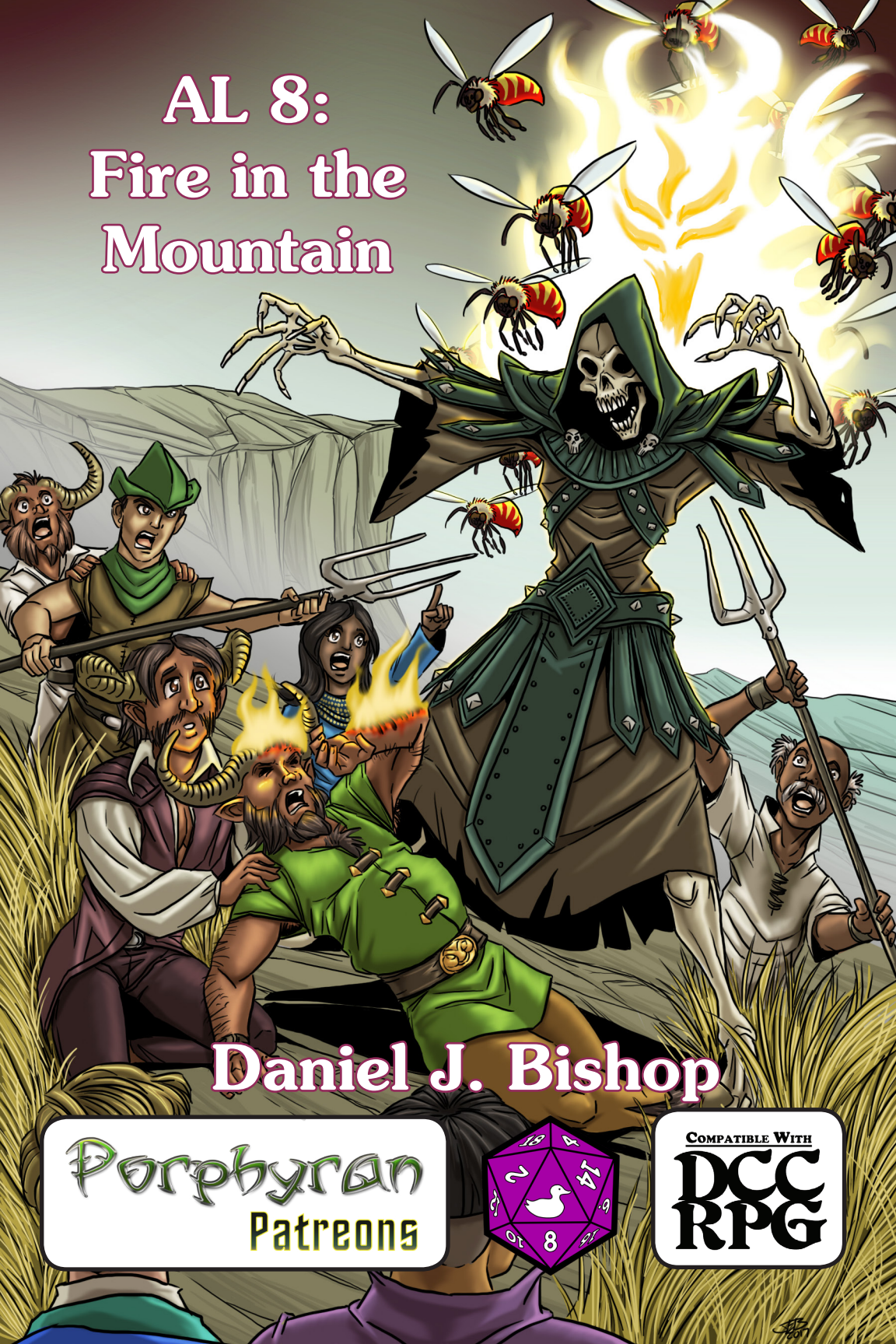


AL 8: Fire in the Mountain



Daniel J. Bishop

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Fire in the Mountain

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All products in the Adventure Locale line present one or more dungeons that can be quickly picked up and used for a session of the *Dungeon Crawl Classics Role Playing Game*.

Few folk from farther down the mountains ever see the urisk, and even then seldom is more than one seen at a time. The urisk spend their time amid the highland peaks, chasing the foo-lights of the faerie sylphs at night or crooning strange songs to the mountain sheep by day. Billy Cloven-Foot was known to the herding villagers of Morton's Pass. Sometimes he would help find stray animals, or even take them to the high pastures himself, for nothing more than a taste of salt mutton or even an old boiled boot. There are those who consider Billy Cloven-Foot a friend in Morton's Pass, if a wild friend and a wary one. For creatures which spend so much time alone, they seem to crave what attention they can get!

Well, that's been the truth for many years. But now Billy Cloven-Foot's come down, not to give aid, but to ask it. It seems he was poking around in a mountain cave, looking for a place where maybe he could keep a wife in what passes for comfort among his people, and raise a family there in the heights. But he found something modern and new-fangled in that cave, though it was at the same time ancient as the hills. This was something an urisk should know to leave well enough alone, but Billy Cloven-Foot was always a bit more curi-

ous than most. So he opened it. It was a door. And something jumped out from behind it, hot enough to burn even his tough hide.

So now, there's more urisk in the Morton's Pass than anyone ever knew the mountains held. Billy Cloven-Foot won't enter that cave again, but he won't feel the mountain is safe again until someone does. He has nieces and nephews willing to show the way, and willing to poke their heads inside. They need human help, though. And the help of dwarves, elves, and halflings...any willing...to make sure those evil spirits stay behind the door where they were trapped for aeons out of mind.

Morton's Pass may not be a refuge of the mighty, but it is a place where friends are willing to help one another.

Fire in the Mountain is a 0-level funnel adventure for ***Dungeon Crawl Classics*** that introduces the urisk race class. Each player participating in the funnel should be allowed to select “urisk mountain-dweller” as the occupation for one zero-level character of his choice. Other characters should roll occupation as normal, re-rolling any result that makes no sense in a windswept mountain-pass village.

Background

Obikaal was a guise taken by Obitu-Que to deceive followers of Krakaal, the Elemental Prince of Fire, and thus suborn their worship to his own ends. The “Obikaal Heresy” was stamped out by the Zendik Order long ages ago, when worship of the four primary Elemental Lords was widespread. The cavern leading to the Temple of Obikaal was closed by the power of Grom, Lord of Stone. For many centuries, the place lay hidden and undisturbed, but even the solid earth is not always stable, and the entrance was eventually uncovered.

For more information on the Elemental Lords and the Zendik Order, see ***AL 6: Playing the Game***, and ***AL 7: The Elemental Lords Awaken!***, both by Perry Fehr and published by Purple Duck Games.

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Talking to Billy Cloven-Foot

Many players will want to interview Billy Cloven-Foot. The urisk is happy to talk to one or two PCs, but any larger group makes him nervous. Statistics for Billy Cloven-Foot are given in case the PCs try to strong-arm him into accompanying them...in this event, Billy's only goal is to escape. He doesn't really want to hurt anyone.

What Billy Knows:

The exact location of the cave, three days up the mountain. Even if Billy Cloven-Foot isn't questioned, any urisk PCs will know this.

- There was no track or sign of predators, so Billy took his goats into the cave for the night.
- There seemed to be ancient steps carved into parts of the stone tunnel leading into the cave.
- Billy found the door by going to the right.
- The door was made out of stone, and was sealed with some form of wax.
- When he opened the door, something inside made Billy begin to burn. Billy fled down the mountain, and didn't stop until he reached his kin. They then trooped down to the village for help.
- Billy left his goats in the cave.
- Billy refuses to return, but some of his younger cousins, less worried about newish things like stone doors, are eager to expose the unknown.

PCs who deal with Billy Cloven-Foot courteously may be the recipient of a *blessing* spell at the judge's discretion (total spell check modifier +0). This is unlikely to have a meaningful effect on the adventure, but knowing that Billy Cloven-Foot has this ability may be advantageous later in the PCs' adventuring career.

