective racial languages.

Available languages:

Common Language of the North

Common Language of the South

Common Language of the East

Common Language of the West

Lost Tongue (requires Smarts d6)

Dwarven

Elven

Goblin

Ogrish

Draconic (requires Smarts d6)





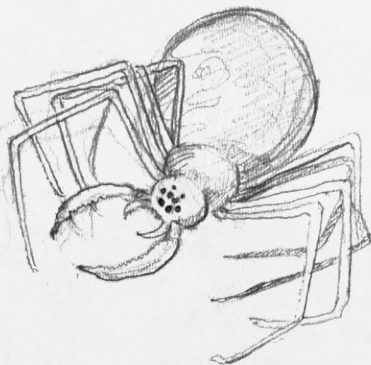
Experience

“Our Lord Solis deserves the highest temples and towers. As he unreservedly bestows His light on mortal souls, so we must greet and receive it in a House that is worthy of His favor.”

Aragav the Convert

The following system substitutes the standard Savage Worlds rules for experience and is based upon... Loot! Yes. Loot from your dungeon explorations will be the measure of your hero's success. Sounds reasonable, doesn't it?

If you prefer to stick to the usual experience rules, please feel free to, but you should definitely give this system a try, or you'll miss out on all the fun!



In for the Gold!

Characters gain Experience Points (XP) by spending their hard earned loot. 1 gold piece equals 1 XP.

The amount of XPs required for an advance are shown in the table below, and as you can see they change with every Rank:

Rank	XP needed for one Advance
Novice	50
Seasoned	100
Veteran	150
Heroic	200
Legendary	250

Notice that spending loot on weapons, gear, useful services, etc, DOES NOT grant experience. In order to gain experience, characters must spend their silver and gold in one of the following Activities:

- a) Carousing
- b) Magical Research
- c) Offerings to Solis

Money can be spent on such activities only when the characters are in a suitable settlement.

Every time you spends gold to gain XPs, you also draw a card and check the result on the appropriate table, but *only once per game session*. In other words, you can spend gold to earn XPs any time you want, but you can only draw a card once per game session, the first time you want to gain XPs.

Some of the effects from the following tables are temporary: they last until the next time you actually draw a card for one of the three Activities.

Note that only characters with the appropriate Arcane Background (Magic and Miracles, respectively) can benefit from Magic Research and Offerings to Solis.

Carousing

Let's be honest: what is an adventurer's life without the exotic food, vice, wine and gambling? Most adventurers love to waste all their riches on such activities!

Card	Result
2	Bad Tarot Reading: Gain Bad Luck until your next Activity.
3	Too Much is Too Much: Lower your Vigor die by one type until your next Activity.
4	Ennui: Lower your Spirit die by one type until your next Activity.
5	Bad Liquor: Lower your Smarts die by one type until your next Activity.
6	Listen to a Guy: Learn a Rumor about a dungeon of your choice.
7	Party Animal: Gain Charismatic until your next Activity.
8	Good Tarot Reading: Gain Luck until your next Activity.
9	Party Hard: Gain +10% XP.
10	Party Harder: Increase your Spirit die by one type until your next Activity.
J-K	Gamble on!: Make a Gamble roll. Gain +5% XP per success and raise.
A	Party Hardest: Increase your Vigor die by one type until your next Activity.
Joker	Draw two cards!



Magic Research

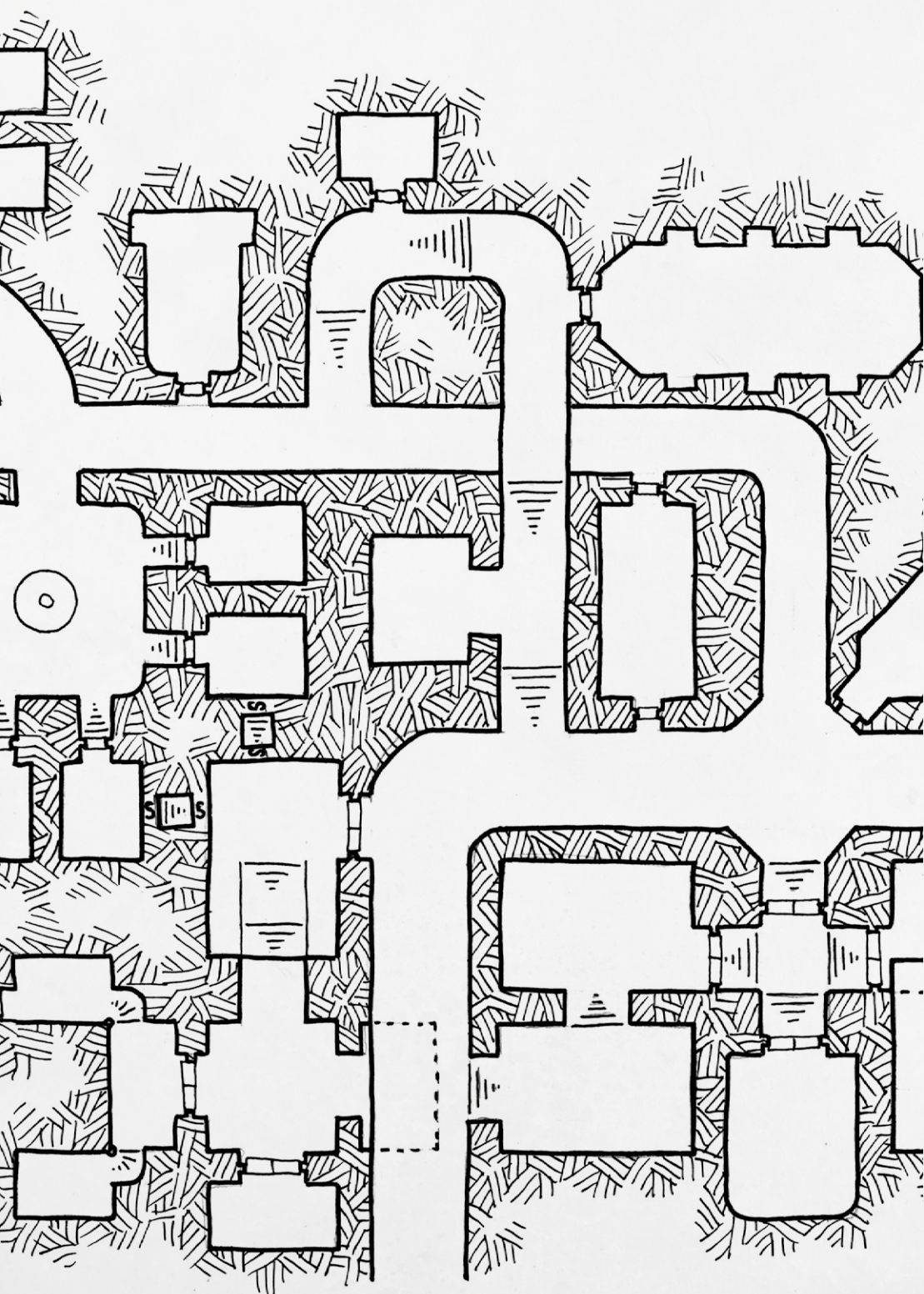
Wizards expand their knowledge by reading ancient tomes but also by experimenting with dangerous substances, vision-inducing vapors, astrological rituals, expensive candles, elemental essences and rare incense powders.

Card	Result
2	Extra Dimensional Interference: Gain Bad Luck until your next Activity.
3	Foul Vapors: Lower your Smarts die by one type until your next Activity.
4	Visions of Horror: Lower your Spirit die by one type until your next Carousing.
5	Too much Studying: Lower your Strength die by one type until your next Carousing.
6	Energy Peak: Gain +1 Power Point until your next Activity.
7	Intuition: Permanently gain a New Power. It must be a spell you already know, with a new trapping.
8	Extra Dimensional Convergence: Gain Luck until your next Activity.
9	Perfecting the Art: Increase your Spellcasting by one die type until your next Activity.
10	Study Hard: Gain +10% XP.
J	Study Harder: Gain +1d4 Power Points until your next Activity.
Q-K	Transcendent Vision: Roll Knowledge (Magic and Occult). Gain +5% XP per success and raise.
A	Study Hardest: Roll Knowledge (Magic and Occult). Permanently gain +1 Power Point per success and raise.
Joker	Draw two cards!

Offerings to Solis

Solis is a deity of truth, light and law, so strict that even the most accomplished clerics sometimes seem to disappoint him. His temples and shrines are full of votive treasures which prove the faith (and power) of his priests and priestesses. And no, no one ever tries to steal from such treasuries because the wrath of Solis would instantly, unfailingly destroy them!

Card	Result
2	Solis is Very Displeased: Gain Bad Luck until your next Offering to Solis.
3	Reason Hinders Faith: Lower your Smarts die by one type until your next Offering to Solis.
4	Solis is Displeased: Lower your Spirit die by one type until your next Offering to Solis.
5	Too Much Praying: Lower your Strength die by one type until your next Offering to Solis.
6	Faith Peak: Gain +1 Power Point until your next Activity.
7	Blessing from Above: Permanently gain a New Power. It must be a Novice power.
8	Solis is Well Pleased: Gain Luck until your next Activity.
9	Faith in the Light: Increase your Faith by one die type until your next Activity.
10	Praise Hard: Gain +10% XP.
J-Q	Praise Harder: Gain +1d4 Power Points until your next Activity.
K	Preach the Word: Roll Persuasion. Gain +5% XP per success and raise.
A	Praise Hardest: Permanently gain +1 Power Point.
Joker	Draw two cards!



Wild Draw Dungeons

**“If I tell you not to touch it, you mustn’t touch it!
Or do you prefer to change from ‘Long Hand’ to
‘One Hand?’”**

Roggul the Unyielding

This chapter explains how to randomly, instantly generate dungeons for your group using a deck of cards!

The Dungeon Deck

The Dungeon Deck is a simple tool to randomly create a dungeon on the fly.

Prepare the Dungeon Deck by removing face cards, aces and jokers from the deck. That leaves you with a 36 cards deck, 2 to 10 for each suit.

For each room draw three cards and put them face up in front of you in a row. Shuffle the Dungeon Deck only when you’ve drawn all the cards.

Value: Size and Exits

The first and second card value must be read as the room width and length (that's in inches, or squares for battle grids). The third card determines the number of exits from the room: 2 to 5 is one exit; 6 to 8 is two, and 9 or 10 is three. As you can see, the number of exits is the value of the card divided by three (rounding down).

Example: The cards are: 5, 4 and 7. The room is 5" by 4" and has two exits (plus the entrance).

Dungeon Doors: If most or all cards are **black**, the exits from the room have doors. If most or all cards are **red**, the exits are open passages such as open archways or broken walls.

Caverns: Caves never have doors. If most or all cards are **red**, the "room" is an ample cave and its general width and length are as shown by the cards. If most or all cards are **black**, the "room" actually is a area of narrow tunnels, so you only draw tunnels leading to the appropriate number of exits, keeping in mind the general width and length of the area.

OPTION: SMALLER DUNGEONS

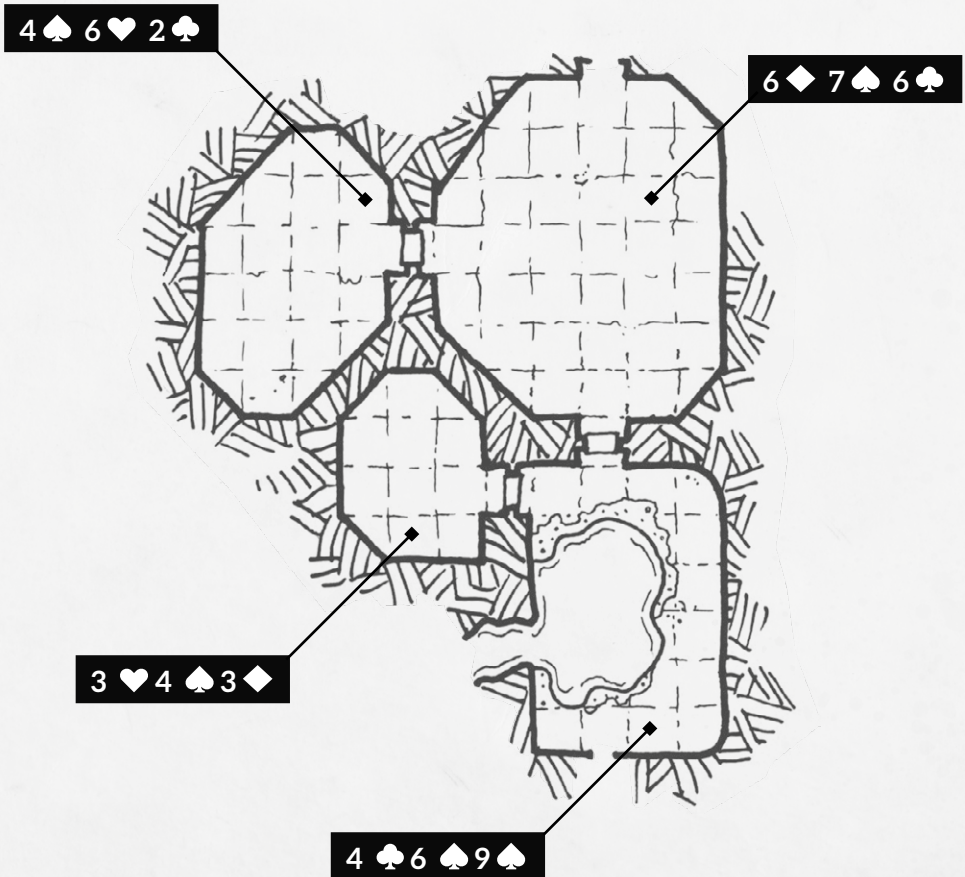
For more concentrated play, remove up to 9 black cards from the dungeon deck. The more black cards you remove, the faster the exploration will go through interesting rooms, encounters and situations.

Suit: General Contents

The suit of each card determines the general content of the room. Black cards mean “nothing special”. Red cards indicate something important: Diamonds represent Treasure, while Hearts represent Hazards (monster and traps).

