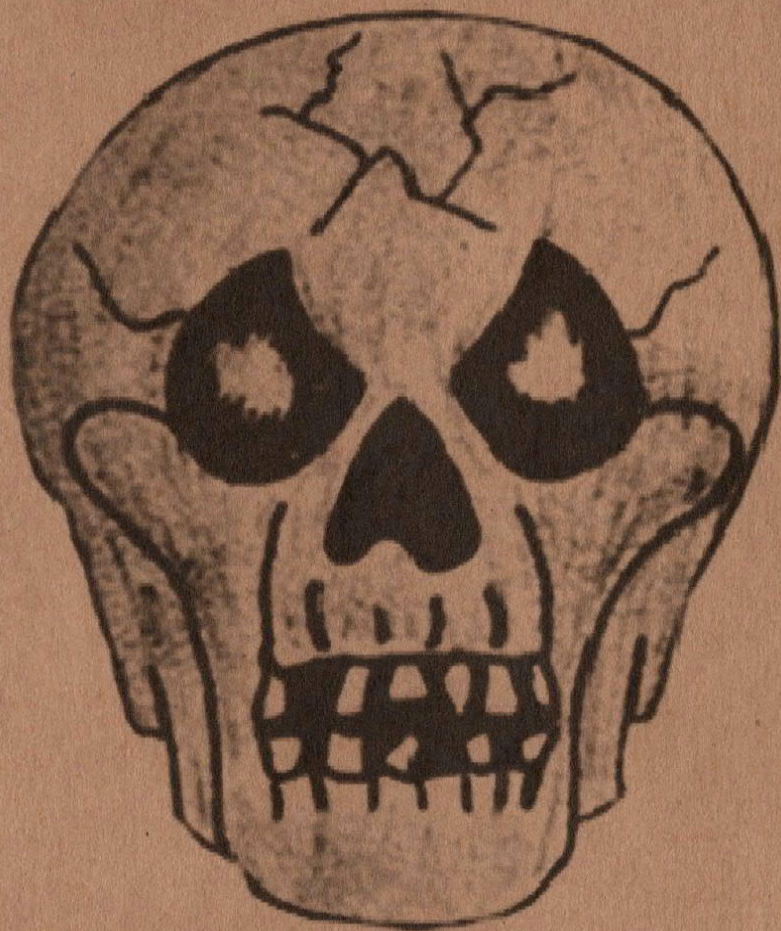


The Manor

Issue #3



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DISCLOSUER

I did not forget that 3 comes after 2, but it has taken me several months to cover that vast span. This is a different issue than I envisioned. I had thousands of words written for the Village of Heimfell, but it didn't come together the way I want. Yet. It will. I also wrote two other articles, but they also did not make the cut. I'm hoping I kept the good stuff in.

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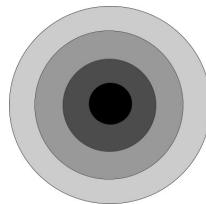
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INTRODUCTION

It's hard to believe it was July 4th when the second issue of The Manor was released. I have no idea how Christian kept Loviatar churning out each month. Speaking of which, I recently received , as of now, the finally issue of Loviatar and am sorry to see it go. The Manor probably would not exist without it. While I understand Christian is moving on, the selfish me hopes he goes back to it and surprises us with the occasional issue.

On to the issue you have in your hands. First off is a short adventure called Mine of Rot & Disease. It's a One-Shot Adventure I made that can be completed within a single session (I'm estimating an average gaming session to be 3 hours). It can be run by itself, but it's also the first of a trilogy of adventures. Just a good old underground crawl with a bit of backstory to connect the adventures if the GM so chooses. The cool thing is Ivy (my wife) did the art pieces for the adventure and the cover art. I'm trying to get her to do more pieces for me in the future.

Despite the controversy of having poetry in a gaming zine I continue to include Rusty Battle Axe's Poetry Slam. To hell with convention, I like it. And Jason Sholtis accompanies the poem with devastatingly cool art.

Next up is Pog Nog's Cart. This piece goes along with my merchants I've including in past issues (Oren's Boots & Hugo's Healing Potions). My group runs a lot of urban adventures and it's a good idea to have some fleshed out shops and street vendors. I think they make great fodder for adventure hooks. Pog Nog can be an entertaining go-to guy for the party and there are a handful of hooks the GM can use to fuel the start of an adventure.

Lastly is a new player class, the Monster Hunter, that I made for the Blood & Treasure RPG created by John Stater (also my featured OSR ad on the back cover). This came about when Ken (Rusty Battle Axe) wanted to start a B&T campaign and if we played a cleric we needed to make up the religion. So that's what I did. The Monster Hunter class is not a balanced class. I wouldn't know how to do that anyway. I just thought it was a cool idea to create a god whose primary focus was doing what adventurers do: kill monsters.

Okay, enough yapping. Roll dice and kill something.

Tim Shorts
February 3, 2013

ONE-SHOT ADVENTURE SERIES

Mine of Rot & Disease



A low level adventure for the Swords & Wizardry Complete ruleset.

INTRODUCTION

During the night, the villagers of Aberton sighted several humanoid creatures walking through their fields. Their leader, Obadiah, decided they should stay behind the walls and wait for the morning to investigate. Obadiah and a few of the braver villagers found and destroyed a handful of skeletons scattered across the countryside.

Merrick, the woodsman, tracked the skeletons to an abandoned coal mine a few hours' hike from the village. The mine reeked of death. Inhuman moans emerged from the darkness. After a heated argument among the villagers on how to handle the situation, Obadiah decided to collapse the mine entrance and seal the monsters within.

A few days later, Dowser Creek that runs through the center of Aberton turned yellow and stunk of carrion. Villagers fell ill. By the end of the first week the Sickness claimed the life of a small girl, Isabella. Merrick tracked the contamination back to a spring located within the mine. With the majority of the villagers weakened by the Sickness, Obadiah sent a message pleading for assistance from the village's liege, Sir Berrington, and another to the monks of Ambrose Abbey. The messengers were sent two weeks ago and neither has returned.

