

# TORCHBEARER

## THE HAND OF THE PIT



by Todd James

# Credit Due

## **Torchbearer Concept**

Thor Olavsrud

## **Torchbearer Design**

Thor Olavsrud and Luke Crane

## **Hand of the Pit Concept**

Todd James

## **Hand of the Pit Design**

Thor Olavsrud and Todd James

## **Hand of the Pit Development**

Luke Crane, Jared Sorensen

## **Art**

Todd James

## **Playtesters**

Pete Conlon, Luke Crane, Radek Drozdalski, Jim Morris,  
Ary Ramsey, Jared Sorensen, David Turner

## **Editing**

Luke Crane

## **Layout**

Luke Crane, Radek Drozdalski

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This game is based on and derived from:

*Burning* <sup>the</sup> *Wheel*  
and  
**MOUSE GUARD**  
ROLEPLAYING GAME





Snow falls from darkening skies in the village of Stenby. Winter is early this year, and the village's stockpiles of food are gone along with several of its people—stolen by the Ogre of Whelcrag and his raiders. They descended upon Stenby three days ago during the Harvest Festival, slaying and burning until they had claimed all they could carry.

The survivors could only watch in mute horror as the raiders retreated into the hills to the ogre's lair: the cursed mine of Whelcrag. The raiders took the villagers' food stores with them, along with several villagers and Fenn Stonehand, a paladin visiting for the festival.

Pleas to the earl's steward for aid have gone unanswered.

The villagers will need help if they are to survive the winter. Someone must enter the forbidden mine, rescue the kidnapped villagers and steal back the village's food. And then there is the matter of the trove of looted treasures the stories say the Ogre of Whelcrag keeps in his demon-haunted lair...

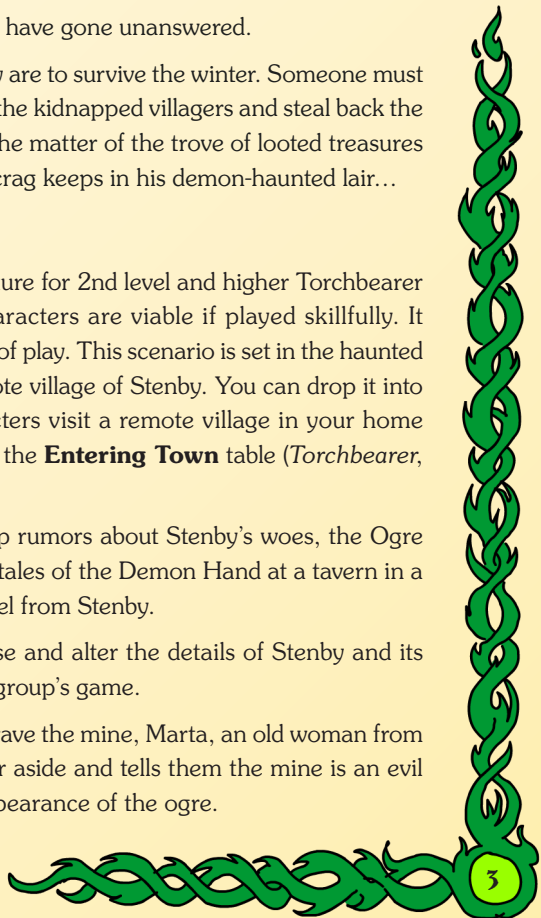
## Set Up

*The Hand of the Pit* is an adventure for 2nd level and higher Torchbearer characters, though 1st level characters are viable if played skillfully. It should take two to three sessions of play. This scenario is set in the haunted mine of Whelcrag, near the remote village of Stenby. You can drop it into your game whenever the characters visit a remote village in your home setting and you roll a disaster on the **Entering Town** table (*Torchbearer*, page 86).

The characters could also pick up rumors about Stenby's woes, the Ogre of Whelcrag's treasure hoard, or tales of the Demon Hand at a tavern in a village or town about a day's travel from Stenby.

GMs should feel free to improvise and alter the details of Stenby and its situation to fit the needs of their group's game.

When the adventurers agree to brave the mine, Marta, an old woman from the village, takes the party leader aside and tells them the mine is an evil place, cursed even before the appearance of the ogre.



*In the days of old, a giant demon hand clawed its way up from the Pit and scattered gold throughout the tunnels to lure foolish mortals and claim their souls. Most who enter that mine never return! The ogre works for it, bringing it souls to feed its demonic hunger!*

Other villagers scoff at the woman's story, but it's not clear whether it's because they don't believe the story or because they fear the adventurers won't enter the mine because of it.

## The Story of Rasgil and Agatha

Long ago, there was a young miner named Rasgil who worked the earl's gold mine, Whelcrag. Whether he was a good man or bad, none remember. One day, the earl came visiting to see the mine for himself. At his side was his daughter, Agatha.

Rasgil saw her and was instantly smitten by her beauty. She too was smitten by Rasgil, for he was very handsome, despite the dirt that covered him. In the days and months that followed, she and her maids quit her father's palace in Highwater in favor of his hunting lodge near Tamthwaite. This was not unusual, for she loved to hunt hart and boar above all things.

In secret Rasgil came to her at Tamthwaite and they shared each other's affection. But before long, word traveled the land: Agatha was to be married to an ally of her father's. Rasgil pleaded with her to elope with him, but she refused. She was wiser in the ways of the world than he, and knew that her father would never stand for such betrayal. He would hunt them beyond the Pillars of Dawn if necessary.



Desperate, the lovers consulted a witch, who taught them a magical ritual that would protect them from the earl's wrath. As instructed, the lovers stole into the depths of Whelcrag, performed the vile incantation they had been taught and proffered a sacrifice to the Immortals of the Below.

But the words twisted in Rasgil's mouth and the ritual went awry. A terrible demon, Habaquoran, the Hand that Gives and Takes, clawed its way from the Pit to Whelcrag itself, scattering gold spoor in its wake, and plucked Agatha's soul from her body. Rasgil fell into a deep slumber. When he awoke, he found that he was no longer a man, but a great, hunched beast with a taste for human flesh.

Laughing, the demon told him that should he sacrifice Agatha's betrothed, or a descendant, to the Pit, it would return all it had taken, including Agatha's soul and Rasgil's human form.

Since that day, the Ogre of Whelcrag has haunted the countryside, stalking noble men and women to feed to the Pit.

## The Plan

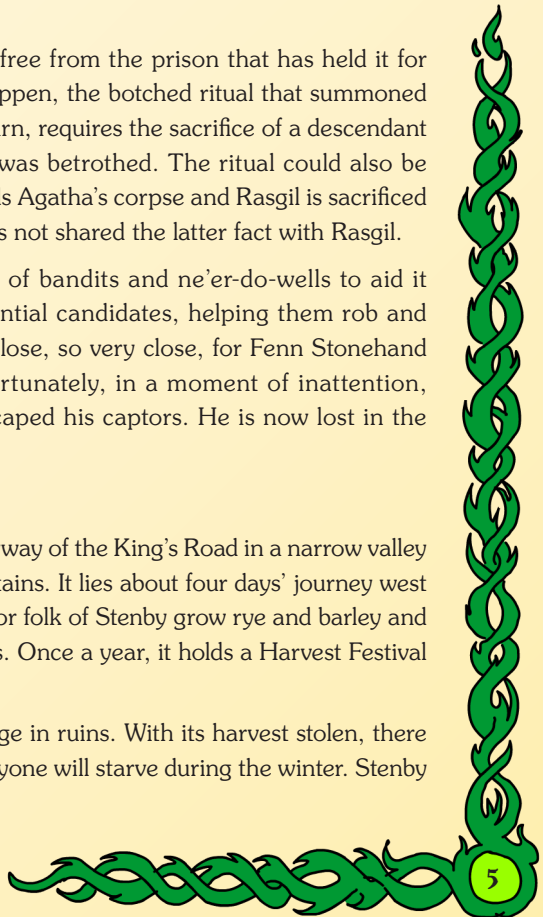
Habaquoran is desperate to be free from the prison that has held it for nearly 100 years. For that to happen, the botched ritual that summoned it must be completed. That, in turn, requires the sacrifice of a descendant of the knight to whom Agatha was betrothed. The ritual could also be completed if the descendant weds Agatha's corpse and Rasgil is sacrificed to the Pit, though the demon has not shared the latter fact with Rasgil.

The ogre has gathered a band of bandits and ne'er-do-wells to aid it in finding and kidnapping potential candidates, helping them rob and steal in return. Habaquoran is close, so very close, for Fenn Stonehand is the individual it seeks. Unfortunately, in a moment of inattention, Fenn slipped his bonds and escaped his captors. He is now lost in the **Lost Tunnels**.

## Stenby

The hamlet of Stenby sits on a byway of the King's Road in a narrow valley in the foothills of the Iron Mountains. It lies about four days' journey west of the city of Highwater. The poor folk of Stenby grow rye and barley and care for the earl's apple orchards. Once a year, it holds a Harvest Festival to venerate the Lords of Plenty.

