

RICHARD WOOLCOCK

EBENEZER'S GOLD



Gold & Glory



NEW DUNGEON!





Ebenezer's Gold

by
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Credits

A Space Orange 42 production

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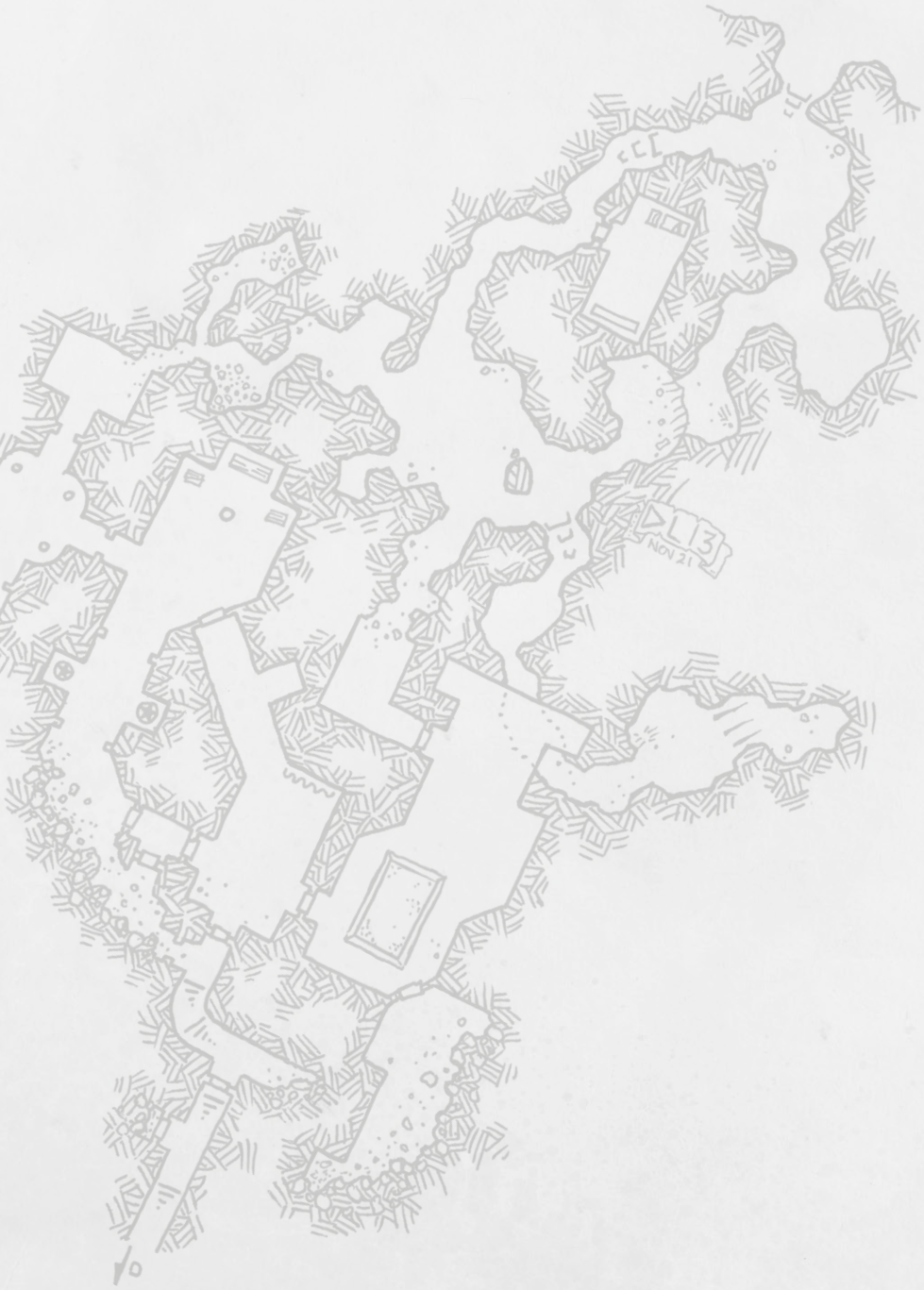
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SPACE



ORANGE





Ebenezer's Gold

Ebenezer's Gold takes place in an abandoned mine, which is guarded by traps and haunted toys.

