AN ADVENTURE FOR

# CASTLES & CRUSADES

# & AMAZING ADVENTURES

# UNDER THE BLOOD RED MOON

# Castles & Crusades

## UNDER THE BLOOD RED MOON

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# CASTLES & CRUSADES

**Under the Blood Red Moon** is an adventure module designed for use with the Castles & Crusades Role Playing Game. Unlike most adventure modules **Under the Blood Red Moon** includes the Open & Play Basic Rules you'll need to play the game. As you read through the adventure, you'll find a nice blend of story, playable adventure, and rules. You'll be able to play the game as you read it, no other books required. For more advanced and complete rules to play Castles & Crusades, be sure to check out the **Castle & Crusades Players Handbook**, **Castles & Crusades Monsters & Treasure** and the **Castles & Crusades Castle Keepers Guide**. They are all available at your local hobby shop or online.

**Under the Blood Red Moon** is an adventure module for 2-4 characters of 2nd-5th level. In other words, the characters conducting the adventure have some experience. They are somewhat greater than a novice, though not veterans.

Toth is a god who overlooks the Arc of Time and keeps the will of the All Father. He is a god of great, if not infinite, knowledge. He knows all that the All Father knew but for the mind of Ornduhl, the Red God. Those who wish to make sacrifice to him do so with the written word. By placing some knowledge known to them (it is not relevant that Toth may already know it) upon a paper and either delivering it to one of his temples or placing it under a stone, they pass the knowledge to him. They do this to seek his wisdom. In the adventure **Under the Blood Red Moon**, the players must deliver a piece of parchment with a spell upon it to a small abandoned temple dedicated to Toth and place it beneath the Altar Stone that sits before his statue. The temple is guarded by servants of the Red God that the adventurers must circumvent.

## BEGINNING PLAY

One person must be the Castle Keeper. The Castle Keeper, or CK for short, is the person who reads the adventure module, **Under the Blood Red Moon**, and runs the game. Essentially they narrate the adventure. This involves giving the players the back story, or introduction, for the adventure, or as much of it as they choose, reading or paraphrasing the descriptions to the players, asking the players to take action and determining the outcomes of those actions. It also involves determining what the monsters are doing at any given time and adjudicating any combat that should arise. Descriptions on how to do this are included below.

The rest of the players choose one of the supplied characters in the back of the book and they play that character. The character's name is given as well as their profession, their skills and any equipment they are provided. A much larger assortment of characters and races are given in the **Castles & Crusades Players Handbook**. It is the players task to listen to the CK and determine the best course of action for their characters.

## TERMS YOU'LL FIND USEFUL

**CASTLE KEEPER:** The person running the game, the CK for short.

**PLAYER:** A person playing a character in the game.

**PLAYER CHARACTER:** A character in the game, or PC for short.

**ATTRIBUTE:** Attributes represent a character's physical and mental traits.

**ATTRIBUTE CHECK:** A check made on a d20 that determines whether you are successful at an action or not.

**PRIMARY ATTRIBUTE:** Those physical and mental abilities in which a character is particularly well trained or very experienced in using. A character or monster gains a +6 when rolling a primary attribute check.

**SECONDARY ATTRIBUTE:** Those attributes that the character uses with only average skill.

### What You'll Need

This book, some scratch paper, pencils for all participants and the following dice, preferably a set for each participant: d20, d12, d10, d8, d6 and a d4.

### Characters

There are four pre-generated characters included at the back of this adventure. Players should chose the one that fits them best, or alternatively, the CK can assign them.

One of the characters is the daughter or son of the Matyas. They have gathered together their group of friends to see to their father's last wishes.

## GAME PLAY: ATTRIBUTE CHECKS

As the characters move through the adventure and the inevitable encounters in the temple, it is natural for them to ask what actions they are able to take. Questions like "Can I sneak down the hall?" or "Can we see the cyclops?" or "Does it look as if I can swim the river?" are all natural and should be encouraged. The answer to almost any question asked by a player in reference to actions that his character can take, should be "Yes, you can try."

Players can try almost anything. Whether they succeed or not is an entirely different story. To succeed they must make a successful attribute check by rolling a d20.

**EXAMPLE:** A player asks if his character can hide behind a boulder. The CK asks them to make an attribute check. It can be any attribute the CK desires: strength, dexterity, constitution, wisdom, intelligence, or charisma. Hiding and sneaking is generally determined by dexterity, so in this case the CK might ask them to make a dexterity check.

The difficulty of the task is either pre-determined in the written module, or it must be determined by the Castle Keeper.

Success of a check is achieved when the roll, plus its bonuses, equals or exceeds the target number assigned by the adventure or the CK. The target number, or challenge class, is equal to 18 plus the challenge level as assigned by the CK.

**EXAMPLE:** To hide behind the boulder, and keep a creature from seeing him, is an attempt at outsmarting the creature. The challenge level is equal to five, because the monster's hit dice is 5d10. Therefore, the target number is 23, 18 base, plus the CL of 5. The character must meet or succeed 23 on their d20 to sneak down the hill.

The character now rolls the d20. They add their level, any attribute bonus listed on the character sheet, and if the attribute is a primary attribute, they add a +6. If the resulting number meets or exceeds the target number, the challenge class, they succeed.

### Numbers to Add to d20

Level, attribute bonus if there is one, and +6 if it is a primary attribute.

**NOTE:** A character always adds their level to an attribute check. This represents the amount of experience they have and their ever increasing ability to achieve tasks. A 2nd level fighter adds 2 to any attribute check. A 4th level rogue adds 4 to any attribute check. A 14th level character adds 14 to any attribute check. The only exception is when attempting to perform an ability that is the class ability of another character—a fighter trying to hide or move silently (a rogue ability), for example.

**EXAMPLE:** The 3rd level fighter is trying to sneak down the hill and hide behind the boulder (as noted above). They have no special ability to sneak and gain no bonuses for it. A roll on a d20 comes up 12. The fighter does not add his level in this case, because sneaking is not part of his class abilities but is part of the rogue's. He simply adds his dexterity bonus. In this case his dexterity is 15 and he is able to add +1. Dexterity is not a primary attribute so they do not add the bonus 6. His total is 13. He did not meet or exceed the required 23 to hide behind the boulder.

If a 3rd level rogue with a dexterity of 18 were making the same attempt, he would add his level (since hiding is a rogue class ability) and his dexterity bonus of +3. Dexterity is a prime for rogues so he would add +6 to the roll as well. Adding 3 for level, 3 for Dexterity bonus, and 6 for a Prime gives him a total of +12 to the die roll. If the d20 result is 12, adding +12 equals 24, more than enough to hide behind the boulder.

### Useful Terms

**CHALLENGE LEVEL:** The difficulty of any task. Also referred to as CL. These numbers are randomly determined by the CK and based on how easy or tough or impossible a task should be. An easy task might have a CL of 1-3. A tough task might have a CL of 4-8. A hard task might have a CL of 9-12. An impossible task might have a CL of 13+. The CL is added to the base 18.

**NO CHECK REQUIRED:** Not all actions require an attribute check and might be an automatic success. For instance, if a character wishes to kick dirt on a fire, this action is easy enough to do, requiring no special skills or abilities.

## INTRODUCTION

When the All Father fashioned the world he gave life to his shadow and spoke to it, commanding it to look over the many rivers of his mind. Toth did as bidden by the All Father and watched over all the rivers of time, called the Arc of Time. He was the first of the Val Eahrakun, the immortal gods. The All Father then set to work upon the forge and created many diverse and wonderful things. Of them all the greatest were the Named Val Eahrakun. They came of his person and were mirrors of his self. There was Mordius the Green, she who came of his desires. There was Corthain, who came of his love of creation, and was thus immeasurably powerful. And there was Ornduhl, the Red God, and he came of the All Father's hidden desires.