The recent raid left half the village in ruins. With its harvest stolen, there is a very real possibility that everyone will starve during the winter. Stenby



is suffering under a disaster and cannot be used for the Town Phase unless the adventurers find a way to feed the inhabitants during the winter.

For more information on Stenby see Town Appendix on page 38.

### *Personalities of Stenby*

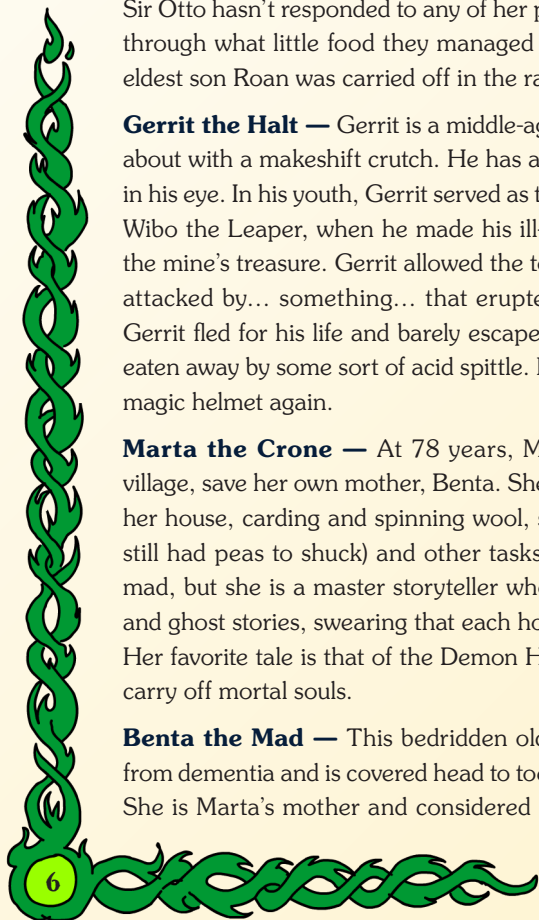
**Sir Otto** — Steward to Earl Jermod the Lame. Otto manages Stenby and several other villages and hamlets on the earl's behalf. He maintains a manor at Tamthwaite, two days east of Stenby on the King's Road. Otto is a serious and hard-hearted man who is unmoved by the plight of the people of Stenby, caring only for the rents and taxes due the earl. He is polite to others of noble birth, but he is jealous of his own wealth and knows that his own fortune flows from service to the earl.

**Bailiff Lys** — Lys is a villager appointed by Sir Otto to manage the hamlet, organize the planting and harvest and collect rents. She's a bit of a toady when it comes to Sir Otto and uses her status to bully her fellow villagers. The raid has left her a bit shellshocked. About half the hamlet has burned, Sir Otto hasn't responded to any of her pleas, the people are rapidly going through what little food they managed to hide from the bandits and her eldest son Roan was carried off in the raid.

**Gerrit the Halt** — Gerrit is a middle-aged, one-legged man who hobbles about with a makeshift crutch. He has a slight tremor and a far-away look in his eye. In his youth, Gerrit served as the torchbearer for the adventurer, Wibo the Leaper, when he made his ill-fated foray into Whelcrag to find the mine's treasure. Gerrit allowed the torch to sputter out, and they were attacked by... something... that erupted from the ground below them. Gerrit fled for his life and barely escaped, though the flesh of his leg was eaten away by some sort of acid spittle. He never saw Wibo or his vaunted magic helmet again.

**Marta the Crone** — At 78 years, Marta is the eldest woman in the village, save her own mother, Benta. She is usually found on a stool before her house, carding and spinning wool, shucking peas (when the villagers still had peas to shuck) and other tasks. The villagers consider her half-mad, but she is a master storyteller who relates all manner of fairy tales and ghost stories, swearing that each horrifying tale after the next is true. Her favorite tale is that of the Demon Hand that dug its way from Hell to carry off mortal souls.

**Benta the Mad** — This bedridden old woman is 103-years-old suffers from dementia and is covered head to toe with warts and seeping pustules. She is Marta's mother and considered a madwoman by the villagers. In



her youth, she was Rasgil's lover until he cast her aside for Agatha. Benta knows Rasgil's terrible story and what the Hand desires. She also knows about the secret entrance to Whelcrag (see **16. Secret Entrance**).

## Sample Goals

*I WILL SAVE THE VILLAGERS KIDNAPPED BY THE OGRE.*

*I WILL RESCUE THE PALADIN TAKEN BY THE RAIDERS.*

*I WILL HELP THE VILLAGE SURVIVE THE WINTER BY BRINGING BACK THE STOLEN FOOD.*

*I WILL BRING BACK THE OGRE'S HEAD AND FIND FAVOR WITH THE EARL.*

*I WILL END THE OGRE'S REIGN OF TERROR.*

*I WILL FIND AND KILL THE RAIDERS WHO STOLE THE VILLAGE'S STOCKPILE OF FOOD.*

*I WILL GET MAKE MY FORTUNE BY PLUNDERING GOLD FROM THE MINE.*

*I WILL JOIN THE OGRE'S BAND.*

*I WILL MAKE THESE RAIDERS FOLLOW ME INSTEAD!*

*I WILL DISCOVER THE TRUTH BEHIND THE LEGEND OF THE DEMON HAND.*

*I WILL SEND THE DEMON BACK TO THE PIT!*

## Ongoing Events

A day after the characters arrive in Stenby, Sir Otto, the earl's steward, arrives with an armed escort to listen to the villagers' pleas for aid. He makes vague promises of killing the ogre and bringing the raiders to justice, but it is clear that what the earl's men are really concerned with is the potential for poaching in the earl's forest. The morning after they arrive, they hang one of the villagers, Old Ralf, from the village linden tree when they catch him with a grouse.

If Otto learns the adventurers have retrieved any treasure from Whelcrag, he will order it seized as property of the earl.



## MAP LOCATIONS



## 1. Entrance to Whelcrag

*The wind howls as you struggle to follow the treacherous, overgrown trail into the foothills of the Iron Mountains. You know you're close when you spot the crumbling heaps of slag and spoil left from the days when Whelcrag was a working mine. You soon spot the rotting timbers that frame a low gash in the hillside.*

Anyone who thinks to check will spot fresh tracks around the entrance to the mine, including tracks that belong to massive, misshapen feet; there's no need to roll. Neither Rasgil nor the bandits have made any attempt to hide signs of their passage. They're depending on the mine's reputation to deter the curious.

## 2. Slippery Pass

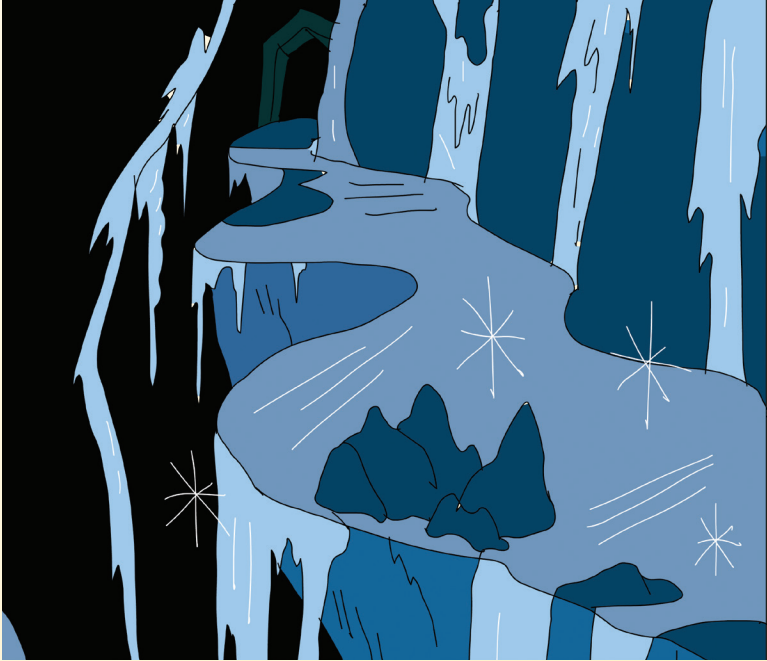
*An icy wind blows above you past the entrance but the cold is ever-present. The caves smell of dead earth and you hear water dripping down from icicles hanging from the ceiling. You hear a crack like broken pottery as one drops and crashes to the floor.*

*A narrow ledge stretches out before you. To the west the cave wall curves up to meet the ceiling—20' or even 30' high in places. To the east it abruptly drops off to a seemingly bottomless crevasse. The ground underneath your feet is treacherous and slick with ice.*

*Dim light filters in from above through a hole in the cave ceiling. In places, someone has placed a few rough-cut logs bound together with rope to bridge gaps in the ledge.*

Bats make their home in the entrance, flying in and out of the cave through the hole in the ceiling. They shelter from the cold now, a massive, writhing carpet of shadow blanketing the ceiling. If disturbed by bright lights or





noise, they will drop from their perches and swarm the adventurers (see Bat Swarm below).

