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Sunday's Hand-Drawn *PYRAMID* *ADVENTURE*



A desert adventure featuring maps drawn by the intrepid halfling explorer Sunday Roamer. Compatible with most old school fantasy systems.

***INCLUDES PREGENERATED CHARACTERS SO YOU
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THE TOMB OF ONISIRUS AWAITS!

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Join Sunday Roamer as he guides you through the pyramid of Onisirus. This product contains maps, descriptions, and statistics for all the opponents inside. It also includes pregenerated characters.

This product can be used with most old school fantasy systems right out of the box. With minimal tweaking, it may also be used with more recent systems.



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"GAMING LOOKS EVEN SWEETER FROM SHARP MOUNTAIN!"

Sunday's Hand-Drawn *PYRAMID* *ADVENTURE*

Written and Illustrated by John Fredericks

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INTRODUCTION

Thank you for purchasing this product. This adventure is designed for use with your favorite old-school (or perhaps new school) game. Map files are provided for your favorite online tabletop. Printable pdf files are provided for tabletop use. They are scaled for miniature play. Simply print the maps, trim off some of the white borders, and glue or tape them together. Alternately, you could print the online map files if you have a large format printer.

In this adventure, player characters (PC's) will explore a pyramid filled with classic Egyptian themed opponents. Your narrator is the halfling adventurer Sunday Roamer. Gamemaster (GM) suggestions and statistics are provided in the gray blocks accompanying each section.

Here are a few quick notes before we get started.

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

Monsters and Opponents: This adventure uses a simplified stat block to provide you with only the most important for play. A single saving throw (based on "VS, SPELLS") is provided. Assume all opponents move at 40 feet per round unless otherwise noted. Any treasure is listed in the notes, and natural monsters will flee when badly injured. Magical creatures like mummies will fight to the end. Both a "to hit" chart (descending armor class) and an attack bonus (ascending armor class) are provided for each opponent.

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.

BEGINNING THE ADVENTURE

"At first, we dismissed the stories of the local tribesmen. Who could believe that the pyramid was haunted by ghosts and mummies? More likely, the place had been emptied by grave robbers over the years.

"However, standing in front of the massive structure, heat radiating from the very stones themselves, gave me pause. Maybe there were evil creatures inside, just waiting for us to enter. Still the Gem of Onisirus was a reward beyond measure. We peeked inside the narrow entranceway, steeled our courage, and entered the pyramid."

GM'S NOTE: Involving Your Players

Sunday and his companions were in search of the Gem of Onisirus. The details of the gem are left vague on purpose. In your game it may simply be a valuable gem, or it may have magical properties such as:

- magical healing to cure a disease or plague
- the ability to raise a dead companion
- magical energy to power a flying ship

If the lure of money or magic isn't enough, change the goal. Perhaps one of the player character's (PC's) friends entered the pyramid recently and never came out. It's your game; adjust it to make it fun and engaging for your players.

Also, any halflings in the party may have inherited Sunday's maps or journals. That's another way to get them to the pyramid.

LEVEL 1, AREA 1

"There was a five foot wide entranceway near one corner of the pyramid. The passage slanted downward and it was completely dark inside. We lit a torch and worked our way down the passage."

GM's NOTES

The entranceway is not trapped and slopes down about five feet. Players will have no particular difficulty entering the pyramid, though the floor is covered in sand.

LEVEL 1, AREA 2

"Inside was a large room entirely covered in sand. Several broken columns emerged from the sand, and the body of a damaged stone statue lay in the center of the room.

"At first, we didn't know whether the sand simply covered a stone floor, or if it was deeper. Once we saw ripples moving under the sand, we knew the answer to our question.

"I was really missing my fireplace and teapot right about then."

GM'S NOTES

Under the floor are juvenile **sandworms**. They have taken up residence in the pyramid and will try to consume the players. They are not large enough to swallow a character whole (thankfully). Once the players step on the sand, they emerge and attack. Use one sandworm per two player characters.

If players wish to climb on the columns or the statue for protection, ask them to make a **DEXTERITY** check as their move action. If they succeed, their armor class is increased by 2 while they remain on the columns or statue.

If they wish to use the statue as a weapon, two characters may lift the statue. They must then both make a **MELEE ATTACK ROLL** against the sandworm. One success will do 1d8 damage to the worm, and two successes will do 2d8 damage.

The sandworms have no treasure. However, if the player characters break open the statue, they will find a small, heart-shaped gem inside worth 500 gp.