Of all the All Father's creations only Ornduhl was hidden to Toth. He did not know his mind nor could see wither he would go or where he had been. Ornduhl was powerful, even akin to Corthain, if not more so, and he hated Toth for the knowledge he bore and would not share. And Ornduhl believed that his was the true intent of the All Father and that he alone knew the purpose of all things. To this end he warred on all the named Val Eahrakun, and Toth most of all. In later days, after the coming of man and dwarf, plundered his temples and hunted his people so that Toth was all but driven from the world of Aihrde.

Thus it was that those who worshiped Toth found it difficult to commune with the god. They could not easily sacrifice to Toth which broke the bond between them.

Matyas is one such supplicant. A man made wealthy through a lifetime of risk and adventure, he now resides upon his deathbed and wishes more than ought else to make a legitimate sacrifice to his patron, Toth. Many times he has blessed a stone and set parchment beneath it, as is called by those who follow the god of knowledge, but never in all his days has he set a sacrifice beneath an Alter Stone in a Temple of Toth.

He knows of only one such Temple, but he is too old and feeble to go himself. So he has gathered a group of adventurers to go in his stead and to set the parchment he has written, beneath the Alter Stone of his god.

For more on the history of Toth, Ornduhl and the world of Aihrde, please see the **Codex of Aihrde**.

### BEGINNING PLAY

The party has gathered in the bedroom of the noble Matyas. His wealth is apparent around him. The house itself is a large manor, with two wings, surrounded by a low wall and moat. The manor is stone and cold for it is sparsely decorated. It is well known that Matyas took most of his wealth to build his home, and the rest he distributed to his friends and those who served him on the hard road of his life.

Read or paraphrase the following:

> **The old man lies in his bed, his small, wrinkled, mottled-pale head and shoulders propped up by old pillows. The blankets are pulled up to his chest and one arm remains under them. His other arm, thin beyond reckoning, also pale and mottled, remains uncovered. His eyes however are sharp and clear, and his voice surprisingly deep. This strength stands in stark contrast to his feeble hand gestures, made while he speaks.**
>
> **"I have called you here, together at my bedside, to ask for your aid. I am old and my life leaves me. It has been a good life and a long one, filled with all the chores and joys one could hope. But never, in all my years was I able to make proper sacrifice to my patron, Toth. Never was I able to visit one of his temples and leave the parchment of my thought beneath his Altar Stone. I would that you take this scroll to the Temple, only just unearthed, and leave it there, beneath the stone at Toth's feet. But beware my children for the Temple is occupied by servants of Ornduhl and they are clever and foul of thought and deed and they will kill you if they may. Go now and make my life whole so that I may pass down the Arc of Time as it is my right and desire."**

The characters are aware that during a recent flood the river bank gave way and unearthed a small tunnel that was quickly confirmed as being a temple to Toth. None have had the courage to enter it however, for such places are dangerous and the minions of Ornduhl own them.

### TRAVEL TO THE TEMPLE

Matyas lives in the small, walled town of Murglenberg. It is located on the Slate River, north of the Fushdam Bottoms. The Slate runs deep in the spring and early summer, but dwindles to a slow moving shallow stream by Summer's end. Spring is only just begun and the world is all in bloom. The surging waters of a recent flood unearthed the temple entrance just on the far side of the Slate River, an hour or so east of town.

The journey shouldn't take more than 2 hours, depending on whether the characters stop or attempt to talk to any of the locals. There are several farmers about who have knowledge of the temple and will for a few silver pieces guide the party to exactly where it is.

The characters can attempt to convince someone to guide them without pay. Doing so requires a successful charisma check.

**CHARISMA ATTRIBUTE CHECK:** The characters might try to convince someone to guide them to the temple. Ask each player who attempts this to make a charisma attribute check. The challenge level, or CL, is 2 and the target number, challenge class, is 20. To make the check ask the characters to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 20, they convince the person to guide them for free.

## THE RIVER

The temple is constructed into a river bank that is some 40 feet high. A goodly portion has fallen away and into the water. The rubble has made something of a land bridge over to the temple entrance, spanning the water. The river is about 100 feet wide and 4-5 feet deep. It runs very fast.

The characters can attempt to cross the river, by hopping across from one stone to the next, or using them to brace themselves against as they cross in the water. Or they can swim the river.

Anyone attempting to study and learn more about the river should make an intelligence check. Taking the time to do this can improve their chances in crossing the river.

**INTELLIGENCE ATTRIBUTE CHECK:** The characters can learn the best way to get across the river by studying it. Ask each player to make an intelligence attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. Learning to cross is not hard, the is CL 2. The target number, or CC, is 20. If the result is equal to or greater than 14 they take note of how best to cross. Anyone who succeeds at their intelligence check gains +1 in attempting to swim the river or cross over on the stones.

### CROSSING ON THE STONES

The characters may attempt to cross the river on the stones.

**DEXTERITY ATTRIBUTE CHECK:** Ask each player to make a dexterity attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. Don't forget to add the +1 if they made a successful intelligence check. The river has a CL 3. The target number, or CC, is 21. If the result is equal to or greater than 21 they successfully cross the river by hopping from one stone to the next. If they fail this check they fall into the water and are battered around for 1d4 points of damage, but manage to get across a few hundred feet down from the temple entrance.

### SWIMMING ACROSS

The river itself is fierce, with a violent current. Swimming it will be challenging.

**DEXTERITY ATTRIBUTE CHECK:** Ask each player to make a dexterity attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. Don't forget to add the +1 if they made a successful intelligence check. The river has a CL 5. The target number, or CC, is 23. If the result is equal to or greater than 23 they successfully swim across the river. If they fail this check they fall into the water and are battered around for 1d6 points of damage, but manage to get across a few hundred feet down from the temple entrance.

## THE TEMPLE (See Map Page 5)

The entrance to the temple lies just beyond the waterline. The river itself has flooded the first 10 feet of the temple.

The CK should read or paraphrase the following:

> The entrance is narrow, about 8 feet wide, but made of cobbled stones and walls. The river has flooded the first 10 feet of the darkened hall and probably more during the flood itself. The water is clearly only a foot or so deep, washing over your boots, but allowing you firm purchase.

The entrance is dark and is pregnant with the presence of evil, the worshippers of Ornduhl. Anyone who pauses to get a 'feel' of the area is allowed a wisdom check.

**WISDOM ATTRIBUTE CHECK:** Ask each player to make a wisdom attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. The presence of evil is heavy in the air and it is easy to detect, with a CL 1. The target number, or CC, is 19. If the result is equal to or greater than 19 they gain a deep sense of discomfort and unease from the aura. If they fail this check they notice nothing unusual other than a dark corridor.

### ROOM 1

Seventy feet beyond the entrance is an atrium. In the middle is a large, 3-headed statue whose stand is awash in several inches of thick mud, clearly mud from the river as it ends just beyond the statue. The statue itself looks down the hall, toward the entrance, and to the both left and right. The faces however have been hacked and damaged.

The mud has been polluted. The memory of Ornduhl's folk permeates the whole chamber. Anyone who succeeded at their wisdom check above has an uneasy feeling about the mud.

A blood worm has spawned in the mud, these thumb-sized, rusty red worms are evil and always hungry. They attack anyone who enters the mud.

