

# Land of Elm

FANTASY RPG

BETA QUICKSTART RULEBOOK



# Land of Lem

FANTASY RPG

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BETA QUICKSTART RULEBOOK  
Version 1.4

Based on the fantasy graphic novel series  
**RICKETY STITCH AND THE GELATINOUS GOO**  
by Ben Costa and James Parks

**PLAYTESTERS**

Thanks to our loyal chums Darren Korb, Amir Rao, George Higgins, Elliot Block, Matt Jent, Alex Dodge, Peter Simon, Bea van Slee, James Pride and Dave Zamora

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# THE DICE MECHANICS

Whenever a PC does something and the outcome is in question, they should make a Check to find out what happens next.

To make a Check, roll 1d12 and add or subtract the modifier of the Skill that's being used. The result determines the type of success or failure that occurs.

## ROLL A D12 + SKILL

1-2	Complete Failure
3-5	Failure with a Plus
6-8	Success with a Twist
9-11	Success
12	Complete Success

## INTERPRETING THE RESULTS

As you can see, there are five types of Check results ranging from Complete Failure to Complete Success. It's generally up to the GM to interpret these dice results based on the current situation in the game. But this often requires creative thinking and improvisation, and that may not always come quickly in the moment. In those situations, multiple heads are better than one, and the GM should ask the players for their input. Ultimately, the GM makes the final call.

## Move the Story Forward

It's important to remember that every roll of the dice should move the story forward in one way or another. The additional negative and positive consequences of failed actions should always be the key to preventing the action or narrative from stalling out.

## Complete Failure

The action fails, and something else goes wrong in the process.

### Examples

#### Picking a Locked Door

You fail to pick the locked door, and some guards catch you in the act.

#### Tricking Some Guards

You fail to trick the guards, and now they're threatening to take you into custody.

#### Escaping The Guards

You fail to escape the guards and end up in a prison cell.

## Failure with a Plus

The action fails, but there is some benefit or silver lining.

### Examples

#### Picking a Locked Door

You fail to pick the locked door, but notice another more dangerous way inside.

#### Tricking Some Guards

You fail to trick the guards, but you manage to secretly swipe a key.

#### Escaping The Guards

You fail to escape the guards, but you meet an old friend in a prison cell.

## Success with a Twist

The action succeeds, but something complicates the situation.

### Examples

#### Picking a Locked Door

You successfully pick the locked door, but make a ton of noise in the process.

#### Tricking Some Guards

You successfully trick the guards, but now they're watching your every move.

#### Escaping The Guards

You successfully escape the guards, but accidentally leave behind an important item

## Success

The action succeeds!

### Examples

#### Picking a Locked Door

You successfully pick the locked door

#### Tricking Some Guards

You successfully trick the guards

#### Escaping The Guards

You successfully escape the guards

## Complete Success

The action succeeds, and something great happens!

### Examples

#### Picking a Locked Door

You successfully pick the locked door at an opportune moment when no one is around

#### Tricking Some Guards

You successfully trick the guards and they implicitly trust you

#### Escaping The Guards

You successfully escape the guards and they have no clue where you went.

## LIMITED OUTCOMES

Because the dice results are laid out on a chart, sometimes it can be useful for the GM to define the limits of an action's success before the Check is made. Doing so will help interpret the die result.

This is particularly useful if a PC's attempted action just logically wouldn't turn out the way they hope, from the GM's perspective.

For example, let's say a PC tries to intimidate a hostile orch king into relinquishing his crown, without any real reason or cleverness. Crazy, right? Even if a player would roll a Success, the GM might tell the player that the action will have a Limited Outcome; the circumstances of the narrative just won't support what the player intends. Instead, the GM might decide that a Success means the orch king would respect the PC's gumption, and be more amenable to negotiation.

## MODIFIERS

You can never have more than a +3 bonus or -3 penalty on a Skill Check. If certain items would give a Check more or less, it's instead capped at +3 or -3.

Only by using a Quest Point to add +1 to a Check can you effectively have a +4 bonus.

## ADVANTAGE AND DISADVANTAGE

When you have Advantage, whether through Proficiencies, Abilities, Perks, or special narrative circumstances determined by the GM, this means you can roll twice and take the better result on a Check. Conversely, if you have Disadvantage, you roll twice and take the worse result.

## Proficiencies and Deficiencies

Proficiencies are situational Advantages for a type of action or circumstance; they can be seen as specific expertise within the larger purview of a certain Skill. For instance, Proficiency in Hiding would be just one aspect of using the Sneak Skill.

Deficiencies are situational Disadvantages for a type of action or circumstance. Heavy Armor, for example, gives a PC a Deficiency in Sneak.

Be sure to record the permanent Proficiencies and Deficiencies you have when performing certain types of actions.

## THE PLAYER'S JOB

### Roleplay Your Character

- ▶ Don't rely on dice rolls to speak for you. Say what your character says.
- ▶ Build on your Relationships each session.
- ▶ Demonstrate your Ideal and Flaw. Make things interesting and embrace complications.
- ▶ Make a Personal Quest that will compel you to pursue it over many sessions.

### Explore the Land of Eem

- ▶ Direct your own gameplay. Your PC should have desires. Where do you want to go? What do you want to do? Don't always rely on the GM to spoon feed your objectives.
- ▶ Look at the map and decide what looks interesting.
- ▶ Seek out rumours to pursue.

### Be Cooperative

- ▶ Share the spotlight with other players.
- ▶ Support your fellow player's creativity. Yes, and!
- ▶ Suggest interesting outcomes for dice results if the GM is struggling to think of something.

## THE GM'S JOB

### Make the Land of Eem Feel Alive and Real and Weird

- ▶ Strive to make every NPC and creature a person.
- ▶ Use random tables to help generate the setting.
- ▶ Reveal as much information and lore as possible without spoling mystery.
- ▶ The world should exist beyond the PCs' adventures. The plots and plans of NPCs and factions progress if the PCs don't deal with them.

### Give the PCs Interesting and Difficult Choices

- ▶ Make them weigh their options.
- ▶ Throw rocks at them. Put them in peril. Make them use their resources.
- ▶ Push the story forward. If things stall out, have them meet a new NPC or wandering creature.

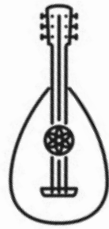
### Challenge the Players, but also Be Their Biggest Fans

- ▶ Reward creativity.
- ▶ Allow for multiple solutions to problems.
- ▶ Work with the players' ideas. You don't have to say yes to everything, but always try to find a nugget you can use.
- ▶ Be fair and consistent with rulings.

# THE CLASSES

## THE BARD

The Bard is a sweet-voiced musician, a silver-tongued storyteller, and a healer of hearts. Bards are more at home talking, tricking, and inspiring than clashing steel with adversaries.



Play a Bard if you want to be charismatic, creative, and the healer of the party.

## THE DUNGEONEER

The Dungeoneer is an enterprising adventure seeker, daring to venture into old tombs and abandoned ruins in search of lost things. Dungeoneers are armed with the knowhow, and the most useful gear available, to succeed in the wild. And they're also smart enough to realize that Eem is a dangerous place, so it's best to travel in numbers.



Play a Dungeoneer if you want to be a daring treasure hunter, with tons of resources, and a crew of NPCs.

## THE GNOME

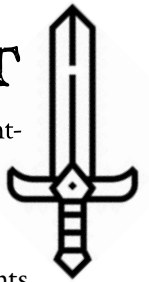
In the Land of Eem, gnomes may appear to be cute and harmless, but they are, in fact, some of the most powerful beings in existence. Protectors of nature and chroniclers of the old ways, gnomes are the only Class that also doubles as the character's species.



Play a Gnome if you want to wield magic, know about the world, and be in tune with nature.

## THE KNIGHT-ERRANT

Strong and swift and courageous, the Knight-Errant is a wayfaring warrior who lends their sword to a cause. Chivalry and romanticism may have withered away and died for most folks in the Land of Eem, but not for these heroic knights whose bravery is an inspiration to all they meet.



Play a Knight-Errant if you want to be a skilled fighter, ride a steed, and be a leader to others.

## THE LOYAL CHUM

Reliable and true, the Loyal Chum is the quintessential ally and travel companion. Their contributions may sometimes go unnoticed, but they're the backbone of any adventuring party, always there to lend a hand or helpful advice.



Play a Loyal Chum if you want to be the glue of the party, boost your allies, and be useful in a pinch.

## THE RASCAL

The Rascal is a roguish scamp, the kind you might find in a band of brigands, or toiling away at the worst jobs in any dungeon. They do what they have to do in order to survive in a world ruled by the bad guys, and they've learned a few tricks of the trade along the way.



Play a Rascal if you want to be a sneaky rogue who easily gets into and out of trouble.



# ATTRIBUTES

Attributes are your core characteristics that broadly define your character's capabilities. These are Vim, Vigor, Knack, and Knowhow. The modifiers of your Attributes (+2, +1, +0, -1) directly influence your Stats and Skills.

## Vim

- + Vim represents your charisma, inner spirit, and intuition.
- + It modifies your Courage.
- + Its corresponding Skills are Charm, Inspire, Mettle, and Perception.

## Vigor

- + Vigor represents your physical presence, prowess, and fortitude
- + It modifies your Attack.
- + Its corresponding Skills are Athletics, Intimidate, Might, and Vitality.

## Knack

- + Knack represents your cunning, dexterity, and stealthiness
- + Modifies your Defense.
- + Corresponding Skills are Nimbleness, Search, Sneak, and Trickery

## Knowhow

- + Knowhow represents your knowledge, wisdom, and resourcefulness
- + It modifies your Quest Points.
- + Its corresponding Skills are Lore, Realms, Tinker, and Wilderness

# STATS

You have four Stats: Courage, Attack, Defense, and Quest Points. Your Stats are directly influenced by your Attribute modifiers.

## Courage

Courage is a measure of your character's bravery, will, and toughness to keep going during an adventure. Your Courage is determined by your Class and modified by Vim.

## Attack

Attack determines your prowess at striking foes in combat. Your Attack is equal to your Vigor modifier. Some magical items can increase your Attack, but it cannot be increased with XP.

## Defense

Defense determines how difficult you make it for an adversary to harm you in combat. Because your Defense actually alters your adversary's Attack roll against you, it is equal to the inverse of your Knack modifier.

For example, +1 Knack would give you -1 Defense, which subtracts from an adversary's Attack roll against you; but -1 Knack would give you +1 Defense, which *adds* to an adversary's Attack roll.

Some magical items can increase your Defense, but it cannot be increased with XP.

## Quest Points

Quest Points represent your adventuring savvy, your will to succeed, and perhaps a bit of luck. Your Quest Points are equal to 3+Knowhow.

You can use Quest Points for two things:

- ▶ To use a **Once per session** Class Ability or Perk another time in a session.
- ▶ To increase a Check by +1 even after it is rolled.

# SKILLS

Skills can be improved individually with XP. A Skill or Skill Check cannot have a bonus more than +3 or penalty more than -3.

## VIM SKILLS

### Charm

You use Charm to captivate those around you with speech and song. It is your aura, and defines how others in the World of Eem react to you.

### Inspire

You use Inspire to make people believe in your sincere words and actions. Along with Charm, it defines how others in the World of Eem react to you, especially in serious situations.

### Mettle

Your Mettle is your inner fortitude and willpower, and it defines how well you are able to stand in the face of danger. You use it to dare obstacles like harrowing climbs or dangerous enemies, but also to resist the fear or push yourself beyond your limits.

### Perception

Your Perception is your insight and ability to detect things, and it defines how intuitive and observational you are.

## VIGOR SKILLS

### Athletics

You use Athletics to run long distances, jump, climb, and swim. It defines your athletic speed and prowess. Athletics differs from Nimbleness in that actions made with Athletics rely more on physical fitness than dexterity.

### Intimidate

You use Intimidate to threaten or frighten someone. For example, coerce a guard to give you a key, or frighten a gaggle of boggles into running away.

### Might

Your Might is your physical strength. You use Might to lift heavy objects, break free from someone's grasp, or win an arm wrestling contest.

### Vitality

Vitality is your physical fortitude and stamina, your health and constitution. You use it to endure harsh conditions, resist poisons, and to keep moving when the going gets tough.

## KNACK SKILLS

### Nimbleness

Your Nimbleness is your agility and dexterity. It defines how quick, swift, and graceful you are with your feet and hands. You use it to dodge out of the way, escape from trouble, and perform acrobatic maneuvers.

### Search

You use Search to find things that are hidden. It represents actions like scouring a room for clues, or looking behind a painting on the wall to find a secret safe or hidden door.

### Sneak

You use Sneak to hide or move stealthily, unnoticed or unseen. It defines how adept you are at slinking by a gang of bandits standing watch, or hiding from a hungry gwarglebeast. It also represents how well you can hide or smuggle objects.

### Trickery

You use Trickery to deceive someone with a lie or falsehood. It represents how good you are at duping others and disguising yourself. It also defines how crafty you are with unscrupulous tasks like lockpicking, pickpocketing, and cheating at cards.

# KNOWHOW SKILLS

## Lore

You use Lore to know about the history and trivia of Eem. It is your memory for legends and stories, as well as any sort of knowledge that isn't covered by another Skill. It represents actions like remembering rumors behind a strange labyrinth or knowing facts about an obscure creature.

## Realms

Realms represents your knowledge of locations and cultures. It defines how well-traveled you are, and how well you speak the various languages of folk. You use it for actions like identifying who runs a frontier town, or understanding the cultural habits of feral boggles in the Quagmash.

## Tinker

Tinker represents how handy you are at crafting and making things, as well as your general cleverness as a worker. It also defines your aptitude with understanding the science and mechanics of things. You use it to fix broken machinery, rig a pulley system, or figure out the most efficient way to complete a job.

## Wilderness

You use Wilderness to survive and navigate the perils the wild. It also represents your knowledge of plants and animals. You use it for actions like finding the best trail through spooky woods, or identifying a cure for a snake bite.

# ABILITIES

Abilities are what make your character truly unique and powerful, often allowing you to be creative.

Most Abilities require a Skill Check to work. However, Abilities bend the normal rules of the game, and expand the capabilities of what regular Skill Checks can accomplish. If an Ability seems like it achieves the same thing a regular Skill can do, then assume that the Ability grants increased capability, potency, and/or convenience for the PC.

## TERMINOLOGY

### ONCE PER SESSION

*Once per session* Abilities can be used again by spending a Quest Point. Otherwise, it can't be used again until the next game session.

### ONCE PER COMBAT

*Once per combat* Abilities can be used once any time you are in a new combat encounter. Quest Points can't be spent to use them again.

### EACH SESSION

*Each session* Abilities can only be used a single time in a session, and Quest Points can't be spent to use them again.

### ON A 6+

Sometimes Abilities will only trigger an effect if a target number is rolled. Most often this is written as *On a 6+*, but some Abilities trigger *On a 9+*, or *On a 5 or less*.

### NPCs

An NPC is a Non-Player Character played by the GM.

### ADVERSARIES

An Adversary is an NPC or creature that is in a Conflict with the PCs.

### ADVERSARY CLASSES

Some Abilities only affect certain types of Adversaries. There are Goons, Bruisers, and Champions, and many Abilities specify that they only affect Goons and Bruisers.



name **Kiri Kandleheart**

# The BARD

species **Boggart**  
 Boggarts start with three Proficiencies from their Homeland.

level **1**  
 xp

vim

+2

vigor

-1

knack

+1

knowhow

+0

charm +2

inspire +2

mettle +0

perception +2

athletics -1

intimidate -1

might -1

vitality +0

nimbleness +1

search +0

sneak +1

trickery +1

lore +1

realms +1

tinker +0

wilderness +0

courage

15

current

attack

-1

dread

d4

defense

-1

block

quest points

3



**BARD PERKS**  
**String Instrument:** Your instrument does +1 Healing  
**Musician:** When you heal someone, roll the healing dice with Advantage.  
**Soothing:** Once per session, you can heal a party member for 1d6 Courage.  
**Fighting Music:** During combat, the Bard's instrument is a ranged weapon.

**BARD ABILITIES**  
**Narrator**  
 Roll+Inspire - Once per session, narrate a desired outcome of a specific action or situation, beginning with the phrase "And then...". You receive a +1 bonus for rhyming. This Ability can't affect combat.  
**Fireside Ditty**  
 Once per session, Roll+Inspire and heal that much Courage to all allies outside of a Conflict.

proficiencies  
 Blending Into a Crowd, Writing, Riding

homeland  
**Fleabag County**

INVENTORY

Slots: 5 / 18

Fiddle (1)

Change of Fine Clothing (1)

Lasso (1), Rations (1)

Pen and Paper (0)

Pouch of Silver Coins (1)



ideals

Give someone hope

flaws

Blurt out a secret

### BACKSTORY

**How were you inspired to become a bard?**

It wasn't easy. Music was outlawed where I'm from, but I would play each night in secret.

**Ally:**

Gronkwyn Sunderfoot, the troll thespian, is an old friend I used to perform with in a traveling troupe.

**Rival:**

Zeda the Golden, a boggart singer, that has held a grudge against me for years.

### PERSONAL QUEST

Inspire the people of the Mucklands to fight back against the sarpathi.

### RELATIONSHIPS

1. Voricia and I have a lot in common...we both enjoy stirring up trouble!
2. Galen sure is great in a fight, but needs to learn how to let loose every once in a while.
3. Rylee is the only one that truly gets my genius.
4. Squeege would risk his neck to save me from any danger, and expects the same in return.
5. S. Warbly has bailed me out of trouble, and thinks I need to be more cautious.

name **Squeege**

# The DUNGEONEER

species **Gelatinous Goo**  
 Roll+Vitality to squish and squeeze through tight cracks and openings.  
 Disadvantage when talking without party.

level **1** xp

vim

-1

vigor

+2

knack

+0

knowhow

+1

charm +0

inspire -1

mettle -2

perception -1

athletics +2

intimidate +2

might +1

vitality +2

nimbleness +0

search +1

sneak +1

trickery +0

lore +1

realms +1

tinker +1

wilderness +0

courage

12

current

attack

+2

dread

d8

defense

+0

block

quest points

4



## DUNGEONEER PERKS

**Underling:** Zam the Sneaky Boggle. +1 Knack Attribute and Skills, -3 to all other Attributes and Skills  
**Metal Detector:** +20% Treasure Hunting

## DUNGEONEER ABILITIES

**Boggle Crew**  
 You have an expendable crew of boggles that accompany you on your expeditions. Roll+Inspire or Intimidate - Once per session, you can boss them around for various purposes. They are especially useful for distraction, menial labor, and triggering traps.

**Reconnoiter**  
 Roll+Realms - Once per session, make up a fact or rumor about a point of interest, or a group of people at a point of interest.

proficiencies  
 Seeing in the Dark, Hiding

homeland  
**The Underlands**

INVENTORY

Slots: 11 / 24

Hard hat (1)

Rappelling harness (1)

Dagger (1)

Lantern (1), Pickax (1)

Net (2), Rations (1)

Shovel (3)

Lantern Oil (0)



## ideals

Put my body on the line for a party member

## flaws

Follow my curiosity at any expense

## BACKSTORY

**Why did you decide to become a Dungeoneer?**

There are many amazing sights to behold in the Land of Eem, and I want to see them with my own eyes.

### Ally:

Professor Bunderworm, the retired boggart adventurer, has always been a great mentor.

### Rival:

Prang Horgo, the goblin dungeoneer, has long been a professional rival and unethical tomb raider.

## PERSONAL QUEST

Discover the long lost city of the sarpathi.

## RELATIONSHIPS

1. Rylee thinks I'm a big grump, but is determined to be my friend.
2. Galen thinks they're the leader of the group, but it's obviously me.
3. Voricia owes me big time for saving them in the past.
4. I would risk my neck to save Kiri from any danger, and I expect the same in return.
5. Even though we're often at odds, I actually really admire S. Warbly.

name

S. Warbly Pebbleskip

# The GNOME

species

Gnome

Gnoms can talk to and converse with animals.

level

1

xp

vim

+1

vigor

-1

knack

+0

knowhow

+2

charm +0  
 inspire +1  
 mettle +1  
 perception +1  
 athletics +0  
 intimidate -1  
 might -1  
 vitality -1  
 nimbleness +1  
 search +0  
 sneak +0  
 trickery -1  
 lore +3  
 realms +2  
 tinker +1  
 wilderness +2

courage

15

current

attack

-1

dread

d8

defense

+0

block

quest points

5



## GNOME PERKS

Spring Hat: Once per session, mend a mundane item.

Bane: Sarpathi - Deal d12 Dread to attacks against them.

## GNOME ABILITIES

### Chronicler

Roll+Lore - Gnoms live a long time, and in that time take it upon themselves to chronicle the world around them. Once per session, create a historical fact, or any bit of ancient knowledge, or trivia.