Billy Cloven-Foot (Urisk Pathwalker): Init +0; Atk horns +0 melee (1d6) or clawed fist +0 melee (1d5) or hoof +0 melee (1d4); AC 10; HD 2d8+2; hp 14; MV 30'; Act 1d20; SP infravision 30', multiple attacks with natural weapons (see urisk class description), resistant to fire (+1d/-2d3 damage), spells (*blessing* and *mending*, spell check +2), climb +6; SV Fort +2, Ref +1, Will +1; AL N.

Encounters up the Mountain

It takes three days to climb up to the cave Billy Cloven-Foot discovered. If

the judge desires, one to three of the following encounters may be used as the PCs travel. The judge may either select the encounter(s) to be used, or roll 1d6. Each encounter occurs at a specific time of day, as described. Unused encounters may be reserved for the trip back down to Morton's Pass, or may be reserved for future adventures.

1. Wild Goats (Afternoon encounter): The party sees 3d6 wild goats on the mountain. These creatures are rather skittish, but urisk can approach them. There is a 1 in 3 chance that these are the remnants of Billy Cloven-Foot's goats. If so, they know that "many" did not escape the cavern, and that "bad-smelling man-things" captured those who did not. Goats are not intelligent enough to understand concepts like un-death or spontaneous combustion, but if pressed they can make an analogy for both the heat and the unnatural nature of their encounter: "Sunrise at night, but the sun was not good."

2. Faerie Foo Lights (Evening encounter): As the stars begin to shine down from the darkening sky, the PCs notice a number of flickering green-white lights dancing around the mountain peaks above them. After a time, three of the lights veer off and float rapidly toward the party's campfires.

These lights are the glow emanating from sylphs – faerie creatures linked to elemental air, which come down at times to cavort among mountain peaks at night. They appear to be foot-high elven women, with no hair, and pale white skin. During daylight hours they are translucent almost to the point of transparency. If injured, their blood is bright green.

The faerie sylphs are not greatly interested in the PCs, but will speak to them briefly, warning of "evil things that come from within the mountain". They know of the fire bees, which pollinate the fields of flame-flowers in Elfland. They know nothing of the "evil things" save that they have a corrupted link to elemental fire, which the sylphs can feel.

Faerie sylphs (3): Init +5; Atk none; AC 25; HD 3d3; hp 6,7,6; MV fly 70'; Act 1d20; SP 50% unhurt by non-magical weapons, power spells; SV Fort -6, Ref +20, Will +0; AL C.

Because of their elemental nature, half of all attacks using non-magical weapons (including natural weapons) pass through faerie sylphs without causing damage.



Faerie Slyph by Brett Neufeld

If a sylph can be captured and bound, its life force can be used to power wizard spells, at a rate of 1 hp per bonus to the spell check. As the wizard has no way to determine the sylph's initial hit points, draining the creature in this way has a good chance of destroying it. A sylph regains 1d3-2 hp per day (1d3-1 per day of complete rest), so that the wizard can never be entirely sure how far it is safe to drain the creature.

A faerie sylph can be bound in this way using the following means:

- A modified *find familiar* spell (-1d to cast, minimum result 14; 1d3 sylphs bound with a result of 24+).
- *Invoke patron* cast for that purpose, minimum result 12; 1d3 sylphs bound with result of 20-31; 2d3 sylphs bound with result of 32+.
- *Binding*.
- Ritualized magic devised for that purpose; see p. 124 of the *core rule-book*.

Learning about faerie sylphs may draw PC wizards and elves back to the area around Morton's Pass later in their adventuring careers. Alternatively, the judge may have them encountered in other high places.

3. Like Bees to a Flame (Night encounter): At night, 1d5 fire bees are attracted to the PCs' camp fire. They seem to literally land on the flickering flames as though they were solid, behaving exactly as normal bees do with flowers. If unmolested, after 1d3 x 10 minutes, they fly off.

Fire bees (1d5): Init +2; Atk sting +1 melee (1 plus venom); AC 12; HD 2 hp each; MV 10' or fly 40'; Act 1d20; SP venom (1 damage + Fort DC 12 or 1d4 temporary Sta damage), immune to fire, cold vulnerability; SV Fort +1, Ref +3, Will +2; AL N.

Fire bees are red and yellow, shaped like foot-long honeybees. They have two large compound eyes and three vestigial central eyes. They are completely immune to fire and heat, but take twice normal damage from cold-based attacks. Their stings contain a venom that does 1 pt of damage (Fort DC 12 or suffer 1d4 points of temporary Stamina damage as well).

4. Rock Lizard (Morning encounter): One of the banes of the high-mountain reaches, this 8' long, stony-scaled reptile is still sunning itself when encountered. If the PCs attack the creature, it immediately attacks. Otherwise, if all of the PCs succeed in a Luck check, they can pass it unmolested. If even one PC fails, it stops merely watching them with its independently-moving eyes, but springs into action! It is recommended that the judge have the characters make their Luck checks one by one as the PCs pass by the reptile, which may both increase tension and allow the judge to have a good idea where everybody is if the lizard attacks.

Because the creature hasn't reached full normal body temperature, it has a -1d penalty to Initiative rolls, and will only fight for 1d5+2 rounds before retreating (with a meal, if it can).

Rock lizard: Init -3; Atk bite +5 melee (3d4); AC 18; HD 3d8; hp 15; MV 40' or climb 20'; Act 1d20; SP Init rolls on 1d16; SV Fort +2, Ref -2, Will -2; AL N.

5. Rockslide (Late afternoon encounter): The sun on the rocks causes them to expand, sending a slide of stone and gravel down towards the PCs. Each character who fails a DC 7 Reflex save takes 1d3 damage.

6. Dark Silhouette (Night encounter): As the PCs are setting up camp, they notice a dark, man-like silhouette watching them from 200' away, farther up the mountain. As they notice it, it seems to drop and scuttle lizard-like out of view. If the PCs investigate, they cannot find it, or see any sign that it was ever there.

This is a mental projection of the Impenitent Abbot (see **Area 16** of the hidden temple, below)...a one-time occurrence aided by the power of Obitu-Que. The Abbot does not normally have this power, and the projection does not re-occur.

Entrance

You have reached your goal at last – ahead is a narrow cave mouth on the southern side of a great rock face. Beyond the cavern's mouth, you can see a narrow pathway that appears to rise steeply into the mountain. There appear to be natural steps within, or steps carved from the stone so long ago that they are no longer clearly the work of sentient beings. A faint smell of burned hair and cooked meat haunts the entrance.