The people of Aberton are desperate. Obadiah has collected 100sp to hire a band of adventurers, mercenaries, or anyone to help the village. Time is critical. The source of the Sickness must be destroyed or the villagers will not be able to bring in the harvest. Without the harvest they will not survive the winter.

GM NOTES

The Mine of Rot and Disease was developed using the Swords & Wizardry Complete rule set. This adventure is designed for 6 to 8 character levels. No character should exceed 3rd level or the challenge level will be compromised. Players will find having a cleric in the party helpful, but any mix of classes will work.

A note about the monks mentioned in this adventure. These monks are not martial artists, but the scribes of the tomes and scholars of natural sciences. These monks fight and save on the cleric tables. The GM will need to read through the adventure thoroughly to make any alterations needed and to describe the encounters in a way that best suits the GM's style.

THE SICKNESS

Characters drinking or eating anything made in Aberton then they must make a save vs. disease or contract the Sickness. If they drink from Dower Creek directly they suffer a -2 penalty to their saving throw. The first symptoms show within a day--abdominal pain and diarrhea; a few days later, a low grade fever, muscle pain and shortness of breath.

The sickness reduces Strength and Dexterity by one and Constitution by two each week the person is stricken. Death occurs when Constitution is reduced to 0 or below. The stat loss will begin at the end of the first week. A **cure disease** spell will cure the sickness and all attributes are recovered at a rate of one per day of full rest.

ADVENTURE HOOKS

Here are a few suggestions to get the players involved with the adventure.

1. A thief who is a member of a thieves guild will be contacted by his superior and ordered to go to Aberton and check on Gilliam (see *The People of Aberton*), a thief hiding in the village. The player is given a sealed message, written in thieves' cant, telling Gilliam he will need to stay a few more weeks.
2. A fighter is summoned before Sir Berrington to investigate the troubles in Aberton. If the problem proves difficult, he is given the authority to conscript able-bodied villagers. Sir Berrington offers supplies and pouch of twenty 5sp gems for expenses.
3. A cleric is given the task to travel to the Ambrose Abbey to receive further training. The cleric is warned that there's been no communication with the abbey in weeks. There are rumors of bandits sacking travelers. The cleric is to stop at Aberton to check if their religious needs have been tended to.
4. The party travels along a wilderness road when a young man staggers towards them. His skin is yellow and he smells of death. He has a slashing wound across his chest. He stammers about a sickness in Aberton and then passes out from the strain. A healing spell will not revive him, but will stop the bleeding. Only a **cure disease** will remove the Sickness.
5. During the night a player has a vision of hundreds of skeletons rushing over a hillside. They silently run into a sleeping village and slaughter the people in their beds. A dark figure waits at the edge of the village with a pair of larger skeletons. The player sees the name Aberton scrawled on a fallen wooden sign post. When the player reads the sign a skeletal foot stomps on the sign.
6. Rumors in the local tavern say skeletons have been spotted on the road towards nearby village of Aberton.

ABERTON VILLAGE

Aberton is an isolated village that sits on the edge of the Ranting Forest and lies along the banks of Dowser Creek. Over the years Aberton has attracted an interesting group of settlers. While the village is primarily populated by humans there are many exotic influences in the way they decorate their homes, in their speech and some of the stories they tell when amongst friends. They are used to handling problems on their own and having outsiders help them was not considered lightly.

Village meetings are held in the open air beer stand at the center of the village. Day-to-day work is supervised by Obediah, but important matters concerning the village are voted on by the village household heads. Religious ceremonies are managed by the monks of Ambrose Abbey. Visits are twice a month, but several weeks have passed since the last visit.

The villagers are self-sufficient and are accustomed to handling their own problems, but the Sickness has made them desperate. Nearly 90% of the people have contracted the Sickness. Though only Isabella has died, Obadiah knows it will eventually claim everyone if something isn't done quickly.

THE PEOPLE OF ABERTON

The following villagers are the most capable. The GM should use one or more of the villagers to accompany the party. They can fill in skills the party lacks or simply to provide a 'red shirt'. Since the mine is only a few hours away they will not bother bringing supplies. In the descriptions some are suffering from the sickness so their reduced stats are shown in parentheses.

OBIDIAH

(HUMAN, MALE, 44YRS, 5'8", 150LBS, SHORT CROPPED GRAYING BROWN HAIR, BROWN EYES,

| | | |
|-----|----|------------------------------------|
| STR | 10 | 1-2 Open Doors, +5lbs Carry Mod |
| DEX | 10 | none |
| CON | 10 | 75% Raise Dead Survival |
| INT | 14 | 4 Max. Additional Languages |
| WIS | 15 | Additional 1st Level Spell |
| CHA | 12 | 4 Max. Number of Special Hirelings |

| | | | | | |
|------------|--------|---|--|-------|-------------|
| HIT POINTS | 13 | WEAPONS | | DAM | ATTACK |
| LEVEL | 3 | +1 Heavy Mace | | 1d6+1 | +1 |
| CLASS | Cleric | ARMOR | | BONUS | ARMOR CLASS |
| RACE | Human | Chain Mail | | +5 | 4[15] |
| ALIGNMENT | NG | EQUIPMENT | | | |
| SAVE | 13 | | | | |
| SPELLS | | Lion of Mitra: A Figure of Wondrous Power | | | |
| No Spells | | - Does not work | | | |

NOTES:

Obadiah has been the reeve of the village for several years. He will cooperate with anyone who seems to be willing to help. He understands he has little room for argument. He will help in any way he can, including going to the mine. Obadiah has not been infected with the Sickness yet.

For combat purposes, Obadiah fights and saves as a 3rd level cleric, but because the god he used to worship is no longer in existence he can no longer cast spells, nor can he turn undead. He will not talk about his past, fearing the minions of the Dark God, Ba'Velon may discover where he's been hiding. The only memento he keeps is the statuette of a Lion, a Figurine of Wondrous Power that no longer works.

Obadiah fought beside the paladin of Mitra during The Shattering. When the soldiers of Mitra were defeated and their goddess executed, Obadiah ran. He settled in Aberton, an isolated village that didn't ask questions about one's past. He worked hard learning how to farm. With his intelligence and wisdom, he was often sought out for advice and counsel.

