

# *INTO THE TROLLS' DEN!!!*

**A Fantasy Adventure for Character Levels 1-3**

Compatible with most Old School Fantasy Games and retrogames like  
Labyrinth Lord™, Basic Fantasy™, and OSRIC™)



*The party will enter a troll lair in search of magical weapons.  
But will they exit alive?*

*(Includes pregenerated characters so you can play TODAY!)*



**Basic Fantasy RPG  
Compatible**

[www.basicfantasy.org](http://www.basicfantasy.org)

**Labyrinth Lord  
Compatible Product**

# TREASURE, OR TRAGEDY?

*In this ready-to-play adventure, your players will infiltrate a troll den in search of the treasure within. However these particular trolls have traps and allies just waiting for them. This adventure is a great first session for new players or for starting a new campaign.*

*Here's what you get for your gold pieces:*

- *A ready-to-play adventure*
- *Three printable maps for tabletop play*
- *Three digital maps for your virtual tabletop*
- *Pregenerated player characters. Get playing TODAY!*
- *THREE BONUS CHARACTERS FROM OUR OTHER SUPPLEMENTS!*
- *Suggestions for extending the adventure for further sessions*



*This adventure can be used with your favorite old school fantasy ruleset or retrogame with little or no modifications. It can also be used with later editions with a little tweaking.*

*Gaming looks even sweeter from Sharp Mountain!*

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# ***INTO THE TROLLS'***

## ***DEN!!!***

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## INTRODUCTION

Thank you for purchasing this product. This adventure is designed for use with your favorite old-school game. You should be able to use the stats in this adventure with little or no modification. Pre-generated characters are provided at the end of the adventure. Print them, pass them out, and you're ready to go. Three bonus characters are provided from our other supplements. You do not need to purchase those supplements to use the characters in your game. Also, your players can use their own characters if you prefer. Feel free to change any of the details to make it fit your campaign.

In this adventure, player characters will attempt to infiltrate a troll den north of halfling settlements. It is rumored that the trolls have collected magic weapons along with a considerable pile of loot. However, there may be a few challenges for the players before they can get to all those goodies.

### NOTES FOR THE GAME MASTER

**Armor Class:** Armor class is provided in both descending and ascending format. For example, if AC is listed as 8 (12), 8 is descending, and 12 ascending.

**Monsters:** Monster stat blocks are provided for encounter. A "to hit" chart is provided with each for your convenience. An attack bonus is also provided for those using Ascending Armor Class.

**Adjusting for Party Size:** This adventure was designed for 4-6 players, assuming the major classes (fighter, magic user, cleric, and thief) are represented. For larger or smaller parties, feel free to adjust the number of opponents.

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### The Adventure

Player characters (PC's) will begin the adventure by meeting with **Sunday Roamer**, a retired halfling adventurer. If you are weaving this

adventure into a continuing campaign, feel free to move the meeting to a different location. If this is a first session, then you can just begin as suggested below.

To start the adventure, read or paraphrase the following information to your players:

Your travels have brought you to the West Shires, beautiful lands of peaceful farms and quiet villages. You have recently made the acquaintance of a local halfling, **Sunday Roamer**, who claims to be a retired adventurer.

He has asked to meet with you privately in the back room at the local tavern, **The Dragon's Keg**. Sunday is seated a table near the fire, and some light food and drink is available. Sunday is nearing late middle age, though he still has a sharp mind. He will invite the party to sit down and join him. Once seated, he will say:

"I'm so glad you came. I have a little excursion that might interest you. Have you folks ever heard tales of what lies in troll's dens?"



**SUNDAY ROAMER**

Sunday will tell the party about a troll encroachment north of the halfling lands. He is very concerned that more trolls will follow and take over the farms near that area. At least two trolls have been spotted, and they are often accompanied by orcs or goblins.

Sunday hopes the adventures will consider clearing out the trolls' den. It would benefit the local halflings, and also the party. Trolls are known hoarders, and the party would be welcome to keep any wealth they find in the den. Also, there may be enchanted weapons. This would be a great boon to adventurers just starting their career.

Sunday will provide the party with directions to the trolls' lair. It is slightly more than a day's journey from the tavern. He also knows that there is a druidess, **Cathbad**, who lives in the same area. She is quite reclusive, but may be able to provide some information. If the party asks for more information, he will reveal that she has a sweet tooth and doesn't get treats from civilization often. He will front the party 40 gp for supplies.

If the party would like to make any purchases before setting out, there are a few shops nearby. They can provide most mundane items such as rope, tents or food. There is also a blacksmith. While he has no weapons or armor, he does carry a fine selection of shovels, rakes, horseshoes and cookware.

All further encounters occur on **Map 1**, **Map 2**, and **Map 3**, shown in **Appendix A**. Printable color maps are provided with this product. Simply print it out, trim the white border, and glue or tape the edges together. Also, color images in .jpg format are provided for online play

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### AREA 1 (Map 1)

As the party travels leaves the town, they will pass through peaceful farmlands. The locals are quite curious and may even stop and talk with

them. Eventually, the farms will give way to forest and hills. Their trip will require the party to either camp overnight (in **Area 1**) or press on through the darkness. At any time during the night, there may be a wandering monster encounter. This is at the GM's discretion. It is suggested that the encounter occur right at dusk, so spellcasters may still get their sleep. They'll need a full complement of spells the next day.

