

**D7**

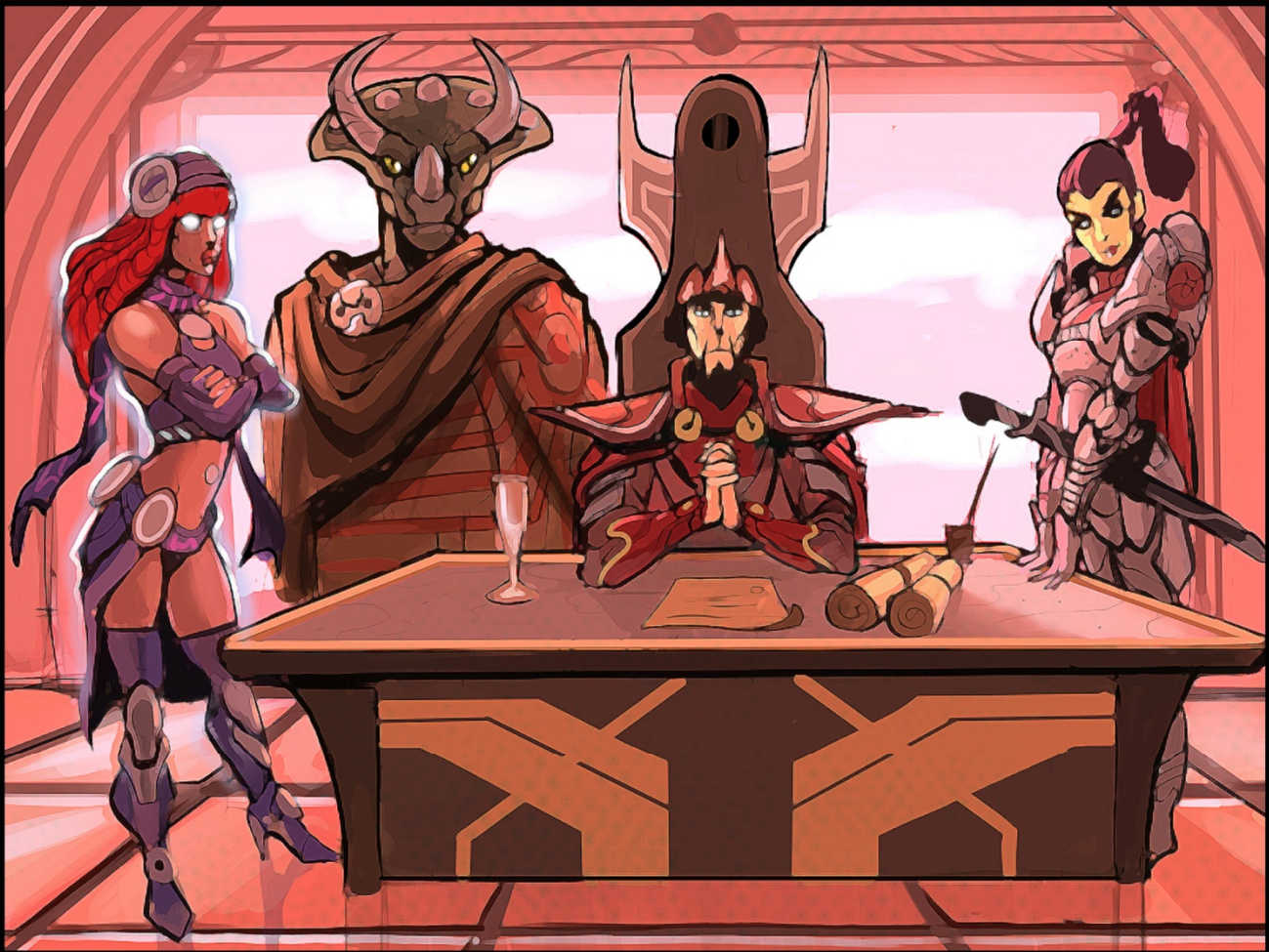
**Compatible with the  
Swords & Wizardry™ game**

## Mini-dungeon Module D7

# Trial of the Guild

by Matthew E Kline

**AN ADVENTURE FOR CHARACTER LEVELS 7-9**



***The exclusive Guild of Adventurers has heard of your heroic exploits and offered you full membership. Of course there's the matter of initiation; a series of tests to prove your worthiness. But is that all there is to it?***

***Trial of the Guild is seventh in a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.***



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Dazegoneby**

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Writing, design, layout: Matthew E Kline  
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# Dungeons of Dazegoneby

## Mini-Dungeon Module D7 Trial of the Guild

The legendary Guild of Adventurers has taken notice to your group. They've extended an invitation to join their exclusive ranks. Of course before you can reap the benefits of full membership there's a matter of the initiation, just a formality of course. For a group of heroes as accomplished as you it should be of little concern...