Guano is plentiful in this area, useful for alchemy, cooking fuel or torch-building. The ice in this area is a potential though limited source of fresh water.

### **Bat Swarm Trap**

Bat colonies are frequently found in caves and old mines. Detecting them is generally a Good Idea as long as the adventurers indicate they're proceeding slowly and scanning their surroundings—the stench of the bat guano is usually overpowering. Passing through the colony without disturbing it requires dousing lights and a Scout test vs. the swarm's Nature 6.

**Suggested failure:** Twist (the colony is disturbed).

**Twist:** If the colony is disturbed, the bats will swarm. Any characters caught in the swarm must pass an Ob 3 Health test. Suggested failure: Condition (afraid or sick from a diseased bite).

**Resetting the Trap:** The bat colony will return if the area is left undisturbed for four consecutive turn

### 3. Forked Passage

The forked passage may be entered from the Slippery Pass (1) or the Lost Tunnels (2).

#### *From the Slippery Pass*

*You enter through a rocky opening spattered in bat guano. The ceiling is lower here, about 10' high. The chill subsides and you stand on dry ground. The tunnel forks ahead. One passage curves to the left while a second tunnel heads straight and then curves to the right.*

#### *From the Lost Tunnels*

*The tunnel ends in a T-intersection. Cold, damp air blows from the right.*

#### *At the fork*

*The air here is thin, dusty and dry. A broken wooden shield, one edge caked with dirt, lies atop a low dirt mound at the fork in the tunnels..*

Someone used the shield as a digging tool. Its face is painted with an unfamiliar sigil. Beneath the mound is the body of a raider, half-eaten by rats. It stinks of decay. Its hands clutch a sword.

Further along the tunnel there are dried blood smears on the west wall and large humanlike footprints on the dirt floor. The passage slopes down and widens a bit at the entrance. The ceiling is toothy with jagged stalactites.

### 4. Lost Tunnels

*These mine tunnels are warm, dry and dark. There's enough room to stand three or four to a shoulder, and the ceiling overhead is just within reach. The rock walls of these tunnels are carved with long grooves that run along their length. The tunnels twist and turn in on themselves like a serpent and it's easy to become lost. The deeper you descend, the heavier you feel... as if some force is pulling you down into the mine's depths.*

Some of the walls are marked with scratched drawings or messages, mostly names of long-dead miners or their family members. The ground

is littered with broken tools, shards of pottery and scraps of old rope and leather cordage.

**Where's the Exit?**

Adventurers who enter these tunnels are likely to become lost. Finding an exit to a particular area (the Entrance to Whelcrag, Forked Passage, Bridge to Nowhere or Stone Catwalk) that the adventurers have been in previously requires an Ob 4 Dungeoneer test. Finding a random exit requires an Ob 3 Dungeoneer test (if successful, roll 1d6: 1-2 Entrance to Whelcrag; 3-4 Forked Passage, 5 Bridge to Nowhere, 6 Stone Catwalk).

**Suggested failure:** twist (lost and stumble upon the lost paladin, Fenn Stonehand), twist (lost, roll on table 1 below), twist (1d6+2 fire beetles), twist (a giant spiderweb blocks your way forward) or condition (angry or afraid but you make it to an exit).

**Fenn Stonehand**

*You stumble upon a young, square-jawed man in well-made but torn and soiled clothes. He's seated among what appears to be a pile of human bones and holding a decidedly one-sided conversation with a yellowed skull that he holds before him.*

Fenn is a young knight-errant and a paladin in the cult of Miskunna, Lady of Valor. He also happens to be the great great great grandson of Agatha's betrothed. He was in Stenby to attend the Harvest Festival when he was captured by Rasgil and his bandits during the raid. He was brought to the ogre's lair, but escaped after distracting the bandits who were supposed to be watching him.

Stripped of arms and armor, he stumbled into the Lost Tunnels and became hopelessly lost. In the days since, he's gone a little mad. He's found the remains of the remains of Wibo the Leaper and struck up a friendship. Fenn is currently hungry/thirsty, angry, exhausted, afraid, injured and sick. He desperately needs help, but he's no longer aware of his surroundings.

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	0
Will	5	Circles	4
Health	3	Might	3

**Level:** 1

**Descriptors:** Boasting, Demanding, Running

**Skills:** Fighter 3, Orator 3, Rider 3, Survivalist 3, Pathfinder 2,



Persuader 2, Ritualist 2, Scholar 2, Theologian 2

**Wises:** Sending Demons Back to Hell-wise

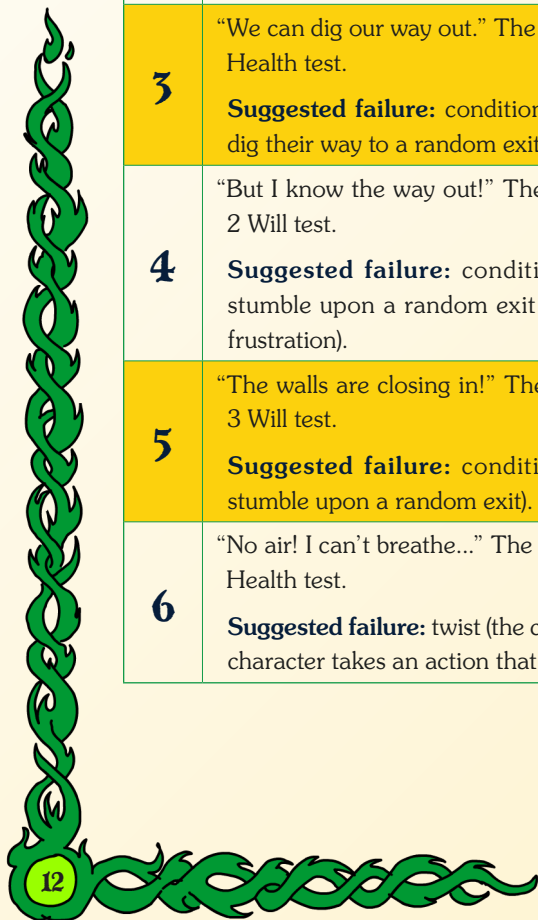
**Traits:** Feared in Hell (1), Brave (1)

**Belief:** I must provide succor to all who are truly in need.

**Instinct:** Always read strange inscriptions.

**Table 1. Lost and Losing It**

1d6	Result
1	“Gold!” Flecks of gold are reflecting in the torchlight. If the characters start hammering at the walls, they’ll realize it was a trick of the light.
2	“The caves demand a sacrifice!” The adventurers must make an Ob 2 Will test. <b>Suggested failure:</b> twist (the character buries a ration of food, rendering it inedible, or pours out a ration of water or wine).
3	“We can dig our way out.” The adventurers must make an Ob 3 Health test. <b>Suggested failure:</b> condition (exhausted and the characters dig their way to a random exit with the broken mining tools).
4	“But I know the way out!” The adventurers must make an Ob 2 Will test. <b>Suggested failure:</b> condition (angry and the characters stumble upon a random exit after shouting at each other in frustration).
5	“The walls are closing in!” The adventurers must make an Ob 3 Will test. <b>Suggested failure:</b> condition (afraid and the characters stumble upon a random exit).
6	“No air! I can’t breathe...” The adventurers must make an Ob 2 Health test. <b>Suggested failure:</b> twist (the character passes out until another character takes an action that uses a turn).



## 5. Bridge to Nowhere

*The tunnel leads to an abrupt end; the edge of a cliff that leads down into darkness. Steam rises from the jagged walls of the chasm. It's warm here and many stalactites hang from the cavern ceiling. There's an unsettling, vibrating hum here, just barely loud enough to hear.*

*Two stone posts flank the tunnel's exit, placed about 7' apart. A worn rope bridge is rigged between them and leads to the other side, 80' feet away from where you stand. Most of the wooden planks on this side of the bridge are gone—it's just naked braids of rope with a few hardwood planks dangling from it. The planks resume about 40' from here, toward the center.*

Identifying the hum requires an Ob 3 Hunter test: It's the sound of a nest of giant, cave-dwelling wasps. Once the characters know what to look for, they can spot a massive hive hanging from one of the chasm walls.

**Suggested failure:** condition (afraid and the character spots the wasps).

Getting to the relative safety of the bridge's center means stepping onto the bare ropes and inching along step-by-step while holding onto the hand rails for support. Traversing the bridge is an Ob 2 Dungeoneer test for one adventurer, an Ob 3 Dungeoneer test for two adventurers or an Ob 4 Dungeoneer test for the party.