**BLOOD WORMS X 18** (*These neutral evil creature's vital stats are HD 1d8, AC 10. Their primary attributes are physical. They attack by latching onto any victim that comes within reach, striking out much as a snake does to bite a victim for 1 point of damage. Thereafter they begin draining a victim's blood for 1 point of damage a round. After they latch onto a victim, they inject larvae that immediately begin attacking the victim. Anyone bitten must make a successful constitution save (CL 1) or be infected. Thereafter, those infected suffer massive hemorrhaging in 1d4 days and lose one hit point an hour until they die, unless they are magically healed. See* **Monsters & Treasure of Aihrde** *for the full description.*)

**COMBAT:** Combat proceeds in three stages. First, all characters and the CK should roll 1d10 to see who goes first, proceeding from highest to lowest. All the blood worms act at the same time. To attack, a character rolls a d20, adding their strength (for melee weapons) or dexterity (for ranged weapons) bonus, plus their Base to Hit (BtH) bonus. If the result equals or beats the opponent's AC, they roll the weapon's damage code and subtract the result from the enemy's Hit Points. When an enemy reaches zero hit points, they are out of the fight (dead).

There is nothing of value here.

### ROOM 2

To the right of the main corridor is a second, smaller corridor. It ends in a door, that is closed.

Anyone can listen at the door. Doing so requires a wisdom check, however only the rogue has the natural ability to listen for unusual

doors. If anyone other than the rogue listens they do not add their level or attribute bonus to the check.

**WISDOM ATTRIBUTE CHECK:** Ask each player that listens to make a wisdom attribute check. To do this, ask them to roll a d20, and add their level (if they are a rogue) and their attribute bonus (if they are a rogue), if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. The room is silent; the CL is 1. The target number, or CC, is 19. If the result is equal to or greater than 19 they successfully determine that there is no noise in the room.

Shelves line the walls of the room. They are largely empty. Whatever stood upon them has long since vanished.

### Room 3

The corridor is filled with several inches of mud and debris. The door is slightly open, about 3 inches, and wedged that way with the mud. Opening it requires a successful strength check.

**STRENGTH ATTRIBUTE CHECK:** One player can attempt to open the door. Up to two more can help. To open the door, ask the primary character to roll a d20, and add their level and their attribute bonus (if they have one), to the number rolled. If it is a primary attribute they should also add 6 to the roll. And if someone is helping them, that person's strength bonus is added to the roll. The door is wedged good and the CL is 3. The target number, or CC, is 21. If the result is equal to or greater than 21 they successfully open the door.

Within, the room is dark and empty. There is nothing in the room, but an imp has taken up residence here. This small demonic creature attacks anyone who enters.

**IMP** *(This lawful evil creature's vital stats are HD 1d8, AC 15, HP 7. Its primary attributes are physical and mental. It attacks with a bite for 1d4 points of damage and a stinger for 1 point of damage. It is able to turn invisible, has an SR of 3 and regenerates 1 hit point per round. Its stinger has a poison barb that can cause a further 2 points of damage for 4 rounds.)*

The imp has a magical decanter with four drinks in it. Each drink heals 1d4 points of damage.

### Room 4 Altar

A large round room with 12 small statues, all looking out and away from the main, large, 12 foot high statue in the center of the room. The 12 small statues, each about 5 feet high, depict the Val Eahrakun. The one in the middle is the 3-headed statue from before, but this one is in immaculate shape. There are bones scattered about the floor in front of the main statue.

A large flat stone stands before the statue of Toth. This is the stone under which the characters much lay the scroll case.

The bones are from a bag o' bones. Anyone who approaches within the inner circle, 10 feet from the statue of Toth, activates the bones and they begin to rise en masse and attack the party.
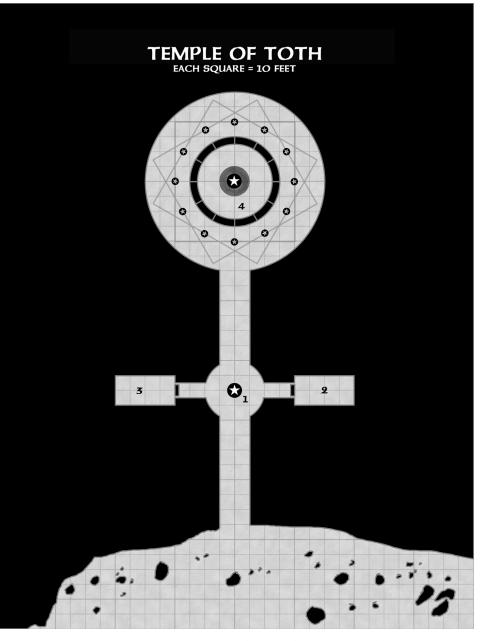
**BAG O' BONES** *(This neutral creature's vital stats are HD 5d8, AC 15, HP 40. Their primary attack is physical. They attack with one claw for 1d6 points of damage or by weapon. Due to its nature the bag o' bones has a natural turn resistance and it is turned as an 8 hit dice monster. They only take half damage from edged weapons and piercing weapons.)*

## WRAPPING UP

The characters can now place the scroll underneath the Alter Stone and put Matyas's mind at rest. With the successful conclusion of the quest, they can return and reap their reward.

## EXPERIENCE

Characters need experience to advance in level. They should each be rewarded 1000 experience points for successfully completing the adventure.



**TEMPLE OF TOTH**
EACH SQUARE = 10 FEET

# Amazing Adventures

**Under the Blood Red Moon** is an adventure module designed for use with the Amazing Adventures Role Playing Game. Unlike most adventure modules, **Under the Blood Red Moon** includes the Open & Play Basic Rules you'll need to play the game. As you read through the adventure you'll find a nice blend of story, playable adventure, and rules. You'll be able to play the game as you read it, no other books required. For more advanced and complete rules to play Amazing Adventures be sure to check out the **Amazing Adventures Role Playing Game**, **Amazing Adventures Manual of Monsters** and the **Amazing Adventures Companion**. They are all available at your local hobby shop or online. For more options, the various rulebooks for the **Castles & Crusades Role Playing Game,** and especially the **Castle Keeper's Guide,** are completely compatible with **Amazing Adventures.**

**Under the Blood Red Moon** is an adventure module for 2-4 characters of roughly 5th level; the characters conducting the adventure have some experience battling the forces of darkness. Ornduhl the Red God, also known as Sang-Xiu, the Crimson Caliph, the Blood Imperator and by a number of other epithets, is an ancient and alien entity of great evil, a lord of undead, murder, madness and betrayal. His cult has recently risen in the world once again after not having been seen since the Thurian Age. Ancient records hint that the god Thoth of ancient Egypt was present many millennia before that great empire and his cult opposed that of Ornduhl, and that in those ancient days the cult was worldwide, even existing in what is now North America. An ancient temple of Thoth, once corrupted to Ornduhl, has been uncovered and it holds a secret that the wealthy industrialist and humanitarian Roger Wilkins desperately needs. He calls upon the PCs, enemies of all that is dark and corrupt, to help him obtain this knowledge…

For more about Ornduhl the Red God see the **Codex of Aihrde** and the **Rise of the Red God** mini-campaign.

## Beginning Play

One person must be the Game Master. The Game Master, or GM for short, is the person who reads the adventure module, **Under the Blood Red Moon**, and runs the game. Essentially they narrate the adventure. This involves giving the players the back story, or introduction, for the adventure, or as much of it as they choose, reading or paraphrasing the descriptions to the players, asking the players to take action and determining the outcomes of those actions. It also involves determining what the monsters are doing at any given time and adjudicating any combat that should arise. Descriptions on how to do this are included below.