### About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Trial of the Guild is designed for 4-6 adventurers of level 7-9. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at [www.swordsandwizadry.com](http://www.swordsandwizadry.com)

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

### About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

You can find more of our RPG products on RPGNow. Please feel free to visit us at [www.creationsedggames.com](http://www.creationsedggames.com) or like us on Facebook. Thank you for your support!

### **Gamemaster's Eyes Only:**

Membership to the Guild of Adventurers is so exclusive that right now there are only four members. This is a closely guarded secret. An even more closely guarded secret is the fact that the members aren't really members at all but four fifths of a shattered god, banished to our world for transgressions against his pantheon.

Four fragments of the god managed to unite together as the Guild. They travel the world in search of adventurers strong enough to free the fifth and final fragment of their life force from its imprisonment within a ruined temple overseen by nine guardians.

While this 'god-of-five-parts' cannot enter the temple on its own, it can send willing minions in its stead, hence the deception of the guild and its trial.

Once the fifth fragment has been freed the god-of-five-parts will be able to transform into his true form. For now the party will be dealing with him in his split form. The current members of the 'Guild' are; Rax, A 10th level sauron (humanoid dinosaur) cleric, Natasha, A 10th level elven thief, Prandalis, A 10th level human magic user, and Glorianna, A 10th level human fighter.

They will be elusive about their past if asked and even more elusive about just what it means to be a member of the guild. Truthfully they haven't really worked it out and no one's asked...

### **Set Up**

The next time the party is in a city or town to rest and restock on supplies they will sense they're being followed.

Natasha will appear before them, leaping down from a nearby rooftop with a flourish. She will introduce herself as a member of the Guild of Adventurers and

let the party know that the Guild has had their eyes on them for quite some time.

She offers the group membership, glossing over what the benefits are or making up something on the spot if asked.

She'll arrange a meeting between the group and the rest of the Guild in some nearby rented space. There the group will be informed by Prandalis (the guild's leader) that there's a test that must be passed first: defeat the guardians in the Temple of Trials. After that the group may partake of all the amenities the guild has to offer. If they agree Prandalis teleports the group to the temple's entrance.