The Story So Far

A fabulously wealthy money-lender used to live on the outskirts of town, and he was well known for his greed and cruelty. Last year, the miserly old man passed away in his sleep, much to the delight of the locals—but after the funeral, the townsfolk found no sign of his fabulous wealth. It had seemingly vanished into thin air!

"It's my gold, I tell you! All mine! I will never give it up! Never! Bah, humbug!"

—Ebenezer's last words.

Ebenezer had spent his life hoarding gold, as well as repossessed property taken from those who couldn't pay their debts. He even took toys from children whose parents couldn't pay! But as he reached his twilight years, he became increasingly paranoid about thieves, and decided to hide his riches.

Unbeknownst to most people, the mansion had been built upon a long-abandoned gold mine, and a secret door in the cellar led down into the mine shafts. Ebenezer had spent months dragging all his valuables down into the old tunnels, so that when he finally died, there was nothing left for the looters

Rumors

Each character is allowed one **Networking** roll. Each success means one of the following rumors is acquired. Roll a d4.

- 1 The money-lender supposedly died of natural causes, but those who discovered his body claim that his face was twisted into a rictus of terror.
- 2 Three ghosts have been seen haunting the mansion since Ebenezer's death. The first is dressed in ancient garb from a bygone era, the second wears modern clothing, and the third is clad in exotic silvery armor that fits like a second skin.
- 3 Ebenezer once lent a large sum of money to a mercenary company. After the soldiers of fortune were killed in battle, Ebenezer sent the bailiffs to strip their corpses of all valuables, including weapons and armor.
- 4 The money-lender almost never left his home, instead he would hire thugs to go out and collect what he was owed.

Books and Chronicles

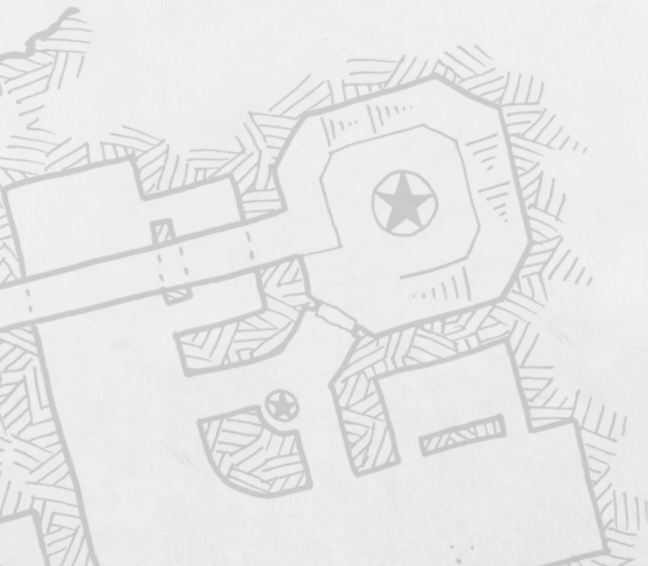
Characters who research old libraries for information about the mansion where the money-lender lived discover one of the following pieces of information on a successful **Research** roll. Roll a d4.

- 1 The mansion has a very long and sordid history, and there are many tales of ghosts haunting its rooms and hallways.
- 2 A network of caves near the mansion were once used by smugglers—the ancestors of the money-lender.
- 3 Long ago, there was a gold mine beneath the spot where the mansion stands today. It was abandoned after it ran dry, and the entrance was sealed up by a priest, after several sightings of ghostly apparitions were reported in the area.
- 4 Ebenezer's great-grandfather built the mansion over a century ago, and the estate has belonged to the family ever since. Ebenezer was the last of his line, however.