SANDWORM, JUVENILE (5 HD)

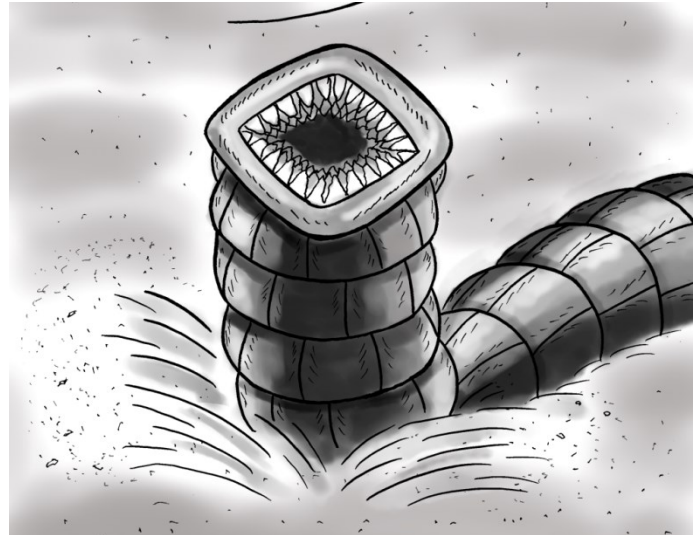
AC 4(16) HP (22) SV(15)

Combat and Notes

+5 (1d8/1d6) bite/tail

Descending AC Chart

AC	9	8	7	6	5	4	3	2	1
To hit	6	7	8	9	10	11	12	13	14



LEVEL 1, AREA 3

"At the end of the first room there were stairs ascending about one floor. Good thing Gorgoth was using a torch, because there was no landing at the top of the stairs. Instead, a dark pit opened. The pit was a kind of corridor, about 10 feet wide and maybe 50 feet long.

"There were five pillars, each about five or six feet apart from the other. Maybe we could get across by jumping from pillar to pillar? However, Corlue thought he heard a soft sound, as though something were crawling below us in the darkness."

GM'S NOTES

Jumping from pillar to pillar will require a **DEXTERITY** check each time. Thieves may use their **CLIMB/JUMP** skill depending on your

system. The pit is about 15 feet deep, so assume a player takes **1d10 damage** if they fall.

If players use ropes, poles, or perhaps even the statue from the first chamber, they should only have to make one **DEXTERITY** check overall.

If anyone falls into the pit, they will face a **mummified crocodile**, whose stats are given below. The crocodile is wrapped in fabric like a human mummy, but is still able to move and use its jaws. If someone lowers a rope to help a party member climb out, the crocodile will get one free attack on the climbing character. The crocodile cannot climb out of the pit.

CROCODILE, MUMMIFIED (3 HD)

AC 5(15) HP (15) SV(15)

Combat and Notes

+3 (1d8) bite

May be turned as a GHOUL

Fire-based attacks do double damage

Descending AC Chart

AC	9	8	7	6	5	4	3	2	1
To hit	8	9	10	11	12	13	14	15	16

LEVEL 1, AREA 4

"After braving the pillars and that undead lizard, we were in a corridor with more stairs ahead of us. However, blocking our path were two large statues. They seemed to have a beasts' body, but human faces.

"The party decided I should try to slip between the two statues to get to the stairway beyond. However, as I moved within a few feet, I jumped back in surprise (not terror or anything!). The statues quickly smashed together, closing the gap between them. Any closer and I would have been a chopped mutton. Then, to my further amazement, they turned and spoke to me"

"You must answer three riddles to pass," they said in unison.

GM'S NOTES

In order to pass by the **sphinxes**, the party must answer three riddles. Here are three suggested riddles and their answers in parenthesis. If they fail any of the three, the sphinxes will allow a bonus riddle, since it has been some time since they've had any amusement.

RIDDLE ONE:

Two people each eat exactly half a loaf of bread. However, one eats more than the other. How can this be? (They ate from different loaves)

RIDDLE TWO:

I am heavy forwards and not backwards. What am I? (The word "ton")

RIDDLE THREE:

What do you give to others but still try and keep? (A promise)

BONUS RIDDLE:

The more you have of it, the less you see. What is it? (Darkness)

If the party tries to squeeze their way past the sphinxes on any side, the sphinx will immediately move to try to crush them against the wall or between them. Characters should be allowed a **DEXTERITY** check avoid being injured. A failed attempt will cause **2d6 damage** and the character must try again. The sphinx will then scold the character and continue with the riddles.

The sphinxes are not living creatures and can only attack by slamming into characters. If character wish to attack them or use a damaging spell, assume each sphinx has 50 hit points. If they wish to try to distract the sphinxes to allow someone to sneak through, give a +2 (or even +4 if it is a really good idea) to DEXTERITY check of PC's sneaking past them.