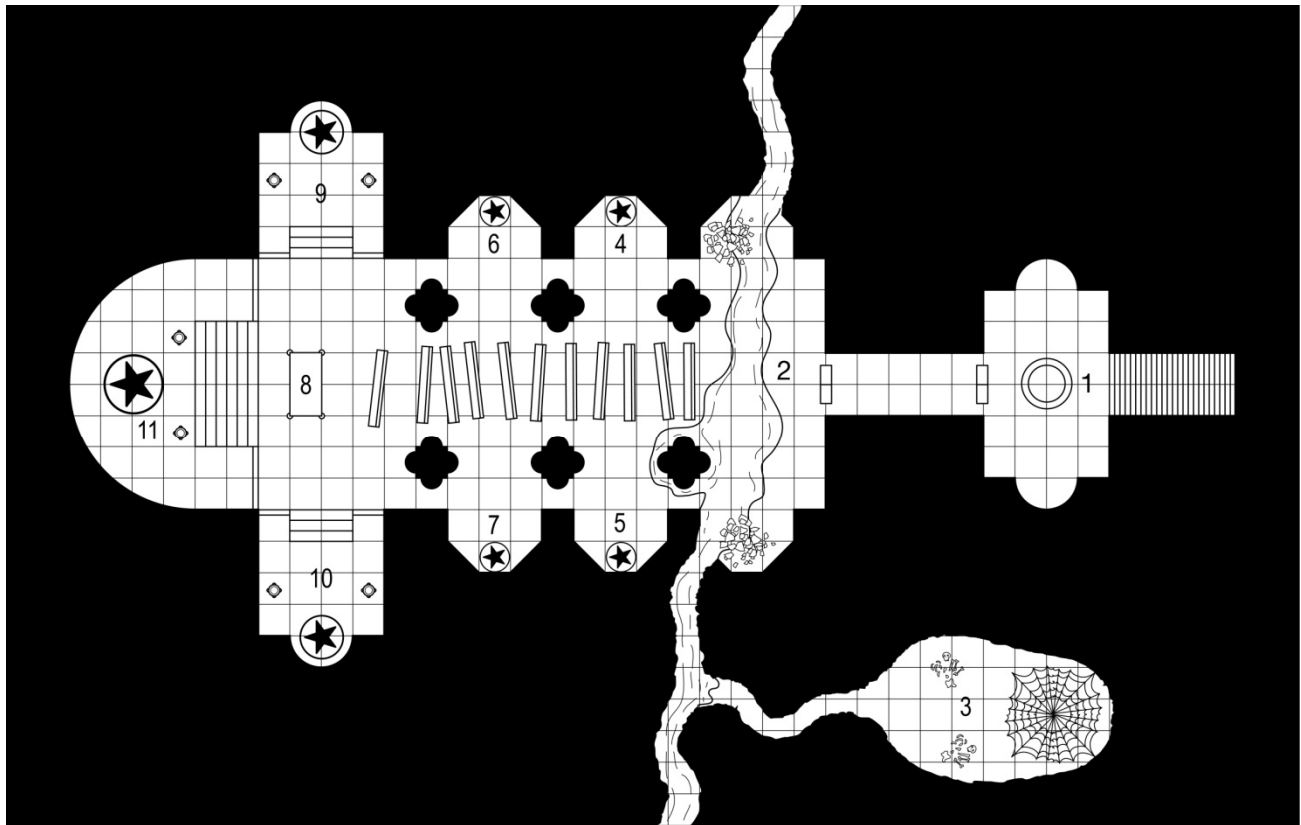
### **A Note to the Gamemaster**

The set up described here is only a suggestion. Feel free to introduce this scenario in any way you see fit.

Perhaps the party "rescues" a Guild member who's under attack (staged) and are offered a chance to attempt the trial for membership as a reward.

Alternately the party could be approached by the Guild immediately after completing some other adventure, commending them on their successful endeavor and extending membership on the spot.





Temple of Trials

### Key to the Temple of Trials

In a flash of light the leader of the Guild of Adventurers transports the party to the center of a shattered bridge leading to an island in the middle of a wide stream.

The majority of the bridge is intact and they party can travel along it to the island which bears the ruins of a small castle.

The span of the bridge which runs behind them ends abruptly just 20' from the shore, shattered and singed by some elemental force. The party can jump off and swim to the shore however they won't find much of interest there.

Exploring the ruins of the castle the group will find an unscathed and intact set of double doors which open up to reveal a wide stone staircase leading down into darkness...

### 1. Pool of Blessings

A 10' wide marble basin is set within the floor at the center of this room, filled with a strange glowing liquid. A stone obelisk stands before it with the words 'drink and be blessed for the tasks ahead' carved into it in common, dwarven, elven, and halfling.

The guild could pass no further into the temple than this room. They created this pool and the power it contains as a way of furthering the ruse that they were the custodians of this temple and the trials it contains. The pool is here as a way of fortifying their chosen champions for the trials ahead.

Drinking from the pool for the first time bestows a random 'blessing'. Roll 1d12 and consult the table below-

Roll 1d12	Blessing Bestowed
1	Gain 5 temporary Hit Points.
2	Gain a +1 bonus to saving throws for the next 24 hours.
3	Gain a +1 bonus to AC for the next 24 hours.
4	Your attacks deal +1 damage for the next 24 hours.
5	Gain 10 temporary Hit Points.
6	Gain a +2 bonus to saving throws for the next 24 hours.
7	Gain a +2 bonus to AC for the next 24 hours.
8	Your attacks deal +2 damage for the next 24 hours.
9	Gain 15 temporary Hit Points.
10	When attempting to save for the next 24 hours make your roll twice.
11	Gain 20 temporary Hit Points.
12	Regenerate 1 Hit Point per combat round for the next 24 hours.