The rest of the players choose one of the supplied characters in the back of the book and they play that character. The character's name is given as well as their profession, their skills and any equipment they are provided. A much larger assortment of characters and races are given in the **Amazing Adventures Players Handbook**. It is the players task to listen to the GM and determine the best course of action for their characters.

### TERMS YOU'LL FIND USEFUL

**GAME MASTER:** The person running the game, the GM for short.

**PLAYER:** A person playing a character in the game.

**PLAYER CHARACTER:** A character in the game, or PC for short.

**ATTRIBUTE:** Attributes represent a character's physical and mental traits.

**ATTRIBUTE CHECK:** A check made on a d20 that determines whether you are successful at an action or not.

**PRIMARY ATTRIBUTE:** Those physical and mental abilities in which a character is particularly well trained or very experienced in using. A character or monster gains a +6 when rolling a primary attribute check.

**SECONDARY ATTRIBUTE:** Those attributes that the character uses with only average skill.

### What You'll Need

This book, some scratch paper, pencils for all participants and the following dice, preferably a set for each participant: d20, d12, d10, d8, d6 and a d4.

### Characters

There are four pre-generated characters included at the back of this adventure. Players should choose the one that fits them best, or alternatively, the GM can assign them.

One of the characters is an old acquaintance of Roger Wilkins. They have gathered together their group of friends to hear Roger's desperate plea.

### GAME PLAY: ATTRIBUTE CHECKS

As the characters move through the adventure and the inevitable encounters in the temple, it is natural for them to ask what actions they are able to take. Questions like "Can I sneak down the hall?" or "Can we see the cyclops?" or "Does it look as if I can swim the river?" are all natural and should be encouraged. The answer to almost any question asked by a player in reference to actions that his character can take, should be "Yes, you can try."

Players can try almost anything. Whether they succeed or not is an entirely different story. To succeed they must make a successful attribute check by rolling a d20.

**EXAMPLE:** A player asks if his character can hide behind a boulder. The GM asks them to make an attribute check. It can be any attribute the GM desires: strength, dexterity, constitution, wisdom, intelligence, or charisma. Hiding and sneaking is generally determined by dexterity, so in this case the GM might ask them to make a dexterity check.

The difficulty of the task is either pre-determined in the written module, or it must be determined by the Game Master.

Success of a check is achieved when the roll, plus its bonuses, equals or exceeds the target number assigned by the adventure or the GM. The target number, or challenge class, is equal to 12 plus the challenge level as assigned by the GM.

**EXAMPLE:** To hide behind the boulder, and keep a creature from seeing him, is an attempt at outsmarting the creature. The challenge level is equal to five, because the monster's hit dice is 5d10. Therefore, the target number is 23, 18 base, plus the CL of 5. The character must meet or exceed 23 on their d20 to sneak down the hill.

The character now rolls the d20. They add their level, any attribute bonus listed on the character sheet, and if the attribute is a primary attribute, they add a +6. If the resulting number meets or exceeds the target number, the challenge class, they succeed.

## Numbers to Add to d20

Level, attribute bonus if there is one and +6 if it is a primary attribute.

**NOTE:** A character always adds their level to an attribute check. This represents the amount of experience they have and their ever increasing ability to achieve tasks. A 2nd level fighter adds 2 to any attribute check. A 4th level rogue adds 4 to any attribute check. A 14th level character adds 14 to any attribute check. The only exception is when trying to mimic the class ability of another class—a pugilist, for example, can try to sneak but isn't as good at it as a hooligan, so she would not add her level to the check.

**EXAMPLE:** The 3rd level hooligan is trying to sneak down the hill. A roll on a d20 comes up 12. The hooligan adds his level, +3, and his dexterity bonus. In this case his dexterity is 15 and he is able to add +1. Dexterity is a primary attribute so he also adds +6. His total is 22. He beats the required 17 to hide behind the boulder. If the character was a 3rd level pugilist who doesn't have the class ability to hide and move silently, she would not add her level to the task. Her result would be 19, not as good as the gumshoe's, but still good enough in this case!

## Fate Points

Each character in **Amazing Adventures** has fate points. These can be spent to improve die rolls or heal from damage. Spending a fate point allows characters to roll the indicated die and add it to any d20 attack, saving throw, attribute check or damage roll. Alternately, they can spend a fate point to automatically heal the resulting damage.

## Exploding Dice

If a character in **Amazing Adventures** rolls a "natural" unmodified result of 20 on a d20 roll, they roll an additional d6 and add the result to the total. If the die comes up a 6, they roll again, and so on. In the case of an attack, these additional d6 results count as extra damage on the attack.

Alternately, a roll of "natural" 1 is always a failure and may result in a complication or disaster at the GM's discretion.

## Useful Terms

**CHALLENGE LEVEL:** The difficulty of any task. Also referred to as CL. These numbers are randomly determined by the GM and based on how easy or tough or impossible a task should be. An easy task might have a CL of 1-3. A tough task might have a CL of 4-8. A hard task might have a CL of 9-12. An impossible task might have a CL of 13+. The CL is added to the base 18.

**NO CHECK REQUIRED:** Not all actions require an attribute check and might be an automatic success. For instance, if a character wishes to kick dirt on a fire, this action is easy enough to do, requiring no special skills or abilities.

# INTRODUCTION

Many tens of thousands of years ago, before the ancient epoch known as the Thurian Age, there were alien gods of such horrific and inhuman form that simply knowing them would blast men's sanity. To these creatures, human beings were less than insects. Among the worst of these was Ornduhl, the Red God. The Red God's cult of madness, murder, betrayal and undeath spread across the world like a plague amongst crazed worshippers who wanted nothing more than to watch the world spiral into chaos. Across the world the mad god took many names: Sang-Xiu, the Blood Imperator, the Crimson Caliph and others. Where his cult rose, chaos and plagues of undead followed.

Opposing Ornduhl's followers were the cult of Thoth, known now as a chief deity in the religion of ancient Egypt but in truth a deity from another world with a powerful cult of his own. Like the Red God, Thoth's cult spread across the world, challenging the followers of the Blood Imperator wherever they were found. The eventual fate of these cults is lost to history, but a great war across the world led to the near-eradication of Ornduhl's faction and the relegation of Thoth's cult to the ancient Middle East.

Recently, the cult of the Red God has once again been unleashed upon the world, and the cult of Thoth, ever vigilant, is taking up the charge to challenge the evil once more in the gritty, modern nights of 1939. Our heroes have been called to explore an ancient ruin dedicated to both Thoth and the Crimson Caliph, one unearthed right under their very feet, which may hold the key to curing a wealthy industrialist and humanitarian's daughter of a horrible curse…that of lycanthropy.

Roger Wilkins is a business magnate, millionaire and humanitarian. He is a noted patron of the arts and expert in matters strange and unusual. His only child, his daughter Hilda, has recently been bitten by a werewolf while on a hiking expedition and Wilkins has expended much of his considerable resources in finding a cure. It was pure coincidence that a temple dedicated to this ancient feud was uncovered beneath the streets of a decommissioned church in the heart of the city. His sources point to this as the source of an ancient scroll left behind as a sacrifice by a noble patron of Thoth, and he believes it may hold the secret to curing the condition. Wilkins, however, is a scholar, not an adventurer, so he calls upon an old friend for help…

> If the basics of this adventure seem familiar, that's because it is a deliberate parallel to the Castles & Crusades section, above. The souls of humans and demi-humans can cross the gulf of space and time, and reincarnate on entirely different worlds throughout history. Wilkins is the reincarnation of Matayas, and the player characters may or may not be reincarnations of their C&C counterparts.

