

MYTHMAGICA™

The Silver Spoon Mine

**Module 1 in The Scourge of Chestnut Series
for use with Mythmagica Beta 11.0**

**A Mythmagica™ Dungeon Crawl
for 4 to 6 Characters
of Levels 0 to 8**

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Warning

This module contains an adventure for the Mythmagica Role-Playing Game. Read no further unless you are the Overlord (Game Master), as the following pages contain information only intended for that role. If you are not the Overlord and continue reading, you will spoil much of the potential fun.

Introduction

Bandits recently seized a silver mine near the town of Chestnut. The mine's owner, Destro Rubymiser, consequently lost contact with the mine and worries about his investment. To that end, he distributed wanted posters to recruit mercenaries willing to investigate the situation, and to intervene if necessary. Some of those posters made their way to outlying areas, and are a good way for the players to hear about the opportunity. (A reward poster is provided in the Handouts section.)

Mr. Rubymiser is a gnome who lives in a small-sized mansion in the southern outskirts of Chestnut next to the Blue River. His mine, The Silver Spoon Mine, fell into disrepair due to his stingy nature. Consequently, numerous past disasters in the mine killed the miners working there, forcing Rubymiser to shift the miners' efforts to less dangerous areas of the mine.

Various monsters thereafter populated the abandoned areas, making them even more treacherous to explore. As such, if the hired mercenaries manage to reestablish contact with the mine, Destro plans to hire them to clear the entire mine of the vermin inhabiting it.

The bandits adopted the name Gurdig's Gang, named after their leader Gurdig Kromatar. Most of the bandits are goblins, purely motivated by personal greed. Gurdig is an orc, though, with other aspirations. A minor Mesopotamian demon recently possessed Gurdig, bending his will toward promoting the cause of Chaos. As such, his motivations focus on constructing a new Mesopotamian temple in the heart of nearby Hinkypunk Swamp. (A sibling module, [The Hinkypunk Ziggurat](#) provides details of this effort.)

Although you can potentially put the mine anywhere you want, the module is written to locate it about 20 miles north

of the town of Chestnut, which is detailed in its own modules, [The Player's Guide to the Town of Chestnut](#), and [The Overlord's Guide to the Town of Chestnut](#).

Above all else, your job as Overlord is to promote fun. Feel free to tailor any or all aspects of the adventure to your group's needs and abilities.

Conventions

Normal text, like this, denotes background information to give you, the Overlord, a better view of the scenario.

Boxed text, like this, is intended for you to read aloud to the players.

Italicized text, like this, are instructions intended for you to carry out.

Picking the Difficulty Level

For flexibility, this module provides four Difficulty Levels of monster stats: Easy for Avatars of Levels 0-2, Moderate for Levels 3-4, Hard for Levels 5-6, and Extreme for Levels 7-8. Monster stats for each of these Difficulty Levels are provided at the end of the module. If, after playing the adventure for a while, you find that the group is having a particularly difficult or easy time, feel free to switch to a different Difficulty Level appropriately.

In the module, we use the term "Comparable" to refer to a Level at the upper end of the range of the chosen Difficulty Level (2 for Easy, 4 for Moderate, 6 for Hard, and 8 for Extreme). The term "Superior" refers to a Level two higher than Comparable, and the term "Inferior" refers to a Level two lower. So, a Superior Level at a Moderate Difficulty would be 6.

Sometimes, a Threshold is given as a Comparable, Superior, or Inferior Threshold. When this is done, it refers to a value equal to 10 plus the corresponding Level. So, a Superior Threshold at a Moderate Difficulty would be 10 + 6, or 16.

Ciphers

There are a number of places in this module where the Avatars will encounter writing in various scripts, such as Cuneiform Script, Occult Script, and others. They act as simple puzzles providing clues in a fun way to help bring the story's cultural context to life. You should hand out these ciphers to the players, so they can have the fun of deciphering them, using the various cipher tables found in [The Codex of Cultures](#) and [The Oculus of Occultism](#).

Rumors in Town

The following are various rumors that the Avatars may encounter in town:

- “A lot of the younger folks have taken up fishing and swimming in the lake lately.”
- “They say there are bandits in the woods surrounding the town.”
- “Folks are organizing a Fish Fry for next week down by the lake. They're calling it a Summer Splash.”
- “They say a ghostly boat was seen on the lake late last night. That's probably just folks telling ghost stories, though. So I wouldn't pay it any mind.”
- “Swabby Fyke has been acting a bit odd lately. Some folks think his mind is going.”
- “A ghostly boat was seen on the lake again last night. They said it shimmered in the moonlight.”
- “They say a monster lairs in the ruins of an old church deep in Hinkypunk Swamp.” *This rumor references the gargoyle guarding St. George Abbey in the sibling module [The Hinkypunk Ziggurat](#).*
- “Despite the fact that Swabby Fyke is barely scratching out a living, he is loaning fishing poles to teenagers free of charge, and asking them for donations of fish for the upcoming Fish Fry. He has volunteered to feed the whole town free of charge. Now, I ask you. How can he afford that? He must be off his rocker!”

Bandit Rumor

The rumor involving bandits refers to the Sherwood Outlaws outside of town, led by Sparrow Goodman. However, there is a new group of far more malicious bandits led by Gurdig Kromatar that has taken over the Silver Spoon Mine, which is the focus of this module.

Ghostly Boat Rumor

The rumors involving the ghostly boat is foreshadowing for the module [The Lohengrin Haunting](#). If this rumor is investigated, and the Avatars monitor the lake, a ghostly boat will eventually appear at midnight. When this happens, read the following:

You see an eerie light on the water. An ethereal boat, in the shape of a swan, glides across the water's surface without causing the slightest ripple. A ghostly man stands at its aft, with his hand on the rudder, steering it upriver. A woman and two children, equally insubstantial, sit in the middle of the boat. After a moment, the shadowy apparition fades.

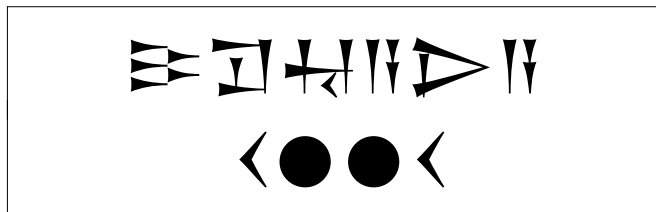
The boat appears every few nights. If approached too closely, the apparition fades. However, if followed from a respectable distance, it will proceed upriver, past The Silver Spoon Mine, and through Hinkypunk Swamp, before ending its journey at the haunted mansion of the Lohengrin Estate. On the way, it passes both the Abbey of St. George, and a ziggurat under construction in the middle of the swamp. As such, it ties this module to both [The Hinkypunk Ziggurat](#) and [The Lohengrin Haunting](#) modules.

Summer Splash / Fish Fry Rumor

The rumors involving the upcoming Summer Splash and Fish Fry foreshadows the sibling module [The Hinkypunk Ziggurat](#). A stranger, Gill Bogman, recently came into town and befriended Swabby Fyke. Gill is actually a Bolotnik, a Fish-man, using his [Disguise Self](#) ability to look human. Gill is possessed by a demonic larva, and is a member of the cult of Ishara-Uttu. Chestnut Lake has recently been infested by many such demonic larvae, and Gill has been sent into town to give these demons the opportunity to possess some of the more influential townsfolk. Swabby Fyke himself has no status, and is therefore of no real interest to Gill personally. But, Gill sees Swabby Fyke as a means to his nefarious ends. He has convinced Swabby that promoting a Fish Fry down by the lake will gain him popularity in town, and is funding his efforts. In reality, all Gill wants is for the party atmosphere of a Fish Fry to entice other townspeople to cool themselves from the summer heat with a refreshing swim. That will give the larvae an opportunity to possess many of them en masse.

If killed, Gill's illusion will fade, revealing him to be half-frogman / half fish with the eyes of a serpent. He wears a golden medallion engraved with a spider sitting in the

middle of a web. It is worth 500 s.oz. On back is the name “Ishara-Uttu” in cuneiform:



The larvae originate from the Lohengrin Estate (described in [The Lohengrin Haunting](#) module). They have been carried downstream by the waters of the Blue River, through Hinkypunk Swamp, and eventually found their way to Chestnut Lake, which is surrounded by the town of Chestnut. As time goes on (and the Avatars work through the modules in this campaign), the behavior of the citizens should become more cult-like, as they are slowly indoctrinated into the sect of a Mesopotamian demigoddess.

The Major Characters

This section contains the major movers and shakers of the various conflicts comprising the adventure.

Ashly Woodsinger

A group of kindhearted elves, known as The Goodman Outlaws, lives in the woods surrounding the town of Chestnut. They are a band of Sherwood Outlaws led by an elf named Sparrow Goodman (described in detail in [The Overlord’s Guide to the Town of Chestnut](#)). He and his band roam The Deep Wood collecting money from fat, greedy merchants and distributing it to the peasantry in the area. Sparrow is a kind, decent person who has adopted a life of crime for the greater good.

Lately, Sparrow has heard rumors of another group of bandits indiscriminately robbing from anyone and everyone in the area. This other gang has given his own band a bad reputation, and he is seeking to put an end to the situation. As such, he has sent out a group of his followers to track them down.

This scouting group is led by one of his lieutenants, who is an elf of mixed lineage named Ashly Woodsinger. Ashly is excellent with both bow and staff. She has been assigned the task of finding the bandits and reporting back to Sparrow when she learns anything significant. However, Sparrow grants his lieutenants with a great deal of autonomy, and Ashly will act in accordance with her morals, which generally hold the local peasants in high regard and the local gentry less so.