**Suggested failure:** twist (the adventurers attract the attention of 1d6+2 giant wasps).

*Mid-way across the chasm, the bridge forks into a Y-shape, leading to two stone ledges. The closest ledge is 20' long and juts out from the eastern cave wall. It has an arched tunnel entrance at its southeast—a spear sticks out of the wall above the arch. The other fork of the bridge extends another 20' to the south.*

The spear above the arch to the southeast is normal and can be used as an anchor (it's quite secure) or wrenched out of the arch and used as a weapon.

If the adventurers instead follow the bridge to the south, the tunnel resumes and curves a bit to the east. Dim light radiates around the bend. The rock here is baked, the air is dry and hot and smells of smoke.



## 6. Snaking Tunnel

### *Tunnel from Spear Arch to Spider Cave 2*

*Crumbling stone lines this soot-filled tunnel and spiderwebs cling to the walls and floors, coated with a film of ash.*

More webs line the tunnel, growing more dense until they terminate in a matted sheet of webbing at the eastern end. Cutting through the webbing to uncover the exit requires an Ob 3 Laborer test.

**Suggested failure:** condition (exhausted and the character clears away the webbing). Applying flame to the webbing is a Good Idea. It won't burn, but it will shrivel to almost nothing.

## 7. Chamber of Bones

*The smell of cooked meat, rot and filth hangs in this chamber: an ossuary littered ankle-deep with cracked and splintered bones. Dozens of hanging mobiles made from bone and twine hang at eye-level from the ceiling. They sway and clatter as you move past, like macabre wind chimes.*

*A few of the piles appear to be careful works of art and not just random configurations of bones. One in particular catches your eye: a large column of bones tied together by sinews, braided hair and decaying rags. It almost seems humanoid save for the numerous, multi-jointed arms and weird assemblies of femurs, skulls, spines and ribcages.*

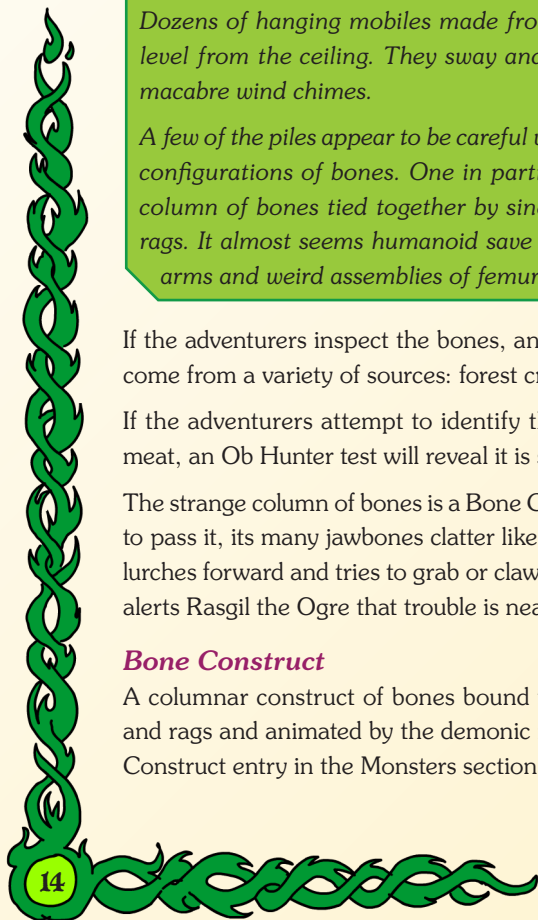
If the adventurers inspect the bones, an Ob 2 Hunter test will reveal they come from a variety of sources: forest creatures, dogs and humans.

If the adventurers attempt to identify the source of the smell of cooked meat, an Ob Hunter test will reveal it is strongest to the south.

The strange column of bones is a Bone Construct. If the characters attempt to pass it, its many jawbones clatter like castanets as if in warning, then it lurches forward and tries to grab or claw anyone within reach. The clamor alerts Rasgil the Ogre that trouble is near.

### **Bone Construct**

A columnar construct of bones bound together with sinew, braided hair and rags and animated by the demonic magic of the Hand. See the Bone Construct entry in the Monsters section on page 27.



## 8. Stone Catwalk

*This 5' wide stone ledge is about 15' above the ogre's lair. Each side of the catwalk ends in a tunnel opening. Cobwebs hang from the corners of the ceiling above you.*

Below, Rasgil the ogre hunches beside a fire pit, turning skewers of mankabobs while it absently scratches at its huge, wart-covered bare feet. Five bound humans with sacks over their heads kneel around the fire.

Crossing the catwalk without attracting Rasgil's attention requires a Scout test vs. the ogre's Nature 3 (keeping watch is outside the ogre's nature, so it only uses half of its Nature 6 rating).

**Suggested failure:** twist (the ogre spots the characters) or condition (afraid and the characters sneak past).

## 9. Spider's Lair

*This 20' wide, oval-shaped cave is rough and rocky, covered with huge cobwebs that span the cave and reach the 7' high ceiling. There are three smaller cave entrances here. The one straight ahead of you is covered by a large rock pile that extends almost to the ceiling.*

A character that investigates the rock pile will find it doesn't extend to the ceiling. There's about a foot of space, allowing someone to see into the cell beyond.

Whenever characters enter this section of the mine, roll 1d6. On a result of 5-6, the Stone Spider that lairs in these caves is present; otherwise it's hunting elsewhere in the mine. Roll another 1d6. On a 1-2, it's in Cave 1. On a 3-4, it's in Cave 2. On a 5-6, it's in Cave 3.

### **Cave 1 (holding cell)**

*This appears to be some kind of holding cell. There are webs on the walls and a wooden stool and a mangy wolf fur on the stone floor.*

### **Cave 2 (hidden exit)**

*The back wall of this cave is layered in web, a few bones cling to it. You can feel air moving through the webbing.*



The webbing covers an entrance to the **Snaking Tunnel**. Cutting through the webbing requires an Ob 3 Laborer test.

**Suggested failure:** condition (exhausted and the character clears away the webbing). Applying flame to the webbing is a Good Idea. It won't burn, but it will shrivel to almost nothing.

### Cave 3

*This small cave, about 5' high, is covered in sheets of sticky webbing that run from wall to wall.*

Searching the webbing is an Ob 5 Scout test. There is a small key stuck in the webbing that opens the door to the Golden Room. There is also an exit, hidden by the webbing, in the southwest. It leads to the **Stone Stairs**.

**Suggested failure:** condition (hungry/thirsty and the character spots the key and the hidden exit).

Cutting through the webbing to reach the key and uncover the exit requires an Ob 3 Laborer test.

**Suggested failure:** condition (exhausted and the character clears away the webbing). Applying flame to the webbing is a Good Idea. It won't burn, but it will shrivel to almost nothing.

## 10. Stone Stairs

### *From Spider Cave 3 to the Rock Pile*

*This tunnel is hot and jagged with rock formations. Rough stairs are carved into the floor and lead to a cave-in blocking some kind of arched entrance.*

Clearing the rubble requires an Ob 4 Laborer test.

**Suggested failure:** twist (a hunting stone spider attacks) or condition (exhausted and the characters clear the rubble).

If the rubble is cleared, it reveals a golden door with a circular gold knocker in the shape of a fiery ring held by a clawed and scaled hand. The key found in spider cave 3 opens it.

Picking the lock requires an Ob 6 Criminal test.

**Suggested failure:** twist (the character's lockpicks break off in the lock and render it unusable) or condition (angry and the character opens the lock).



## 11. Ogre's Den: the Lair of Rasgil

*A fire pit in the center of the room casts shadows on the rock walls and fills the air with smoke. The smell of roasting meat is almost mouth-watering. A large, filthy and grey-skinned ogre, Rasgil, tends to the fire, stirring the coals, turning the skewers of meat and grumbling to itself in a tuneless, gravelly whisper. It scratches at its huge, bare feet, covered in tumor-like yellow warts.*

*Five humans kneel before the fire, bound with ropes, heads covered by sacks. They don't appear to be villagers; they're dressed like bandits. A pile of sacks, some of them split and spilling grain, is stacked next to them. A half-butchered carcass of something terribly recognizable lies next to the sacks.*

*Beyond the dancing shadows from the fire you spy a stone catwalk and some scaffolding to the east. The catwalk is wide enough to walk single-file. An entrance on either side of the catwalk leads into more tunnels.*

The corpse is Lubbert the Lucky, who led the raiders before he was turned into man-kabobs. Rasgil slew him for allowing Fenn to escape and plans to eat his remains before the other raiders to 'motivate' them to find him. Lubbert's lover, Sekits, is burning with hatred for the ogre.

These raiders are injured and afraid. If freed they will rally with the characters to fight the ogre. They are:

**Pig-Guts** — A fat and stinking hog of a human, Pig-Guts enjoys disemboweling enemies with his axe. He wears a cape of black bear fur and has a dark and twisted sense of humor.

**Urksen the Hated** — Once a resident of Stenby, he betrayed his fellow villagers and joined the raiders five years ago. He's a tall, wiry bandit with a long, wispy blonde mustache decorated with blue beads. He's completely untrustworthy and merciless.