## BEGINNING PLAY

The party has gathered in the sitting room of the noted businessman, patron of the arts and humanitarian Roger Wilkins. His wealth is apparent around him. The house itself is a large stone mansion, with two wings, surrounded by a low wall and lavish pool in the shape of a figure-eight. The house is lavishly decorated with artwork and antiques from all ages and cultures, giving an odd sense of harmony and unity even in its chaos. It is well known that Wilkins has spent much of his wealth recently on a strange quest for ancient and arcane knowledge, but to what end nobody knows for sure.

Read or paraphrase the following:

> The elderly man sits on a divan in black trousers and a red velvet smoking jacket, a pipe in one hand and a glass of Scotch in the other. He has seen to it that all of you have been offered refreshments and are seated comfortably before he begins.
>
> "I have called you here, together, to ask for your urgent aid. I am growing old and now, in my golden years, I face a curse unlike anything I ever dreamed existed, let alone would plague my line. I have always tried to live a good and moral life, spreading joy and seeking knowledge where I could. I have raised my daughter Hilda with all the values that I hold dear, that she might continue my legacy as I pass into the next world. But never, in all my years, could I have foreseen the disaster that would befall us. It's difficult to even discuss it. It's probably best that I just show you."
>
> He leads you into the rear of his property, where he opens a storm door. The blood-red full moon shines down upon you,

adding an eerie ambiance to the scene. The howl of a wolf splits the air in the distance, and to your shock, is answered by a loud baying from the basement below! From the depths below you can hear horrible, bestial sounds emerging from the dimly-lit depths. Wilkins looks sad and a tear rolls down his cheek as he assures you, "It's quite safe. She is caged."

He descends first, so as to put you at ease, and leads you into the basement, where to your horror you see in a cage, a creature straight out of Hell. It appears vaguely humanoid, but with the head and jaw of a mangy canine. Its features are long and sharp, with red eyes and slavering jaws with oversized teeth, it throws itself at the bars, reaching its long, clawed arms out to try and attack anyone who comes near, its jaws foaming as though rabid. It is with sick revulsion that you note a set of women's clothing neatly folded to the side, the heart-shaped locket around the creature's neck and the elegant ring on its gnarled finger.

"This," Wilkins says, "Is my daughter, Hilda. She was bitten nearly nine months ago while on a hiking trip in the forests up north. If you never believed in werewolves, my friends, believe now. I have spent the better part of a year exhausting my resources to find a cure for this condition, and I believe I have one. Recently, while excavating the basement of a former church in town, a strange pagan temple was found under the basement. There have since been mysterious deaths among the workers and work has been suspended. I have seen photos, however, and matched them to my research. I believe this temple to have once been the site of a battle between the servants of the cult of Thoth and those of the mad Red God, Ornduhl in the pre-Thurian age, the days before days.

"During this conflict, it is said that a scroll concerning the secrets of transformative magic was left as a sacrifice to Thoth to seek his favor. This scroll may hold the knowledge I need to restore Hilda's form and mind. I am too old to undertake this journey alone, but I now beseech you to help me. Find the scroll, beneath the stone at Thoth's feet. But beware, my children for the Temple is fouled by the magic of Ornduhl and his dark servants are clever and foul of thought and deed. They will kill you if they may. Please, my daughter is everything to me. Save her, and make my life whole so that I may pass down the Arc of Time as it is my right and desire."

The characters are aware that during a recent excavation of a decommissioned church that had been serving as a community center, a strange series of chambers was unearthed through a basement wall. It's been in all the papers. Mysterious deaths of the research team, however, have halted work until an investigation can be performed.

**SANITY CHECK:** In Amazing Adventures, characters can track their level of sanity. Each character has a sanity score from 1 to 100. A Sanity check is a Wisdom Check whose CL is determined by how horrific or sanity-blasting the encounter is, and by the character's Sanity score. Divide Sanity by 10 (rounding down) and subtract the remaining number from 10. The result is the CL for the check. In this case add +1 to the CL for the shock of seeing a real werewolf.

This means that a character with a Sanity of 85 would have to make a CL 3 check (85 divided by 10 is 8.5, round down to 8, subtract from 10 to get 2, then add 1 for the werewolf). Succeeding in this check means the character keeps their wits about them. Failure means taking 1d6 points of "damage" to their Sanity score, reducing the total by the amount rolled. Each monster has two SAN ratings. If the PCs succeed at a check, they take the lower. If they fail, they take both the lower and higher levels, added together. If a character loses more than 1/4 of their SAN in the adventure, they gain a phobia, a psychosis or other mental disorder, at the GM's discretion. The GM can call for sanity

checks whenever she feels it appropriate to do so, or can ignore Sanity entirely.

## TRAVEL TO THE TEMPLE

Wilkins lives just outside of the small, sleepy and affluent New England town of Rakham, New Hampshire, a typical northern small town where everyone knows everyone else. The church in question was an old Presbyterian building, decommissioned about ten years ago, and has been serving as a community center. A recent storm, however, damaged it beyond repair and it is being torn down to make way for a new building.

The PCs can attempt to enter during the day or at night, though there are far more people around, including security guards, to attempt to stop them during the day. At night when most of the town is asleep, there are only a few token guards keeping an eye on the place. Entering requires either talking their way in, or sneaking past the guards.

**CHARISMA ATTRIBUTE CHECK:** The characters might try to convince a guard to allow them access to the temple, either by masquerading as officials or simply sweet talking their way in. Ask each player who attempts this to make a charisma attribute check. The challenge level, or CL is 4 and the target number or CC, is 22. To make the check ask the characters to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. If the result is equal to or greater than 22 they convince the person to let them pass.

**DEXTERITY ATTRIBUTE CHECK:** If the characters opt to sneak in, the process is the same, but only Rogues can add their level to the roll. The CL for this check is 8 during the day (for a target number of 26) or 3 at night (for a target number of 21).

## THE BASEMENT

The temple is constructed beneath the basement of the old church and is accessed through a gaping hole in the collapsed basement wall. The first leg of the journey will be treacherous, requiring navigating an unstable tunnel that is prone to collapses and landslides. The characters must pick their way down the tunnel, which descends for hundreds of yards deep under the city.

Anyone attempting to study and learn more about the tunnel should make an intelligence check. Taking the time to do this can improve their chances in safely navigating it. Only Raiders should add their level to this check.

**INTELLIGENCE ATTRIBUTE CHECK:** The characters can learn how the best way to navigate the tunnel by studying it. Ask each player to make an intelligence attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. Spotting the dangers is not hard; CL 2. The target number, or CC, is 20. If the result is equal to or greater than 20 they take note of how best to proceed. Anyone who succeeds at their intelligence check gains +2 on dexterity checks to avoid hazards in the tunnel.

### Cave-In...or Trap?

As the characters navigate the darkened tunnel, one of them trips a loose beam or set of stones (or was it a trip wire?), setting off a cave-in that could severely set them back.

**DEXTERITY ATTRIBUTE CHECK:** Ask each player to make a dexterity attribute check. To do this, ask them to roll a d20, and add their

level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. Don't forget to add the +2 if they made a successful intelligence check. Avoiding the cave-in has a CL 3. The target number, or CC, is 21. If the result is equal to or greater than 21 they successfully dodge the collapsing stones, dirt and wooden beams. If they fail this check they are in the path of the cave-in and are battered around for 2d6 points of damage.