Race: Mixed Lineage Elf

Classes: Woodsman, Sherwood Outlaw

Racial Gifts: Ageless, Night Vision, Immune to Natural Weather

Racial Skills: Gardening, Harvesting, Moon Glow, Riding

Traits: Steal from the rich, give to the poor; Wary of strangers

Ashly’s Medium Bow

Ashly’s Medium Bow is non-magical, but is 6th Quality Level (value of 3071 s.oz.).

Destro Rubymiser

Destro Rubymiser is worried about his mine, with which he has lost contact. His concern is honest and justified. That does not mean that Destro himself is honest or in any way concerned about justice. You see, young Destro started out in the mining business working in the claims office. When a prospector named Flint Cragmire registered a claim on a rich nearby silver vein, Destro “misplaced” the claim and cheated Flint out of his rightful due. At that time, Chestnut had nothing to do with silver mining at all. It was a small farming community used only as a stopping point for local farmers who brought their produce to ship down the Blue River to market.

Since Chestnut was so small and Destro was close friends with a local thug named Orfeo Glintgrubber, Destro was able to quietly chase Flint Cragmire out of town. That accomplished, Destro staked his own claim and hired miners to dig ore. As his wealth and power increased, Destro muscled the original townsfolk into total silence. So much so that very few of Chestnut’s current citizens know anything about Destro’s dubious rise in wealth.

One of those who does know is the town’s current claims officer. Nothing short of a threat to his life would make him point a finger directly at Destro’s unscrupulous past. Nevertheless, he will reveal that Destro was the last claims officer, if asked.

Race: Gnome

Classes: Prospector, Swindler, Con Artist

Racial Gifts: Ageless, Dark Vision, Sleepless

Racial Skills: Blunder, Cutting Gemstones, Impish Pinch, Mining, Tinkering, Tommy-Knocking, Underworld Survival, Vanish

Racial Flaws: Holy Water Bane

Traits: Abhors Hard Labor, Craves Wealth, Hysterical when Rejected

Flint Cragmire

Flint Cragmire is a dwarf prospector that found the first silver nugget of The Silver Spoon Mine. But, Destro Rubymiser cheated him out of his claim, and Flint has plotted for a long time to get it back. After years of fruitless attempts to convince others of his story, Flint became desperate. He heard of a friendly band of Sherwood Outlaws living in woodlands around Chestnut, and decided to seek out their help.

Unfortunately, instead of finding The Goodman Outlaws led by Sparrow Goodman, he encountered Gurdig's Gang led by Gurdig Kromatar. Not knowing any better, Flint allied with them and led them to the mine. Not surprisingly, the bandits turned on Flint, and now he is being held in chains and worked to death in the mine that should rightfully be his.

Flint has a Medium Pick having a Superior Quality Level.

Race: Mixed Lineage Dwarf Classes: Prospector

Racial Gifts: Ageless, Immunity to Heat, Night Vision

Racial Skills: Mining, Sculpting Stone, Underworld Survival

Traits: Demands rightful return of The Silver Spoon Mine, Respects Fine Craftsmanship

Flint's Small Pick

Flint's pick is non-magical, but is 6th Quality Level. It delivers an additional +1 Damage (value of 405 s.oz.).

Gurdig Kromatar

Gurdig Kromatar is the leader of Gurdig's Gang, a group of (mostly) goblin bandits. Gurdig and his band are fairly new arrivals in the area, having fled the law in a neighboring region a couple of months ago. Until very recently, they were in the profession of highway robbery. They set up camp in the woods near Chestnut and started robbing travelers on the road next to the Blue River.

Soon after they arrived in the area, though, Gurdig was possessed by a minor demon (known as a Larva). The demon deceived and brainwashed Gurdig to become a member of a cult following a Mesopotamian demigoddess named Ishara-Uttu. This cult is building a temple devoted to the demigoddess in the nearby Hinkypunk Swamp (described in the related module [The Hinkypunk Ziggurat](#)). Gurdig heard about the mine from Flint Cragmire, and his cult's leadership sent him there to see if it could provide the high-quality stone they need for the temple (it can't).

The demon possessing Gurdig has inflicted a Curse of Abomination on him. This curse is slowly transforming his physical features into those of a snake. His transformation is progressing slowly, though. At this point, his eyes look like those of a serpent. But, nothing else about him seems out of kilter for an orc. His goblin followers are nervous about the state of affairs. But, they keep following him out of fear.

Gurdig is an Orc Enforcer of mixed Lineage with substantial combative prowess. His band of ruthless ruffians had little trouble seizing control of The Silver Spoon Mine. As soon as Gurdig saw the wealth that the mine could provide his newly adopted cult, he instantly saw the benefit it could provide his standing in the cult. So, he forced its miners to start working double shifts, and they are now near death from exhaustion. Still, they continue swinging their picks since Gurdig killed those few that refused.

Gurdig plans to leave before the mine's owners come to reclaim it. Nevertheless, the quickly growing pile of silver ore has clouded his demonically addled judgment. He keeps repeating, "Just one more day," day after day.

In combat, Gurdig wields a magical Large Scimitar. He also wears standard leather armor, which he will don anytime he has time to prepare for battle.

Race: Mixed Lineage Orc Classes: Enforcer

Racial Gifts: Ageless, Night Vision

Traits: Brainwashed to follow Ishara-Uttu.

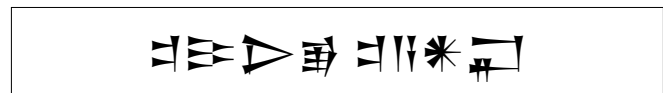
Gurdig's Large Scimitar

The sword's ivory hilt is carved in the form of a serpent's head while its curved steel blade is etched with fine lines decorating it to look like drops of liquid running down its length. There are some runes etched into the blade as well.

Gurdig's Large Scimitar is a magical 7th Quality Level Dire Scorching Brand, as described in The Wicked Workshop (value of 25723 s.oz.).

If the person wielding the weapon says, "Fire Fang", the sword draws 2 Setback from them, and casts the Occult spell Offer Dire Acidic Brand on itself. For the duration of the spell, the blade heat up, gives off a dull red glow, and emits a low hissing sound if brought close to the ear. If the wielder thereafter says, "Cool Fang", the blade quickly cools down.

The command phrases are etched into the blade. "Fire Fang" is etched into one side of the blade, while "Cool Fang" is etched into the other. The runes can be read by anyone having the ability to read Cuneiform:



Starting the Adventure

Adventure Overview

Chestnut is a small village tucked neatly into a valley of the Iron Hills near Bagdenoth, the Deep Wood. Chestnut's fame exploded virtually overnight a few decades ago when a prospector came across a silver nugget buried in the Blue River.

Since that time the town's citizens have prospered. None have prospered more than Destro Rubymiser, the owner of the largest silver mine around. Recently, however, Destro has become disturbed. While his mine is only about 20 miles outside of town, he has not heard from his mine foreman for a month. While this would not normally concern him unduly, he has heard reports that a group of wandering bandits has ambushed a few of the wealthier travelers near his mine.

Destro has posted a reward. It offers 1,000 pieces of silver for anyone brave enough to take a message to the mine and return with a response. Further, if the messengers find that his mine or his miners are in danger, an additional 10,000 pieces of silver will be paid for its (or their) rescue. It is this reward that has brought you to Chestnut after a long and tiring trek.

Give the players the Reward Poster handout.

The Party Meets Mr. Rubymiser

If the Avatars seek out Destro Rubymiser:

After wandering through town asking various citizens for directions, you find yourself standing on a cobblestone road in front of a highly polished facade carved directly from what appears to be a granite hillside overlooking the Blue River.

The layout of the ornate facade indicates that it is some sort of dwelling. It contains three tiers of windows, with a balcony on the highest. The lowest tier has an arched doorway with the name "Rubymiser" carved above it. The entire thing is only about 12 feet tall.

This dwelling is obviously too small for the party to enter, unless it consists entirely of gnomes and hobs. If the characters knock on the door or yell aloud for attention, a Hob dressed in butler's garb appears at the door. With an upturned nose, the butler eyes the characters warily and says, "Good day ... gentlemen. May I inquire about your business?"

If the Avatars merely say that they want to see Destro Rubymiser without telling the butler their business they will receive the response "*Mister Rubymiser is unavailable at the moment. Good day!*" At this point, the butler will quickly slam the door. It will require another five minutes of knocking and yelling to bring him back.

If the Avatars state that they have come about the reward posted by Destro, the butler will politely say, "Oh! Of course. One moment, please," and shut the door.

After a few impatient minutes, a fat gnome dressed in a red silk bathrobe and smoking a pipe appears on the balcony above. His skin is pitch black, and his hair and beard, both of which reach down to his waist, is silver white. He smiles and says:

"Hello brave sirs, I am the poor soul that posted the reward. Welcome. The collection of the reward should be a simple enough task. All that I require is that you take a message to "The Silver Spoon," my silver mine, and bring back a response. Simple. You pick up a quick thousand pieces of silver. I truly hope that your journey is that easy. If, on the other hand, something has happened to endanger my mine or its miners, you will be rewarded an additional five thousand pieces of silver to save the mine and its workers."

Destro will cheerfully and politely answer any questions the Avatars have concerning their mission. He will, of course, avoid discussion about how he came to own the mine and will lie about the subject if necessary.

If the Avatars agree to undertake the mission:

Destro smiles. “That’s excellent news! One moment please”. The gnome steps inside, closing the door behind him. You hear some muffled voices from inside.

Moments later, the door opens and the hob butler reappears holding a silver platter on which rests a rolled parchment and a glass vial filled with a purple liquid. The vial has some cryptic runes etched into its glass. He hands the parchment and vial to the nearest character and returns to the building.