If an encounter is to occur, roll a 1d6 and consult the following table, or just pick your favorite.

Roll	Creature(s) encountered
1	1d6 goblins
2	1d2 bears
3	1 diseased and violent treant
4	1d4 human bandits
5	1d4 halfling bandits
6	1 lonely, harmless ghost

Whether or not a wandering encounter occurs, PC's on watch during the night will hear distant howls. The GM may allow them to make an INTELLIGENCE check to recognize them as wolf howls.

---

### AREA 2 (Map 1)

Early the next day, they will reach the hut of the druidess, **Cathbad**. It is a small, one room hut with an outhouse in the back. The hut is crammed with leaves, mosses, and other items gathered from the forest. If any party members sneak up upon her, they will find her brewing an elixir in a large pot outside the hut. The elixir has a sweet smell that can be detected for about 20 yards. If the party does not hide their approach, she will run inside her hut and lock the door.

Cathbad will talk with the party through the door, though she will be suspicious of their intent. Gifts, clever roleplaying, or perhaps a CHARISMA check or two can win her over. She always speaks in a hushed whisper, and urges the party to do the same. She doesn't like to disturb the calm of nature.

Cathbad will reveal that she did see a wizard entering the trolls' den. He left with another human, though she did not get a good look at the other person. She suspects that he bartered traps in exchange for the prisoner.

If Cathbad has been well treated, she will offer the party a taste of her elixir. This sweet concoction restores 1d3 hit points to anyone who drinks it. However, it only does this once per character, even if they drink more samples. Characters who are at maximum hit points gain 1d3 hit points above their normal total. However, once lost, those points do not return.

Should the party choose to fight Cathbad, stats are provided below. She can also be used as a replacement PC if needed for the remainder of this adventure.

<b>CATHBAD (3 HD)</b>										18 hp	AC 8(12)
# At 1(mace), DMG 1d6, Save C3, ML 8											
<b>Spells</b>											
First level (2 clerical spells/day)											
<b>AC</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>		
To Hit	10	11	12	13	14	15	16	17	18		
<b>Ascending AC combat information</b> +2 (1d6) mace											

### AREA 3 (Map 2)

The path now winds through a rocky area. The roar of a river can be heard in the distance. As the PC's walk through the ravine, 4 dire wolves will surround the party. They will rush down from the top of the rocks and attack immediately.

These dire wolves are intelligent, and can talk. Their leader, **Graymark**, will urge them on. "The trolls will only give us their bones! Take what you want first!"

If any of the wolves are captured, they will reveal that they are working for the trolls (**Rujabu**, **Ajabu**, and **Henken**). They recently delivered several gnomes to the trolls for their feasts.

<b>DIRE WOLF (4 HD)</b>										18 hp	AC 7(13)
# At 1(bite), DMG 2d4, Save F2, ML 8											
<b>AC</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>		
To Hit	7	8	9	10	11	12	13	14	15		
<b>Ascending AC combat information</b> +4 (2d4) bite											



They know that there are orcs with the trolls, but they do not know their names. They will reveal that a cloaked human visited the trolls recently, leaving with a human woman.

### AREA 4 (Map 2)

After encountering the wolves, the players will now have to cross a raging river. Recent storms have increased the flow of the river to dangerous levels. The river is 20 feet wide and about 10 feet deep in the middle.

To cross the river safely, PC's will have to make three swimming checks. A CONSTITUTION check is one method of resolving this. Consult the following table to see what happens:

SUCCESSSES	RESULTS
3	PC reaches the other side unharmed
2	PC reaches the other side, but slipped under the water. They take 1d3 points of damage
1 or 0	PC does not reach the other side. They take 1d3 points of damage from inhaling water and are swept downstream. They will take 1d3 points of damage each round until rescued.

If the PC's use ropes or some other method to help them across the river, lower the number of successes needed by one (or two if you think they are really clever).

### AREA 5 (Map 3)

This is the entrance to the troll's den. The cave entrance is about 10 feet tall and 10 feet wide. There is a strange, pearlescent mist in the entranceway. Outside the entrance, a fire pit still smokes.

The entranceway has been placed under a spell. Any PC who attempts to walk through the entrance will be thrown backwards about 5-10 feet and will take 1d2 points of damage. They will not be able to walk through the entrance.

If they decide to throw a rock or stick at the entrance, ask them how fast they are throwing it. If they are lobbing it gently, it will bounce back. If they say they are throwing as hard as they can, make a *secret* STRENGTH check. If the check is successful, the rock or stick goes through.

If players decide to run through at full speed, they *will* get through the entrance. However, they must make a CONSTITUTION check. If successful, they are unharmed. If they are unsuccessful, they do get through, but trip on the way and take 1d2 points of damage. Larger characters may attempt to carry or toss dwarves and halflings through.

The same rules apply when leaving the cave. A **Dispel Magic** spell will remove the barrier permanently.

### AREA 6 (Map 3)

As the party makes their way inside, they will suspect that this was once a mine. The walls and floor are roughly carved from the mountain itself. A makeshift animal pen has been set up in a small nook in the wall. Two goats and a pig are inside. A simple gate made of sticks keeps the animals inside. The gate is not locked and can be opened easily if desired.