The pool will have no effect on a character who drinks from it a second time unless they're injured. An injured character will be healed for 3d8+3 Hit Points. After a character has been healed by the pool the pool's magic no longer functions for that character. Note the pool's healing magic will not restore temporary Hit Points.

The set of stone doors on the western wall require a combined strength of 20 to open. There was once a warning carved upon these doors pertaining to the fact that a god (or at least part of one) was imprisoned here however the markings have been eradicated.

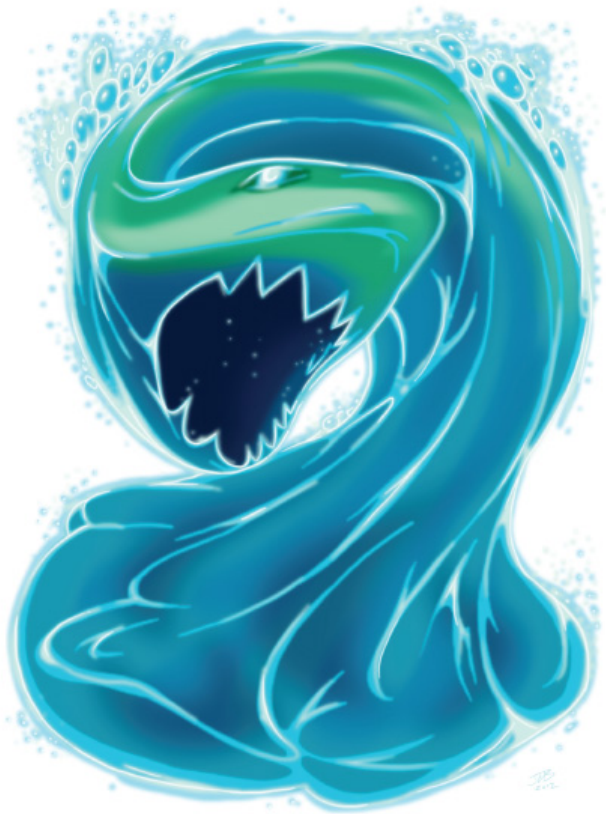
The alcoves to the north and south once bore statues of a male god and a female goddess, both in chains; however these too have been destroyed.

The guild of course was responsible for both acts of vandalism.

## 2. Dangerous Currents

As the doors open you're greeted by the sound of flowing water. Before you stands the main chamber of the temple. The wall to the north of the entrance has crumbled allowing a stream of water to enter and flow along a fissure through a similarly shattered section of wall to the south.

The temple was originally watched over by nine guardians, chosen by each of the members of the slighted pantheon. Each guardian is represented by a statue that triggers an encounter. The first two statues were destroyed by a freak earthquake years ago which created the openings for the stream and released the first two guardians into the temple, a trio of water elementals and an ettercap and his pet spider.



The ettercap and spider are laired in **Area 3** while the elementals are merged with the stream. The elementals will rise and attack once the first party member has crossed the stream. The stream is only a foot deep at its deepest part but it flows quickly. Combat maybe difficult while standing in the flowing water and on slippery tiles. Character classes other than monk or thief may be required to make a saving throw or else risk slipping and or falling in the stream.

The ettercap and spider will come to investigate sounds of battle in 2 rounds. They will attempt to capture at least one party member and drag them back to **Area 3** trying to lure the rest to their lair.



Water Elemental (8HD) (3): HD 8; HP 54,32,30; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 8; CL/XP 8/800; Special: overturn boats.

### 3. Web Covered Cave

The floor of this cavern is littered with bones. A large web spans the rear of the cave.

If the ettercap and spider were successful in capturing a party member they will have secured the unfortunate adventurer to the web at the back of the cave.

The spider will take up position between the two large piles of bones marked on the map while the ettercap will lurk near the ceiling by the entrance hoping to drop down behind any would-be rescuers.

