

# **GLOOMLAND**

## **OPEN GAME CONTENT BOOKLET**

**By Gregory B. MacKenzie**





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## Fenris 2d6: Determining The Number Of Monsters Appearing<sup>[P1]</sup>

### Posing the Challenge<sup>[P1]</sup>

The Referee won't find a statistic in Fenris 2d6 that tells them 1d6 monsters appear. The reason for this is that the Referee is expected to tailor the type and number of monsters encountered to their player group. This may seem a bit onerous at first but the system is quite simple and offers the Referee unprecedented opportunity for scaling.<sup>[P1]</sup>

Gloomland and its Dungeon are a first level adventure and as such the draw for level 1 per player is 4 Hit Dies worth of Monsters. The following Table for Level 1 provides a quick reference to the number of monsters which are drawn per character.<sup>[P1]</sup>

**Table Draw in Hit Dies Per Player for Level 1**

Monster Hit Die	Dungeon Level 1 The Number of Monsters Drawn Per Player
1/2	4
1	4
2	2
3	1
4	1
5-10	0
	<sup>[P1]</sup>

As one can see from the table Monsters of 1 to 4 Hit Dies are intended to be used.<sup>[P1]</sup>

If Skeletons were encountered, locate their Hit Die under the Monster HD column, "1" and move right under Level 1 Draw Per Character to see how many appear per Character, "4" Skeletons appear.<sup>[P1]</sup>

In a player group which consists of 4 Characters, up to 16 Skeletons could appear. I say could appear because the Referee can modify this result in various ways to suit themselves and their player group.<sup>[P1]</sup>

There is another way of calculating the potential total Hit Dies of Monsters encountered. On level 1, the draw per player is 4 Hit Dies of Monsters. The player group of 4 Characters draws up to 4 x 4 HD = 16 HD worth of Monsters. If the Referee felt that 16 Skeletons didn't fit the current situation, they could substitute some 2 HD Monster for some of the

skeletons, or even increase the HD of some of the Skeletons making them more dangerous. The encounter might look like this:<sup>[P1]</sup>

- Eight Skeletons of 2 Hit Dies each, or <sup>[P1]</sup>
- Eight Skeletons of 1 Hit Die and Four Skeletons of 2 Hit Dies, or <sup>[P1]</sup>
- Eight Skeletons of 1 Hit Die and Two Ghouls of 4 Hit Dies. <sup>[P1]</sup>

Increasing the Hit Die of a Monster makes it more formidable, may give it a saving throw if it has 4 or more Hit Dies, and it will attack with greater potential success. Not only will this keep players guessing, but no monster becomes a trivial encounter.<sup>[P1]</sup>

Gloomland can also be run as if it were a higher level Dungeon. The Referee can scale the draw upward adding +1 to the base draw of 4 per level. A 2nd level the draw is 4 + 1 = 5 Hit Dies per player. A 3rd level draw is 4 + 2 = 6 Hit Dies per player. The Referee may find it necessary to choose additional monsters suitable for those levels.<sup>[P1]</sup>

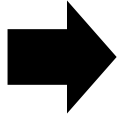
There is another way of adjusting the encounter. The actual number of Hit Dies in a Character Party may vary. Two First Level Warriors have 4 Hit Dies each. Their companions, a First Level Mystic and First Level Magician have 3 and 2 Hit Dies respectively. The total Hit Dies of the Characters adds up to 4 + 4 + 3 + 2 = 13 total. The Hit Die Ratio of players to the total draw of Monsters is 13/16. The Challenge posed is almost 1-1, we don't want it to be too easy do we? As seen by the ratio, adding a few more Hit Dies worth of monsters may make it more challenging, or removing some might make it easier. This adjustment of the encounter is up to the Referee.<sup>[P1]</sup>

The Referee is ultimately not limited to the tables and may design arbitrary numbers of monsters or characters in certain circumstances. A Patrol might always be composed of a certain number of horsemen for example or the Players might encounter a raiding band of 100 Goblins on the march. Both are perfectly plausible examples of situations in which the Player Characters are outmatched and outnumbered and discretion, if not simply running away, is the better part of valour. The players shouldn't expect every encounter to be a walkover.<sup>[P1]</sup>

## Bestiary

The Topic "Bestiary" and its subtopics A through U are Open Game Content. The Topic "Treasure Hoards" and all its subtopics 14 are Open Game Content.

The Monsters in the Bestiary are used both in the Wandering Monster Tables and throughout this Dungeon Module. The Referee (Ref) can assign **Monsters** and **Treasure Hoards** to the spaces provided in the margins, e.g.



### Monster & Treasure:

The following entries allow the Referee (Ref) to assign their own Monster and Treasure Key Numbers from the Open Game Content Booklet.

Monster Key:

*C. Black Widow Spider*

Treasure Key:

*Treasure Hoard 3*

Of course it is not necessary to write out fully the key, you may use any form of annotation you like.

### A. Bang Beetle

Abilities Man-like: No  
Alignment: Chaos  
Armor Class: 6  
Attacks: Bite  
Hit Dice: 1  
Saving Throw: No  
Size: Tiny  
Special: Exploding within 2"  
Speed: 6/24"  
Treasure Hoard: No  
Worth XP: 100  
Xenogenesis: No

The Bang Beetle is a Tiny red beetle which explodes when it is struck by a sharp blow, weapons, or when magic spells are cast near them, causing (1d6) damage to all character's within 2". The terrible thing is that Bang Beetles love company and if

within 2" of each other often set one another off causing a chain reaction in which several explode in quick succession. If left alone Bang Beetles will typically ignore anyone nearby but they do bite if provoked. Bang Beetles are notorious for trailing Underworld Explorers in the hopes of scavenging a meal and it is terribly unfortunate that casting Magic Spells will also set them off. The noise may also attract unwanted attention and eliminate surprise.