MERRICK

(HUMAN, MALE, 28YRS, 5'10", 175LBS, UNKEMPT BLOND HAIR, BROWN EYES, LARGE MOLE

| | | |
|-----|----|--|
| STR | 14 | +1 To Hit, 1-2 Open Doors, +10lbs Carry Mod. |
| DEX | 15 | +1 To Hit Missile, +1 to AC |
| CON | 12 | 75% Raise Dead Survival |
| INT | 12 | 3 Max. Additional Languages |
| WIS | 12 | None |
| CHA | 12 | 4 Max. Number of Special Hirelings |

| | | | | | | |
|------------|--------|----------------------------|--|-------|-------------|--|
| HIT POINTS | 15 | WEAPONS | | DAM | ATTACK | |
| LEVEL | 2 | Short Bow Range: 90/200 | | 1d6+1 | +1 | |
| CLASS | Ranger | | | | | |
| RACE | Human | | | | | |
| ALIGNMENT | N | ARMOR | | BONUS | ARMOR CLASS | |
| SAVE | 13 | +1 Leather Armor | | +3 | 5[14] | |

| | | | | | |
|--|--|---------------------|--|--|--|
| ABILITIES | | EQUIPMENT | | | |
| Tracking Alertness +3 damage vs. Giants & Goblin-types | | Oil of Invisibility | | | |

NOTES:

Merrick is a native of Aberton, never travelling more than a day's travel from its walls. He is an expert outdoorsman. Merrick is the one who tracked the skeletons to the mine and discovered that's where the Sickness is originating. He wanted to deal with the undead creatures that day, but was overruled by Obadiah. Because of this Merrick blames Obadiah for Isabella's death. It could have been prevented.

Merrick is suffering from the early stages of the Sickness (severe stomach cramps). He will assist the party by taking them to the mine. His route is the quickest. Merrick is quiet and prefers action over talking.

LOREN

(HUMAN, MALE, 33YRS, 5'6", 135LBS, LONG BLACK SCRAGGLY HAIR, SPARSE BEARD, GRAY EYES)

| | | |
|-----|----|---|
| STR | 8 | 1-2 Open Doors |
| DEX | 9 | None |
| CON | 9 | 75% Raise Dead Survival |
| INT | 15 | 8 Max. Spell Level, 75% New Spell, 6/10 Min/Max # of Spells/Level |
| WIS | 12 | None |
| CHA | 12 | 4 Max. # of Hirelings |

| | |
|------------|------------|
| HIT POINTS | 4 |
| LEVEL | 1 |
| CLASS | Magic-User |
| RACE | Human |
| ALIGNMENT | N |
| SAVE | 15 |

| WEAPONS | DAM | ATTACK |
|---------|-----|--------|
| Staff | 1d6 | +0 |

| ARMOR | BONUS | ARMOR CLASS |
|-----------------|-------|-------------|
| Robes and Socks | 0 | 9 [10] |

| EQUIPMENT |
|------------------------|
| Potion of Cure Disease |

| SPELLS |
|---|
| Detect Magic Magic Missile Shield |

NOTES:

Loren is the best problem solver in the village. His suggestions on how to improve the irrigation of the crops and the construction of the buildings have earned Loren his place in the community. Loren also devised the collapse of the mine entrance. When the Sickness struck and when Isabella died he felt responsible. He possessed a potion that could have saved her life. He was terrified and wanted to save it in case he became sick. Loren is exhausted from not sleeping and hasn't been eating due to the guilt. He looks as if he's been stricken, but he hasn't yet. He's told no one about the potion.

Loren is small and horrible in melee combat. He knows only the spells listed, but would like to learn more. He will share any knowledge he has of the situation and travel to the mine if asked.

GILLIAM

(HUMAN, MALE, 23YRS, 5'7", 135LBS, BROWN HAIR, BROWN BEARD, BLUE EYES)

| | | |
|-----|----|-------------------------------|
| STR | 9 | 1-2 Open Doors |
| DEX | 16 | +1 to Hit Missile, +1 to AC |
| CON | 9 | 75% Raise Dead Survival |
| INT | 13 | 3 Max. Additional Languages |
| WIS | 12 | None |
| CHA | 8 | 3 Max. # of Special Hirelings |

| | |
|------------|-------|
| HIT POINTS | 9 |
| LEVEL | 2 |
| CLASS | Thief |
| RACE | Human |
| ALIGNMENT | CN |
| SAVE | 14 |

| WEAPONS | DAM | ATTACK |
|----------------|-------|--------|
| Short Sword | 1d6 | +1 |
| Light Crossbow | 1d4+1 | |
| -Reload 2 in 6 | | |

| ARMOR | BONUS | ARMOR CLASS |
|---------------|-------|-------------|
| Leather Armor | +2 | 14 |

| ABILITIES |
|------------------------|
| Climb Walls 86% |
| Delicate Tasks 20% |
| Hear Sounds 3 in 6 |
| Hide in Shadows 15% |
| Move Silently 25% |
| Open Locks 15% |
| +4 to Hit Backstab |
| Double Damage Backstab |
| +2 Save vs. Devices |

| EQUIPMENT |
|---------------------------------|
| Gloves of Swimming and Climbing |

NOTES:

Gilliam is staying in Aberton because of his involvement in a murder. The thieves guild sent him to Aberton to lay low until someone else can be framed. He wants to return to civilization, to the high city walls, and his choice of taverns and women.

Gilliam has no interest in getting involved with all this nonsense. He's not going to get himself killed over a little girl. Despite his resistance, Obadiah is forcing the issue with Gilliam and, if he wants to remain in Aberton, he must help.

While Gilliam will in no way volunteer to help, he can be bullied into helping. He will take advantage of the situation and fill his pockets with any loose coins or valuables he finds when no one is looking.