The spider and ettercap exit the temple by following the stream to the south to hunt for food in the surface ruins at night. As a result the web at the rear of the cave is adorned with the husks of various animals. Among them are two cocooned

corpses; one a halfling scholar, the other an elf ranger serving as his escort. The halfling heard of this ruined temple and came to research the forgotten gods it was devoted to. It didn't go well for him. He and his escort were ambushed shortly after entering the surface ruins.



The ettercap has placed gobs of webbing beneath the two large piles of bones. Characters attempting to pass through them will pick up a collection of bones and webbing which will stick to their feet and legs making it difficult to move and impossible to sneak. Characters with bones and webs stuck to them have their movement reduced to 5' and suffer a -1 penalty to attacks and AC. A stuck character can make a saving throw vs strength to break free however they have to devote a combat round to doing so.



Ettercap: HD 5; AC 6[13]; HP 25; Atk 2 claws (1d3), 1 bite (1d8 + poison); Move 12; Save 12; CL/XP 6/400; Special: Poison bite, traps.

Giant Spider (6ft diameter): HD 4+2; HP 17; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: lethal poison, webs.



A +2 longbow is stuck to the web next to the corpse of the elf. The elf wears a backpack containing an assortment of adventuring gear as well as a *potion of heroism* and a sack containing 500gp and 4 gems worth 100gp each.

The halfling wears a backpack containing ink, parchment, quills, chalk and 3 scroll cases. The ink bottles shattered, ruining the parchment and quills however the contents of the scroll cases were

protected. Case number one contains a scroll with three 3rd level magic user spells (*fireball, haste, monster summoning I*). Case number two contains a scroll with two 3rd level cleric spells (*cure disease, prayer*). Case number three contains a sheet of parchment bearing a list entitled 'The Forgotten Pantheon' with the following entries:

- 1 Kurgis- Ruler of the Gods
- 2 Iona- Art / Music / Beauty
- 3 Arrokk- War
- 4 Feonus- Plants / Nature
- 5 Fexonus- Animals / Nature
- 6 ?- Night / Lies / Vermin
- 7 Tydara- Ocean / Water
- 8 Scalix- ?
- 9 Drakthar- Underworld
- 10 Arachnis- Spiders / Insects

Stuck to the web near the corpse of the halfling is a sack containing a gold statue of Arrokk (worth 1000gp)

#### 4. Feonus Statue

This alcove features a marble statue of a beautiful woman clad in a flowing gown of leaves and ivy. A golden flower rests in the palm of one outstretched hand, while a collection of seed-shaped gems rests in the other.

The statue is of Feonus, goddess of plants and nature, twin sister to Fexonus.

The eyes of the statue will start to glow once the first party member enters the alcove. If a character touches the statue, they and all characters within the statue's alcove will be transported to the following pocket dimension to face the statue's guardian.

The players find themselves in a section of swamp roughly 60' in diameter. Thick (impervious) vegetation makes it impossible to move beyond the perimeter. After 1 round a shambling mound will rise out of the swamp and attack.

Any adventures left behind in the temple when the rest of the party teleports can enter the pocket dimension by touching the statue.

After the shambling mound's been dealt with the players will be teleported back to the temple.



Shambling Mound (7HD): HD 7; HP 45; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 9; CL/XP 10/1400; Special: Damage immunities, enfold and suffocate victims.



Once the statue's guardian has been defeated the eyes cease to glow and the gems and flower can be retrieved from the statue's hands. The flower is worth 800gp. There are a total of 20 seed-shaped gems worth 100gp each.

#### 5. Fexonus Statue

This alcove features the statue of a muscular man clad in a variety of animal furs. He holds a stone spear and wears a necklace of stone animals. His face is similar to that of the statue in the alcove across from it.

The statue is of Fexonus, god of animals and nature, twin brother to Feonus.

The eyes of the statue will start to glow once the first party member enters the alcove. If a character touches the statue, they and all characters within the statue's alcove will be transported to the following pocket dimension to face the statue's guardian.



The players find themselves in a large tavern. A handful of villagers are in the process of frantically barricading the door and all but one window that looks out on a village at dusk. The villagers will bid the new arrivals to help secure the tavern because "the beasts come at night".

After 2 rounds of 'securing' the doors and windows the villagers within the tavern will turn into were-beasts and attack the party.

Any adventures left behind in the temple when the rest of the party teleports can enter the pocket dimension by touching the statue.