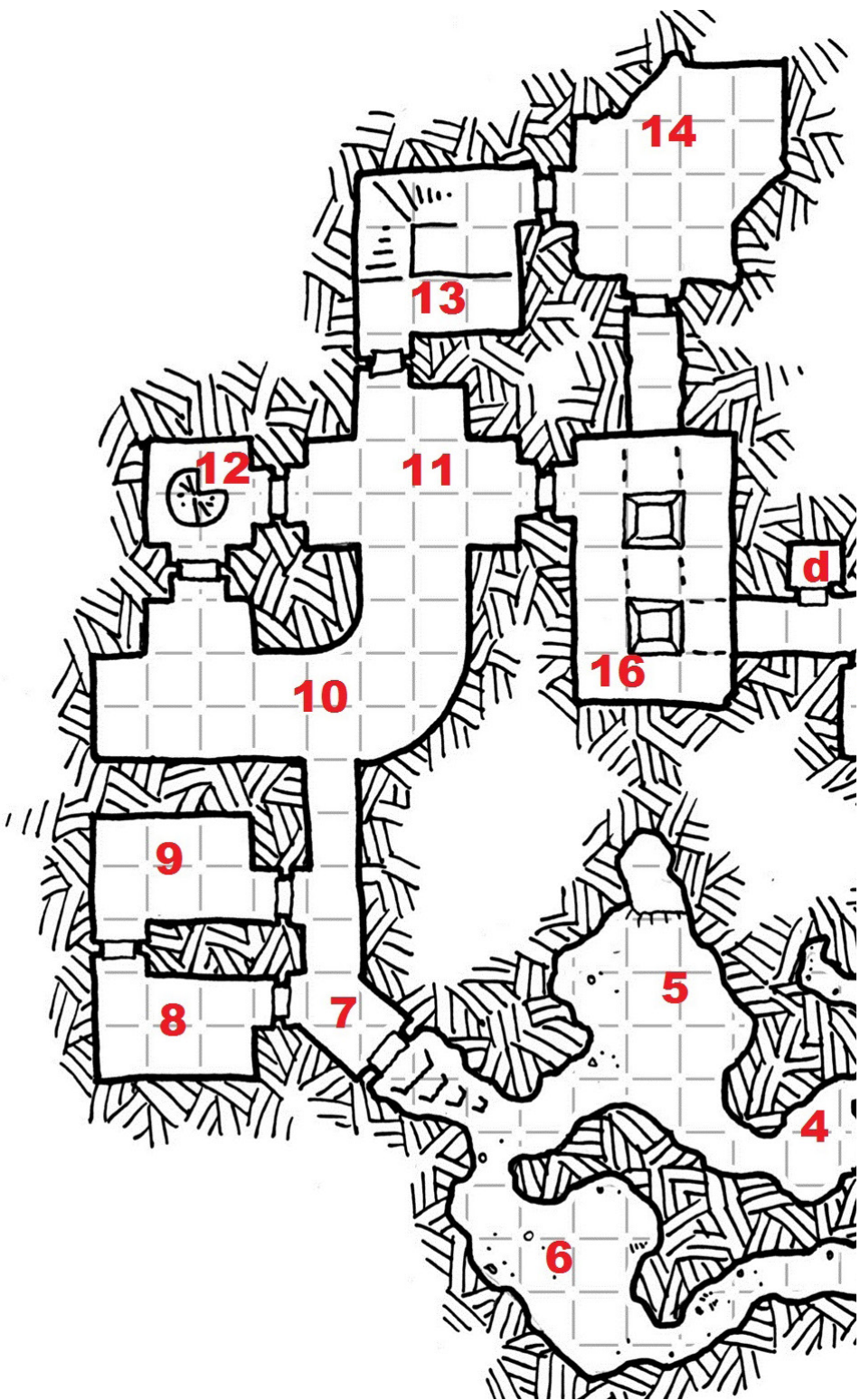
1. Burnt Offerings: *The steep and winding path leads up into the mountain, showing clear signs that ancient hands once labored to shape steps whose sharp corners long ago became rounded projections. The smell of burnt hair and roast meat grows stronger as you climb up into the dark. The passage widens into a rough cavern, stretching out before you into the darkness. About 30' ahead, you can see another cave or a wide tunnel branch out to the left. To the right, you can just make out what appears to be a pile of charred bones.*

The charred bones are those of some of the goats brought into the cave by Billy Cloven-Foot, left to fend here for themselves when the urisk fled. Once the door to **Area 15** was opened, the Impenitent were released from their long prison. Finding the goats here, they sacrificed those they could catch to Obikaal, using their *spontaneous combustion* ability.

The last of the bones here are still warm, as can be determined by touch or infravision. The last sacrifice was burning no more than an hour ago. There is no sign of wood, or any other fuel, but a DC 5 Intelligence check indicates that the fire burned very hot. The judge should just waive this check if any of the characters have occupations which work with heat, such as blacksmiths or glassblowers. Each goat has three additional eye sockets burnt into its skull. There are five goat skeletons here.

That the cave continues some way to the northwest should be clear to any character that examines the goats (see **Area 2**). Characters that go to the left can see that the cave rapidly ascends with what appear to be steps cut into the stone, now worn down by time. These steps are slick, posing no danger to anyone moving cautiously, but requiring a DC 5 Reflex save to negotiate at speed (fall and 1d6 damage if failed).

2. Ambush at the Door: *The cave widens to the west before narrowing into a northern passage, the high ceiling lost in gloom sprinkled by the few points of stalactites long enough to reach from the cave's roof to where your light can reach.*

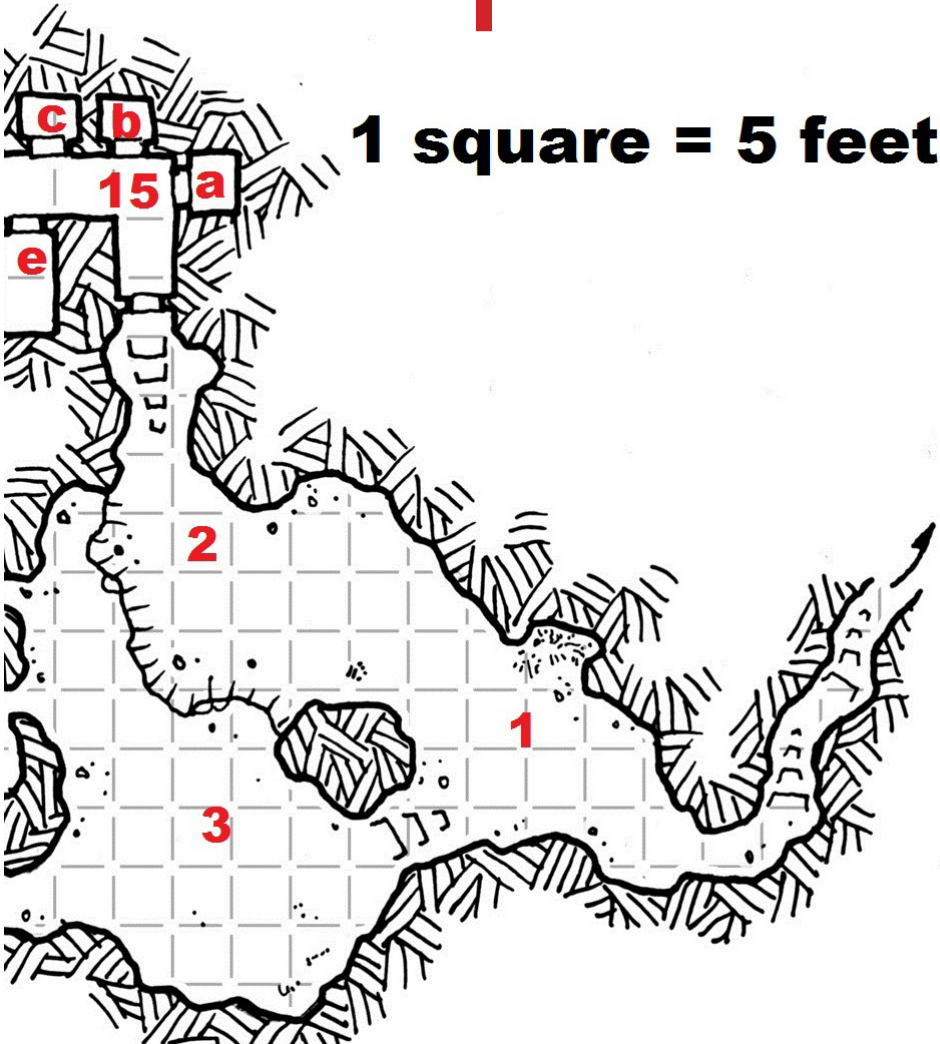


Fire in the Mountain Judge's Map



North

1 square = 5 feet



Everything glistens with moisture.

Part of the western wall of the cavern is actually a ledge that opens up into **Area 3**. One of the Impenitent lurks above, with five capering goat-things created from members of Billy Cloven-Foot's abandoned herd. They hope to ambush any creatures heading north towards **Area 15**, the Impenitent sending three of its goat-things down to fight while remaining above. Two goat-things guard the stairs up from **Area 1**, and the Impenitent uses its spontaneous combustion ability from the ledge.

These creatures probably attack with surprise, the goat-things leaping among the PCs from above. Cautious or lucky characters may catch a glimpse of the goat-things eyes shining in the darkness above before the attack, at the judge's discretion.

Capering goat-things (5): Init +0; Atk bite +0 melee (1d3); AC 14; HD 2 hp each; MV 20' or leap 15'; Act 1d20; SP death throes (spontaneous combustion); SV Fort +3, Ref +3, Will -2; AL C.