CLEMMONS

(HUMAN, MALE, 26YRS, 6'0", 180LBS, BRAIDED BLOND HAIR, RED BEARD, BROWN EYES, MISSING A PART OF HIS LEFT EAR AND A FINGER ON HIS LEFT HAND)

| | | |
|-----|----|---|
| STR | 17 | +2 to Hit, +2 to Damage, 1-4 Open Doors, +30lbs. Carry Mod. |
| DEX | 13 | +1 to Hit Missile, +1 AC |
| CON | 13 | +1 Hit Points, 100% Raise Dead Survival |
| INT | 9 | 1 Max. Additional Languages |
| WIS | 11 | None |
| CHA | 7 | 3 Max. # of Special Hirelings |

| | |
|------------|---------|
| HIT POINTS | 17 |
| LEVEL | 2 |
| CLASS | Fighter |
| RACE | Human |
| ALIGNMENT | CG |
| SAVE | 13 |

| | |
|------------------------------------|-------|
| WEAPONS | DAM |
| +1 Battle Axe -using both hands | 1d8+4 |

| |
|--------|
| ATTACK |
| +3 |

| | |
|-----------|-------|
| ARMOR | BONUS |
| Chainmail | +4 |

| |
|-------------|
| ARMOR CLASS |
| 3[16] |

NOTES:

Clemmons is one of the few villagers not sick. He dislikes strangers. Doesn't trust them. If any of the PCs appear to be strong he will challenge him to a non-lethal combat. He does not like his "big man of the village" being challenged.

Clemmons will only accompany the party to the mine if Obadiah tells him to do so. He is eager to cut things in half with his axe, but fighting the undead disturbs him.

ABANDONED MINE

The former Baron used the resources from this small coal mine for his personal estates. The mine was opened twenty years ago and abandoned twelve years later when a tunnel collapsed killing five miners. Sir Berrington had developed a larger, more profitable mine so this mine was abandoned. The villagers of Aberton boarded up the entrance to keep the children from wandering inside. Less than six months ago a tribe of goblins started using the mine as a home base. When Bol-Voul and his undead minions entered the mine they battled the goblins. After the entrance collapsed and the Sickness began, the goblins retreated.

The villagers know nothing of the goblins. Only Merrick has suspicions. He's never seen one, but saw enough fresh goblin tracks to make him complete repairs to the stockade around the village proper. If Merrick is with the party he will direct them to the spring using the shortest path. This will reduce the traveling time by a half-hour.

RANDOM ENCOUNTERS

It will take two hours' travel time to get to the mine. A check should be made each half-hour. While traveling to the mine or exploring the area near the mine there is a 1 in 6 chance of a random encounter.

| Roll d6 | Encounter |
|---------|--|
| 1 | 1d4 Skeletons |
| 2 | 1d6 Sickly Goblins (1hp each) |
| 3 | Zombie Crawler (no legs, half move) |
| 4 | Zombie stuck in brambles |
| 5 | 1d4 Zombies |
| 6 | Corpse of a monk from the Ambrose Abbey* |

**If the monk is searched, the message Obadiah sent to Ambrose Abbey is found. This encounter will only occur once.*



Skeleton Ambush

As the party approaches the mine **4 skeletons** (HD: 1, HP: 5ea, Dam: 1d6, AC: 8 [11], Save: 17, Move: 12, CL/XP: 1/15, Special: Immune to sleep and charm spells) leap from the tree line and attack. No surprise roll is needed since the skeletons make a lot of noise.

1. Collapsed Entrance

There is evidence that some of the debris was removed. The remains of a skeleton lie scattered across the rocks. The skeleton was destroyed when a section of debris collapsed on it. The smell of death is strong here even with the mine sealed.

It will take two hours to remove enough debris to make a hole large enough for a human to crawl through. Have the players removing the debris roll a d6. Any player that rolls a 1 the debris has collapsed on him and suffers 1d4 points of damage.

Entering the Mine

The party will need to make a save vs. poison against the overwhelming stench. A failed save will leave the victim coughing, choking, and suffering -2 on all rolls. A failure of 5 or more means the player begins to vomit and cannot re-enter until a day passes. At this time a new saving throw can be made.

2. Zombie Chamber

As the characters move through the entrance tunnel they will hear a chorus of moans in the darkness. The **5 zombies** (HD: 2, HP: 9 ea, Dam: 1d8, AC: 8[11], Save: 16, Move: 6, CL/XP: 2/30, Special: Immune to sleep and charm spells) will attack as soon as anyone comes into sight. They move as a group and will focus their attacks on one player.

The zombies have nothing of value. If searched the party will notice the zombies wear the tattered remains of the uniforms worn by the Ambrose Abbey monks.

3. Glowing Cavern

This cavern is lit by luminous green lights coming from various spots on the floor. Silhouetted against the far wall is a **skeleton warrior** (HD: 2+1, HP: 12. Dam: 1d8+1 AC: 3[16], Save: 15, Move: 12, CL/XP: 2/30, Special: Immune to sleep and charm spells) wearing battered plate armor, shield and wielding a shimmering sword (**+1 long sword**). Its eyes



glow with the same green light coming from the floor.

When a character enters the room, the skeleton warrior will raise its sword. The skeleton warrior will be joined by 1d4 **skeletons** (HD: 1, HP: 5ea, Dam: 1d6, AC: 8 [11], Save: 17, Move: 12, CL/XP: 1/15, Special: Immune to sleep and charm spells) rising up from the green illuminated spots on the floor. The skeleton warrior can choose either to attack or summon skeletons each round. This will continue until the skeleton warrior is destroyed or a total of 10 skeletons have risen.

The room is littered with bones, but amongst them is a coin-sized gem that gives off the same eerie green glow. This is a **Gem of Undead**

Control (see *New Magic Item* section). Those of good alignment will take 1d6 points of damage if they touch the gem (no save). The gem will not function for either a good or a neutrally aligned character.

4. Goblins on the Ledge

The floor of the cavern is littered with zombies and skeletons. Mixed among them are the bodies of a dozen goblins. The zombies have scores of small black arrows protruding from them. There are dozens of other black arrows scatters on the floor.

The party will hear a cry from above as they enter the cavern. Twenty feet above the cavern floor is a ledge on the north wall. Goblins crouch on the ledge, armed with small bows and slings.

These **14 goblins** (HD: 1-1, HP: 1 each, Dam: 1d2, AC: 8 [11] due, Move: 9, Save: 18, CL/XP: B/10, Special: -1 to hit in sunlight) are all that remain of the Trub'turg tribe. The goblin population has been reduced by both the Sickness and their battles with the undead. Those that remain have suffered from the Sickness for weeks.