### B. Basilisk

Abilities Man-like: No  
Alignment: Chaos  
Armor Class: 4  
Attacks: Bite and Gaze  
Hit Dice: 8  
Saving Throw: Yes  
Size: Medium  
Special: Petrifying Gaze 3", Poisonous Trail, Poisoning Odor 3", Voice 12"  
Speed: 8"  
Treasure Hoard: No  
Worth XP: 800  
Xenogenesis: No

The Basilisk is a snake that is so venomous that it leaves a 1" square wide trail of deadly venom in its wake and any who come into contact with it must make a Saving Throw vs. Poisoning or suffer 2d6 damage. The gaze, sound of its voice, and odor are likewise lethal.

The gaze of a Basilisk turns those who meet it into Stone, saving throw vs. Special Hazards - Gaze of Beasts.

The voice of the Basilisk causes 1d6 Damage to all within hearing distance, saving throw vs. Common Hazards - Death to avoid the effect completely. Each round Roll 1d6, on a result of 1-4 a Basilisk will use its terrible voice.

The odor of the Basilisk is a poison that causes 2d6 Damage and affects all within 3" of the beast, saving throw vs. Common Hazards - Poisoning. Once a Character or Monster successfully passes or fails this saving throw they are not required to make it again.

Basilisks can be Mortally Wounded by hearing the crow of a Rooster if they fail a Saving Throw vs. Common Hazards - Death. A Character must make a successful Charisma Ability Check vs. Difficult to make a Rooster crow.

*Note that a Rooster is not immune to the Gaze of the Basilisk, its voice, odor or venom, and it does not get a saving throw!*

A Basilisk may also be killed by reflecting its gaze back at itself through a mirror but this task is nearly as dangerous to the attacker as it is to the Basilisk. The Character must risk the Basilisks Gaze. A mirror, or other reflective surface, may be used to look upon a Basilisk, but there is an -2 attack roll modifier for trying to attack such Foe while looking at it in a mirror. When faced with a mirror the Basilisk must make a successful saving throw vs. Special Hazards - Gaze of Beasts to avoid turning itself to stone. To reflect the Gaze and kill the Basilisk without harming themselves a Character must make both a successful Attack Check Roll and a Saving Throw vs. Special Hazards - Petrification to avoid turning themselves to stone.

### **C. Giant Black Widow Spider**

Abilities Man-Like: No  
 Alignment: Chaos  
 Armor Class: 6  
 Hit Dice: 2+1/2  
 Attacks: Bite and Sting, both Poisoning  
 Saving Throw: No  
 Size: Large  
 Special: Poison, Webs  
 Speed: 18"  
 Treasure Hoard: Yes  
 Xenogenesis: No  
 XP Worth: 250

Giant Spiders come in a variety of colours and venoms. All are predatory and their Bites and Stings can have effects such as Paralyzing, Poisoning or Death. Spiders always have a nasty Bite as well as a Sting. Their sticky webs are difficult to see (Spot Check) catch the unwary and Hold them (STR Check vs. Hard to escape). Any Character caught in the webs must make a successful Strength Ability Check vs. Hard to free themselves from the sticky webs. Those held and unable to free themselves from the web cannot prevent a Spider from automatically stinging them in the next round.

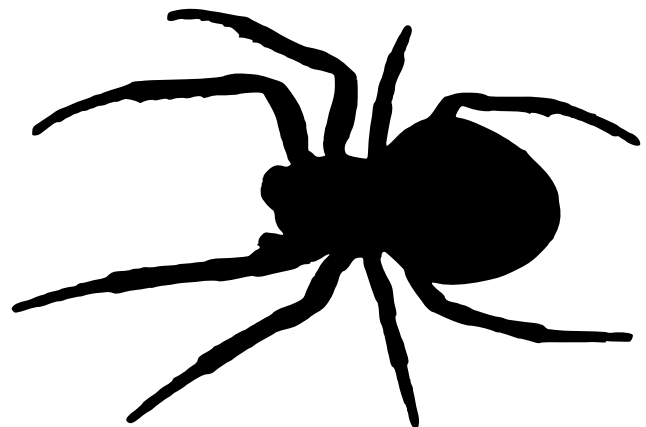
The Giant Black Widow Spider is a feared creature which weaves a sticky web and anyone touching it in the slightest manner becomes entangled (STR Check vs. Hard to escape). The web is difficult to see and a failure to spot the web indicates

entanglement. The Spider's body is black except for a red or yellow hourglass symbol which is found upon it's abdomen. Once entangled in it's web the Spider will descend and sting (preferred) or bite it's helpless victim. The sting of the spider causes it's prey to become paralysed, at which point the spider will drain the victim's bodily fluids automatically causing damage each round. The GM should make a Check Roll of seven or better at the end of the second round of feeding to see if the spider's hunger is sated. If not sated the spider continues to feed until it's victim is dead. If sated, the victim will be left hanging in the web for 1d6 days until the spider is hungry again at which time it will return to feed.

### **D. Blood Flies**

Abilities Man-Like: No  
 Alignment: Chaos  
 Armor Class: 4  
 Hit Dice: 1  
 Attacks: Bite  
 Saving Throw: No  
 Size: Small  
 Special: None  
 Speed: Crawling 3", Fly 18"  
 Treasure Hoard: No  
 Xenogenesis: No  
 XP Worth: 100

The Blood Fly is a nasty insect 1 foot long, with a 2 foot wingspan. It latches onto it's victim and drains its blood, making it the favourite prey of the Giant Black Widow Spider. After a successful bite it has Gripped it's victim and automatically causes 1d2 points of damage each round of a fight thereafter. The Blood Fly remains attached to it's victim for at least 3 combat rounds before flying away swollen and sated. The bite of this creature causes "Cavebite" Disease reducing saving throws by a -1 Die Roll Modifier for 1d6 days.