Capering goat-things walk on their hind legs with hopping, almost dancing, steps. Their fur is coal-black, and their five eyes are orbs of hellfire. These creatures can leap up to 15' in any direction without difficulty. When reduced to 0 hp, they spontaneously combust, continuing to act for 1d3 rounds. During this time, all Action Dice are reduced by 1 step per round, but the heat of their burning increases damage by +1d3 on a successful attack.

Impenitent: Init +0; Atk claw +2 melee (1d3) or harmful spell +2 ranged (1d6; Ref DC 10 for half) or spontaneous combustion; AC 10; HD 1d8; hp 5; MV 30' or climb 10'; Act 1d20; SP un-dead traits, infravision 60', harmful spells 2/day, cause spontaneous combustion; SV Fort +2, Ref +0, Will +4; AL C.

The Impenitent are former worshippers of Krakaal who became the slaves of Obikaal. They refused to repent their heresy, and the Zen-dik Order sealed them into the mountain. Now they are black-robed un-dead liches, who can cause another creature to spontaneously combust from a distance of up to 30'. Each round an Impenitent uses its Action Die to concentrate on a creature, that creature must succeed in a DC 10 Will save or begin to burn. The initial failure causes



Capering Goat-Things by Brett Neufeld

1d3 damage, but damage increases by +1d up the dice chain for each failed save. A creature that succeeds cannot be damaged in this way by any Impenitent until a full year has passed. Their harmful spells take the form of dark streaks of flame.

Climbing the ledge is a DC 10 check.

The door to **Area 15** has bits of normal beeswax around it where it was sealed, and this wax is mixed with powdered silver. If the wax is collected and melted off, 1 gp worth of silver can be recovered.

3. Upper Cavern: Characters entering this cavern from **Area 1** must deal with the capering goat-things and the Impenitent described in **Area 2**. Remember that PCs attempting to flee back down the slick stone steps must succeed in a DC 5 Reflex save or fall for 1d6 damage.

The area above is a moist cavern with a trickle of water coming into it from somewhere to the north. The ceiling is about 15 to 20' high. You can just see a passage almost directly opposite the stone steps. Spots of moisture reflect your light, indicating that the cave stretches at least a little way to the north as well.

The narrow passage leading to **Area 4** is hard to see without actually examining the walls (DC 10), although it can be found easily by tracing the source of the moisture.

4. The Shaft of Doom: *The passage enters a narrow cavern, no more than eight feet across at its widest point. This is the bottom of a great shaft, the upper section of which disappears into darkness. Water trickles down an enormous stalactite onto the humped floor. It is clear that the shaft once continued downward, until filled by a stalagmite that grew to encompass the whole lower area. There is but a 4' clearance between the tip of the stalactite and the floor. Any who would pass this way must risk the tons of stone suspended overhead. The water trickles out of this room to the east.*

This stalactite is far more stable than it appears, but if PCs pass under it, players should be asked to roll 1d20, though nothing will happen. Violent magic cast in this area, or in **Area 3** or **5**, may cause it to come crashing down, causing 8d6 damage to all in **Area 4** (Reflex DC 15 for half). Kind judges may allow a Luck check to prevent this if doing so was not the players' plan. PCs pursued by the flame serpent from **Area 11** may intentionally lure it to this point.

The shaft, through many twists and turns, eventually leads to the surface. There is just enough space for a slender thief to climb through, although four DC 10 Climb checks are required. A single failure means that the thief cannot find an easy way beyond a certain point; only two failures in a row indicate a fall. The interior walls after 20' are honeycombed with small holes which give fire bees access to this cave system. If the PCs spend long enough in the area, or attempt to climb the shaft, they may encounter these creatures. The judge should note that fire bees are not automatically hostile.

Fire bees: Init +2; Atk sting +1 melee (1 plus venom); AC 12; HD 2 hp each; MV 10' or fly 40'; Act 1d20; SP venom (1 damage + Fort DC 12 or 1d4 temporary Sta damage), immune to fire, cold vulnerability; SV Fort +1, Ref +3, Will +2; AL N.

5. Hidden Treasure: *The path enters a dry, dusty cave, which extends to the north. The exit is clearly visible along the wall where you entered. The cave itself is no more than 8' high, dropping lower as it goes north. The passage itself continues along at approximately 10' of height.*

The cave ceiling drops down to about 5', but then rises again to 12' at the far northern edge. There, a ledge 7' from the floor conceals an ancient iron-bound chest, the wood of which crumbles under the fingers (giving off a sweet scent). A character can climb to the ledge with a DC 5 check, or be boosted by another character. The ledge itself is 8' deep and 3' high, requiring non-halfings to crawl.

Within the chest are three brass scroll tubes and an iron dagger, black with age. The scroll tubes contain:

(1) A clerical scroll of *resist cold or heat* that can be cast three times. The first time, the result is as for a spell check of 18-19. The second time, the result is as for a spell check of 14-17. The final time, the spell check result is 12-13. When the scroll is used a third time, it is consumed in cold flames. This scroll can be used by anyone who can pass a DC 10 Personality check to attune to it.

(2) A wizard scroll of *scorching ray* which can be cast only once before collapsing into dust. Regardless of class, the user rolls 1d30 + Int modifier for his spell check. When the scroll is used, the caster feels eyes watching him, and sees faces in flames, stone, water, and sky. This condition lasts for 1d3 days, as

the Elemental Lords consider the reader as a potential new servant. The scroll can be used by anyone who can pass a DC 15 Intelligence check to decipher it.

(3) A message in an ancient script, which might be read by acolytes, sages, thieves, magician's apprentices, and the like (DC 10 Intelligence check):

*For the Everlasting Glory of Krakaal, Prince of Flame,
And the overthrow of His foe, the false god Obikaal,
May the Elemental Lords guide your heart and your hand.
I, Alusara of the Zendik Order, leave these scrolls.*

Should a character crawl fully into the ledge alcove, at the end he may discover a narrow fissure leading upward, just large enough to reach an arm into. About 2' in, there is a slick residue, like red-gold beeswax, which can be scooped out. This is fire bee wax, and there is enough to coat a longsword, two daggers, a human arm, or something similar.

Anything coated in *fire bee wax* is completely immune to heat or fire damage until the wax wears off (taking 1d3 days). It requires at least 1 turn to apply this wax on even a dagger, and up to 3 turns to apply it sufficiently to a human-sized character (reaching one's back may be tricky without a friend to help). Even a dose of this size grants a +1 bonus to saves against fire effects, and reduces damage by 1 point. It would take seven such doses to completely inure a human to fire, with each dose adding a similar bonus to saves and a similar reduction to heat and fire damage. See also **area 14** on page 21 regarding the properties of fire bee wax.

6. Ice Spider: *The passage leads to a cavern which is noticeably colder than its surroundings. In fact, the ceiling and walls appear to be a lattice of ice crystals forming intricate patterns reminiscent of frozen spider's webs. Frost limns the cavern floor. Everywhere your light is reflected back at you in dazzling splinters.*

The ceiling is domed to a height of 35'. Hidden amid the ice crystal web is a spider made of elemental cold, which feeds primarily on the fire bees. Close examination of the edges around the walls discovers hundreds of bleached fire bees frozen into the ice. Looking up discovers the pig-sized spider lurking above with a successful Luck check. Otherwise, the creature attacks by surprise.

Ice spider: Init +3; Atk bite +2 melee (1d4 plus venom) or spit freezing water +1 ranged (1d3 plus Ref DC 10 or freeze in place); AC 13; HD 3d6+3; hp 15; MV 20' or climb 20'; Act 1d20; SP infravision 60', venom, spit freezing water, death throes; SV Fort +1, Ref +2, Will +0; AL C.

The venom of the ice spider is supernaturally cold, causing 1d3 points of temporary Agility damage. If the victim fails a DC 10 Fort save, he also loses 1 point of Stamina permanently. The spider can spit out a stream of frigid water that freezes instantly on contact. This causes 1d3 points of damage from the cold. If a DC 10 Reflex save fails, the victim is also frozen in place, unable to move until 1 minute is spent freeing his feet; such a victim takes a -1d penalty on the dice chain to all attacks, but attacks against him gain a +1d bonus.