The goblins only attack first if there is a dwarf or gnome in the party or if attacked. Otherwise they will plead for mercy. If the players promise not to harm them they will lay down their weapons and surrender. All they want is to leave. Either way, most will not survive the night. If the players show compassion by helping the goblins cure their sickness, the players will gain one or more faithful followers if they choose to have a goblin as one.

On the ledge the goblins have stashed their only valuables under stones: 15cp and 5sp. The goblins' equipment is in horrible condition.

5. Central Cave

This cavern's ceiling is twice as high as the other caverns. There is some evidence that ramps were built to reach the higher deposits, but these have collapsed into earthen mounds. Hidden within the mounds are **8 skeletons** (HD: 1, HP: 5 each, Dam: 1d6, AC: 6 [13] with shield, Save:

17, Move: 12, CL/XP: 1/15, Special: Immune to sleep and charm spells) armed with long swords and black shields. They are covered by a thin layer of dirt and will try and gain surprise when the party enters. These skeletons fight in an organized manner, using a shield line and attempt to flank the players to get within striking distance of any spellcasters.

A search of the skeletons will reveal a common heraldic symbol hidden under the black paint on the shields. If a character knows anything of the local history or has one of the villagers with him, the heraldic symbol is identified as one that belonged to Duke Chambers. Duke Chambers was a paladin that led Mytria's greatest army against the Dark God, Ba'Velon. He and his men perished in the Battle of Gray Field. Ambrose Abbey was built on the battlefield to honor Duke Chambers and is rumored to possess his body.

The passage leading to the east is hidden by a simple illusion spell. A successful concealed/secret door check reveal the deception.

6. Failed Mine

This short, curving passage ends at a collapsed section of the mine. The ceiling is high here as in area 5 -- and looks to have once been a part of a larger cavern. Five goblin bodies lay atop the rubble. There is a 1 in 6 chance of a further collapse if the players choose to dig. Any characters within the corridor will suffer 2d6 damage in a collapse (save halves damage), those that takes over 10 points of damage are buried beneath the rubble.

7. Lair of the Shadow

The passage ends in a pocket of coal-lined walls. The area is unnaturally cold and dark. As the players go deeper into the passage, the darkness shifts and attacks. A **shadow** (HD: 3+3, HP: 16, Dam: 1d4 + strength drain, AC: 7 [12] or 2 [17] in complete darkness, Move: 12, Save: 14, CL/XP: 4/120, Special: Drain 1 point str with hit, hit only by magic weapons) uses this area as its home. The shadow is trying to create

another shadow, but the goblins have proven too sickly to make the transformation. It has thrown the goblin bodies in area 6. It will focus its attacks on a single target in an attempt to drain him until he becomes a shadow. Should the shadow be reduced below a quarter of its hit points the shadow will flee to area 8 and make its stand with Verloc.

Hidden within a hollow section of the coal deposit are 63sp and a crude amulet with the symbol of Mytria etched into the metal. If this amulet is shown to a collector or historian they will offer to purchase it for 50sp. It was once a common amulet worn by priests of Mytria, but very few of these amulets can be found these days.

8. The Altar of Ba'Velon

This is a naturally formed cavern. The walls are worn smooth by water and adorned with black banners with a large skull in the center. Piles of skulls have been neatly placed under each banner. At the north end of the cavern is a pool of water. The pool is fed by the spring. A horrific creature is draped over an altar surrounded by the pool.

Two **skeleton warriors** (HD: 2+1, HP: 12 each, Dam: 1d8, AC: 4) stand near the altar. From the shadows a hunched figure steps out and raises a strange lantern that gives off a purple glow. The hooded figure whispers "kill them" then the room falls into complete darkness. If the shadow from area 7 escaped, it will join the attack.

The hunched lantern bearer is **Verloc**, a half-orc, 5th level Cleric of Ba'Velon, HP: 28, AC: 3 [16], Move: 12, Damage: 1d6+2. *S: 13 D: 10 C: 14 I: 11 W: 14 Ch: 9* Equipment: **+1 Banded Mail, +1 Heavy Mace, Lantern of Darkness** (see *New Magic Item Section*).

Verloc has sanctified this cavern in the name of Ba'Velon. This gives this cavern the following properties:

- Undead cannot be turned or destroyed by a cleric's power
- Anyone who dies in this area will turn into a zombie the next day

If the altar is destroyed the area will no longer be sanctified and will lose all its special properties. The altar can withstand 35hp of damage.



The strange beast on the altar is an otyugh. Verloc used the creature's disease-ridden body to poison the spring. The body is a putrescent mess and will require some ingenuity to remove it from the pool without contaminating it further. Anyone who has direct contact with the body will immediately need to make a save vs. disease or contract the Sickness.

Removing the otyugh only partially solves the problem. Much of the decomposed goop remains in the pool and must be removed. A few *Purify Food and Water* or *Purify Water* spells will speed the process.

Behind one of the skull banners is a small alcove where Verloc sleeps. There is a cot and a small sack hanging on the wall. Inside the sack are 250sp minted with Duke Chambers crest and 10 small bloodstones worth 5sp each. Under the cot is a leather strap necklace with a bloodstone set in gold worth 20sp.

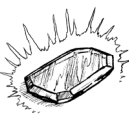
CONCLUSION

Once the players have purified the spring and rid the mine of the undead it will take a few days for the creek to clear. Obadiah will be alarmed to hear that the monks from the Ambrose Abbey have been turned into undead and artifacts of Duke Chambers have been found. He will plead with the players to investigate what has happened to Ambrose Abbey.

This ends the adventure of the Mine of Rot & Disease. So begins the second part of the adventure , Destruction of Ambrose Abbey.

NEW MAGIC ITEM

Gem of Undead Control



A Gem of Undead Control is a rare gemstone mined from the underworld lair of Ba'Veilon. The gem allows the user to control an additional 10HD of undead. Only Clerics of Ba'Veilon can tap into the gem's power. Any good-aligned character will suffer 1d6 damage each segment the gem is held.