### **E. Cave Cannibals**

Abilities Man-Like: Str 18, Dex 15, Con 14, Int 2, Wis 12, Cha 7  
Alignment: Chaos  
Armor Class: 3  
Hit Dice: 1  
Attacks: Weapon  
Saving Throw: No  
Size: Large  
Special: No  
Speed: 12"  
Treasure Hoard: Yes  
Xenogenesis: No  
XP Worth: 100

Cave Cannibals are carnivorous sub-humans whose diet consists primarily of meat. They use crude weapons they have fashioned themselves or those they have captured. Cave Cannibals favour spears, and have only a spoken language. They venture above ground in search of captives who are then taken underground and eaten.

### **F. Giant Snake, Chameleon Viper**

Abilities Man-Like: No  
Alignment: Chaos  
Armor Class: 7  
Hit Dice: 2  
Attacks: Bite  
Saving Throw: No  
Size: Medium  
Special: Poison  
Speed: 9"  
Treasure Hoard: No  
Xenogenesis: No  
XP Worth: 200

The Chameleon Viper is a speckled snake approximately 6' long and has the nasty habit of being invisible while it lies it wait for prey to ambush. This ability is lost whenever the snake is moving. The Chameleon Viper usually bites then retreats to let its prey die before returning to feast upon the corpse, which it swallows whole. It is incapable of swallowing any creature larger than 3 feet (S) but will strike if approached. Any opponent bitten by the snake is entitled to a saving throw versus poison, and failure indicates death after 5 turns.

### **G. Crawling Horror**

Abilities Man-Like: No  
Alignment: Chaos  
Armor Class: 3  
Hit Dice: 3  
Attacks: Bite  
Saving Throw: No  
Size: Large  
Speed: 12"  
Treasure Hoard: No  
Xenogenesis: No  
XP Worth: 300

The Crawling Horror is a terrible creature that attaches to itself the remains of corpses, which are then integrated into it's body as fully functioning appendages. The true horror is that the creature is an assemblage with little rhyme or reason. The Crawling Horror can crawl on walls and ceilings with ease. It often has a mixture of grasping claws, hands, and biting mouths.

### **H. Dreadful Ooze**

Abilities Man-Like: No  
Alignment: Chaos  
Armor Class: 3  
Hit Dice: 2  
Attacks: Touch, Sticky  
Saving Throw: No  
Size: Large  
Special: Sticky  
Speed: 12"  
Treasure Hoard: No  
Xenogenesis: No  
XP Worth: 200

Dreadful Ooze is an inky black blob, not unlike a sticky tar, which can seeps and flow through the tiniest crack in search of flesh to feed upon. It is most often stepped upon, or touched since it can be mistaken for stone. Touching Dreadful Ooze grips the dungeon adventurer for the ooze has the same properties as that of a sticky web (STR Check vs. Hard to escape). Once it has Gripped something the Dreadful Ooze begins to digest it causing damage each round.



### **I. Evil Presence**

Abilities Man-Like: No  
 Alignment: Chaos  
 Armor Class: 6  
 Hit Dice: 2  
 Attacks: Choking Grasp, Paralyzation  
 Saving Throw: No  
 Size: Medium  
 Special: Paralyzation  
 Speed: 9"  
 Treasure Hoard: Yes  
 Xenogenesis: No  
 XP Worth: 100

A gust of wind blows torches out. A chill is felt in the air and the room has an oppressive feeling, evil is hinted at. Even lanterns do not seem to dispel the dark as a lantern cannot light more than 10 square feet, very strange indeed.

The Evil Presence can blow out any torch at will but cannot extinguish lanterns or magic light. If one of the character party stray from the circle of lantern light he or she will feel cold hands grasp their throat and then immediately begin choking. The character must make a saving throw v.s. paralyzation and suffers 1d6 Damage. Paralyzed characters cannot defend themselves and continue to choke losing (1d6) hit points per round. If light is brought to a choking character an indistinct and shadowy form will be seen. An Evil Presence cannot tolerate magic light at all and is harmed by it (1d6) damage points per round. Magic spells which create light will cause the monster to retreat. If forced from it's lair the Evil Presence will retreat to the nearest darkness, it is capable of moving through the smallest crack and is not impeded by doors or the bars of portcullis.

### **J. Ghouls**

Abilities Man-Like: Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12  
 Alignment: Chaos  
 Armor Class: 6  
 Hit Dice: 2  
 Attacks: Claws, Bite  
 Saving Throw: No  
 Size: Medium  
 Special: Immunities, Paralysis, Shapeshifting  
 Speed: 9"  
 Treasure Hoard: Yes  
 Xenogenesis: No  
 XP Worth: 200

The Ghoul is a grave robbing Chaotic Monster which drinks blood, steals coins and other grave goods, and eats the Dead. It can shape shift at will, taking the form of a previously eaten corpse. Ghouls are particularly useful creatures because they are feared by the dead. Skeletons, Zombies, Vampyres and other Dead will retreat when faced with Ghouls. For their part Ghouls will pursue and consume these and similar dead. Those struck by a Ghoul's Bite or Claw attack must make a Saving Throw or be paralysed for 1d6 melee rounds. This allows the Ghoul to inflict automatic damage upon its victim for each round of the paralysis; roll for the damage on the Hit Result Table.

Elves have immunity to the Ghoul paralysis.

### **K. Goblin**

Abilities Man-Like: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6  
 Alignment: Chaos  
 Armor Class: 7  
 Hit Dice: 2  
 Attacks: Weapon  
 Saving Throw: No  
 Size: Small  
 Special: Check Rolls are -1 in sunlight, +2 bonus on Move Silently  
 Speed: 9"  
 Treasure Hoard: No  
 Xenogenesis: No  
 XP Worth: B/10

The Goblin is legendary as being mischievous and malicious. As small as a Dwarf, and uglier still, Goblins possess magical abilities which they enjoy using magic for villainous purposes. Goblins are skilled at smithing, mining, and crafting. They inhabit dark woods and underground caverns in mountains. Goblins are expert at waylaying the unwary on lonely roads and mountain passes. Goblins dislike the sun and all Check Rolls are performed at -1 in the full sunlight. Goblins have communities, a social structure, laws, and Kings; which are usually cruel Hobgoblins.