**Mogu the Mute** — At some point, someone decided that Mogu talked too much, because they tore out his tongue by the root. He wears a black hooded cloak.

**Mudlicker** — This brick wall of a man has plenty of muscle but not much in the way of brains. He's missing his upper teeth in front and carries a chipped and worn great sword he calls Grave-Feeder.



**Sekits the Wicked** — Sekits has wild black hair and wears fur boots and a hooded leather jerkin. She's known for her archery skill and takes great pleasure in killing from a distance.

## 12. Spore Cave

*A narrow stone stairway leads up from the bone chamber. On the first landing you see moss lining the walls. The stench of dung hits your nostrils as you climb higher. On the second landing the stairs open up into a wide tunnel. The floor and walls are spackled with muddy dung and tiny mushrooms grow from it to cover the area in a pimply carpet of fungus. To the right, some water runoff from the surface has collected into two pools about 4' deep but they look quite dirty, fouled with dung and fungal spores. Dull yellow toads linger near the pools.*

If harassed, the toads emit a yellow gas that causes victims' bare skin to break out in yellow, warty growths. Anyone affected by the gas must make an Ob 3 Health test.

**Suggested failure:** twist (The character gains the Warty trait at level 1. If the character already has four traits, Warty replaces one of them. Warty characters are covered in unsightly blemishes that ooze pus. Warty individuals can use their disfigurement to shock and intimidate, but many people recoil at their appearance. Warty skin may be cured by the third circle prayer *Catholicon of the Lord of Plagues*.)

If the adventurers look in the pools, they can see something glimmering at the bottom of the further pool. Entering the pool constitutes harassing the toads. At the bottom of the pool is a pile of gold coins (4D) and the Helm of Sanctity, a magical item that once belonged to Lourens the Pious, a paladin slain by Habaquoran when it first emerged.

### Helm of Sanctity

This shining silver helm has a spectacle to protect the face and bears the rune of shields upon it. A feeling of peace emanates from it.

**Effect:** If worn by a paladin or cleric sworn to Law, anyone in the wearer's presence may attempt to recover from the afraid condition without a check once per camp phase. The helm also prevents malicious use of telepathy against the wearer. If the helm is damaged, it loses its magical quality forever.

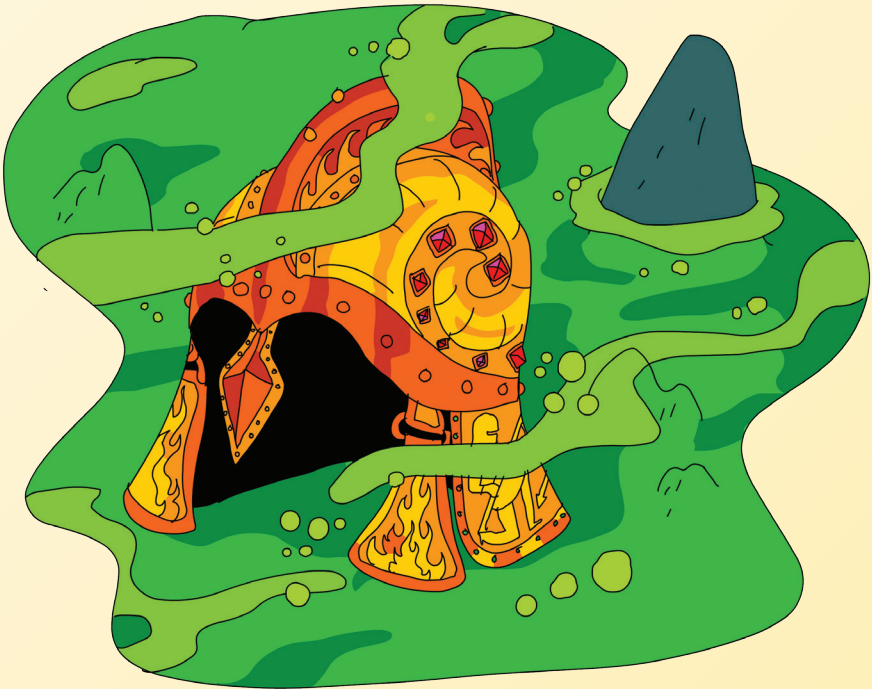
**Inventory:** Head/worn 1

**Type:** Magical armor

### 13. Flaming Door

*The hallway is lit by bright, flickering orange light from a flaming iron door. Fire laps at the riveted door and curls of smoke drift up to the ceiling 8' feet above your head.*

Despite the flames, the stone walls and floor are cold and the smoke from the fire doesn't linger; it just fades away—the cycle is repeated, flicker, flicker, curl of smoke drifts up, then fades. The flames are an illusion casts by Bat Ears that continues to play out after his death. The door is unlocked. The illusory flames are an effective deterrent against the ogre's intrusions.



## Wandering Monsters

- ☉ *Fire Beetles*. 1d6+1 fire beetles. They can be found throughout Whelcrag burrowing and feeding on insects, fungi and dung. They're aggressive and happy to feast on adventurers if given the chance.
- ☉ *Giant Wasps*. 1d6+2 giant wasps. They nest in the cavern of the **Bridge to Nowhere**, but hunting packs can also be found in the **Lost Tunnels**.
- ☉ *Dire Termite*. This monstrosity hunts in the **Lost Tunnels**, **Forked Passage**, **Bone Cave** and **Spore Cave**. It burrows into the earth and waits, using its tremorsense to detect prey.
- ☉ *Soldiers*. 1d6 soldiers who answer to Sir Otto have ventured into the cave, ordered to seize anything the adventurers may have looted and apprehend the bandits, though they have been told to flee if confronted by the ogre. Six soldiers were sent. If fewer than six are encountered, the others have fallen prey to the hazards of the mine.
- ☉ *Maara the Stone Spider*. This wicked giant spider has a nest in the southeastern section of the mine, but she hunts throughout Whelcrag (though she avoids **Rasgil's den** and the **Chamber of the Pit**).
- ☉ *Escaped Villager*. Roan, one of the villagers captured in the raid, managed to escape his bonds in the **Ogre's Den**. Hungry, exhausted and afraid, he's lost in the mine and just wants to go home.
- ☉ *Damaged Gear*. Some important bit of gear — rope, a grappling hook, a lantern, a backpack, tools for a skill — is broken, ripped or otherwise damaged as a result of the failed test.



# MAP OF THE MINE



STONE CATWALK

SNAKING TUNNEL

CAVE 1 HOLDING CELL

CAVE 2 EXIT

CAVE 3

SPIDERS LAIR

SECRET EXIT

## 14. Raiders' Room

*The coppery stench of blood, fear and feces assault your senses as you enter this chamber. The room looks like it was once sleeping quarters for miners; now it's a barracks for the raiders. A body lies on one of the bedrolls, the face covered by a pointy magician's cap. You can see long, tapered ears jutting from beneath the cap. An elf. Flies buzz around the corpse.*

*In another corner lays a man, alive but badly wounded. He's wrapped in a bloody cloak. A sword and mail shirt are on the floor near his bed. In the middle of the southern wall is a doorway barricaded with cave debris and broken beds.*

Investigating the room reveals two uncorked bottles of wine, an empty wooden bucket and two rusted lanterns sitting in the dirt. Carved into some of the rock wall are age-old markings, a crude image of a hand is surrounded by illegible writings and more symbols. An Ob 2 Theologian test reveals this carving may be a ward to protect miners from the Demon Hand.

**Suggested failure:** condition (afraid and the character puzzles out the meaning).

The wounded man is Krilven the Turd, a scummy, dirty, awful member of the raiders' gang. If questioned about the elf, he'll say it's the body of Rivis Bat-Ears. He tells the party it's their lucky day. He offers them the two bottles of wine as a gift (he can't reach them—he's in no condition to do much of anything). He has some poultices in a satchel he wears over his shoulder (stolen from Bat-Ears).

*"I ne'er wanted to join up with that foul lot! They kidnapped me from my village; forced me to work with 'em else they'd chop of me head. If you help me, I'll do what I can for ye."*

Krilven will beg, plead and bargain to be rescued. Even if he's doomed to die, he wants to do it aboveground and not in this cursed place. He escaped from the ogre and has been holed up in the barracks ever since, slowly bleeding to death. If asked about the Demon Hand he'll insist he's seen it. He wears a signet ring on his hand (taken from Bat-Ears) and has the elf's traveling spellbook stashed under the furs covering his bed. The book contains Arcane Semblance, Celestial Music, Wisdom of the Sages and Phantasmal Vision.

## 15. The Chamber of the Pit

*The sulfurous stench in this room makes you choke and gag as you enter. In the center of this circular room is a 15' wide pit. From it rises a huge, scaly red hand with splayed fingers, each tipped in a vicious black talon. The hand is aflame and the smoke rising from it is the source of the stench. Five tunnels are spaced evenly around the room, 10' apart from each other.*

There is a secret door at the rear of this chamber. Spotting it requires an Ob 3 Scout test. It consists of a pressure panel that causes a section of the wall to swing outward.