Lantern of Darkness

The Lantern of Darkness is a dedicated item created specifically for a Cleric of Ba'Veilon who has reached 5th level. These lanterns take one month to make and cost 500sp in materials. The lantern has 5hp/level of the cleric. As the cleric increases in power, so does the lantern. When the cleric dies, the lantern loses all power. If the lantern is destroyed

while the cleric is alive, it will explode, doing a d6 damage/level of the cleric within a 30' radius. Upon the cleric's death, the lantern will simply fall apart.

Powers

Darkness: The lantern creates a Sphere of Darkness, 10' radius/level of the cleric. The darkness does not affect the cleric or undead.

Detect Corpse: The lantern allows the cleric to detect corpses hidden in the ground or underwater within a 50' range 1/day. The cleric sees a faint glowing outline of the body.

Heal Undead: The lantern creates a negative energy that restores 1d6 of damage/level of the cleric to those undead within a 10'/level radius. Using this power drains the lantern for 1d6 days and its powers cannot be used during this time.

Poetry Slam by Rusty Battle Axe



Black Dragon--A Haiku

draconic acid

disgorged from ebony wyrm...

frail flesh dissolved

Pog Nog's Cart

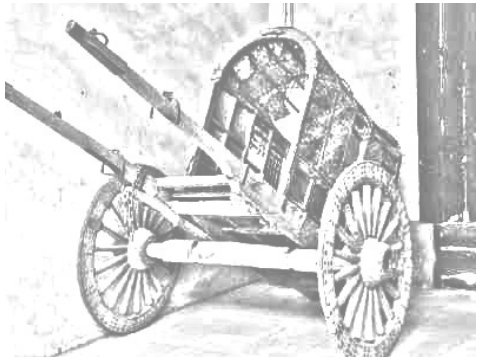
When you have a need for something, but just can't seem to find it anywhere, Pog Nog is the goblin to see. His cart is full of unusual and useful things. Pog Nog has a knack for having what you need and having what you need before even you know it. His prices are minimal, a few coppers will do. Pog Nog will even trade one item for another. Next time you're looking for a do-hickey, thing-a-ma-jig or a whatchamacallit, save some time and look for Pog Nog's Cart.

There is a 75% chance that Pog-Nog will have a mundane item the players want. There is also 25% chance of him having something the players will need in the future.

Pog-Nog (*street vendor: goblin, male, 4'6", 60lbs, gray tufts of hair, sparse gray beard, brown eyes*)

Pog-Nog is a skinny, good-natured goblin. He has a gift for having what people need. He is an excellent scrounger with great luck. He finds his items sifting through garbage or walking in the forest. Anywhere he goes he finds something useful. His cart is organized into different piles of categories only he understands. To most it looks like piles of random things, but Pog-Nog always knows exactly what is in his cart and where it is.

The townspeople are protective of him and the guards will not tolerate others harassing him. Pog-Nog enjoys humans, but believes they are naive for living here. He knows of the great evil that dwells nearby and hopes he can help



when the time comes. However, he doesn't know what the evil is, or what it will do, just that it is there.

When Pog-Nog was younger, he belonged to a cult of goblins who specialized in prophecy. Their cult discovered a great evil was reawakening and tried to warn the goblins, but the goblin lord would hear none of it. He declared the group of seers to be traitors and had them hunted. Pog-Nog was one of three cultists that escaped. He hid amongst the humans. He survived by scrounging through what the humans threw away.

One night he had a dream about helping others with supplies from a cart he pulled as an unseen evil attacked. The next morning he built the cart from scraps he found and his business was born. He will not mention the evil because he doesn't want to be chased from here; he believes that if the goblins won't listen to a goblin then humans certainly wouldn't listen to a goblin. He is content with being helpful and hopes he will be prepared for when the evil comes.

Adventure Hooks

The holey ruby.

Pog-Nog recovered a coin-sized ruby and gives it to one of the players during an exchange. He doesn't want any money for it. He will just say that it is "needed for later", but can't explain for what purpose. On closer inspection the ruby has a small hole through the middle of it. It is from the necklace of a baroness. There will be a reward announced by town criers. Should the players return the necklace to the baroness she will want to reward the players. Because they have shown their honor by returning the ruby she will ask them to find her son. Her son has been missing since he left for to explore the Harrower Caves.

From the past comes the future.

While Pog-Nog is searching through his cart for another customer, an ornate buckler falls to the ground in front of a character. The buckler

is dinged and has the faded coat of arms of the player's family on it. Pog-Nog will inform the player he found it near a bad place in the woods. The bad place used to be a manor house, but is now infested with undead. If researched, the player will find the manor belonged to his great uncle who disappeared years ago.

When the wheel breaks.

Pog-Nog is desperately trying to fix a broken wheel on his cart but doesn't have the strength to lift it. He will ask the players to help. He is in a hurry to deliver a package to a friend. They players can help repair the wheel or offer to deliver the package. The package is a leafy plant. His friend, a healer, needs the plant to finish a salve to cure the children in the nearby village. The children have a rotting skin disease and will suffer greatly. If the salve is not delivered within a day, any hope for the children will be lost.

Ever see a goblin in a headlock?

Pog-Nog and another goblin are brawling in the middle of the street. Pog-Nog tells the people trying to help him to leave him alone. The other goblin will announce to everyone why Pog-Nog is a traitor, how his group of prophets made up stories of great evil to remove the goblin lord from power. This will send Pog-Nog into a rage. His secret is out. If questioned about the evil, he will tell the players that the evil has many births and one will be within the nearby Harrower Caves.



Dumb Jokes Filler

- *A skeleton walks into a bar and orders a beer and a mop.*
- *Two trolls were eating a Jester. One troll asks the other, "Does this taste funny to you?"*

ADZEER

GOD OF THE MONSTER HUNT

A new class for the Blood & Treasure RPG.

Adzeer is a popular and celebrated god. His purpose is to cleanse the world of monsters that have perverted magic and nature, abominations that have spewed forth from other planes, and those that seek to escape death. He is celebrated in nearly every civilized region. Offerings consist of weapons, food and wine. Adzeer is depicted as a bearded man with a smile on his face as he is plunging his sword into the chest of some creature. The creature varies for each region, depicting a monster that is giving them problems. His holy symbol is a target representing the circles of the hunter.