Example: The cards are: Diamonds, Hearts, Hearts. The rooms contains one Treasure and two Hazards.

Random Dungeon 1



MAPPING YOUR DUNGEONS

Here are a few tips and clarifications to make your mapping easier and smoother.

Size matters, does it?

Well yes and no. First of all, the length and width of the room can be read as a general indication of the global size of the room. You can alter it to fit your ideas and you can also choose to give some rooms an odd shape: a circle, a triangle, and so on.

Dungeon Edges

You can map your dungeon on standard, classic graph paper, or you can draw it directly on a battlemat with dry erase markers as the group explores the dungeon. Extra tip: use different colors for different elements! In all cases, a simple rule should guide your mapping: the edges of your sheet or battlemat mark the edges of the dungeon too, so when a room should be bigger, you simply draw it to fit the surface you are mapping on (unless you want to create a super huge dungeon, attaching together several sheets!).

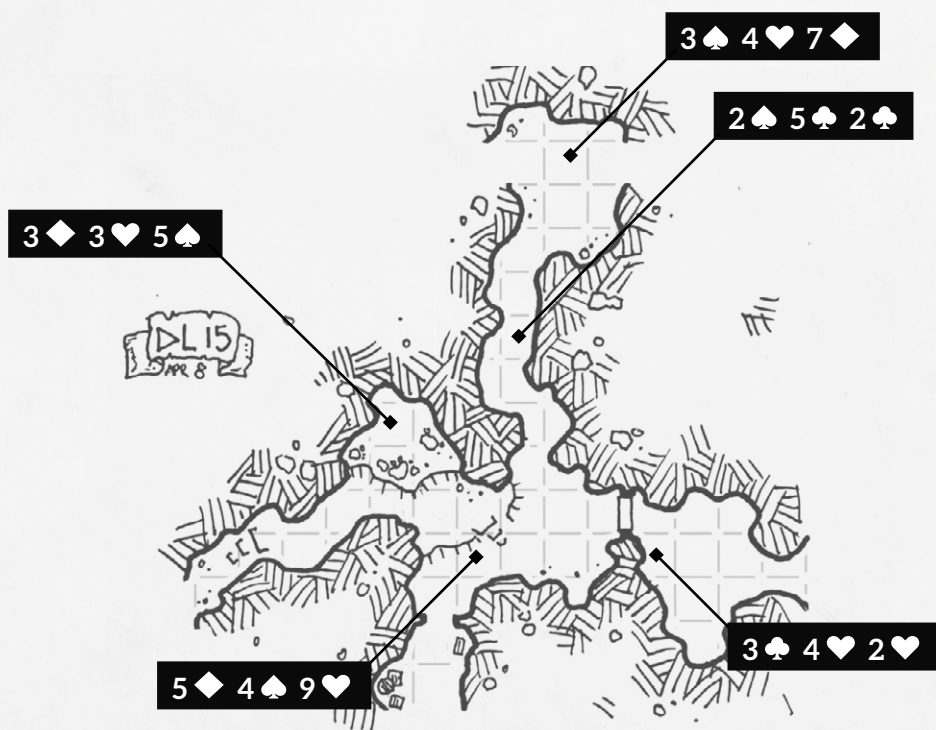
Overlapping Rooms?

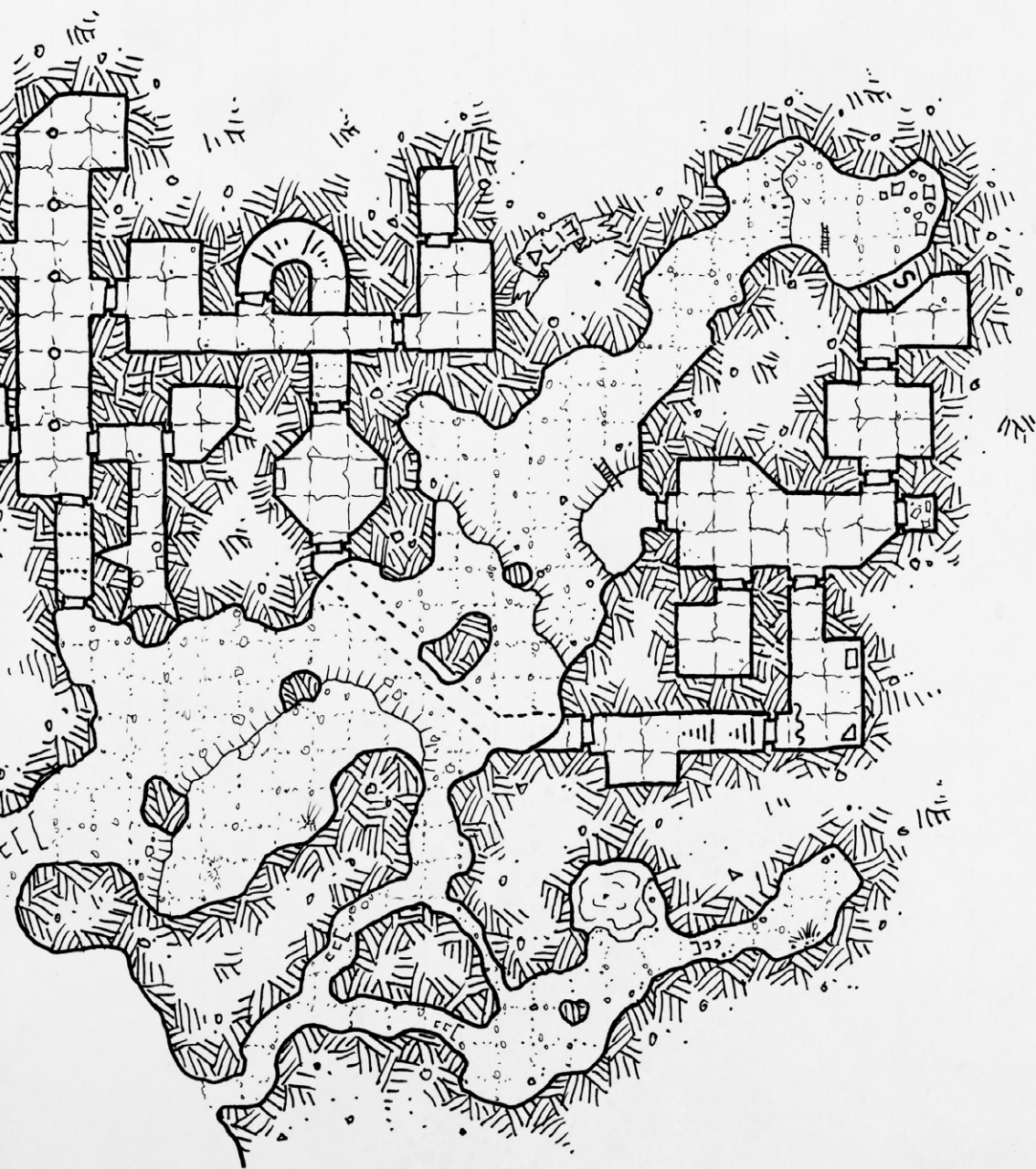
Once you've started mapping, a new room will sooner or later overlap with existing areas. When this happens, areas already mapped stay the way they are, and the new area must be adapted to fit. This will get you all sorts of cool odd-shaped rooms, which is good.

Specific Contents

Specific contents for each room can be decided on the fly by the GM, or can be predetermined and defined by specific tables. You can create your own dungeon by simply assigning a specific content for each red card, or you can use one of the Seven Deadly Dungeons found in the next few chapters!

Random Dungeon 2







Dungeon Adventures

“This land is ripe with mystery, perils and treasures. You may go and ask the drunkards at the Ogre’s Keg Brewery, but I’ll be searching the Onyx Library for real, useful information.”

Sheda the Inscrutable

This chapter offers seven dungeons for your group to explore using the Dungeon Deck. Let’s see how they are presented.

The Story So Far

This paragraph introduces the dungeon with general information known to everyone. You can read the text to the players if you wish.

Rumors

This section offers information available only to characters who succeed on a Streetwise roll, representing the stories and legends circulating about the dungeon. Not all of them are true!

Books and Chronicles

Characters who research old libraries for information and succeed in an Investigation roll receive extra information.

General Appearance

This paragraph is meant for the GM to get the general idea of how the dungeon looks and feels, and sometimes include special rules that apply to the whole dungeon.

Wandering Monsters

Most dungeons have monsters roaming freely. This section gives you instructions on how to handle them.

Specific Content

This section provides tables with Hazards (Hearts cards) and Treasures (Diamonds cards) and the dungeon Special Features, usually determined by rolling dice for each room.

Note that some contents are marked as “Unique”. This means that they can only be met or found once! If you roll the same Unique result again, choose another one freely or make up your own.

DUNGEON FEATURES

Dungeon features are designed to provide an interesting experience to players, in three ways.

First, they “paint the scene”, giving each dungeon a unique flavor.

Second, there are plenty of elements aimed at creating interesting battles with unusual terrain that might hinder or provide advantage to one side.

Third, they are there for the players to wonder about and investigate. Some might prove rewarding, some might hide a danger, and some can be used as traps against monsters. You, the GM, may always use features to “hide” treasures from the Treasures table.

Bestiary

The specific creatures of the dungeon are described here, unless their statistics can be found in the Savage Worlds Deluxe book.

Most monsters are described with the following format:

NAME OF THE CREATURE: Name of the creature entry found in Savage Worlds Deluxe and used as template.

Short description.

Add: Changes to be added to the original creature in the core book.

Remove: Changes to be removed from the original creature in the core book.

This format saves a lot of space and keeps all information on one or two pages.

Magic Items

The unique enchanted items that can be found inside the dungeon.



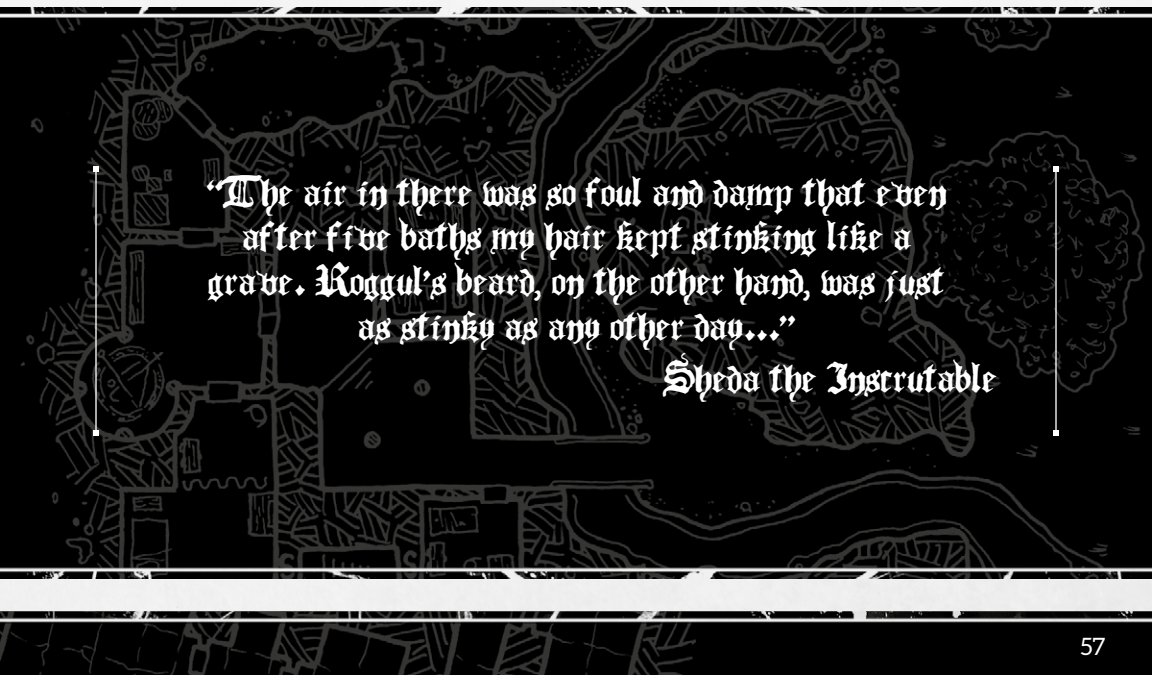


The Moldy Caves

The Moldy Caves is a dangerous dungeon, probably hard for Novice characters on their first delve.

The Story So Far

The Moldy Caves are well known for having been the last hideout of a legendary bandit who is said to have stolen a king's ransom. The Grey Rat, as he was known, died about 50 years ago, but the legend of his treasure lives on. The caves are also known to be cursed and infested by nasty creatures that have scared away (or gulped down) all treasure hunters. So far, that is...



"The air in there was so foul and damp that even after five baths my hair kept stinking like a grave. Koggul's beard, on the other hand, was just as stinky as any other day..."

Sheda the Inscrutable

Rumors

Each character is allowed one **Streetwise** roll. Each success means one of the following rumors is acquired. Roll a d6.

- | | |
|---|---|
| 1 | Through the years, several adventurers have attempted to locate the bandit's legendary treasure, but only a few returned, telling tales of large lizard-like creatures and elemental creatures. |
| 2 | During winter nights a fierce creature can be heard roaring from inside the cave, even from a distance. |
| 3 | The Black Baron once captured the bandit, but somehow he escaped the Baron's prison. |
| 4 | The bandit was killed by a questing knight. |
| 5 | The caves were inhabited by nature spirits before the bandit and his men settled in. |
| 6 | Before our age, witches and devils dwelt inside the cave and their evil spirits turned the Bandit into a blood thirsty madman. |

Books and Chronicles

Characters who research old libraries for information about the Moldy Caves can discover one of the following pieces of information on a successful **Investigation** roll. Roll a d4.

- | | |
|---|---|
| 1 | The Bandit had a magic ring. |
| 2 | Ancient sorcerers went into the cave to gather mysterious eggs. |
| 3 | The cave was once used by elemental cults of chaos. |
| 4 | The Black Baron sent a questing knight to kill the bandit, but the knight never returned. |

General Appearance

The Moldy Caves are a complex of several natural caverns with multiple entrances, probably connected to each other deep inside the mountain. The dark tunnels and caves are cold and dank, full of the smells of rotten roots and moldy moss, and a constant dripping can be heard echoing through the tunnels.