The sphinxes will allow anyone leaving the pyramid to pass unharmed.

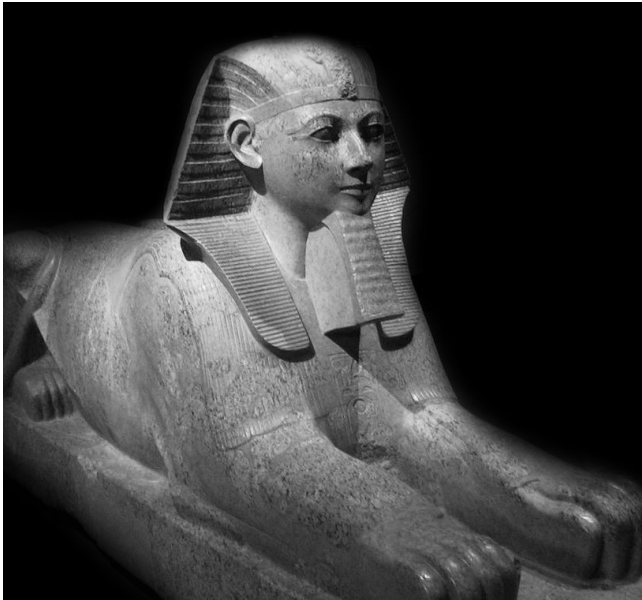


Image courtesy of wikimedia commons

LEVEL 2, AREA 5

"I hate riddles in the dark. However, we did make it past the sphinxes and ascended to the next level of the pyramid.

"This time we sent our thief Kelris ahead. She moved quite silently and came back to whisper her report. Ahead of us was a room with six alcoves in the walls and a well in the center. The Gem of Onisirus was not visible anywhere. Even worse, the room did not seem to have a door on the other side: it seemed to be a dead end.

"Was our quest at an end? Did I come this far just to draw an incomplete map for my wall?"

GM's NOTES

This room contains six **mummies** waiting in the alcoves. Feel free to reduce this number if you like: mummies are serious business. Also, if the party sends a scout ahead, allow them to know what they're facing. The mummies will attack the party on sight and will fight to the end.

They will do their best to try to throw characters

down the well in the center of the room. To do this, the mummy will make a melee attack. On a successful attack, they do no damage, but have grabbed their opponent. On their next turn, the player character is allowed a **SAVING THROW VERSUS DEATH RAY** to break free. If they fail this roll or are not otherwise freed, they mummy will throw them into the well on the mummy's turn, causing **2d6 points of damage**.

The well is filled with the bones, armor and weapons of previous victims. There's also an ancient bracelet that is worth 300 gp, and three spell scrolls. Two have the spell *Cure Serious Wounds*, and the other has *Fireball*.

At the end of the room is a secret door leading to the rest of the pyramid complex. Once found, it can be opened by the thief using **Open Locks**, by a **Knock**, **Passwall** or other spell. Two successful **Open Doors** checks will also open the door.

MUMMY (6 HD)

AC 3(17) HP (30) SV(15)

Combat and Notes

+6 (1d12) arm + MUMMY ROT

(On contact, SAVE VS. POISON or contact MUMMY ROT)

Fire-based attacks do double damage

Immune to *Charm*, *Sleep*, and *Hold*

Only move 20' per round

Descending AC Chart

AC	9	8	7	6	5	4	3	2	1
To hit	6	7	8	9	10	11	12	13	14

LEVEL 2, AREA 6

"After we got past those mummies and opened the secret door, we saw a corridor that sloped sharply upwards. This long hallway was at perhaps a 45° angle and would require us to crawl

on our hands and knees, searching for purchase in the cracks on the floor tiles.

"When we were about halfway up the passage, our mage had a flash of insight."

"Wait a minute," said Barnabus. "What if all that poking around triggers something?"

GM's NOTES

As each player makes their way up this steep passage, there is a 1 in 6 chance that they will trigger the sand trap. Once triggered, a torrent of sand will flood the hallway from an opening in the ceiling. Player characters are allowed to make a **STRENGTH** check to see if they can hold on. If not, they take **2d6 damage** as they slide down the passage. They may make a **SAVING THROW VERSUS DEATH RAY** to try to cushion their fall and take only half damage.

The trap can only be sprung once. A thief may disable the trap with a **FIND/REMOVE TRAPS** roll from the top of the passageway.

LEVEL 2, AREA 7

"After making our way up the slanted passageway, we were faced with a choice: go up the stairs in front of us, or investigate the chamber to our right.