### Magic Feet

Roll+Nimbleness - Gnoms are spry and always stay one step ahead of their foes. Once per session, reroll a Nimbleness Check or perform a spectacular acrobatic feat beyond the capabilities of normal creatures.

proficiencies

Swimming, Fishing

homeland

Quagmash

INVENTORY

Slots: 7 / 18

Fishing Pole (2)

Fishing Gaff (1), Rations (1)  
 Chum Bucket (1)  
 Divining Rod (1)

Tackle and Bait (0),  
 Bug Repellent (1)



## ideals

Risk your life to save an animal  
or to preserve nature

## flaws

Tell the truth when it's very inconvenient

## BACKSTORY

What were you doing for the last hundred years?

I was replanting trees in the Used T'Be Forest, but the task became impossible.

### Ally:

Moirra the Sage, the shrym scholar, has long been a valued friend and lore enthusiast.

### Rival:

A mysterious sorcerer called Crael trades magic and dwimmercraft to friends and villains for profit.

## PERSONAL QUEST

Defend the Mucklands from certain doom at the hands of the sarpathi.

## RELATIONSHIPS

1. Voricia seems to like me but thinks I must learn the world isn't all rainbows and unicorns.
2. I have watched Rylee grow up from afar, and now it is my time to mentor them.
3. Galen thinks I'm a bit of a know-it-all, but has never let me down.
4. Even though we're often at odds, I can tell Squeege looks up to me.
5. Kiri always relies on me to bail them out of trouble, but they need to be more cautious.

name  
**Galen Dundoogle**

# The KNIGHT-ERRANT

species

**Bogril**

Can hold breath for 5 minutes

level


**1**

xp

# Land of Eem


FANTASY RPG

vim




+1

vigor




+2

knack



-1

knowhow



+0

charm +1

inspire +1

mettle +1

perception +0

athletics +2

intimidate +2

might +2

vitality +1

nimbleness -1

search -1

sneak -1

trickery -1

lore +3

realms +2

tinker +1

wilderness +2

courage



16

current




attack



+2

dread



d10

defense



+1

block



quest points



3



proficiencies

Boating, Smuggling

homeland

**River Country**

## KNIGHT-ERRANT PERKS

**Magnificent Sword:** [trusty] Can't be fumbled or accidentally dropped.  
**Bogril Tortoise:** While mounted you get +1 Block, and your tortoise provides +12 Inventory.

## KNIGHT-ERRANT ABILITIES

### Wayfarer

Roll+Realms - Once per session, make something up about a place, landmark, or point of interest in the land of Eem.

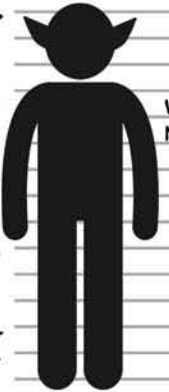
### Inspiring Orders

Roll+Inspire - Twice per session, on a 6+, you may choose to do one of the following:

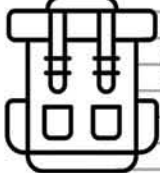
- \* Give +1 to all party members' rolls during one phase of a Conflict.
- \* Give +2 to an ally's Check before it is rolled.
- \* Heal 1d6 Courage to an ally.

## INVENTORY


Slots: 9 / 23




Wooden Oar (2),  
Magnificent Sword (2)



Overcoat w/ hidden pockets (1)  
Rope 30 ft. (1), Shackles (2)  
Rations (1)



River Boat Ticket (0)  
Deck of Cards (0)





ideals

Rescue someone from danger

flaws

Destroy something indiscriminately

### BACKSTORY

**How did you become a knight?**

I defended my town from bandits and took up the sword from then on to protect others.

Ally:

Hadrick the Elder, the human blacksmith, who saved my life when bandits attacked our town.

Rival:

Weldar, the human Felmog Outrider, is a jealous and selfish knight that seeks fame.

### PERSONAL QUEST

Discover the truth about the sarpathi and share it with the world.

### RELATIONSHIPS

1. Squeege thinks they're the leader of the group, but it's obviously me.
2. I trust Rylee with my life, and there is nothing that I wouldn't do for them.
3. Kiri thinks I'm great in a fight, but I need to learn how to let loose every once in a while.
4. I have a feeling that Voricia has ulterior motives and I'm not sure I should trust them.
5. S. Warbly is a bit of a know-it-all, but has never let me down.

name

Rylee Springle

The

LOYAL CHUM

species

Shrym

Shryms have Proficiency in Mechanics.

level

1

xp

vim

charm

+1

vigor

inspire

+0

knack

mettle

+1

knowhow

perception

+1

athletics

+0

intimidate

-1

might

+0

vitality

+1

nimbleness

-1

search

+0

sneak

-1

trickery

-1

lore

+1

realms

+2

tinker

+3

wilderness

+2

courage

current

attack

dread

d6

defense

block

quest points



LOYAL CHUM PERKS

Best Chum: Galen the Knight-Errant

Share the Load: Suffer the consequences of your Best Chum's failed action

Cooking: Party members heal a d10 when you make camp, eat food and rest.

LOYAL CHUM ABILITIES

Old Chums

Roll+Charm - Once per session, you can make up an old friend that you've run into who can help you or give advice.

Lend a Hand

Once per session, if an ally fails a roll, you can attempt to make the Check instead and replace the ally's result. Also, you roll with Advantage whenever you attempt to catch someone's fall, pull them from danger, or anything similar.

proficiencies

Woodcraft, Repair, Mechanics

homeland

Used T'be Forest

INVENTORY

Bow (2)

Arrows (1)

Hatchet (1)

Saw (1), Rations (1)

Bedroll (1)

Frying Pan (1)

Flint and Tinder (-)

Stick of Dynamite (1)

Slots: 9 / 21



## ideals

Volunteer to go head first into danger

## flaws

Fumble or trip at a bad time

## BACKSTORY

**What life did you leave behind to become an adventurer?**

Galen's and my peaceful village was destroyed by sarpathi and the last of us had nowhere to go.

### Ally:

Ora the imp rascal is a childhood friend who helped me escape the sarpathi.

### Rival:

Brang Thurk, the dweorg miner, used to be an old mining buddy, but tried to sell me out to the sarpathi.

## PERSONAL QUEST

Prevent the Eyes of EHK from falling into the wrong hands.

## RELATIONSHIPS

1. S. Warbly has watched me grow up from afar, and now is a mentor to me.
2. Squeegee is a big grump, but I'm going to do my darndest to make them my friend.
3. I trust Galen with my life, and there is nothing that I wouldn't do for them.
4. No one else but me seems to truly get Kiri's genius.
5. When we're alone, Voricia seems to like me, but then makes fun of me in front of the others.

name **Voricia Wrynch**

# The RASCAL

species **Human**

level **1**

xp

vim

charm +1

inspire +0

mettle +0

perception +0

vigor

athletics +1

intimidate +1

might +1

vitality +0

knack

nimbleness +2

search +2

sneak +2

trickery +2

knowhow

lore -1

realms +0

tinker -1

wilderness -2

courage

current

attack

dread

defense

block

quest points



**RASCAL PERKS**

**Ruffian:** Roll+Might - Once per session, knock an unsuspecting Goon or Bruiser unconscious.

**Fibbing:** Once per session, you gain Advantage on a Trickery Check.

**RASCAL ABILITIES**

**Disappearing Act**  
Roll+Sneak - Once per session, hide in plain sight, or disappear from view even when it might seem impossible.

**Sticky Fingers**  
Roll+Nimbleness - Once per session, pickpocket an NPC and create a mundane item that you have just stolen.

proficiencies

Fishing, Treasure Lore

homeland

**Scalawag Strand**

**INVENTORY**

Slots: 7 / 21

50 feet of Rope (1)

Knife (1), Rations (1)

Heavy Cloak (1)

Short Sword (2)

Lockpicks (1)

Compass (0)



ideals

Steal something valuable

flaws

Take a bet against the odds

### BACKSTORY

Life is hard, but how have you managed to get by?

Unfortunately if it weren't for the gangs and bandit crews, I'd probably be a goner. Too bad once you're in with them, they never let you out.

Ally:

Lucky Cheeder, the boggle spy, is a great source of information and rumors.

Rival:

Shara Nork, the boggart gangster, has had it out for me for years just because I owe her money.

### PERSONAL QUEST

Rob the dastardly sarpathi and give back to the downtrodden who need it.

### RELATIONSHIPS

1. Kiri and I have a lot in common...we both enjoy stirring up trouble!
2. S. Warbly is good people, but they gotta learn the world ain't all rainbows and unicorns.
3. Squeege says I owe them big time for saving me in the past.
4. Galen thinks I have ulterior motives and acts weird around me.
5. When we're alone, I'm nice to Rylee, but I can't help making fun of her in front of the others.

# SESSION ZERO

Session Zero is the first time everyone in the group gets together and sets expectations for the game. This is a great time to discuss things like group etiquette, off-limit or sensitive content, and any house rules. Just make sure everyone is on the same page in general!

## CHARACTER STORY

During Session Zero, time should be taken for each player to have a turn fleshing out their Backstory, Ideals and Flaws, Relationships, and Personal Quest. The GM and players should have a back and forth conversation to build upon what's on the character sheet.

### Backstory

Players are encouraged to expand upon their Backstory answer and add some specific details to make their histories unique.

### Ideals and Flaws

Ideals and Flaws are your character's innate personality traits and tendencies. At the end each session, if you played to one of your Ideals and Flaws, you gain 1 XP. Characters start at Level 1 with one Ideal and one Flaw. At level 5, you can pick an additional Ideal and Flaw.

### Relationships

Your PC should have a connection to every other PC. Some connections will be deeper than others, but the goal is to establish a bond that would explain why your characters are adventuring together in the first place.

### Personal Quest

Your Personal Quest is what drives your character at their core, separate from the goals of the party. This category requires the most creativity to flesh out and make unique and fruitful for gameplay.

If your character ever completes their Personal Quest, you should develop a new Personal Quest.

# GAINING XP

## QUESTING XP

Questing XP is awarded at the end of the session by the GM. Whenever Questing XP is triggered, every player in the party gains 1 XP. Each of the following criteria can be triggered more than once in a session at the discretion of the GM:

- ▶ The party completes a quest or objective
- ▶ The party solves a problem in a particularly creative way
- ▶ The party explores a new location or point of interest
- ▶ The party encounters a new creature
- ▶ The party has a significant encounter with an NPC
- ▶ The party finds a Relic

## ROLEPLAYING XP

Roleplaying XP stems from Character Stories, and is split into two categories: Party XP and Individual XP.

When Party XP is triggered, every player gains 1 XP. But Ideals and Flaws are considered Individual XP: only the PC who demonstrated their Ideal or Flaw gains 1 XP.

Every PC can trigger each of the following criteria once in a session.

### Party XP

- ▶ A PC builds on a Relationship. Even though two PCs are involved in a Relationship, the GM decides which PC triggered the XP for the party.
- ▶ A PC pursues their Personal Quest

### Individual XP

- ▶ A PC demonstrates their Ideal
- ▶ A PC demonstrates their Flaw



# TRAVEL AND EXPLORATION

The game uses a hex map and procedural rules to travel, known as hex crawling. There are three modes of movement to travel and explore: A Day's Travel, Exploration, and Dungeon Crawling.

## A DAY'S TRAVEL

When the party is covering long distances, the rules for A Day's Travel are used. There are two turns over the course of a day, called Legs. You can travel up to 2 Hexes (12 miles) per Leg. Therefore, you could normally cover 4 Hexes (24 miles) in one day. For every Leg of the journey, the party must make a Travel Check, which may result in an encounter or discovery.

## Travel Modifiers

- ▶ Traveling via roads marked on the map gives a +1 bonus
- ▶ When traveling on a road while mounted or in a vehicle, the party can travel an extra Hex per day.
- ▶ You can only travel 1 Hex per Leg over difficult terrain like mountains, dense woods, and swamps.
- ▶ You can only travel 1 Hex per Leg when traveling at night, and you get Disadvantage.

## TRAVEL CHECKS

To determine what happens as you travel across the hex map, PCs alternate making a Realms Check for every Leg of the journey. Every PC must cycle through and make a Realms Check before the first PC has another turn, etc.

The Realms Check determines if the party encounters something, experiences a minor setback, has an eventful journey, or discovers something interesting.

### ROLL A D12 + REALMS

1-2	Perilous Encounter
3-5	Dangerous Encounter
6-8	A Bump in the Road
9-11	Uneventful Journey
12	Discovery

## Perilous Encounters

A Perilous Encounter is an immediate life-threatening situation or hostile creature while traveling to or exploring a Hex.

## Dangerous Encounters

A Dangerous Encounter is a clear danger or potentially hostile creature, while traveling to or exploring a Hex.

## A Bump in the Road

A Bump in the Road is a minor setback even though you successfully traveled to or explored a Hex without an encounter. Roll a D6 on the table below:

### ROLL A D6

1	Wrong Turn
2	Lost Supplies
3	Exhaustion
4	Bad Weather
5	Unwanted Attention
6	Interparty Conflict

### WRONG TURN

The party takes a wrong turn and gets lost. The party can only move a single Hex, and must roll a D6 to determine which Hex the party travels to. (1 is North, 2 is Northeast, 3 is East, 4 is South, 5 is Southwest, 6 is Northwest.)

### LOST SUPPLIES

A random PC accidentally loses some food or rations, or another random item.

### EXHAUSTION

The party takes a difficult path, wearing everyone out. PCs roll with Disadvantage on healing Courage until they get a night of rest.

### BAD WEATHER

The party runs afoul of bad weather, whether it's rain, wind, cold, or heat. The next Travel Check has Disadvantage.

## UNWANTED ATTENTION

The party is quite conspicuous as they travel, drawing attention to themselves. The next time they make camp, the Wandering Creature Chance is +1.

## INTERPARTY CONFLICT

The road is hard and puts people on edge. Two random PCs start bickering about something. This is potentially an opportunity to build Relationships and gain XP.

## Uneventful Journey

An Unventful Journey means you successfully traveled to or explored a Hex without running into any trouble.

The PC making the Travel Check can also attempt to Find Resources during an Uneventful Journey.

## Discovery

A Discovery is a positive encounter or revelation of a landmark/secret in the area, in addition to successfully traveling to or exploring a Hex.

The PC making the Travel Check can also attempt to Find Resources during a Discovery.

# RUNNING RANDOM ENCOUNTERS

It's important that the GM reads the encounter first before reading anything aloud to the players. Oftentimes there is secret information within the description that will impact how the players might react.

Most encounters assume that the party is already in the thick of a sticky situation, instead of having the choice to completely avoid something without ever engaging with it.

## MAKING CAMP

After a hard day adventuring, it is likely that the party will want to make camp to rest for the night.

## Around the Campfire

Adventurers don't just sit around in silence and then hit the sack. They tend to tell stories to each other and ask each other questions.

Each time the party makes camp, one character may ask another character a Campfire Question. The goal should be to ask evocative questions that elicit revealing answers, giving insight into the character's personality Backstory, Relationships, or Personal Quest. If need be, the asking player can ask related follow-up questions to draw out something juicy.

This is a great time for characters to build on their Relationships and gain XP. On long journeys, potentially every character in the party will be able to ask a question. But on shorter journeys, it's important for the players to include as many PCs as possible in asking and answering questions, not just the same few.

## Food and Rest

While traveling on the road, a PC gains 1d6 Courage after eating and a night of rest. If a PC doesn't do one or the other, they don't gain Courage.

In addition, for each of the following, you get a +1 bonus to your Healing roll after eating and resting:

- ▶ Sleeping on a bedroll
- ▶ Eating a cooked meal (not rations)

If a PC doesn't sleep, they get the Tired condition (-1 to all Checks), until they do sleep.

## RATIONS

Rations use a Usage Die similar to Coins. When you eat rations, you roll 1d6. On a roll of 1 or 2, the rations are completely eaten up. Rations can be shared but must be rolled for each individual eating them.

# THE JOURNEY HOME

Sometimes the journey back to a starting location after a quest can be anti-climactic. The party accomplished their goal, and now they have to go through another long adventure back to town?

To speed things up, the GM can allow the party to make one Travel Check to determine what happens on their journey home. The only requirement is that the party must take the exact same hex route back to their starting location.

# CONFLICTS

escalated to the threat of combat. This is not to say every Conflict turns into combat. In fact, most of the time, players will have opportunities to avoid combat. NPCs and creatures who are in a conflict with the PCs are called **Adversaries**.

A Conflict round is broken up into four phases. At the beginning of a Conflict round, players state their intended actions to Parley, do an Action, Run, or fight in Combat. As we'll learn below, the number of times the party can attempt to parley with an Adversary is limited.

## CONFLICT PHASES

### Phase 1: Parley

At the beginning of any conflict, a PC who wishes to talk first gets the chance to do so. Charm, Inspire, Intimidate, and Trickery are the skills most often used for this purpose, as well as many Class Abilities. If all goes well, the PCs may avoid combat altogether.

All adversaries have a Parley score of 0, 1, or 2, that determines how many times PCs can attempt to negotiate during a Conflict. The more fearsome and hostile the adversary, the harder it is to parley. Especially tough enemies can even impose a penalty or Disadvantage on skill checks.

During the Parley phase, rolling a result of Failure with a Plus is up for interpretation, just like other Check results. But here are some ideas:

- ▶ You fail to sway the adversary, but they spill some information.
- ▶ You fail to sway the adversary, but you've distracted them from something else.
- ▶ You fail to sway the adversary, but they have no interest in killing you; they want something else.
- ▶ Or, if the adversary has Parley 2, then another PC can still attempt to Parley if desired.

Rolling a Complete Failure generally always means that things have gone awry, and the adversary is even more angry.

Critters can only be parleyed with by using the Wilderness Skill.

### Phase 2: Action

After the Parley phase comes the Action phase, when anyone who wants to *do something* other than attack can attempt to do so. This is the time that PCs can use their non-social Skills and Abilities to defeat or defuse the situation. For instance, to cave in an entrance, cut the rope bridge, or dive for the precious item.

### Phase 3: Run

If the PCs wish to run, they are only as fast as their slowest in the party. The PC with the lowest Nimbleness rolls a Nimbleness Check. Failure results in combat ensuing. Success means that the PCs have escaped, or that a chase ensues, which is up to the GM. If the players do escape, returning to the same location often results in combat.

### Phase 4: Combat

The combat phase uses Initiative. Every player Rolls+Perception to determine the attack order. Anyone who rolls a 6+ goes before the adversaries, and anyone who rolls a 5 or less goes after the adversaries.

To attack, roll a D12 and apply your Attack bonus minus the adversary's Defense.

If the Attack hits, deal Dread to the target's Courage.

After the combat phase, a new round begins. In the new round, if there is still the option to Parley, anyone who wants to do that will go first, followed by PCs in the Action phase, Run phase, and then Combat phase.

# COMBAT

Combat in *Land of Eem* is meant to be quick and decisive. By design, characters don't have boatloads of Courage to absorb many hits over the course of several rounds, and because there is a counterattack mechanic, you are liable to get hit on your own turn. Therefore, running away is a completely acceptable option.

Remember that even when you enter combat, players who want to Parley, do an Action, or Run get to do so first at the top of the round.

## RANGE AND MOVEMENT

*Land of Eem* is largely a "theater of the mind" game when it comes to combat. Distances between characters are broadly defined. The ranges are: *Close*, *Nearby*, *Faraway*, and *Distant*.

A PC can attack an adversary who is Close or Nearby, otherwise the PC must spend a whole round to move to a Faraway adversary.

Distant adversaries are rarely relevant in a Conflict. It takes two rounds to move to a Distant adversary.

Ranged attackers cannot attack Close adversaries, and have Disadvantage against Distant adversaries.

## MELEE COMBAT

Melee Combat uses the same dice result chart as Skill Checks, but is defined by a hit and miss dynamic when attacking.

### ROLL A D12 + ATTACK - DEFENSE

1-2	Complete Miss
3-5	Miss with an Plus
6-8	Hit with a Counterattack
9-11	Hit
12	Critical Hit

## RANGED COMBAT

The chart for Ranged Combat is slightly different; it is more difficult to hit as a ranged attacker, but a ranged attacker can't be counterattacked.

### ROLL A D12 + ATTACK - DEFENSE

1-2	Complete Miss
3-8	Miss with a Plus
9-11	Hit
12	Critical Hit

## SUCCESS AND FAILURE

### Complete Miss

A Complete Miss is something negative that also happens in addition to missing an attack. This could mean swinging and accidentally damaging the precious item you've come to retrieve; or it can result in a mechanical penalty, like getting in the way of an ally, and giving them Disadvantage on their next roll.

If the GM can't come up with anything in the moment, they are encouraged to collaborate with the players, or roll on the following table.