Destro reappears and continues:

“The message states simply that I am growing impatient about the ore shipment and would like to know what the holdup is. Don’t worry, my foreman can read, even if you cannot. The vial contains a magical liquid. It heals the wounds of whomever drinks it. Use it only in time of great need, for there are only four doses.”

“Finding ‘The Silver Spoon Mine’ is simple. Merely follow the road running along the Blue River into the Deep Wood. The mine is only a few miles into the forest beside the river.”

Destro will answer any additional questions the Avatars might have, and send them on their way with a friendly wave.

Healing Potion

The potion Destro Rubymiser gives the party is a standard Healing Elixir of 8th Quality Level (value of 1290 s.o.z.). It has four doses, each of which heals 16 points of damage when drunk. The vial has the following glyphs etched into its glass:



Anyone that can read Occult Cipher can decipher the text as saying simply, “Healing”.

The Trip to the Mine

It is recommended that the trip to the mine be handled as a Wilderness Challenge with a Difficulty Threshold of 15, and a Challenge Countdown of 3. (See [The Overlord’s Omnibus](#) for details on Wilderness Challenges.) There are essentially two ways to leave town to head toward the mine: either boating up the Blue River, or traveling on the Blue River Road that (mostly) runs alongside it. If the group decides to do the former, start them out with a [Fresh Water Wilderness](#) challenge. If the latter, start them out with a [Wilderness Road](#) challenge. Feel free to transition to other challenges as the mood strikes you. (A [Forest Wilderness](#) challenge is an appropriate option if they leave the road and/or river.)

The stats for a number of creatures that may be encountered on the trip are provided in the Creature Examples section at the end of this module under the headings of Wilderness Characters.

The following is a potential scenario the group may encounter if they travel on the road.

A Merry Band of Outlaws

After the party leaves Chestnut, they travel through the hills along the Blue River until they come to a dark forest. This is the Deep Wood. Soon after they enter the forest, they come to a bend in the river.

As you trudge down the Blue River road into the Deep Wood, you come to a bend in the river where a poor peasant woman is struggling to push her cart of cabbages from the river’s bank. It is apparently stuck in the mud. The efforts of both she and her donkey are proving insufficient to the task.

As your party approaches, the peasant smiles and waves. Her features show her to be elven, although her face and garb are smeared with a great deal of mud.

“Good gentles, would you kindly help out a poor cabbage farmer whose back is too weary to motivate her ass?” the peasant calls out as she points to her donkey.

The peasant is Ashly Woodsinger in disguise. She is a Sherwood Outlaw, and a follower of Sparrow Goodman. Her staff and bow are hidden in the cart beneath the cabbages. In the surrounding woods are her five fellow band members. Two of them are across the river hidden in trees ready with

bow in hand. The other three are hiding on this side of the river at various points in the underbrush nearby. At Ashly's signal, all of the band members will show themselves, ready for combat. The three on this side of the river use quarterstaves. Those on the opposite bank use medium bows. They are all woodsmen.

Treat Ashly Woodsinger's followers as Inferior Elves (their stats are in the Creature Examples section).

If the characters ignore or refuse Ashly's request for aid:

Ashly will signal her companions to show themselves. She will then angrily call to the party members, "Since you are obviously too exhausted from your travels to help one in need, we will lighten your load by taking your purses." If the characters refuse, the band will use force to take the party's money. If the characters are overcome, Ashly and her band will tend to wounds with First Aid and take all of the cash they find. They will leave the characters a few feet off the road hidden in the bushes. When Ashly and her band leave, Ashly will say, "I'm certain that the poor peasants whom this money will benefit would thank you for your generosity."

If the characters help Ashly:

Ashly will accept their aid. After the cart is free, Ashly will ask what the adventurers are doing in the forest. If they explain the situation with the mine, she will carefully look over the group. As the Overlord, if you think that the party could use some help in recapturing the mine, you could have Ashly offer her assistance. If the group accepts, she will signal her companions to return to the Goodman Outlaws with news that she is investigating a potential problem at the mine, and accompany the party. Otherwise, Ashly will watch over the party's trek through the forest to see that no harm comes to them. She will clandestinely follow the characters into the mine if she sees that goblins have seized control.

In time of need, Ashly will either fire her bow or leap into combat with her staff.

The Silver Spoon Mine

The Silver Spoon Mine is a typical silver mine, with rich veins of silver ore running through tufa, a type of low-grade gray limestone. The ore itself is made up of metallic spider-web-like streaks embedded in white quartz. The mine is comprised of two levels of tunnels carved through the rock and a large natural cavern whose bio-luminescent waters form a small spoon-shaped lake and stream from which the mine derives its name.

The Cavern of Eerie Dark

The Silver Spoon Mine has a cavern as a central feature which the party will encounter while they explore. It cuts through both of the mine's levels, and its floor forms a level of its own. In order to avoid having to re-describe the cavern time again in the various boxed text sections, we present a single description here that you can read to the players when they first encounter it.

Upon encountering the cavern within the mine:

You see before you a huge natural cavern. It is a great underground chasm stretching roughly from the north-east to the south-west. An eerie green light radiates from water below, illuminated by the phosphorescent algae living in it. Thin strands of a glass-like goo hang down from the darkness above, reflecting the green light from below. Glowing flies with diaphanous wings waft aimlessly about, giving off a dim yellow light of their own.

Off in the distance, you hear the sound of a waterfall. This background noise is periodically punctuated by the low rumbling bellows of frogs.

The bellows come from the frogs in the pool in the lowest level of the northern-most part of the cavern.

The glass-like strands are produced by glowworms as a sort of fishing line to catch their prey. They are harmless to the party. See [Glowworm](#) in [The Tome of Terrors](#) and [Eerie Dark](#) in [The Overlord's Omnibus](#) for further details.

The Mine's Upper Level



U.1 Mine Entrance

As you wander beside the Blue River, you come to a point where both the river and the road bend around a hill with a 30 foot high cliff.

Shortly thereafter, you encounter a small “beach” which has formed within a recess in the cliff face to the north-west, and a bridge spanning the river to the south-east. Although the road continues along the Blue River, you have apparently come to your journey's end. A sign hangs above a rectangular opening carved from the rock face. (For those who can read, the sign says: “The Silver Spoon Mine -- NO TRESPASSING.”)

A wagon is parked to the east of the mine entrance, and a corral is to its west, in which a couple of mules are milling about.

Railroad tracks emerge from the mine's entrance upon which rests an ore car. You see a solitary goblin leaning wearily against the car. Bored, he is apparently nodding off to sleep.

This is a scene designed to give the players a little confidence as well as some experience in combat. The goblin is an Inferior Goblin wielding a short sword. His combat stats are listed in the Creature Examples section.

The goblin will stand and defend the mine entrance. He will not flee into the mine for fear of having his pursuers trigger the ore car trap behind him (see U.2) Besides, he knows that his superiors would punish him with a torturous death for abandoning his post.

Unless the guard is killed immediately, the goblins in U.3 will be aware of intruders. Nevertheless, they will not come to his aid. Rather, they will wait hoping that the ore car trap of U.2 will take care of them. They will miss their companion, but not overly much.

The guard has a pouch containing 27 s.p., a pair of ivory dice, and a piece of chalk.

If the characters examine the ore cart

Apparently, the goblin has been busy. Various unflattering pictures of gnomes are scrawled on the ore cart's surface. The brake lever is bent, and the rope normally attaching it to the wench has been cut. The wench itself has been ruined.

Upon searching for traps on the ore cart:

Make a Conflict Roll for any character with the skill Finding Traps. If the roll succeeds, the searcher discovers a suspicious mechanism that releases the brake shoes.

Upon looking into the mine shaft:

Peering into the mine entrance, you see the ore cart rails leading into a long dark downward sloping tunnel. You can barely discern the tunnel to be about 50 yards in length because a faint red glow outlines the other end.

U.2 The Long Tunnel

On the map, the zig-zag lines indicate a fairly long indeterminate distance in order to save space. As such, feel free to place U.2 at any point of the middle section of this long tunnel.

As each character passes the point marked U.2 on the map, roll a d6. Any roll of 1 or 2 indicates that a character has snagged his foot on a hidden trip wire. This trip wire triggers a trap which releases the brakes holding the ore cart in position at the mouth of the mine.

If someone snags the wire and the characters have not disabled the ore cart:

A low grinding sound comes down the tunnel from the mine entrance accompanied by the screech of metal gears long unused. The grinding quickly builds to a rumble as you realize that the ore cart has moved from its resting spot and is barreling toward you.

The characters in the mine tunnel have little time and only a few options:

1. The first is to try and find an alcove in the tunnel large enough to duck into. If a player asks about the existence of such an alcove, make a Perception Check against a Threshold of 14. If the roll succeeds, the character remembers noticing an

acceptable niche five yards behind him. There is only enough space for a single Medium-sized or two Small-sized humanoids.

2. Any Small-sized humanoid (e.g. a hob or gnome) may simply lie down between two railroad ties and allow the cart to pass over without injury.
3. Another option is to try to outrun the ore cart. To succeed, a character must first have a Speed of 40 or greater. Attempting to do this forces a character to make an Agility Check against a Threshold of 14 to make it to the far end of the tunnel without stumbling and falling on the uneven surface of railroad ties.
4. The final option is to jump into the cart itself. Any attempt to do so forces the character to make an Agility Check against a Threshold of 14.

If any character fails to avoid the ore cart, it will drag him along the tunnel until it finally widens temporarily on either side to deposit him. They will sustain a total Damage of 12 plus the Margin of his failed roll. Armor absorbs normally from this value as if it were a single blow.