The hand reaches up from the Pit. It speaks directly to the characters' minds in an evil, booming voice. It seeks to lure the characters into acting as its agents since Rasgil has proven a disappointment. It wants them to rescue Fenn Stonehand, slay Rasgil and perform a ceremony marrying Fenn to Agatha's corpse (Rituals Ob 2). It offers them their secret desire in exchange. Note: The Hand that Gives and Takes always twists bargains; those who deal with it get what they asked for, but are rarely pleased with the results.

If the characters respond aggressively or refuse to bargain, it will summon the ogre.

### *Habaquorahn, the Hand That Gives and Takes*

A huge, scaly red hand, fingers tipped with vicious black talons. About 6' wide and 12' high, it rises from a circular pit. The Hand is aflame and bitter black smoke rises from it. The Hand of the Pit is a demon-lord that tempts its victims into ruin by luring them with power or wealth. The Hand's gifts are always twisted in some way to the bargainer's regret. See Hand of the Pit entry in the Monster Section on page 31.



## 16. Golden Room

*Opening the door, you see the chamber within is covered in shimmering gold. Golden pillars reach up to a stamped gold ceiling. There are golden chairs, a golden fireplace, a golden dresser and golden mirror—all one solid piece of gold. Dominating the room is an ornate golden bed that sits on a three-step platform. Laid on the bed is the mummified husk of a woman in a beautiful gown of spun gold thread. Beyond is an alcove containing a golden bathtub standing on clawed feet.*

Both doors to this chamber are also made of gold. The door to the south bears an elaborate golden lock that can be opened by twisting a knob. However, even when the lock is turned, the door won't budge. A cave-in on the other side blocks the door. It can be forced open with an Ob 6 Health test. There's only room for one character to help with the test.

**Suggested failure:** condition (injured) and the character shoves the door open.

Habaquoran built this chamber to house Agatha's body. While it appears to be solid gold, it is, in fact, stone painted with gold. The only way to get at this gold is to scrape it off (Laborer Ob 4), resulting in 8 inventory slots of gold dust worth 16D.

## 17. Secret Exit

*The hint of a fresh breeze touches your skin—a welcome relief from the oppressive heat of the demon's chamber!*

This hidden tunnel snakes up and out into the foothills of the Iron Mountains. There is no path on the other side, so anyone going this way will have to blaze a trail back to Stenby (Pathfinder Ob 5).







## MONSTERS

**Bat Swarm**

Hundreds, perhaps thousands of bats cling to the cavern ceiling. If disturbed by loud noises or bright lights (pyrotechnics or radiant light for 5+ characters), they will swarm—a great black undulating mass of flapping wings and tiny fangs. 1 in 6 carries disease.

<b>Bat Swarm</b>	
<b>Might:</b> 1	<b>Nature:</b> 6
<b>Descriptors:</b> Spying, Biting, Flying	
CONFLICT DISPOSITIONS	CONFLICT WEAPONS
<b>Kill:</b> 6	<b>Kill Weapons</b> <b>Attack:</b> +1D, Sharp, tiny teeth (if a character is hit, roll 1d6: on a result of 1, the character becomes Sick from a diseased bite) <b>Maneuver:</b> +1D, +1s, Leathery Wings
<b>Flee:</b> 3	<b>Flee Weapons</b> <b>Attack:</b> +1D, +1s, Leathery Wings
<b>Drive Off:</b> 6	<b>Drive Off Weapons</b> <b>Maneuver:</b> +1D, +1s, Leathery Wings
<b>Instinct:</b> Sleep during the day, hunt at night	
<b>Special:</b> Treat the swarm as a single opponent whose Nature is diminished by 1 (min. Nature of 1) at the end of each round as individuals are killed and/or break off from the swarm. They cannot use the Defend action to regain lost disposition.	

## Bone Construct

A columnar construct of bones bound together with sinew, braided hair and rags and animated by the demonic magic of the Hand.

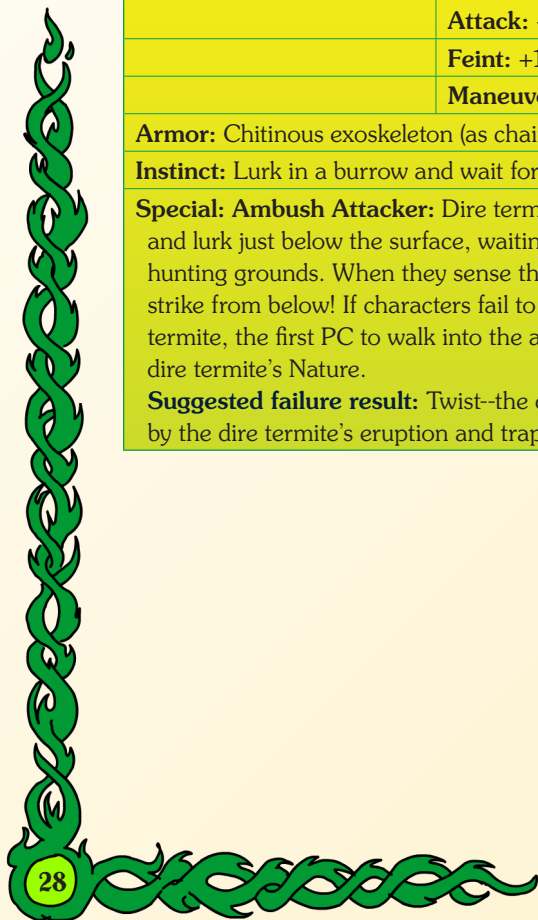
<b>Bone Construct</b>	
<b>Might:</b> 4	<b>Nature:</b> 5
<b>Descriptors:</b> Grasping, Clawing, Chattering	
CONFLICT DISPOSITIONS	CONFLICT WEAPONS
<b>Kill:</b> 11	<b>Kill Weapons</b> <b>Attack:</b> +1D, +1s Sharpened Fingerbones <b>Maneuver:</b> -1D, Lurching Scuttle
<b>Flee:</b> 5	<b>Flee Weapons</b> <b>Maneuver:</b> -1D, Lurching Scuttle
<b>Armor:</b> None	
<b>Instinct:</b> Sound the alarm!	
<b>Special:</b> The Bone Construct cannot be driven off, reasoned with or tricked. If it sounds the alarm, Rasgil will investigate in 1-3 turns (roll 1d6: 1-2 one turn, 3-4 two turns, 5-6 three turns).	



## Dire Termite

This massive six-legged arthropod grows up to 10 ft. long, weighs up to 800 lbs. and has a voracious taste for flesh.

Dire Termite	
Might: 4	Nature: 4
Descriptors: Burrowing, Hunting, Spitting Acid	
CONFLICT DISPOSITIONS	CONFLICT WEAPONS
Kill: 7	<b>Kill Weapons</b> Attack: +1D, <i>Crushing Mandibles</i> Feint: +1D, <i>Corrosive Acid</i> Maneuver: +1s, <i>Grasping Legs</i>
Flee: 9	<b>Flee Weapons</b> Attack: +1D, <i>Tremorsense</i> Defend: +1D, <i>Tremorsense</i>
Drive Off: 5	<b>Drive Off Weapons</b> Attack: +1D, <i>Crushing Mandibles</i> Feint: +1D, <i>Corrosive Acid</i> Maneuver: +1s, <i>Grasping Legs</i>
Armor: Chitinous exoskeleton (as chain)	
Instinct: Lurk in a burrow and wait for prey.	
<b>Special: Ambush Attacker:</b> Dire termites like to burrow into the earth and lurk just below the surface, waiting for prey to walk upon their hunting grounds. When they sense the vibrations of footsteps, they strike from below! If characters fail to detect the presence of a dire termite, the first PC to walk into the ambush must roll Health vs. the dire termite's Nature.	
<b>Suggested failure result:</b> Twist—the character is buried in the earth by the dire termite's eruption and trapped until rescued or eaten.	



## Fire Beetle

These red and black beetles are between 2' and 3' long. Each has three glowing glands—two above their eyes and one near the back of their abdomen. They can burrow and are found deep underground. Their mandibles are coated with a natural chemical that causes burning pain.