Entrances are simple natural openings in the rock surface.

Doors: The Moldy Caves are caverns without doors.

Wandering Monsters

Every time the group lingers in one room, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.

The Moldy Caves



Hazards

2

Gray moss on the ground, hides 20ft deep pit (Notice-2). Fall: 2d6+2 damage (Agility roll to halve).

3

Visibly unstable rocks. A natural 1 on run/Trait die (regardless of Wild Die) results in rocks falling on MBT for 2d6+2 damage (Agility roll to halve). Template area becomes obstructed.

4

1ft tall yellow mushroom (Toughness 4 object, immune to piercing damage). Warm blooded creatures within 2" make it "scream". Make two rolls for wandering monsters!

5

Devilbat (see below).

6

d4+2 Stonelings (see below).

7

Moss Hulk (see below).

8

d4 Giant lizards (see below).

9

d4+2 Skeletons (see Savage Worlds). Have hand weapons (Str+d6).

Unique, roll d4 or choose:

1

Slaarp (see below). Other monsters scramble away.

2

Stench Demon (see below). Other monsters scramble away.

10

3

The Cursed Skeleton Knight see below) + d4+2 skeletons. Non-undead monsters scramble away.

4

Water Elemental (WC, see Savage Worlds), bound to a clean water pool. Roll random Reaction. Enjoys crystals, knows Stench Demon's and Slaarp's vulnerabilities.



Treasures

- Shining pool (magic). Provides lighting to the room. Imbiber draws a card. 2-10: an Attribute is lowered by one die type. J-A: an Attribute is increased by one die type. Spades: Strength. Hearts: Vigor. Diamonds: Smarts. Clubs: Agility. Joker: Draw three cards. Effects last while inside the Moldy Cave. After one use the pool stops shining and has no further effect.
- 2
- 3 Rock pile, hides moldy bag. (3d6x10 gp).
- 4 d6+2 rotten chests (one holds 3d6x10 gp).
d6+2 rotten barrels. One holds... roll a d6:
- 1 5" rusty iron chain
 - 2 hand axe
 - 3 short sword
 - 4 10" rope
 - 5 pot helm
 - 6 chainmail
- 5
- 6 Skeletal remains. Roll two items as per #5, plus 3d6x10 gp.
- 7 Shining crystal (magic). Fist-sized, same light as lantern. Lasts while within the Moldy Cave.
- 8 d6 giant lizard eggs in a rock nest (50 gp each; very fragile, break on snake eyes). If eaten, recharge d6 Power Points to wizards.
- 9 Giant lizard bones (skulls worth d6x10 gp).
- Unique treasures. Roll a d6 or choose:
- 1 Skeletal remains. Roll two items as per #5, plus spellbook with burst (acid trapping).
 - 2 Skeletal remains. Roll two items as per #5, plus golden holy symbol (2d6x20 gp).
 - 3 Iron lockbox (-2). Contains jewels worth 2d6x20 gold.
 - 4 Moldy bag, contains skeletal severed hand with magic Ring of the Bandit (see below).
 - 5 Harmless, fist sized Moss Hulk baby (2d6x30 gold piece value).
 - 6 Weapon racks with two medium shields, two longswords, five javelins.
- 10



**d12 or
d20**

Special Features

Roll a **d12** for narrow passages (most or all cards are black)

Roll a **d12** and a **d20** for larger areas (most or all cards are red)

- 1 Debris (Difficult Ground).
- 2 Mud and dirt. Ground is slippery: 1 on trait/run die means Prone, end of turn.
- 3 Stalactites/stalagmites/boulders (Cover).
- 4 Skeletal animal remains.
- 5 Dark crystals cause -2 to lighting conditions. Last while within the Moldy Caves.
- 6 Blue mushrooms provide lighting to the area. Last while within the Moldy Cave.
- 7 Gray moss covers floor; rat nests.
- 8 Rotten furniture: table, bucket, chairs (Difficult Ground).
- 9 Chained skeletal remains.
- 10 d6 Rotten chests or barrels. 1 on d6: contains a Skeleton (Surprise attack).
- 11 Large primitive stone idol: horned devil.
- 12 Graffiti on walls depict circles of men and women around bonfires and pools.
- 13 d6xd6" murky pool, 10ft deep.
- 14 d6xd6" chasm, 30 yards deep. Falling: 9d6+9 damage.
- 15 30ft shaft to surface. Light comes through. 50% chance of Devilbat encounter.
- 16 10ft vertical drop in the middle of the cave. If in combat, a Climbing roll is required. Falling: 1d6+1 damage.
- 17 Knee-deep mud (Difficult Ground plus slippery as per #2).
- 18 Moldy scaffolding holds up the ceiling. If broken (Toughness 7), falls for 2d6+2 damage in a MBT. Resulting debris makes the template area Difficult Ground.

19

Unique. One exit from this room is covered in ice, with large clawed footprints: it leads to Slaarp's nest, containing black iron longsword, black iron pot helm, 2d6x30 gp.
50% chance of Slaarp the Cold Drake being here (and 50% of being asleep).

20

Unique. One exit is a locked, stuck door (Toughness 10). Behind the door is a 5x10" cave without exits, containing Treasures # 3, 4, 5, 6 & 10.
A moldy diary in the Common Language of the South describes how the bandit got most of his gold from selling slaves to the Black Baron.
Rocks hide an alcove (Notice -2 or searching walls): inside is a locked iron coffer (-2 Lockpicking) containing 1275 sp and 53 gp. Opening or taking away the coffer summons the bandit's Ghost (WC, see Savage Worlds). Returning the Bandit's Ring to the Ghost appeases it and reveals a hidden cache with 343 gold pieces.

Bestiary

THE CURSED SKELETON KNIGHT: VAMPIRE, YOUNG, WC

Once a questing knight, now a skeleton with a green glowing skull.

Add: Fear -1, black iron plate armor (+3 Armor), Red Fang Greatsword (Str+d10, see below).

Remove: All Special Abilities except Frenzy, Level Headed, Undead.

DEVILBAT: SHARK, MAN EATER

A boar-sized, hungry bat.

Add: Flight (Pace 10), Improved Extraction, Quick.

Remove: Aquatic.

GIANT LIZARD: ALLIGATOR

A large, hungry reptile.

Remove: Aquatic.

MOSS HULK: OGRE

A colossus made of moss, roots and rocks.

Add: Elemental, Fist (Str+d8).

Remove: Club, Sweep.

Takes double damage from fire. Never chases.

SLAAP THE COLD DRAKE: DRAKE, WC

Fire Breath inflicts cold damage instead, ignores Armor (winter clothes count as 1 Armor).

Takes double damage from fire.

STENCH DEMON: (EVIL) AIR ELEMENTAL, WC

Takes double damage from air and cold magic.

STONELING: GOBLIN

Human sized rock elementals.

Add: Armor +2 (rock skin).

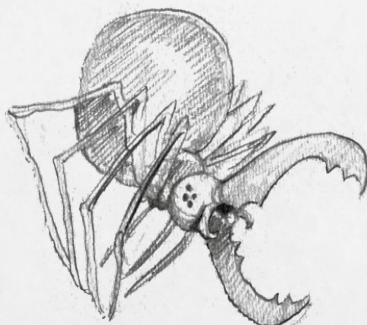
Add: Throwing d6, Elemental, Rock Fist (Str+d6), Thrown rocks (4/8/12; Str+d4).

Never chase.

Magic Items

Red Fang Greatsword: +1 to Fighting, +1 to Intimidation, and the skill can now be used against lesser undead Extras such as skeletons and zombies.

Ring of the Bandit: Grants Brave Edge, but also Mean Hindrance. Can only be removed from finger on a successful Spirit roll, one attempt only per Rank.



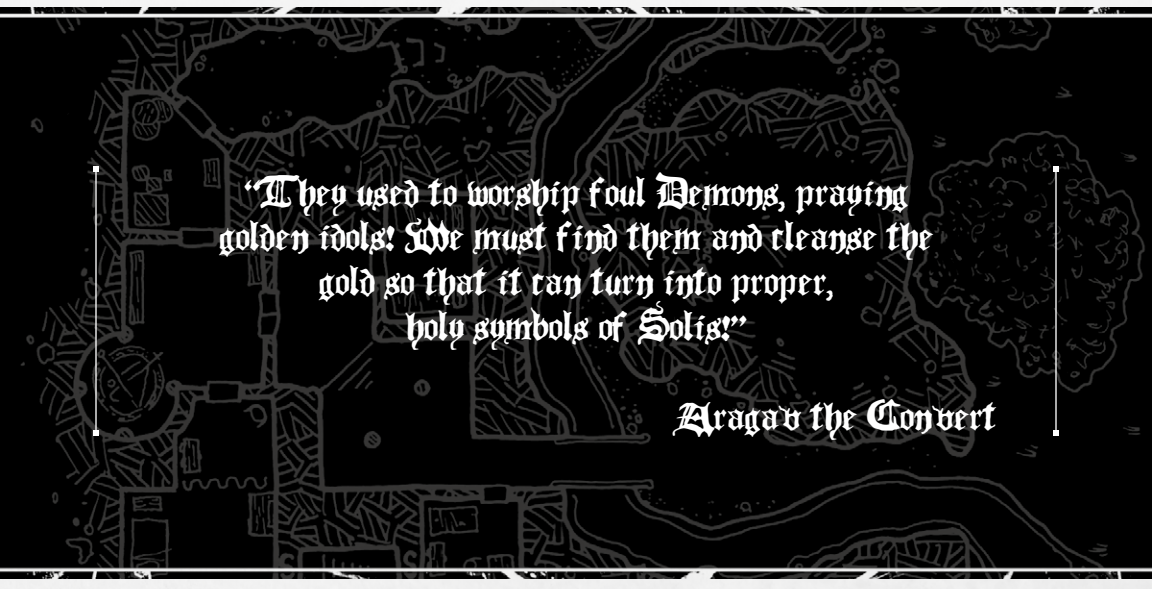
The Snake Shrines

The Snake Shrines can be a deadly dungeon for groups foolish enough to enter without some protection from poison at hand.

The Story So Far

The Snake Cult of Roskyr was infamous for cruel human sacrifices, twisted mutant adepts and *gold idols* of the Snake Demon. When the Seventh Holy War destroyed the cult leaders of the main temple in the Gray Swamps, the remaining cultists scattered or hid in the depths of minor shrines.

While the main temple was ransacked long ago, the other shrines are still unexplored, protected by the hostile swamp and its creatures.



"They used to worship foul Demons, praying golden idols! We must find them and cleanse the gold so that it can turn into proper, holy symbols of Solis!"

Arago the Convent

Rumors

Each character is allowed one **Streetwise** roll. Each success means one of the following rumors is acquired. Roll a d4.

- | | |
|---|--|
| 1 | The Snake Cult somehow bred people from snakes, or vice versa. |
| 2 | A terrible curse falls upon those who steal from the shrines. |
| 3 | The cult kept unholy snake eggs as treasures. |
| 4 | Some trolls from the swamp still worship the Snake Demon. |

Books and Chronicles

Characters who research old libraries for information about the Snake Cult and their Shrines can discover one of the following pieces of information on a successful **Investigation** roll. Roll a d4.

- | | |
|---|---|
| 1 | The Snake Demon provided boons and curses unpredictably. |
| 2 | The Snake Demon was worshipped in two aspects: the Blue Spirit Serpent and the Red Blood Snake. |
| 3 | The Cult was known to possess many enchanted items of protection. |
| 4 | Twenty years ago a holy cleric of Solis led a mob inside one of the shrines but never returned. |

General Appearance

The Snake Shrines are underground temples. Walls are made of gray stone cubes, now rough and dirty. The place is dusty but there are no spiders or rats.

The air circling within the dark halls often makes a bizarre hissing sound.

Entrances are stone gazebos, partially sunk in the mud of the swamps, with stairs going down into the dark.

Doors: Inside the Snake Shrines there are no doors.

Wandering Monsters

Every time the group lingers in one room, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.

The Snake Shrines



Hazards

2

d6xd6" sacrificial pit, 20ft deep. Falling: 2d6+2 damage. Bottom: bones, d6x10 gp, a snake Swarm (see Savage Worlds).

3

Visibly unstable walls and ceiling. A natural 1 on run/Trait die (regardless of Wild Die) results in rocks falling on MBT for 2d6+2 damage (Agility roll to halve). Template area becomes obstructed.

4

Statues of standing snakes line the walls (magic). If anyone speaks, the mouths release a Knockout gas into the room, and 2 Snake Swarms come out from grates under the statues.

5

d4+2 Snake Mutants (see below).

6

d4+2 Snake Mutants (see below).

7

Snake, Constrictor (see Savage Worlds).

8

Snake, Venomous. Knockout Poison (see Savage Worlds).

9

Troll (see Savage Worlds).

Unique, roll d4 or choose:

1

Snake Queen (see below). Orders intruders to leave, doesn't give chase.

2

The Great Constrictor (see Snake, Constrictor in Savage Worlds). Add: WC, Str d10, Size +4

10

3

Troll, (WC, see Savage Worlds). Lonely cultist, with 2 pet Snakes, Constrictor. Wields a 4ft long golden snake idol as a club (Str+d10), worth 400 gp. Spares the group if they (pretend to) convert to the cult.

4

Two Ghosts (see Savage Worlds). Ancient priests worshipping a gold idol worth 500 gp. Only aggressive toward characters carrying visible treasure (silver candelabra, large snake idol, magic items) from the Shrines.