## THE TEMPLE (SEE MAP PAGE 5)

The entrance to the temple lies at the end of the long passageway. The players are horrified to find the bodies of three construction workers, disemboweled and, it appears, partially eaten, left before the entrance.

The CK should read or paraphrase the following:

> The entrance is narrow, about 8 feet wide, but made of cobbled stones and walls. Before the entrance to what appears to be a man-made structure lie the bodies of three construction workers. Their bodies are torn and broken, disemboweled, and appear to have been partially eaten. Their faces are ghost white, a look of horror and agony forever plastered across their dead faces.

The entrance is dark and is pregnant with the presence of evil, the worshippers of Ornduhl and the corrupt undead within. Anyone who pauses to get a 'feel' of the area is allowed a wisdom check.

**WISDOM ATTRIBUTE CHECK:** Ask each player to make a wisdom attribute check. To do this, ask them to roll a d20, and add their level and their attribute bonus, if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. The presence of evil is heavy in the air and it is easy to detect, with a CL 1, making the CC 19. If the result is equal to or greater than 19 they gain a deep sense of discomfort and unease from the aura. If they fail this check they notice nothing unusual other than a dark corridor.

Due to the presence of the dead bodies and the palpable aura of evil, the GM may, if she chooses, call for another Sanity check here. The CL is 3 and the SAN loss is 1d4/1d6. Remember, if the PCs succeed they take the lesser rating (1d4) and if they fail they take both the lesser and higher (1d4 + 1d6).

### ROOM 1

Seventy feet beyond the entrance is an atrium. In the middle is a large, 3-headed statue that is crumbling with age and neglect, whose stand is awash in several inches of thick mud, clearly mud from the river as it ends just beyond the statue. The statue itself looks down the hall, toward the entrance, and to the both left and right. The faces however have been hacked and damaged. The entire room reeks of decay and rotting meat.

The mud has been polluted. The memory of Ornduhl's folk permeates the whole chamber. Anyone who succeeded at their wisdom check above has an uneasy feeling about the mud.

A small pack of ghouls occupies the room, wearing the tattered remains of ancient priestly robes. They attack anyone who enters the room.

**GHOULS X 6** (*These neutral evil creature's vital stats are HD 2d8, AC 14, SAN 1d6/1d8. Their primary attributes are physical. They attack by 2 claws for 1d3 damage and a bite for 1d6. Anyone damaged by a ghoul must make a CL 2 (CC 14) Constitution save or be paralyzed for 1d4+1 turns. For more information see* the Amazing Adventures Manual of Monsters).

**COMBAT:** Combat proceeds in three stages. First, all characters and the GM should roll 1d10 to see who goes first, proceeding from highest to lowest. All the ghouls act at the same time. To attack, a character rolls a d20, adding their strength (for melee weapons) or dexterity (for ranged weapons) bonus, plus their Base to Hit (BtH) bonus. If the result equals or beats the opponent's AC, they roll the weapon's damage code and subtract the result from the enemy's Hit Points. When an enemy reaches zero hit points, they are out of the fight (dead).

**FIREARMS:** The characters may have firearms. Firearms have a rate of fire (RoF), and accuracy and recoil ratings. Accuracy is a bonus to all shots with the weapon. Rate of fire is how many times the weapon can shoot each round. Recoil is the penalty (cumulative) to all shots after the first. Thus, a gun with a RoF 3, Acc +2 and Rec -2 could fire three times, at +2, 0, and -2 (in addition to the character's dexterity bonus).

There is nothing of value here.

### ROOM 2

To the right of the main corridor is a second, smaller corridor. It ends in a door, that is closed. It is old and half-rotten, but still thick enough to be robust.

Anyone can listen at the door. Doing so requires a wisdom check; however, only the rogue has the natural ability to listen for unusual doors. If anyone other than the rogue listens they do not add their level or attribute bonus to the check.

**WISDOM ATTRIBUTE CHECK:** Ask each player that listens to make a wisdom attribute check. To do this, ask them to roll a d20, and add their level (if they are a rogue) and their attribute bonus (if they are a rogue), if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. The room is silent; the CL is 1. The CC is 19. If the result is equal to or greater than 19 they successfully determine that there is no noise in the room.

The rotting remains of wooden shelves line the walls of the room. They are largely empty. Whatever stood upon them has long since vanished.

### ROOM 3

The corridor is filled with several inches of mud and debris. The door is slightly open, about 3 inches, and wedged that way with the mud. Opening it requires a successful strength check.

**STRENGTH ATTRIBUTE CHECK:** One player can attempt to open the door. Up to two more can help. To open the door, ask the primary character to roll a d20, and add their level and their attribute bonus if they have one, to the number rolled. If it is a primary attribute they should also add 6 to the roll. And if someone is helping them, that person's strength bonus is added to the roll. The door is wedged good and the CL is 3. The target CC is 21. If the result is equal to or greater than 21 they successfully open the door, which splinters wetly and collapses off of its hinges. Harmless maggots and insects pour forth—if desired, the GM can call for a CL 2 (CC 20) SAN check at a rating of 0/1d4 from the shock.

Within, the room is dark and empty. There is nothing in the room but an imp and two night-haunts have taken up residence here. These demonic entities of the Deeper Dark attack anyone who enters.

**IMP** (*This lawful evil creature's vital stats are HD 1d8, AC 15, HP 7, SAN 1/1d4. Its primary attributes are physical and mental. It attacks with a bite for 1d4 points of damage and a stinger for 1 point of damage. It is able to turn invisible, has an SR of 3 and regenerates 1 hit point per round. Its stinger has a poison barb that can cause a further 2 points of damage for 4 rounds.*)

**NIGHT-HAUNTS** (*These chaotic evil creatures' vital stats are HD 3d10, AC 14, HP 17 each, SAN 1d8/1d10. Their primary attributes are mental. They attack with two claws for 1d6 each or their tail for 1d4 and poison. Anyone struck by the tail must make a constitution save at CL 3 or fall into a deep slumber for 6d6 minutes while racked with horrific nightmares causing an additional 1d3/1d4 Sanity loss*).

The imp has a magical decanter with four drinks in it. Each drink heals 1d4 points of damage. Night-haunts resemble black-skinned, emaciated, featureless humans with clawed hands, a barbed tail and bat wings. For more about these creatures see the **Amazing Adventures Manual of Monsters.**

## ROOM 4 ALTAR

A large round room with the crumbling remains of 12 small statues, all looking out and away from the main, large, 12-foot high statue in the center of the room. The 12 small statues, each about 5 feet high, depict strange and alien deities. Any scholars or raiders will be astounded at the value of this find. These deities match no known descriptions of ancient gods from any culture. The one in the middle is the 3-headed statue from before, also rotted and in a state of decay, but this one was not deliberately defaced. A raider might recognize it as a strange and impossibly ancient manifestation of the Egyptian god Thoth. There are bones scattered about the floor in front of the main statue.

A large flat stone stands before the statue of Thoth. This is the stone under which the characters will find an old, moldering scroll case containing the information they seek.

Unfortunately, the cult of Ornduhl is also here and seeking the knowledge therein, and a pack of six werewolves will charge out from behind the statue as the PCs approach! If the players enter here during the day, the werewolves are still present, having been forced into their bestial state by the very evil energies herein rather than by the blood moon of the night.

The werewolves come from a secret passage behind the statue that leads into the forest outside of town. It is known to the cult of Ornduhl, who use it to come and go from the temple for their dark rituals.