When the cart reaches the end of the tunnel, it enters into the area of U.3. Any character in the cart has only a couple of seconds to decide what they are going to do. There are a few possibilities here:

1. Anyone leaping from the cart must make an Agility Check against a Threshold of 14. Failure indicates the character sustains Damage from the fall equal to 4 plus the roll's Margin and is knocked Prone for one Round to recover from the ordeal. Otherwise, the nimble character lands upright ready for combat without any ill effects.
2. Any character remaining in the cart will be thrown forward 10 feet when it crashes into the parked carts and will be knocked Prone for 1 Round. Allow them an Agility Check against a Threshold of 18. Failure indicates they sustain Damage equal to 10 plus the roll's Margin, or half that on success.
3. Any character caught between the ore carts during the crash will automatically be knocked Prone for 1 Round. Allow them a Toughness Check against a Threshold of 18. Failure indicates they sustain Damage equal to 20 plus the roll's Margin, or half that on success.

In any case, the cart is completely ruined.

U.3: Goblin Defenses

The tunnel's far end opens into a large room. Part of it is apparently designed to load silver ore into the ore car.

The room is lit by a few lamps hanging on the walls. They give off a red glow

The tracks lead straight into the room and then curve to the left, joining up with another set of tracks coming in from a passageway in the north-east corner. The merged track leads out of a north-west passage. A short distance into the room, you see three full ore cars parked on the tracks.

There are two other passages leading out of the room on the western and eastern walls.

To the east of the ore carts is a rectangular shaft in the ground over which an impressive wench system has been set up supported by heavy timbers.

In the north-west part of the room is a round table, surrounded by chairs. A deck of cards rests on the table.

The ore cars are filled with silver ore. Gurdig plans on waylaying some peasants for their wagons later on to cart it all away. He hasn't thought much beyond that point, though. Gurdig isn't exactly known as a mastermind.

The table originally came from the Mine Office in U.4. But, the goblins dragged it to this room to play poker while on duty.

If the characters managed to make it this far without alerting the goblins:

A group of three goblins is seated around the table engaged in a game of poker. At the moment, they are unaware of your presence.

If the goblins are aware of the intruders:

A group of three nasty looking goblins look none too pleased at your entrance. One is holding a large crossbow, cocked and readied.

As soon as the three goblins are aware of the party, they will attack. The one holding the crossbow is the group leader, a Comparable Goblin. He has given his underlings orders to keep any attackers away from him so that he can shoot his crossbow. He will concentrate his attacks on spell-casters,

bowmen, and other range attackers. When those are eliminated, he will turn his concentration to those opponents engaged in melee with his troops. His underlings are Inferior Goblins. All of their combat stats are listed in the Creature Examples section.

(If the party gets into deep trouble in this encounter, remember that Ashly Woodsinger, the Sherwood Outlaw, may come to the rescue if the characters aided her on the trek to the mine.)

If the party searches the defeated goblins, they will find that the boss has 5 g.p. and 15 s.p. while the underlings have only 35 s.p. together.

If the characters investigate the red lamps:

You can see that each lamp is actually a cage, like a small bird cage. Each houses a glowing fist-sized red spider.

The spiders are Gleaming Red Spiders, as described in Celtic Creatures and Nordic Nightmares. All of the red lamps throughout the mine are similar. Some will be glowing bright, while others are dim. A Gleaming Red Spider glows only when it is well fed.

If the characters investigate the shaft:

A thick chain hangs down from the timbers into the shaft, and a wooden ladder is secured to the shaft's side.

Upon looking down the mine shaft:

Looking down the shaft reveals that the heavy chain is connected to a large ore bucket resting on the bottom of the shaft about 20 feet below. At the bottom of the shaft is a brightly-lit entrance to which a rickety ladder descends. The illumination sparkles against the bucket's contents of high grade silver ore. It is nearly full.

The shaft leads down to room M.2.

The silver ore in the bucket weighs about 1,000 pounds. It will take at least 10 minutes of hard work to wench the bucket to the top of the shaft. The ore is worth 8,000 silver pieces in this crude form if the characters can somehow take the ore from the mine.

The ladder in the shaft has a weak rung about 5 feet down from the top. Any character climbing down the shaft weighing more than 150 pounds will automatically break the rung. When this happens, the character must make an Avoidance with Craftiness Adjustments against a Threshold

of 16. Failure indicates that he cannot hold on and falls 10 feet to land on the ore bucket. He sustains 6 damage plus the Conflict Roll's Margin, although he is entitled to another Avoidance Roll with Agility Adjustments against a Threshold of 16 to take only half damage from the fall.

Treasure: The goblin each have a short sword. It total, they have 120 silver pieces.

U.4 The Mine Office

If this is the first time the party has encountered the cavern, read its description (in the section labeled The Cavern of Eerie Dark.)

The entire west wall of this large room opens up into the cavern. Projecting out into the chasm from the room's edge is a wooden platform that has a rickety wooden staircase angling down toward the north-east. The room itself is otherwise unremarkable, except for a desk on the south-east wall, a bookcase containing ledgers on the southern wall, and a collection of various crates and a few small wooden casks labeled "OIL".

The desk contains parchment and ink, a number of letters, and a wooden flute of 4th Quality Level (worth 76 s.oz).

The crates contain various sized picks and hammers, some iron spikes, a couple of coils of rope (50 feet long and of medium thickness), a couple of large canvas tarps (10 feet x 10 feet), and some miner caps sporting simple oil lamps (3 medium-size and 2 small-size). Two of the oil casks are sealed, and are full of lamp oil, each of which contains 5 gallons. The third cask is only half full. Its lid is loose, and it has a tin cup and a funnel lying on top of it.

Upon reading the letters:

The letters are from Destro Rubymiser to the foreman discussing production schedules. The letters invariably chastise the foreman for not meeting his quotas. Destro also a threatens several times to fire the foreman if he does not stop incessantly demanding more money to reinforce the mine's structural supports. Destro repeats again and again, "Mines are for making money, not spending it!"

Upon reading the ledgers:

The ledgers contain records of ore shipments to Chestnut. Most are moldy and decayed beyond legibility, however.

Upon looking over the cliff edge:

The staircase leads down to what appears to be a bridge below. Due to the curvature of the cavern walls, you can only see a small portion of it. However, you can see iridescent water flowing over rocks about 20 feet below the bridge.

U.5: Jack-o'-Lantern***Upon first entering the area of U.5.a:***

As you walk down this corridor, you begin to hear the pinging of metal on stone.

Upon observing the end of the corridor at U.5:

You see a ghostly image of a man swinging a pick against the wall at the end of the corridor. He has a lamp in his miner's helm that burns with a reddish flame. Apparently aware of your presence, he suddenly stops swinging his pick, and turns around. He gives a friendly smile and walks toward you.

The ghostly miner is a Superior Jack-o'-Lantern. At first, he will act amiably. His goal is simply to show someone his dead corpse at U.12 in hopes that he will be given a proper burial. He cannot talk, but he will beckon the Avatars to follow him by gesturing with his hand. As long as they follow, he will behave quite friendly.

As soon as they refuse to follow, though, the Jack-o'-Lantern will use his Flaunt Great Aura of Dire Fascination ability to make them follow (see The Oculus of Occultism for details.)

The ghost is unaware of the hazards between where he was encountered and his corpse. So, he will lead them right into danger, and keep doing so until he shows someone his lifeless corpse. He will continue haunting the mine at arbitrary times and places until someone gives his corpse a proper burial.

U.6: Danger Sign

This is an intersection of two corridors. The east-west passage has railroad tracks. The north-south passage does not. The exit to the north is partially blocked by a couple of boards that are nailed together in the form of an "X". On one of the boards the word "Danger!" is painted in fading red paint.

U.7: Spider Webs***Upon first observing U.7.a:***

Looking down this corridor, you see spiders scattered on the walls. Some are teensy, while others have fist-sized abdomens. Some of them are glowing a dull red, while others are dark. A few tendrils of webs hanging from the ceiling waft to and fro. The floor is littered with the corpses of rats wrapped in webbing. Further down the passage, you see the walls are completely covered by webs.

The spiders in this description are underfed Gleaming Red Spiders. There a half dozen of the larger ones, which are Inferior Tiny Mook Gleaming Red Spiders. They are hungry, but won't attack anything larger than Small unless directly provoked or unless the spiders at the end of the corridor attack.

Upon approaching the webs:

You see that the corridor opens up and veers to the right. At that point, the webs cover the walls to the point that the walls themselves are no longer visible. The webs waft in the slight breeze created by your approach. Further down the corridor, you see two man-sized shapes wrapped in webbing. One is lying on the ground and other is hanging from the ceiling. The one on the ground is motionless, but the hanging one is moving slightly.

The webs won't burn, but they will easily melt away from the heat of a torch directly applied to them.

The man-sized shape lying on the ground is the desiccated corpse of a former goblin follower of Gurdig's. The other one is an egg sac, which will burst open if disturbed. Their location is marked by the nearby "b" on the map.

Upon approaching the wrapped corpse:

If anyone moves into U.7 without dealing with the webs first, the wafting web tendrils will catch on them and pull the webbing on the walls along with them. This works as the occult spell *Invoke Large Morass of Dire Web*.

At the end of the corridor, beyond the egg sacs, are a pair of Comparable Small Gleaming Red Spiders, which produced the egg sacs. They will immediately attack any creature of size Medium or smaller that disturbs the webbing or approaches. The spiders themselves are unaffected by the webs.

If the egg sacs are disturbed:

As you disturb the hanging mass of webs, it bursts open and a torrent of tiny spiders pours onto the ground. The entire mass attacks all those nearby.