Treasures

- | | |
|---|--|
| 2 | Blue Snake altar, made of blue stone, 2d6x20 gp on it. Leaving a gold coin on it increases Spirit die, effect lasts while within the Shrine. Taking coins drains all Bennies. If the character has none, permanently gains Bad Luck. |
| 3 | Red Snake altar, made of red stone, 2d6x20 gp on it. Leaving a gold coin on it increases Vigor die, effect lasts while within the Shrine. Taking coins drains all Bennies. If the character has none, permanently gains Bad Luck. |
| 4 | Silver sacrificial blade (Str+d4), worth 10 gp. |
| 5 | 15" rusty iron chain. |
| 6 | Golden sacrificial blade (Str+d4), worth 50 gp. |
| 7 | Statues of standing snakes line the walls (magic). 2d6 Gemstones are inserted inside the snakes' eyes, each is worth 2d6x10 gp. If anyone speaks, the mouths release a Knockout gas into the room, and 2 Snake Swarms come out from grates under the statues. Taking a gemstone drains all Bennies. If the character has none, permanently gains Bad Luck. |
| 8 | Snake themed golden ring or necklace, worth 2d6x20 gp. |
| 9 | 1ft golden snake idol, worth 200 gp. |



Unique treasures. Roll a d6 or choose:

- | | |
|---|--|
| 1 | 10ft tall stone snake idol, eyes are two large rubies, worth 200 gp each. |
| 2 | 3ft long golden snake idol, worth 400 gp. |
| 3 | Iron lockbox (-2 to Lockpick). Contains 3 scrolls in the Lost Tongue, with fear, entangle, speed, (darkness trappings). |
| 4 | Skeletal remains in plate armor. Holy symbol, 2d6x10 gp, Maul of Light (see below). |
| 5 | 20ft tall stone snake idol, crowned with the Tiara of a Thousand Spires (see below). |
| 6 | Decorated steel wall. Engraving depicts a snake eating its own tail in a circle. Within the circle, three keyholes in a row (Lockpicking -2), the first is decorated with a sunrise engraving. The second depicts the high sun of noon, the third has sunset. The high sun keyhole opens a compartment containing the Amulet of Endless Coils (see below). The others summon a Steel Constrictor with Surprise attack (see Snake, Constrictor in Savage Worlds; add: Str d10, Fighting d10). |

10



**d12 or
d20**

Special Features

Roll a **d12** for narrow passages

Roll a **d12** and a **d20** for larger areas

- | | |
|----|--|
| 1 | Debris (Difficult Ground). |
| 2 | Mud and dirt. Ground is slippery: 1 on trait/run die means Prone, end of turn. |
| 3 | Spiraling columns (Cover). |
| 4 | Knee deep mud (Difficult Ground plus slippery as per #2). |
| 5 | Collapsed ceiling, room is lighted (during the day), Difficult Ground. |
| 6 | Collapsed floor: d6xd6" chasm, 30 yards deep. Falling: 9d6+9 damage. |
| 7 | Inscription carved on the wall, in the Lost Tongue. "Scales of the Three Moons, bless us! Blood Snake, give us strength! Soul Snake give us Wisdom!" |
| 8 | Inscription carved on the wall, in the Common Language of the East. "Scales of the Three Moons, bless us! Blood Snake, give us strength! Soul Snake give us Wisdom!" |
| 9 | Torch sconces. |
| 10 | Flooded floor. Any Snake Swarms or Snake, Venomous, gain Surprise attack. |
| 11 | Inscription carved on the wall, in the Common Language of the South. "Through the door of the Eternal Snake there is no Beginning and no End". |
| 12 | Skeletal remains in a corner. |
| 13 | A d6xd6" sacrificial pit, 10ft deep. Bottom is covered in dried blood. |
| 14 | Collapsed floor: d6xd6" chasm, 30 yards deep. Falling: 9d6+9 damage. |
| 15 | A 3ft tall silver candelabrum stands at each corner. Worth 50 gold, Heavy Item. |
| 16 | Wooden shelf with moldy candles. |
| 17 | Broken furniture: tables, chairs (Cover). |

18

Unique. Carved stone sarcophagus. Opening the stone lid reveals a Swarm of Snakes (see below), which doesn't attack unless disturbed. Among the small blind snakes shines a golden rod worth 700 gold. A Stealth roll allows a character to pick it without alarming the snakes. Failing the roll causes one Swarm of Snakes to come out of the sarcophagus every round until the rod is put back in or the sarcophagus is closed or destroyed (Toughness 14).

19

Unique. Large stone altar, large stone statue of two entwined snakes with open mouths (magic). One has rubies as eyes (500 gold each) and a red flame dancing on its tongue. The other has sapphires (same value) and a blue flame. Touching the red flame permanently increases Strength by one die type, the blue flame increases Spirit. Prior to this effect, the character must make a Spirit roll (-2). If failed, no attribute is increased and one hand becomes a snake head, causing -2 Charisma, Quirk (Eat rats), natural weapon (For+d4). Clerics touching the flames suffer 3d6 magic fire damage instead (no other effect).

After any flame is touched, both blow out and will only burn again after three lunar months.

Removing the gemstones causes a 3d6 damage magic explosion in a LBT, the two flames blow out and never light again.

20

Unique. Carved stone altar. Holy book on it, bound in green and yellow snake skin. Chronicles the story of the cult, worth 100 gold, written in the Lost Tongue. If read, reveals the particular shrine where the fabulous Crown of Serpent Pearls is hidden (worth 1000 gold). The crown is found as the first Unique treasure. The correct shrine can be located with a successful Notice roll.

Bestiary

SNAKE MUTANT: ORC

Corrupted beings, mingling human and snake bodies.

Add: One extra Fang attack (Str+d4; If Shaken or worse, the victim must roll Vigor or suffer -1 Fatigue for 1 hour) at no penalty;

Armor +1 (Scale skin) instead of leather armor.

THE SNAKE QUEEN: VAMPIRE, YOUNG, WC

A reptile-like woman with a long snake tail.

Add: Spellcasting d10

One extra Tail Lash attack (Str+d8) at no penalty, with Improved Sweep;

Add: Hissing Scimitar (Str+d8, Parry +1, see below).

Remove: All Special Abilities except Level Headed

Powers: Fear, puppet

SNAKE SWARM: SWARM

Bites never inflict wounds; Shaken characters must make a Vigor roll to resist the effects of their Knockout Poison instead (see Poison in Savage Worlds).

Add: One extra Fang attack (Str+d4; If Shaken or worse, the victim must roll Vigor or suffer -1 Fatigue for 1 hour) at no penalty;

Armor +1 (Scale skin) instead of leather armor.

Magic Items

Using these items is a Major sin for Clerics of Solis, except for the Maul of Light.

Amulet of the Endless Coils: Grants Harder to Kill.

Hissing Scimitar: Str+d8, Parry +1. When unsheathed, the blade hisses like a snake, granting +2 to Intimidation rolls.

Maul of Light: Str+d8, two handed. If used by a Cleric of Solis adds +2 damage against demons and undead.

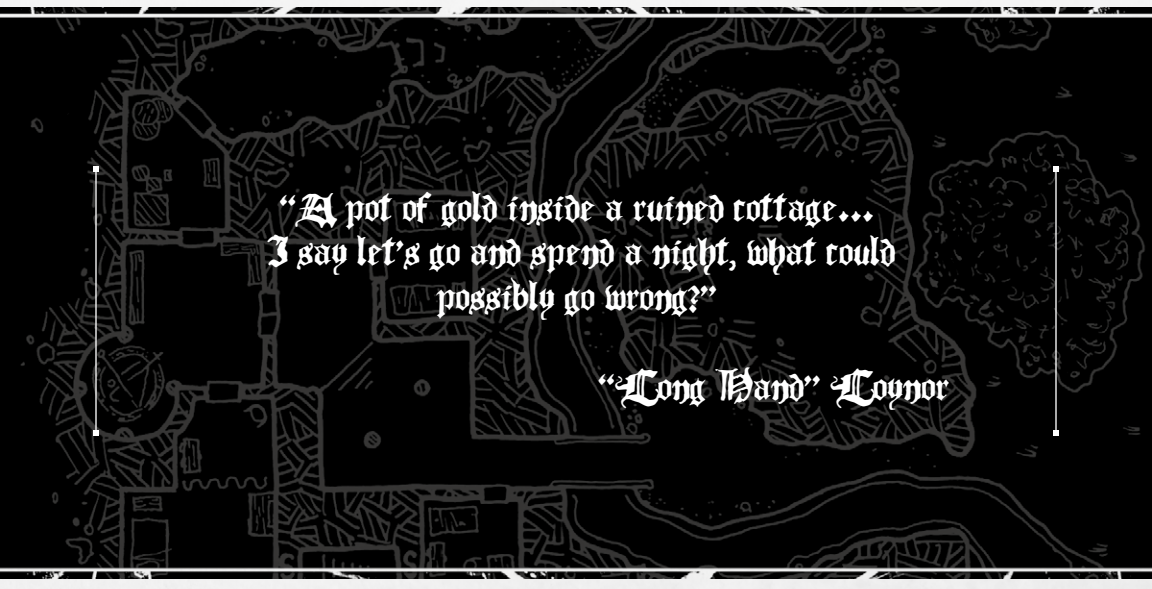
Tiara of a Thousand Spires: +2 to resist Fear, Taunt, Intimidation, and mind affecting powers and abilities.

The Witch House

The Witch House is a magic “dungeon”, the inside being far larger than the outside. Everything inside the witch house changes every time someone enters.

The Story So Far

No one seems to remember the witch whose house this is supposed to be, but all agree that it must be cursed and somehow indestructible. Various attempts at burning it down seemed successful, but the wooden house appeared again the following night with its bright lights in the windows. Those who have dared to enter the house now suffer from recurring nightmares in which an impossibly old woman stirs a pot full of gold.



“A pot of gold inside a ruined cottage...
I say let’s go and spend a night, what could
possibly go wrong?”

“Long Hand” Connor

Rumors

Each character is allowed one **Streetwise** roll. Each success means one of the following rumors is acquired. Roll a d4.

- | | |
|---|--|
| 1 | Some say the witch doesn't actually live inside the house. |
| 2 | The witch is said to kidnap babies and cook them in the fireplace. |
| 3 | The witch is believed to hide inside a cupboard, or under her bed. |
| 4 | The witch can transform intruders into animals. |

Books and Chronicles

Characters who research old libraries for information about the Witch House can discover one of the following pieces of information on a successful **Investigation** roll. Roll a d4.

- | | |
|---|---|
| 1 | The witch was a young woman called Agarta, a healer and diviner who later turned into a worshipper of evil. |
| 2 | The witch had a black cat as her servant. |
| 3 | The witch commanded a band of goblins that served her as slaves. |
| 4 | The witch transformed her house into a multidimensional abode, extending beyond the three dimensions, and somehow she knew of other dimensions going into "different directions". |

General Appearance

The Witch House appears as a humble but well kept wooden hut, with lights burning bright behind the red curtained windows. The door is closed but never locked and a thread of gray smoke rises from the chimney. The hut itself is but a 10 feet square wooden box.

The rooms inside are far larger than the outside, though, with endless doors and passages, and they change seemingly randomly.

The hut has curtained windows on all sides, but the first room always has three exits (besides the entrance) which lead to rooms that shouldn't be there.

Wandering Monsters

Every time the group lingers in one room, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.

Special Rules

The Witch House is a unique place (although it always changes!) and has its own rules.

Room Size: All rooms are 9x9" and ignore the Dungeon Deck rules about size.

Doors: All rooms are connected with doors. They are always closed but never locked unless specifically noted.

Lighting: All rooms have a lantern hanging on each wall.

Where is the Witch?

The only way to face the Witch is to enter the hut through the chimney, which leads to a regular random room (draw cards), with only one exit.

The room contains the Witch (see below) and her cauldron full of gold (2d6x100 gp).

While the Witch is alive, the door opens on a black void. Anyone and anything flung outside is lost forever. If the Witch is killed (or flung outside!), the door leads to the real world outside.



The Witch House



Hazards

- | | | | | | | | | | |
|----|---|---|--|---|--|---|--|---|--|
| 2 | A worn carpet, hides a 20ft deep pit (Notice -2). Falling: 2d6+2 damage. | | | | | | | | |
| 3 | Hot iron stove, shoots 2d10 fire damage in a Cone Template if characters touch something in the room. Agility roll to avoid damage. | | | | | | | | |
| 4 | Cupboard that shakes and trembles. Opening it causes an explosion of cutlery for 2d6 damage in a Cone Template. | | | | | | | | |
| 5 | d4+2 Catmen (see below). | | | | | | | | |
| 6 | d4+2 crazed Goblins (see Savage Worlds). They have 2 gp instead of eyes. | | | | | | | | |
| 7 | d4+2 wild animals (wolves, badgers, foxes, dogs, wolverines, ferrets) with 2 gp instead of eyes. See Dog/Wolf in Savage Worlds. | | | | | | | | |
| 8 | d4 Giant Spiders (see Savage Worlds), dangling from the ceiling. Ignore the group unless they touch something. | | | | | | | | |
| 9 | Giant Bullfrog (see below). | | | | | | | | |
| | Unique, roll d4 or choose: | | | | | | | | |
| | <table border="0"> <tr> <td style="vertical-align: top; padding-right: 20px;">1</td> <td>Hundreds of red apples piled against a corner. If inspected, Blimey (see below) jumps out. "Wears" a gold necklace worth 100 gp, with a plaque reading "Blimey".</td> </tr> <tr> <td style="vertical-align: top; padding-right: 20px;">2</td> <td>Bearskin rug on floor. If stepped upon, wakes as Bear (see Savage Worlds).</td> </tr> <tr> <td style="vertical-align: top; padding-right: 20px;">3</td> <td>Shanona: Goblin, WC. She has two rubies as eyes (200 gp each). See Savage Worlds, add Str d10; Vigor d10, Size +2, Hardy, Improved Sweep; Black Iron Greataxe (Str+d10).</td> </tr> <tr> <td style="vertical-align: top; padding-right: 20px;">4</td> <td>Mirrors along the walls. Glass copies of the characters come out. Same statistics, but Extras.</td> </tr> </table> | 1 | Hundreds of red apples piled against a corner. If inspected, Blimey (see below) jumps out. "Wears" a gold necklace worth 100 gp, with a plaque reading "Blimey". | 2 | Bearskin rug on floor. If stepped upon, wakes as Bear (see Savage Worlds). | 3 | Shanona: Goblin, WC. She has two rubies as eyes (200 gp each). See Savage Worlds, add Str d10; Vigor d10, Size +2, Hardy, Improved Sweep; Black Iron Greataxe (Str+d10). | 4 | Mirrors along the walls. Glass copies of the characters come out. Same statistics, but Extras. |
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| 3 | Shanona: Goblin, WC. She has two rubies as eyes (200 gp each). See Savage Worlds, add Str d10; Vigor d10, Size +2, Hardy, Improved Sweep; Black Iron Greataxe (Str+d10). | | | | | | | | |
| 4 | Mirrors along the walls. Glass copies of the characters come out. Same statistics, but Extras. | | | | | | | | |
| 10 | | | | | | | | | |