General Appearance

The mansion is well-built but poorly maintained, for Ebenezer was always too stingy to pay for repairs. The ancient mines can be accessed from the mansion by means of a locked door in the cellar, or from the outside by breaking through a sealed stone door, which is mostly concealed by vegetation, and almost impossible to find without a map. It's also possible to enter the mines through the smugglers caves.

Doors: The mine has several rusty iron gates, although most have been left open.



Wandering Monsters

Every time the group lingers in one room, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.

Ebenezer's Gold



Hazards

- | | |
|---|---|
| 2 | A tripwire triggers a crossbow trap (Notice -2, 2d6 damage with AP 2). |
| 3 | A creepy painting hangs on the wall, and its eyes follow the heroes (Fear check). |
| 4 | A tripwire causes part of the ceiling to collapse (Notice -2, 2d6 damage). |
| 5 | Army of toy soldiers (see below). |
| 6 | d4+2 haunted dolls (see below). |
| 7 | d4+2 pieces of animated furniture (see below). |
| 8 | d4+2 animated weapons (see below). |
| 9 | d3+1 animated suits of armor (see below). |

Unique, roll d4 or choose:

- | | |
|----|--------------------------------------|
| 10 | 1 Spirit of the Past (see below). |
| | 2 Spirit of the Present (see below). |
| | 3 Spirit of the Future (see below). |
| | 4 Ebenezer (see below). |





Treasures

A mine cart containing...roll a d6:

- | | |
|---|--|
| 2 | <ol style="list-style-type: none"> 1 d4 pickaxes 2 d4 shovels. 3 10" of rope. 4 d4 lanterns. 5 d4 mining hats (treat as thick leather caps). 6 A human skeleton with a crushed skull. The skeleton wears a gold wedding ring worth 1 LT. |
| 3 | A porcelain doll worth 1 LT. |
| 4 | Several old mining jackets hang from hooks. One has a gold nugget in the pocket, worth 1 LT. |
| 5 | A set of finely-tailored clothing worth 2 LT. |
| 6 | A beautiful painting worth 3 LT. |
| 7 | An antique stool worth 3 LT. |
| 8 | A luxurious woven rug worth 3 LT. |
| 9 | A mummified goblin with a large opal wedged up one nostril. The opal is worth 4 LT, and the goblin has an arcane spell tattooed on its chest (treat as a scroll of <i>zombie</i>). |

Unique treasures. Roll a d4 or choose:

- | | |
|----|--|
| 10 | <ol style="list-style-type: none"> 1 A dragon egg, worth 5 LT to the right buyer. Might hatch if exposed to the fiery breath of a dragon (but perhaps that's just a legend). 2 An oil painting hangs on the wall. See Dimensional Painting, below. 3 A two-headed silver coin lies on the floor. See Spirit Coin, below. 4 A pair of supple leather boots. See Swift Boots, below. |
|----|--|

**d12 or
d20**

Special Features

Roll a **d12** for narrow passages (most or all cards are black)
Roll a **d12** and a **d20** for larger areas (most or all cards are red)

- 1 Part of the ceiling has collapsed in this area of the mine. Treat the rubble as difficult ground.
- 2 There is a large sinkhole in the center of the floor. The hole goes down $d6 \times 2''$, leading to a deeper part of the mine.
- 3 Minerals sparkle in the rocky walls of the mine.
- 4 Junk is strewn across the floor, treat as difficult ground.
- 5 Water drips from the ceiling, forming a shallow puddle on the ground. The floor is very slippery, roll Agility or fall Prone.
- 6 A skeleton lies against the wall, its legs have been crushed.
- 7 Thousands of tiny footprints cover the soft dirt floor, as if an army of tiny people have marched across it.
- 8 Cart tracks crisscross the floor, treat as difficult ground.
- 9 An old mine cart lies on its side, providing medium cover.
- 10 A support beam has broken, and the ceiling sags dangerously low.
- 11 An oil lamp on the wall ignites with a ghostly flame as the characters walk past.
- 12 A rusty iron gate (Toughness 15) blocks the entrance to a narrow side passage. It is locked (-2).
- 13 Looted chairs, tables and other furniture are scattered around, providing light cover.
- 14 Miners can be heard working up ahead, but when the heroes enter the chamber, it is empty and silent.
- 15 A hole in the floor leads down $d6 \times 2''$ into the darkness, and a pulley system is fixed to the ceiling above it.
- 16 A pile of rubble lies on the ground, with a pair of skeletal legs sticking out.