"Strange wooden creaking sounds were coming from the chamber, and a faint greenish light could be seen. The creaking had a pattern, like people rowing a boat."

"Wait here," I told the others. "I'm going to check this one out."

GM's NOTES

In the chamber is a river boat. Wooden chests and large pottery jars line each wall. The green light is coming from ghostly slaves who are moving the oars in unison. They are translucent

and do not take notice of anyone entering the room. On the prow of the ship is a statue of a beautiful woman clad in white.

Seated with his back to the door on a chair on the rear platform of the boat is a man wearing fine clothes and royal cowl. He has a whip and occasionally yells at the slaves to row faster.

The regal ghost will notice anyone who enters the room and haughtily tell them to leave. He is busy navigating the river. If the party does not leave, he (and only he) will attack. If he is turned or defeated, the slave ghosts will flicker. They will offer to answer three questions before they fade away and travel to the next world.

Here are some reasonable things they might offer:

- "Beware the sisters above you. They spit their poison to paralyze you."
- "Beware their statues. They are guardians as well."
- "The gem may soon be yours."
- "There are great treasures in this room"

If the party searches through the chests and pottery, they will find that most of the clothing, food, pets, and internal organs stored within have long since turned to dust. However, there are some useful things to be had in and around these containers. They include:

- Three Spears
- Two Shields
- One Whip
- A scroll of *Dispel Magic*
- A scroll of *Silence*
- A scroll of *Lightning Bolt*
- A scroll of *Cure disease*
- Two scrolls of *Cure Serious Wounds*

The statue is carved from wood and may be removed from the prow by loosening several wooden pegs. It requires one person to carry it with two hands. It can be sold for about 100 gp.

WRAITH (4 HD)

AC 5(15) HP (20) SV(15)

Combat and Notes

+4 (1d6 + Level Drain)

Immune to *Charm, Sleep, and Hold*

AC	9	8	7	6	5	4	3	2	1
To hit	7	8	9	10	11	12	13	14	15

LEVEL 3, AREA 8

"We finally ascended the last set of stairs. The room above cast a faint red light on the stairs. Inside we saw three statues standing in front of a railing. The statues stood about seven feet tall. One had the head of a jackal, another a hawk, and the third a vulture.

"On the other side of the railing were stairs leading up to a platform, on the platform was a pillar supporting a glowing red gem. This *had* to be the Gem of Onisirus! Two golden sarcophagi flanked the platform.

"As I peered into the room, I was sure I saw two large snake tails retreat behind the platform. Well, no one even said it was easy leaving your front door."

GM's NOTES

The three **living statues** will attack as soon as the party enters the room. They are mindless and fight until destroyed. Luckily, they aren't very fast, moving only 20' per round.

The railing is similar to an altar rail and stands just under a meter tall. It can easily be leaped; however that reduces a PC's movement rate to 20' for that round. The living statues will pursue characters over the rail, but this reduces the statues' movement to 10' for that round. The statues will fight to the end no matter the fate of the naga.

The **naga** are magically bound to guard the gem. However, they are intelligent and may try to bargain with the party, especially if they are trapped or webbed. A *Dispel Magic* spell will release them from their duty and they will fade back into the spirit world. However, the GM should only offer this information if the naga are captured, restrained, or if the party attempts to bargain. If the party is content to resolve things with combat, so be it.

LIVING STATUE (5 HD)

AC 4(16) HP (25) SV(15)

Combat and Notes

+5 (1d8/1d8) fist/fist

Immune to *Charm, Sleep, and Hold*

Only move 20' per round

Descending AC Chart

AC	9	8	7	6	5	4	3	2	1
To hit	6	7	8	9	10	11	12	13	14

NAGA (10 HD)

AC 3(17) HP (50) SV(13)

Combat and Notes

+10 (1d8/1d8 or Poison) bite/tail barb or spit

Spells available

*Light**Light**Hold Person**Hold Person**Bless***Descending AC Chart**

AC	9	8	7	6	5	4	3	2	1
To hit	1	2	3	4	5	6	7	8	9

The main reward in this chamber is the Gem of Onisirus. It will still glow when removed from its stand. It is warm, but not hot, to the touch.

The sarcophagi contain the mummified remains of Onisirus and his wife. These mummies are not animated. The sarcophagi are wooden and overlaid with gold. If they party wishes to take them, assume they are worth 5000 gp each.