After the assorted were-beasts have been slain the players will be teleported back to the temple.



Barkeep (Wereboar): HD 5+2; HP 23; AC 4[15]; Atk 1 bite (2d6); Move 12; Save 12; CL/XP 6/400; Special: Lycanthropy.

Barmaids (Werewolves) (3): HD 4+4; HP 21,20,17; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special:Lycanthropy.

Villagers (Wererats) (10): HD 3; HP 16,16,16,15,15,12,12,12,10,10; AC 6[13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; CL/XP 4/120; Special:Lycanthropy, control rats, surprise.



Once the statue's guardian has been defeated the eyes cease to glow. The stone spear transforms into a *spear of dancing* and can be removed from the statue. The animals on the necklace transform into small golden statues and drop to the ground. There's a boar, 3 wolves, and 10 rats. The statues are worth 100gp each.



## 6. Arrok Statue

This alcove features a muscular man in full armor. The features of his face are lost in the shadow of a winged helmet. He wields an enormous war hammer.

The statue is of Arrok, god of war.

The eyes of the statue will start to glow once the first party member enters the alcove. If a character touches the statue, they and all characters within the statue's alcove will be transported to the following pocket dimension to face the statue's guardian.

The players find themselves in a war camp where a group of 30 ogres are preparing for war. The ogres are itching for a fight and immediately attack the new arrivals.

If the statue of Arrok from **Area 3** is displayed to the ogres, each must succeed at a saving throw or else flee the camp.

Any adventures left behind in the temple when the rest of the party teleports can enter the pocket dimension by touching the statue.

After the ogres have either been slain or run off the players will be teleported back to the temple.



Ogres (30): HD 4+1; HP 22,22,22, 17,17,17,16,16,16,15,15,15,15, 14,14,13,13,13,12,12,11,11,11, 10,10,10,10,10,10,9; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.



Once the statue's guardian has been defeated the eyes cease to glow. The statue's helmet transforms into a *Helmet of Arrok* (see New Magic) and can be retrieved, revealing Arrok's half-ogre features.

## 7. Drakthar Statue

This alcove features a statue wrapped entirely in a long, hooded cloak. One boney hand holds an hourglass while the other holds a coin displaying a human skull.

The statue is of Drakthar, god (or goddess) of death, darkness, and the underworld.

The eyes of the statue will start to glow once the first party member enters the alcove. If a character touches the statue, they and all characters within the statue's alcove will be transported to the following pocket dimension to face the statue's guardian.

The players find themselves in a large underground cavern. Fire spouts from pits that dot the ground and the muted cries of tormented spirits fill the air. 1d3 rounds after the first party member arrives in the pocket dimension the group will be attacked by a vroock and his pet hell hounds.

Any adventures left behind in the temple when the rest of the party teleports can enter the pocket dimension by touching the statue.

After the vroock and hell hounds have been defeated the players will be teleported back to the temple.



Vroock (Demon): HD 8; HP 44; AC 1[18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

Hell Hounds (6HD) (5): HD 6; HP 25,20,19,19,18; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 11; CL/XP 7/600; Special: Breathe fire (12hp).



Once the statue's guardian has been defeated the eyes cease to glow. The stone hourglass transforms into a silver, jewel encrusted hourglass (worth 5,000gp). The coin becomes a *coin of life or death* (see New Magic.) Both can now be removed from the statue.

## 8. Sleeping Beauty?

A stone altar sits here. The ghostly image of a beautiful woman clad in a gossamer dress, lies prone and sleeping; floating inches above the altar's surface.

This is the fifth part of the god the "guild" is looking to free. As the statue guardians are dealt with the woman on the altar will become more and more tangible.

## 9. Iona Statue

This alcove features a large statue of a beautiful woman with long flowing hair, clad in a robe carved with a myriad of designs. She holds a collection of quills and sheets of parchment in one hand while clutching a harp close against her with the other.

This statue is of Iona, goddess of music, art and beauty.

The eyes of the statue will start to glow once the first party member enters the alcove. If a character touches the statue, they and all characters within the statue's alcove will be transported to the following pocket dimension to face the statue's guardian.