**WEREWOLVES** (*These chaotic evil creatures' vital stats are HD 3d8, AC 16, HP 16 each. Their primary attributes are physical. They attack with one bite for 1d6 points of damage, plus a trip. If an opponent suffers a bite, they must make a CL 3 (CC 15) dexterity save or fall prone, losing initiative this round and the following. Those bitten must also succeed at a constitution save with a penalty equal to half the damage suffered, or contract lycanthropy themselves. Werewolves take double damage from silver weapons.*)

## WRAPPING UP

The characters can now retrieve the scroll to return to Wilkins. If this is a one-shot, the scroll contains the formula to cure lycanthropy. If the GM wishes to continue the game, it could be a red herring or contain hints to quest further for the lost cure.

## EXPERIENCE

Characters need experience to advance in level. They should each be rewarded 1,600 experience points for successfully completing the adventure.

# CASTLES & CRUSADES PRE-GENERATED CHARACTERS

**NAME:** Choose Your Own!

**CLASS/LEVEL:** Fighter 3

**RACE:** Dwarf

**ALIGNMENT:** Neutral Good

**ABILITIES:** Str +3 Dex +2 Con +1 Int +3 Wis +2 Cha +0

**PRIMES:** Strength, Dexterity

**BONUS TO HIT:** +3

**AC:** 19

**HIT DICE:** 3d10

**HIT POINTS:** 30

**CLASS ABILITIES:** Weapon Specialization

**RACE ABILITIES:** Deepvision 120 feet, determine depth and direction underground, +1 to hit against goblins and orcs, +4 AC against giants, +3 saving throw against arcane magic, +2 fear, +2 poison save, stonecraft.

**LANGUAGES:** Vulgate, dwarf, gnome, goblinoid, halfling, elven, orge, giant, troll.

**ARMOR & SHIELD:** Chainmail, Shield, Small Iron Helm

**WEAPONS:** Warhammer (1d8), Short Sword (1d6), Spear (1d6), Dagger (1d4)

**EQUIPMENT:** Normal clothes. Backpack: 7 days food, water flask, 50 feet rope, grapple hook, 5 spikes with hammer, 5 torches, flint and steel.

**DESCRIPTION:** Choose Your Own!


**NAME:** Choose Your Own!

**CLASS/LEVEL:** Cleric 3

**RACE:** Human

**ALIGNMENT:** Neutral Good

**ABILITIES:** Str 0 Dex +3 Con 0 Int +2 Wis +2 Cha +1

**PRIMES:** Strength, Dexterity, Wisdom

**BONUS TO HIT:** +1

**AC:** 19

**HIT DICE:** 4d8

**HIT POINTS:** 21

**CLASS ABILITIES:** Spells, Bonus Spells

**RACE ABILITIES:** None

**LANGUAGES:** Vulgate, Dwarf

**ARMOR & SHIELD:** Mail Hauberk, Medium Shield, Large Helm

**WEAPONS:** Mace, light (1d6), Hammer (1d4)

**EQUIPMENT:** Normal clothes. Backpack: 7 days food, water flask, 50 feet rope, grapple hook, 5 spikes with hammer, 5 torches, flint and steel.

**DESCRIPTION:** Choose Your Own!

**SPELLS: Level 0:** Detect Magic, First Aid(stops bleeding) Light x2 (object shines like a torch); **Level 1:** Bless (friends get +1 to hit), Cure Light Wounds x 2 (heals 1d8 points of damage); **Level 2:** Aid (1d8 temporary hit points).

**NAME:** Choose Your Own!

**CLASS/LEVEL:** Rogue 4

**RACE:** Halfling

**ALIGNMENT:** Neutral Good

**ABILITIES:** Str +0 Dex +2 Con +1 Int +1 Wis +1 Cha +0

**PRIMES:** Dexterity, Constitution

**BONUS TO HIT:** +1

**AC:** 14

**HIT DICE:** 4d6

**HIT POINTS:** 17

**CLASS ABILITIES:** Climb (dexterity), decipher script (intelligence), hide (dexterity), listen (wisdom), move silently (dexterity), open lock (dexterity), pick pocket (dexterity), traps (intelligence), sneak attack (+2 bonus to attack, +4 damage).

**RACE ABILITIES:** Fearless (+2 bonus to fear saves), hide (dexterity), move silently (dexterity), duskvision, resistant (+1 constitution saves)

**LANGUAGES:** Halfling, Vulgate, Dwarven, Gnome, Elvish, Sylvan, Goblinoid

**ARMOR & SHIELD:** Leather armor

**WEAPONS:** Cross bow/12 bolts (1d4), short sword (1d6), hand axe (1d6), dagger (1d4)

**EQUIPMENT:** Normal clothes. Backpack: 7 days food, water flask, 50 feet rope, grapple hook, 5 spikes with hammer, 5 torches, flint and steel.

**DESCRIPTION:** Choose Your Own!


**NAME:** Choose Your Own!

**CLASS/LEVEL:** Wizard 4

**RACE:** Human

**ALIGNMENT:** Chaotic Neutral

**ABILITIES:** Str +2 Dex +3 Con 0 Int +2 Wis +0 Cha +0

**PRIMES:** Strength, Dexterity, Intelligence

**BONUS TO HIT:** +1

**AC:** 13

**HIT DICE:** 4d4

**HIT POINTS:** 13

**CLASS ABILITIES:** Spells, Bonus Spells

**RACE ABILITIES:** None

**LANGUAGES:** Vulgate, Elf

**ARMOR & SHIELD:** None

**WEAPONS:** Dagger (1d4), Staff Sling (1d4)

**EQUIPMENT:** Normal clothes. Backpack: 7 days food, water flask, 50 feet rope, grapple hook, 5 spikes with hammer, 5 torches, flint and steel.

**DESCRIPTION:** Choose Your Own!

**SPELLS: Level 0:** Ghost Sound, Mage Hand (move 5 pound object), Mending, Open (opens small things); **Level 1:** Floating Disk, Magic Missle (2d4 points of damage), Shield (+1 AC), Shocking Grasp (1d8 +4 damage); **Level 2:** Continual Flame, Darkness, Locate Ojbect

# AMAZING ADVENTURES PRE-GENERATED CHARACTERS

**NAME:** James "Bucky" Newson

**CLASS/LEVEL:** Gadgeteer 5

**ALIGNMENT:** Neutral Good

**ABILITIES:** Str +0 Dex +2 Con +1 Int +3 Wis +2 Cha +0

**PRIMES:** Str, Dex, Int

**AC:** 16

**SANITY:** 65 (CL 4)

**COSTUME DESCRIPTION:** Bomber jacket, short gloves, scarf

**HIT DICE:** 5d6

**HIT POINTS:** 25

**CLASS ABILITIES:** Gadgets, on-the-fly gadgets, jury-rig

**FATE POINTS:** 10(d8)

**GADGET POINTS:** 2

**LANGUAGES:** English (Native), French, German

**GEAR:** Tool kit, utility belt, gadgets (See below)

**GADGETS:** Radium Blaster Pistol (1d6+2 damage, RoF 3, Acc +5, Rec -2; malfunctions on a roll of natural 1 requiring 1d6 rounds to clear); Electro-sword (2d8+5 damage, 1d8+5 of which is electrical; after 2d6 rounds must recharge for 1 hour, but can use as normal sword for 1d8 damage); Perception filter (Lasts for 2d6 rounds before needing a 1-hour recharge; grants +2 AC and +2 to stealth-based checks; also allows Bucky to add his level to hide and move silently while active).