### d6 Complete Misses

1	Character misses and fumbles their weapon or item
2	Character misses and puts themselves in a bad or precarious position
3	Character misses and accidentally hits an ally or object in the environment for a negative effect
4	Character misses and alerts or draws the ire of other adversaries
5	Character misses and disrupts an ally's next attack or action
6	Character misses and accidentally hurts themselves



## Miss with a Plus

When you Miss with a Plus, some sort of silver lining or positive outcome occurs despite missing. This could mean missing but knocking the adversary closer to the edge of the nearby cliff; or it could mean a mechanical bonus like missing but setting up an ally to flank, giving them Advantage on their next roll.

If the GM can't come up with anything in the moment, a quick solution for Miss with a Plus is that both the attacker and defender take 1 Dread. Otherwise the GM is encouraged to collaborate with the players, or roll on the following table.

d6	Miss with a Plus
1	Character misses but sets up an ally's next action or attack
2	Character misses but disrupts the adversary's planned attack or action
3	Character misses but hits an object in the environment for a positive effect
4	Character misses but is able to guard a vulnerable ally
5	Character misses but disrupts or delays other adversaries in the fight
6	Character misses but puts the adversary in a bad or precarious position

## Hit with a Counterattack

You hit and deal Dread, but your target can make an Attack roll against you. If they roll a Hit with a Counterattack against you, you can counterattack against them as well, and so on. In this way, a chain of lucky counterattacks can simulate a duel.

## Hit

You successfully hit and deal Dread to your target.

## Critical Hit

You successfully hit and deal double your Dread roll to the target. Add any Dread bonuses first, then multiply the total by 2.

## CONFLICT EXAMPLE

On their way through the Used T'Be Forest, the party encounters a pack of hungry weorgs. This begins a Conflict!

### Parley Phase

Kiri the Bard decides she wants to try and parley with the weorgs so she goes first. "You don't want to eat us," she says. "We're malnourished adventurers. Our meat's all stringy!"

The GM calls for a Charm Check, but Kiri's player rolls a 3, Failure with a Plus. The GM decides that the weorgs are still hungry, but they won't notice what other PCs are doing as they lick their chops at Kiri. "Meat is meat!" they snarl back.

### Action Phase

The next phase is for Actions, anything that would be non-combat. Squeeze the Dungeoneer decides to lay a trap in the nearby weeds using his Boobytraps Ability. He makes a Tinker Check and gets a Success! The trap is set, and the weorgs don't notice.

### Run Phase

Everyone with turns left decides they won't run--they'll stand and fight.

### Combat Phase

Time for initiative, which happens every combat round. Whoever rolls a 6+ goes before the weorgs.

That turns out to be Galen the Knight-Errant and Rylee the Loyal Chum. Warbly the Gnome and Voricia the Rascal will go after the weorgs.

Rylee attacks a weorg and rolls a 12, scoring a Critical Hit. She rolls her Dread, and doubles the result of 3, for 6 Dread. That's enough to defeat the weorg Goon.

Galen attacks the weorg Champion and gets a 7. That will hit, but the weorg gets a counterattack. Galen deals 5 Dread, and the weorg rolls an 8 on its counterattack. That means Galen will get to counterattack again. But first he takes 7 Dread. On his counterattack, he rolls a 4: a miss but the GM says the Plus means this weorg will be -1 to its next attack.

# COURAGE

Courage is a measure of your character's bravery, will, and toughness to stay standing during an adventure. In other games this is commonly called Hit Points, but the key here is that much of what Courage represents is the mental aspect of dealing with harm and adversity.

Your starting Courage is determined by your Class+Vim.

# DREAD

Damage from weapons and other sources is expressed as Dread, which reduces your character's Courage. Only Dread from a physical source can be Blocked by armor.

Your Dread die is determined by your Class. Some Classes have Abilities that increase their Dread die, and some magical items increase Dread as well.

You can attack with just about anything: a shovel, a pan, an umbrella, etc. But when you do attack without using a true weapon, your Dread roll has Disadvantage.

# HEALING

Most Classes have Abilities that let them heal themselves or the party at some point in their Level progression. Aside from that, there are certain Magic Items, Herbs, Fish, and Alchemy recipes that heal Courage. But these must be sought out and found in the world.

## Food and Rest

If a PC is able to sleep in an inn or place of comfort, eating food can be handwaved, and resting heals full Courage.

While traveling on the road, the rules are more strict. A PC gains 1d6 Courage only after eating and a night of rest. If a PC doesn't do one or the other, they don't gain Courage.

In addition, for each of the following, you get a +1 bonus to your Healing roll after eating and resting:

- ▶ Sleeping on a bedroll
- ▶ Eating a cooked meal (not rations)

If a PC doesn't sleep, they get the Tired condition (-1 to all Checks), until they do sleep.

# DEFEAT AND DEATH

If reduced to 0 Courage, you are Defeated, which means you fall unconscious for 1d4 rounds. Roll+Vitality to Resist Wounds - On a 5 or less you suffer a Wound. A Wound gives you a -1 penalty to all rolls.

When you regain consciousness, you heal Courage equal to 1D6 + Level. An ally can use an action to wake up an unconscious PC. Wounds persist until the next adventure unless healed by some sort of magic.

## Defy Death

If you are reduced to 0 Courage twice or more in a session, Roll+Vitality to Defy Death. You can use multiple Quest Points on a Check to Defy Death.

### ROLL A D12 + Vitality

- |     |   |
|-----|---|
| 1-5 | Your character can perform a last heroic action before death. |
| 6-8 | Your character lives but suffers a lasting injury             |
| 9+  | Your character lives  |

If all characters are Defeated, the GM describes what happens based on the adversary. Some enemies take prisoners or demand retribution, while others, like dragons, are ruthless and might gobble up the PCs.

# EQUIPMENT

## INVENTORY

Every item has an Item Slot value. This represents an approximation of weight, and each item generally takes up 0, 1, 2, or 3 Inventory Slots.

A PC's Inventory Slots are equal to  $20 + \text{Might} + \text{Vitality}$ .

Regular clothes that are only worn for narrative or flavor purposes are not factored into the equation, while especially heavy or bulky items may take up more than 3 slots, or be impossible to carry.

If you are carrying more than your max Inventory allows, you get the Tired condition (-1 to all rolls) and Disadvantage on Movement Checks.

## Worn Vs. Carried

Items in your Inventory are either Worn or Carried. Worn items are those that the PC is currently wearing such as clothes, armor, and accessories. Carried Items are what a PC is carrying on their person in bags and sacks, and on belts and bandoliers.

Worn Items actively confer any bonuses and are instantly at the ready, while Carried Items must be taken out to be used.

## Item Slots

### (0) SLOT ITEMS

These are small trinkets like jewelry, and little objects such as potions, keys, etc. You can have up to five (0) Slot items Worn on you, and five (0) Slot Items Carried on you.

### (1) SLOT ITEMS

These are items like light weapons such as daggers, slings, a quiver of arrows; various tools and gear; a pouch of coins; a week's rations; light armor; small shields; helmets; special or magical footwear, gloves, bracers, hats, masks, capes, cloaks, etc.

### (2) SLOT ITEMS

These are medium weapons like longswords, axes, maces, bows; medium shields; larger tools and gear; chain mail, ring mail, brigandine armor, pauldrons etc.

### (3) SLOT ITEMS

These are heavy weapons like polearms, greatswords, battle axes, etc.; crossbows; large shields; plate armor.

## ITEM TYPES

There are four different types of items, which have different properties.

## Mundane Items

Mundane items are regular items with no special properties.

Mundane Items are rolled on the Mundane Item Table using a d200. Instead of using two d10's like you would for a d100, use a d20 and a d10.

## Magnificent Items

Magnificent items are items of exceptional quality. They have a special Trait that confers some sort of benefit or property.

Magnificent items are first rolled on the Mundane Item Table; once the type of item is rolled, you then roll on the relevant Magnificent Item Trait table.

## Magic Items

Magic items are rare items with unique magical properties. They vary greatly in power and usefulness.

Magic items are rolled on the Random Magic Item table.

## Relics

Relics are legendary items with more magical power, or more cultural significance within the land of Eem. Whenever the party finds a Relic, they gain 1 XP.

Relics are rolled on the Relics table.



# WEAPONS

By default, weapon damage is determined by Class. You can attack with just about anything: a shovel, a pan, an umbrella, etc. But when you do attack without using a true weapon, your Dread roll has Disadvantage.

Magnificent weapons have Traits that make them more effective.

# ARMOR

When you wear Light Armor like a gambeson, leather, or hide armor, you gain Advantage whenever you must Defy Death after being Defeated twice in a session.

Medium Armor (chainmail) and Heavy Armor (plate armor) also give Advantage to Resisting Wounds, which happens after you are Defeated for the first time in a session.

Medium Armor and Heavy Armor also impose some Disadvantages. Movement Checks refer to all Athletics, Nimbleness, and Sneak Checks.

After actually suffering a Wound or having to Defy Death, armor is considered broken and must be repaired to confer benefits.

## Block

Heavy Armor and some magical armor have a Block rating (usually 1 or 2). Block reduces incoming damage equal to the Block rating. However, Block only reduces damage taken from a physical source. For instance, a fear-based effect couldn't be blocked by armor or shields.

## Armor Types

### LIGHT ARMOR (1):

- + Advantage: Defy Death

### MEDIUM ARMOR (2):

- + Advantages: Resist Wounds, Defy Death
- + Disadvantage: Sneak

### HEAVY ARMOR (3):

- + 1 or 2 Block
- + Advantages: Resist Wounds, Defy Death
- + Disadvantages: All Movement Checks

## Shield Types

### SMALL SHIELD (1):

- + Once per combat, Block 1d4 Dread.

### MEDIUM SHIELD (2):

- + Once per combat, Block 1d6 Dread.

### LARGE SHIELD (3):

- + Once per combat, Block 1d10 Dread.

## Helmets

Wearing a helmet adds +1 to your Checks to Defy Death and Resist Wounds. Remember, the max bonus to any Check is +3, except when Quest Points are used.

## Pieces of Armor

You might find individual pieces of armor like gauntlets, greaves, or pauldrons, etc. While they don't act as Light, Medium, or Heavy Armor on their own, you could potentially collect a piecemeal suit of armor with enough pieces.

Otherwise, they provide narrative benefits. For instance if acid drips on your hands, maybe your gauntlets are destroyed before you're harmed; or if you kick a dude in the shins while wearing greaves, maybe it hurts extra.

# GM SECTION



# d100 DANGEROUS ENCOUNTERS

- 1-2** A blind bugbear stares at a sign post that points in the direction of Dunk. He says he needs to get there posthaste and deliver an overdue bridge toll to Shrugga the Stomper.
- 3-4** A gnome sits sullenly in a small cage with a sign posted next him that reads: "Arrested for cultivation of trees." He asks for some food and water, and pleads to be set free so he can get back to the Green Gallivanter.
- 5-6** An escaped prisoner is on the run from a goblin tycoon for stealing a precious gem. The prisoner swears they are innocent...but begs for help hiding a suspicious blue gem.
- 7-8** A caustic bard heckles the party as they pass, making fun of one random party member in particular.
- 9-10** You step into a sinkhole that falls fifteen feet into a cavern, shattering a giant violet crystal. Angered, a group of chromadytes emerge to defend their home.
- 11-12** A traveling fair Gramble's Fun Fair is full of games. The carnies, a mish mash of goblins, boggarts, and shrym, challenge the party to win prizes. But, little do the PCs know, the prize is a cursed magical item!
- 13-14** A wild-haired bogril prop comic sits on large chest by the side of the path with a giant rubber thumb extended. "I'm headed to Wally's Amatuer Night! You want to come?"
- 15-16** A bare-knuckle boxing match rages between two furious bandits, a one-eyed bruiser and a rapid pipsqueak. As their rowdy comrades hoot and holler, a sleezy boggart in a top hat is taking bets on who will win. What's your wager?
- 17-18** An angry mob with torches and pitchforks warns you about a living gloomwork skeleton that was seen roaming the countryside.
- 19-20** A stage coach with two shabby passengers and a mute driver has just enough seats to invite the adventures in for a ride. While riding along the road, the coach is attacked by bandits!
- 21-22** A manticore sits on a tree stump trying to incite nearby miners into going on srike. The manticore, whose name is Eddie, yells about dental insurance and vacation pay passionately, but no one is listening and Eddie the Manticore is getting furious.
- 23-24** A wild-looking kobold insists he is a wizard as he waves around a lazy looking, rotund cat at the party. He accuses the party of stealing his invisible dog.
- 25-26** Two dweorgs have lost control of a captured Used T'Be Tiger. The giant cat isn't happy.
- 27-28** A yowljack raiding party is laying siege to a caravan of goblin merchants from Fleabag County.
- 29-30** A Skrokwing flies overhead casting a huge, ominous shadow.
- 31-32** A huge group of boggles are blocking the path. They furiously deny your passage unless you renounce the goblin tycoon overloads and agree to join their revolution.
- 33-34** The ground beneath your feet collapses and you slide hundreds of feet down into a tunnel. Boggles, boggarts, and goblins are surprised, looking at your from behind their mining helmet lights with wide eyes.
- 35-36** A Bogril Junkmonger with a mountain of junk on his back is in a tight spot, trapped in a hungry inkpot spider's web.
- 37-38** Grashnog the ettin is camping nearby and is secretly in love with another ettin named Luk'la. Grashnog wants advice about how to win her love, but if the advice fails, Grashnog will eat the party.
- 39-40** The party wanders near a blynx den. The blynx is asleep, and invisible, but if any PC fails a Sneak check, the blynx awakens, angry.
- 41-42** A trio of bogril Bulwarks rides up to the party, ready to take them in for questioning. A group matching the party's description is said to have robbed a caravan recently. This may be true, but if not, the informant is a random rival of the PCs.
- 43-44** You spot a lone rider ahead of you. The rider rears their horse and blows a horn, summoning two more riders that draw their blades and charge. Bandits!
- 45-46** What appears to be an old human knight will challenge a party member to an honorable duel. Winner will gain the knight's aid for the remainder of the session.
- 47-48** A wealthy goblin merchant is traveling to Bogtown. You remember you've just seen a shady group of characters loitering at the side of the road behind you.
- 49-50** A skeleton lies partially unburied in a mound of loose earth near the mount of a large cave, the entrance to a dungeon.



# d100 DANGEROUS ENCOUNTERS

- 51-52** You find a gruff, boggart warrior called Rotgar the Bold. Rotgar is berating his squire Jop, because the boy can't lift a two-handed sword.
- 53-54** A traveling fortune teller invites the party into their wagon for a reading, only a pouch of copper coins each. The fortune teller is very pushy. However, those who have their fortune told get +1 Quest Point for the session. Those who do not get their fortune told are -1 Quest Point. for the session.
- 55-56** As the party crosses the bridge of the troll Skunkworth the Smelly, they must make Nimbleness Checks to cross fast enough, or else the smell gets baked into their clothes. Anyone who fails is -2 to all social interactions for the session and needs new clothes.
- 57-58** Sven the Yodeling Troll is waking up villagers in the middle of the night, and the town mayor wants someone to give him a stern talking to.
- 59-60** A fight between rival SPL and Krog & Sons dungeoneers breaks out in front of you on the road. A worker with a glass eye and hook hand demands to know which side you are on.
- 61-62** You just had a fight! Bandits came out of nowhere and attacked. Everyone lose 1d6 Courage. You were able to fend them off and they ran to the hills, leaving behind one of their comrades. Now you have a bandit prisoner to deal with, an ornery boggart called Moe.
- 63-64** Skarn the one-eyed, wolf herder is taking his prized pack to get branded in Fleabag County. But there's a long road and his pack needs to feed. Look's like you're lunch!
- 65-66** A scruffy gnome replanting trees in the wasteland needs your help planting a Sungold seed near the Moldy Cave.
- 67-68** A trio of Bogril Bulwarks is searching for a runaway criminal: the Cutthroat Crumpler, last seen near these parts and wanted for murder.
- 69-70** Zulg the Troll is terribly ill from eating a poisonous fish. He pleads for aid, having only a few days left and needs a cure.
- 71-72** A sparrow-sprite asks you to deliver a message to someone named G. Barnum Wanderbout who was on their way to Wally's Waffles and Weorgs. The message reads: "The serpents have found the gem. Be warned."
- 73-74** Ella Smidgely is selling discount fireworks at the side of the road. There's a 1 in 6 chance that the fireworks deal 2d12 damage to the user.
- 75-76** A shrym named Blimey Pete is stuck in what can only be a giant mouse trap. Pete is frantically trying to escape before the kilorats come back.
- 77-78** Arty the blacksmith can't seem to sell his brilliant weapons to anybody and he desperately needs the money. Arty pressures the PCs to buy his amazing weapons, for a pouch of copper coins each. The weapons, however are of such poor quality the first time they are used, they break.
- 79-80** A troupe of boggart musicians are missing their kazoo player Irene, and they need a replacement for the gig in one hour.
- 81-82** A boggart woman is crying, holding her sick child. The woman curses the witchbreath of the Quagmash, convinced her daughter has been afflicted. "Please help me find a healer." she pleads.
- 83-84** A goblin runaway wont go back to school and wont go back home. The kid, a Dungeoneer Academy drop out is named Groy and wants to follow you around forever.
- 85-86** Todd Brenk, little brother of SPL's Dastina Brenk, spots you trouncing through company land. You're trespassing on Subtereanean Pits and Lairs LLC property! And he wants everyone to know who his sister is.
- 87-88** A parade in the honor of Agravaine Bide rolls along the road. Some raucous merrymakers throw trash and smash rascal cider bottles as they hollder in celebration.
- 89-90** A private detective named Barry Boarbelly asks a PC about where they were last night. He's investigating the disappearance of a precious stone from Unsassailable Co.
- 91-92** A Bogrillian War Tortoise rambles down the road without its rider. Investigating the saddlebags shows that it belongs to a Bulwark named Rork.
- 93-94** A giant skunk blasts a PCs with its noxious spray. All social Checks are -1 until the scent is properly washed away.
- 95-96** Fish in the river float belly up. Investigation reveals that a goblin logging operation is polluting the nearby water supply.
- 97-98** A goblin dungeon recruiter attempts to hire the party. He promises adventure, exploration, and excitement. But if they accept, they will be resopnsible for catching a loose manticore in Orfong's Dungeon.
- 99-100** A wanderer in a filthy coat is eager to sell you a magical item of mysterious origin. But the wanderer will only trade if you offer up all of your shoes and food.

- 1 A starving manticore leaps from the brush and attacks.
- 2 The sky darkens and a giant skrokwing swoops down, snatching a random PC.
- 3 Zodour the Felmog ambassador and his entourage are coming down the road. Anyone who makes eye contact with him will be punished!
- 4 Azred the Mad Poet of some place called the Clovensteppe, recites a poem to a PC and expects a poem in return. The poem is: "Three Houses bound by oaths, Forsake their past and bow to death. Alas for Kreeth, alas for Ur, alas for the Iron Suns that were." Azred demands a poem in return. Fail and be cursed.
- 5 A team of boggart lumberjacks are stumping trees. You're covered head to foot in saw dust which makes you most delicious to the giant merga toad that springs out of the biggest stump.
- 6 You all feel groggy and exhausted, and struggle to stay awake, when a fellow called Jummy the Hauker, a boggart merchant, wanders up to sell you all of your own belongings. Jummy is mysterious and any attempt to steal from him, and he will vanish into thin air. If you can't afford to buy your own belongings, Jummy recommends you do him a favor and find the gold vein in Helgroathe Mine.
- 7 A goblin engineer has his tie caught in a giant stump grinder. If he doesn't get free in the next thirty seconds, he's mulch!
- 8 A particularly cruel Krog & Sons, Inc. taskmaster is forcing boggles to lower themselves into an abandoned well to fetch his lost watch. The boggles are terrified because the well has a clunch dragon at the bottom.
- 9 You find an old blackened tree all alone in a field surrounded by tree stumps. The tree has twelve axes embedded into it, but there's nobody around. Removing one ax makes the tree move. Removing all the axes and the tree comes to life and curses a PC for gazing upon its sorry state.
- 10 Mimzy Momzy's Traveling Side Show is headed to Fleabag County, but she's distraught because her most prized attraction escaped the iron carriage with barred windows. She'll pay a handsome sum if you bring "Marty" back. Just be careful, because tonight there is a full moon and Marty is a werewolf.
- 11 You find a Nork's Noodle Nook, a pretty well known noodle cart chain from Fleabag County. You're famished so it's great timing. As you're eating, a slurpworm larva bursts from the chest of one of the patrons eating next to you. When you take a second look at your noodles, you realize their squirming.
- 12 A shrym is being chased by a gang. Shumwise the Shrym swears he isn't a turncoat--he has no idea where Brunt Manheel's loot is! Save him from Brunt's gang and he vows to be your butler.
- 13 A Subterranean Pits and Lairs LLC armored carriage is under attack by orches. You bet there'd be a sweet reward if you helped 'em out. Well, that or a fair share of the haul if you went the other way.
- 14 Dozens of kilorats spill from weird sewer as gas pours out behind them. The rats are violent and attack without any remorse. The gas is green and breathing it for more than 3 rounds will make the PCs aggressive as well.
- 15 A windowless wagon zooms by from out of nowhere. A masked occupant leans out of the door and snatches 1 random PC with a potato sack and rolls off towards a cave. The cave is a bandit mining operation and the kidnapped adventurer is meant to be forced to work there.
- 16 The road veers off into a huge field thick with thorny brush that leads to a hovel where there's a witch who is waiting to trade a curse for a coin.
- 17 On the side of the road there's a basement door with a long staircase that leads to some kind of abandoned goblin bunker. Below there are beds, empty footlockers, and a note pinned to a bulletin board that reads: "Off to the Fleabag County Fair. Whoever should help yourself. There's rascal cider in the broom closet. Just don't disturb the Glarmy's ghost."
- 18 You stumble accross a giant mushroom, a hundred feet high. It casts lots of shade and you don't mind taking a moment to get out of the hot sun. Once the PCs step into the shade, spores are released. The spores cause PCs to forget one ability for the remainder of the session unless they make a 6+ Vitality Check.
- 19 You find a tiny boggle and a huge wug are having tea on a tree stump. They have a delightful spread with tea and biscuits. They invite you to join them! Anyone who consumes them must make a Vitality Check or fall unconscious, so they can rob you and leave you for dead.
- 20 Piles of trash create a maze that leads into a clunch dragon nest wherein a clutch of eggs have hatched and the babies are hungry.