Image courtesy of pixabay

EXTENDING THE ADVENTURE

Here are some suggestions for extending this adventure:

- For a longer delve, place another secret door in the first chamber (Area 2). There is plenty of room in or below the pyramid to place many more encounter rooms.
- The local tribesmen are so impressed with the party members who make it back alive, that they hire them to clean out a local abandoned temple. Bandits and their wizard leader have taken up residence there. The tribesmen consider it a holy site and would like them gone. The wizard will also have monstrous servants.
- In the pillar under the Gem of Onisirus is a map leading to the pharaoh Onisirus' secret desert city. It is said that he stored even greater treasures and magical secrets there.

- The gem itself may provide a seed for your next adventure. Whoever first holds the gem in their bare hands will receive a vision of another exotic location for the player characters to explore.

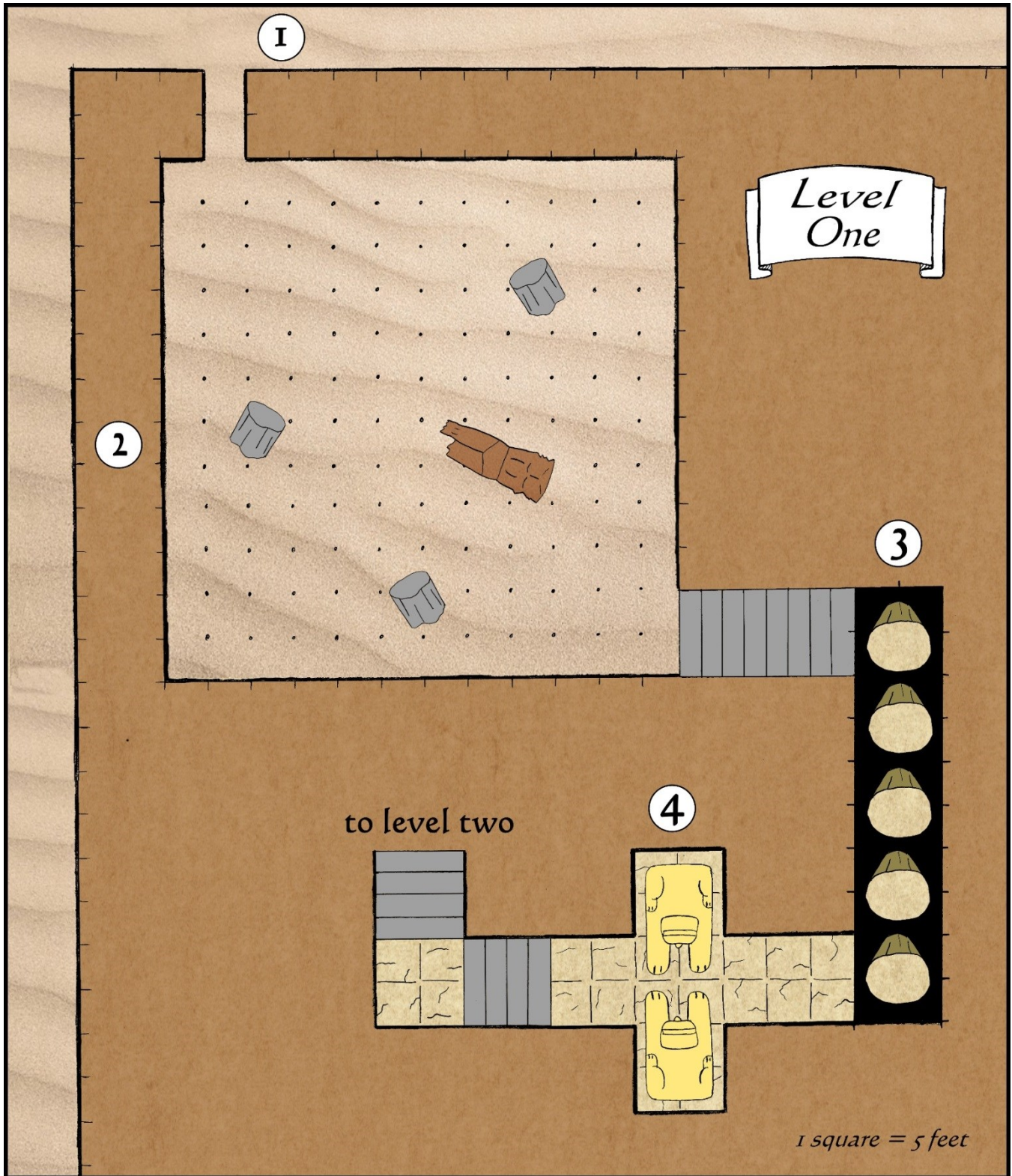
CONCLUSION

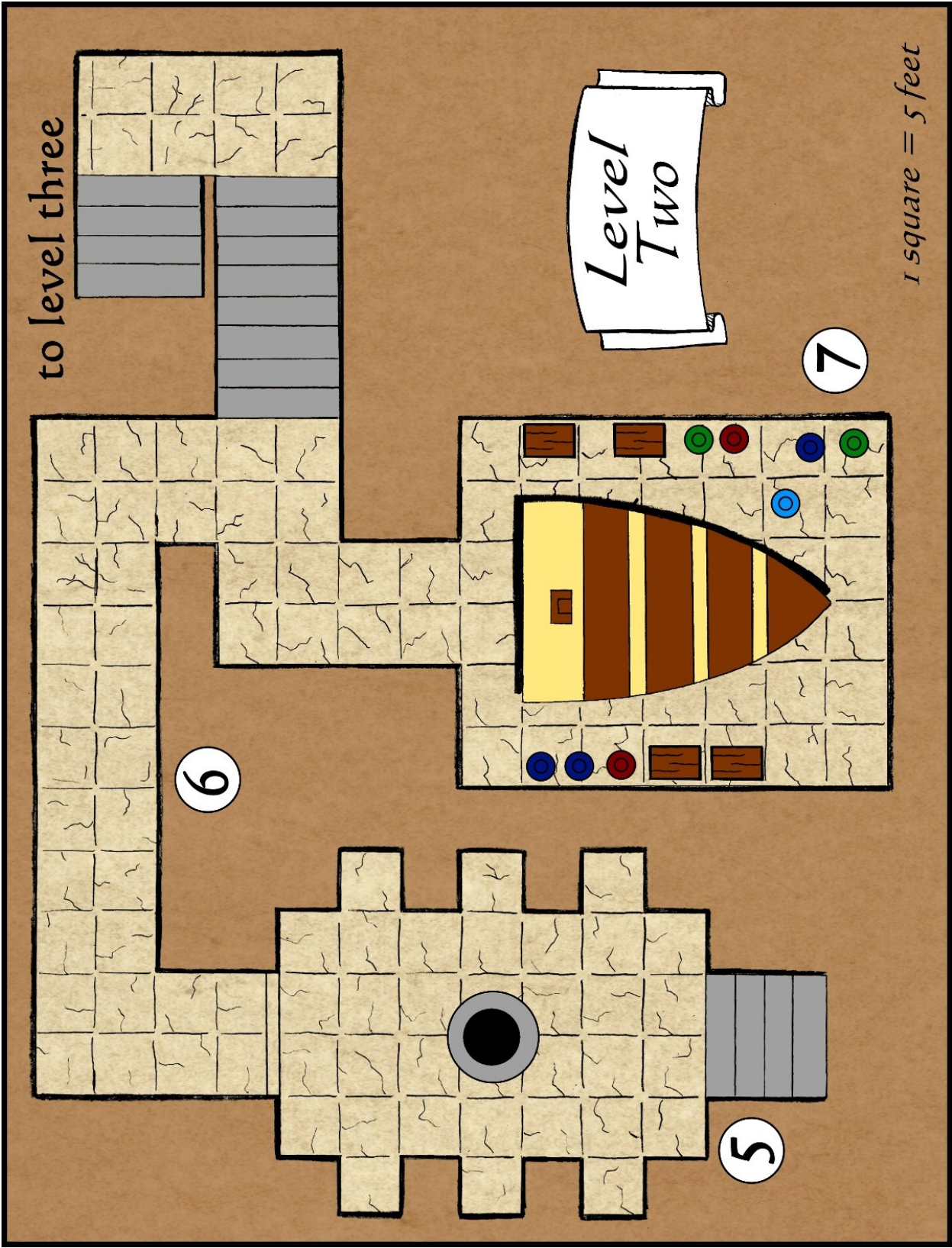
Thank you for purchasing this adventure. Change what you like and make it your own. Most importantly, have a great time with your players!