- 17 **Unique.** Unlit candles stand in an alcove on the wall. Above them, a ruby worth 5 LT is embedded in the wall, and strange runes have been carved around it.
- 18 **Unique.** Part of the wall has collapsed, leading to a natural cavern on the other side. This is the old smuggler's cave, and it is stocked with luxuries, although most have lost since deteriorated into worthlessness. There are several bottles of wine worth a total of 5 LT.
- 19 **Unique.** Three human skulls dangle from the ceiling by their hair, each engraved with a different symbol. Destroying these skulls releases the Spirits of the Past, Present and Future, sending them on to the afterlife—but before departing, they will each answer some questions (as if the character had cast *divination* with a raise). Alternatively, the skulls can be sold for 2 LT each.
- 20 **Unique.** A comfortable chair and sturdy desk sit in the middle of this chamber, surrounded by coins, toys and valuables. This is where Ebenezer brought his most precious belongings, and touching anything will result in his angry spirit manifesting in d6 rounds. The treasure is worth 10 LT.



Bestiary

ANIMATED FURNITURE

This expensive-looking antique furniture lashes out with legs and doors, and will even throw crockery, hats, or whatever else it happens to have available!

Attributes Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills Athletics d6, Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges Improved Frenzy, Level Headed

Special Abilities

- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Fearless:** Immune to fear and Intimidation.
- **Natural Weapons:** Str+d4.

In addition, roll d8 for each item of furniture:

1. Bed: Size 1 (Toughness 6), Armor 2 (mattress).

2. Bookcase: Pace 5.

3. Cabinet: Pace 4.

4. Chair: -

5. Chest: Str+d6 bite attack; incapacitated foes are "swallowed" into the chest.

6. Foot Stool: Size -2 (Toughness 3), Pace 7, Strength d4.

7. Hat Stand: Size -1 (Toughness 4), Agility d8, Strength d4.

8. Mirror: Pace 0 (fixed to wall), Vigor d4 (Toughness 4).

9. Rug: Stealth d6, +2 to Athletics and Strength rolls made to grapple.

10. Table: Size 1 (Toughness 6), Agility d4, Strength d8.

ANIMATED SUIT OF ARMOR

This beautiful suit of armor raises its weapon and charges into battle!

Attributes Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d10

Skills Athletics d8, Fighting d6, Notice d6, Shooting d6, Stealth d8

Edges Pace: 6; Parry: 5; Toughness: 7

Edges

Special Abilities

- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Fearless:** Immune to fear and Intimidation.
- **Resilient:** Animated armor can take one Wound before it's Incapacitated.

Roll d4 to determine the type of armor:

1. Light Leather: Armor 1, dagger (Str+d4), small shield (+1 Parry).

2. Thick Leather: Armor 2, short sword (Str+d6), medium shield (+2 Parry).

3. Chain mail: Armor 3, long sword (Str+d8), large shield (+3 Parry).

4. Steel plate mail: Armor 4, Strength d10, great sword (Str+d10).



ANIMATED WEAPON

This finely-wrought weapon spins menacingly as it floats silently through the air.

Attributes **Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d8**

Skills **Athletics d8, Fighting d6, Notice d6, Shooting d6, Stealth d8**

Pace: -; **Parry:** 5; **Toughness:** 6 (2)

Edges

Special Abilities

- **Armor +2:** Durable.
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Fearless:** Immune to fear and Intimidation.
- **Flight:** Animated weapons float at Pace 6".
- **Size -2 (Small):** Animated weapons are small and difficult to hit.