**L. Head of Ill Portent**

Abilities Man-Like: No  
 Alignment: Chaos  
 Armor Class: 4  
 Hit Dice: 1  
 Attacks: No  
 Saving Throw: No  
 Size: Tiny  
 Special: Bad Luck  
 Speed: 18"  
 Treasure Hoard: No  
 Xenogenesis: No  
 XP Worth: 100

This evil eyeless head of a corpse floats above the Dungeon floor bringing bad luck to all characters within a 100 foot radius. It will never close within 5" of the party. The Head of Ill Portent, is attracted to the party and tags along deceptively behind them bringing bad luck, a -1 Die Roll Modifier to all saving throws and attacks. It can be Banished, turned to Dust, or Pushed by a Mystic but it is treated as if it were a 3 HD monster on the Table of Mystics vs. Undead, Ghosts, and Demons. Its presence is detected with a Spot check if the party is watching carefully.

**M. Headless Ghost**

*Referee (Ref): There should only be one Headless Ghost!*

The Headless Ghost has taken to wandering in search of it's lost head. to lay a Headless Ghost to rest it's missing head must be returned to the place where the ghost's mortal body is interned.

Abilities Man-Like: No  
 Alignment: Law, Chaos, Conflicted  
 Armor Class: 2  
 Hit Dice: 7  
 Attacks: Spectral Weapon or Touch  
 Saving Throw: 9  
 Size: Medium, Small  
 Special: Invisibility, Harmful Touch, Possession  
 Speed: 15/30" (Flying)"  
 Treasure Hoard: Yes  
 Xenogenesis: No  
 XP Worth: 700

Ghosts are haunting, frightening creatures who can work for either Law or Chaos. Commonly, a ghost is

the spirit of a dead Character that appears in visible form, or other manifestation, to the living. Typically solitary and vaporous, they haunt particular locations, objects, or people. Ghosts can be called upon to provide advice or prophecy but blood must be provided for them to drink or they will not answer. Many Ghosts are merely noisy and invisible haunts but some are very dangerous and can physically harm by touch, or worse yet, possess a living Character. Ghosts that possess an un-embalmed corpse become Vampyres. Ghosts that possess an embalmed corpse become Mummies. Ghosts have Spectral Weapons or a Touch which are injurious, after a successful Attack Check Roll, roll on the Hit Result Table.

A Ghost may attempt to Possess a Character in the manner of a Magic Jar. A corpse offers no resistance to the possession.

Ghosts can only be injured by magic spells, by silver weapons, and magic weapons.

The Headless Ghost may only be harmed by magical weapons, spells, and weapons made of glass or pure silver. The Ghost does not always attack. Roll on the following table:

Roll 1d6	Description
1-3	The Headless Ghost screams and then disappears.
4	The Headless Ghost shows itself, then disappears.
5-6	The Headless Ghost screams and then attacks the nearest paralysed character.

When the Headless Ghost screams those present must make a saving throw versus paralysis, or become paralysed for 1d6 rounds. Ears may be plugged with wax to prevent hearing the scream but all verbal communication is made impossible. The paralysis caused by the scream may be cured with magic. The attack of the Headless Ghost causes 1d6 damage per round as it attempts to rip the head from it's victim. If it kills it's victim, the Headless Ghost will take their head in place of its own but become unsatisfied with the replacement 1d6 days later and return to the hunt for it's own head.

Actions of the Headless Ghost

The body of the Ghost is interned at Ghost Hill. Details of the internment procedure can be found at the topic Ghost Hill.

### **N. Knockers**

This is intended to be a similar to the traditional mine spirit that knocks where treasure is located. A knocking sound, like a hammer tapping, can be heard which leads in the direction of the nearest treasure but the knocking only lasts for (1d6) turns.

### **O. Kobolds**

Abilities Man-Like: Str 00, Dex 00, Con 00, Int 00, Wis 00, Cha 00

Alignment: Law, Chaos, Conflicted

Armor Class: 3

Hit Dice: 1

Attacks: Weapon

Saving Throw: No

Size: Medium

Special: Immunity to fire

Speed: 6"

Treasure Hoard: Yes

Xenogenesis: No

XP Worth: 100

Kobolds are dwarflike humanoids, 4 to 4 ½' tall, with smoldering hot skin and ember like eyes. Kobolds carry swords, spears and Shields. Kobolds live exclusively deep underground in the fires, to which they are immune. Touching or being touched by a Kobold causes 1d6 burning damage. Kobolds seldom venture near the surface far from their fires lest they cool and turn to stone. Kobolds dislike those who live in the overworld and regard anything taken from underground as stolen property. They will attack all who enter their underground domain. Kobolds can ignite flammable items with a touch setting them on fire. They are particularly fond of eating Lure Beetles.

### **P. Lure Beetles**

Abilities Man-Like: No

Alignment: Chaos

Armor Class: 8

Hit Dice: 1+1/2

Attacks: Bite

Saving Throw: No

Size: Medium

Special: Glowing Lure

Speed: 12"

Treasure Hoard: No

Xenogenesis: No

XP Worth: 150

The Lure Beetle is a nocturnal or cave dwelling insect often found in underground areas. The Lure Beetle has a small organ on it's head which it uses to lure prey close to it's bite and to communicate simple signals. The lure can emit flashes to warn other beetles of nearby danger, which sends them scurrying away to safety. The flashes can also be used to summon an additional 1d6 Beetles to feed! (only roll once for this per encounter) The lures are highly prized for they are capable of illuminating a 20 foot area and continue to glow up to 2d6 day's after being removed from a Beetle's corpse.