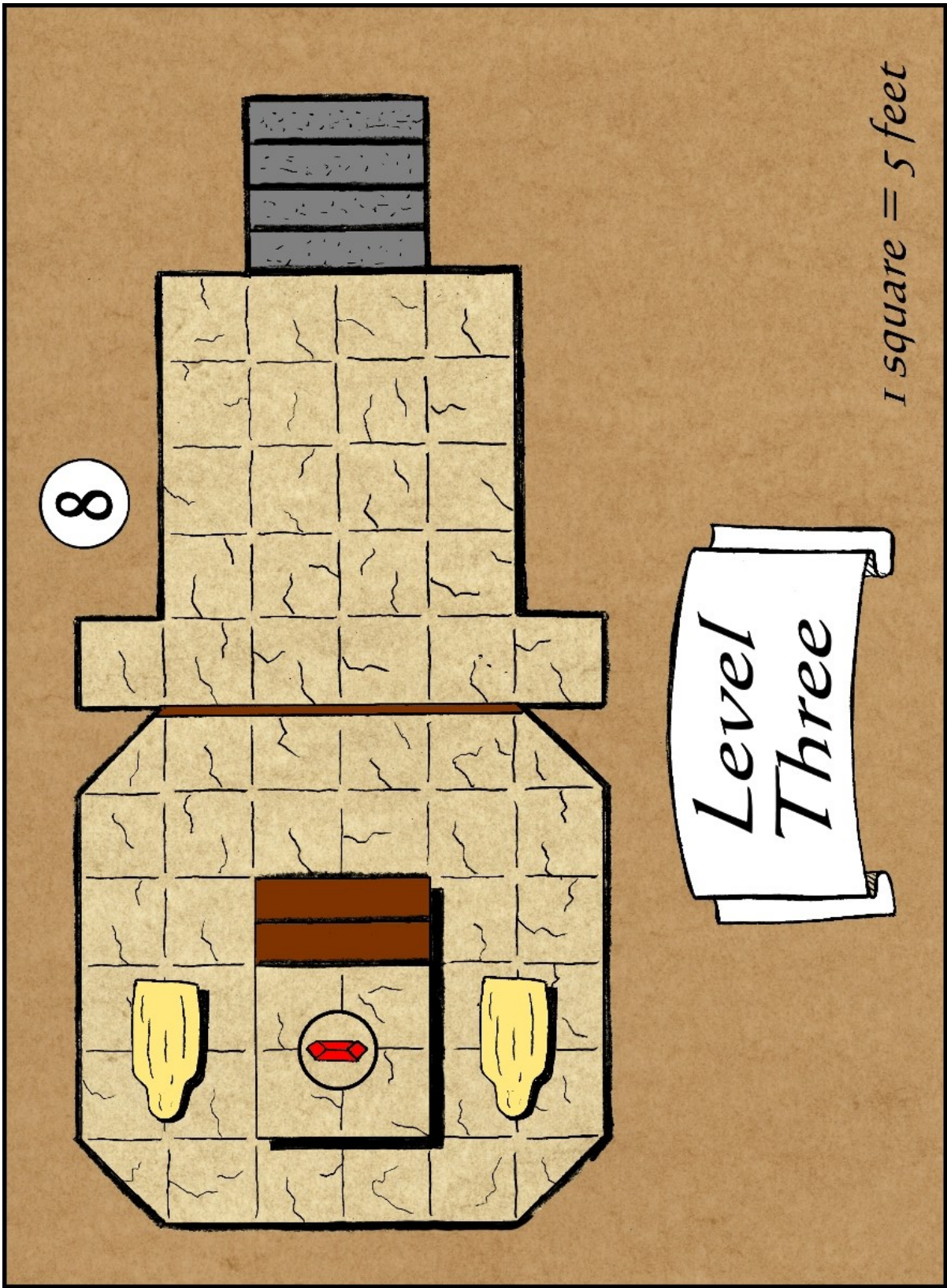
Image courtesy of pixabay

APPENDIX A: MAPS





1 square = 5 feet



8

Level
Three

1 square = 5 feet

APPENDIX B:

PREGENERATED CHARACTERS

The pregenerated characters that appear on the following pages are all seventh level characters. 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.

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.

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.



Carven



Halfling Thief



Wanderwood

CLERIC (Level 7)

AC 6(14) HP 27

Abilities

STR	14	(To-Hit, Damage, Open Doors)	Adj. +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	9
MAGIC WANDS	10
PARALYSIS/PETRIFY	12
DRAGON BREATH	14
SPELLS	12

Gear

Chainmail, Holy Symbol, Holy Water, Healing Potion

Weapons

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

Turn Undead

Skeleton	D
Zombie	D
Ghoul	D
Wight	D
Wraith	T
Mummy	T
Spectre	7
Vampire	9

Spells

First level (2/day)
Second Level (2/day)
Third Level (2/day)
Fourth Level (1/day)
Fifth Level (1/day)

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

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: +4 (1d6 +1)
Sling: +2 (1d4)
Unarmed: +4 (1d2+1)

DWARF (Level 7)