When reduced to 0 hp, the ice spider shatters. Its five eyes are actually large opals, each worth 50 gp. Each of these opals is slightly magical, and can be used to fuel cold-based magic (each granting a +5 bonus to the spell check), but this destroys the gem.

7. Entrance to the Temple: *Dry ancient steps carved from the living rock lead to this stone door, which is marked with the sign of five carven eyes of flame. Examination shows that two of these eyes (those in the normal humanoid facial position) are far older than the other three, which have been carved with a slightly style.*

The door is unlocked. It can be pushed inward on hidden pivots to the southwest, but if allowed to close it can no longer be opened easily from the inside, as the handle has been removed, leaving only holes to show where it was once attached to the stone. Part of the metal handle is broken off and still within the stone; this can be felt by a probing finger, but is stuck fast. If not held open, it automatically swings shut. See **Area 9**.

Beyond the door is an area of worked stone – a corridor extending less than 10' before turning at a 45 degree angle to the north. The entire area has clearly been sealed for some time. The air is stale, the dust is thick, and spiders have been busy shrouding the time-dimmed frescoes on the walls with a grey veil. Another stone door is visible where the corridor turns.

The frescoes are faded, but show a landscape of pure flame – the Elemental

Plane of Fire – over which blazing creatures made wholly of flames fly, dance, and cavort. More than a cursory examination reveals five-eyed demonic creatures which have been painted on later (they are less faded), but painted to appear as though they were part of the original design.

8. Chamber of the Guard: The door from **Area 7** pulls outward into the corridor, on hidden pins on the south side. The door to **Area 9** pulls into this room, on hidden pins on the west side. Both doors have corroded iron handles on the pull side, and are simply pushed from the other. Each door will swing closed immediately once released. The northern door is locked (DC 10), and can be opened with the brass key found in **Area 13**.

Beyond the door is a chamber approximately 15' by 10', with a barrel-vaulted ceiling extending to 12' high. The room is very dusty, with a few stone benches along the walls being the only remaining decorations visible, save those left by time and the spiders.

Searching uncovers a few corroded copper hoops and small pieces of pulpy wood, obviously from a barrel that disintegrated long ago. Beneath one of the benches, lost in a ball of dust and old cobwebs, is an iron spearhead that has rusted beyond use. This area was once a guard chamber for the temple.

9. Chamber of the Abbot: Both doors to this chamber are locked (DC 10) and can be opened with the brass key in **Area 13**. These stone doors open away from the room, with hidden pins on the left hand side as the door is faced from outside. There are iron handles on the outside of the room; from within each door opens with a push. The handle on the eastern door is strongly magnetic, and be wrenched from its sockets with a DC 10 Strength check. This handle can then be used to open the door at **Area 7**.

Beyond the door is a chamber some 10' by 15', and vaulted to a height of 12'. The room must have been well-appointed once, with walls painted a bright yellow-orange that is now faded and peeling. A carved marble bench remains in good shape, but the twisted brass frame of what must once have been a narrow bed is all else that remains here, save dust and thick cobwebs.

Searching this room uncovers 16 thin copper plates which have holes along one edge where they were bound into a book. Each plate is 1' tall and 6 inches wide. This is a hymnal to the glory of Krakaal, Prince of Elemental Fire, written in the same ancient script as the scroll in **Area 5** (DC 10 Intel-

ligence check) with letters pressed into the metal. The hymnal was painted over, changing the words and introducing images of a five-eyed fire demon, but much of the paint has peeled away, leaving green verdigris. Cleaned, each plate is worth 5 sp. To a member of the Zendik Order, the plates are worth 5 gp each.

There is a brass plate built into the bottom of the marble bench. If this is pushed in slightly, it can be rotated so that it can be drawn out of the bench, revealing a brass box 1½' by 1' x 6 inches with a latched lid. The latch is corroded into place, but can be broken with a suitable tool (even a dagger will do). Within are 50 gp, 120 sp, and three large rubies worth 100 gp each.

10. Hall of Fire: *This curved hall is 10' wide and vaulted to a height of 25'. Once, the walls must have looked like the area was aflame with a great conflagration, but the vividness of the colorful mosaics have been lost due to time, dust, and thick webbing. The floor, too, is covered in a pattern of tiles that would bear a worrisome resemblance to molten stone were it not for the thick layer of dust that lies here undisturbed. The air here is warm and dry...so warm as to be nearly hot.*

The heat can be detected as radiating out of **Area 12**; both stone doors to that area are hot to the touch (although they can be handled safely with gloves, touching the metal handles will cause 1 point of temporary Agility damage unless a DC 10 Fort save is successful; all attack rolls and skill checks with that hand are at -2 until the damage is healed). See **Area 12** for more information on these doors.

Examining the mosaics shows that black demonic figures have been added. Some attempt had been made to make them match the mosaics, as if they had always been there, but the workmanship is poor, and many of the black stones forming the demons have fallen off. Those where the head remains have five eyes.

11. The Flame Snake of Obikaal: *This area is a crossroads, with three stone doors – one each to the north, east, and west, and a 10' wide hallway to the south. This area is similar to the southern hallway, in that it is decorated with mosaics depicting a great inferno so eerily that, when this place was inhabited, it must have seemed almost real. Now, dust and spiders have taken over all, except a sigil 10' in diameter, set into the center of the floor. This is formed like a great five-eyed serpent made of flames, biting its own tail. Neither dust nor time seem to have touched this symbol. The air is warm enough to be nearly hot.*

If any character crosses this space without first speaking aloud the name “Obikaal”, the image on the floor opens up, becoming a portal that releases a demonic serpent made of elemental flame. This snake is a full 60’ long, and takes 3 rounds to emerge, only attacking those who attack it during this period. Once it has emerged, it pursues any character who does not worship Obitu-Que in some form (including his guise as Obikaal), and it can compress its body to pass through openings as narrow as 2’ wide. A character can offer himself to Obitu-Que, but such an offer is binding, and the character will not find the Lord of the Five easy to free oneself from.

The flame serpent is extremely hot – any character close enough to engage it in melee combat takes 1d3 points of fire damage each round (Fort DC 10 for half, **rounded down**). A successful attack does 1d3 heat damage in addition to the bite damage. The victim must also make a DC 10 Fort save against the serpent’s elemental venom or burst into dark flames, taking 1d6 damage each round for three rounds. Any creature slain in this way is reduced to fine ash, as are any flammable materials he carried. The flame serpent takes twice normal damage from any cold or ice effect, and a skin full of water does 1d6 damage against it.

If slain, it simply blinks out of existence.

Flame serpent: Init +0; Atk bite +4 melee (1d6 plus venom); AC 15; HD 6d8; hp 30; MV 30’; Act 1d20; SP extreme heat, venom, water vulnerability, death throes; SV Fort +0, Ref +2, Will +6; AL C.

12. The Stairway to Hell: Heat can be detected as radiating out of **Area 12**; both stone doors to that area are hot to the touch (although they can be handles safely with gloves, touching the metal handles will cause 1 point of temporary Agility damage unless a DC 10 Fort save is successful; all attack rolls and skill checks with that hand are at -2 until the damage is healed). Each of these doors opens outward from **Area 12**, on hidden pins to the left of the opener, if outside. Opening either door unleashes a wave of heat that can sear the lungs, doing 1d3 temporary Stamina damage to the opener (Fort DC 10 or 1 point is permanent).

Beyond the door is a 10’ square chamber so hot that the air shimmers. A black iron staircase spirals down from the center of the room into the sweltering depths below. There are no signs of webbing here; it is doubtful that any arachnid could

survive the heat. It is enough to make your breathing difficult.