The egg sac dumps out a Comparable Spider Swarm onto the floor. The swarm will immediately attack the intruders. (The swarm has 5 batches – see the [Handling Swarms](#) in [The Rules Reference](#) for details on how swarms work.)

Treasure: The goblin's corpse has a short sword and a pouch containing 8 gold pieces.

U.8: The Upper Bridge

If this is the first time the party has encountered the cavern, read its description (in the section labeled [The Cavern of Eerie Dark](#).)

You see a rickety railroad bridge going across the chasm in a north-westerly direction. The bridge is made of wooden timbers that have aged poorly. It is difficult to know whether it can support your weight. On the far side of the bridge, the tracks go into another passage that is partially blocked by a couple of boards nailed into an "X" formation. On this barrier is painted the word "Danger!" in faded red letters.

Looking to the south-west, you can barely make out another bridge spanning the chasm on a lower level. To the north-east, on the eastern wall of the chasm, you can barely see what looks like a wooden balcony, which is also on a lower level.

The bridge isn't quite as bad off as it looks, although it's not in good shape. It can support the weight of a few Medium-sized creatures. Although, it can no longer support the weight of a fully loaded oar cart.

U.9: Rat Swarm

This large room has exits going in almost every direction, six in total. Railroad tracks enter from the south-east corner, and split almost immediately into two lines. One proceeds out an exit to the north, and the other turns to the west and then curves down a sloping passageway to the south-west. There is rubble in the north-west part of the room.

Pause for a moment to let the players digest the information and ask questions. After they understand the layout, have the group make Perception Checks. Those succeeding on the roll hear high-pitched squeaks coming from one of the north-west passages.

A swarm of rats enters the room from the northernmost passage and attacks.

If the party failed to hear the squeaks, their Initiative roll will be at a Drawback. The Rat Swarm consists of 5 Inferior Rat Swarm Batches. (For information on how to handle swarms, see [Handling Swarms](#) in [The Rules Reference](#).)

U.10: Rat's Nest

This roughly trapezoidal room has three exits, all of which are along the south-east wall. The floor of the room is a mixture of dung and organic debris. The stench is overbearing.

The room contains two rats the size of guard dogs.

The rats are Comparable Medium Rats. They will attack as soon as they are aware of the party.

U.11: Haunted Ore Cart

Upon approaching U.11:

You see an ore cart, fully loaded with ore, sitting on the tracks.

Treasure: There is a leather bag containing 5,000 s.p. worth of gems hidden under the rubble in the bottom of the ore cart. It was put there by Flint Cragmire as reserve stash of resources to hire help. (See M.4 for more information on Flint Cragmire.)

If anyone touches the ore cart:

You hear a high-pitched cackling laugh, and the ore cart begins to move slowly south.

Pause to allow the players to take in this information, ask questions, and react. Initially, the ore cart can be easily avoided and/or stopped. If it is stopped, nothing further happens concerning it.

If nobody stops the ore cart:

The ore cart picks up more and more speed as it trundles down the track. Its wheels screech and the cart tilts slightly to one side as it rounds the bend and exits the room to the south. Shortly thereafter, you hear a light collision followed by a series of deafening crashes consisting of breaking timbers, twisting metal, and thunderous splashes. You even feel the reverberations through the soles of your boots.

The bridge at U.8 collapsed under the weight of the ore cart. The sound is loud enough to be heard throughout the mine, and will alert Gurdig that something is amiss, if he isn't already.

Upon examining the bridge after it collapses:

The bridge has collapsed. The rails of the track, twisted and bent, extend out into the chasm about 5 feet on either side. You can see a pile of broken timbers and the ore cart in the water below. An "X" formed from two boards nailed together lies on top of the rubble, with the red letters of the word "Danger!" staring back at you.

The "X" is the barrier that was at the north-west end of the bridge.

U.12: Natural Gas Pocket

Upon approaching U.12.a:

As you approach an intersection in the passage, you see that dead rats are scattered on the ground. Their corpses are desiccated, looking like they've been here quite a while. You also notice a reddish light coming from the north-east passage, and hear the chirp of a bird echoing from that direction as well.

Pause a bit to allow the players to take in this information and ask questions.

The rats died of asphyxiation from natural gas that imbues the air in this area. The gas is odorless and colorless. If the players remain in the area for more than a minute, or if they continue down the tunnel to the end of the corridor of U.12, they will start taking 2 Suffocation Damage every Round. The reddish light is coming from the miner's cap worn by the skeleton lying on the floor at the end of the corridor.

Upon observing the corridor's end at U.12:

You see a skeleton lying on the ground at the end of the corridor. It is wearing the gear of a miner, including a miner's cap with a lamp on its front. The lamp is lit and is giving off a reddish light. A large hammer and a bird cage are lying on the floor next to it. A yellow bird is chirping away on its roost in the cage.

The bird is an undead canary. It is harmless. Needless to say, it is also utterly useless in detecting mine gas.

Upon approaching the corridor's end at U.12:

The mine gas in this area is dense enough to ignite. If any fire source enters the area, the natural gas will ignite, delivering 16 points of damage to everyone in the corridor back to 20 feet beyond the location indicated by the "a". Allow an Avoidance Roll with Toughness Adjustments against a Threshold of 18 to take only half damage. It will take a day for the gas to build up to the point of ignition again.

Upon examining the undead canary:

The canary seems to have lost half of its feathers, which are lying on the bottom of the cage. You can see bones through the feather patches that have fallen off.

The canary is a harmless mook bird revenant. Needless to say, it will not survive if the mine gas explodes.

Treasure:

Miner's Cap

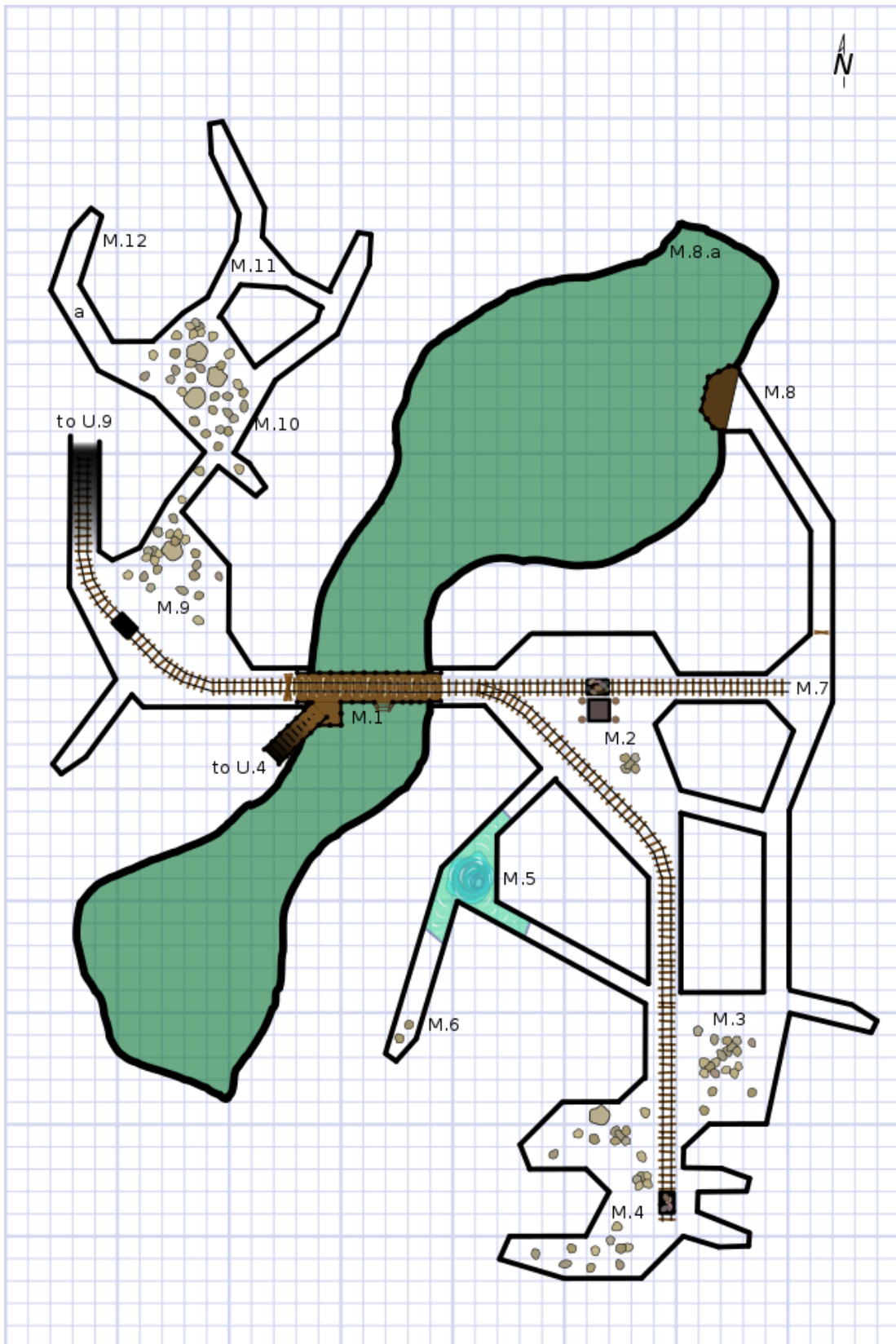
The miner's cap has a magical Carbuncle Stone fixed to its front. The cap serves as a skullcap helmet, but is otherwise nearly worthless. The Carbuncle Stone is magical, though. It is 2nd Quality Level and was charmed with the Occult spell Empower Carbuncle Stone (see The Oculus of Occultism for details). It illuminates to a radius of 20 feet with a bright reddish light, and another 20 feet with dim light (value of 895 s.oz.).