Roll d8 to determine the type of weapon:

1. **Bow:** Range 12/24/48, Damage 2d6.

2. **Crossbow:** Range 10/20/40, Damage 2d6, AP 2.

3. **Dagger:** Size -3 (Toughness 5 (2)), Pace 7, Strength d4, Damage Str+d4.

4. **Great Axe:** Armor 4, Strength d10, Parry 4, Damage Str+d10, AP 2.

5. **Flail:** Damage Str+d6.

6. **Long Sword:** Armor 3, Strength d8, Damage Str+d8

7. **Rapier:** Size -3 (Toughness 5 (2)), Parry 6, Damage Str+d4.

8. **Spear:** Reach 1, Parry 6, Damage Str+d6.

9. **Rug:** Stealth d6, +2 to Athletics and Strength rolls made to grapple.

10. **Table:** Size 1 (Toughness 6), Agility d4, Strength d8.

ARMY OF TOY SOLDIERS (SMALL BURST TEMPLATE)

Hundreds of tiny wooden soldiers armed with swords and shields.

Attributes **Agility d10, Smarts d4, Spirit d12, Strength d8, Vigor d10**

Skills **Notice d6**

Pace: 4; Parry: 4; Toughness: 7

Edges

Special Abilities

- **Fearless:** Immune to fear and Intimidation.
- **Swarm:** +2 Parry. Immune to cutting and piercing weapons. Area effect attacks work normally. Can be stomped for Str damage.
- **Tiny Swords:** Everyone within the SBT suffers 2d4 damage, applied to least armored location.



POSSESSED DOLL

This ragged child's doll has a malevolent look in its dark eyes. It is much stronger than its size suggests, and it fights with the ferocity of a rabid animal.

Attributes	Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills	Athletics d6, Fighting d4, Notice d6, Stealth d10
	Pace: 4; Parry: 4; Toughness: 3
Edges	Berserk, Quick
Gear	Knife (Str+d4)
Special Abilities	<ul style="list-style-type: none"> ▪ Construct: +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease. ▪ Fearless: Immune to fear and Intimidation. ▪ Infravision: Halve penalties for Illumination when attacking warm targets. ▪ Size -2 (Small): The doll is about the size of a house cat.



SPIRITS OF THE PAST, PRESENT AND FUTURE

WILD CARD

These three spirits represent the past, present and future. They won't attack the heroes directly, but may torment them from a distance, and will defend themselves if attacked. If wounded or Incapacitated, they return to their skulls.

Attributes Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d12, Notice d12, Stealth d12, Taunt d10

Pace: 6; Parry: 5; Toughness: 5

Edges

Special Abilities

- **Ethereal:** The spirits can become invisible and immaterial at will and can only be harmed by magical attacks.
- **Fear (-2):** The spirits cause Fear checks at -2 when they let themselves be seen.

EBENEZE

WILD CARD

Ebenezer's ghost haunts his gold, and manifests as a vaguely human-shaped collection of coins.

Attributes Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills Athletics d6, Fighting d8, Notice d6, Stealth d6

Pace: 6; Parry: 6; Toughness: 10 (3)

Edges

Special Abilities

- **Armor +3:** Gold coins.
- **Bash:** Str+d6.
- **Coin Form:** Can pass through gaps or holes large enough to fit a coin.
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.

Magic Items

Spirit Coin: The owner of this two-headed silver coin gains the Mean Hindrance. They can also call upon the spirits for advice, treat this like the Connections Edge.

Dimensional Painting: A large oil painting (36-by-48 inches) depicting a flaming long sword lying in the middle of an otherwise-empty room. This is actually an extradimensional space that can be entered (or left) by pushing firmly against the canvas while the painting is fixed to a solid surface. The painting changes to reflect the current contents of the room, but it never changes while someone is actively looking at it (a Notice roll at -2 reveals that the flames around the sword keep changing). The painting can only be removed from the wall while it is completely empty, and should it be destroyed, its contents will be forcibly ejected. The long sword is a magical weapon that bursts into flames when drawn (see “Flaming Weapons” in *Savage Worlds*).