Small animals resist being brought into this area, and are likely to perish if they remain there long. The heat appears to radiate upward from below, and the iron staircase is hot to the touch (DC 10 Fort save or suffer 1d2 temporary Agility damage; otherwise treat as touching the door handles, above). Boots or shoes make the steps traversable, and anyone with gloves can make some use of the railing. If any PCs descend, read or paraphrase the following:

Shortly below the level of this room, the rock changes to a denser and darker material. The heat increases with every step until, 20' below the initial chamber, you discover another room. This room is also 10' square, and the spiral staircase continues downward through its floor. Set into one wall is a great bronze wheel, shaped almost like a wagon wheel.

This stairway continues downward towards Hell, and is how the emissaries of Obitu-Que first contacted the monks of the Zendik Order who worshipped Krakaal here long ago. If the PCs continue downward past here, it becomes hotter and hotter, until those clad in (or carrying large amounts of) metal begin to suffer damage...initially 1 hp per round, then 1d2, then 1d3, and so on up the dice chain until they die or retreat. Well before this, eerie noises and wailing can be heard from below: The roar of furnaces, the laughter of demons, and the cries of the damned.

Turning the bronze wheel shifts the upper point of connection to another place – another site on the PC's world, another plane, another time. Anyone who turns the wheel and then goes back up the stairs discovers that the upper terminus is in a new place. The wheel is hot and stiff, and turns with ever-increasing difficulty (Strength DC 2, +2 per subsequent turn). If the judge has a series of other adventures he wishes to run, now is an excellent opportunity to foreshadow areas the PCs may later encounter. The judge is strongly encouraged **not** to consider "game balance", but to allow the PCs to encounter things far beyond their powers. Doing so allows the players to not only have a moment of recognition when they re-encounter areas they briefly visited during their funnel adventure, but also to track the growth of their PCs. Things they once fled from, perhaps, they can now handle.

For instance, if the judge was considering running *Stars in the Darkness*, the stairway may emerge somewhere in the caves of the mormurg. The judge needs to consider the passage of time; clearly the Azure Dwarf cannot have

appeared in the caverns yet, and there will be no kidnapped stars, but there are plenty of other dangers the PCs could experience before retreating.

It is no simple task to choose a specific location; the judge should roll 1d3 if the PCs wish to return to a location they have been to before (including the starting location). On a “1” they succeed. Eventually, the wheel will stiffen to the point where human strength cannot turn it, so the judge is encouraged to choose locations he is willing to strand the PCs in.

Characters that remain above when the wheel is turned see the hole in the floor fade away, and the stairway with it. The heat slowly dissipates over a period of hours if the portal is not restored. Players may realize that they can move the access point to Hell away from their community...this requires at least one PC to remain behind when the wheel is turned. If a single PC performs this task, the judge is encouraged to bring the character back as an NPC later in the campaign. Depending upon where the sacrificed PC emerged, and how the decision to make the sacrifice was made, the old PC may be either a villain or offer unexpected help.

13. Stairs: *This room is on two levels, with a stone door to the east on the lower level, and a stone door to the south on the upper. There is a balcony on the upper level, from which broad stone steps lead downward. The walls were once plastered and painted yellow, but this has peeled away from the bare stone in most places. The area is thick with dust and ancient cobwebs.*

Both stone doors open outward from this room, with the hinges to the right as one pulls from outside. Opening the eastern door requires a DC 15 Strength check. Anyone who listens near the door to **Area 14** hears the incessant buzzing of an enormous beehive, and can smell honey mixed with cinnamon and peppers. Searching the remnants of plaster under the balcony uncovers scattering of 109 tarnished sp and a brass key that can open the doors to **Area 9**.

14. Hive of the Fire Bees: Anyone pausing before either stone door can hear the incessant buzzing from within, and smell honey mixed with cinnamon and peppers. The door to the west opens into the room, moving on recessed pin on the north side. This door has been half-sealed by fire bee wax, and requires a DC 15 Strength check to open unless the wax is removed. The southern door opens to the south, pivoting on recessed pins to the east. Like other doors in this complex, there is an iron handle only on the “pull” side.

Beyond the door is an enormous beehive built from the collapsed remains of what was once a 20' square room. The northwest and the southeast corners have collapsed, but the ceiling to the northeast has been tunneled out into a monstrous honeycomb, where the activities of foot-long red-and-yellow honeybees create a constant drone. These bees appear to have five eyes – two large compound eyes and three central eyes which appear vestigial and may, in fact, be blind. The smell of honey, mixed with cinnamon and hot peppers, is overwhelming. The room is surprisingly warm. The entire area is lit by a reddish glow, almost like candlelight, emanating from the enormous hexagonal combs.

These bees are from a portion of Elfland that contains conduits of elemental fire. They have been partially corrupted by the influence of Obitu-Que, but they are more resistant due to their link to the faerie realm. Fire bees attack any Impenitent they see, which has prevented the un-dead beings from moving freely throughout the old temple complex for centuries.

There are 5d12 fire bees in this chamber at any given time. So long as the honeycombs are not approached, they are not necessarily hostile, but if combat does break out in this chamber, 1d3 additional bees arrive every 1d5 rounds, until a full 30 rounds of combat have occurred. At this point, the upper reaches of the hive are sealed off by fire bee wax. Should the PCs force their way through this, the fire bees will not break off combat until they are dead or combat is no longer possible. There are 160 fire bees in the upper portion of the hive.

Fire Bees: Init +2; Atk sting +1 melee (1 plus venom); AC 12; HD 2 hp each; MV 10' or fly 40'; Act 1d20; SP venom (1 damage + Fort DC 12 or 1d4 temporary Sta damage), immune to fire, cold vulnerability; SV Fort +1, Ref +3, Will +2; AL N.

Fire bees are completely immune to fire and heat, but take twice normal damage from cold-based attacks. Their stings contain a venom that does 1 pt of damage (Fort DC 12 or suffer 1d4 points of temporary Stamina damage as well).

Fire bee wax is red-gold in hue, waxy, and as malleable as normal beeswax. A single dose can coat a dagger. Two doses can coat a longsword or a human arm. Anything coated in fire bee wax is completely immune to heat or fire damage until the wax wears off (taking 1d3 days). It requires at least 1 turn to apply this wax on even a dagger, and up to 3 turns to apply it sufficiently to

Fire Bees by Brett Neufeld



a human-sized character (reaching one's back may be tricky without a friend to help). Even a dose of this size grants a +1 bonus to saves against fire effects, and reduces damage by 1 point. It would take seven such doses to completely inure a human to fire, with each dose adding a similar bonus to saves and a similar reduction to heat and fire damage. It is possible to gain 3d100 such doses in this chamber, assuming something to store them. 1d20+10 doses can be recovered from the western door without provoking an attack.

The piquant honey produced by these bees from the flame-flowers of Elfland can be smeared on a wound to heal 1d5 damage or 1 point of temporary ability score damage (1d3 points if the ability score damage is caused by fire or heat) per dose. It can be ingested to allow a new save against a disease or poison (preventing ongoing effects, including death, but not restoring damage already taken). This save gains a +2 bonus per additional dose taken after the first, to a maximum of +4 (it is impossible to take more than three doses at a time).

Finally, 20 doses of honey can be distilled down into a single crystal – consuming this allows the reroll of a single ability score. The player chooses which ability to apply the reroll to (except Luck), but then must accept the new score, whether better or worse. The score changes by 1 point per week until it reaches its new norm. No character can benefit from this effect more than once.

There are 1d20+100 doses of honey in this chamber.

Applying Fire Bee Wax

Fire bee wax, like any wax, hardens at room temperature. Normally, applying wax requires heating it, but the fire resistant nature of this material renders such attempts ineffective. Likewise, a candle made of fire bee wax simply will not burn. Instead, the wax must be admixed with a little water to make it fluid enough to apply. If the players are frustrated and the judge is kind, an alchemist (or similar) may reason this out, as fire and water are opposed elements.

Extreme cold also makes the wax malleable, but if an item or creature coated in fire bee wax takes even a single point of cold damage, the wax is destroyed. The judge is encouraged to allow other clever means of using fire bee wax that make sense within

the context of its basic properties.

Obtaining and using fire bee wax may be crucial to some of the PCs surviving this adventure. The judge is therefore encouraged to tell PCs who come into contact with it that they feel somewhat cooler at the point of contact. This is especially apparent in **Areas 10, 11, and 12**, where the air is so hot, but is should be discernable in **Area 14** as well.