The players find themselves standing in a small stone amphitheater in the center of a sprawling garden. A group of 20 shardus (see New Monster) are sitting quietly watching another performing on a small stone slab. The performer is causing the crystal that comprises its body to resonate producing a series of modulating tones.

Any adventures left behind in the temple when the rest of the party teleports can enter the pocket dimension by touching the statue.

If the party chooses they can decide to sit quietly and watch the performance. After it's over the audience will rise and walk off into the garden, the performer will bow to the party and the party will find themselves teleported back to the temple.

If the party chooses not to sit quietly the shardus will become annoyed and attack after which they'll have to be defeated before the players can return to the temple.



Shardus (21): HD 5+1; HP 27,26,24,24,20,20,19,19,19,18,17,17,15,13,13,13,12,11,11,10,10; AC 5[14]; Atk 2 fists (1d8+1); Move 9; Save 13; CL/XP 6/400; Special: Shatter.



Once the party returns to the temple the statue's eyes cease to glow. The stone harp transforms into a golden, jewel encrusted harp (worth 5,000gp). The harp can now be removed from the statue. If the party chose not to interrupt the performance and let the shardus depart in peace each party member will be healed for 3d8+3 hit points.

## 10. Scalix Statue

This alcove features a large statue of a man with the head of a dragon. The left side of its face is covered with a half mask.

The statue is of Scalix, god of dragons and wisdom.

The eyes of the statue will start to glow once the first party member enters the alcove. If a character touches the statue, they and all characters within the statue's alcove will be transported to the following pocket dimension to face the statue's guardian.

The players find themselves in a snow covered cave doing battle with a white dragon.

Any adventures left behind in the temple when the rest of the party teleports can enter the pocket dimension by touching the statue.

Once the dragon has been dealt with the players will find themselves teleported back to the temple.



Adult White Dragon (7HD): HD 7 (28hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Breathes frost.



Once the statue's guardian has been defeated the eyes cease to glow. The half-mask transforms into silver and can be removed from the statue. The mask itself is worth 500gp however there are dragons who still remember Scalix and would be willing to trade valuable items from their treasure horde for the mask.

## 11. Kurgis Statue

This alcove features a large statue of a bearded man sitting on a throne. He holds the halves of a shattered crown in each hand.

The statue is of Kurgis, reluctant ruler of the gods.

Unlike the other statues the eyes will only start to glow after the guardians of all the other intact statues have been encountered. If a character touches the statue while the eyes are glowing, they and all characters within the statue's alcove will be transported to the following pocket dimension to face the statue's guardian.

Any adventures left behind in the temple when the rest of the party teleports can enter the pocket dimension by touching the statue.

The players will find themselves in a large, well appointed sitting room. The gods and goddesses they encountered previously in statue form are here lounging about. Iona dotes over a small songbird sitting on a golden perch.

Kurgis approaches arms wide in greeting "Welcome home brother..." he starts, then pauses eyeing the group suspiciously "Wait. Who are you?" The others then fade away leaving only Kurgis behind.

Kurgis is an illusion generated by the songbird that is actually a djinni in disguise. The djinni was expecting one or more parts of the fragmented god and was hoping to confuse him with the illusion of the pantheon.

If the party takes the time to explain themselves Kurgis will fade and the djinni will reveal its true form. The djinni will explain that there is no "trial of the guild" and that the party is being used by four fragments of a shattered god in a bid to free the fifth. He offers to help fight the guild in exchange for his freedom.

At this point the party must decide if the djinni is telling the truth. If they accept his help the djinni teleports himself and the players back to the temple. If the party refuses his help the djinni becomes enraged and attacks.



Once the djinni has been dealt with the players will find themselves teleported back to the temple.



Djinni: HD 7+3; HP 37; AC 4[15]; Atk 1 fist or weapon (1d10+1); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Magical powers, whirlwind.



If the party defeats the djinni the two halves of the crown will transform into gold. If the party chooses to free the djinni he will grant the party a limited wish after the battle with the shattered god (or possibly even a true wish). Once the statue's guardian has been defeated the eyes cease to glow.

## Wrapping Up

There will be different endings depending on whether or not the party trusts the djinni's story.