Treasures

- | | | | | | | | | | |
|--|--|---|---|---|--|---|---|---|--|
| 2 | Silver doll, worth 10 gp. If touched, the Witch appears (see below). She is a mere manifestation, though, and as such is an Extra. If defeated, nothing remains of her body and objects. | | | | | | | | |
| 3 | d4 golden apples on a table, 50 gp each. | | | | | | | | |
| 4 | A golden peppermill worth 100 gp. | | | | | | | | |
| 5 | 15" rusty iron chain. | | | | | | | | |
| 6 | Golden sacrificial blade (Str+d4), worth 150 gold. | | | | | | | | |
| 7 | Silver bottle with pearls (100 gp). Contains potion of shrink, down to Size -2 (see Savage Worlds). Only works and lasts while inside the House. | | | | | | | | |
| 8 | Silver bottle with amethysts (100 gp). Contains potion of growth to Size +2 (see Savage Worlds). Only works and lasts while inside the House. | | | | | | | | |
| 9 | Golden doll, worth 500 gp. If touched, the Witch appears (see below). She is a mere manifestation, though, and as such is an Extra. If defeated, nothing remains of her body and objects. | | | | | | | | |
| Unique treasures. Roll a d4 or choose: | | | | | | | | | |
| 10 | <table border="0" style="width: 100%;"> <tr> <td style="vertical-align: top; padding-right: 20px;">1</td> <td>Gold thread blanket laid upon a bed, worth 100 gp. If touched, the Witch appears (see below). She is a mere manifestation, though, and as such is an Extra. If defeated, nothing remains of her body and objects.</td> </tr> <tr> <td style="vertical-align: top; padding-right: 20px;">2</td> <td>Self-rocking chair (magic item). Heavy Item.</td> </tr> <tr> <td style="vertical-align: top; padding-right: 20px;">3</td> <td>Spellbook in the Lost Tongue, contains dispel, growth/shrink, shape change.</td> </tr> <tr> <td style="vertical-align: top; padding-right: 20px;">4</td> <td>Illustrated fairy tale book, bound in leather and gold. One story for each language. Each hides a spell, requiring a Smarts roll (-2) to decrypt. Worth 200 gp</td> </tr> </table> | 1 | Gold thread blanket laid upon a bed, worth 100 gp. If touched, the Witch appears (see below). She is a mere manifestation, though, and as such is an Extra. If defeated, nothing remains of her body and objects. | 2 | Self-rocking chair (magic item). Heavy Item. | 3 | Spellbook in the Lost Tongue, contains dispel, growth/shrink, shape change. | 4 | Illustrated fairy tale book, bound in leather and gold. One story for each language. Each hides a spell, requiring a Smarts roll (-2) to decrypt. Worth 200 gp |
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| 2 | Self-rocking chair (magic item). Heavy Item. | | | | | | | | |
| 3 | Spellbook in the Lost Tongue, contains dispel, growth/shrink, shape change. | | | | | | | | |
| 4 | Illustrated fairy tale book, bound in leather and gold. One story for each language. Each hides a spell, requiring a Smarts roll (-2) to decrypt. Worth 200 gp | | | | | | | | |

d12 or
d20**Special Features**

Roll a d12 and a d20 for all rooms

- | | |
|----|--|
| 1 | Rotten leaves and twigs on the floor (Difficult Ground). |
| 2 | Table with seven stools. |
| 3 | Iron cages hanging from the ceiling. |
| 4 | Stone fireplace, rocking chair. |
| 5 | Stained marble table, collection of large knives. |
| 6 | Hot iron stove, moaning and sighing. |
| 7 | Cupboard, table, seven chairs. |
| 8 | Mounted animal heads hanging on the walls (worth 5 gold each). |
| 9 | Fireplace filled with ashes and a blackened cauldron full of bones. |
| 10 | Windows into extra-dimensional black void. Anyone and anything flung outside is lost forever. |
| 11 | Burning fireplace and a blackened cauldron full of delicious soup. |
| 12 | Skeletal remains in a corner. |
| 13 | Trapdoor on the floor with visible iron ring, opens into black void. Anyone and anything dropped down is lost forever. |
| 14 | Stuffed birds hang from the ceiling. |
| 15 | Magic circles cover the floor. Spells cast here cost half the Power Points and gain +1 to Spellcasting rolls. Miracles suffer -1 to Faith rolls. |



- | | |
|----|--|
| 16 | Bearskin rug (worth 100 gp, Heavy Item). |
| 17 | Black candles on the floor. |
| 18 | Unique. Four-poster bed (magic). If slept in, all Wounds are healed, but character gains -1 Fatigue due to horrible multidimensional nightmares. |
| 19 | Unique. An empty cradle. If touched, begins to "cry". Roll for wandering monsters until "calmed". If "calmed" (Persuasion roll, lullaby, bedtime story, and so on), next monster(s) encounter will be sleeping. |
| 20 | Unique (while active). A black cat. Follows the group (unless mistreated). Scares away the next wild animals or catmen encounter, chasing them away into other rooms, and disappears.
If mistreated, runs away and the Witch arrives from where the cat went (see below). She is a mere manifestation, though, and as such is an Extra. If defeated, nothing remains of her body and objects. |

Bestiary

CATMAN: WOLF

Humans transformed into black-furred hybrids.

Add: Stealth d8.

Armor +1 (Scale skin) instead of leather armor.

GIANT HORNED BULLFROG: BULL

A bull-sized, blue and yellow, horned bullfrog.

Pace 5, can jump over obstacles and Difficult Ground.

Add: Bite (Str+d4, Paralysis), Prehensile Tongue (Reach 3, used to Grapple).

BLIMEY THE PAINWORM: SNAKE, CONSTRICTOR, WC

A five feet long gray worm with four mandibles and a pink proboscis.

Add: Bite (Str+d6), Burrower, Paralysis.

Remove: Constrict.

THE WITCH: LICH, WC

An abominable, green skinned, impossibly old crone, dressed in rags.

Add: Cursed Broom, Ring of Animal Control (see magic items)

Add: Weakness (Name): If called by her name, suffers -2 to rolls against Tricks and Tests of Will.

Remove: Magic Armor, Zombie.

Powers: Armor, Barrier, Blast, Bolt, Burst, Confusion, Fear, Growth/shrink, Puppet, Slow, Zombie.

Magic Items

Cursed Broom: Heavy wooden broom, can be used as weapon (Str+d10, 2 handed). Grants fly once per day on a Spirit roll. Owner becomes Ugly and Mean.

Ring of Animal Control: Grants animal friendship once per day on a Spirit roll.

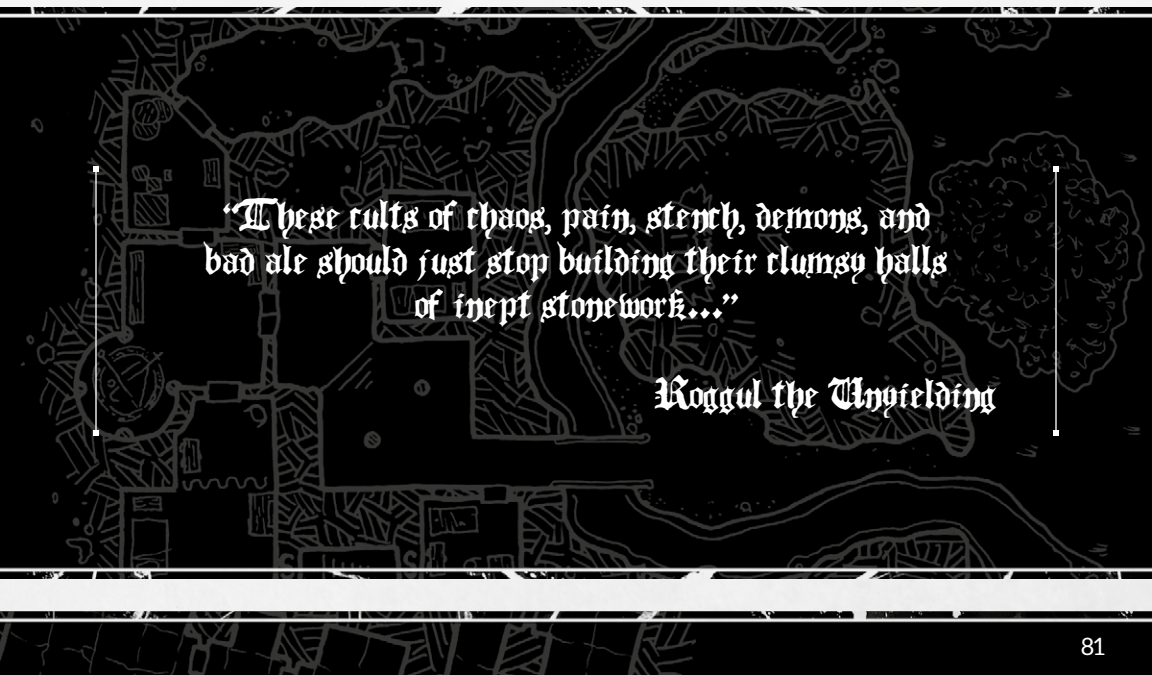


The Halls of Pain

The Halls of Pain are an unholy dungeon with a legendary treasure.

The Story So Far

The Halls of Pain are buried under the burnt ruins of a collapsed castle among the Misty Hills. The Halls were a place of torture long before the fall of the castle, and became the “cathedral” of a perverse cult of suffering that expanded the dungeon to host their demonic tutors, known to wear *golden collars* and worship *golden idols full of gems*.



“These cults of chaos, pain, stench, demons, and bad ale should just stop building their clumsy halls of inept stonework...”

Roggul the Unyielding

Rumors

Each character is allowed one Streetwise roll. Each success means one of the following rumors is acquired. Roll a d4.

- | | |
|---|--|
| 1 | The Halls are full of mechanical traps. |
| 2 | Horrid, twisted men stalk the halls. |
| 3 | The golden collars are the power source of the demons. |
| 4 | Some demons inside the halls are shaped like bulls. |

Books and Chronicles

Characters who research old libraries for information about the Halls of Pain can discover one of the following pieces of information on a successful Investigation roll. Roll a d4.

- | | |
|---|---|
| 1 | The cult of sorrow had many followers and some of them achieved great power while others became abject creatures. |
| 2 | The Halls of Pain has many traps, some hidden and some evident. |
| 3 | The cult of pain gained supernatural power after kidnapping and probably killing Saint Thewmat, a holy cleric of Solis. |
| 4 | The cult of pain worshipped one of the most terrifying and powerful demons that ever walked the earth. |

General Appearance

The dungeon is made of darkened stone blocks, dusty and dirty. The stench of blood and smoke fills the air.

One entrance is a wide stairway descending under ruins into the dark, but there might be more.

Special: Pain Dolls, Masters and Lords always inflict non lethal damage (in order to capture intruders alive and transform them into Pain Dolls).

Wandering Monsters

Every time the group lingers in one room, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.

The Halls of Pain



Hazards

- | | | | | | | | | | |
|----|---|---|--|---|---|---|--|---|--|
| 2 | d6xd6" bloodied area on the floor. Small holes (Notice -2). Stepping on the area: steel spears extend from holes (2d8 damage). | | | | | | | | |
| 3 | Rotating steel pillar with 1" blades protruding (2d6 damage). Passing close without harm requires a successful Agility roll (-2). | | | | | | | | |
| 4 | Blood spattered on walls. Narrow slits on ceiling, pressure plate area (Notice -4). Stepping on pressure plate releases pendulum blades (Fighting d10, 2d8 damage). | | | | | | | | |
| 5 | d4+3 Pain Dolls (see below). | | | | | | | | |
| 6 | d3 Devilbats (see below). | | | | | | | | |
| 7 | Pain Master (see below). | | | | | | | | |
| 8 | d3 Pain Ball (see below). | | | | | | | | |
| 9 | Steel Bull (see below).
Unique, roll d4 or choose: | | | | | | | | |
| | <table border="0" style="margin-left: 40px;"> <tr> <td style="vertical-align: top; padding-right: 10px;">1</td> <td>Pain Lord (see below), sitting on steel throne, has a copy of the white key. Room floor is sticky with blood and entrails, halving Pace.</td> </tr> <tr> <td style="vertical-align: top; padding-right: 10px;">2</td> <td>Pain Master riding a Pain Ball (see below).</td> </tr> <tr> <td style="vertical-align: top; padding-right: 10px;">3</td> <td>Three Pain Balls chained to the walls, chains 2" long.</td> </tr> <tr> <td style="vertical-align: top; padding-right: 10px;">4</td> <td>Pain Lord (see below), sitting on steel throne, has a copy of the black key. Hundreds of chains hang from ceiling and allow the Pain Lord to attack all enemies in the room without penalties.</td> </tr> </table> | 1 | Pain Lord (see below), sitting on steel throne, has a copy of the white key. Room floor is sticky with blood and entrails, halving Pace. | 2 | Pain Master riding a Pain Ball (see below). | 3 | Three Pain Balls chained to the walls, chains 2" long. | 4 | Pain Lord (see below), sitting on steel throne, has a copy of the black key. Hundreds of chains hang from ceiling and allow the Pain Lord to attack all enemies in the room without penalties. |
| 1 | Pain Lord (see below), sitting on steel throne, has a copy of the white key. Room floor is sticky with blood and entrails, halving Pace. | | | | | | | | |
| 2 | Pain Master riding a Pain Ball (see below). | | | | | | | | |
| 3 | Three Pain Balls chained to the walls, chains 2" long. | | | | | | | | |
| 4 | Pain Lord (see below), sitting on steel throne, has a copy of the black key. Hundreds of chains hang from ceiling and allow the Pain Lord to attack all enemies in the room without penalties. | | | | | | | | |
| 10 | | | | | | | | | |