- 1 You find what must be one of the last living trees in the Used T'be Forest. Its a wispy looking birch with a smooth white bark. A boggle sits in on one of the branches; they're a member of the Green Gallavaters, sworn to protect it.
- 2 You find a log cabin in a clearing marked with a cricket banner. Looks like an outpost of sorts. An insectoid creature notices you approach and flips the Closed sign to Open. The insectoid creature is called Yek. Rooms and meals are Copper Coins, and there's a small collection of potions for sale.
- 3 You find an abandoned picnic spread on a rock. A friendly gnome is waiting to "ambush" you for lunch. And that's what they do, they make lunch and ask for any interesting news.
- 4 You find a shrym excavator drill that has emerged from an old tunnel. The drill seems to be in good working order, but has no owner apparently.
- 5 A mute golem sits on a rock as filthy crows perch on its head and shoulders. It is covered in droppings from head to toe. If anyone cleans the golem off, it will follow them for the rest of the session and provide protection.
- 6 You come upon an entrance to an old tomb covered in mud and lichen. There is a sign that reads "Grave Robbers Beware!" Inside the tomb is a ghost using their own coffin like a dining table. There is treasure everywhere, piles of gold, silver, weapons. The ghost says frankly, "You're welcome to pay your respects, but take anything and you'll be a ghost yourself."
- 7 You find hoof prints with flowers growing in them. A Lore or Wilderness Check confirms these are unicorn prints.
- 8 In the mud, you find a love letter addressed to a Marla from someone named Nom. There is much regret and sorrow in Nom's words, and he fears that he will have died in vain on some fool's errand for the Thane of Munch.
- 9 A chorus of pocket fiddler spiders plays a surprisingly melodic tune. If a Bard decides to play along, they are able to harmonize and jam together. Afterwards, the pocket fiddlers bestow a magic twig to the musician. The magic twig will summon a pocket fiddler spider to play music once per session.
- 10 You find the entrance to a tunnel lit by luminescent fungi. You suspect that this is what locals refer to when they spoke of Shroomglow Cave. If a mushroom is plucked, it will faintly glow forever.
- 11 You find an abandoned carnival. All the games and prizes are in tact, but there's no sign at all of the carnival workers.
- 12 You find a bandit in a dangling cage. The bandit was abandoned by his gang, but if you let him down, he'll lead you to his hidden share of the loot nearby.
- 13 You find a pool of cool, clear water. A toadstool ring is growing all the way around it. Drinking from the pool will bolster your courage by +2, but also compel you to spend another Leg of your journey here.
- 14 You find a massive mechanical saw with enormous adamant teeth on the saw blades, partially obscured by thorny bramble. A Lore Check reveals this saw is Graag Gargoony's saw forged by the boggarts of Munch at the dawn of the dungeon era. This device can cut through any substance be it wurlwood, stone, or solid steel.
- 15 You find an old welkin hermit named Nedward Quip. He's lost one of the books from his library, an Encyclopedia of Fun Facts. Find a copy for him and he'll give you a magic item.
- 16 You find a gaggle of boggles all climbing on top of each other and struggling to fit into a trench coat. The boggle acting as the "head" puts on a hat and tries to play off that he's a goblin tycoon, late for an exclusive party at Subterranean Pits and Lairs LLC. The boggles awkwardly shake hands and stumble into the wilderness.
- 17 You find a goblin merchant name Gaudy Wartfarthing with magnificent wares of all kinds, but his wagon has fallen into a sinkhole. Help him get the wagon out and he'll gift each of you a magnificent item.
- 18 You find a treasure chest poorly obscured by dirt and debris. But it's is locked. If opened, the chest has a note that reads: "Hardy's Hideaway. Password is "Pumpernickle" ask for the one-eyed, bogril by name of Obie Dundy--he's got jobs for rogues like us."
- 19 You find an iron double door. No building or walls, just the double door. You can walk around it. However, if you knock on the door, it opens revealing a stone room. The room has two doors, and one is locked. The other door is unlocked and leads outside again. Behind the locked door is a treasure horde. Passing through the unlocked door makes the door disappear, leaving the PCs alone on the path once more.
- 20 You meet a wandering quortle monk named Squode, who is searching for the meaning of life. He decides to accompany you on your journeys if allowed.



# ADVERSARY TYPES

There are three types of Adversaries: Creatures, Critters, and Creepers.

## Creatures

Creatures are sentient beings that can speak with the PCs. They have clear desires and goals, and can be Parleyed with using skills such as Charm, Inspire, Trickery and Intimidate.

## Critters

Critters are animals and beasts that cannot speak with PCs (except for Gnomes who can speak with Critters).. All other PCs must use the Wilderness Skill to Parley with Critters, if the option is available. This represents knowing how to handle, distract, or scare the critters away.

## Creepers

Creepers are insentient bugs, pests, and vermin that are more like hazards in the Land of Eem. The best you can do is avoid them, destroy them, or suffer through them.

# ADVERSARY CLASSES

There are three creature Classes: Goon, Bruiser, and Champion. Creature Courage is calculated by rolling a number of appropriate dice equal to their Level. Or, in the case of Goons, multiply their Level by 1.

## Goons

- ▶ Goons are the nameless mooks and minions. They're more easily manipulated and quicker to flee.
- ▶ Goons have 1 Courage/Level

## Bruisers

- ▶ Bruisers are more stalwart foes than Goons, usually named, and harder to manipulate. In the absence of a Champion, Bruisers are the leaders of Goons.
- ▶ Bruisers have a D6 Courage/Level

## Champions

- ▶ Champions are the strongest adversaries. They're the fiends, the villains, and many Class Abilities simply don't work on Champions.
- ▶ Champions have a D12 Courage/Level

# TERMINOLOGY

## Level

The possible Level range of the Adversary. The GM can set this at any level desired. Level also determines the PCs Treasure Hunting chance for Hoards.

## Classes

The possible Class of the Adversary is listed by the first letter of each Adversary Class. G (Goon), H (Bruiser), C (Champion)

## Parley

The number of times a Adversary can be Parleyed with is listed, which comes in a range of 0, 1, or 2. (Disadvantage) means PCs have Disadvantage when Parleying with this Adversary.

## Keywords

The keywords below describe the size, number appearing, and cohorts of a Adversary. In the Adversary's listing, a comma indicates separate keywords, while a slash (/) indicates keywords of the same type that the GM can choose between.

**SMALL:** This Adversary is smaller than a human and rolls Dread with Disadvantage

**LARGE:** This Adversary is larger than a human and deals +1 Dread

**GIANT:** This Adversary is gigantic and rolls Dread with Advantage.

**SOLO:** Only one of this Adversary appears at a time.

**GROUP:** This Adversary roams in groups of 2-9 of its kind.

**HORDE:** This Adversary appears in large numbers of 10+

**MINIONS:** This Adversary has minions. Minions only have one action.

**GUARDS:** This Adversary has guards that must be defeated before it can be attacked.

## Attack

The Attack modifier of the Adversary.

## Defense

The Defense modifier and Block rating of the Adversary.

## Dread

The type of weapons or attacks a Adversary has, as well their Dread die.

## Actions

The total number of actions the Adversary can take per round. A regular attack is one action.

## Abilities

If the Adversary has any special abilities it can perform, these will be listed. Some Abilities specify how many times they can be used by the Adversary in a round or in a combat.

## Social

Guidelines on how the Adversary will act towards PCs attempting to interact or parley with them.

## Combat

Guidelines on how the Adversary will fight during combat.

## Defeat

Guidelines on how the Adversary will act after it is defeated in combat.

## Victory

Guidelines on how the Adversary will act after it is victorious in combat.

# ADVERSARY SKILL CHECKS

Adversary Skill Checks should mostly be avoided. Instead make the PCs roll a Skill Check to resist or avoid the actions of an Adversary. Many Adversary Abilities already require this, calling for Vitality, Mettle, Might, or Nimbleness Checks on the part of the PCs.

If the situation would make more sense to have an Adversary make a Skill Check, just use their Attack modifier.

# ADVENTURE MODULES

## ADVENTURE TONE

Every adventure module in *Land of Eem* has a tone rating so the players and GM know what to expect from the content.



### Hijinks

Fun, lighthearted adventures. (Think *The Muppets* or *Labyrinth*)



### Derring-Do

Dangerous, daring, heroic adventures. (Think *The Hobbit* or *The Lord of the Rings*)



### Doom and Gloom

Darker, more serious adventures that risk life and limb. (Think *The Dark Crystal* or *Conan the Barbarian*)

## HOW TO USE THE MODULES

The adventure modules in the Quickstart Guide all revolve around one-page dungeons that can be explored and resolved in a single session.

Each adventure is broken down into short sections to help the GM get a handle on the scenario and the NPCs and Adversaries therein.

## Background

This section provides a little history about what's going on and puts everything into perspective and context within the land of Eem.

## The Hook

The hook is what the adventure is all about. It's the what and why, and the reason the PCs will likely want to get involved in the first place.

## Where the PCs Come In

This section can be read directly to the players, or you can just communicate the gist of it. It introduces the PCs and places them in the spot where they'll be able to discover the Hook.

## NPCs at Wally's

Since every adventure in the Quickstart Guide starts at Wally's, this section details the patrons at the tavern, and everything they have to say about the Hook and the situation in general. You don't have to read every single thing to the players. But you can look for moments to add flavor and help the world around the players come alive.

## The Adversary

In each adventure module, there is a section about the main "villain" of the plot, describing their history and motivations.

## Parleying with the Adversary

This section gives tips on how things might go down if the PCs attempt to Parley with the adversaries. You certainly don't have to take this as gospel, but it should certainly spark ideas.

## The Dungeon

Each room of the dungeon is described in a bit more detail than what's on the actual map. While you could technically run the adventure just looking at the map, referencing the book will be helpful.

## Adversary Stats

Every adventure has at least one unique adversary. Some of the regular adversaries are presented in a bit of a simplified format, so for more detail, refer to the Rulebook

## Adventure Conclusion

The conclusion details how things might play out at the end of the adventure, after the conflict is over and the PCs return to Wally's.

## The Adventure Continues

This suggests how to keep playing *Land of Eem* sessions after the first adventure is over.



# CURSE OF THE CHICKEN-FOOT WITCH

## ADVENTURE TONE



### Hijinks

A fun, lighthearted adventure. (Think *The Muppets* or *Labyrinth*)

*But our heroes are not here for waffles. No, they're here to find L. Dorothy Sandwich. And having gotten word that the folk hero gnome has gone missing, the adventurers are keen to help find her, so that dastardly Chara the Chicken-foot Witch will get chased out of the Used T'Be Forest for good.*

## BACKGROUND

As if there wasn't enough trouble and turmoil in the Mucklands realm, rumor has it that an infamous witch is reeking havoc in the Used T'Be Forest.

To make matters worse, the local folk hero dedicated to ending the witch's reign of terror has gone missing. With no one to stop her, Chara the Chicken-foot Witch has petrified the locals with fear. And as for the hero, a gnome named L. Dorothy Sandwich, she was last seen at the local watering hole called Wally's Waffles and Weorgs.

## THE HOOK

L. Dorothy Sandwich (the L. stands for Leechbane) is a gnome of considerable power that has been cursed by Chara the Chicken-foot Witch. She's been turned into an oily muskrat, and needs help lifting the curse.

Dorothy asks the PCs to travel to Chara's hovel in the Crack, and steal back her Wand of Decursification so that she can turn herself back into a gnome.

## WHERE THE PCs COME IN...

*Stepping into Wally's Waffles and Weorgs is an odd experience. Though the place promises good, old fashioned family fun, it looks more like a den of rascals, ruffians, and scallywags. But hey, the waffles are great!*

## NPCs AT WALLY'S

Wally's Waffles and Weorgs is full of characters, and they've all got something to say about the Chara the Chicken-foot Witch.

### L. Dorothy Sandwich

Transformed into a muskrat and eating a stack of pancakes with a knife and fork, L. Dorothy Sandwich has been cursed!

- ▶ *"I'm L. Dorothy Sandwich, the gnome. Or at least I was a gnome. Chara cursed me! Changed me into a muskrat! And worse yet, stole my wand of decursification!"*
- ▶ *"If you really want to help, you'll get it back and we can sort out all this cursing business."*
- ▶ *"Chara is jealous and cruel, but I'm sure there is good in her deep down. She's just lost her way."*
- ▶ *A word of warning...not everything or everyone in her lair are as they seem. Beware her curses!"*

### Wally Dunkwhiffle

Owner and operator of Wally's Waffles and Weorgs, Wally is a short, scruffy human wearing a large pirate's hat. A beloved local figure, Wally is friends with everyone.

- ▶ *"That old hag? Yeesh. Just the thought of her gives me the willies. You're in for a heap of trouble if you expect to waltz out of her house in one piece."*

## Happy Dunston

Happy Dunston is the quintessential barfly, who generally only leaves his stool at the bar to hit the can. He's a generous spirit, and well-liked by just about everybody, being the only patron to ever finish Wally's Howling Hot Challenge without throwing up.

- ▶ *"Trust me, you don't want to get mixed up with witches," Happy says, as if he's had experience. "Not that I would know, or anything. But I hear a witch's curse is a heck of a thing."*

## Karl the Goblin Miner

A gruff, bearded goblin with a perpetual squint, Karl has been delving into tunnels and caves for years and knows a thing or two about the Underlands.

- ▶ *"I seen her with my own eyes! Me and a few of the boys went down to the Crack to jump a claim. I tell ya, I almost thought she was a harpy with those fat chicken feet! She gave ol' Guster Winselm the stink eye and he's had bad luck ever since."*

## Tabitha the Rascal

A cunning, silver haired lady of River Country, Tabitha is a bonafide rascal of Rascalton and well-versed in the whispering hearsay and rumors of the Mucklands underworld.

- ▶ *"Sure, I've heard of Chara the Chicken-foot Witch. They say she accidentally cursed herself while makin' up a potion of beauty. Never was the same after that. Turned sour inside and now she curses everyone else for laughs."*

## Roggram the Troll

A hulking troll with shaggy, yellow hair and tusks the size of trumpets, Roggram is a traveler from the Drippy Downs with some experience with the snake-men.

- ▶ *"I don't know about any turkey-foot-what-now, but I do know L. Dorothy Sandwich. Why just last spring I had a serious infestation of leeches under my bridge in the Drippy Downs, and she helped me out. They don't call her Leechbane Dorothy Sandwich for nothin', now do they!"*

## THE WITCH

Chara the Chicken-foot Witch was once a beautiful dancer in her youth, but always jealous of others. In time, her passion for dance was overshadowed by a desire for the misfortune of her contemporaries. She dedicated herself to sabotaging, undoing, and denigrating her rivals. This went on for years, until at last, one fateful day, she looked in the mirror and did not recognize herself. She had become wrinkled and haggard with hate, and hadn't even danced for years.

Stirred to return to the stage, Chara delved into the darkest most unseemly witchcraft to create a potion that would grant her beauty again. But after months of toiling over bubbles and cauldrons, the potion was an utter disaster.

Now deformed, Chara the Chicken-foot Witch seethes with anger that her attempt at concocting a potion of beauty left her cursed with gnarled and knobby chicken feet. Too hideous and clumsy to be a dancer, Chara is out to make the rest of the Mucklands as miserable as herself.

## The Villain's Plan

A cruel and dastardly person already, Chara's plight has made her crueler. And instead of using her considerable powers for good, she's chosen to curse as many people as she can. Because if she can't be happy, why should anyone else be?

When it comes to L. Dorothy Sandwich, Chara can think of no one who makes her skin crawl more with disgust. So she turned the gnome into a pitiful muskrat. Of course, Chara is truly filled with jealous rage because Sandwich is the embodiment of everything that is good and happy in the world. Not to mention those infuriatingly nimble, magic feet.

# LAIR OF THE CHICKEN-FOOT WITCH

## Getting to the Dungeon

- ▶ The Lair of the Chicken-foot Witch is located 5 hexes away from Wally's Waffles and Weorgs (24.9) in The Crack (23.4).
- ▶ Traveling there requires the Used T'Be Forest Encounters Table

## Outside the Dungeon

- ▶ Located inside the Crack, a huge fissure in the earth, the Lair of the Chicken-Foot Witch is reached via long winding staircase shoddily hewn from the rock.

## Area 1: The Burping Bog

**Fetid, bubbling, burping.**

- ▶ The only places to step are on slippery stones leading to three different areas beyond the bog
- ▶ To the left, warm colorful lights glow from Area 2. Straight ahead lies a dark cave entrance to Area 3. And the path to the right leading to Area 4, is obscured by mist.
- ▶ Merga toads babble and burp in the water and on tangles of roots. They will attack if the water is disturbed.

## Area 2: The Kaleidoscorpion Den

**Cracked stone, swirling hypnotic colors, skittering scorpions.**

- ▶ Countless kaleidoscorpions skitter across the floor. Their constantly changing colors are disorienting and may cause the PCs to stumble into their midst.
- ▶ A haggard old one-toothed boggle named Biv with prismatic skin laughs hysterically at the other end of the den. He will let the PCs pass if they answer a riddle: "If you drop a yellow hat into the Sapphire Sea, what does it become?" Answer: Wet.
- ▶ If answered wrongly, the boggle cackles and sends the

kaleidoscorpions after the PCs.

## Area 3: The Haunted Hole

**Stalagmites, cold wind, dust-covered floor**

- ▶ A ghost named Moira, a former ballerina, is trapped in the Haunted Hole. She is profoundly sad, cursed to remain in unrest because her prized tutu was stolen from her.
- ▶ Maura knew Chara in life; they were rivals, and Chara was always jealous of her.
- ▶ A headless skeleton charges through the area, swiping randomly with its sword at nothing in particular. It often bumps into the things, but is still a threat. It is Moira's former suitor, Sir Galladee, who tried to rescue her long ago, and his lost skull is on a wall in Area 6.

## Area 4: The Rotten Bridge

**Misty, pitch black, soundless**

- ▶ Crossing the misty bridge requires caution and balance, and it must be done in a single file line. Passing another person is nearly impossible.
- ▶ Below the bridge is a long drop into the dark Underlands, where a foul mist rises up into the air.
- ▶ When the PCs reach the middle of the bridge, they are met by a surly yowljack named Snagwise who's just been cursed and refuses to move out of the way. He demands the PCs move backwards so he can pass.

## Area 5: Leech Lake

**Murky water, rancid odor, sticky mud**

- ▶ Three hostile, giant leeches swim in the lake, the size of dolphins.
- ▶ At the bottom of the lake is an Old Hoard.
- ▶ Another giant leech paces the shore feeding on gutter snails, and just beyond it lies a locked wooden door into Area 6.
- ▶ An exit to Area 3 wafts cold, stale air.



## Area 6: The Skullery

Hot air, the scent of cookies, skulls of every kind line the walls.

- ▶ The door facing Area 4 is locked, while the door facing Area 3 is unlocked.
- ▶ A burly wug cook named Crunch, with the head of a googly-eyed pug (he's been cursed), is baking gutter-snail cookies in the oven.
- ▶ Crunch will attack the PCs on sight, but he can be pacified like a dog.
- ▶ One skull in the room is wearing a feather plumed helmet. This is the skull of the headless skeleton in the Area 3. If reunited with the body, the skeleton will accompany the party until it crumbles at last outside of Chara's lair.