If the party chose not to believe the djinni they will return to the temple to find the members of the guild standing at each corner of the altar at **Area 8**, surrounding the fully reformed woman that was floating there. The party will find themselves immobile and helpless as they watch the five beings merge into one. The reformed god will explain that there was no trial, no guild, just the four pieces of a shattered god, looking to free the fifth and return home. The restored god will take the two halves of the broken crown from the statue of Kurgis, make it whole, place it upon his head, and vanish in a flash of light, leaving nothing behind but a puff of foul smelling smoke and the echoes of malevolent laughter.

If the party chose to believe the djinni they return to the temple to find the djinni

locked in combat with the guild. The fifth fragment of the god, the ghostly woman at **Area 8** almost completely tangible but still asleep and floating. The raw power exchanged between the djinni and the guild throws the party back and prevents them from helping. The djinni will hold his own against the four segments of the shattered god for several rounds before faltering at which point Kurgis himself will appear and intervene. He'll point to the statue of Drakthar which will suddenly come to life and throw open its cloak. The four members of the guild will be pulled, pleading and screaming, into the nothingness it revealed. Kurgis will then take the halves of his broken crown and hold them over the ghostly woman. The form will be pulled into it and the crown will be made whole. He'll then place the crown upon his head. Wink at the party and vanish.

Regardless of the party's decision to trust or not to trust the djinni, they'll pretty much have to find their own way home from here. Of course deciding to trust the djinni will leave them with a wish...



## Continuing the Adventure

Here are some suggestions for further adventures:

✂ The members of the Guild were parts of a fragmented god (noted as being the god of night/lies/vermin on the halfling's list. Freeing him causes him to take the crown of Kurgis, return to his home realm and start a civil war between the forgotten gods; a war that the party may get dragged into.

✂ The party member in possession of the half mask belonging to Scalix becomes a half dragon at times. While in half dragon form they must do the dragon god's bidding.

✂ Regardless of the outcome of this adventure the party has made themselves known to a group of forgotten gods. The group could find themselves tasked with any number of quests, ranging from simple fetch and carries to restoring whole temples to their former glory.

✂ The group finds themselves cursed by the god of night/lies/vermin they either freed or helped to re-imprison. They find it impossible to tell the truth at night. They also seem to attract swarms of rats at inconvenient times, such as while relaxing in a tavern, or during an audience with the king (although, when *is* a convenient time for a swarm of rats?)

✂ Depending upon the group's actions and outcome of the adventure they gain the blessing of Feonus and Fexonus. When traveling through wilderness, flowers spring up at their passing and small woodland creatures gather and follow the group. Alternately they could be cursed, in which case nearby vegetation wilts and squirrels nip at their heels. The party may have to find a cleric of Feonus or Fexonus to remedy their situation.

## New Magic

### Helmet of Arrokk

This helmet grants the wearer a +1 bonus to their AC. In addition to this once per day the wearer can choose to use the helmet to either cause fear or imbue themselves with heroism. Causing fear functions the same as a *fear* spell cast by a magic user of the same level as the wearer. Heroism functions the same as if the wearer drank a *potion of heroism*.

### Coin of Life or Death

This coin is twice as big as a standard gold piece. It bears the image of a skull on one side and the profile of a noble looking face on the other. The coin grants the owner the possibility of a second chance of cheating death. If the character that possesses the coin fails a saving throw that results in death, the player of that character flips a coin. If the coin comes up heads the player can re-roll their save. A player can only re-roll a save attempt once.



## NEW MONSTERS

### Shardus

Shardus are crystalline creatures dedicated to intellectual and artistic pursuits.

The creatures communicate by causing their crystal forms to vibrate, creating a pleasant humming noise that serves as speech. The primary art form of the shardus is composing epic length poem-songs, the longest of which take days to perform.

While they are reluctant to engage in combat they consider interrupting their intellectual and artistic pursuits to be the greatest of all insults. They will not hesitate to attack the insulter.



Each time a shardus is struck during melee combat its body will hum at a louder frequency. There is a cumulative 10% chance each time it's struck that it will shatter, killing the shardus and dealing 10 points of damage to all non-shardus within 10' of it (save for half damage.)

**Shardus:** HD 5+1; AC 5[14]; Atk 2 fists (1d8+1); Move 9; Save 13; CL/XP 6/400; Special: Shatter.

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