### AREA 7 (Map 3)

In this area is a small jail cell. It is secured with a iron bars. Two orcs, **Bogump** and **Bogmash**, stand guard outside the cell. The orcs are not particularly attentive, and are chatting together. If a PC can get close, they will hear them talking about taking the gnomes back to the trolls soon for dinner.

<b>ORC (1 HD)</b>		5 hp AC 6(14)							
# At 1(spear), DMG 1d6, Save F1, ML 8									
<b>AC</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
To Hit	10	11	12	13	14	15	16	17	18
<b>Ascending AC combat information</b> +1 (1d6) spear									



Inside the cell are three gnomes, two men and a woman. They are **Wiston, Thimm, and Hanna**, all siblings. They are weak from a lack of food and water.

If rescued, the gnomes will be more than happy to tell their tale to the party. They were taking their mined metals back to their village and were captured by the orcs. They are unarmed but are of noble mind. If armed, they would be willing to stay and help the party fight. If any PC's have been killed, they may wish to play a gnome for the remainder of this session using the statistics below.

<b>GNOME (1 HD)</b>		5 hp AC 5(15)							
#At 1, DMG 1d6, Save D1, ML 8									
<b>AC</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
To Hit	10	11	12	13	14	15	16	17	18
<b>Ascending AC combat information</b> +1 (1d6) sword									

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### AREA 8 (Map 3)

This room serves as the common room for the orcs. They have set up a rickety table and stools in one corner, and blankets and sleeping straw are strewn around. Bones litter the corner of the wall, remnants of their recent meals. There are also two kegs of ale in the room.

Four orcs are sitting at the table, and one is napping on a blanket. The orcs will fight and try to kill the party. They will brag that they'll feed the PC's corpses to the trolls.

If captured, they will tell the party that this is only the beginning. More trolls and orcs plan to descend upon these lands and take them for themselves. Possible orc names include: **Ulgan, Tahig, and Orzgug**.

A thorough search of the orcs belongings will turn up 127 gp, five daggers, and three dice carved from bones.

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### AREA 9 (Map 3)

The party's path is block by a pair of thick wooden doors. These doors have been sealed using the *Hold portal* spell. They may be opened with a *Knock* spell.

Since the wooden doors are mounted underground in a damp environment, three successful **Open Doors** checks will also open the doors. The checks do not have to be made by the same character.

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### AREA 10 (Map 3)

Upon opening this door, the PC's will be amazed at how quiet the corridor is. At the end of the corridor is a statue of a man in a wizard's robe. A large red gem is seated in the center of the statue's chest.

The statue has been enchanted to produce a *Silence* spell effect in the hallway. Destroying the statue will dispel the *Silence* spell. Any character who touches the gem, or even attempts to pry it out of the statue must make a **Saving Throw versus Spells** or suffer the effects of a *Confusion* spell. If the *Confusion* spell affects one person, it is drained from the gem. The gem has a value of 300 gp.

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### AREA 11 (Map 3)

This area serves as the trolls' inner sanctum. If any party member sneaks up, they will hear the trolls talking among themselves.

As the party enters, they will see a depression where a large insect-like creature prowls around. This is a **Rust Monster**, and a generous DM may allow for an INTELLIGENCE roll to recognize it. Bones and rusty remains of weapons and armor litter the floor.

Three trolls recline on ledges about 8 feet above the rust monster. Their treasure is kept on the ledges as well. The trolls are sitting with their legs dangling over the edge, discussing the



relative merits of **Friar Thyme's** account of the legendary hero **Vel Varro**. **Ajabu** and **Henken** consider it a masterpiece, while **Rujabu** thinks it is too derivative of other adventure stories. They have a copy of the book that they pass around to make their points.

The trolls have no intention of letting the PC's return to town and bringing more men here. They will fight immediately. However, they will attempt to flee if things aren't going their way, and the GM should remember to check for morale.

<b>RUST MONSTER (5 HD)</b> 25 hp AC 2(18)									
# At 1(antenna), DMG <i>special</i> , Save F5, ML 7									
<i>If the rust monster makes contact with any metal item, the item rusts immediately.</i>									
<i>Magical weapons lose a +1 at each contact</i>									
<b>AC</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
To Hit	6	7	8	9	10	11	12	13	14
<b>Ascending AC combat information</b> +5 ( <i>special</i> ) antenna									

<b>TROLL (6 HD)</b> 27 hp AC 4(16)									
# At 2(claw/claw/bit), DMG 1d6/1d6/1d10 Save F6, ML 10									
<i>Regains 1 hp per round</i>									
<i>Cannot regain hp lost from fire or acid attacks</i>									
<i>Must SaveVsTurn To Stone if hit with a Light spellor be turned to stone.</i>									
<b>AC</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
To Hit	5	6	7	8	9	10	11	12	13
<b>Ascending AC combat information</b> +6 (1d6/1d6/1d10) claw/claw/bite									

If captured, the trolls will beg to be let go. They will promise to return to the mountains and to tell all their relatives to stay away from the West Shires forever. Whether the party wishes to take them at their word is their call.