## Room 7: The Chamber of Curses

Musty, moldy, cluttered shelves

- ▶ Chara the Chicken-foot Witch, a wrinkly, filthy boggart woman with tri-toed, scaly feet is hunched over her cauldron. She is wearing a tutu.
- ▶ To the side is a table full of apothecary tools and alchemical reagents. Handling them uncarefully will cause a small chemical explosion.
- ▶ On the top shelf behind Chara, gathering dust, is a sparkling, glittery wand: the Wand of Decursification.

## PARLEYING WITH THE WITCH

When confronted by intruding PCs, Chara is likely to be surprised and on the defensive. But Chara the Chicken-Foot Witch is not inherently evil. She's actually just jealous, unhappy, and believes she'll feel better if she brings everyone down around her...by cursing them.

Deep down, Chara wishes that she was still a beautiful dancer. And she feels guilty for how she went about cursing other dancers so that she could be the best. But Chara believes the damage has been done, that her redemption is too late, and that she has no choice now but to play the part of a dastardly, mischievous witch.

- ▶ If the PCs try to fight Chara or steal the wand, Chara will try to curse them for ruining her fun.
  - + Use the witch's Curse ability, and if successful, roll a curse on the Random Curse Table in the Beta Rulebook.
- ▶ If the PCs appeal to Chara's vanity, convincing her that she's, in fact, beautiful, Chara will soften towards them and acquiesce to their desires. She may even develop a new crush!
- ▶ If the PCs appeal to Chara's desire to be a dancer, reminding her of her old life and her love of dancing, Chara will lighten up and regret her actions.
  - + Chara will hand over the wand and agree to stop cursing folks.
- ▶ If the PCs convince Chara that it's never too late to turn your life around and make good decisions, Chara will reluctantly make things right.
  - + Chara will use the wand to decursify the folks she's cursed and pout.

# ADVERSARY STATS

## Merga Toads

### Level 1 Goons

Huge, fat toads that inhabit the dark, muddy places, merga toads are dangerous and poisonous creatures with insatiable appetites. They are profoundly territorial, never straying too far from the tall clutches of eggs that they lay. Merga toads boast an astounding array of poisons, which they emit through noxious belching and flatulating, with effects that vary.

**Courage:** 1

**Dread:** d6

**Attack:** +1

**Defense:** +1

**Actions:** 1

**Wrangle:** 1



### ABILITIES

#### POISON GAS

Merga toads weaken PCs with belching and flatulence, that must be resisted with a 6+ Vitality Check.

Once every two rounds, roll a d4 for each merga toad:

- Stupefying Belch: Stun a PC with a burp for 1 round, losing all actions.
- Fetid Flatulence: 1d4 enemies are -1 Attack for the remainder of combat.
- Stifling Stench: 1d4 enemies are -1 Defense for the remainder of combat.
- Toxic Funk: Take a d10 Dread

## Kaleidoscorpions

### Creepers

Kaleidoscorpions are small arachnids that constantly change color. Though beautiful, their sting isn't to be taken lightly.

**Dread:** d12

**Attack:** +1

### ABILITIES

#### KALEIDOSTINGER

A PC that gets too close to kaleidoscorpions will be attacked. If stung, the PC will change colors and shimmer for several days making them stand out in an environment like a sore thumb.

## The Headless Skeleton

### Level 2 Bruiser

The Headless Skeleton was once a man who came to slay the Chicken-Foot Witch once and for all, but he met an unfortunate demise, and was cursed to wander about like a headless chicken.

**Courage:** 6

**Dread:** d6

**Attack:** +0

**Defense:** -1

**Actions:** 1

## Leechlings

### Level 1 Bruisers

Slimy and slippery, these large leech monsters dwell in swamps and murky lakes, preying on anything they can get their grotesque, toothy suckers on.

**Courage:** 4

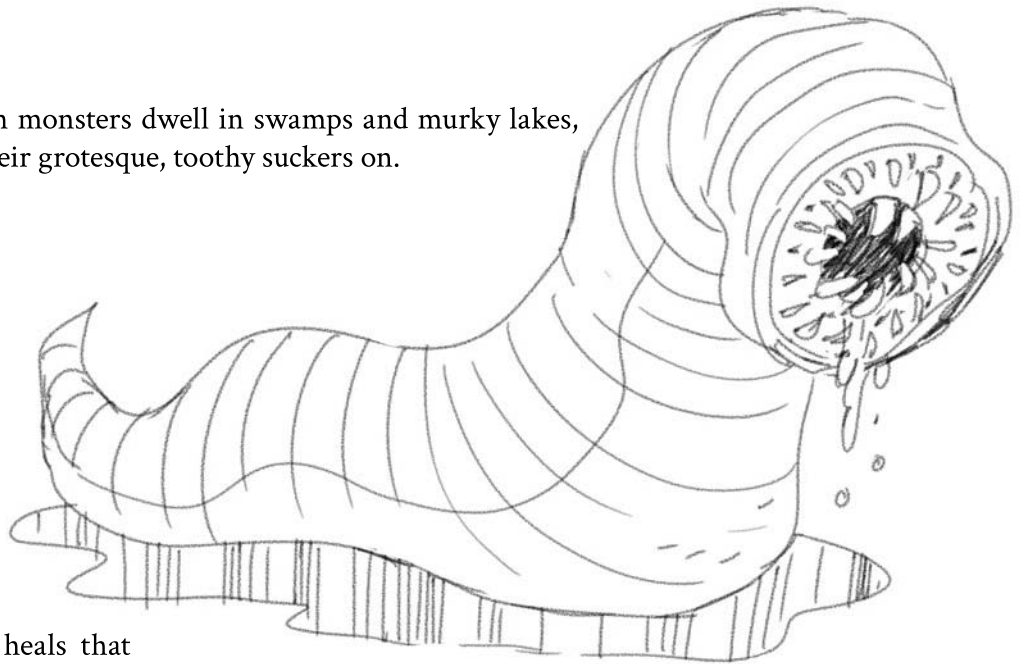
**Dread:** d6

**Attack:** +0

**Defense:** -1

**Actions:** 1

**Wrangle:** 1



## ABILITIES

### BLOOD SUCK

When a leechling deals Dread, it heals that much Courage. Additionally, on a 9+ hit, the leech attaches itself to its target and remains there until removed with a Might Check. Instead of attacking, an attached leechling deals 3 Dread and heals 3 Courage.

## Crunch the Pug-Wug

### Level 2 Bruiser

One might expect Crunch to be a cursed wug, but he's actually a cursed pug. With the brain of a dog, and the strength of a wug, Crunch is a dangerous opponent if not corralled. As Chara's familiar, his loyalty to her is undying, but he can be befriended and pacified as a normal dog would.

**Courage:** 10

**Dread:** d10

**Attack:** +2

**Defense:** +0

**Actions:** 2

**Parley:** 1





# Chara the Chicken-Foot Witch

## Level 5 Bruiser

Chara the Chicken-Foot Witch is a nasty foe if dealt with head to head, so the PCs would be wise to attempt parley. She prefers to Hex and Curse over and over, and will only physically strike when her back is against the wall.

**Courage:** 20

**Dread:** d8

**Attack:** +1

**Defense:** +0

**Actions:** 3

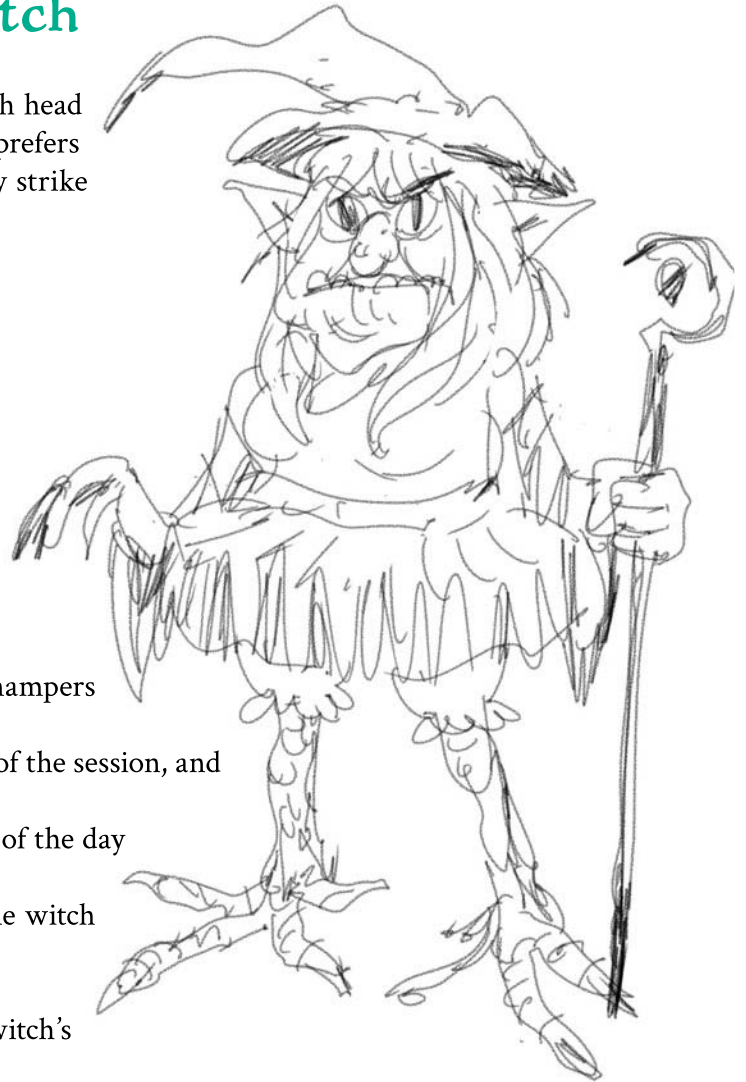
**Parley:** 2

## ABILITIES

### HEX

The witch can Hex the party, which is a lesser curse that hampers and debuffs. PCs must Roll+Mettle:

- ▶ 1-2: You have Disadvantage to all Checks for the rest of the session, and you take 1d6 Dread.
- ▶ 3-5: You have Disadvantage to all Checks for the rest of the day and you take 1d6 Dread.
- ▶ 6-8: You take 1d6 Dread and are -1 Attack against the witch and their allies.
- ▶ 9-11: You are unaffected.
- ▶ 12: You are unaffected and can't be affected by the witch's Hexes this session.



### FAMILIAR

Crunch is Chara's familiar. Even if the PCs subdued Crunch earlier, he will run to Chara's aid at her command.

### CURSE

The witch can curse an individual permanently. This can be rolled randomly from the random Curse table, or made up by the GM. The PC must make a 6+ Mettle Check to resist.

# ADVENTURE CONCLUSION

Whether or not the PCs manage to leave the Lair of the Chicken-Foot Witch with the Wand of Decursification, L. Dorothy Sandwich will be waiting for their return at Wally's.

## Returning to Wally's

### L. DOROTHY SANDWICH

If the PCs failed to retrieve the wand, L. Dorothy Sandwich will thank them for their efforts and use any intel to attempt the task on her own.

Once reunited with the wand, L. Dorothy Sandwich de-curses herself back into a gnome. With the Wand of Decursification, Dorothy will de-curse any PCs who might have been cursed and commit herself to traveling around the Used T'Be Forest dispelling Chara's curses.

▶ *"Remarkable! You've done the Used T'Be Forest a great service! With the Wand of Decursification, I'll finally have the power to undo Chara's cruelty."*

L. Dorothy Sandwich rewards the PCs with a magical Gnome Whistle. If blown, the whistle summons a swarm of squirrels to aid you in a task. The Gnome Whistle can only be used once, and then it becomes a regular whistle.

### WALLY DUNKWHIFFLE

Wally rejoices at the return of the heroes and orders up a stack of waffles for everybody, on the house!

▶ *"We've got a band of heroes in our midst! Can you believe that? This calls for celebration!"*

# THE ADVENTURE CONTINUES...

The PCs will have surely made a name for themselves among the locals after braving into the Lair of the Chicken-Foot Witch. And now they'll be viewed as folks of courage and gusto who can get things done.

Use the Rumors and Quest Hooks for Wally's Waffles and Weorgs, as well as the town of Firedamp, to embark on more adventures in the Land of Eem!

# Lair of the Chicken-Foot Witch

2.

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- ▶ A ghost named Moira, a former ballerina, is trapped in the Haunted Hole. She is profoundly sad, cursed to remain in unrest because her prized tutu was stolen from her.
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5.

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- ▶ Another leechking paces the shore feeding on gutter snails, and just beyond it lies a locked wooden door into Area 6.
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- ▶ Chara the Chicken-foot Witch, a wrinkly, filthy boggart woman with tri-toed, scaly feet is hunched over her cauldron. She is wearing a tutu.
- ▶ If the PCs made a ruckus in Area 6, Chara will be alerted to their presence and ready to curse them!
- ▶ To the side is a table full of apothecary tools and alchemical reagents. Handling them uncarefully will cause a small chemical explosion.
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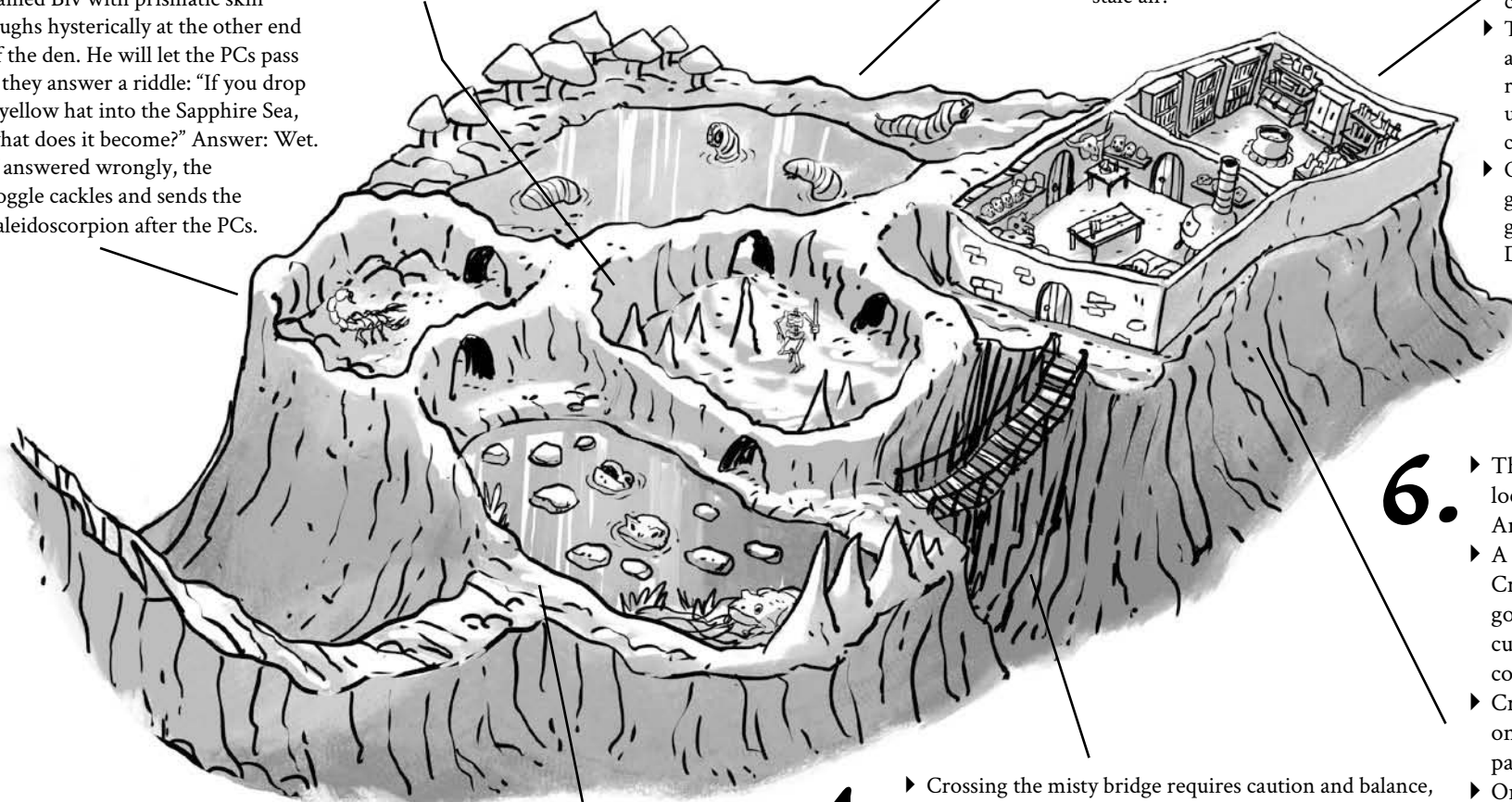
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4.

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- ▶ Below the bridge is a long drop into the dark Underlands, where a foul mist rises up into the air.
- ▶ When the PCs reach the middle of the bridge, they are met by a surly yowljack named Snagwise who's just been cursed and refuses to move out of the way. He demands the PCs move backwards so he can pass.

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- ▶ Merga toads babble and burp in the water and on tangles of roots. They will attack if the water is disturbed.





# WALLY'S WAFFLES AND ~~WEORGS~~ RATS!

## ADVENTURE TONE



### Derring-Do

A dangerous, daring, heroic adventure.  
(Think *The Hobbit* or *The Lord of the Rings*)

## BACKGROUND

Wally's Waffles and Weorgs is in big trouble. The dungeoneering outfit Subterranean Pits and Lairs LLC claims they own Wally's after taking over the nearby town of Firedamp! And now they want to shut the tavern down.

A family establishment (after all, there's only two or three brawls a week), Wally's is a local landmark, a beloved hangout for all manner of rascals and adventurers in the Used T'Be Forest. Famous for the fluffy waffles, juicy weorg meat, raucous amateur singing nights, and most of all, the charismatic, large- than-life little fella known as Wally Dunkwhiffle.

But today, the mood at Wally's is far from lively. If Wally can't prove he owns the restaurant by sundown tomorrow, SPL is rolling in with sputter-dozer to level the place. The truth is, SPL secretly believes that a crystal mine worth a fortune is located beneath Wally's.

## THE HOOK

Wally wants the PCs to venture down into his basement to retrieve the tavern's property deed. If he has that, he'll prove once and for all that Subterranean Pits and Lairs LLC has no claim to his land. Trouble is, Wally can't find the deed. His basement is an utter disaster. In fact, it's kind of infested with man-eating kilorats!

## WHERE THE PCs COME IN...

### Step 1: Set the Atmosphere

*The rumors are true. Wally's Waffles and Weorgs is shutting its doors. You've all made your way to the tavern for one last night of laughter, tears, and tons of sweet, syrupy stacks of waffles with a side haunch of weorg meat.*

*As you walk through the creaky saloon doors, you scan the packed room to see friends you haven't talked to in ages. There's Shumwise the shrym, twiddling his whiskers and hyping up his crazy new business venture. And there's Happy Dunston, the only boggart to ever complete Wally's Howling Hot Challenge and live to tell about it. Rogram the Bridge Troll and Tabitha the Rascal deal another hand of their huzzah cards. And you can't help but feel a pang of nostalgia for this little, scrappy dive where everyone knows your names.*

- ▶ Let the PCs roleplay with each other and the various NPCs at Wally's.

### Step 2: Set the Stakes

*Halfway through the night, Wally gets on stage to thank the crowd:*

*"Dearest friends and patrons. It brings me great joy and sorrow to have you all here tonight. Providing the Used T'Be Forest with the finest weorg meat, tastiest waffles, and crispiest fried critters this side of the River Country has been my greatest passion in life. But like I said to my first mate Leef Lavender all them years ago on the open sea, Nothing lasts forever, so let's drink until we die."*

*The crowd claps and cheers but is interrupted by the jeers of a pair of SPL goons: Geddy Fumpkin and Rork Scribbejaw:*

Geddy Fumpkin: "Drink up, Wally! Cuz after tonight, it's curtains for you!"

Rork: "Haw haw! Yeah! This place belongs to SPL now!"

## Step 3: Start the Quest

A nervous Wally approaches the PCs and asks them to find his property deed. It's the only way he'll be able to keep Subterranean Pits and Lairs from taking the tavern away from him.

"I've looked everywhere, but I just can't seem to find the property deed! It has to be in my basement somewhere."

Wally gets quiet. "The rats must have gotten it. Yeah...I've got rats in the basement. Just try to be discrete about it, will ya? People tryin' to eat around here!"

## NPCs AT WALLY'S

Wally's Waffles and Weorgs is full of characters, and they've all got something to say about the Chara the Chicken-foot Witch.