### **Q. Medusans**

Abilities Man-Like: Str 16, Dex 14, Con 18, Int 13, Wis 12, Cha 8

Alignment: Chaos

Armor Class: 6

Hit Dice: 4

Attacks: 1 (poisoned weapon, typically a Battle Axe), 1 Bite (poison), Touch (poison)

Saving Throw: Yes

Size: Medium

Special: Poison

Speed: 12"

Treasure Hoard: Yes

Xenogenesis: No

XP Worth: 200

The Medusans are malicious humanoids who dwell far underground. They have venomous serpents instead of hair. Their pale faces and scaly mottled green and brown skin continually secretes a poisonous substance which drips onto everything they touch including their weapons, Poison Dmg 1d6.

Medusan's are never found above ground while the sun shines because the sun, or lamplight, will turn them to stone. The sun turns a Medusan to stone until nightfall. Lamplight turns a Medusan to stone for 1d6 turns if they fail a Saving Throw vs. Paralyzation, and for this reason the Medusan's detest intruders who bring the hated lights into their underground realm. Medusans have Darkvision.

Medusans take the heads of those they defeat in battle as and display them in their caverns. The Medusans, as a race, owe a debt to an evil being and each year they must pay a tribute of skulls or face

the wrath of this malignant being. This makes the Medusan's very aggressive and they actively seek out battle.

### **R. Skeletons**

Abilities Man-Like: Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1  
Alignment: Chaos  
Armor Class: 8 , with shield 7  
Hit Dice: 1  
Attacks: Weapon or strike  
Saving Throw: No  
Size: Medium  
Special: None  
Speed: 12"  
Treasure Hoard: No  
Xenogenesis: No  
XP Worth: 100

Skeletons are the dead called forth by a Wizard or Chaotic Mystic to serve as Undead Warriors. Skeletons are mindless, and have no will of their own. They obey the commands of the one who called them forth.

### **S. Wall Golem**

Abilities Man-Like: Str 18, Dex 8, Con —, Int —, Wis —, Cha 3  
Alignment: Chaos  
Armor Class: 5  
Hit Dice: 3  
Attacks: Weapon or strike  
Saving Throw: No  
Size: Medium  
Special: Immune to Sleep and Charm  
Speed: 6"  
Treasure Hoard: No  
Xenogenesis: No  
XP Worth: 30

Although not as powerful as a Mystic's Golem a Magician can create a Wall Golem whose purpose is to serve as a protector of ,or obstacle to, access to a particular location. It is created by a Magician and given a simple 3 word command such as "none shall pass". The Wall Golem will obey this command until destroyed. The Wall Golem appears as a normal wall or floor until activated by Characters or Monsters attempting to pass by it. Invisible Characters or Monsters do not activate the Wall Golem. The Wall Golem can never be surprised. When the Wall Golem

is activated it manifests itself as 1d3 (3 Hit Die) stone men with swords which are always attached to the 10 x 10 foot area to which the spell was applied.

### **T. Wolves, Dog**

Abilities Man-Like: No  
Alignment: Law  
Armor Class: 7  
Hit Dice: 2+1/2  
Attacks: Bite, Bite  
Saving Throw: No  
Size: Medium  
Special: No  
Speed: 20"  
Treasure Hoard: No  
Xenogenesis: No  
XP Worth: 250

The Wolf is a pack hunter known for their persistence and cunning. A favourite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear. Their numbers make them dangerous Foes. Wolves are difficult to detect because they move silently. A Dog is essentially a domesticated Wolf. Dogs can track by scent following a trail not more than 1 day old, move silently, and detect approaching Foes within 18", even in complete darkness, and sound the alarm by growling and barking, thereby negating surprise. Dogs are completely loyal to their masters and never check morale if their master is attacked.

### **U. Zombies**

Abilities Man-Like: Str 12, Dex 8, Con —, Int —, Wis 10, Cha 3  
Alignment: Chaos  
Armor Class: 8  
Hit Dice: 2  
Attacks: Weapon or strike  
Saving Throw: No  
Size: Medium  
Special: Immune to sleep and charm  
Speed: 6"  
Treasure Hoard: No  
Xenogenesis: No  
XP Worth: 30

A corpse revived as a servant by a Wizard or Chaotic Mystic. Zombies remain under the control of the one who revived them since they have no will of

their own. They obey only the simplest commands. Zombies can be killed by throwing salt at them. If the salt strikes the Zombie it causes 2d6 damage and if the Zombie's Hit Points are reduced to 0 it becomes an inanimate corpse once more.

## Treasure Hoards

A Treasure Hoard may be hidden by a Trick, or protected by a Trap or Monster. Treasure Hoards for Monsters have been provided and may be placed (even more than once) in the adventure wherever they are required. A Treasure Hoard should always have some obstacle to protect it such as a Trick, Trap, or Monster. The Referee (Ref) may change the protection or content of a Treasure Hoard in any way they see fit to suit their own game.

### *Locations of Specific Treasure Hoards:*

#### ***Ghost Hill Treasure Hoard***

An Iron Strongbox containing 3000 Silver Pennies, a Potion of Haste, a Potion of Remove Curse, a Papyri of Protection From Arrows, Magic Armor AC-1 Scale Bone, Sword +1 vs. Kobolds, a Potion of Cure Light Wounds, and a Papyri of Remove Curse.

#### ***Dungeon Map Key 2***

Treasure Hoard: A cloth sack contains 100 Silver pennies, and a Potion of Darkvision.

#### ***Dungeon Map Key 38***

Treasure Hoard: In a locked iron chest; +1 Amulet v.s. Chaos, 500 silver pennies, Elvish Long sword +1, +2 vs Spiders.