*[GM's Note: These trolls have a vulnerability to a Light spell. The spell must be aimed at an individual troll and not the group. This is to model a troll's weakness as found in classic literature. GM's do not have to give the trolls this weakness if they chose not to.]*

On the ledges are numerous items of value. They include:

- Books (60 gp in value)
- Coins and gems (507 gp value)
- +1 long sword
- +1 dagger
- +1 mace
- Potion of *Invisibility*
- Potion of *Fly*
- Bag of magical dust that reproduces a *Knock* spell



## CONCLUDING THE ADVENTURE

Sunday Roamer will be happy to lead the PC's back to his village. A celebration will be held in their honor, and the local cleric, **Friar Thyme**, will be happy to provide healing services for the injured. He will also provide complimentary funerals for any deceased party members.

Sunday will offer the party 200 gold pieces from his personal stash which he claims came from a dragon's den.

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### EXTENDING THE ADVENTURE

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Here are several thoughts on extending this adventure.

**Rescue:** The wizard who has been working with the trolls has taken a prisoner to his tower in the mountains nearby. It is left to the GM to decide who the prisoner is. It could be a relative of one of the PC's, or perhaps the son or daughter a local human nobleman. Either way, they party may wish to try to rescue them from the wizard's clutches. This can involve defeating or deceiving the wizard's guards, and making their way through any traps the wizard has placed inside his abode.

**A side job:** The rescued gnomes will offer to hire the party to help keep their home safe. The rest of the orc tribe makes periodic visits to their village and demands tribute from their mines and farms. The visits occur at regular intervals, so the party could wait for the orcs and try to ambush

them. Who knows, they might even be remembered as *The Magnificent Six or So!*

**Book 'em:** One of the books that they recover is quite valuable historically. Sunday Roamer will offer to hire the party to deliver it to a wizard of his acquaintance who lives just beyond the **Dark Forest**. Of course, they may have to get past goblins, giant spiders, and maybe even a wyvern on the way.

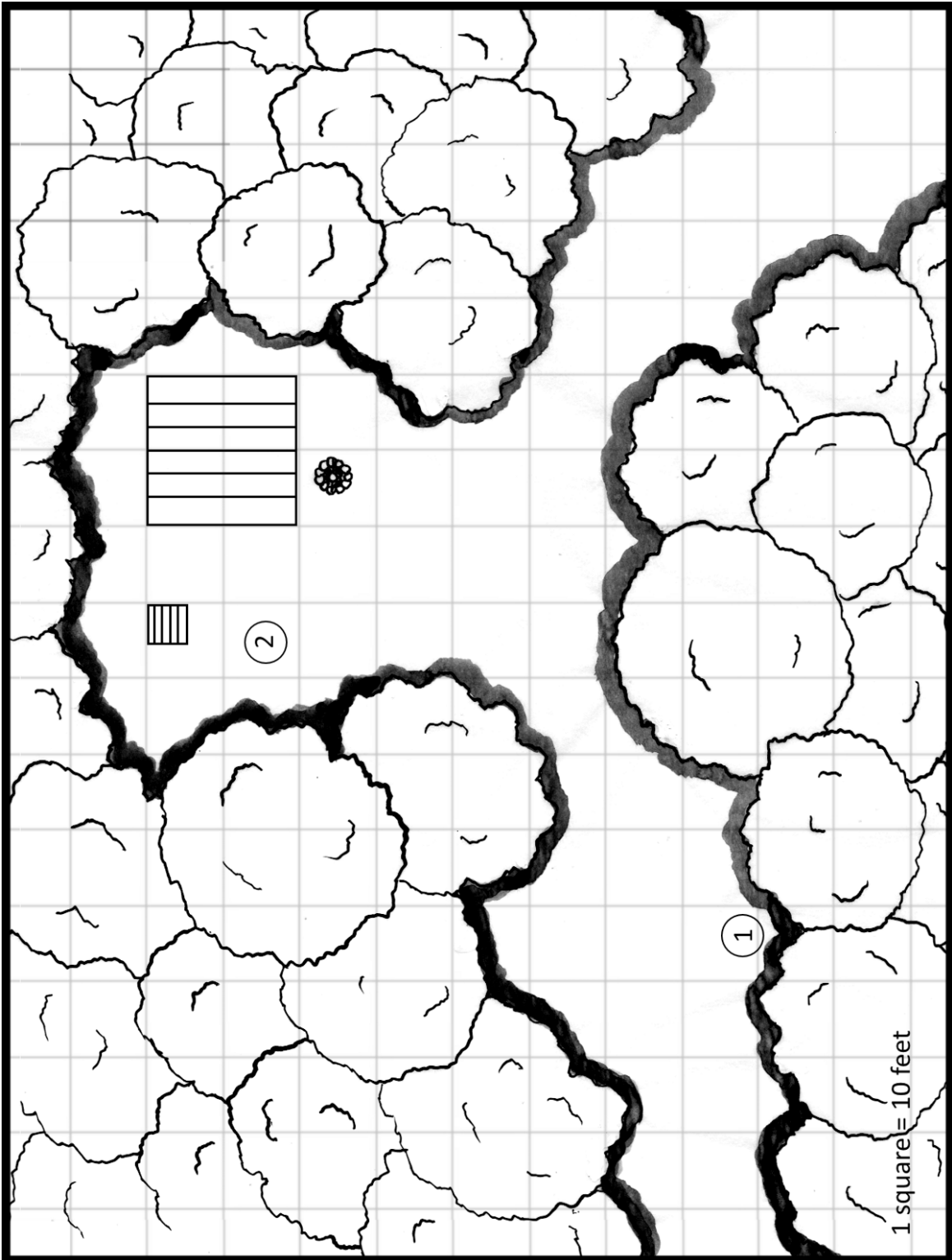


Again, thanks for purchasing this adventure. Change whatever you like, make it your own. Most importantly, have a great time with it at your next game.