**ON THE FLY GADGETS:** By making a successful intelligence check and spending his 2 gadget points, Bucky can produce a gadget that mimics a very minor effect – detecting lies, seeing into the infrared spectrum, stabilizing a dying companion, creating a luminescent mark on a wall, communications devices, remotely moving small objects, stunning an opponent (-2 to all rolls for 1d4 rounds), etc. Exact effects possible are left to the player with the GM's approval.

**JURY RIG:** With a successful intelligence check, Bucky can effect miraculous repairs on machinery, even when it is broken beyond all hope of fixing. He must maintain working on the equipment to keep it in working order; the moment he stops, it breaks down and cannot be fixed again.

**NAME:** Tennessee O'Malley

**CLASS/LEVEL:** Raider 5

**ALIGNMENT:** Chaotic Good

**ABILITIES:** Str 0 Dex +3 Con 0 Int +2 Wis +2 Cha +1

PRIMES: Str, Dex, Int

**AC:** 17

**SANITY:** 80 (CL 2)

**COSTUME DESCRIPTION:** Leather jacket, gloves, fedora, safari gear

**HIT DICE:** 5d10

**HIT POINTS:** 41

**CLASS ABILITIES:** Bonus languages, cryptolinguist (int; decipher ancient or coded languages), disguise (change appearance with a charisma check), legend lore (int; know ancient history and arcane knowledge), traps (int; find and bypass traps), two-fisted (attack with weapons in both hands every round; off-hand starts at -3, figure bonuses for firearms separately), weapon finesse (use dex instead of strength bonus in melee)

**FATE POINTS:** 9(d8)

**LANGUAGES:** English (native), Latin, Greek, German, French

**GEAR:** (2) Colt New Service Revolvers (1d12 damage RoF 3, Acc +2, Rec -3); 2 Tomahawks (1d6 damage); notebook, pen, cigarettes, lighter, knapsack, digging tools, translation codices, string, silver bullets

## 12 CASTLES & CRUSADES

**NAME:** "Savage" Steve McDermott

**CLASS/LEVEL:** Pugilist 5

**ALIGNMENT:** Lawful Good

**ABILITIES:** Str +3 Dex +2 Con +2 Int 0 Wis +1 Cha 0

**PRIMES:** Str, Dex, Con

**AC:** 15

**SANITY:** 65 (CL 4)

**COSTUME DESCRIPTION:** Dirty t-shirt, worn britches, worker's boots, suspenders

**HIT DICE:** 5d12

**HIT POINTS:** 50

**CLASS ABILITIES:** Animal handling (has animal companion), down and dirty (+2 to melee combat), tough as nails (+2 on con saves), unarmed attack (deals 1d8 damage on punches), deflect missiles (dex check vs. attack roll; catch projectiles).

**FATE POINTS:** 10(d8)

**LANGUAGES:** English (Native)

**GEAR:** slingshot (1d8)

**APPEARANCE:** Bald, thick brown handlebar moustache, brawny, small eyes, not much of a neck. Speaks with an Irish brogue.

**COMPANION: BLUTO THE ROTTWEILER** (*This N dog has vital stats HD 3d8 (16 hp) AC 15 Move 50 ft. Its primary attributes are Physical. It attacks by Bite (+6 to hit; 1d8+3 damage). Its special abilities are scent, trip, track, twilight vision. It knows the tricks attack, come, down, heel, and stay.*)

**NAME:** Natalya "The Fox" Abramova

**CLASS/LEVEL:** Mentalist/Hooligan 4

**ALIGNMENT:** Chaotic Good

**ABILITIES:** Str +0 Dex +1 Con +0 Int +2 Wis +1 Cha +3

**PRIMES:** Dex, Wis, Cha

**AC:** 17

**SANITY:** 65 (CL 4)

**COSTUME DESCRIPTION:** Dark blood-red martial arts uniform, stylized fox mask, gloves, sash, cloak

**HIT DICE:** 4d6

**HIT POINTS:** 15

**CLASS ABILITIES:** Climb (Str; sheer surfaces), hide (dex), move silently (dex), listen (wis), open lock (wis), sneak attack (+2 hit, +4 damage if opponent unaware-melee only), pick pocket (dex), traps (int to find, dex to disarm), mental resistance (+2 on all mental saves, inc. Sanity), psychic senses (wis; sense supernatural energy), two-fisted (attack with both hands in combat every round; off-hand starts at -3), weapon finesse (use dex bonus rather than strength in melee combat; figure firearms modifiers separately for each hand.)

**FATE POINTS:** 8(d8)

**LANGUAGES:** Russian (native), English, Street Lingo

**GEAR:** Saber (1d6+2 damage, silver edged), main gauche (1d6+2 damage silver edged), (2) TT Tokarev pistols (1d10 damage; RoF 3, Acc +1, Rec -3), knapsack, grappling hook, cord/rope, lock picks, glass cutters.

**APPEARANCE:** Slender, athletic build, fiery red hair, crystal blue eyes, soft, round features.

**PSIONICS:** Obfuscation (Cha; invisibility until she gives herself away or breaks concentration – CL=opponents' HD and Wis bonus), Combat Awareness (Int – CL=opponents' HD; substitute Int for Str or Dex in combat).

# AN ADVENTURE FOR

# CASTLES & CRUSADES

# & AMAZING ADVENTURES

## CASTLES & CRUSADES
### A SWORD AND SORCERY ADVENTURE!

MATYAS IS AN OLD MAN. A LONG LIFE OF ADVENTURE HAS LEFT HIM SATISFIED AND READY TO PASS TO THE ARC OF TIME AND MEET HIS PATRON, TOTH, THE SHADOW OF THE ALL FATHER. SATISFIED, BUT FOR ONE LAST TASK. IT IS IN HIS MIND TO MAKE A FINAL SACRIFICE TO TOTH BY PLACING A MAGICAL PARCHMENT, REPUTED TO HOLD THE CURE FOR LYCANTHROPY, BENEATH AN ALTAR STONE OF THE TEMPLE OF TOTH. BUT THIS IS EASIER SAID THAN DONE, FOR THE TEMPLE IS OVER-RUN WITH EVIL AND HE IS TOO OLD TO UNDERTAKE THE TASK. SO HE TURNS TO HIS KIN, ASKING ONE TO GATHER THEIR FRIENDS AND MAKE THIS SACRIFICE FOR HIM!

# ACROSS THE GULF OF SPACE & TIME

## AMAZING ADVENTURES
### AN ADVENTURE OF MODERN DESIGN!

AN ANCIENT TEMPLE HAS BEEN UNEARTHED AND RUMORS ABOUND THAT BENEATH ITS ALTAR STONE IS A PARCHMENT OF AMAZING POWER. REPUTED TO CURE LYCANTHROPY, RICHARD WILKINS, A WEALTHY INDUSTRIALIST AND HUMANITARIAN HAS HIRED A GROUP OF ADVENTURERS TO BRING IT TO HIM. HE'LL SPARE NO EXPENSE, FOR HIS NEED IS PRESSING. HILDA, HIS DAUGHTER HAS THE DREAD AFFLICTION, AND WITHOUT IT SHE'LL BE DOOMED TO A NIGHTMARISH LIFE. BUT THE TEMPLE IS GUARDED AND BRINGING THE ANCIENT PARCHMENT OUT WON'T BE AS EASY AS THEY THINK!

# TROLL LORD GAMES

THIS MODULE IS DESIGNED FOR 2-4 CHARACTERS WITH A CHALLENGE LEVEL OF 2-5. OVERLAND. DUNGEON

SIEGE engine