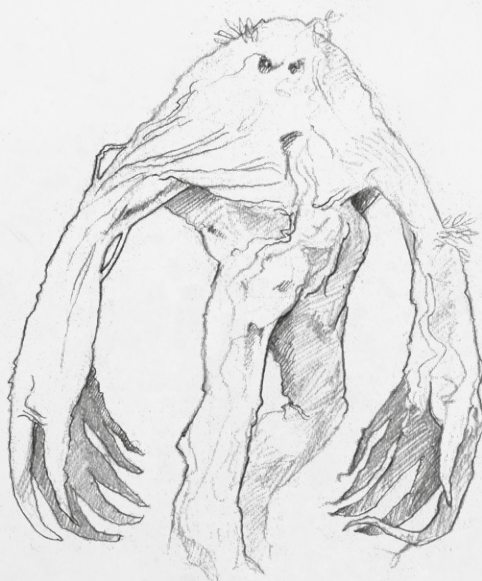
Treasures

- | | |
|---|---|
| 2 | Silver sacrificial blade (Str+d4), worth 15 gp. |
| 3 | Silver plaque on wall, shaped as a bull's head, worth 50 gp. |
| 4 | Silver sacrificial blade (Str+d4), worth 15 gp. |
| 5 | 15" rusty iron chain. |
| 6 | Golden sacrificial blade (Str+d4), worth 150 gp. |
| 7 | Golden plaque on wall, shaped as a bull's head, worth 100 gp. |
| 8 | Golden plaque on wall, shaped as a bull's head, worth 100 gp. |
| 9 | Blue crystal skull on pedestal. Worth 200 gp. |

Unique treasures. Roll a d4 or choose:

10

- | | |
|---|---|
| 1 | Altar with ancient tome in the Lost Tongue, contains all information in the Book and Chronicles paragraph. Worth 200 gp. |
| 2 | Green crystal skull on pedestal. See Oremor's Skull, below. |
| 3 | Red crystal skull on pedestal. See Tinquen's Skull, below. |
| 4 | Black iron puzzle box (magic). Smarts (-2) roll to solve. Each success and raise grants d4 power points to wizards. Failure inflicts 2d6+2 damage from extra dimensional hooked chains torturing the character. |



**d12 or
d20**

Special Features

Roll a **d12** for narrow passages

Roll a **d12** and a **d20** for larger rooms

- | | |
|----|---|
| 1 | Debris (Difficult Ground). |
| 2 | Mud and dirt. Ground is slippery: 1 on trait/run die means Prone, end of turn. |
| 3 | Columns (Cover). |
| 4 | Large braziers with hot coal line the walls. 2d6 fire damage if touched or pushed against. |
| 5 | Torture table with chains. |
| 6 | Collapsed floor: d6xd6" chasm, 30ft deep. Falling: 3d6+3 damage. |
| 7 | Skeletons chained against the wall. |
| 8 | Stone altar, seven freshly bloodied skulls. |
| 9 | Steel spears extend rhythmically in and out from holes in walls for 2" (2d8 damage). Passing close/through without harm requires a successful Agility roll (-2). |
| 10 | Rotating steel pillar with 2" blades protruding (2d6 damage). Passing close without harm requires a successful Agility roll (-2). |
| 11 | Curtains made of flayed skin hang across the room. |
| 12 | Pendulum blades swing over a 2x6" area. Passing close/through without harm (2d8 damage) requires a successful Agility roll (-2). |
| 13 | A d6xd6" sacrificial pit, 10ft deep. Bottom is covered in dried blood. |
| 14 | Collapsed floor: d6xd6" chasm, 30 yards deep. Falling: 3d6+3 damage. |
| 15 | One exit is blocked by an iron portcullis, allowing characters to see into the adjacent room. Any creatures beyond the room see the group and arrive in d6 rounds. If the current room only had one exit, add one more. |
| 16 | d6xd6" sacrificial pit, 20ft deep. Falling: 2d6+2 damage. A Pain Ball (see below) at the bottom. |
| 17 | Twisted faces sculpted on the walls, scream every time a Fighting attack hits. +1 to all melee damage inflicted inside the room. |

18

Unique. Rotating steel pillar with 2" blades protruding (2d6 damage). Passing close without harm requires a successful Agility roll (-2). Skeletal remains are stuck on the blades, with leather armor, pot helm, short sword and satchel (contains 2d6x30 gp and a scroll with burst.) Agility (-4) roll to catch items without harm.

19

Unique. Bloodied black iron mechanical puzzle wall (magic). Repair or Lockpick roll to solve (-2). Each success and raise heals 1 Wound, but twists the body or the mind. Each successful use inflicts a Hindrance. Roll a d8. 1: Ugly; 2: Mean; 3: Bloodthirsty; 4: Arrogant; 5: Anemic; 6: Phobia; 7: Bad Luck; 8: Death Wish. Failure inflicts 2d6+2 damage from extra dimensional hooked chains torturing the character.

20

Unique. Steel door (Toughness 13), two key holes (Lockpick -2 or *black key* and *white key*). Behind the door a stairway spirals down along the walls of a 12x12" hall, 20 yards below the steel door level. At the bottom, four stone altars, each with a golden bull idol with ruby eyes (700 gp). Floor is covered in rusty chains. Touching one idol causes the chains to raise into a Chain Demon (see below).

Bestiary

CHAIN DEMON: DRAGON, WC

A colossus made of whirling chains and hooks.

Remove: Flight.

Bite, Claw, Tail and Breath attacks remain the same but are all chain whipping attacks (no chance to catch fire from breath).

Special: When killed, chain rings shatter into a rain of metal and Thewmat's Skull falls on the ground (see Magic Items below).

DEVILBAT: SHARK, MAN EATER

A boar sized, hungry bat.

Add: Flight 10, Improved Extraction, Quick.

Remove: Swimming, Aquatic.

PAIN BALL: OGRE

A lumbering mass of flesh and limbs, with hateful eyes and drooling mouths

Add: Claws (Str), Improved Frenzy.

Remove: Club, Sweep

PAIN DOLL: ZOMBIE

A pale, broken, crazed man or woman craving for pain.

Remove: Weakness (Head).

Armor +1 (Scale skin) instead of leather armor.

PAIN MASTER: VAMPIRE, YOUNG

A pale man or woman. Hairless, scarred, mutilated, or flayed.

Add: Black iron spiked whip chain (Str+d4, Reach 2), Command, Iron Will.

Remove: all Special Abilities except Frenzy, Level Headed and Undead.

Wears golden chain collar worth 100 gp. 1 on d6: has a copy of the black key or white key (50% chance).



PAIN LORD: VAMPIRE, ANCIENT, WC

A pale man or woman. Hairless, scarred, mutilated, or flayed.

Add: Black iron spiked whip chain (Str+d4, Reach 2), Command, Fear (-2), Fervor, Iron Will.

Remove: all Special Abilities except Charm, Frenzy, Level Headed and Undead.

Special: Charm works with no restriction of sex; ignores Wounds penalty.

Wears golden chain collar worth 100 gp.

STEEL BULL: BULL

A mechanical demon of torment.

Add: Fighting d10, Construct, Hardy.

Armor +1 (Scale skin) instead of leather armor.

Magic Items

Oremor's Skull: A green crystal skull, allows wizards to prepare one more spell and "store" it inside the skull. Being inside a different head, the spell can be a duplicate of another already prepared by the wizard.

Tinquen's Skull: A red crystal skull, grants Mighty Blow and No Mercy, but also Bloodthirsty.

Thewmat's Skull: A yellow crystal skull, equivalent to holy symbol; has 10 Power Points that can be used by a cleric and recharge like a cleric's.

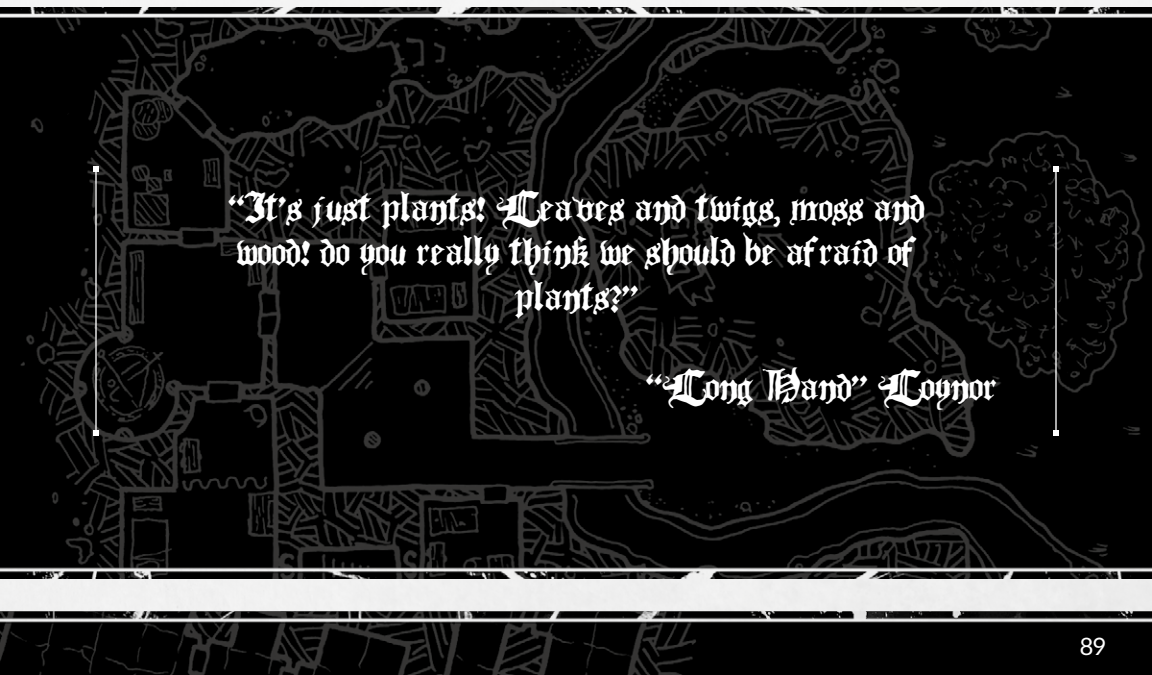


The Green Maze

The Green Maze is a mysterious magical dungeon meant to surprise and puzzle the players.

The Story So Far

The Green Maze is a magical place, known to be inhabited by strange creatures, and accessible only at night, passing through a moss-covered stone arch found in a glade within the Silent Wood. The maze itself is made of “magical” hedges and bushes, and those who have dared explore it have returned with wonderful flower-shaped gems, said to have grown on bizarre plants and trees!



“It’s just plants! Leaves and twigs, moss and wood! do you really think we should be afraid of plants?”

“Long Hand” Connor

Rumors

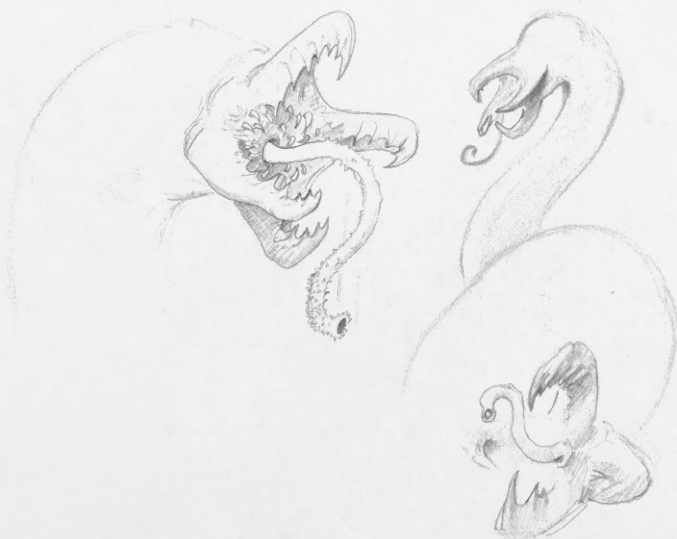
Each character is allowed one **Streetwise** roll. Each success means one of the following rumors is acquired. Roll a d4.

- 1 Breaking the hedge walls of the maze immediately causes bizarre reactions from the maze itself.
- 2 A demon with goat horns and legs lives inside the maze.
- 3 The hedges are trimmed by large spiders that infest the maze.
- 4 Some of the plants and fountains inside the maze have magical properties.

Books and Chronicles

Characters who research old libraries for information about the Green Maze can discover one of the following pieces of information on a successful **Investigation** roll. Roll a d4.

- 1 The Maze was built by a satyr, an ancient nature spirit, named Zoyr.
- 2 The Maze was originally intended as a place of joy, a gift from the builder to his loved one.
- 3 The Maze includes miraculous yet somehow dangerous magic fountains.
- 4 The waters inside the Maze have more properties than might seem obvious and can be considered its "key".



General Appearance

The entrance to the Green Maze is a moss-covered stone arch.

A successful Notice roll, or simply thinking of examining it, reveals an inscription in the Lost Tongue: "For the joy of my beloved A."

The arch itself looks quite ordinary, except for a faint layer of mist under it. Those who step through the mist during the night, however, seem to disappear: they find themselves in the first "room" of the maze, with the arch at their backs.

The maze itself is made of 10 feet tall well-trimmed hedges, with bushes and trees here and there, under a perennial night sky with full moon and bright stars, considered Dim lighting (-1 to most rolls).

Clever explorers may think of climbing up the hedges to easily find their way, but as soon as they get a glimpse of the maze from above, they get clutched by the twigs, swallowed into the hedge and pulled and pushed out of the arch, with the possible effect of Bumps and Bruises (see *Savage Worlds*) and all their Bennies mysteriously drained.

Doors: The Green Maze has no doors but follows the standard "dungeon" mapping.



Wandering Monsters

Every time the group lingers in one room, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.