## Happy Dunston

Happy Dunston is the quintessential barfly, who generally only leaves his stool at the bar to hit the can. He's a generous spirit, and well-liked by just about everybody, being the only patron to ever finish Wally's Howling Hot Challenge without throwing up or whistling beef.

- ▶ "This whole situation is the pits! I've been coming to Wally's for years! I mean, I'm a bona fide celebrity. See that? I'm the only one to win Wally's Howling Hot Challenge. And truth be told, I always hoped another scrappy young upstart like myself would waltz through those doors and join me in the Hall of Fame. But, alas, by sun up, there'll be no more Wally's and no more Howling Hot Challenge."

### Wally's Howling Hot Challenge

Eat a jumbo flaming hot, chili-hexed haunch of weorg meat on a bed of forty waffles. Time limit is 1 hour, no napkins, no drinks. Winners get their name on the wall and the Heroic Title: Woe of the Waffles, which confers renown at any tavern in the Mucklands.

Roll+Vitality with Disadvantage - On a 12+ you win the challenge.

## Karl the Goblin Miner

A gruff, bearded goblin with a perpetual squint, Karl has been delving into tunnels and caves for years and knows a thing or two about the Underlands.

- ▶ "Now where am I gonna go to avoid my family after work? The rascal cider at the tavern in Firedamp tastes like hot dog water."

## Tabitha the Rascal

A cunning, silver haired lady of River Country, Tabitha is a rascal of Rascalton, and well-versed in the whispering hearsay and rumors of the Mucklands underworld.

- ▶ Tabitha looks up from her game of Huzzah. "Those goons from Subterranean Pits and Lairs, LLC are up to something. Who goes through the trouble to close down a place like this, nearly a mile outside of town? Something fishy if you ask me."

## Roggram the Troll

A hulking troll with shaggy, yellow hair and tusks the size of trumpets, Roggram is a bridge troll from the Drippy Downs. Roggram is on his way to a bridge tolling seminar in the town of Thurf.

- ▶ The huge, shaggy troll takes a gulp from his mug and burps. "It's a shame about Wally's. I wonder what he'll do next. You know, they say in his heyday he was a pirate in the Scalawag Strand."

## Ronny the Prop Comic

A spindly boggart standing at the bar with a pair of clown shoes, a flower on his lapel, and pipe with bubbles coming out of it, Ronny is a local comedian shooting for the stars.

- ▶ "Without Wally's I'm gonna have to move my act to Fleabag County. I don't know if I can survive! The prop comedy scene there is cutthroat, I tell ya. I'd rather take an arrow to the head!" Ronny is wearing an "arrow through the head prop" and grinning expectantly, hoping for a reaction. He never breaks eye contact.

# THE KILORATS

When acquiring weorg meat became more trouble than it was worth, Wally secretly turned to another food source: kilorats. Considered pests, Wally was all too eager to turn the troublesome kilorats into fine cuisine. But things didn't go according to plan...

It turned out that keeping kilorats in his basement was unsustainable to say the least. They quickly became unmanageable, skittering into unseen cracks and crannies, and causing all kinds of havoc. And after eating an entire Bogril Glowing Cheese wheel--a slightly magical Mucklands delicacy--the largest and smartest of the creatures suddenly transformed into an intelligent, talking leader to his fellow kilorats.

The giant kilorat proclaimed himself King Klik and inspired all the others to follow him. And using his superior intellect, King Klik developed a cunning plan to free the kilorats of the basement and exact a terrible revenge on Wally and the surface dwellers.

When first confronted by King Klik, Wally barely escaped with his life, and so he barricaded the door to his basement, and hasn't re-entered in months.

## The Villain's Plan

King Klik seeks revenge on Wally for serving rat meat. But King Klik and his growing army of kilorats have bigger aspirations. Fattened by the unlimited supply of waffles at Wally's, King Klik wishes to expand his campaign to the surface world, and crush all that oppose him.

With every passing hour King Klik's aspirations grow to the point of almost comical scope, describing a future where he and his army of rats will take over the whole world.

- ▶ "King Klik hates Wally the Waffle King! Awful, bad Wally cooks rat meat instead of weorg! Kilorats will eat Wally back! Eat Wally's friends! Eat Wally's WORLD!"
- ▶ "First Klik came for vengeance. Then Klik stayed for waffles. And soon...soon all you OVERLANDERS will tremble at the coming of Klik's great army! A million-bajillion strong! Kling Klik's kilorats will rule the world!"

# WALLY'S BASEMENT

## Room 1: The Storage Room

**Musty, claustrophobic with a mess of crates, barrels, and boxes.**

- ▶ Crates and sacks of rotten vegetables, corn meal, and flour stacked to the ceiling.
- ▶ Barrels of rancid dips, toppings, and condiments barricade a hole in the wall.
- ▶ It will take great care to get through the room without resulting in a cave-in, waking up a hungry slurpworm.
- ▶ Searching through the food reveals a small jar of Super Spicy Secret Mustard, which kilorats and other animals find abhorrent.

## Room 2: The Wine Cellar

**Cool, dank walls with hundreds of dusty, vintage wine bottles on racks.**

- ▶ Two kilorat bruisers eating a glowing piece of cheese perk up.
- ▶ Roll 1d6 when picking up a bottle of wine, each has an impact on the rest of the session when consumed:
  - + 1: Rascal Cider (bubbly, delicious, you feel light, +1 Nimbleness)
  - + 2: Bug Juice (gives bad breath, -1 Charisma)
  - + 3: Troll Tang (oaky, citrus, you feel fuzzy, -1 Perception)
  - + 4: Bogril Sack (spicy, liquid courage, +1 temporary Courage)
  - + 5: Dogwater Tea (salty, boiled hot dog water, you feel full though)
  - + 6: Boom Shine (Roll 1d6 - On a 4+ you don't go blind for an hour)

## Room 3: The Office

**Filled with knick-knacks, items, and relics from Wally's past, all covered in dust.**

- ▶ There is a big, messy hole in the wall beneath a large painting of Wally with Leef Lavendar, his former first mate.



- ▶ There appear to be both animal and humanoid dirt tracks
- ▶ A model ship in a bottle, called the Polywogger, sits on a mantle. This is actually a magical item that turns into a real seafaring ship when thrown into a body of water. The ship will conform to the size of the body of water, unless it can grow to its full galleon size.
- ▶ There is an old suit of plate armor that would fit a very short person.

## Room 4: The Gnawed Tunnel

**Splintered wood, loose earth and stones. A narrow, low tunnel you must crawl through on hands and knees.**

- ▶ A dead kilorat lies in the tunnel, a knife lodged in its belly. It looks to have happened within the last few days.
- ▶ A bloody stick of dynamite lies in the dirt, and humanoid tracks lead to the edge of a thirty foot downward climb.

## Room 5: The Skitter Maze

**Musky, sour smelling tunnels that branch and twist into the unknown dark.**

- ▶ There's a 50% chance that the PCs run into a patrolling kilorat down each pathway.
- ▶ An overmatched kilorat will attempt to flee and alert its brethren all the way in Room 10.

## Room 6: The Inkpot Spider Lair

**Sticky, black, inky substance on the floor and walls. Bones are strewn everywhere.**

- ▶ Anyone entering the room will be caught in sticky black webs.
- ▶ A large, dark hole is on the far wall where an inkpot spider Champion dwells.
- ▶ Several eggs pulsate in the dark corners of the lair. The eggs are almost ready to hatch.
- ▶ There is an Old Hoard inside the spider hole.

## Room 7: The Funghoul Cave

**A seemingly harmless field of mushrooms. Wet, slick cave walls and ceiling.**

- ▶ The floor of this cave is completely covered in a bed of carnivorous funghouls.
- ▶ Crossing the area without any sort of plan will inevitably result in disaster, which is evident by the kilorat bones among the funghouls.
- ▶ There's a secret tunnel the kilorats use to bypass the Fetid Pool, but can only be found if the wall is actively searched.

## Room 8: The Fetid Pool

**Cold, murky water. The ceiling drips and pale, colorless lichen grows in patches on the walls.**

- ▶ This putrid water is inhabited by a clan of four Level 2 Scumseer Goons, and a Level 2 Bruiser.
- ▶ Anyone who enters the water will be accosted and dragged deeper into the water.
- ▶ The scumseers are guarding a random Magic item in their underwater hovel.

## Room 9: The Chasm

**A dark, seemingly bottomless chasm blocks the way forward.**

- ▶ A twenty foot chasm lies ahead, with only a single ropy vine spanning its length. A kilorat could surely tightrope across it, but it looks dangerous.
- ▶ There is a spiderweb, invisible in the darkness, that catches anyone's fall. It belongs to the inkpot spider, which will be alerted if it wasn't already dealt with

## Room 10: The Crystal Cave

**Enormous crystals sprout like asparagus spears from the rocks. Glowing red eyes peer like gems in the darkness**

- ▶ The gnawed skeleton of a goblin in a Krog & Sons, Inc. hardhat lies on the ground.
- ▶ The contents of the goblin's pack is strewn on the

ground: a glittering gem and a memo.

- ▶ In the memo, there are written orders from Krog and Sons, Inc that detail the goblin's mission to steal Wall's property deed and learn why SPL wants Wally's property so bad.
- ▶ King Klik, a huge, intelligent kilorat, reveals himself from the darkness, ready to eat the intruders! He has the deed now, taken from the dead goblin.

## PARLEYING WITH KING KLIK

King Klik is driven by an enormous ego, for being both intelligent and large. He is definitely willing to fight the PCs and exact his grand plan upon the world.

- ▶ But while smarter than the average kilorat, he is also quite gullible and can be tricked if the PCs appeal to his massive ego. He knows little of the outside world, and promises of power may entice him.
- ▶ King Klik is also in possession of Wally's Deed. Knowing the importance of controlling the restaurant, King Klik could be willing to trade the freedom of the kilorats for the ownership of the deed.
  - + "King Klik has the largest brain! King Klik is superior! Klik knows what you seek. Deed! You seek the Deed! But Klik has the Deed! And with the Deed comes power! Power over Wally and freedom for my kilorat brethren!"
- ▶ If the PCs try to convince King Klik to forget revenge and leave the basement peacefully, it just might work.
  - + But if they Fail or there's a Twist, King Klik might attack the PCs in anger, or even play along with their plan, and betray the PCs by launching an attack on Wally himself.

## ADVERSARY STATS

### Slurpworm

#### Level 2 Bruiser

Slurpworms are relatively large, strange muck dwellers that bury their slimy bulk into mud pools, loose dirt, or debris, and wait for their prey to wander near their gaping mouths. Slurpworms are about four feet long, though they can swallow prey up to twenty times their size, stretching their slime-ridden membranes like rubber.

**Courage:** 8

**Dread:** d6

**Attack:** +0

**Defense:** +0

**Actions:** 1

**Wrangle:** 1

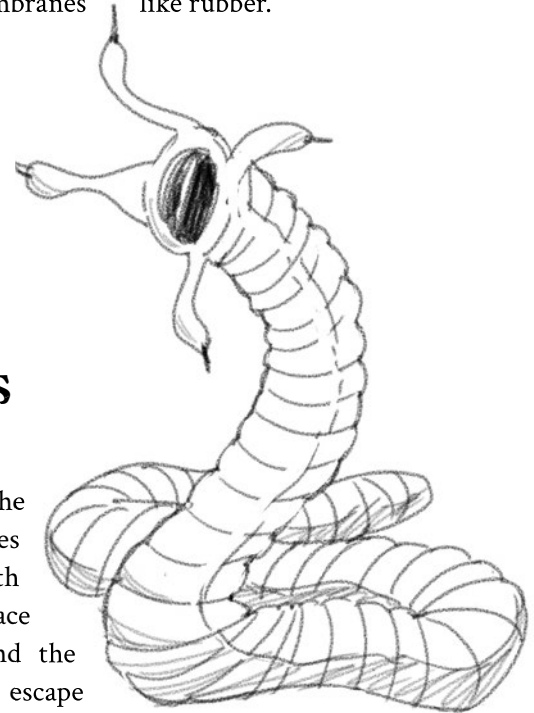
## ABILITIES

### SLURP

On a 9+ hit, the slurpworm manages to attach its mouth around a target's face or feet. Each round the target can try to escape by making a Might Check (at Disadvantage if multiple slurpworms are attached). Every round a PC is slurped, they take 1d6 Dread, and the slurpworm engulfs more of the body. If a PC is engulfed for 3 rounds, they lose all Courage and are Defeated.

### STRIKE AND BURROW

Strike and Burrow: Once every three rounds, a slurpworm can make a Strike and Burrow attack, if in the proper terrain. A result of 6-8 can't be counterattacked, and the slurpworm burrows away until the next round. On a 9+, the slurpworm will likely opt to Slurp, however.



## Kilorat Scouts

### Level 2 Goons

Kilorats are large, wolf-sized rats with sharp yellow teeth. These kilorat scouts patrol the Skitter Maze and tunnels of Wally's Basement in pairs, looking for danger and food.

**Courage:** 2

**Dread:** d6

**Attack:** +1

**Defense:** +0

**Actions:** 1

**Wrangle:** 1

## ABILITIES

### PLAGUE BITE

Kilorat bites have chance to infect the PC with Rat Plague. A hit PC must roll a Vitality Check at -1. A result of 1-2 means the PC has contracted Rat Plague. Every round, they take 1 Dread until they are reduced to 1 Courage. Rat Plague itself can't reduce the PC's Courage below 1, but other harm certainly can. Rat Plague can be lifted with a healing potion, magical healing, or after 3 days rest.

## WEAKNESSES

Kilorats are skittish by themselves, and can be scared away. But in large numbers they are much harder to deal with and anyone attempting to scare them off does so at Disadvantage. Kilorats are very food motivated and will gladly take readily available food (assuming there is enough to feed them) than have to work for it in bloody battle.

## Kilorat Guards

### Level 2 Bruisers

Two of these kilorat guards flank King Klik.

**Courage:** 8

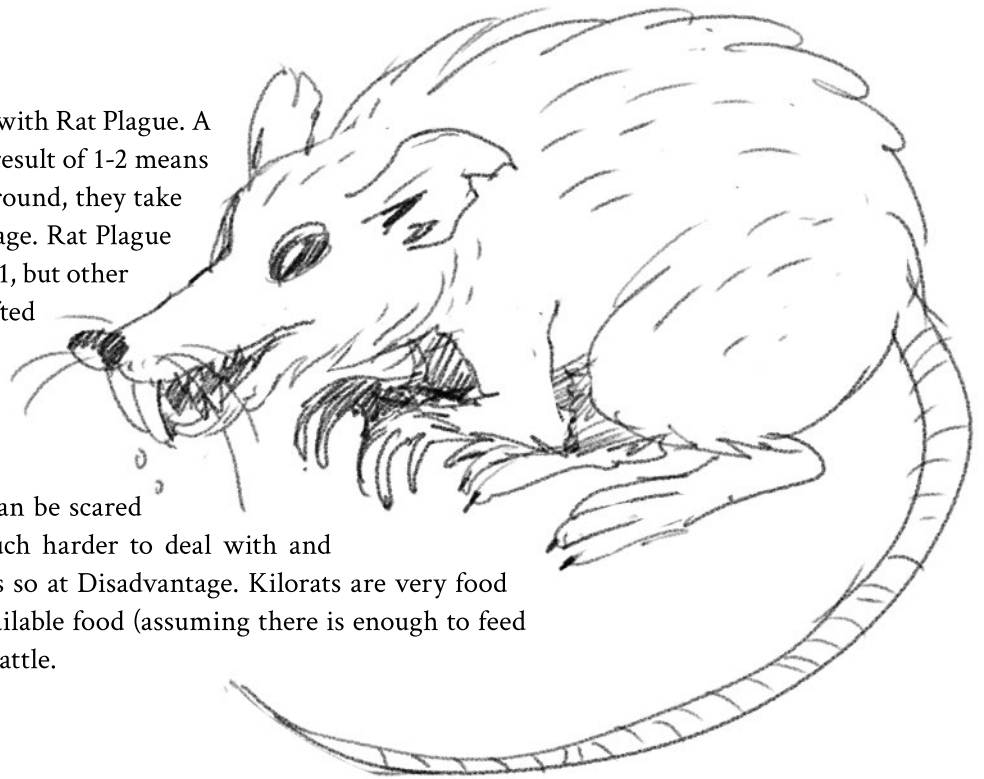
**Dread:** d6

**Attack:** +0

**Defense:** -1

**Actions:** 1

**Wrangle:** 1





# Inkpot Spider

## Level 3 Bruiser

Inkpot spiders are large, intelligent subterranean predators known for their black, inky web that's almost impossible to see in the dark.

**Courage:** 15

**Dread:** d10

**Attack:** +1

**Defense:** -1

**Actions:** 2

**Parley:** 1



## PARALYTIC BITE

Once per round, the spider can make a bite attack. On a 9+, the target is poisoned and must make a 6+ Vitality Check to avoid being Paralyzed for this and next round. Paralyzed PCs can't move or attack.

## WEB SPURT

Once every three rounds, the spider can spurt black, sticky web from its rear end, which immobilizes a target PC.

# Scumseers

## Level 3 Goons

Scumseers are four-eyed, bulbous, tentacled water creatures that gather in small, secret numbers to bide their horrible time. They often lure wanderers to their pools and drag them underwater with their long, tentacled fingers.

**Courage:** 3

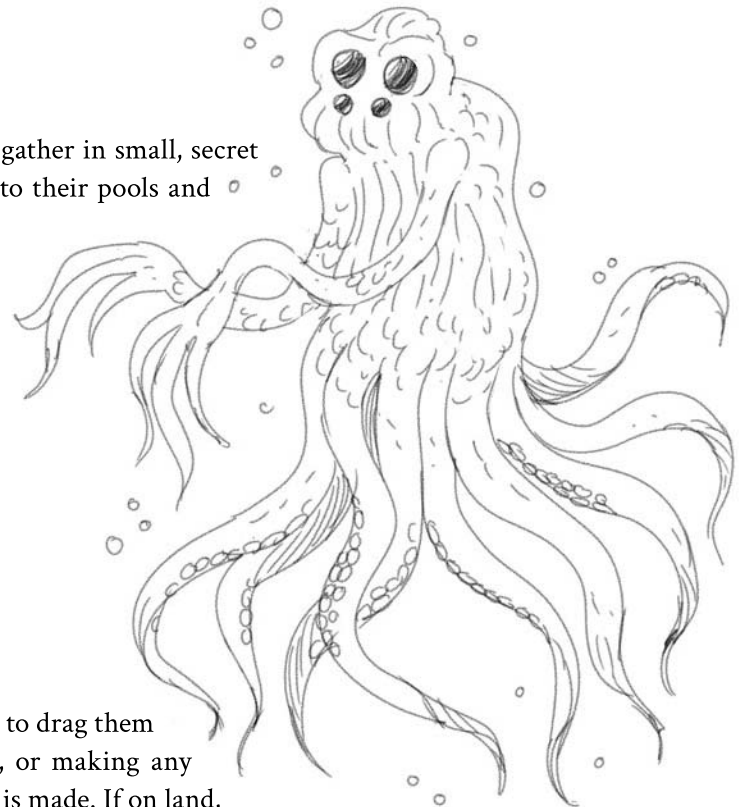
**Dread:** d6

**Attack:** +1

**Defense:** -1

**Actions:** 1

**Parley:** 1



## ABILITIES

### SNATCH

Snatch: On a 9+ hit, the scumseer can wrap a PC with its tentacles to drag them into the murky depths. This prevents the target from escaping, or making any actions with their arms or hands unless a successful Might Check is made. If on land, the target will be pulled into the water on the next turn. PCs can generally hold their breath for 1 minute (about 2 rounds); after that they must make Vitality Checks, or be Defeated.

### LURE

Scumseers have telepathic powers that lure wanderers near their dark waters. Anyone within Faraway range of their dwelling must make a Mettle Check to avoid the urge to investigate the water.

# King Klik

## Level 3 Champion

King Klik is larger than a weorg, and easily dwarfs his fellow kilorats. He wears a paper Wally's crown meant for children.

**Courage:** 20

**Dread:** d10

**Attack:** +1

**Defense:** -1

**Actions:** 2

**Parley:** 1

## ABILITIES

### PLAGUE BITE

Kilorat bites have chance to infect the PC with Rat Plague. A

hit PC must roll a Vitality Check at

-1. A result of 1-2 means the PC has contracted Rat

Plague. Every round, they take 1 Dread until they are reduced to 1 Courage.

Rat Plague itself can't reduce the PC's Courage below 1, but other harm certainly can.