### ***Assignable Treasure Hoards:***

#### ***Treasure Hoard 1.***

A Treasure Hoard is buried here. The Treasure Hoard consists of: 2000 Silver Pennies, and a magic talking rock which always comes back after it is thrown. It may speak of anything it has seen, and a Map to a buried Treasure within a Leather Sack located on the Atlas Map Location Hermit's Cave. That Treasure contains 800 Silver Pennies, and 2 Class 1 Potions, one of True Seeing and one of Comprehend Languages.

#### ***Treasure Hoard 2.***

This sack contains 100 Gold coins and, 50 Silver pennies. However the real value lies in the sack for it is really a Bag which may contain anything one

puts into it providing it will fit through the 12 inch opening.

#### ***Treasure Hoard 3.***

An iron strongbox is padlocked. This lock can never be undone for it is not a real lock but a trick. The bottom of the strongbox has a hidden latch which opens it. Within the strongbox is hidden a Cloth Sack containing 100 Silver Pennies, and Armor -1, Scale Bronze, a Magic Sword Scabbard -1, and a Class 1 Potion Detect Magic.

#### ***Treasure Hoard 4.***

Hidden under a rock is a Magic Ring of Invisibility which allows its user to turn invisible when worn, per the Power Invisibility but it has a terrible curse for each time it is worn and used the wearer ages 1 year if they fail a saving throw vs. Magic & Illusion.

#### ***Treasure Hoard 5.***

In a chest may be found items of clothing, a bag of 100 Silver pennies, and Magic 7 League Boots.

#### ***Treasure Hoard 6.***

Hidden behind an illusion of rock wall is a Leather Sack containing 400 Silver Pennies, and a Class 0 Potion Detect Undead, and a Class 1 Potion Cure Light Wounds.

#### ***Treasure Hoard 7.***

In the gut of a monster may be found a rare gemstone worth 500 Gold Coins, and 200 Silver Pennies, and a Class 3 Potion Fly.

#### ***Treasure Hoard 8.***

Scattered on the floor are 400 silver pennies.

#### ***Treasure Hoard 9.***

A Leather Sack containing 400 Silver Pennies, and a Map to a buried Treasure located on the Atlas Map Location Dunghills: That Treasure Hoard consists of a Leather Sack containing 100 Silver Pennies, and a Class 2 Potion Detect Undead, and a Weapon +1 +2 vs. Undead.

#### ***Treasure Hoard 10.***

In a small niche in the wall is a magic Amulet vs. Chaos.

#### ***Treasure Hoard 11.***

This sack contains 100 Silver pennies, and a Class 3 Potion Darkvision.

**Treasure Hoard 12.**

+1 Magic broad sword of Gufalk bears upon it ancient runes. They merely state "Hotun Cleaver" in the ancient language of the northern barbarians.

**Treasure Hoard 13.**

Scattered on the floor are 100 silver pennies.

**Treasure Hoard 14.**

*Referee (Ref): This Treasure might be used for a portion of the Hoard of Baron Gloom.*

This rusted strongbox contains, 4000 silver pennies, a Magic Papyri of a Class 2 spell, Bottled Spirits[IP], Armor -1 -2 vs. Undead, Scale Horn, a Class 2 Potion Bless, and a Class 3 Potion Locate, and a Map to a buried Treasure located on the Atlas Map Location Forest Road, That Treasure Hoard within a Wood Strongbox contains 900 Silver Pennies, a Class 2 Potion Command Undead, and a Magic Ring which protects its wearer, Armor Class -1.

**Currency**

The silver penny is the most common form of currency. Objects, such as gemstones, are valued in silver pennies.

**Gloomland Non Player Characters**

*The Topic "Gloomland Non Player Characters" and its subtopics "The Baron Gloom", "Sir Edmund", "The Baron's Patrols", "Second Level Knight", "First Level Knight", are open Game Content.*

**The Baron Gloom**

The Baron Gloom is rated as a third level Human Warrior. He has a +1 Magic Sword that allows him to turn invisible for 1d6 turns.

Baron Gloom, Sir Richard Gurden, Warrior, Level 4  
Abilities Man-Like: Str 18, Dex 15, Con 14, Int 12, Wis 12, Cha 16  
Alignment: Lawful  
Armor Class: 6  
Hit Dice: 4  
Attacks: Weapon 1d6 or Magic Broadsword +1, Lance (Spear)  
Saving Throw: Yes  
Size: Medium  
Special: Sword Invisibility  
Speed: 12"

Treasure Hoard: Yes, and 3000 Gold Coins

Xenogenesis: No

XP Worth: 400

Gear: Mail, Medium Shield, Helm, 3000 silver pennies, Scribes Desk.

When outside the castle the Baron is horsed and always accompanied by a patrol, see the encounters for the composition of the patrols.

**Sir Edmund**

Sir Edmund Longshanks Mund, Warrior, Level 3  
Abilities Man-Like: Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 14  
Alignment: Lawful  
Armor Class: 6  
Hit Dice: 3  
Attacks: Sword, Lance (Spear), or Crossbow  
Saving Throw: No  
Size: Medium  
Special: No  
Speed: 12"  
Treasure Hoard: Yes, and 100 Gold Coins  
Xenogenesis: No  
XP Worth: 300  
Gear: Mail, Medium Shield, Helm, 100 silver pennies

When outside the keep Sir Edmund is horsed and always accompanied by a patrol of three Men-at-Arms. Edmund seldom patrols outside his own borders. Edmund carries a crossbow, and he is a marksman.

**The Baron's Patrols**

A Knight is rated as a first or second level Human Warrior.