<b>Fire Beetle</b>	
<b>Might:</b> 2	<b>Nature:</b> 3
<b>Descriptors:</b> Burrowing, Feeding, Scuttling	
<b>CONFLICT DISPOSITIONS</b>	<b>CONFLICT WEAPONS</b>
<b>Kill:</b> 6	<b>Kill Weapons</b> <b>Attack:</b> +1s, <i>Burning Mandibles</i> <b>Maneuver:</b> +1s, <i>Noxious Spray</i> <b>Defend:</b> +1D, <i>Noxious Spray</i>
<b>Flee:</b> 3	<b>Flee Weapons</b> <b>Attack:</b> -+1D, <i>Burrowing</i> <b>Maneuver:</b> +2D, <i>Burrowing</i>
<b>Drive Off:</b> 6	<b>Drive Off Weapons</b> <b>Attack:</b> +1s, <i>Burning Mandibles</i> <b>Maneuver:</b> +1s, <i>Noxious Spray</i> <b>Defend:</b> +1D, <i>Noxious Spray</i>
<b>Capture:</b> 7	<b>Banish Weapons</b> <b>Attack:</b> +1s, <i>Burning Mandibles</i> <b>Maneuver:</b> +1s, <i>Noxious Spray</i> <b>Defend:</b> +1D, <i>Noxious Spray</i>
<b>Armor:</b> Carapace (protects on a roll of 3-6; arrows, spears and bolts ignore this armor)	
<b>Instinct:</b> Scavenge for food.	
<b>Special:</b> Each gland gives off light equivalent to a candle. If skillfully removed (Hunter, Ob 3), the glands (hand/carried 1 or pack 1) will continue to provide illumination for some time (at the beginning of each new adventure phase, roll 1d6; on a result of 1 or 2, the luminescence fades). If the glands are ruptured, the chemical inside will burn flesh, wood and cloth.	





## Giant Wasp

These insects are as large as a human's fist and armed with a deadly stinger. They live in elaborate hives made of paper-like material (good for starting fires or making incendiaries). Wasps suffer an extra point of disposition loss against fire (torches, balefire, etc.).

### Giant Wasp

**Might:** 1

**Nature:** 2

**Descriptors:** Buzzing, Nesting, Stinging

#### CONFLICT DISPOSITIONS

#### CONFLICT WEAPONS

**Kill:** 3

#### Kill Weapons

**Attack:** +1D, *Stinger*

**Feint:** +1s, *Stinger*

**Maneuver:** +1D, +1s, *Buzzing Wings*

**Flee:** 5

#### Flee Weapons

**Attack:** +1D, +1s, *Buzzing Wings*

**Drive Off:** 6

#### Drive Off Weapons

**Maneuver:** +1D, +1s, *Buzzing Wings*

**Instinct:** Sting!

**Special:** A wasp's sting automatically impedes its victim

## Habaquorahn, the Hand That Gives and Takes

A huge, scaly red hand, fingers tipped with vicious black talons. About 6' wide and 12' high, it rises from a circular pit. The Hand is aflame and bitter black smoke rises from it. The Hand of the Pit is a demon-lord that tempts its victims into ruin by luring them with power or wealth. The Hand's gifts are always twisted in some way to the bargainer's regret.

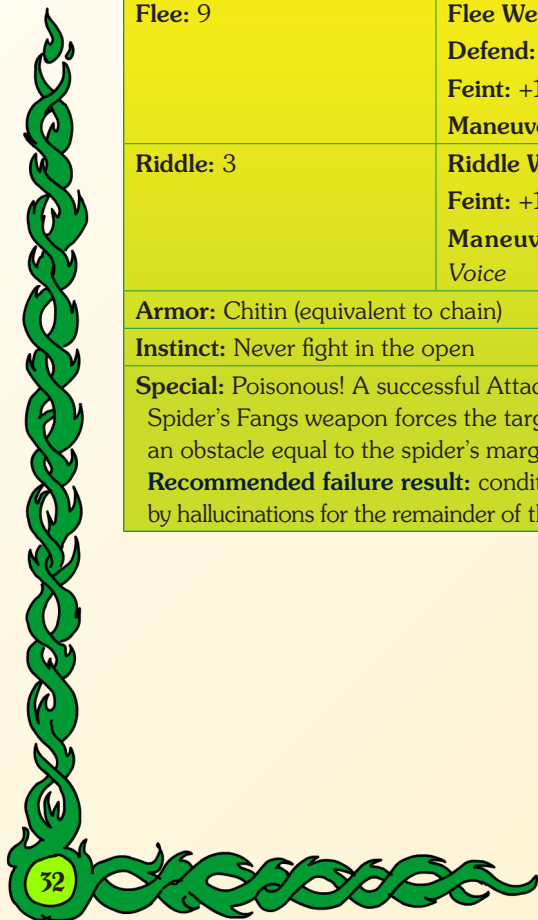
The Hand of the Pit	
<b>Might:</b> 7	<b>Nature:</b> 9
<b>Descriptors:</b> Ensnaring, Crushing, Pinching	
CONFLICT DISPOSITIONS	CONFLICT WEAPONS
<b>Kill:</b> 18	<b>Kill Weapons</b> <b>Feint:</b> +2s, <i>Wicked Black Talons</i> <b>Defend:</b> +1D, <i>Demon Scales</i>
<b>Drive Off:</b> 15	<b>Drive Off Weapons</b> <b>Defend:</b> +1D, <i>Demon Scales</i>
<b>Convince:</b> 9	<b>Convince Weapons</b> <b>Feint:</b> +1s, <i>Evil Mind</i> <b>Maneuver:</b> +2D, <i>Booming Telepathic Voice</i>
<b>Trick/Riddle:</b> 5	<b>Trick/Riddle Weapons</b> <b>Feint:</b> +1s, <i>Evil Mind</i> <b>Maneuver:</b> +2D, <i>Booming Telepathic Voice</i>
<b>Armor:</b> Demon Skin (as chain)	
<b>Instinct:</b> Determine what they lust for in their secret heart of hearts.	
<b>Special:</b> If driven off, the hand retreats into the pit.	
<b>Telepathic:</b> The Hand speaks in the minds of its victims; it speaks and understands all languages. Once someone has been in its presence, it can speak with them no matter how far away they travel.	
<b>Not of this World:</b> The Hand is but a manifestation of the demon-lord, not its totality. If someone completes the botched ritual that summoned it, it will be free to walk the earth for a year and a day before returning to the Pit.	



## Mara the Stone Spider

These cunning and vicious hunters have dog-sized bodies the color of stone. They hide by clinging to walls or ceilings from which they ambush their prey, injecting them with virulent venom delivered via their fangs.

<b>Mara the Stone Spider</b>	
<b>Might:</b> 4	<b>Nature:</b> 5
<b>Descriptors:</b> Hunting, Hiding, Climbing	
CONFLICT DISPOSITIONS	CONFLICT WEAPONS
<b>Kill:</b> 8	<b>Kill Weapons</b> <b>Feint:</b> +1D, <i>Spider Legs</i> or -1D, <i>Fangs</i> <b>Maneuver:</b> +2D, <i>Spider Legs</i> or -1D, <i>Fangs</i>
<b>Drive Off:</b> 5	<b>Drive Off Weapons</b> <b>Feint:</b> +1D, <i>Spider Legs</i> or -1D, <i>Fangs</i> <b>Maneuver:</b> +2D, <i>Spider Legs</i> or -1D, <i>Fangs</i>
<b>Flee:</b> 9	<b>Flee Weapons</b> <b>Defend:</b> +1D, <i>Camouflaged Carapace</i> <b>Feint:</b> +1s, <i>Camouflaged Carapace</i> <b>Maneuver:</b> +1D, <i>Spider Legs</i>
<b>Riddle:</b> 3	<b>Riddle Weapons</b> <b>Feint:</b> +1s, <i>Evil Mind</i> <b>Maneuver:</b> +2D, <i>Booming Telepathic Voice</i>
<b>Armor:</b> Chitin (equivalent to chain)	
<b>Instinct:</b> Never fight in the open	
<b>Special:</b> Poisonous! A successful Attack or Feint with the Stone Spider's Fangs weapon forces the target to make a Health test with an obstacle equal to the spider's margin of success. <b>Recommended failure result:</b> condition (sick) or twist (incapacitated by hallucinations for the remainder of this turn and the next).	







## Raiders

### *Krilven the Turd*

Krilven is the lowest of the low among the raiders. He believes everyone owes him something.

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	1
Will	1	Circles	3
Health	3	Might	2

**Skills:** Scout 3, Fighter 3, Manipulator 2, Laborer 2, Peasant 2

**Wises:** Hills-wise

**Traits:** Bitter (1), Entitled (1)

**Armor:** Rusted chainmail

**Note:** Krilven is injured. Increase Nature, Will, Health and skill ratings by 1 if his injuries are tended.

### *Bat-Ears the Magus (dead)*

Traveling Spell Book: Arcane Semblance, Celestial Music, Wisdom of the Sages, Phantasmal Vision



## Pig-Guts

A fat and stinking hog of a human, Pig-Guts enjoys disemboweling enemies with his axe. He wears a cape of black bear fur and has a dark and twisted sense of humor.

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	1
Will	3	Circles	3
Health	5	Might	2

**Skills:** Fighter 5, Scout 4, Manipulator 3, Laborer 3, Peasant 3, Hunter 2

**Wises:** Hills-wise

**Traits:** Fat (2), Sardonic (1)

**Weapon:** Battle axe (Attack +1s, Defend -1D)

## Urksen the Hated

Once a resident of Stenby, he betrayed his fellow villagers and joined the raiders five years ago. He's a tall, wiry bandit with a long, wispy blonde mustache decorated with blue beads. He's completely untrustworthy and merciless.