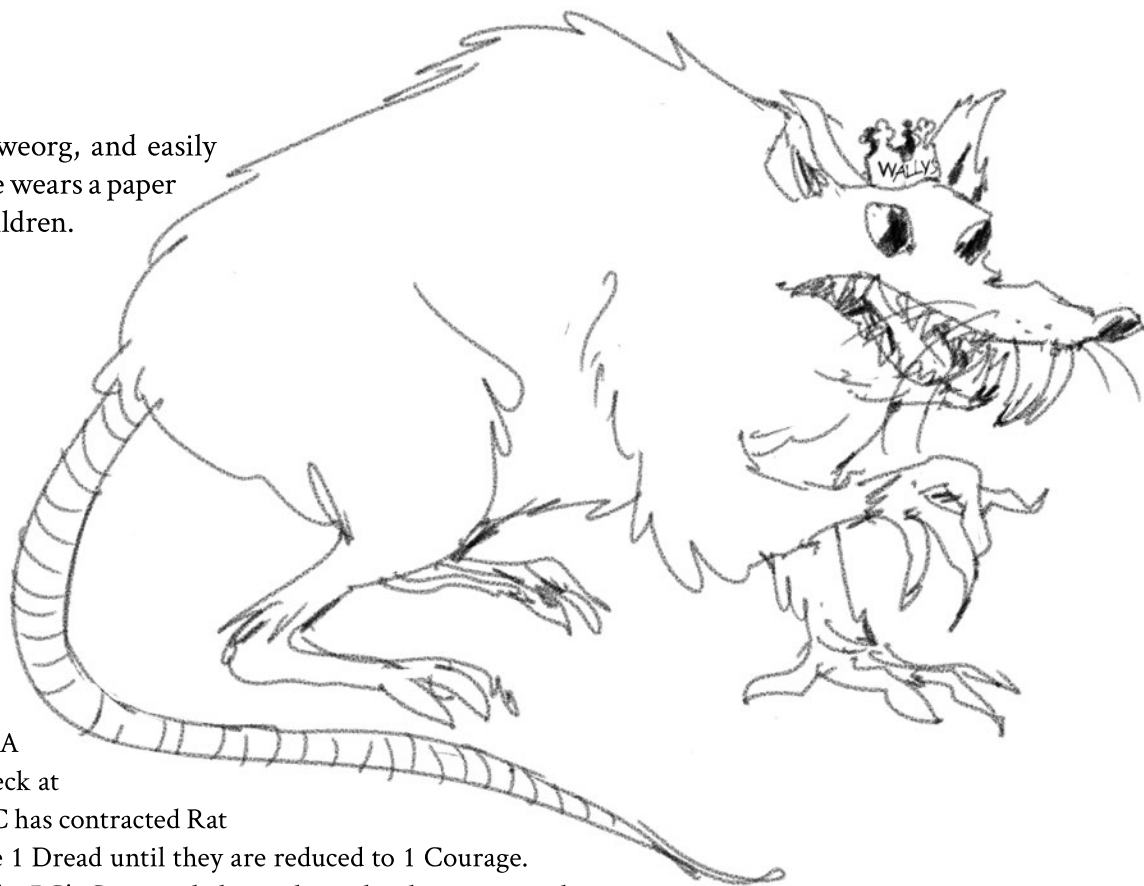
Rat Plague can be lifted with a healing potion, magical healing, or after 3 days rest.

### POUNCE

King Klik can charge his target from Faraway or Nearby and get +1 to its attack. On a 9+ the attack deals +2 Dread and the target is knocked to the ground.

### BITE AND RETREAT

On a result of 8, King Klik can't be counterattacked.



# ADVENTURE CONCLUSION

## Returning to the Tavern

Depending on how the PCs deal with King Klik, it's entirely possible that a parade of kilorats exits Wally's tavern, or even tries to attack Wally!

- ▶ If this ends up happening, you can either leave it to the players to figure out how to deal with it, or describe what happens narratively. Maybe a battle ensues, and Wally uses the shiny sword that hangs above his bar, shooing away King Klik and his kilorats to fight another day.
- ✚ Either way, if Wally's patrons see all the kilorats coming from the basement, perhaps Wally will have business problems after all!

## Returning the Property Deed

Once the deed is back in Wally's hands, he calls for a celebration. The legendary Wally's Waffles and Weorgs is saved and the Subterranean Pits and Lairs, LLC goons are sent packing, back to their greedy bosses.

- ▶ "Well, I'll be slapped with a sabrefish! You found my deed! We're saved! Look everybody, these here heroes saved the restaurant! Waffles and rascal cider are on the house!

The whole place cheers and claps. And as for the goons from SPL? Well, they turn tail and run away from the angry mob of patrons. Wally lets out a belly laugh and continues...

- ▶ "I want to reward you for saving the day. How about a discount? Wait, what am I saying! You folks eat free. FOREVER! That's right! Fluffy waffles and juicy weorg meat, as much as you'd like. Your money's worthless to me, ya hear? Heck, it's the least I can do!"

# THE ADVENTURE CONTINUES...

The PCs will have surely made a name for themselves among the patrons of Wally's. And now literally everyone will know their names, and greet them with warmth and respect!

Use the Rumors and Quest Hooks for Wally's Waffles and Weorgs, as well as the town of Firedamp, to embark on more adventures in the Land of Eem!



# Wally's Basement

1.

- ▶ Crates and sacks of rotten vegetables, corn meal, and flour stack to the ceiling.
- ▶ Barrels of rancid dips, toppings, and condiments barricade a hole in the wall.
- ▶ It will take great care to get through the room without resulting in a cave-in, waking up a hungry slurpworm.
- ▶ Searching through the food reveals a small jar of Super Spicy Secret Mustard, which kilorats and other animals find abhorrent.

3.

- ▶ A big, messy hole in the wall sits beneath a large painting of Wally with Leef Lavendar, his former first mate.
- ▶ There's a model ship in a bottle, called the Polywogger, and an old suit of armor that would fit a very short person.
- ▶ Both animal and humanoid tracks litter the dirt.

4.

- ▶ A dead kilorat lies in the tunnel, a knife lodged in its belly. It looks to have happened within the last few days.
- ▶ A bloody stick of dynamite lies in the dirt, and humanoid tracks lead to the edge of a thirty foot downward climb.

5.

- ▶ There's a 3 in 6 chance that the PCs run into two patrolling kilorats down each pathway in the Skitter Maze.
- ▶ An injured kilorat will attempt to flee and alert its brethren all the way in Area 10.

7.

- ▶ The floor of this cave is completely covered in a bed of carnivorous funghouls.
- ▶ Crossing the area without any sort of plan will inevitably result in disaster, which is evident by the kilorat bones among the funghouls.

8.

- ▶ This putrid water is inhabited by a clan of five scumseers.
- ▶ Anyone who enters the water will be accosted and dragged deeper below.
- ▶ The scumseers are guarding a random Magic item in their underwater hovel.

9.

- ▶ A twenty foot chasm lies ahead, with only a single ropy vine spanning its length. A kilorat could surely tightrope across it, but it looks dangerous.
- ▶ There is a spiderweb, invisible in the darkness, that catches anyone's fall. It belongs to the inkpot spider, which will be alerted if it wasn't already dealt with

10.

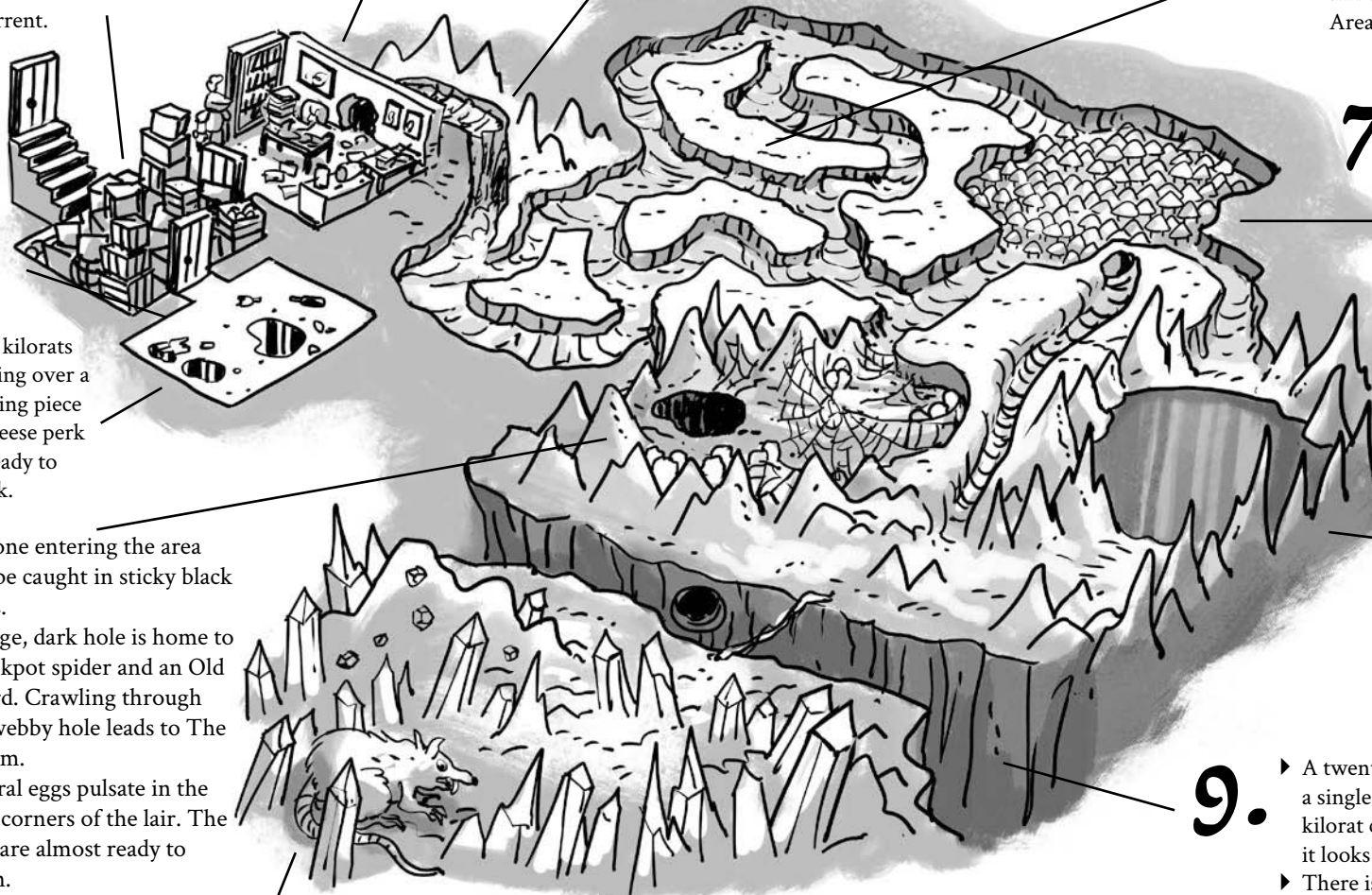
- ▶ The gnawed skeleton of a goblin in a Krog & Sons, Inc. hardhat lies on the ground.
- ▶ The contents of the goblin's pack is strewn on the ground: a glittering gem and a memo.
- ▶ The memo is a written order from Krog and Sons, Inc detailing the goblin's mission to steal Wally's property deed and learn why SPL wants Wally's property so bad.
- ▶ King Klik, a huge intelligent kilorat, reveals himself from the darkness, ready to eat the intruders! Realizing its importance, he now has the deed.

2.

- ▶ Two kilorats fighting over a glowing piece of cheese perk up ready to attack.

6.

- ▶ Anyone entering the area will be caught in sticky black webs.
- ▶ A large, dark hole is home to an inkpot spider and an Old Hoard. Crawling through the webby hole leads to The Chasm.
- ▶ Several eggs pulsate in the dark corners of the lair. The eggs are almost ready to hatch.



# THE SEVEN EYES OF EHK

## CHAPTER 1: TEMPLE OF THE SARPATHI

### ADVENTURE TONE



#### Doom and Gloom

A darker, more serious adventure that risks life and limb. (Think *The Dark Crystal* or *Conan the Barbarian*)

### BACKGROUND

There's trouble in the Mucklands realm. Already a rowdy and unstable place filled with greedy goblin tycoons, cruel river barons, gutter gangs, dread pirates, and menageries of monsters, a new threat has emerged...

The sarpathi. A mysterious society of serpent people have risen from the Underlands in search of strange relics associated with their evil Cult of Ehk. Folk have reported raids and kidnappings all over the Mucklands. To the west, sarpathi cultist have slithered into in the rolling hills of the Drippy Downs and clear-cut wastelands of the Used T'Be Forest. To the east, sarpathi schemers sneak into the winding waterways of the River Country and smokey slums of Fleabag Country. And to the south, sarpathi reavers siege the uncharted swamps of Quagmash and perilous seas of Scalawag Strand.

No one knows just for certain what the sarpathi are after, only that their nefarious purpose has plunged the Mucklands into a state of chaos and uncertainty. And more than ever, ordinary folk hope for heroes to aid them.

### THE HOOK

Seely and Kint are boggart peasant children seeking help. Their village was ransacked by sarpathi snake men who kidnapped their mother and many of their neighbors.

Seely and Kint tracked the sarpathi back to their lair but were chased away by a crag lizard. They ran and ran for an entire day until they came upon Wally's place. They

will give everything they have if the players can help: a pouch of Silver Coins and their late father's shield.

If you're using the pre-generated characters, the PCs are all familiar with the sarpathi menace, which is tied into each of their Personal Quests.

### WHERE THE PCs COME IN...

*You are dirt tired after traveling for mile upon mile through the stump-filled badlands known as the Used T'Be Forest. You stop at a local watering hole called Wally's Waffles and Weorgs to wash the dust down your throats and get some grub.*

*The rough and tumble barflies and locals eye you periodically with uneasiness. But two characters in particular can't seem to look away; and more so than that, they are quite out of place. You wonder to yourselves, why are a pair of children alone in a dive like this?*

*At the far end of the bar, the two children perk up and shyly approach you.*

*"Excuse me," the first child mutters. "We need your help...."*

## NPCs AT WALLY'S

Wally's Waffles and Weorgs is full of characters, and they've all got something to say about the mysterious sarpathi.

### Wally Dunkwhiffle

Owner and operator of Wally's Waffles and Weorgs, Wally is a short, scruffy human wearing a large pirate's hat. A beloved local figure, Wally is friends with everyone. Well, almost everyone. He's made more than his fair share of enemies too.

- ▶ *"The sarpathi? In these parts? You kids are probably mistaken. Here, have a bucket of critter nugs on me."*

### Happy Dunston

Happy Dunston is the quintessential barfly, who generally only leaves his stool at the bar to hit the can. He's a generous spirit, and well-liked by just about everybody, being the only patron to ever finish Wally's Howling Hot Challenge without throwing up.

- ▶ *"Snake men? That sounds awful!" Happy offers a round of rascal ciders for the heroes after they commit to going on the quest.*

### Karl the Goblin Miner

A gruff, bearded goblin with a perpetual squint, Karl has been delving into tunnels and caves for years and knows a thing or two about the Underlands.

- ▶ *"I seen 'em with my own eyes, them snake people!. They strike without warnin' and no one knows what they're after. Good luck to you, tangling with snake folk is way above my pay grade."*

### Tabitha the Rascal

A cunning, silver haired lady of River Country, Tabitha is a bonafide rascal of Rascalton and well-versed in the whispering hearsay and rumors of the Mucklands underworld.

- ▶ *"Snake folk are dangerous indeed, I heard they use magic and that they can transform their shapes!"*

## Roggram the Troll

A hulking troll with shaggy, yellow hair and tusks the size of trumpets, Roggram is a traveler from the Drippy Downs with some experience with the snake-men.

- ▶ *"They call themselves the Shar'shasa. I hear they have a lair near the lake in the Drippy Downs."*

## Sharla the Shyrm Engineer

A goggled shyrm engineer, Sharla pours over sputter technology schematics filled with gears and cogs. She isn't much for superstition.

- ▶ *"Magic? I don't think so. Heck there hasn't been a wizard in over a thousand years. Impossible."*

## G. Barnum Wanderbout

G. Barnum Wanderbout is not your average gnome. Sporting an eyepatch and a hook for a hand, the gruff Mister Wanderbout is something of a fiend hunter, feared by gators, weorgs, and werewolves alike. He has been trailing the sarpathi since their sudden emergence, and is currently taking a short respite at Wally's before pursuing another lead. Wanderbout knows many old legends of the sarpathi and is fearful of their secret motives.

- ▶ *"The sarpathi have threatened the Mucklands for hundreds of years, but few folk have any idea. Only recently have they emerged from their secret places to let themselves be seen."*
- ▶ *"Beware their cunning, friends. As you well know, the sarpathi are deadly foes. I suggest you save the villagers and leave. And should you succeed. I would be very interested in learning what you've seen."*

# THE SARPATHI

## Origin of the Sarpathi

As uncertain as their motives, the origin of the sarpathi is also clouded in mystery. Some believe that the snakemen, as they are frequently called, were serpents mutated long ago by a mystical artifact deep within the Underlands of Eem. Others propose the sarpathi are the offspring of some ancient god-serpent that once ruled the world. Whatever their true origin, they have returned to terrorize the Mucklands, led by the Cult of Ehk.

## The Cult of Ehk

Among the sarpathi, nothing is more sacred than the god-like force known as Ehk, the supreme deity of the sarpathi pantheon, capable of peering into other times and space. What form Ehk actually takes is known only to the those few that have gazed upon its many eyes: snake, a demon, an unknowable shape?

The Cult of Ehk is dedicated to realizing the futures seen through the magical gem-like Eyes of Ehk. This dedication has led to the vicious search and seizure of ancient artifacts, as well as the capture and sacrifice of innocent Mucklanders.

## Eyes of Ehk

The Eyes of Ehk are magical, multicolored gemstones that resemble a snake's eye. Sarpathi cultists, amongst other more unsavory witches and sorcerers, use the stones for scrying, spying, fortunetelling, truthseeing, and other rituals. There are said to be Seven Eyes of Ehk in the land of Eem, but their locations are unknown. And if gathered, the sarpathi intend to summon Ehk to the land of Eem.

## The Villain's Plan

With an Eye of Ehk in their possession, Lord Zan'thit and his cadre of cultists strive to discover the location of another Eye of Ehk. Each Eye can be used to find another Eye in the set, but this can only be done by seeing through the eyes of a blind heretic, and gazing upon the horrid form of the god Ehk itself.

# THE TEMPLE OF THE SARPATHI

## Getting to the Dungeon

- ▶ The Temple of the Sarpathi is located 5 hexes away from Wally's Waffles and Weorgs in any direction. It's up to you as the GM to choose which hex.
- ▶ Traveling there requires using the Travel rules and the Used T'Be Forest Encounters Table.
- ▶ The players will have a chance to use the Make Camp rules and ask each other questions.

## Outside the Dungeon

- ▶ Seemingly built not long ago, the outside of this place looks unremarkable, built with uneven stones, and rotting wood. But an unnatural air hovers about the place.

## Room 1: Chamber of Summoning

**Dusty, dry, candlelit.**

- ▶ A gong that summons sarpathi guards.
- ▶ Urns full of bones. One urn contains witchweed.
- ▶ From the left path wafts a dank, musky smell.
- ▶ From the right, a low guttural growl can be heard.

## Room 2: Chamber of the Writhing Earth

**Dank, musty, slimy.**

- ▶ Knots of countless single vipers lie sleeping and writhing on the floor.
- ▶ Four statues of sarpathi warriors line the walls.

## Room 3: Chamber of the Ancient

**Dark, fetid, deathly still.**

- ▶ Ashrakul the giant snake slumbers, guarding a key that opens the door to Room 7.



- ▶ There is an Old Treasure Hoard here.
- ▶ A tunnel leads to a secret door behind the trough in Room 6.

## Room 4: The Prison

**Narrow, claustrophobic, rusty jail cells.**

- ▶ Hidden pressure plates on the floor release ravenous crag lizards from the cells to the right.
- ▶ Two cells on the left house six prisoners. Curiously all of the prisoners are blind.
- ▶ The prisoners have all been used unsuccessfully in a sarpathi ritual, and are now awaiting their deaths. The last prisoner named Nilly, Seely and Kint's mother, was just dragged away.
- ▶ From Room 5, you hear hissing.

## Room 5: Chamber of the Past

**Wavering light, sandstone walls, painted murals.**

- ▶ Two sarpathi guards walk into the room ready to kill the prisoners in Room 4
- ▶ Etchings on the walls depict the god Ekh looming in the sky over worshipping sarpathi.

## Room 6: The Uncanny Font

**Richly decorated, glowing candlelight, sickly sweet and sulfur.**

- ▶ A ritual preparation chamber.
- ▶ Countless goblets filled with various elixirs sit on a dais. PCs who dare to drink must make a Vitality Check to heal 2d6 Courage, or else be -1 to all actions for the day.
- ▶ A trough full of foul liquid.
- ▶ The door to Room 7 is locked. Failing to pick the lock triggers a pit trap with three hungry mung below.