**Second Level Knight; Crabbe, Hinde, Neral**

Abilities Man-Like: Str 14, Dex 12, Con 12, Int 12, Wis 10, Cha 10  
Alignment: Lawful  
Armor Class: 6  
Hit Dice: 2  
Attacks: Sword, Lance (Spear)  
Saving Throw: No  
Size: Medium  
Special: No  
Speed: 12"  
Treasure Hoard: Yes, and 10 Silver Pennies  
Xenogenesis: No  
XP Worth: 200

Gear: Mail, Shield, Helm, 10 silver pennies

### **First Level Knight; Iscel, Morel, Willow**

Abilities Man-Like: Str 14, Dex 12, Con 12, Int 12, Wis 10, Cha 10

Alignment: Lawful

Armor Class: 6

Hit Dice: 1

Attacks: Sword, Lance (Spear)

Saving Throw: No

Size: Medium

Special: No

Speed: 12"

Treasure Hoard: Yes, and 5 Silver Pennies

Xenogenesis: No

XP Worth: 100

Gear: Mail, Shield, Helm, 5 silver pennies

### **Man-At-Arms**

Abilities Man-Like: Str 14, Dex 12, Con 12, Int 12, Wis 10, Cha 10

Alignment: Lawful

Armor Class: 6

Hit Dice: 1

Attacks: Sword, Lance (Spear)

Saving Throw: No

Size: Medium

Special: No

Speed: 12"

Treasure Hoard: Yes, and 5 Silver Pennies

Xenogenesis: No

XP Worth: 100

Gear: Mail, Shield, Helm, 2 silver pennies

### **Conduct of the Patrols**

The Barons Patrols are led by his Knights and the Men-at-Arms who accompany them are mail clad horsemen and armed with lances, shields, and swords. All know their business and are not afraid of conflict with strangers for it is their job to keep order and drive away enemies. Anyone they are suspicious of is detained and taken to Gloom Keep for the Baron to Question. If they see a fight between characters and monsters they will weigh in on the side of the characters, joining the fight, and ask questions later on. Character's carrying sacks of looted Treasure Hoards are escorted to Gloom Keep to give the Baron his 10%.<sup>[p1]</sup>

## **Experience Point Bonus**

*The Topic "Experience Point Bonus" is Open Game Content.*

A Bonus is given for completing specific goals in a session during the adventure, there is no fixed number of sessions required for the completion of these tasks:

*Additional Experience Points are given for completing specific goals during the adventure:*

*+500 XP Locate the missing head of the Headless Ghost.*

*+500 XP Obtain the REWARD from the Baron for locating the missing head of the Headless Ghost. The correct skull must be shown to the Baron.*

*+500 XP Lay the Headless Ghost to rest by interring the missing head at Ghost Hill with the remainder of the body.*

### **Check Rolls**

The Ref should use Check Rolls to work out more information based on the descriptions they provide. For example, require players to make Spot Check Rolls to glean further information, but only require the roll when they actually say they are looking for clues such as any signs of a trail left by monsters, when searching for secret doors and traps, or examining their surroundings or objects to learn something from them.

How does all this apply to following a Troll? In the case of a Troll, one or more Task Check Rolls (see pages 8 and 9 of Fenris 2d6) can be used to determine what information players learn. INT or WIS are used to make the Spot Task. If the players roll successfully INT/WIS v.s. Average they might find a trail left by the Troll but learn nothing more. If they roll successfully INT/WIS v.s. Hard they also spot the Troll's ambush.

### Pre-Generated Characters

The following pre-generated characters are based on classic Role Playing tropes. Copy the stats to a character sheet.

- Each Character is granted weapons and armour by their Social Status even if they cannot themselves use them. A Magician granted such a boon might have no use for armour but may loan it to another player's Character.
- Each Player Character begins the game with 3d6 x 10 silver pennies which they may spend on weapons, and gear. Armour is very expensive and will be beyond the reach of those starting out; this is deliberate. It is not particularly disadvantageous in Fenris 2d6 to have no armour because difference in armour is applied to attacks as a die roll modifier. The characters

will have to earn enough money through adventuring, or be so lucky as to find armour through dungeon delving.

- The most common currency used in Gloomland is the silver penny, gold crowns are seldom used.
- The Referee may allow players to pick the starting spells their characters will know or assign them. Don't forget the bonus spells! There is no daily limit to the number of spells which may be cast but characters may only cast the spells that they know.
- The Referee should allow the players to modify the Class Ability Scores according to the rules on page 2 of the Fenris 2d6 rulebook.
- Fill out the boxes on the Character Sheet completely and refer to the rulebook as necessary.

Level	Class	Ethnicity	Max Level	Speed	Armor Class	AC Shield	Enc.	Helmet	Hit Dice	Ability Stats	Ability Bonuses	Base Spells	Social Standing	Weapon	Money
1	Warrior	Dwarf	6	40'	(9) None	Shield (-1), +2 HD Defence		(A) Leather	4	Str 14, Dex 13, Con 14, Int 11, Wis 9, Cha 9	+1 Damage, +1 Hit Point	-	Farmer	Sword	140 sp
1	Warrior	Elf	4	60'	(9) None	Shield (-1), +2 HD Defence		(A) Leather	4	Str 13, Dex 9, Con 13, Int 11, Wis 9, Cha 9		-	Freeman	Short Shaft Axe	110 sp
1	Warrior	Halfling	4	40'	(9) None	Shield (-1), +2 HD Defence		(A) Leather	4	Str 13, Dex 15, Con 14, Int 11, Wis 9, Cha 10	+1 Ranged Attacks, +1 Hit Point	-	Outlaw	Spear	70 sp
1	Warrior	Human	10	60'	(9) None	Shield (-1), +2 HD Defence		(A) Leather	4	Str 14, Dex 11, Con 11, Int 13, Wis 6, Cha 9	+1 Damage	-	Landlord	Sword, Short Shaft Axe	130 sp
1	Warrior	Human	10	40'	(9) None	Shield (-1), +2 HD Defence		(A) Leather	4	Str 16, Dex 10, Con 7, Int 12, Wis 9, Cha 9	+1 Damage	-	Freeman	Short Shaft Axe	160 sp
1	Mystic	Human	10	60'	(9) None	Shield (-1)		(A) Leather	3	Str 9, Dex 11, Con 9, Int 11, Wis 15, Cha 10	Bonus Spells: 1 Class 0, at current level	1 Class 0	Outlaw	Spear	110 sp
1	Magician	Human	10	60'	(9) None	-		(A) Leather	2	Str 12, Dex 4, Con 12, Int 16, Wis 7, Cha 8	Bonus Spells: 1 Class 0, 1 Class 1, at current level	2 Class 0, 1 Class 1	Freeman (Farmer)	Sword	120 sp
1	Magician	Elf	8	60'	(9) None, Owns but cannot use; Mail.	Owns but cannot use; Shield.		(B) Iron with Mail Curtain and Nose Guard	2	Str 13, Dex 13, Con 11, Int 15, Wis 14, Cha 12	Bonus Spells: 1 Class 0, 1 Class 1, at current level	2 Class 0, 1 Class 1	Freeman (Noble man)	Sax, owns but cannot use; Sword, Short Shaft Axe, Spear	130 sp
1	Magician	Halfling	6	40'	(9) None	-		(A) Leather	2	Str 8, Dex 16, Con 9, Int 15, Wis 13, Cha 8	Bonus Spells: 1 Class 0, 1 Class 1, at current level	2 Class 0, 1 Class 1	Freeman (Farmer)	Sword	160 sp