Miner's Hammer

The hammer is a 6th Quality Level magical Dire Sonic Brand, as described in The Wicked Workshop (value of 2623 s.oz.). It delivers an additional +1 Damage when it strikes. Its magical ability is activated when its wielder says the phrase, "Ping-a-Ling". In brief, when the weapon strikes, it emits a loud "Ping" sound and delivers additional Sonic Damage. The handle has the command phrase carved along its length in Nordic runes, as shown here:

ꞚꞚX•F•ꞚꞚX

The Mine's Middle Level



M.1 The Lower Bridge

You see a derelict wooden railroad bridge crossing the chasm, spanning the gap from east to west. A rickety wooden staircase angles up from the southern side of the western end of the bridge. Although the staircase angles up in a south-westerly direction, it actually meets a wooden platform 20 feet up on the east side of the cavern, due to the meandering contours of the cavern walls.

On the center of the bridge's south side, a ladder leads down to a small dock below. You see a rowboat moored to the dock, big enough to hold three men.

There is a crude wooden barricade blocking the passage to the west of the bridge. It is comprised of nothing more than a couple of rotting boards nailed together forming a big "X". The word "Danger!" is painted on it in big red letters of peeling paint.

Off in the distance to the north-east, you can barely see another bridge crossing the cavern. It is at the same altitude as the upper level.

M.2 Goblin Quarters

This is a large oddly-shaped room with five exits, illuminated by the same red lamps you saw before. An ore-car track enters from the west-most passage and immediately splits in two. One of the two tracks angles south-west and exits the southern-most passage. The other continues straight east out a passage in the north-east corner. In the middle of this track is an ore car filled with ore. Just south of it is a large metal bucket surrounded by heavy timbers. A chain is attached to the bucket's handle, which goes straight up into a vertical shaft in the ceiling.

From the south exit, you hear the distinct "ping, ping, ping" sounds of metal picks hitting rock.

The room looks like it is being used as quarters for a number of goblins. Along the north and east walls of the room are scattered several nests of furs, blankets, bedrolls, and backpacks.

If the party made it here without alerting the goblins:

You see a couple of bedraggled humans standing next to the ore in the car. They are lifting the ore out of the cart, one rock at a time, and listlessly tossing them into the bucket. They both look emaciated and exhausted.

A goblin is leaning against the ore car with his arms folded. He is talking jovially with another goblin lying on his bedding along the north wall. Another two goblins are sleeping along the east wall. All of the goblins look well fed and rested.

If the party successfully sneaked to the room, they have automatic Surprise. Otherwise, you should roll it normally.

As soon as the goblins are aware of the party's presence:

They will attack. There is one Superior Goblin and three Inferior Goblins. Their stats are listed in the Creature Examples section. On the second Round of combat, the leader will order one of his underlings to run and alert Gurdig Kromatar that they are under attack. Unless he has been diverted, Gurdig will be at M.4 overseeing ore production.

If they are able to do so, the two humans will hurl rocks at the goblins to help out the party. They will focus their efforts on any goblin running off to sound the alarm.

If the party searches the goblins, they will find that the goblins have 20 s.p each. The humans have nothing of value. There is nothing of value in the bedding, other than normal camping gear.

M.3 Slave Quarters

The passage opens into another sizable oddly-shaped room having a number of exits. A railroad track enters from the north-west corner and heads straight south into another chamber, which you can see through a large opening. In the room's south-west corner. The room's only illumination comes through this passage. Scattered along the east and south walls of this room are nests of old rags and straw.

In the next chamber, you can see half a dozen emaciated humanoids swinging picks against the walls and tossing ore into an ore car sitting on the tracks.

Overseeing their work are four goblins and one sizable orc. The goblins have short swords, but the orc has a large sword in a scabbard strapped to his back.

If the party searches the nests, they will find nothing of value.

The orc is Gurdig Kromatar. As soon he is aware of the intruders, he and the goblins will attack the party.

M.4 Forced Mining

If the party somehow manages to make it here without having attracted attention, it is highly unlikely they will be able to continue doing so. There are just too many eyes in the room, including 12 very thin miners. Most of the miners are human, but one is a dwarf. The miners will stop swinging their picks in astonishment at the sight of the party, initially unsure what to make of them. As soon as the bandits are aware of the intrusion, they will attack. The bandits are comprised of Gurdig Kromatar and four Comparable Goblins.

Flint Cragmire is the dwarf miner. If the fight seems to be going against the party, the miners will attack their oppressors. Other than Flint, the miners will fight to the death even though they are near death now due to exhaustion. Due to their weeks of forced labor, all of the human miners must be treated as Inferior Human Mooks. Flint is at half his normal Hit Points.

If the miners join the fight, Gurdig will personally turn his attention on them. He will activate the power of his magic sword and chop through the weakest of them as quickly as possible. Once the revolt is under control, he will turn his

attention back to the party, hoping to capture them and replenish his supply of slave labor.

The combat stats of the humans and goblins can be found in the Creature Examples section.

You'll want to keep Flint Cragmire alive in order for him to reveal to the Avatars that he is the mine's rightful owner. So, don't spend his Guts Points above Glory Status 4. Feel free to spend Gurdig Kromatar's Guts freely if you want, as he has no further role to play in the adventure. However, if you want to keep him around as a recurring villain, feel free to spend his Guts on an escape attempt.

Treasure:

If the party searches the bandits, they will find that the goblins have 20 s.p each. Gurdig Kromatar has a pouch containing 23 g.p. and a small ruby (worth 250 sp.) He is also wearing a gold ring (worth 1 g.p.) Gurdig also has a letter, which is provided in the Handouts section.

Upon examining Gurdig's sword:

A description of Gurdig's sword is found with his description in the Major Characters section.

After the fight:

If the party defeats Gurdig Kromatar and his gang, each character in the party should receive a flat Objective Reward of 128 Experience Points (XP). This reward is in addition to whatever other XP they otherwise earned from doing so.

One of the miners is Flint Cragmire, the prospector that originally found a silver nugget outside this mine and started the whole chain of events. Once the fight is over, Flint will declare that he is the mine's rightful owner, deed in hand. If the party listens to him, he will explain how Destro Rubymiser cheated him out of his claim. He will promise to double Destro's reward if they help him regain the mine. If necessary, he will tell them that he has money stashed in the mine, and will provide it up-front to convince them to help. He has hidden a leather bag containing 5,000 s.p. worth of gemstones at the bottom of the ore cart at U.11, and will lead the party to it if they agree. (Flint originally promised it to Gurdig Kromatar, but that deal obviously fell through.)

M.5 Larvae Pool

The passage leading into this room slopes down, into a pool of water that has an eerie green glow to it.

This pool is about 3 feet deep in the center of the room. The passages leading into it all slope down as they approach it, so the pool extends partway up those corridors.

The water contains a handful of demonic Inferior Mook Larvae. The Larvae originally infested members of Gurdig's Gang who were cursed by them. They found their way to this pool after their hosts were slain. The Larvae are among the most minor of demons, and are here primarily as a clue to later adventures.

If the Avatars examine the water closely:

The water is foggy, but you can see vague worm-like shadows undulating within it.

If the Avatars enter the water:

The worm-like shadows undulate through the water toward you.

The Larvae will attack anyone entering the pool. Each will attack a single character, if possible, and burrow into their flesh. Anyone so infested will slowly transform over the course of weeks. They will incrementally gain spider-like and/or snake-like characteristics. These will start with bristly hair follicles forming like pox marks all over the body and/or the eyes transforming into those of a reptile with a vertical pupil. The Larvae can be driven from a character's body by an Exorcism or a banishment spell.

If the Avatars closely examine a Larva:

The worm has a slimy, ambulating, leech-like body possessing a head with distorted human features. It completely lacks limbs of any sort but has unusually large bulbous eyes and a wide mouth with raspy teeth.

Despite their pathetic appearance, the Larvae are potentially quite dangerous, as they can only be harmed by magical weapons. Larvae can possess objects as the Pagan Pandemonium spell Possess Object.

Once a Larva successfully bites its victim, it clamps on and begins to greedily burrow into the victim's flesh. Once clamped on, the larva will deliver the stated damage every Round. If it kills its victim, it will completely burrow into its

corpse. Once it is securely enclosed within its host's dead flesh, the larva will use its Possess Object ability to animate it, creating a demonic form of undead whose combat stats correspond to those of a Common Revenant.

Larvae secrete an extremely slippery goo. This lubricant makes it very difficult to get a firm grip on these disgusting little worms. Every time a larva is grabbed, it is entitled to an Avoidance Roll to slip out of the grasp.

Fortunately, they are merely Wee-sized worm-like creatures, with a Speed of 5 on dry land. So, the Avatars can easily flee if a Larva hasn't actually clamped onto someone's body.

Background:

The Larvae were brought to the physical realm from the Astral Realm of Hell by the powerful Uruku demon named Amashilama, who is a servant of the Mesopotamian demi-goddess Ishara-Uttu. Amashilama appears later as a major character of the campaign in the module entitled The Lohengrin Estate. It is she that has caused an infestation of the waterways leading into Hinkypunk Swamp and, thereafter, the town of Chestnut. The Avatars start out in Chestnut as an introduction to this module, and Hinkypunk Swamp appears in a later module entitled The Scourge of Hinkypunk Swamp.

M.6 Spider Horror Lair

The passage angles up and out of the water. It leads straight back and dead-ends in a mass of webs, which also hang down from the ceiling.

This pool is about 3 feet deep in the center of the room. The passages leading into it all slope down as they approach it, so the pool extends partway up those corridors.