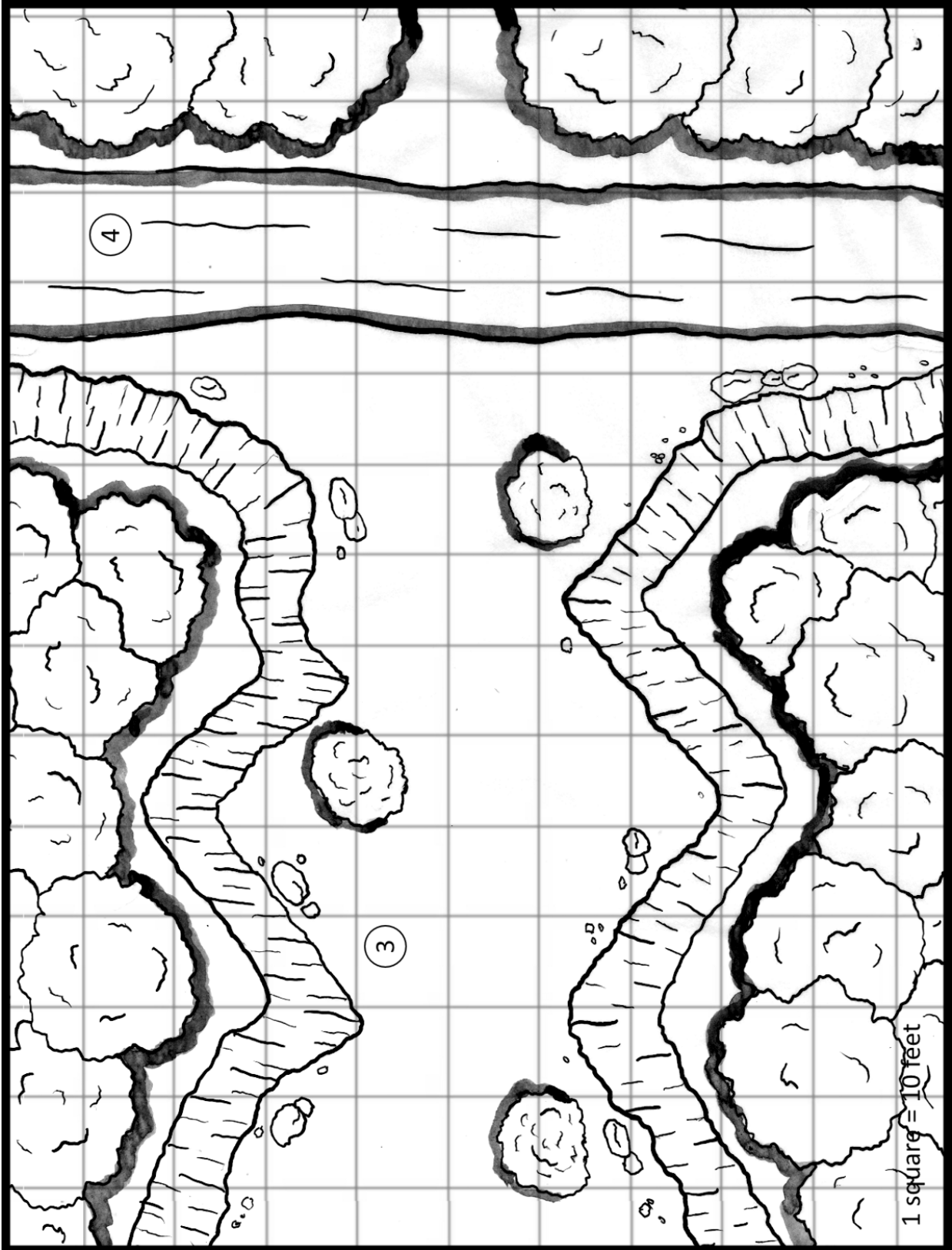


# APPENDIX A: MAPS

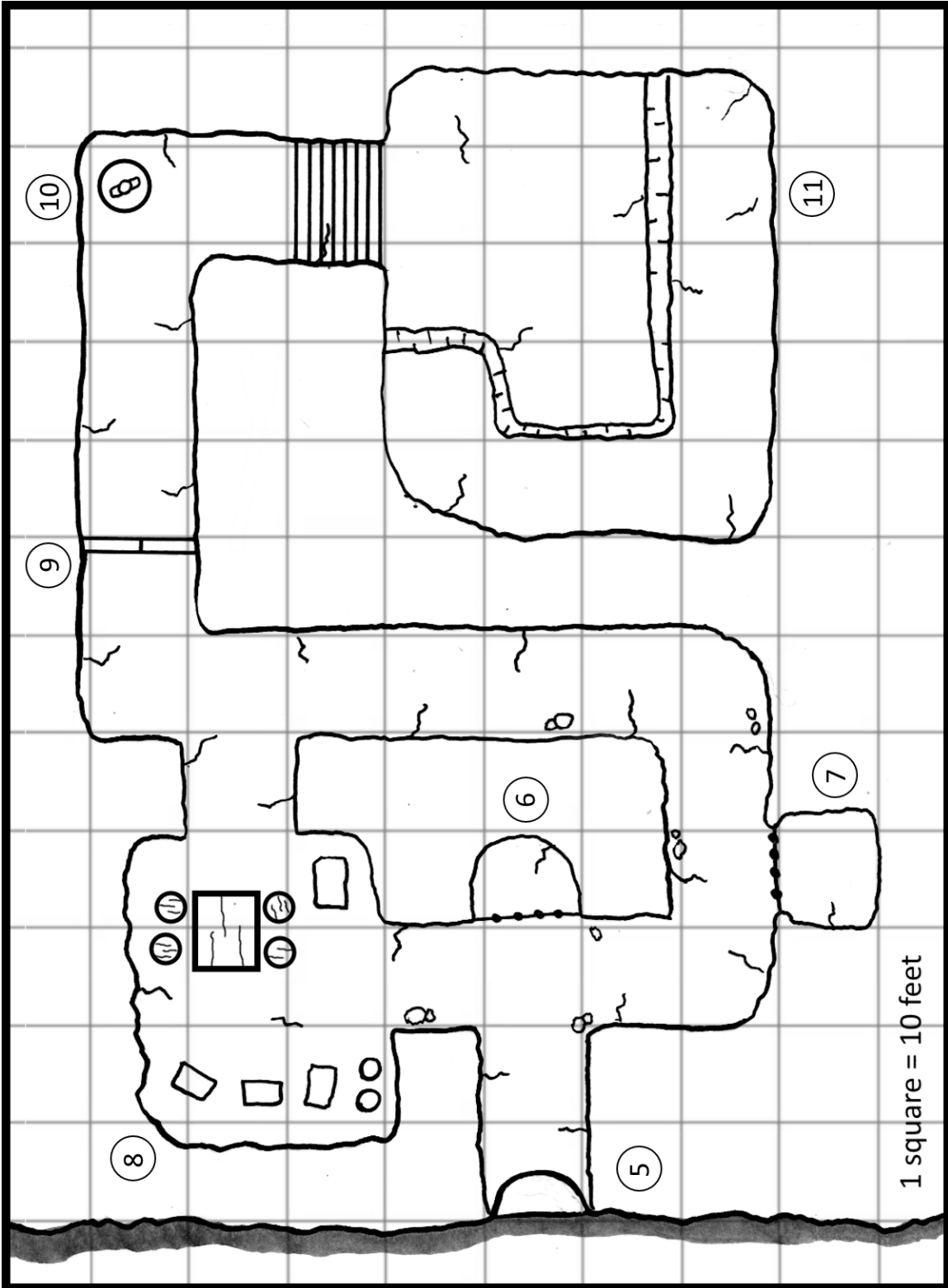
Map 1.



Map 2.



Map 3.



# APPENDIX B: PREGENERATED CHARACTERS

The pregenerated characters that appear on the following pages are all third level characters. Maximum hit points were given for each character. Feel free to allow Magic-Users and Elves to adjust their spell list if desired.

Three BONUS character sheets are provided to give you a taste of some of our other supplements (which are pretty cheap, too!).

**CARVEN** – A wooden construct race, much like robots. A full character class write-up from levels 1-10 is available in **THE CARVEN**, also by **Sharp Mountain Games** on [drivethrurpg.com](http://drivethrurpg.com).

**HALFLING THIEF** – A classic for all time! A full character class write-up from levels 1-14, along with a number of other classes, is available in **ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES**, also by **Sharp Mountain Games** on [drivethrurpg.com](http://drivethrurpg.com).

**WANDERWOOD** – A player character version of the Treant. A full character class write-up from levels 1-10 is available in **WANDERWOODS**, also by **Sharp Mountain Games** on [drivethrurpg.com](http://drivethrurpg.com).



*Carven*



*Halfling Thief*



*Wanderwood*

# CLERIC (Level 3)

AC 6(14) HP 18

## Abilities

			Adj.
STR	14	(To-Hit, Damage, Open Doors)	+1
DEX	8	(Missile To-Hit, AC, Initiative)	-1
CON	10	(Hit Points)	
INT	12	(Languages)	
WIS	16	(Save vs. Spells)	+2
CHA	13	(Reactions)	+1

## Saving Throws

POISON/DEATH RAY	11
MAGIC WANDS	12
PARALYSIS/PETRIFY	14
DRAGON BREATH	16
SPELLS	15

## Gear

Chainmail, Holy Symbol, Holy Water, Healing Potion

## Turn Undead

Skeleton	T
Zombie	T
Ghoul	7
Wight	9
Wraith	11

## Weapons

Mace: (1d6)  
Sling: (1d4)  
Unarmed: (1d2)