AC 5(15) HP 36

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	4
MAGIC WANDS	5
PARALYSIS/PETRIFY	6
DRAGON BREATH	7
SPELLS	8

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	5	6	7	8	9	10	11	12	13

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:: +8 (1d6+2)
Dagger: +8 (1d4+2)
Dagger(thrown): +6 (1d4)
Unarmed: +8 (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	8
MAGIC WANDS	9
PARALYSIS/PETRIFY	9
DRAGON BREATH	10
SPELLS	10

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 (3/day): *Magic missile, Sleep, Protection from evil*
Second level (2/day): *Invisibility, Knock*
Third level (2/day): *Fireball, Haste*
Fourth level (1/day) *Dimension Door*

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

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 +6 (1d8)
Bow: +8 (1d6)
Unarmed: +6 (1d2)

FIGHTER (Level 7)

AC 4(I6) HP 42

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	8
MAGIC WANDS	9
PARALYSIS/PETRIFY	10
DRAGON BREATH	10
SPELLS	12

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	5	6	7	8	9	10	11	12	13

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:: +8 (1d10+2)

Bow: +7 (1d6)

Unarmed: +8 (1d2+2)

HALFLING (Level 7)

AC ₃₍₁₇₎ HP 27

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	4
MAGIC WANDS	5
PARALYSIS/PETRIFY	6
DRAGON BREATH	7
SPELLS	8

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	5	6	7	8	9	10	11	12	13

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: +5 (1d6-1)

Bow: +8 (1d6)

Unarmed: +5 (1d2-1)

MAGIC-USER (Level 7)

AC 8(12) HP 19

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	11
MAGIC WANDS	12
PARALYSIS/PETRIFY	11
DRAGON BREATH	14
SPELLS	12

Languages

Elvish, Dragon

Gear

Spellbook, Healing Potion, Sweet Robes

Weapons

Dagger: (1d4)

Spells

First level (3/day): *Magic missile, Charm person, Shield*

Second level (2/day): *Web, Invisibility*

Third level (2/day): *Lightning Bolt, Dispel Magic*

Fourth level(1.day): *Polymorph Other*

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

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: +2 (1d4-1)
Dagger(thrown): +4 (1d4)
Unarmed: +2 (1d2-1)

THIEF (Level 7)

AC 5(15) HP 26

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	12
MAGIC WANDS	13
PARALYSIS/PETRIFY	11
DRAGON BREATH	14
SPELLS	13

Gear

Leather Armor, Thieves tools, Healing Potion

Weapons

Short Sword: (1d6)

Dagger: (1d4)

Thieves' Abilities

Open Locks (55%)

Climb (93%)

Hide in Shadows (45%)

Hear Noise (67%)

Remove Traps (50%)

Pick Pockets (55%)

Move Silently (55%)

Backstab +4 to hit and double damage

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

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: +3 (1d4)

Dagger(thrown): +5 (1d4)

Unarmed: +3 (1d2)

CARVEN (Level 7)

AC₃(17) HP₄I

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	8
MAGIC WANDS	9
PETRIFY/PARALYSIS	10
DRAGON BREATH	10
SPELLS	7

Special Abilities/Restrictions

Scout (70%)
 Identify Potions (60%)
 Limited Healing
(Only receive 1/2 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	7	8	9	10	11	12	13	14	15

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: +4 (1d8)
Bow: +5 (1d6)
Unarmed: +4 (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.

HALFLING THIEF (Level 7) AC ₅₍₁₅₎ HP ₃₁

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	5
MAGIC WANDS	6
PETRIFY/PARALYSIS	7
DRAGON BREATH	9
SPELLS	9

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 (55%)
 Climb (93%)
 Hide in Shadows (45%)
 Hear Noise (67%)
 Remove Traps (50%)
 Pick Pockets (55%)
 Move Silently (55%)
Backstab +4 to hit and double damage

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

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: +6 (1d6)
Dagger: +6 (1d4)
Dagger(thrown): +8 (1d4)
Unarmed: +6 (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.

WANDERWOOD (Level 7) AC 5(15) HP 41

Abilities

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

Saving Throws

POISON/DEATH RAY	9
MAGIC WANDS	8
PETRIFY/PARALYSIS	10
DRAGON BREATH	12
SPELLS	6

Special Abilities/Restrictions

Tracking (70%)

Hide in wooded area (95%)

Find Healing Herbs (2d6)

Photosynthetic

Flammable

(Save vs. DB or 1d4 continuing DMG)

Gear

Great Staff, Sling, Sling Stones, Pouch

Weapons

Great Staff: (1d6)

Sling: (1d4)

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

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: +5 (1d6+1)

Sling: +3 (1d4)

Unarmed: +5 (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.

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