[OGC]



Drawn by Halfdan Egedius





Name   
Class

Alignment   
Level

XP Bonus

### Ability Modifiers

Also:  
 Damage Bonus  
 AC Bonus  
 vs. Common Hazards + Add to each HD  
 Bonus Languages  
 Spell Bonus  
 vs. Magic & Illusion  
 Influence Others & Morale Checks

STR →   
 DEX →   
 CON →   
 INT →   
 WIZ →   
 CHA →

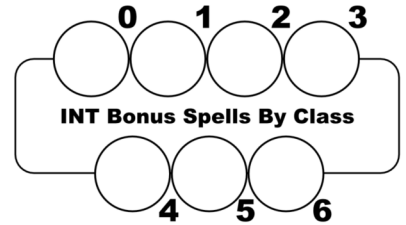
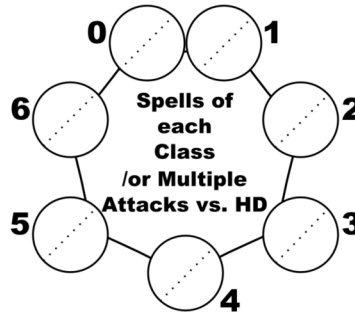
### XP Chaos

### XP Law

Chaos Conf. Law

### Alignment Status



### Ethnicity

### Languages

### Notes, Gear & Spells

### Weapons & Weapon Class

Base AC    Shield    Helmet    Dex AC Bonus    Modified AC

Armor

Helmet Spot    Helmet Listen    Helmet Fall    Helmet Falling Rock    Damage Roll Modifier

Helmet

Base Armor    Heavy Load

Speed

You

Peer Sizes

Non Peer Roll Modifier →

Attack Hit Dies

Hit Points     Damage

Warrior Only  
Shield +2 HD

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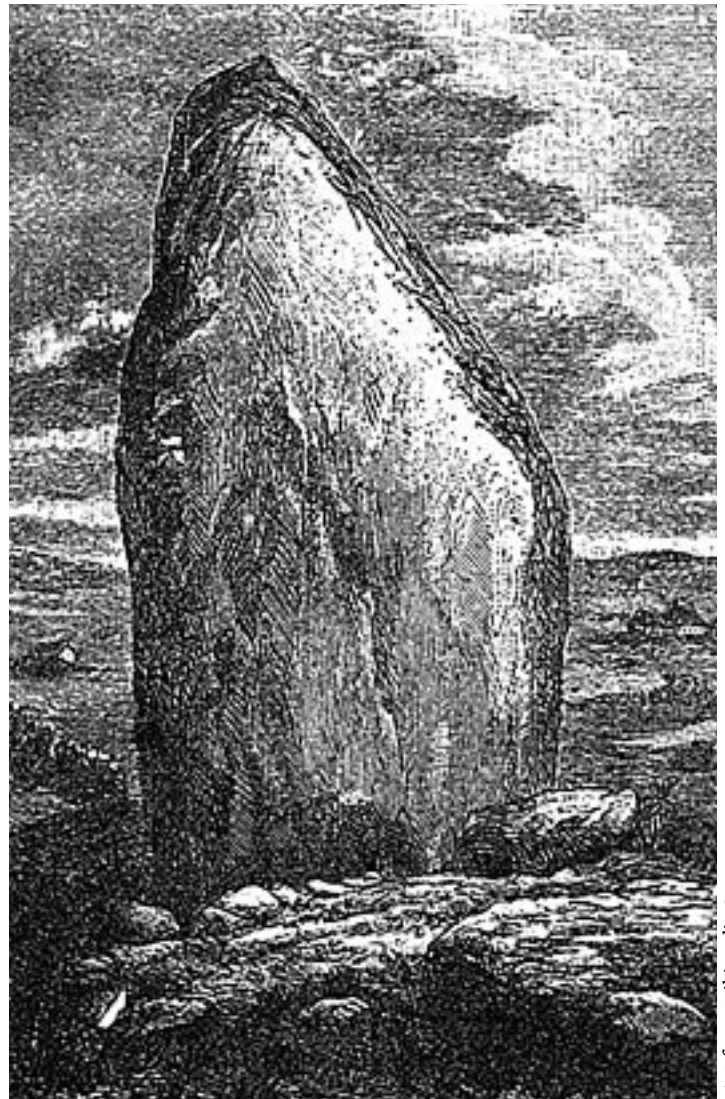
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