15. Cells of the Impenitent: *This narrow hallway seems preternaturally dark – light sources illuminate about half the distance they normally would – and both dust and cobwebs have been disturbed.*

Along the hall are 5 stone doors that lead to cells where the Impenitent were long imprisoned. These doors each open on hidden pivots to the right hand side (when facing the door from the hallway), and open into the hallway. Unlike other doors in the temple, there are metal handles on both sides of each door. Impenitent hide within, and will attempt opposed Strength checks (with a +0 bonus) to hold the doors shut if the PCs attempt to open them. Only when the PCs pass the door to **Cell “a”**, or one of the doors is opened by the PCs, do all emerge and attack. There are two Impenitent per cell.

The judge should remember that the stone doors, while open, may impede motion or attacks. The Impenitent know this, and use them to their advantage.

Impenitent (10): Init +0; Atk claw +2 melee (1d3) or harmful spell +2 ranged (1d6; Ref DC 10 for half) or spontaneous combustion; AC 10; HD 1d8; hp 2,1,6,1,3,4,1,1,6,5; MV 30' or climb 10'; Act 1d20; SP un-dead traits, infravision 60', harmful spells 2/day, cause spontaneous combustion; SV Fort +2, Ref +0, Will +4; AL C.

The Impenitent can cause another creature to spontaneously combust from a distance of up to 30'. Each round an Impenitent uses its Action Die to concentrate on a creature, that creature must succeed in a DC 10 Will save or begin to burn. The initial failure causes 1d3 damage, but damage increases by +1d up the dice chain for each failed save. A creature that succeeds cannot be damaged in this way by any Impenitent until a full year has passed. Their harmful spells take the form of dark streaks of flame.

The cells are nearly identical – 5’ square with two long stone benches that served once as hard beds for the monks when they were alive. Cell “e” is twice as long, and contains four stone benches. Searching may uncover the following:

Cell	Items
a	A scattering of 2d6 sp.
b	Nothing.
c	Roll 1d4: (1) a bronze dagger hilt, (2) a string of amber prayer beads worth 25 gp, (3) a perfectly smooth onyx sphere 1 inch in diameter, or (4) a plain gold ring worth 50 gp. All of these items can be found with sufficient effort.
d	Nothing.
e	Shards of broken pottery that still show an orange-red glaze.

If characters continue towards **Area 14**, they are subject to attack from **Area 16**, which is above the corridor. See **Area 16** for details.

16. Chamber of Flaming Murder: The door to this chamber pushes inward from Area 11, moving on hidden pins to the north. The door closes if not held open, and there is no handle on this side to pull it open with. This is actually a design feature, not the result of age – it is to prevent invaders from **Area 15** from climbing up the pits and gaining access to the temple from this room. Consequently, it has also limited the movements of the Impenitent.

This chamber is 25’ x 15’, with two 5’ square pits equally spaced in the center of the room. The walls were once plastered and painted in bright yellows and reds, with a pattern like flames, but the plaster has peeled away from the walls in many places. Near each pit are several clay urns, glazed an orange-red hue. A dark-robed figure stands on the far side of each pit; these figures turn towards you as you gaze into the room, revealing burning eyes staring from the mummified visage of two corpses!

The creature near the northern pit is an Impenitent; that near the southern is the Impenitent Abbot.

Impenitent: Init +0; Atk claw +2 melee (1d3) or harmful spell +2 ranged (1d6; Ref DC 10 for half) or spontaneous combustion; AC

10; HD 1d8; hp 8; MV 30' or climb 10'; Act 1d20; SP un-dead traits, infravision 60', harmful spells 2/day, cause spontaneous combustion; SV Fort +2, Ref +0, Will +4; AL C.

The Impenitent can cause another creature to spontaneously combust from a distance of up to 30'. Each round an Impenitent uses its Action Die to concentrate on a creature, that creature must succeed in a DC 10 Will save or begin to burn. The initial failure causes 1d3 damage, but damage increases by +1d up the dice chain for each failed save. A creature that succeeds cannot be damaged in this way by any Impenitent until a full year has passed. Its harmful spells take the form of dark streaks of flame.

Impenitent Abbot: Init +2; Atk claw +2 melee (1d3 plus Stamina drain) or harmful spell +2 ranged (1d6; Ref DC 10 for half) or draw creature closer; AC 12; HD 3d8; hp 16; MV 30' or climb 10'; Act 2d20; SP un-dead traits, infravision 60', Stamina drain, harmful spells 2/day, draw creatures closer, death throes; SV Fort +4, Ref +0, Will +8; AL C.

The Impenitent Abbot can contest the will of another being by meeting its gaze and using an Action Die. The creature targeted must make a Will save, and beat the result of the Abbot's Will save, or move 5' closer to the Abbot as its move. The Impenitent Abbot tries to use this power to draw characters into the open pits.

In addition to damage, the Abbot's touch drains 1d3 temporary Stamina points (Fort DC 7 or 1 point is permanent). Each point drained restores 1 hp damage the Abbot has taken.

If reduced to 0 hp, the Abbot screams an unearthly wail of anguish. Loud and evil laughter booms up from below, and the Abbot is pulled, screaming and scratching for purchase, through the very stone. There is a smell of sulfur, and the laughter takes long minutes to fade. At the moment of the Abbot's passing, every surviving Impenitent takes 1d5 hp damage.

Each pit is 20' deep (10' of shaft, and then 10' from the ceiling to the floor below), causing 2d6 damage to any character falling into them. The pits can be scaled with a DC 10 check.

There are seven clay urns – 3 near the north pit and 4 near the south. They hold 6 pints of lamp oil each. Characters traveling along the passage between **Areas 14** and **15** can be targeted. A successful strike douses the character in lamp oil and splashes on all within 5'. If there is an open flame (such as a torch or candle), the oil catches instantly, doing an initial 2d6 to the primary target and 1d4 to any secondary targets. The flames then do 1d6 to any target per round until put out (DC 10 Reflex save; +1d bonus on the dice chain to this save the first round if only splashed). Multiple urns do not stack damage, but each additional strike increases the Reflex save DC by +2.

Ending the Adventure

To some degree, all funnel adventures are tasked with answering the question: “What set these particular characters apart from their fellows?” or “What experience made them become adventurers?”

This adventure could end in radically different ways, depending upon the PCs' actions. Using the bronze wheel in **Area 12** may even move them far beyond their starting location, resulting in their being forced to make their way beyond the society of Morton's Pass. If one PC remains behind to turn the wheel, breaking the connection to Hell, that players surviving PCs gain a permanent bonus of +1 Luck or +1 hp (let the player decide which).

If the connection to Obitu-Que's demesne in Hell is **not** broken, the fire bees vestigial eyes will eventually become actual eyes, and the bees will exhibit demonic traits, making them a danger to the region. This may occur weeks from now, years from now, or centuries hence, as the judge determines.

The Impenitent were able to transform five of Billy Cloven-Foot's goats into capering goat-things. What can they transform the villagers of Morton's Pass into if they are not destroyed?

Finally, if the Impenitent are destroyed, the temple may be cleansed. In either event, destroying the Impenitent and breaking the connection to Hell will draw the attention of the Elemental Lords. Information on the Elemental Lords as patrons may be found in **AL 6: *Playing the Game***.

Races of Porphyra: Urisk



Did I ever tell you the story of Billy-come-down-the mountain? I guess that was his go-to-chapel name, we just called him Billy-down. Billy-down was a urisk, one a them horn-headed goat-men that lives raw on the mountainside, chasing down his dinner, sometimes working for a farmer or herder if he could eat a sheep now and then. Always alone, them urisks, though my pa-paw said there was womenurisks, ugly as a boiled boot, up in the high range caves.

Billy-down never seemed to be in the same place two nights running, up on a mounted ridge making foo-lights and laughing like Rajuk, or in the barn, snoring on the hay, a whole day's work done. Funny bunch, them urisks, they's like children that've seen too much, and they mumble words they can't quite remember, and say things like- "The king done told me.." and such rot.