Adzeer's faithful are a powerful combination of cleric and ranger. They are trackers, hunters, and spellcasters. A single hunter can wipe out a small army of monsters by using the **stun monster** ability. There are no restrictions placed on weapon or armor choice. Adzeer wants his faithful unrestricted in their tools and focused on hunting creatures and celebrating victories. They offer trophies of their kills to Adzeer to gain his favor. Adzeer is generous to his proven faithful by offering them **boons**.

REQUIREMENTS

Strength & Wisdom of 13 or higher

Monster Hunters use the **multi-class experience table** in the Blood & Treasure Players Tome

ARMOR ALLOWED

Any

WEAPONS ALLOWED

Any

SKILLS

Climb, Hide, Move Silently, Survival, Tracking, Riding, Decipher Script

BLOOD & TREASURE

Table: Monster Hunter Advancement

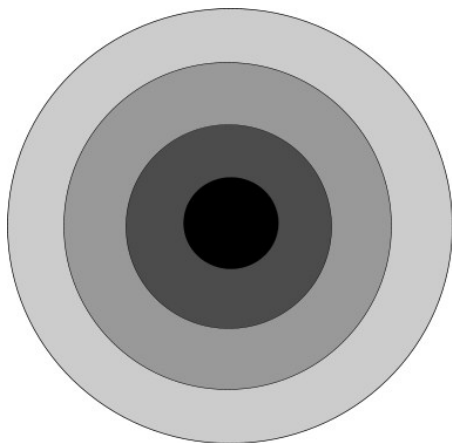
| Title | LVL | HD* | ATK | FORT | REF | WLL | Spells | | | | | | |
|--------------------------------------|-----|------|-----|------|-----|-----|--------|-----|-----|-----|-----|-----|-----|
| | | | | | | | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
| Hunter of the 1st Circle | 1 | 1d8 | +1 | 13 | 15 | 13 | 1 | | | | | | |
| | 2 | 2d8 | +2 | 12 | 15 | 12 | 1 | 1 | | | | | |
| | 3 | 3d8 | +2 | 12 | 14 | 12 | 2 | 2 | | | | | |
| Trial of the Beast (Boon) | | | | | | | | | | | | | |
| Hunter of the 2nd Circle | 4 | 4d8 | +3 | 11 | 14 | 11 | 3 | 2 | 1 | | | | |
| | 5 | 5d8 | +4 | 11 | 13 | 11 | 3 | 3 | 2 | | | | |
| | 6 | 6d8 | +4 | 10 | 13 | 10 | 4 | 3 | 2 | 1 | | | |
| Trial of the Tribe (Boon) | | | | | | | | | | | | | |
| Hunter of the 3rd Circle | 7 | 7d8 | +5 | 10 | 12 | 10 | 4 | 4 | 3 | 1 | | | |
| | 8 | 8d8 | +6 | 9 | 12 | 9 | 5 | 4 | 3 | 2 | 1 | | |
| | 9 | 9d8 | +6 | 9 | 11 | 9 | 5 | 5 | 4 | 2 | 1 | | |
| Trial of the Preceptor (Boon) | | | | | | | | | | | | | |
| Hunter of the Center | 10 | 10d8 | +7 | 8 | 11 | 8 | 6 | 5 | 4 | 3 | 2 | 1 | |
| | 11 | +3hp | +8 | 8 | 10 | 8 | 6 | 6 | 5 | 3 | 2 | 1 | |
| | 12 | +3hp | +8 | 7 | 10 | 7 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

* all 1s are rerolled

TRIALS OF THE HUNTER

A target is the holy symbol of Adzeer. The outer Circle are the acolytes learning the ways of the hunt, honing their skills on the lesser creatures of the world. Once they complete the 3rd level of their training they are required to start the **Trial of the Beast**. The hunter is to kill a named creature decided upon by his preceptor. He must complete this trial alone. When a hunter succeeds he hosts a celebration to show Adzeer his progress (at least 250sp should be spent) to receive a boon and enter the 2nd circle.

The **Trial of the Tribe** must be completed once the hunter completes his 6th level of training. He must organize a party and prepare them to hunt a monster that will bring him and Adzeer glory. It is the hunter's choice of creature. This choice is not taken lightly. It is researched and scout areas to find the perfect prey. When the hunter succeeds he is given the additional title of Slayer during a celebration. At the climax of the celebration the hunter offers the trophy harvested from the monster to receive his second boon. He then enters the 3rd Circle.



ADZEER'S HOLY SYMBOL

The final test, **The Trial of the Preceptor**, is issued when the hunter reaches the end of his 9th level of training. This trial is progressively done throughout the 3rd Circle of the Hunter's career. The hunter recruits acolytes by demonstrating the power of Adzeer. It is the hunter's duty to train them, so the Monster Hunter God's tradition can continue (this is completed when 3d4 people are converted to Adzeer and trained to 1st level). Once this is

done the hunter will establish a new temple (10,000sp should be spent) and Adzeer will grant the hunter their final boon at which time they enter the innermost Circle.

BOONS

Boons are given to hunters after the completion of a trial. These boons are 'gifts from Adzeer'. The first boon is a gift of arms. This will be in the form of a unique weapon or armor that will gain in strength as the hunter does. The second boon is the gift of knowledge. The hunter is imbued with the knowledge of any type of creature of his choice. This acts as a sworn foe ability of the ranger class. The hunter now does double damage and gains a +3 to track the named creature. The final boon is the gift of freedom. Adzeer allows his most devoted to choose their own path at this point, they can choose to stay to develop the temple they've established or do as many do and choose to wander the world alone (sometimes with parties) looking for monsters to kill.

STUN MONSTER

Hunters of Adzeers stun monster power works similar to that of the cleric in B&T. A stunning attempt can be made instead of attacking or casting a spell. All creatures within sight of the holy symbol who are affected will be stunned for 3d6 rounds. A stunned opponent cannot move or attack and will also drop any items held. The hunter will gain tactical advantage (+2 to hit and +2 to AC).