## Room 7: Chamber of the Eye

**Magnificent stonework, bright light, strangely and impossibly windy.**

- ▶ Lord Zan'thit, Zithir the Six-Fanged, and two sarpathi guards surround the dais performing a ritual.
- ▶ On the dais, a blind Nilly holds the Eye of Ekh, succumbing to a vision.
- ▶ The Eye of Ekh illuminates the chamber, casting a magical vision for all to see: swirling, raging seas, and the wreckage of a pirate ship. In the wreckage amidst a pile of rusted treasure, lies another gleaming Eye of Ekh.
- ▶ The vision ends and Nilly slumps to the ground. Lord Zanth'thit and his minions turn around to see the PCs standing at the door!

## PARLEYING WITH THE SARPATHI

Negotiating with the sarpathi is difficult due to their extreme zealotry and fanaticism. For each Conflict, the sarpathi have a Parley Score of 1. So while it is still possible, there should likely be Limited Outcomes imposed by the GM.

For example, if the PCs reach Room 7 and attempt to Intimidate or Inspire the sarpathi into handing over the Eye of Ekh, the outcome will be limited. They want nothing more than to possess the Eyes, and will not give it up.

The most likely outcomes for PCs who successfully Parley with the sarpathi might be:

- ▶ The sarpathi let the PCs take the prisoners and leave the temple with their lives.
- ▶ The sarpathi, if nearly defeated, leave the temple with the Eye of Ekh.

# ADVERSARY STATS

## Sarpathi Guards

### Level 1 Goons

Devotees to the Cult of Ehk, the temple guards have sworn their lives to protect their masters and host their captives in preparation of sacrifice. Each wields a curved sword.

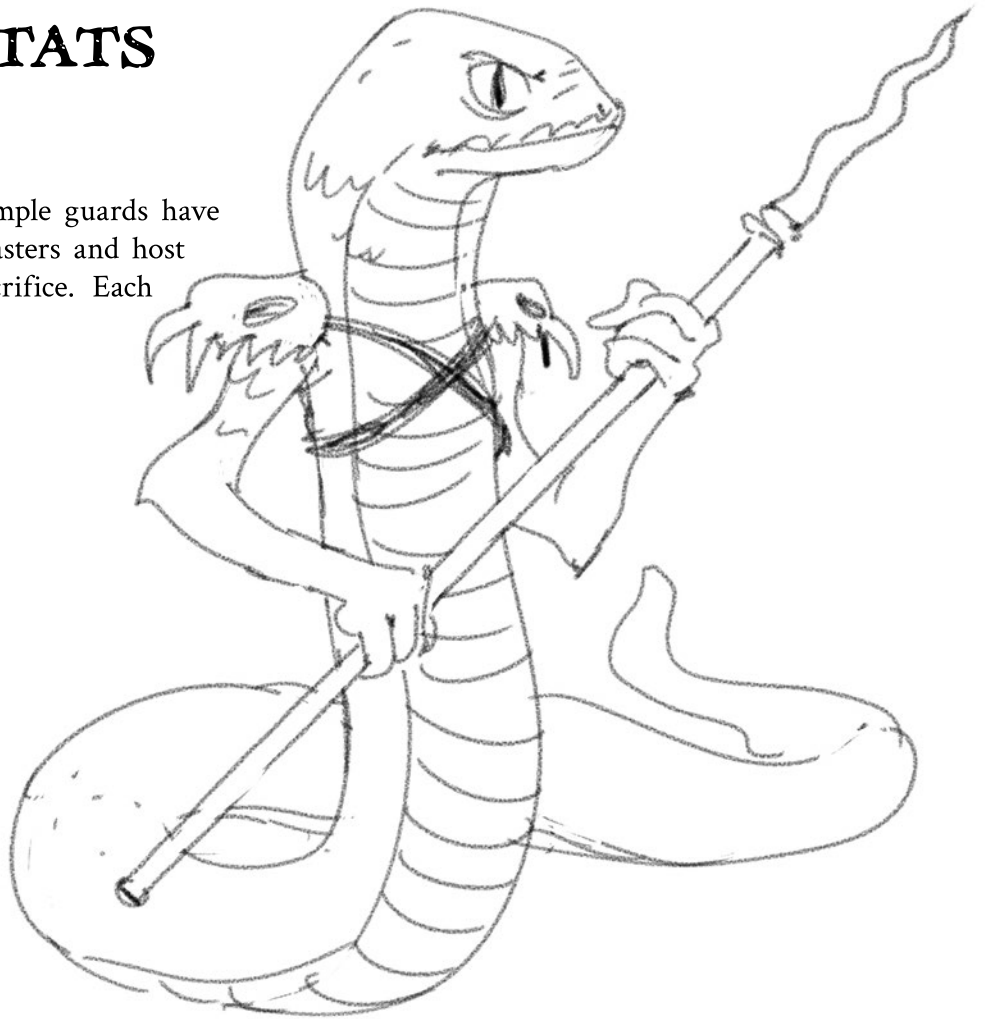
**Courage:** 1

**Dread:** d6

**Attack:** +0

**Defense:** +0

**Actions:** 1



## Crag Lizards

### Level 1 Bruisers

Huge, prickly reptiles, crag lizards live most of their lives clung to the sides of mountains and rock formations, sunning themselves and waiting to pounce on prey.

**Courage:** 5

**Dread:** d6

**Attack:** +1

**Defense:** -1

**Actions:** 1

## ABILITIES

### STURDY HIDE

Once per combat, when a crag lizard is reduced to half of its Courage, it can regenerate 1d12 Courage.

## WEAKNESS

Crag lizards are exceptionally sluggish and tire easily. If crag lizards are forced to chase their prey, they take 1d6 Dread. They also loathe cold weather and cold effects.

## COMBAT

Crag lizards are brutes for the most part. They prefer to corner their prey when possible, often choosing narrow canyons or dungeon hallways to strike.

## Singe Vipers

### Level 1 Goons

Though small, these poisonous serpents are one of the most dangerous animals living in the west of Eem. The name singe viper comes not only from their vibrant, fiery color but from the effect of their deadly venom.

**Courage:** 1

**Dread:** d4

**Attack:** +0

**Defense:** +0

**Actions:** 1

### ABILITIES

#### MOLTEN BITE

On a 9+, not only does a singe viper's bite cause Dread, it reduces a target's max Courage by 1. Only when the poison is cured will the target's courage return.

### WEAKNESS

Singe vipers fear water and large birds. If a singe viper is submerged in water, it will almost immediately enter a catatonic state. And should the singe viper detect the presence of a larger predatory bird, it will flee underground.

### COMBAT

Singe vipers will strike a target multiple times, compounding the effect of its molten venom.

## Zithir the Six-Fanged

### Level 2 Bruiser

Zithir is the most loyal aid to Lord Zan'thit and blessed with what sarpathi call the Reach of the Serpent, where the favored host is born with snake-head arms. Though the arms are blind, their fangs are potent. Zithir dreams of one day surpassing his two-headed master.

**Courage:** 10

**Dread:** d6

**Attack:** +1

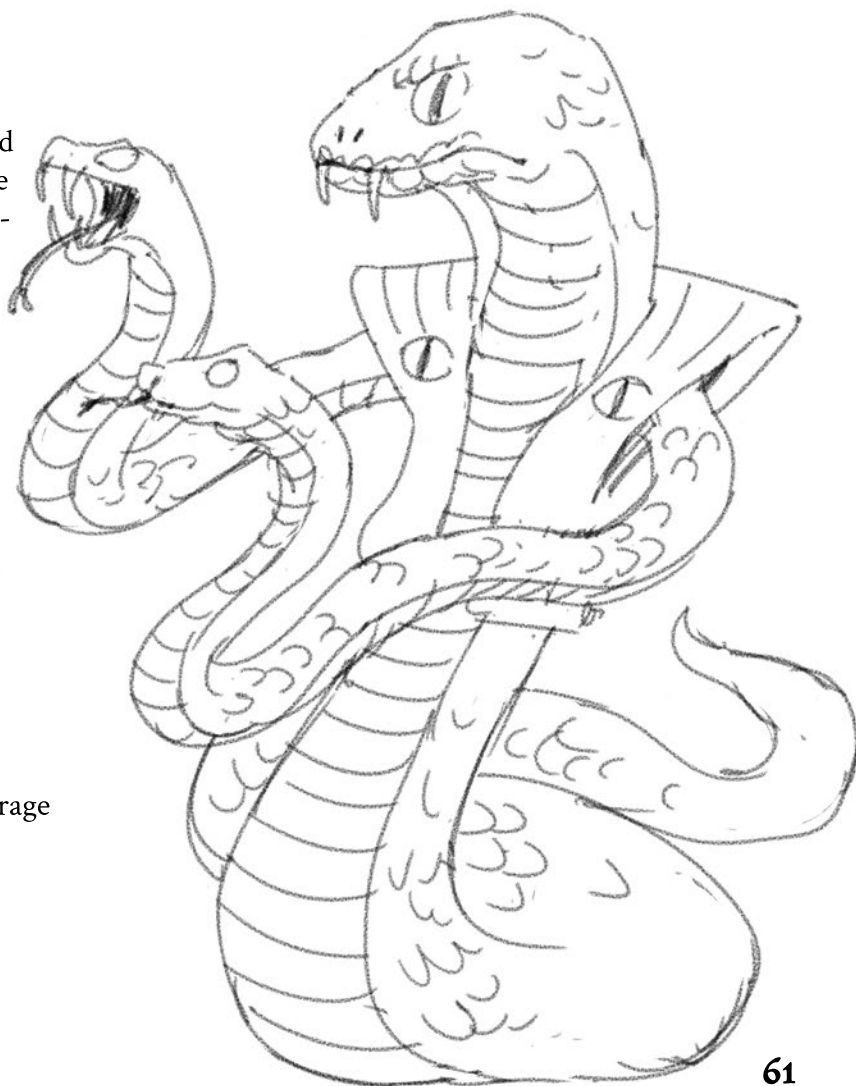
**Defense:** -1

**Actions:** 2

### ABILITIES

#### LIFE STEAL

When Zithir deals Dread, they heal that much Courage



## Lord Zan'thit

### Level 2 Champion

Favored amongst the sarpathi Cult of Ehk, Lord Zan'thit is a blessed two-headed snake man tasked with the honor of capturing unsuspecting overlanders and sacrificing them to the Great Ehk. Lord Zan'thit believes that once he sacrifices enough people, the Eye of Ehk will blink and reveal the future to him.

**Courage:** 15

**Dread:** d8

**Attack:** +1

**Defense:** -1

**Actions:** 1

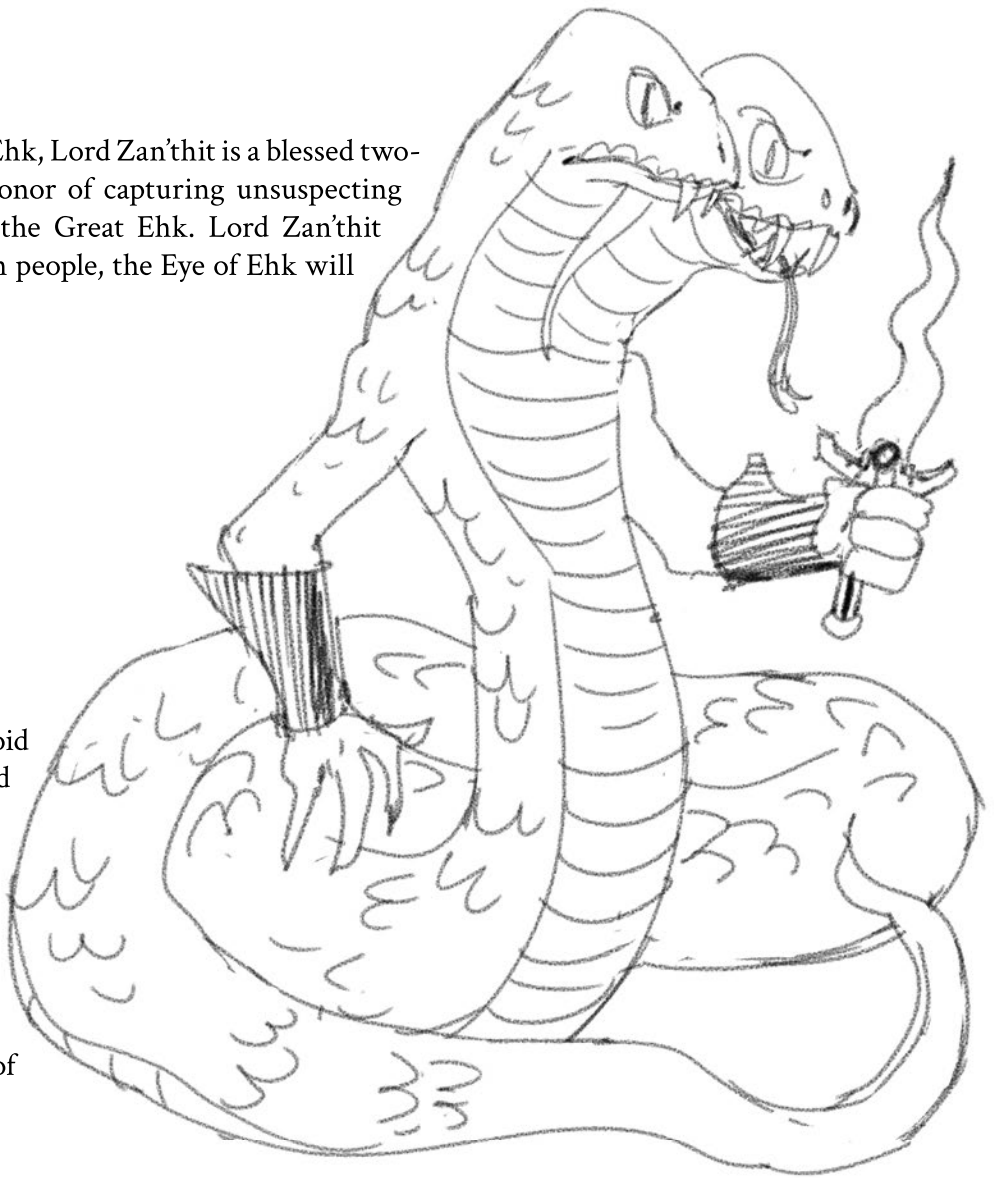
### ABILITIES

#### ENSORCEL

A target PC must roll+Mettle to avoid becoming mind controlled. A mind controlled PC will attack an ally or do the blood-priest's bidding. The PC can try break the ensorcelment each round by making a Mettle Check.

#### BLOOD SPELL

Roll+Attack - Once per combat, the blood-priest can switch the Courage of two creatures.



## Ashrakul

### Level 5 Bruiser

Keeper of the Rites, Ashrakul is a giant serpent and acts as the librarian for this sect of the Cult of Ehk. Powerful, cunning, and born pure of mutation, Ashrakul is often considered an equal to Lord Zan'thit and follows only those orders that suit him and the Masters of Ehk in the hidden city of the sarpathi.

Courage: 20

Dread: d10

Attack: +2

Defense: +2

Actions: 2

### VENOMOUS BITE

On a 9+, a bite attack poisons the PC, who must make a 6+ Vitality Check or lose 1 Courage every round.

### CONSTRICTING TAIL

On a 9+ tail attack, the PC is constricted and can't move or attack. Every round a PC is constricted, they take 1d6 Dread and can try to escape by making a Might or Nimbleness Check



# ADVENTURE CONCLUSION

Whether the PCs defeat Lord Zan'thit and take the Eye of Ehk, rescue Nilly and the prisoners, or perhaps accomplish neither, they will have glimpsed the location of the next Eye of Ehk...a shipwreck somewhere in the Scalawag Strand.

## Returning to Wally's

### SEELY AND KINT

If the PCs return with their mother Nilly and villagers in tow, Seely and Kint will be ecstatic, even if their mother has been tragically blinded. Perhaps there's another adventure to be had to somehow restore these people's sight.

- ▶ *"Thank you, adventurers! Thank you! But there must be some way to bring her sight back. If anyone can help us, it's you!"*

### G. BARNUM WANDERBOUT

Upon returning to Wally's, G. Barnum Wanderbout is eager to learn what happened in the temple. Once told, Barnum becomes grave.

- ▶ *"It is as I suspected all these years. The sarpathi seek to control the Seven Eyes of Ehk once more...so they can resurrect their evil god Ehk!"*
- ▶ *"Based on your story, it's clear that you have seen another Eye's location. If you can find it, and the other eyes, there may be a way to destroy them once and for all."*
- ▶ *"Legend tells of a Hidden City, wherein an ancient monolith with seven sockets awaits the placement of the Eyes. Only when all seven eyes are set, can the monolith be destroyed and the threat of the terrible, unknowable Ehk can be averted."*
- ▶ *"You were brave to save those folk from the sarpathi. Are you brave enough to save the rest of us?"*

# THE ADVENTURE CONTINUES...

The Eye of Ehk pointed to a another Eye underwater amidst an old shipwreck...

G. Barnum Wanderbout quietly suggests an unlikely, albeit lucky, source of information, specifically about pirate ships: Wally Dunkwhiffle.

- ▶ *"Rumor has it, Wally was once a pirate king, and might know a thing or two about shipwrecks along the coast of the Scalawag Strand. Speak with Wally and ask for his aid."*

### WALLY DUNKWHIFFLE

Beads of sweat roll down his forehead and down his beard. Wally adjusts his pirate hat awkwardly. Wally also trusts G. Barnum Wanderbout implicitly.

- ▶ *"Shhh! Who told you I was a pirate? Nevermind. Doesn't matter. What's got you so worked up?"*
- ▶ *"Keep your voices down! Yeah, well...I used to captain the good ship Pollywogger, and I may or may not have stolen a pretty sizeable treasure from a certain Felmog noble named Ulfrex. Long story short, I got away with it until a huge storm off of the coast of Terror Island was too much for us to handle. The Pollywogger sunk."*
- ▶ *"If I recall, and it's been awhile mind you, there was a pretty big yellow gem...looked kind of like an eye, I guess."*
- ▶ *"Tell you what, you find the treasure and I'll let you keep your Eye of Eggs or whatever it's called. The rest of the loot is mine. I've got expenses over here!"*
- ▶ *"Just watch out. Terror Island isn't for the faint of heart."*

# Temple of the Sarpathi

- 1.**
- ▶ A **gong** that summons sarpathi guards.
  - ▶ **Urns** full of bones. One urn contains witchweed.
  - ▶ From the left path wafts a dank, musky smell. From the right, a low guttural growl can be heard.

- 2.**
- ▶ Knots of countless **singe vipers** lie sleeping and writhing on the floor.
  - ▶ Four statues of sarpathi warriors line the walls.

- 3.**
- ▶ Ashrakul the **giant snake** slumbers, guarding a **key** that opens the door to Room 7.
  - ▶ There is an **Old Treasure Hoard** here.
  - ▶ A **tunnel** leads to a secret door behind the trough in Room 6.

- 7.**
- ▶ Lord Zan'thit, Zithir the Six-Fanged, and two sarpathi guards surround the dais performing a ritual.
  - ▶ On the dais, a blind **Nilly** holds the **Eye of Ekh**, succumbing to a vision.
  - ▶ The Eye of Ekh illuminates the chamber, casting a magical vision for all to see: swirling, raging seas, and the wreckage of a pirate ship. In the wreckage amidst a pile of rusted treasure, lies another gleaming Eye of Ekh.
  - ▶ The vision ends and Nilly slumps to the ground. Lord Zanth'thit and his minions turn around to see the PCs standing at the door!

- 6.**
- ▶ A ritual preparation chamber.
  - ▶ Countless goblets filled with various elixirs sit on a dais. PCs who dare to drink must make a Vitality Check to heal 2d6 Courage, or else be -1 to all actions for the day.
  - ▶ A trough full of foul liquid.
  - ▶ The door to Room 7 is locked. Failing to pick the lock triggers a pit trap with **three hungry mung** below.

- 4.**
- ▶ Hidden **pressure plates** on the floor release ravenous **crag lizards** from the cells to the right.
  - ▶ Two cells on the left house six prisoners. Curiously all of the prisoners are **blind**.
  - ▶ The prisoners have all been used unsuccessfully in a sarpathi ritual, and are now awaiting their deaths. The last prisoner named Nilly, **Seely and Kint's mother**, was just dragged away.
  - ▶ From Room 5, you hear hissing.

- 5.**
- ▶ **Two sarpathi guards** walk into the room ready to kill the prisoners in Room 4
  - ▶ Etchings on the walls depict the god Ekh looming in the sky over worshipping sarpathi.