## Spells

First level (2/day)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

## ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

**Mace:** +2 (1d6 +1)  
**Sling:** +1 (1d4)  
**Unarmed:** +2 (1d2+1)

# DWARF (Level 3)

AC 5(15) HP 27

## Abilities

			Adj.
STR	16	(To-Hit, Damage, Open Doors)	+2
DEX	12	(Missile To-Hit, AC, Initiative)	
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	13	(Save vs. Spells)	+1
CHA	8	(Reactions)	-1

## Saving Throws

POISON/DEATH RAY	8
MAGIC WANDS	9
PARALYSIS/PETRIFY	10
DRAGON BREATH	13
SPELLS	12

### Special Abilities

Infravision  
Find traps and mining (2/6)

### Gear

Chainmail, Healing Potion

### Weapons

2-handed Axe: (1d8)  
Dagger: (1d4)  
Unarmed (1d2)

### Languages

Dwarvish  
Gnomish  
Kobold

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

## ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

**2-handed Axe::** +3 (1d6+2)  
**Dagger:** +3 (1d4+2)  
**Dagger(thrown):** +1 (1d4)  
**Unarmed:** +3 (1d2+2)



## Abilities

			Adj.
STR	12	(To-Hit, Damage, Open Doors)	
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	10	(Hit Points)	
INT	13	(Languages)	+1
WIS	8	(Save vs. Spells)	-1
CHA	14	(Reactions)	+1

## Saving Throws

POISON/DEATH RAY	12
MAGIC WANDS	13
PARALYSIS/PETRIFY	13
DRAGON BREATH	15
SPELLS	15

### Gear

Spellbook, Chainmail armor, Healing Potion

### Weapons

Sword: (1d8)  
Bow: (1d6)

### Special Abilities

Infravision  
Find secret doors (2/6)  
Immune to ghoulish paralysis

### Languages

Elvish, Orc, Hobgoblin, Gnoll

### Spells

First level (2/day): *Magic missile, Sleep*  
Second level (1/day): *Invisibility*

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

## ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

**Sword** +1 (1d8)  
**Bow:** +3 (1d6)  
**Unarmed:** +1 (1d2)

# FIGHTER (Level 3)

AC 4(I6) HP 27

## Abilities

			Adj.
STR	16	(To-Hit, Damage, Open Doors)	+2
DEX	13	(Missile To-Hit, AC, Initiative)	+1
CON	14	(Hit Points)	+1
INT	12	(Languages)	
WIS	10	(Save vs. Spells)	
CHA	8	(Reactions)	-1

## Saving Throws

POISON/DEATH RAY	14
MAGIC WANDS	15
PARALYSIS/PETRIFY	16
DRAGON BREATH	17
SPELLS	18

## Gear

Chainmail armor, Healing Potion

## Weapons

2 handed sword: (1d10+2)

Bow: (1d6)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

## ASCENDING ARMOR CLASS COMBAT SECTION

*(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).*

**2-handed Sword::** +3 (1d10+2)

**Bow:** +2 (1d6)

**Unarmed:** +3 (1d2+2)

# HALFLING (Level 3)

AC 3(17) HP 18

## Abilities

			Adj.
STR	8	(To-Hit, Damage, Open Doors)	-1
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	10	(Hit Points)	
INT	12	(Languages)	
WIS	13	(Save vs. Spells)	+1
CHA	14	(Reactions)	+1

## Saving Throws

POISON/DEATH RAY	8
MAGIC WANDS	9
PARALYSIS/PETRIFY	10
DRAGON BREATH	13
SPELLS	12

### Special Abilities

-2 (+2) to AC against large opponents  
Hide Outdoors (90%)  
Hide Indoors (33%)

### Gear

Chainmail armor, Marbles, Healing Potion

### Weapons

Short sword: (1d6)

Bow: (1d6)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

## ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

**Short Sword:** +0 (1d6-1)

**Bow:** +3 (1d6)

**Unarmed:** +0 (1d2-1)

# MAGIC-USER (Level 3)

AC 8(I2) HP 12

## Abilities

		Adj.
STR	8	(To-Hit, Damage, Open Doors) -1
DEX	13	(Missile To-Hit, AC, Initiative) +1
CON	10	(Hit Points)
INT	16	(Languages) +2
WIS	12	(Save vs. Spells)
CHA	14	(Reactions) +1

## Saving Throws

POISON/DEATH RAY	13
MAGIC WANDS	14
PARALYSIS/PETRIFY	13
DRAGON BREATH	16
SPELLS	15

### Languages

*Elvish, Dragon*

### Gear

Spellbook, Healing Potion, Sweet Robes

### Spells

First level (2/day): *Magic missile, Charm person*

Second level (1/day): *Web*

### Weapons

Dagger: (1d4)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

## ASCENDING ARMOR CLASS COMBAT SECTION

*(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).*

**Dagger:** +0 (1d4-1)

**Dagger(thrown):** +2 (1d4)

**Unarmed:** +0 (1d2-1)

# THIEF (Level 3)

AC 5(15) HP 15

## Abilities

			Adj.
STR	12	(To-Hit, Damage, Open Doors)	
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	8	(Save vs. Spells)	-1
CHA	13	(Reactions)	+1

## Saving Throws

POISON/DEATH RAY	13
MAGIC WANDS	14
PARALYSIS/PETRIFY	13
DRAGON BREATH	16
SPELLS	15

## Gear

Leather Armor, Thieves tools, Healing Potion

## Weapons

Short Sword: (1d6)