Stun monster works against aberrations, dragons, giants, magical beasts, monstrous humanoids, outsiders and undead. It is a powerful

| Stun Monster | | | | | | | | | | | |
|--------------|--------------|----|----|----|----|----|----|----|------|-------|-----|
| HD | Cleric Level | | | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9-13 | 14-18 | 19+ |
| 1 | 10 | 7 | 4 | 3 | S | S | D | D | D | D | D |
| 2 | 13 | 10 | 7 | 4 | 3 | S | S | D | D | D | D |
| 3 | 16 | 13 | 10 | 7 | 4 | 3 | S | S | D | D | D |
| 4 | 19 | 16 | 13 | 10 | 7 | 4 | 3 | S | S | D | D |
| 5 | 20 | 19 | 16 | 13 | 10 | 7 | 4 | 3 | S | S | D |
| 6 | - | 20 | 19 | 16 | 13 | 10 | 7 | 4 | 3 | S | S |
| 7 | - | - | 20 | 19 | 16 | 13 | 10 | 7 | 4 | 3 | S |
| 8 | - | - | - | 20 | 19 | 16 | 13 | 10 | 7 | 4 | 3 |
| 9 | - | - | - | - | 20 | 19 | 16 | 13 | 10 | 7 | 4 |
| 10 | - | - | - | - | - | 20 | 19 | 16 | 13 | 10 | 7 |
| 11 | - | - | - | - | - | - | 20 | 19 | 16 | 13 | 10 |
| 12 | - | - | - | - | - | - | - | 20 | 19 | 16 | 13 |
| 13+ | - | - | - | - | - | - | - | - | 20 | 19 | 16 |

ability and they can use it 1/day/level. A 3rd level hunter would be able to his stun power three times during that day. Only one attempt may be made per group or individual monster.

Higher level hunters can automatically succeed stunning a monster (denoted by S). He also may become strong enough to destroy a monster by merely presenting his holy symbol (denoted by D). When this occurs, the GM should select a suitable dramatic effect. For example, small fissures appear on the creature and light shines through; the fissures grow and the light becomes more intense until the creature vaporizes in a blinding flash fire. Fire leaps from the holy symbol and consumes the monsters leaving only a small pile of ash.

SPELL CASTING

Hunters of Adzeer can cast a specialized selection of spells. It is a combination of cleric and magic-user spells. They can cast up to 7th level spells. Spells are granted after the hunter performs a short blessing of the hunter. At this time he selects which spells he will take for the day. Once a hunter becomes a preceptor he no longer needs to choose his spells ahead of time. He can choose any spell to cast as long as he has slots remaining.

SPELL LIST

1st Level

1. Alarm
2. Bane
3. Bless
4. Chill Touch
5. Comprehend Languages
6. Cure Light Wounds
7. Deathwatch
8. Detect Magic
9. Detect Poison
10. Detect Undead
11. Disrupt Undead
12. Divine Favor
13. Energy Missile
14. Entropic Shield
15. Flare
16. Grease
17. Identify
18. Inflict Light Wounds
19. Jump
20. Light
21. Magic Missile
22. Magic Stone
23. Magic Weapon
24. Mount
25. Precognition
26. Protection from Evil
27. Remove Fear
28. Shield of Faith
29. Shocking Grasp
30. True Strike

2nd Level

1. Acid Arrow
2. Aid
3. Blur
4. Consecrate
5. Cure Moderate Wounds
6. Dark Vision
7. Delay Poison
8. Detect Invisibility
9. Enthrall
10. Flaming Sphere
11. Gentle Repose
12. Glitterdust
13. Inflict Moderate Wounds
14. Invisibility
15. Knock
16. Levitate
17. Locate Object
18. Remove Paralysis
19. Resist Energy
20. Protection from Normal Missiles
21. Pyrotechnics
22. Scorching Ray
23. Spider Climb
24. Spiritual Hammer

25. Silence
26. Sound Burst
27. Thought Shield
28. Web
29. Wizard Lock
30. Zone of Truth

3rd Level

1. Clairaudience/Clairvoyance
2. Continue Flame
3. Cure Blindness/Deafness
4. Cure Disease
5. Cure Serious Wounds
6. Daylight
7. Dispel Magic
8. Displacement
9. Fireball
10. Flaming Arrow
11. Fly
12. Glyph of Warding
13. Haste
14. Heroism
15. Hold Undead
16. Inflict Serious Wounds
17. Invisibility Purge
18. Invisibility Sphere
19. Invisibility to Undead
20. Lightning Bolt
21. Mental Barrier
22. Non Detection
23. Prayer
24. Remove Curse
25. Shockwave
26. Sleet Storm
27. Slow
28. Speak with Dead
29. Water Breathing
30. Water Walk

4th Level

1. Confusion
2. Cure Critical Wounds
3. Dimension Door
4. Dimensional Anchor
5. Divination
6. Divine Power
7. Elevation
8. Fire Shield
9. Free Action
10. Holy Smite
11. Ice Storm
12. Imbue with Spell Ability
13. Inflict Critical Wounds
14. Locate Creatures
15. Neutralize Poison
16. Restoration
17. Shout
18. Spell Immunity

19. Tongues
20. Wizard Eye

5th Level

1. Break Enchantment
2. Cloudkill
3. Commune
4. Cone of Cold
5. Disrupting Weapon
6. Flame Strike
7. Hallow
8. Healing Circle
9. Magic Resistance
10. Passwall
11. Psychic Crush
12. Righteous Might
13. Scrying
14. Slay Living
15. Telekinesis
16. Telepathic Bond
17. Teleport
18. Teleport without Error
19. True Seeing
20. Wall of Force

6th Level

1. Analyze Dweomer
2. Antilife Shell
3. Antimagic Shield
4. Bolt of Glory
5. Chain Lightning
6. Circle of Death
7. Cone of Paralysis
8. Contingency
9. Death Fog
10. Disintegrate
11. Find Path
12. Forbiddance
13. Freezing Sphere
14. Harm
15. Heal
16. Legend Lore
17. Probe Thoughts
18. Quest
19. Undeath to Death
20. Wind Walk

7th Level

1. Destruction
2. Finger of Death
3. Force Cage
4. Grasping Hand
5. Holy Word
6. Instant Summons
7. Massive Invisibility
8. Phase Door
9. Spell Turning
10. Vision

BLOOD & TREASURE

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