Anyway, Billy-down found a strange critter up in the mountains, wouldn't say where, just "In me mudder's cave, yah," and carried it down through the night and the cold, appearing out of nowhere. Billy's hide was scorched, which was something, 'cause Billy-down had been known to sit in the campfire, come a cold night.

Somethin' took a bite outa him, too, but Billy-down was known to be tough, tough as a stone nail. The critter he brought down was stranger than he was, though, hairless, green blooded and white, but Billy-down wouldn't let us touch it, just talked to it in faerie talk until it was well, catchin' rabbits and such to feed it. The critter talked a lot, an' Billy listened like his life depended on it, dumb and homely as he was. Quite a nine-days wonder, it was. It was only Widder Racksalt that saw him leave, walkin' with the critter down-valley, and he said to her, he said, "Mebbe back anudder time, gonna go see the flat world, and sumpin' called a ... a draggin'"

DCC Class – The Urisk

Elfland borders the Mortal Realms in more places than sylvan glens and wild moorlands. You are a tall creature of faerie-kind, with goatish features, cleft-hoofed feet, and horns sprouting from your head. Although you have manipulative hands, they are hornier and less agile than human hands, making it difficult for you to wield mortal weapons. Like an elf, you have some magical ability, and you shrink from the touch of iron, but you are an earthier sort with less magic, but a far weaker reaction to iron. Your people are not “modern”, by whatever sense those who live near you use that word. You keep to the Old Ways, for the Old Ways have served your people well.

Urisk are fey creatures found in mountainous lands. They have the appearance of tall, goatish humanoids, but their hands sprout sharp talons and their teeth show that they are flesh-eaters. Looking at those prominent sharp teeth, few would guess that an urisk has an equally powerful set of molars for vegetables and fruit. Indeed, urisk can eat anything organic; even the toughest of grasses and old leather are not proof against their digestive systems.

Most urisk (singular and plural) live in mountain caves. Sometimes these are small single-family dwellings, or even the home of a lone urisk. Other times, an entire clan may inhabit a system of interlinked caverns. Some few urisk will build modest homes of wood or stone, but they are often shunned by their kin for abandoning the Old Ways. Many urisk herd goats or mountain sheep, sharing their cave homes with their animals, and some urisk farm small patches of root vegetables in areas where it doesn't seem too modern to do so.

Hit Points: An urisk gains 1d8 hit points at each level.

Weapon Training: Urisk prefer to enter combat with their bare hands, horns or hooves. They can use the following weapons without penalty: blackjack, blowgun, club, sling, spear, shortbow and staff. When using other weapons, they suffer a -2 penalty to attack rolls. This is in addition to the standard -1d penalty on the dice chain for using untrained weapons. However, urisk are adept at using hooves, horns, and claws as natural weapons (see Natural Weapons, below), and these attacks are not penalized.

Urisk typically cannot abide wearing armor. When using any armor greater than a simple wooden shield, a urisk has a +1d increase in the Fumble Die

and a +2 increase to the armor's check penalty. Finding armor that fits an urisk's unusual frame may be both difficult and expensive.

Alignment: Although strongly connected to the chaotic Elflands, urisk devotion to the Old Ways and their resistance to change makes them predominantly neutral.

Natural Weapons: Urisk can fight with their horns (1d6 dmg), clawed fists (1d5 dmg), and hooves (1d4 dmg).

An urisk can use a single Action Die to make multiple attacks with these natural weapons. If making two attacks, the urisk may use both horns, both fists, both hooves, or any combination of the two. Each attack is made at -1d on the dice chain. If making three attacks, the urisk must use one of each, but each attack is at -2 on the dice chain to hit.

Savage Attack: When an urisk makes a successful attack with a natural weapon he may add his Savage Die to his damage roll. If the attack was a critical hit, the Savage Die roll can be applied to the critical hit table roll instead of the damage roll. The urisk must choose prior to rolling damage or critical effect.

Magic: Urisk know a few spells that they access through the Old Ways. They cast these as do wizards, but use their Personality modifier (rather than Intelligence) to determine spell check modifiers and bonus spells. The spell list for urisk is very limited, and spells are acquired slowly compared to those of humans or elves. Where a spell is normally a cleric spell, an urisk casts the spell with a -2 penalty to the spell check; on a roll of "1" the urisk has a 50% chance of misfire or major corruption. On any spell check result of 11 or less, the spell is lost.

Urisk have access to the following spells:

Level 1: (1) *animal summoning*, (2) *blessing*, (3) *charm person*, (4) *detect magic*, (5) *mending*, (6) *second sight*, (7) *sleep*, and (8) *ward portal*.

Level 2: (1) *detect invisible*, (2) *fire resistance*, (3) *forget*, (4) *locate object*, (5) *neutralize poison or disease*, (6) *scare*, or (7) *scorching ray*.

Infra-vision: Urisk see in the dark up to 30'.

Movement: Urisk have a base speed of 30'. They are not impeded by hilly or mountainous terrain. Urisk gain a bonus to climb checks, determined by their level.

Eat Anything: An urisk can eat just about anything organic, meaning that it can survive on rations few mortal creatures can. Rations for an urisk cost only ¼ the price a human would pay. Urisk are highly tolerant of ingested poisons as well, saving against them with a +2d bonus on the dice chain.

Resistant to Fire: Urisk are partially resistant to flames, either due to faerie (according to them) or demonic (according to some others) heritage. An urisk makes saving throws to resist or avoid fire damage at +1d on the dice chain. Additionally, an urisk subtracts 1d3 points of damage, per level, from any damage caused by fire or heat.

Vulnerabilities: Urisk can tolerate the touch of iron and steel, but they find it uncomfortable. Prolonged contact doesn't damage them directly, but it does reduce their healing rate (including any benefits from magical healing) by half.

Action Die: An urisk uses its Action Die for attack rolls, skill checks, and spells. Additional Action Dice can only be used for attacks or movement.

Luck: An urisk adds his starting Luck modifier to one particular natural attack (horn, hoof, or claw) and one spell, chosen at 1st level. The urisk need not know the spell yet to choose it.

Languages: All urisk speak the common tongue and the languages of goats and sheep. Additional languages are learned using the Dwarf column in Appendix L of the *core rulebook*.

Zero-Level Urisk

Zero-level urisk can use natural weapons, but cannot divide their Action Die when doing so, and do -1d on the dice chain when rolling damage. They reduce fire damage by 1 point, and have 30' infravision. Zero-level urisk are vulnerable to iron as indicated above. Zero-level urisk are no better than their higher-level counterparts at using armor or weapons.

Urisk Class Table

Level	Attack Mod	Damage Die (Savage Attack)	Crit Die/ Table	Action Die	Ref	Fort	Will	Spells Known	Max Spell Level	Climb
1	+0	+1d3	1d7/III	1d20	+1	+1	+1	1	1	+4
2	+0	+1d3	1d8/III	1d20	+1	+1	+1	2	1	+6
3	+1	+1d4	1d10/III	1d10	+2	+1	+2	3	1	+8
4	+1	+1d4	1d12/III	1d20	+2	+2	+2	4	1	+9
5	+1	+1d5	1d14/III	1d20+1d12	+3	+2	+3	5	1	+10
6	+2	+1d5	1d16/IV	1d20+1d14	+3	+2	+3	6	1	+12
7	+2	+1d6	1d20/IV	1d20+1d16	+4	+3	+4	7	2	+13
8	+3	+1d6	1d24/IV	1d20+1d16	+4	+3	+4	8	2	+14
9	+3	+1d7	1d30/IV	1d20+1d20	+5	+3	+5	9	2	+14
10	+4	+1d8	1d30/IV	1d20+1d20	+5	+4	+5	10	2	+14

Level Titles

Level	Lawful	Neutral	Chaotic
1	Goatherder	Mountainborn	Feyborn
2	Wayfinder	Pathwalker	Wild Walker
3	Honored One	Rockclimber	Feral One
4	Walker in the Old Ways	Cliffwalker	Trickster
5	Old One	Mountain Lord	Walker Beyond the Old Ways

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