Swift Boots: The wearer of these fine leather boots gains +1 Pace and a d8 running die. They can spend a Benny at any time to gain the Extraction Edge until the end of the round.

Female

Male

RACE

CHARACTER PORTRAIT

Human ♠
■ One attribute at d8



Half-folk ♥
■ Luck (+1 Benny)
■ Reduced Pace (-1 Pace, reduced run die)
■ Size -1
■ Spirited (Spirit d8)

Dwarf ♦
■ Low Light Vision (Ignore Dim & Dark Illumination)
■ Reduced Pace (-1 Pace, reduced run die)
■ Tough (Vigor d8)

Elf ♣
■ Agile (Agility d8)
■ All Thumbs (-2 Repair; 1 on Trait die -> malfunction)
■ Low Light Vision (Ignore Dim & Dark Illumination)

Half-orc ★
■ Infravision (Half lighting penalties)
■ Outcast (no d4 in Common Knowl.)
■ Outsider (-2 to Persuasion)
■ Strong (Strength d8)

Half-elf ☆
■ One Attribute at d8
■ Low Light Vision (Ignore Dim & Dark Illumination)
■ Outsider (-2 to Persuasion)



CLASS

Fighter ♠★

■ Athletics d6
■ Common Knowledge d4
■ Fighting d10
■ Intimidation d6
■ Notice d4
■ Persuasion d4
■ Stealth d4
■ Choose one:
 Healing d6
 Shooting d6



Cleric ♥★

■ Athletics d4
■ Common Knowledge d4
■ Faith d6
■ Fighting d6
■ Healing d6
■ Intimidation d6
■ Notice d4
■ Persuasion d6
■ Research d4
■ Stealth d4



Rogue ♦★

■ Athletics d6
■ Common Knowledge d6
■ Fighting d6
■ Notice d6
■ Persuasion d6
■ Stealth d6
■ Thievery d6
■ Choose two:
 Gambling d6
 Taunting d6
 Shooting d6



Wizard ♣★

■ Athletics d4
■ Common Knowledge d6
■ Fighting d4
■ Notice d4
■ Occult d6
■ Persuasion d4
■ Research d6
■ Spellcasting d8
■ Stealth d4



EQUIPMENT

■ Leather armor (1)
■ Club, axe or short sword (Str+d6)

■ Leather armor (1)
■ Staff (Str+d4, two handed, +1 Parry, Reach 1)
■ Holy symbol of Solis

■ Leather armor (1)
■ Dagger (Str+d4)

■ Spellbook
■ Quill
■ Ink
■ d6 candles
■ Staff (Str+d4, two handed, +1 Parry, Reach 1) or dagger (Str+d4)

ATTRIBUTES

AGILITY	d4	d6	d8	d10	d12
SMARTS	d4	d6	d8	d10	d12
STRENGTH	d4	d6	d8	d10	d12
SPIRIT	d4	d6	d8	d10	d12
VIGOR	d4	d6	d8	d10	d12

DERIVED STATS

PACE	
PARRY	Fighting/2+2
TOUGHNESS	Vigor/2+2

CONNECTIONS

WOUNDS

-1	-2	-3
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ENCUMBRANCE

INC

Carried Items	Weight Limit	Encumbered	Pace 1	Max. Lift	-1	-2
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LANGUAGES

FATIGUE

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COINS

- PP:
- GP:
- SP:
- CP:
- Other:

HINDRANCES

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EDGES

POWERS

In the Hand od Destiny: When you roll snake eyes, you cannot use a Benny to reroll, but you gain a Benny that you can use later.			<input type="checkbox"/> Arcane Background (Magic)/(Miracles)
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■ N			
■ S			
■ V			

■ H				POWER POINTS
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■ L				■ 10
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Gold
& Glory