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	1
Will	3	Circles	3
Health	4	Might	2

**Skills:** Scout 4, Fighter 4, Manipulator 3, Laborer 3, Peasant 3, Hunter 2

**Wises:** Hills-wise

**Traits:** Wiry(1), Merciless (1)

## Mogu the Mute

At some point, someone decided that Mogu talked too much, because they tore out his tongue by the root. He wears a black hooded cloak.

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	1
Will	4	Circles	3
Health	5	Might	2

**Skills:** Scout 5, Fighter 4, Manipulator 3, Laborer 3, Peasant 3, Hunter 2

**Wises:** Hills-wise

**Traits:** Mute (2), Bitter (1)



**Mudlicker**

This brick wall of a man has plenty of muscle but not much in the way of brains. He’s missing his upper teeth in front and carries a chipped and worn great sword he calls Grave-Feeder.

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	1
Will	2	Circles	3
Health	6	Might	2

**Skills:** Scout 4, Fighter 4, Manipulator 3, Laborer 3, Peasant 3, Hunter 2

**Wises:** Hills-wise

**Traits:** Huge (2), Bitter (1)

**Weapon:** Two-handed sword (Attack: -1D, +1s; Maneuver: -1D, +1s)

**Sekits the Wicked**

Sekits has wild black hair and wears fur boots and a hooded leather jerkin. He’s known for his archery skill and takes great pleasure in killing from a distance.

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	1
Will	3	Circles	3
Health	5	Might	2

**Skills:** Scout 4, Fighter 4, Manipulator 3, Laborer 3, Peasant 3, Hunter 2

**Wises:** Hills-wise

**Traits:** Bitter (1), Wicked (1)

**Weapon:** Bow (+2D Maneuver, treat Attack against Attack as a versus test. Bonuses count against all weapons except bows and crossbows. Damage bypasses leather armor)





## Rasgil the Ogre

A hunched, 10' tall greenish-gray figure with hairy, bulky arms and leathery mitts for hands. Each arm is covered in a glove of warts from the clawed fingertips to the gnarled elbows. Pointed ears poke through a wild nest of dark, bristled hair mashed down on a pronounced brow. It has bloodshot eyes, a wild, long beard that covers its rotting yellowed teeth, and warty, calloused feet and ankles crusted black with dirt. It wears clothing made of stinking animal hides and human skins sewn together in a mangy patchwork. It has rattling human and animal skulls strung on a rope and worn as a belt.

## Rasgil the Ogre

**Might:** 5

**Nature:** 6

**Descriptors:** Man-eating, Lumbering, Bellowing

### CONFLICT DISPOSITIONS

### CONFLICT WEAPONS

**Kill:** 13

#### Kill Weapons

**Attack:** -1D, +1s, *Massive Club*  
(automatically damages chainmail on a successful hit; platemail is damaged on a roll of 1-3 on a d6)

**Feint:** -1D, +1s, *Massive Club*  
(automatically damages chainmail on a successful hit; platemail is damaged on a roll of 1-3 on a d6)

**Maneuver:** -1D, *Ponderous*

**Flee:** 9

#### Flee Weapons

**Attack:** -1D, +1s, *Smashing Through Obstacles*

**Maneuver:** -1D, *Ponderous*

**Convince:** 6

#### Trick Weapons

**Attack:** +1 s, *Charming to Children*  
(children only)

**Maneuver:** +1D, *Intimidating Bellow*

**Defend:** +1s, *Low Cunning*

**Trick/Riddle:** 3

#### Banish Weapons

**Feint:** +1D, *Tricksy*

**Armor:** Thick Hide (as leather)

**Instinct:** Always stick to my daily routine.

**Special:** **Warty Mitts:** The ogre has warty arms and brutish, clawed fists like mattocks. It does not suffer the Unarmed penalty if disarmed. Also, its warts seep pus. Anyone struck by its unarmed attack must make a Health test, Ob 3.

**Suggested failure:** twist (The character gains the Warty trait at level 1. If the character already has four traits, Warty replaces one of them. Warty characters are covered in unsightly blemishes that ooze pus. Warty individuals can use their disfigurement to shock and intimidate, but many people recoil at their appearance.)



# TOWN APPENDIX

## Stenby

Stenby sits on a byway of the King's Road in a narrow valley in the foothills of the Iron Mountains. It lies about four days' journey west of the city of Highwater.

The hamlet is held directly by Earl Jermod the Lamé, though it is managed by his steward, Sir Otto, who maintains a manor at Tamthwaite, two days journey to the east on the King's Road. Otto's primary duties include hunting bandits on the King's Road and catching poachers in Urskog, the earl's forest.

A woman named Lys serves as Otto's bailiff. She organizes the planting and harvest and collects rents on Sir Otto's behalf.

The poor folk of Stenby grow rye and barley and care for the earl's apple orchards. Once a year, it holds a Harvest Festival to venerate the Lords of Plenty.

The recent raid left half the village in ruins, several dead and others captured by the raiders. With its harvest stolen, there is a very real possibility that everyone will starve during the winter. Stenby is suffering under a disaster and cannot be used for the Town Phase unless the adventurers find a way to feed the inhabitants during the winter.

### Stenby

#### TOWN RULES

**Skills:** Laborer, Peasant, Weaver

**Haggling:** Ob 3

**Traits:** Rough Hands, Stoic

**Alignment:** Unaffiliated

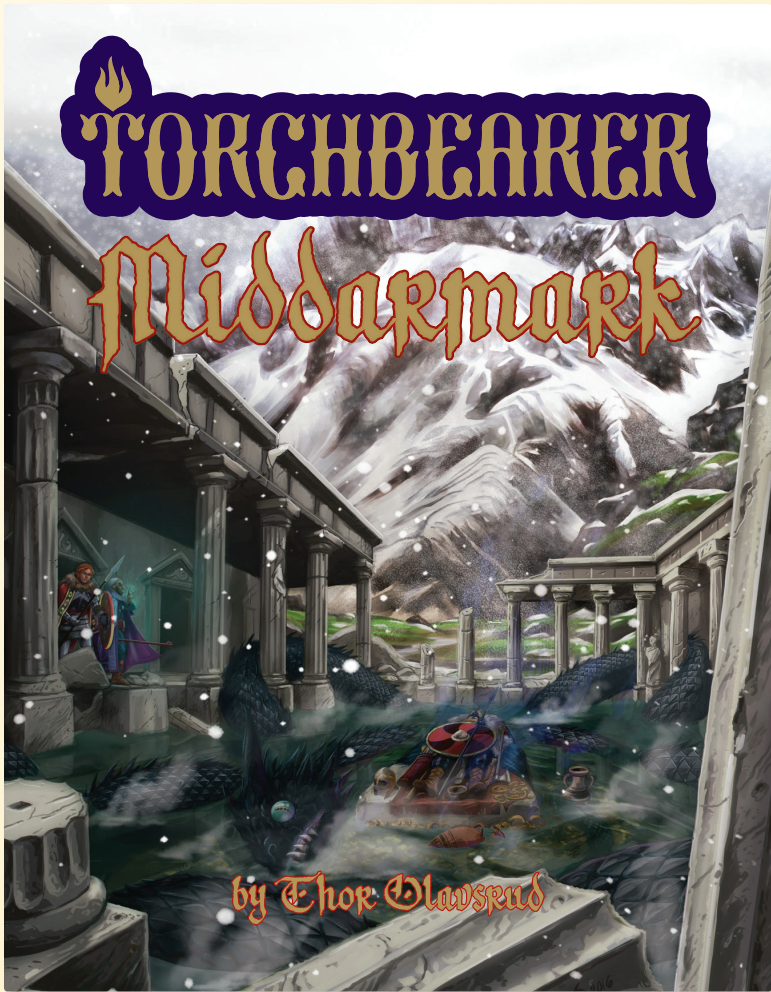
#### AVAILABLE LOCATIONS

Flophouse, Home (equivalent to Flophouse), Market (This market is held once a month. Roll 2d6 when entering town; market is available on roll of 9-12), Street, Tavern, Shrine

#### CURRENT LAWS

- ⊗ Brawling is a criminal act. Punishable by public humiliation.
- ⊗ Stealing Sir Otto's apples is a criminal act. Punishable by whipping.
- ⊗ Brigandage is a criminal act. Punishable by execution.
- ⊗ All inhabitants of Stenby must work Sir Otto's lands two days out of every seven (Ob 2 Peasant test).





Between Hel and the Dry Lands, Aether and the Endless Ice, the Shining Realm, fair Alfheim and the other worlds sits the world of mortal men and women. The crossroads of this world is the Middarmark: a harsh land of stark beauty concealing the crumbling bones of countless civilizations that have sought to tame it and failed.

Coming  Soon



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