If the Avatars approach the webbing:

A small spider-like creature darts out from the webbing. It has the body and legs of a spindly spider, but the head of a goblin. It hisses and opens its mouth wider than appears possible to reveal sharp needle-like teeth.

The creature is actually one of Gurdig's more senior goblins who was overcome and mutated into this horror by the Larva infesting it. It is a Superior Spider Horror, who will attack all intruders.

If killed, the Larva infesting it will burrow out of its body and squirm toward the water.

The webbing can be easily burned away with the application of a torch or other open flame.

Treasure: If the area with the webbing is searched, the gear of one of Gurdig's goblins can be found: a shredded uniform, a short sword, and a pouch containing a pair of ivory dice worth 2 s.oz., and 8 gold coins.

M.7 Garbage Dump

The smell of rotting garbage assaults your senses as you enter this small room. In the middle of the east wall is a pile comprised of compost and trash. Tiny Glowworms are wriggling their way through the detritus as they busy themselves with devouring it. The glow of their bodies illuminates the room with a soft yellow light.

This room has three exits: to the north, the south, and the west. The northern exit is blocked by a dilapidated wooden wall comprised of a number of boards nailed together. The word "Danger" is painted on the wall in red paint.

As they are well fed, the glowworms will ignore the party unless they are seriously disturbed. They will defend themselves if attacked, though. There are half a dozen Inferior Mook Glowworms in the pile. Their stats are in the Creature Examples section.

The wall blocking the north passage can be easily dismantled, should the party choose to do so.

M.8 Balcony

This passage widens at its end, with a rickety balcony that looks out into the cavern. The sound of a waterfall can be heard, punctuated by the occasional low rumbling bellows of frogs.

Upon studying the cavern from the balcony:

You see water below, glowing with a soft green light. You can see shadows moving under the water's surface.

The shadows in the water are Small-sized frogs and tadpoles.

Anyone looking into the cavern from the balcony should make a Perception Check with Perception against a Threshold of 14. Those succeeding spot a giant snail clinging to the wall at M.7.a on the map. It is a Superior Large Corcolh Snail. The snail is difficult to spot because its shell is camouflaged to look like the surrounding stone. If

nobody spots the snail, the party has a Drawback on its Initiative roll against it.

The snail normally fishes for frogs in the water below. But, the snail will merrily attack anyone standing on the balcony. It attacks with tentacles that are exceedingly long, so they can reach 10 feet into the corridor behind the balcony, if need be. Note that its tentacles inflict Setback rather than Damage.

If it defeats any of the characters, the snail will draw that character to it so that it can feast. Since the water is closer than the balcony, anyone pulled off of the balcony will first fall into the water. But, the snail will thereafter pull them up. If the character is not in a Glory Status allowing for death, the snail will munch a bit and, when satiated, drop the character into the water below. Once it is well fed, its shell will start giving off a violet glow in an attempt to attract a mate.

M.9 Centipede Nest

Some of the wooden support beams in the northern part of this room have fallen. A couple of them only fell on one end, and form haphazard angles with the ceiling. The others are lying on top of a pile of loose boulders. The ceiling above the collapsed area is anywhere between 10 and 15 feet high.

Coming from a passage beyond the rubble, you hear the sounds of picks hitting stone.

The rubble provides a nesting area for a group of centipedes. One Medium Comparable Centipede and three Small Inferior Centipedes will attack anyone approaching it.

M.10 Cave-In

As climb over the rubble, the sounds of picks continues. You see a rough room with exits to the north, south, east and west. Along the walls, you see a dozen human miners hitting the walls with their picks. There are a few wooden beams supporting the ceiling that seem barely up to the task.

Pause a moment to let the players absorb the information, and react however they may.

A sprinkling of dust starts to fall away from around one of the supports, and one of the miners stops his work to look toward it. With a concerned look on

his face he yells something and starts running toward the south exit, but his voice makes no sound. Other startled miners look in his direction as the beam snaps. The ceiling collapses down on top of you in a rain of boulders. But, the whole scene is eerily silent. Everything goes dark for a moment.

Everything in this room up to this point has been an apparition of past events. What follows is real.

The dim red glow of cave spiders returns. You see the ceiling has collapsed and the floor is covered with boulders.

The apparition will reset in a day, endlessly replaying the deaths of the trapped miners. It always starts with the sounds of picks hitting stone. If anyone enters the room, the entire scene will play out again. These dead miners are the origin of the skeletons in M.10.

One of the miners actually rose as an apparition, which is a type of ghostly undead. It is harmless. Its goal is to convey to the living how all of their deaths were senseless. If Destro Rubymiser had just put a little more money into the structural supports, they would all be alive. If any of the party mentions how poorly the mine was managed, or how Destro is a cheapskate, the apparitions will permanently end.

M.11 Skeletons

This room contains a group of Shambling Skeletons. One Superior Shambling Skeleton and half a dozen Inferior Shambling Skeletons (all wielding Medium Picks).

M.12 Boneless Slime

Upon passing the point marked "a" near M.11:

An acrid smell fills the air.

Pause to allow the players to react and ask questions.

Upon observing the end of the corridor at M.11:

At the end of this corridor, you see a shapeless mass of translucent white goo. It has no head, face, tail, nor limbs of any kind. Rather, it is an amorphous blob that begins ambulating toward you like a gigantic amoeba, except at a remarkable pace. A potent caustic stench hits your nostrils, and your eyes begin to sting.

The blob is a Boneless Slime consisting of 3 Batches. Its touch is caustic. As a blob of amorphous goo, it can occupy the same space as its target, in much the same way as a swarm does. See [Handling Swarms](#) in [The Rules Reference](#) for details on how to manage combat with this creature.

Treasure:

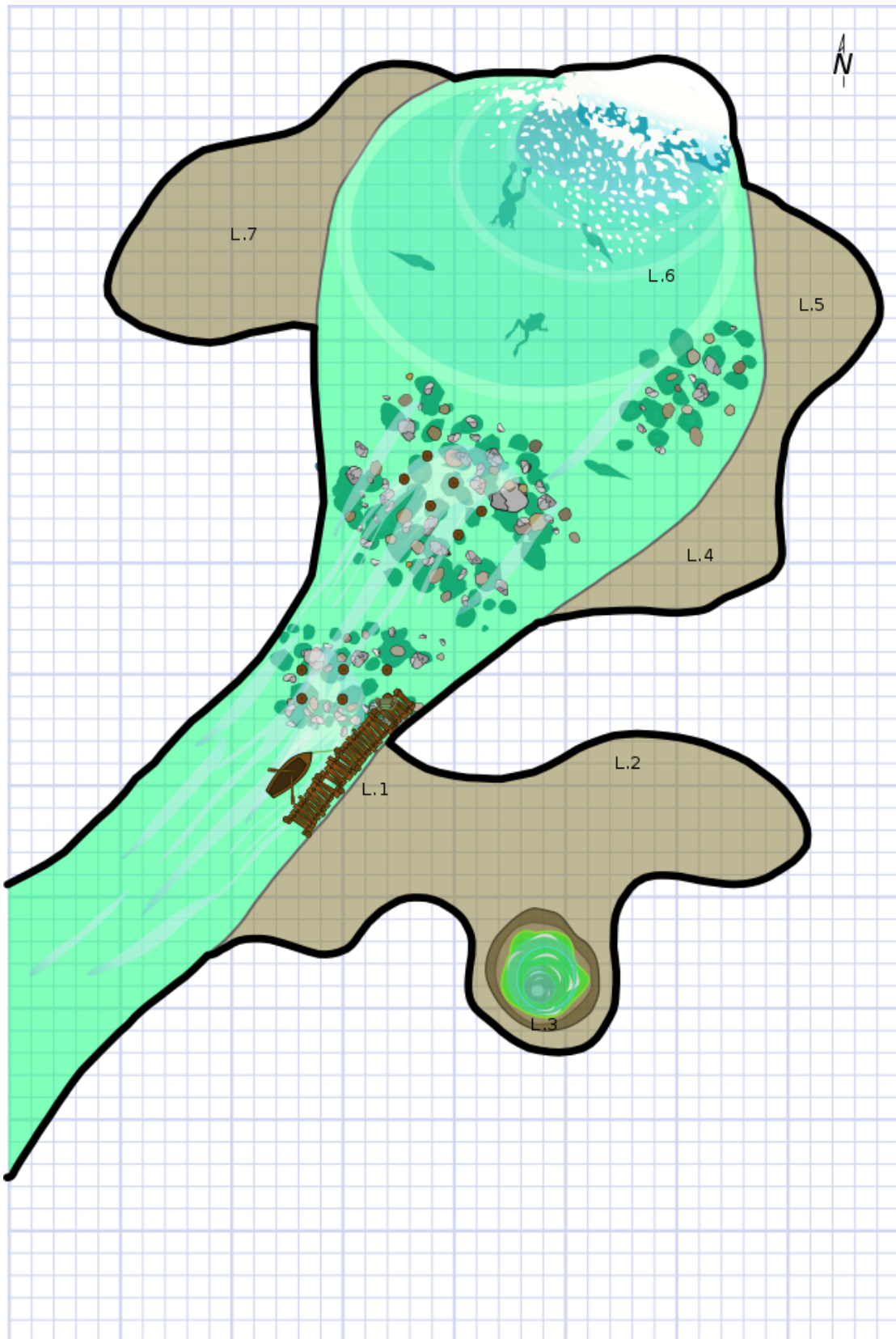
On the floor at the end of the corridor is the only thing the Boneless Slime's acid could not dissolve: a magic ring of gold.