The Green Maze



Hazards

- | | |
|----|--|
| 2 | A d6xd6" ditch, 30ft deep. Falling: 3d6 damage. |
| 3 | A d6xd6" ditch, 30ft deep. Falling: 3d6 damage. d6+2 Painworms at the bottom. |
| 4 | Fish pool, with a piranha Swarm (see Savage Worlds). |
| 5 | Killer Rose (see below). |
| 6 | d6+2 Scissor Spiders emerging through the hedges (see below). |
| 7 | Minotaur (see Savage Worlds). |
| 8 | d6+2 Painworms crawling out of the floor (see below). |
| 9 | d6+2 Stonelings (see below). |
| | Unique, roll d4 or choose: |
| | <div style="margin-left: 20px;">1 Minotaur (WC, see Savage Worlds). Wields black iron great axe (Str+d10).</div> |
| | <div style="margin-left: 20px;">2 Killer Tree (see below). A corpse hanging from the branches wears the Living Ring (see Magic Items, below).</div> |
| 10 | <div style="margin-left: 20px;">3 Earth Elemental (WC, see Savage Worlds). Roll random Reaction. Enjoys songs and stories; knows that Zoyr enchanted the Maze so that he could wait forever for his loved one, who will wake him with a magic procedure.</div> |
| | <div style="margin-left: 20px;">4 Statue of Zoyr (Cover; see below). Inscription on pedestal in the Common Language of the North: "Like waves of water, time doth flow, to wash away the endless seasons 'til my love returns". If the statues of the four seasons are washed with water, Zoyr comes to life, but will not be pleased to find the group.</div> |



Treasures

- | | |
|---|---|
| 2 | Small bush with d6 marble flowers, worth 10 gp each. |
| 3 | Small tree with 2d6 bunches of silver grapes, worth 20 gp each. |
| 4 | d6 sapphire violets worth 20 gp each. |
| 5 | Tree with 3d6 silver apples, worth 10 gp each. |
| 6 | Small tree with d6 sapphire plums, worth 50 gp each. |
| 7 | Small tree with d6 ruby peaches, worth 50 gp each. |
| 8 | Small bush with d6 purple crystal flowers, worth 50 gp each. |
| 9 | Small tree with d6 pearl fruits, worth 100 gp each. |

Unique treasures. Roll a d4 or choose:

- | | | |
|----|---|---|
| 10 | 1 | Tree with 2d6 golden apples, worth 100 gp each. |
| | 2 | d6 ruby tulips, worth 100 gp each. |
| | 3 | d6 diamond daisies worth 200 gp each. |
| | 4 | Bush with 2d6 ruby strawberries, 50 gp each. |



**d12 or
d20**

Special Features

Roll a **d12** for narrow passages

Roll a **d12** and a **d20** for larger rooms

- | | |
|----|---|
| 1 | Overgrown hedges (Difficult Ground). |
| 2 | Mud and dirt. Ground is slippery: 1 on trait/run die means Prone, end of turn. |
| 3 | Stone benches (Cover). |
| 4 | Overgrown thorny bushes: Difficult Ground and Agility roll to avoid Bumps and Bruises. |
| 5 | Overgrown grass up to 3ft (Partial Cover). |
| 6 | Wooden gazebo (Cover). |
| 7 | d6 statues of nymphs (Cover). |
| 8 | Unique. Statue of a woman with a basket full of strawberries (Cover). Inscription on pedestal in the Common Language of the East: "Spring". |
| 9 | Unique. Statue of a woman holding grain sheaves (Cover). Inscription on pedestal in the Common Language of the South: "Summer". Wears the Red Amulet (see Magic Items below). |
| 10 | Unique. Statue of a woman with a basket full of grapes (Cover). Inscription on pedestal in the Common Language of the West: "Autumn". |
| 11 | Unique. Statue of a woman with a torch (Cover). Inscription on pedestal in the Common Language of the North: "Winter". Wears the Blue Amulet (see Magic Items below). |
| 12 | Skeletal remains in a corner. |
| 13 | Magic circles cover the ground. Spells cast here cost half the Power Points and gain +1 to Spellcasting rolls. Miracles suffer -1 to Faith rolls. |
| 14 | A withered tree with a heart-shaped carving containing the "A and Z" letters. |
| 15 | Fish pool. |
| 16 | A d6xd6" ditch, 3ft deep. |
| 17 | Seven statues of dwarven gardeners with funny hats (Cover). |

18

Unique. Magic Fountain. Inscription in the Common Language of the North reads: "Fountain of Beauty". A second inscription in the Lost Tongue reads: "Do not drink unless you need it". Ugly characters lose the Hindrance. Characters without Ugly or Attractive gain Attractive, those with Attractive gain Very Attractive. Those with Very Attractive gain Mean.

19

Unique. Magic Fountain. Inscription in the Common Language of the West reads: "Fountain of Youth". A second inscription in the Lost Tongue reads: "Do not drink unless your age is a burden". Elderly characters lose the Hindrance and improve Strength and Vigor by one die type. Young characters fool enough to drink from the fountain become new born babies! Other characters gain the Young Hindrance: all their attributes are lowered by one die type, but they gain a Benny.

20

Unique. Magic Fountain. Inscription in the Common Language of the East reads: "Fountain of Health". A second inscription in the Lost Tongue reads: "Do not drink unless your body is in pain". Drinking from the fountain heals all wounds, removes fatigue, and even heals permanent injuries. Only works once per night per character. Drinking from the fountain without any physical condition requiring healing, increases Vigor by one die type, and makes the imbibor feel so good he will never want to leave the fountain, unless he makes a Spirit roll (-4).

Bestiary

KILLER ROSE: SWARM

A rose bush without roots that crawls on thorny branches.

Add: Pace 5; takes double damage from fire.

Remove: Split.

KILLER TREE: TROLL, WC

A willow tree with bones hanging from its branches and a twisted evil face.

Add: Pace: 0 (cannot move). Strangling branches (Str; Reach 10), Improved Frenzy; takes double damage from fire.

Remove: Claws, Regeneration.

PAINWORM: SNAKE, CONSTRICTOR

A five feet long purple worm with four mandibles and a pink proboscis.

Add: Bite (Str+d6), Burrower, Paralysis.

Remove: Constrict.

SCISSOR SPIDER: GIANT SPIDER

A black spider, swollen and tricky, with long vertical mandibles.

Add: Bite (Str+d8)

Remove: Poison, Web.

STONELING: GOBLIN

Human sized rock elementals. Territorial, never give chase.

Add: Armor +2 (rock skin). Toughness becomes 6 (2).

Add: Throwing d6, Elemental, Rocky Fist (Str+d6), Thrown rocks (4/8/12; Str+d4).

Remove: Shooting and Swimming skills.

ZOYR THE SATYR: MINOTAUR, WC

A bearded man with goat horns and legs.

Add: Improved Sweep.

Wields Stone Sorrow (see Magic Items).

Remove: Size +2 (Toughness: 9).

Wears gold leaves tiara worth 500 gp.

Special: If killed, disappears and all magic fountains stop working. The following night, however, he is still alive and the fountains work, unless the Witch in the Witch House is dead too.

Magic Items

Blue Amulet: A bronze pendant, glazed in blue. +3 Armor against Cold.

Living Ring: Jade ring, increases Vigor by one die type, grants Hard to Kill.

Red Amulet: A bronze pendant, glazed in red. +3 Armor against Fire.

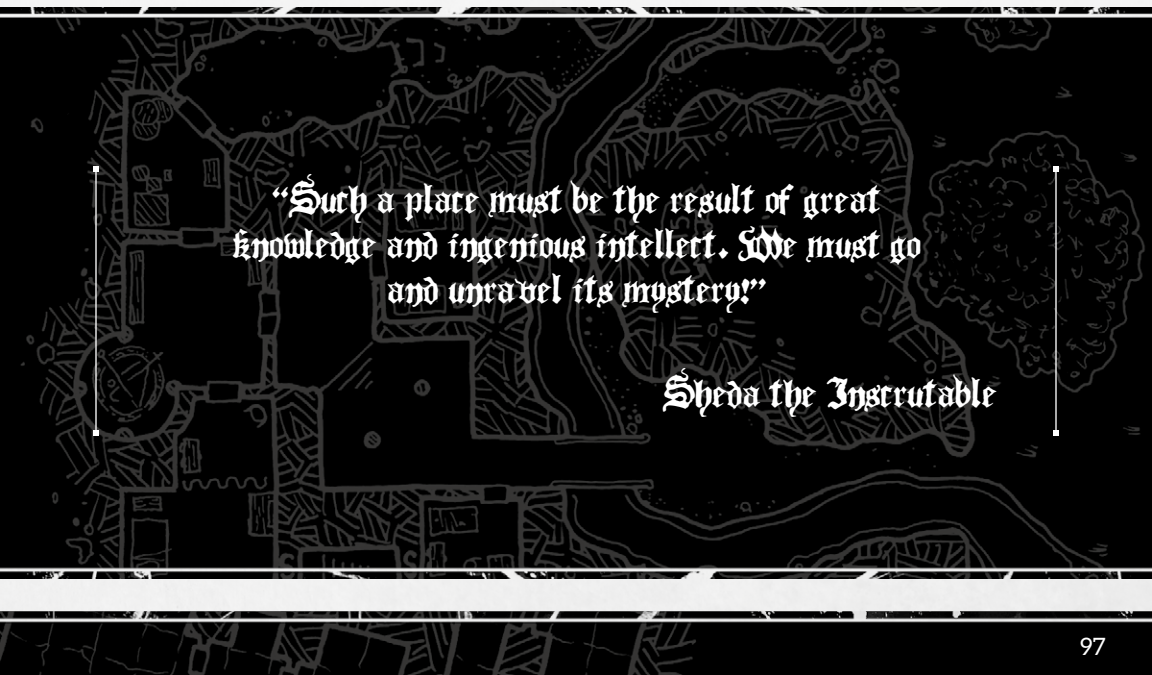
Stone Sorrow: Greatsword (Str+d10). +2 to Fighting rolls.

The Iron Vat

The Iron Vat is a bizarre structure with unusual denizens and very specific treasures.

The Story So Far

The Iron Vat appears as a large stone structure in disrepair, partially sunk into the ground. Not exactly a castle, nor a mill, nor a villa, Rusted pipes, exhausts and chimneys run along the outer walls, and for some reason it lacks windows and other entrances beside a large rusted gate. Inside its halls, some daring intruders have found precious stones mounted onto the pipeworks, as well as horrid amorphous creatures.



“Such a place must be the result of great knowledge and ingenious intellect. We must go and unravel its mystery!”

Sheda the Inscrutable

Rumors

Each character is allowed one **Streetwise** roll. Each success means one of the following rumors is acquired. Roll a d4.

- | | |
|---|---|
| 1 | The pipes inside the vat have different functions and seem to be working still. |
| 2 | The creatures stalking the vat must be magical. |
| 3 | Some sections of the vat are secured with complicated locks. |
| 4 | The vat must have been a place for the production of magic fluids. |

Books and Chronicles

Characters who research old libraries for information about the Iron Vat can discover one of the following pieces of information on a successful **Investigation** roll. Roll a d4.

- | | |
|---|--|
| 1 | It was built by a group of alchemists who worked on precious metals as well as living matter. |
| 2 | The experiments carried on inside the vat required the use of magic garments of protection, which might still be found inside. |
| 3 | The facility was abandoned in a hurry when some experiments produced a dragon-like monster which they managed to lock inside. |
| 4 | Slimes crawling outside the vat melt in the sun. |

General Appearance

The rooms and halls are made of solid stone. Brass pipes run along walls and ceilings. All areas are lighted by a system of pipes with small burners producing a yellow flame.

Doors: All the doors (unless specified) are made of iron and on both sides have a wheel to lock and unlock them.

Wandering Monsters

Every time the group lingers in one room, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.

The Iron Vat



Hazards

- | | |
|----|--|
| 2 | A broken pipe along the wall, occasionally shoots hot vapors in a Cone Template (2d8 damage). Agility roll required to pass at the right moment. Repair roll (-2) might fix it. |
| 3 | Leaking pipe created a d6xd6" area flooded with a yellowish liquid. Stepping in causes 2d6 acid damage (and destroys footwear). |
| 4 | A pipe valve on the west wall. Pipe outlet on east wall. If the valve is opened, a random slime comes out of the outlet every round until the valve is closed. Roll d4+4 to determine the slime on this table. |
| 5 | d3 Brown Slimes (see below). |
| 6 | d3 Gray Slimes (see below). |
| 7 | d3 Black Slimes (see below). |
| 8 | d3 Blood Slimes (see below). |
| 9 | d3 Purple Slimes (see below). |
| 10 | <p>Unique, roll d4 or choose:</p> <div style="margin-left: 20px;"> <p>1 Add one exit to the room: a metal door, locked (-2). "Don't open!" written in red paint in the Common Language of the North. Behind the door, a 10x10" room with Slaggar (see below) and an iron tub containing 3d6 gold ingots (50 gp each) and the yellow key.</p> <p>2 Stony Snake crawls into the room (see below).</p> <p>3 Two Stony Lions (see below) stand still as statues, attack only when approached.</p> <p>4 A Ghost (see Savage Worlds) of one of the alchemists. Roll for Reaction. Knows Slaggar is the cause of the slimes.</p> </div> |



Treasures

- | | |
|---|---|
| 2 | A metal shelf with a gold ingot on it, worth 50 gp. |
| 3 | Iron table against the wall. d6 empty silver flasks (10 gp each). |
| 4 | Iron table against the wall. 2d6 empty silver flasks (50 gp each). |
| 5 | A metal shelf with 3d6 silver ingots on it, worth 10 gp each. |
| 6 | A metal shelf with d6 gold ingots on it, worth 50 gp each. |
| 7 | A silver flask (worth 10 gp) with <i>armor</i> potion. Brown label. Protects from acid. |
| 8 | A gold flask (worth 50 gp) with <i>armor</i> potion. Purple label. Protects from fire/heat. |
| 9 | A gold flask (worth 10 gp) with <i>armor</i> potion. Gray label. Protects from cold. |

Unique treasures. Roll a d4 or choose:

- | | |
|---|---|
| 1 | A metal shelf with two of each potions from number 7-9. |
| 2 | A metal strongbox (lockpick -2 or <i>yellow key</i>) contains 3d6 gold ingots (50 gp each) and one of each potions from number 7-9. |
| 3 | A metal strongbox (lockpick -2 or <i>red key</i>) contains d6 gold ingots (50 gp each) and the Red Robe of Flames (see Magic Items, below). |
| 4 | A metal strongbox (lockpick -2 or <i>green key</i>) contains d6 gold ingots (50 gp each) and the Green Robe of Bile (see Magic Items, below). |
| 5 | A metal strongbox (lockpick -2 or <i>yellow key</i>) contains d6 gold ingots (50 gp each) and the Yellow Robe of Lightning (see Magic Items, below). |
| 6 | A metal strongbox (lockpick -2 or <i>blue key</i>) contains the Prodder (see Magic Items, below). |

10



**d12 or
d20**

Special Features

Roll a **d12** for narrow passages

Roll a **d12** and a **d20** for larger rooms

- 1 A pipe valve encrusted with a small ruby (100 gp) on west wall. Pipe outlet on east wall. Pipe is very hot to the touch. If the valve is opened, the outlet shoots fire in a Cone Template (2d10 damage), until the valve is closed.
- 2 A pipe valve encrusted with a small sapphire (100 gp) on north wall. Pipe outlet on east wall. Pipe is very cold to the touch. If the valve is opened, the outlet shoots ice-cold water in a Cone Template (2d6 damage), until the valve is closed.
- 3 Iron table against the wall, alchemical tools.
- 4 A pipe valve encrusted with a small emerald (100 gp) on south wall. Pipe outlet on east wall. If the valve is opened, the outlet shoots acid in a Cone Template (2d10 damage), until the valve is closed.
- 5 A pipe valve encrusted with a small yellow topaz (100 gp) on south wall. Pipe outlet on east wall. If the valve is opened, the outlet shoots lighting in a Cone Template (2d10 damage), until the valve is closed.
- 6 Iron table against the wall. d10 empty glass flasks.
- 7 Large bags, full of coal.
- 8 Petrified barrels, full of tar (Cover). If struck by a fire attack, an area the size of MBT burns for d6 hours (2d10 damage).
- 9 Petrified barrels, empty (Cover).
- 10 2ft stone tub filled with black fluid. Iron table next to it with stone apple, stone frog, iron pincers. Floor is littered with rocks from broken "statues". Anything organic fully immersed inside the tub draws a card. Spades: gains Stony Skin (Natural Armor +2); other suits: turns to stone.
- 11 8ft tall, 4ft large metal cistern. Contains a random slime.
- 12 2ft tall blackened cauldrons (partial cover).
- 13 Entrances are connected by iron gangways, as the room floor is 20ft below. Falling: 2d6+2 damage. Slimes, if any, are below.
- 14 The room floor is 20ft below, iron ladders go down from all entrances and exits. Falling: 2d6+2 damage.
- 15 Leaking pipe fills the room with smoke (-2 ranged attacks).

- 16 Bronze lever on a wall, opens up nearest portcullis (see number 17).
- 17 One exit is blocked by an iron portcullis, allowing characters to see into the adjacent room. Any creatures beyond the room see the group and arrive in d6 rounds. If the current room only had one exit, add one more.
- Nail on the wall, holds a key. Roll a d3:
- | | |
|---|--------------------|
| 1 | Red key (Unique) |
| 2 | Blue key (Unique) |
| 3 | Green key (Unique) |
- 18
- 19 Unique. Iron table with a parchment in the Common Language of the North: "one part purple shielding, one part acid, one part flesh solidifier. Drink must be hot". Combining the purple label potion with any acid and the fluid from Feature number 10 makes a potion that permanently increases Vigor by one die type.
- 20 Unique. "Statue" of a man wearing a robe, drinking from a flask. Has no pedestal and seems to be one with the stones of the floor.

Bestiary

STONY LION: LION

A large gray beast with bright blue eyes.

Add: Armor +2 (stony skin).

Special: Eyes are two sapphires (400 gp each).

STONY SNAKE: SNAKE, CONSTRUCTOR

A large gray snake with bright yellow eyes.

Add: Armor +2 (stony skin).

Special: Eyes are two topazes (400 gp each).

SLAGGAR THE DRAKE: DRAKE, WC

A bulging green drake with short legs and no tail.

Add: Immunity to acid, fire, heat, cold.

Remove: Fiery Breath, Flight, Tail Lash.

Special: When in combat, vomits a random slime every round as a free action.

SLIME: SWARM

A translucent, bubbling mass of mindless slime.

Use the Small Burst Template.

Modify the following Special Abilities.

Split: cannot split voluntarily. If it does, the two smaller slimes are 1" diameter (use a coin or similar object)

Different types of slimes have different Special Abilities.

BLACK SLIME

Damage type: Acid.

Immune to: Bludgeoning, piercing, acid.

Split: Cold damage splits it in two smaller slimes (Toughness 5).

Special: Wallwalker!

BLOOD SLIME

Damage type: Drains blood through skin.

Immune to: Slashing, piercing.

Split: Splits it in two smaller slimes (Toughness 5) after inflicting one wound.

Remove: Size +2 (Toughness: 9).

BROWN SLIME

Damage type: Acid.

Immune to: Bludgeoning, poison, acid.

Special: Piercing, slashing damage kills it, blowing up into a LBT inflicting 2d6 acid damage.

Split: No.

Remove: Size +2 (Toughness: 9)

GRAY SLIME

Damage type: Cold.

Immune to: Bludgeoning, fire, heat, cold, ice, poison.

Split: Electricity, slashing damage splits it in two smaller slimes (Toughness 5).

Remove: Size +2 (Toughness: 9).

PURPLE SLIME

Damage type: Heat.

Immune to: Bludgeoning, poison.

Split: Acid damage splits it in two smaller slimes (Toughness 5). Small slimes die if hit by acid.

Remove: Size +2 (Toughness: 9).

Magic Items

Green Robe of Bile: An ornate tunic that grants +3 Armor against acid.

Red Robe of Flames: An ornate tunic that grants +3 Armor against fire.

The Prodder: A black iron mace (Str+d6). On a raise, inflicts 1d6 electricity damage (in addition to the usual +d6 damage).

Yellow Robe of Lightning: An ornate tunic that grants +3 Armor against electricity.





The Dwarf Prince's Demise

The Dwarf Prince's Demise is the final challenge for your group!

The Story So Far

The Dwarf Prince's Demise was the home of Grindi, a brave dwarf prince. Excavations of his subterranean fortress brought up a lava stream, which ended up luring a terrifying dragon, who claimed the place as his own, including Grindi's treasures!



"Caba? Dragons? Are we sure this is the place we want to explore?"

"Long Hand" Luthor

Rumors

Each character is allowed one **Streetwise** roll. Each success means one of the following rumors is acquired. Roll a d4.

- | | |
|---|---|
| 1 | The dragon is served by tribes of orcs and goblins. |
| 2 | The dwarves couldn't escape the fortress and their treasures are still there. |
| 3 | The prince wielded a legendary runic warhammer! |
| 4 | The dwarves had cleared the caves of a giant worm infestation. |

Books and Chronicles

Characters who research old libraries for information about the Dwarf Prince's Demise can discover one of the following pieces of information on a successful **Investigation** roll. Roll a d4.

- | | |
|---|---|
| 1 | The dwarf prince and his thanes fought hard and employed powerful runic magic to defend their home. |
| 2 | The dragon assailed the fortress with two ogre warlords: Shreg and Orygrod! |
| 3 | The dragon had black and brown scales and breathed flames. |
| 4 | The fortress was protected by mechanical traps. |

General Appearance

The entrance to the Dwarf Prince's Demise is a large stone door at the end of a long mountain path. The halls are made of finely etched stone, but everything shows signs of ruin and decay. The Dwarven opulence has been marred by the current savage denizens of the underground fortress.



Wandering Monsters

Every time the group lingers in one room, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.

The Dwarf Prince Demise



Hazards

2

A worn carpet, hides a 20ft deep pit (Notice -2). Falling: 2d6+2 damage.

3

d6 gp on floor. Pressure plate (Notice -4). Narrow slits on ceiling above (Notice -4). Stepping on pressure plate releases pendulum blade (Fighting d12, 2d8 damage).

4

d3 Painworms (see below).

5

d6+3 Goblins (see Savage Worlds). Half are equipped with bows.

6

d6+1 Orcs (see Savage Worlds).

7

d3+1 Ogres (see Savage Worlds).

8

d6+1 Orcs (see Savage Worlds).

9

d6+3 Goblins (see Savage Worlds). Half are equipped with bows.

Unique, roll d4 or choose:

1

Ozzug, Orc Chieftain (WC, see Savage Worlds).

Black iron battle axe. A dozen large golden rings and earrings (100 gp total).

10

2

Shreg, Ogre (WC, see Savage Worlds). Gold chain around neck, worth 500 gp.

3

Bear (WC, see Savage Worlds), an albino crazed bear. Roll for reaction. Hates goblins. Pelt worth 100 gp.

4

d3 Ghosts (see Savage Worlds) of Dwarven warriors. Roll for reaction. Other Extras scamper away.



Treasures

- | | |
|----|--|
| 2 | d6 cp on the floor. |
| 3 | Rock pile in a corner (Difficult Ground), hides moldy bag (2d6x10 gp). |
| 4 | d4+1 rotten chests (one holds 2d6x20 gp). |
| | d6+2 rotten barrels (Cover). One holds... roll a d6: |
| | 1 5" rusty iron chain |
| | 2 hand axe |
| 5 | 3 short sword |
| | 4 10" rope |
| | 5 pot helm |
| | 6 chainmail |
| 6 | d6 gold plaques on walls, portray a dwarf warrior's face, worth 30 gp each. |
| | Large iron coffer, locked (-2). contains (roll d4): |
| | 1 5000 cp |
| 7 | 2 500 sp |
| | 3 100 gp, 200 sp |
| | 4 old bones |
| 8 | d4 kegs labelled "Mountain Gold XXX" in Dwarven, contains super strong ale, worth 100 gp each. |
| 9 | Stone brick in wall is loose (Notice -2). Removing brick reveals 2d6x10 gp. |
| | Unique treasures. Roll a d4 or choose: |
| | 1 Large iron coffer, locked (-2). Contains 5000 cp that hide a pearl necklace, worth 600 gp. |
| 10 | 2 Old desk, secret drawer contains a scroll with 1 Novice spell. |
| | 3 Skeletal remains. Roll two items as per #5, plus golden holy symbol (100 gp). |
| | 4 Iron lockbox (-2). Contains jewels worth 2d6x20 gp. |

**d12 or
d20**

Special Features

Roll a **d12** for narrow passages

Roll a **d12** and a **d20** for larger rooms

- | | |
|----|---|
| 1 | Iron braziers with hot coals light the area. 2d6 fire damage if touched or pushed against. |
| 2 | Broken, rotten furniture: tables, chairs, cupboards, beds (Difficult Ground). |
| 3 | Stone benches (Cover). |
| 4 | Crude graffiti on walls showing a dragon and the word "Glaurdyr". |
| 5 | Burning bonfire with blackened cauldron full of disgusting soup. |
| 6 | Skeletal remains of Dwarven warriors in a corner. Rusted weapons and armor. |
| 7 | Stone chairs, and table with marble checkered slab. |
| 8 | Large runes (magic) hurriedly etched on floor: "Fury", "Bravery", "Honor", in Dwarven. If dwarf reads them out loud, gains +1 to Fighting and Toughness while within 10" from the runes, together with his allies. |
| 9 | Columns (Cover). Stone bas-reliefs of everyday Dwarven life. |
| 10 | A fountain, with albino fish swimming languidly. |
| 11 | Smashed barrels (Difficult Ground). |
| 12 | Forge with anvil, coal sacks, blacksmith tools. |
| 13 | Bronze lever on a wall, opens up nearest portcullis (see number 14). |
| 14 | One exit is blocked by an iron portcullis, allowing characters to see into the adjacent room. Any creatures beyond the room see the group and arrive in d6 rounds. If the current room only had one exit, add one more. |
| 15 | One side of the room is a balcony overlooking a 50ft chasm with lava burning at the bottom. Falling: 5d6+5 damage, plus 3d10 fire damage from lava. |
| 16 | Unique. Add one exit: hole in the wall leads to a 5x5" cave with d3 Painworms and Slozz, Painworm (WC, see below). Orc and goblin skeletal remains, with 2d6x40 gp. |

- 17 Unique. Add one exit: large iron door (Toughness 15), locked (-4). "Armory" etched in Dwarven. Black iron armory with 10 axes, 10 shields, 10 plate armors. d3 Ghosts (see Savage Worlds) of Dwarven warriors. Roll for reaction.
- 18 Unique. Area only has one exit. It is a 2" large stone bridge over a 100ft deep natural chasm. Falling: 10d6+10 damage.
- 19 Unique. Add one exit to the room. It is a wooden door (barred from the other side), with "Keep Out!" scratched upon it in Ogrish and Goblin. Beyond the door, a 10x10" room with tables, food, golden cutlery for 200 gp. 7 Orcs plus Hyrrag, Orc Chieftain (WC, see Savage Worlds). Dire Glory (see Magic Items, below), Dwarven crown with rubies (500 gp).
- 20 Unique. Add one exit: a 2" large natural passage with "The Flame from Below" etched in Dwarven. It leads into 10" wide, 15" long cave with stalagmites. Lava flows at the sides of the cave, with 8 Ogres and Orygrod, Ogre (WC, see Savage Worlds), wears a silver crown with opals (800 gp). This cave leads to another, upper cave, 10x10", lava flowing on three sides, stalagmites. Glaurdyr, Red Dragon (see Savage Worlds). 3d6x200 gp spread on floor, jewels for 3d6x200. Glaurdyr can cause the lava to explode in a LBT centered on one of the cave sides as a free action every round, for 2d10 fire damage. Falling into lava causes 3d10 fire damage.

Bestiary

PAINWORM: SNAKE, CONSTRICTOR

A five foot long gray worm with four mandibles and a pink proboscis.

Add: Bite (Str+d6), Burrower, Paralysis.

Remove: Constrict.

Magic Items

Dire Glory: Runic warhammer (Str+d6). +2 to Fighting rolls.





Gold
& Glory