Dagger: (1d4)

## Thieves' Abilities

Open Locks (25%)

Climb (89%)

Hide in Shadows (20%)

Hear Noise (50%)

Remove Traps (20%)

Pick Pockets (30%)

Move Silently (30%)

*Backstab* +4 to hit and double damage

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

## ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

**Dagger:** +1 (1d4)

**Dagger(thrown):** +3 (1d4)

**Unarmed:** +1 (1d2)

# CARVEN (Level 3)

AC<sub>3</sub>(17) HP 27

## Abilities

STR	12	(To-Hit, Damage, Open Doors)	Adj.	
DEX	13	(Missile To-Hit, AC, Initiative)		+1
CON	14	(Hit Points)		+1
INT	16	(Languages)		+2
WIS	10	(Save vs. Spells)		
CHA	8	(Reactions)		-1

## Saving Throws

POISON/DEATH RAY	10
MAGIC WANDS	11
PETRIFY/PARALYSIS	12
DRAGON BREATH	12
SPELLS	9

### Special Abilities/Restrictions

Scout (40%)  
 Identify Potions (35%)  
 Limited Healing  
*(Only receive ½ hp from healing spells)*  
 Flammable  
*(Save vs. DB or 1d4 continuing DMG)*

### Gear

Leather Armor, Healing Potion

### Weapons

Sword: (1d8)  
 Bow: (1d6)

### Languages

Treant, Gnome

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	9	10	11	12	13	14	15	16	17

## ASCENDING ARMOR CLASS COMBAT SECTION

*(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).*

**Sword:** +2 (1d8)  
**Bow:** +3 (1d6)  
**Unarmed:** +2 (1d2)

**CARVEN** – A wooden construct race, much like robots. A full character class write-up from levels 1-10 is available in **THE CARVEN**, also by **Sharp Mountain Games** on [drivethrurpg.com](http://drivethrurpg.com).

# HALFLING THIEF (Level 3) AC 5(15) HP 21

## Abilities

			Adj.
STR	12	(To-Hit, Damage, Open Doors)	
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	8	(Save vs. Spells)	-1
CHA	13	(Reactions)	+1

## Saving Throws

POISON/DEATH RAY	7
MAGIC WANDS	8
PETRIFY/PARALYSIS	9
DRAGON BREATH	12
SPELLS	11

### Special Abilities

-2 (+2) to AC against large opponents  
 Hide Outdoors (90%)  
 Hide Indoors (33%)

### Gear

Leather Armor, Thieves tools, Healing Potion

### Weapons

Short Sword: (1d6)  
 Dagger: (1d4)

### Thieves' Abilities

Open Locks (25%)  
 Climb (89%)  
 Hide in Shadows (43%)  
 Hear Noise (50%)  
 Remove Traps (20%)  
 Pick Pockets (30%)  
 Move Silently (30%)  
*Backstab* +4 to hit and double damage

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

## ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

**Short Sword:** +1 (1d6)  
**Dagger:** +1 (1d4)  
**Dagger(thrown):** +3 (1d4)  
**Unarmed:** +1 (1d2)

**HALFLING THIEF** – A full character class write-up from levels 1-14, along with a number of other classes, is available in **ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES**, also by **Sharp Mountain Games** on [drivethrurpg.com](http://drivethrurpg.com).

# WANDERWOOD (Level 3) AC 5(15) HP 30

## Abilities

<b>STR</b>	<b>13</b>	(To-Hit, Damage, Open Doors)	Adj. <b>+1</b>
<b>DEX</b>	<b>8</b>	(Missile To-Hit, AC, Initiative)	<b>-1</b>
<b>CON</b>	<b>16</b>	(Hit Points)	<b>+2</b>
<b>INT</b>	<b>14</b>	(Languages)	<b>+1</b>
<b>WIS</b>	<b>12</b>	(Save vs. Spells)	
<b>CHA</b>	<b>10</b>	(Reactions)	

## Saving Throws

<b>POISON/DEATH RAY</b>	<b>11</b>
<b>MAGIC WANDS</b>	<b>10</b>
<b>PETRIFY/PARALYSIS</b>	<b>12</b>
<b>DRAGON BREATH</b>	<b>14</b>
<b>SPELLS</b>	<b>8</b>

### Special Abilities/Restrictions

Tracking (40%)  
 Hide in wooded area (95%)  
 Find Healing Herbs (1d6)  
 Photosynthetic  
 Flammable  
*(Save vs. DB or 1d4 continuing DMG)*

### Gear

Great Staff, Sling, Sling Stones, Pouch

### Weapons

Great Staff: (1d6)  
 Sling: (1d4)

<b>AC:</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
<b>"TO HIT" ROLL NEEDED</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>

## ASCENDING ARMOR CLASS COMBAT SECTION

*(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).*

**Great Staff:** +3 (1d6+1)

**Sling:** +1 (1d4)

**Unarmed:** +3 (1d2+1)

**WANDERWOOD** – A player character version of the Treant. A full character class write-up from levels 1-10 is available in **WANDERWOODS**, also by **Sharp Mountain Games** on [drivethrurpg.com](http://drivethrurpg.com).



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