Ring of Nixie's Breath

The ring is a simple gold band. It is 6th Quality Level and is magical (value of 31 s.oz.). When donned, the ring fits itself to the finger of its wearer and grants them the power of the Occult spell [Procure Nixie's Breath](#) for as long as they wear it (see [The Oculus of Occultism](#) for details). It has the phrase "Fish Breath" engraved on its inner surface in Cyrillic, as shown below:

Фиш Брэатю

The Mine's Lower Level



L.1 The Dock

You see a dilapidated dock at the bottom of a ladder leading up to a bridge about 20 feet up. The dock's boards creak as you put your weight on them. They are waterlogged with patches of fungus growing on them. A rowboat with two oars is tied to one of the piers. It is well maintained and is large enough to hold three men.

The bridge next to the dock looks rickety. It is held up by wooden timbers standing up from the water. Boulders and smaller rubble are piled in ridges in the water at the base of the timbers. You can see that they form underwater ridges on either side of the bridge, with just a scattering of rocks projecting above the water's surface.

To the south-east of the dock is a natural cave with a wide entrance. The cave is broad, but its ceiling is only about 5 feet tall. Its floor looks like hard packed mud, and there are patches of mushrooms growing randomly throughout.

L.2 Rowman's Camp

You see a small camp set up here. There is a tarp laid out on the ground, on which is laid a fur of some kind, on top of which is a blanket, a pillow, and a tin plate containing a half-eaten fish. Behind all this, a backpack is leaning against the cave wall.

"May I help you?" A timid voice calls out from the darkness. Startled, you see two spectacled eyes peering from the darkness of a nearby niche, reflecting the low green light of the cavern's water. The figure steps warily into the light. It is a scrawny old man with goat legs. He has a gray goatee and curly gray hair, but no horns. He wears pants down to his knees, a cloak, and spectacles but nothing else. His chest is quite hairy as well. He holds a staff with both hands, ready to defend himself. His eyes dart nervously from one person in your party to the next, as he is obviously unaware whom he should address.

Pause to give the players time to react.

The old man is Ulbrecht the Rowman, although he usually just goes by Rowman. He is a Superior Urisk Pan who

makes a living as a guide, rowing people up and down the waterways of the underworld. He was hired by Flint Cragmire to bring him from the Goblin Market, which is about a week's journey by rowboat. Flint told Ulbrecht that he would be well rewarded if he waited him to return. But, that was a couple of weeks ago, and Ulbrecht is getting impatient.

Ulbrecht will happily row people around the waters in the cavern nearby for a gold piece. It will be a challenge to get around all of the rubble in the water, but he can manage it. He can take up to two passengers at a time. But, he won't go more than 100 yards from his current location. He is still hoping Flint will show up with his "generous reward".

Ulbrecht is unaware of Flint's plight, and does not know where to find him. However, he did spend a good amount of time talking to Flint on their journey here. Flint seems like an honest guy who is down on his luck, and Ulbrecht grew quite fond of him. Flint didn't talk much about why he needed to come here, and Ulbrecht has a strict policy to never pry into a customer's business. But, Flint did tell Ulbrecht that he expected to come into a lot of money in the near future.

Ulbrecht is exceedingly averse to combat. Although he is well trained in his staff, he is loathe to fight. But, if Ulbrecht is pressed, he will emit a loud whistle to call his pet from the nearby water. His pet is a Superior Medium-sized Otter that will defend Ulbrecht to the death. If things get bad, Ulbrecht will try to jump in the water and escape. He is an excellent swimmer, and can summon his pet to help him out with a mere whistle (see [The Tome of Terrors](#) for information on Otters).

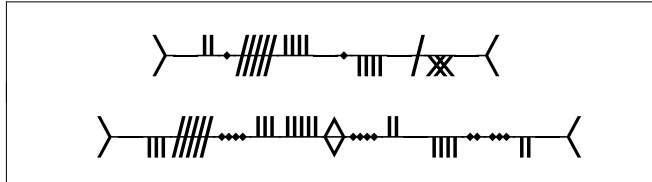
Note: The Goblin Market is a pseudo-town set up in a large cavern as a place for underworld denizens to sell their wares. It was started by Goblins as an outlaws' bazaar ages ago, free from pesky rules about what could and could not be traded. It flourished and is now frequented by scum of all underworld races. Although there are now some permanent edifices there, most of the populace comes for only a few days to sell their wares, shop, and party. The people come and go, but the party goes on and on and on.

Treasure:

Ulbrecht has a pouch in his backpack containing 50 g.p. and 20 s.p. Ulbrecht's spectacles are also magic.

Ulbrecht's Spectacles

The spectacles are 9th Quality Level and are magical (value of 10495 s.o.z.). When donned, the spectacles fit themselves to the wearer and grant them the power of the Occult spell Procure Dark Vision for as long as they wear them (see The Oculus of Occultism for details). The spectacles have the phrase "Dark as my wretched soul" engraved along their rims in Ogham script, as shown below:



L.3 Sounds of Knocking

If anyone comes within 5 feet of the wall in this area, have them make a Perception Check against a Superior Threshold.

Upon succeeding on a Perception Check:

You hear a very faint tapping of metal on stone.

There is a type of Gnome known as a Knocker behind the wall. He is hammering away in a 5-foot radius void, known as a vug, about a foot into the wall. The walls of the vug are lined with silver crystals. Beyond the vug is a rich silver vein. According to faery etiquette, it is the Knocker's duty in life to give miners hints on where to find ore veins, without outright telling them where to look. If nobody notices the knocking, nothing happens. If they decide to tear into the wall, the Knocker will use his earth passing abilities to escape, and the knocking will cease. As such, it is highly unlikely that the party will ever lay eyes on the little fellow. But, if they do, its stats can be found under Gnome in Celtic Creatures and Nordic Nightmares.

L.4 Frogs

Tiny frogs are busily croaking away along the banks of the pool here. There are patches of mushrooms as well.

There are a couple of dozen Inferior Mook Tiny Frogs here. They won't attack anything larger than Ultratiny, though. So, they aren't a threat to the party. If attacked, they will flee into the water.

L.5 A Mound of Mushrooms

You see a whole mound of mushrooms in this area. The mound has a radius of about 10 feet, and stands 5 feet tall. There are also a few tiny frogs hopping about on the beach.

The frogs are, once again, Inferior Mook Tiny Frogs. However, a Comparable Trenti lives here as well. The Trenti is peaceable, but will defend his home if attacked. It loves practical jokes, though, and can't help but try to get the party out to L.6 where they can be attacked by the Carcolh Snail. If engaged in conversation, he will somehow work into the discussion that he saw someone wearing armor who fell into the water and drowned about 30 feet off shore not long ago. This is actually true. It was one of Gurdig's henchmen. But, the Trenti won't mention the fact that the person in question was dropped into the water by a giant snail after it had gnawed one of the goblin's arms off. Unless it has already been killed by the party, the snail is still clinging to the wall of the cavern in a dark niche high above L.5.a at M.7.a.

L.6 Fishing Hole

You see the waterfall is pouring out of a large hole in the cavern's northern-most wall about 15 feet up. The water's roar is deafening here.

The Superior Large Carcolh Snail lurks directly above this location at M.7.a on the map of the middle level. Unless it has already been killed, the snail will attack anyone venturing into this area.

If anyone carefully examines the water's depths from here:

You see fuzzy shadows swimming about below the surface. You also see the faint glint of metal about 20 feet down, although you can't make out what it is.

Treasure:

In the water below this area are a few humanoid skeletons along with dozens of frog skeletons that have been deposited there over the years by the Carcolh Snail. A diligent search will reveal some unremarkable rusted weapons and gear, a total of 97 g.p., 235 s.p., and a magical vial of Glue Goo.

Glue Goo

The vial contains the magical substance of Glue Goo having a Quality Level of 6 (value of 3647 s.oz.). (See Concoct Glue Goo in The Oculus of Occultism for details.) The vial has the following Occult runes etched into its glass:

Anyone that can read Occult Cipher can decipher the text as saying simply, “Glue Goo”.

L.7 The Grindylow’s Abode

As you approach the north-western area of the cavern, you see a pair of gigantic frogs sitting on the shore.

This area is the home of a Superior Grindylow, and his pets: one Superior Medium Newt, and two Comparable Large Frogs. The Grindylow and his Newt are hiding out in the dark recesses at the back of their niche. The Grindylow will order all of his pets to immediately attack anyone trespassing in his home, or attacking them from afar.

Note that the frogs have a Vault ability that they can use once per Scene to close the distance to a foe. They will use this ability right off the bat if necessary.

Upon first observing the Grindylow:

You see a hairless amphibian humanoid, with a rounded head, small beady eyes, and a rounded mouth with tiny pointed teeth. It stands upright, with two arms, two legs, and a tail. Its arms and legs are long and spindly, and it has short stubby horns on its head. It holds a trident in its hands.

The Grindylow and Newt can both deliver a bite with a Strong Toxin. The target must make an Avoidance Roll with Toughness Adjustments for every bite. Failure indicates the target sustains 15 Toxic Damage and becomes Nauseous. Success indicates the target merely sustains 5 Toxic Damage.

Treasure:

The trident is not magical, but it has a Superior Quality Level.

Grindylow’s Trident

The trident is non-magical, but is 6th Quality Level and delivers an additional +1 point of Damage when it strikes (value of 2047 s.oz.).

Rapping up

If the players return to town, Destro Rubymiser will be more than happy to pay the reward ... or will he? You might use Destro's greed to start another adventure. Of course, refusing payment will royally tick off the players.

If the group rescues the Silver Spoon Mine from Gurdig’s Gang and returns to Destro Rubymiser to report on their success, give them an Objective Reward. If you ran the adventure using the creature examples of Level 0-2, give each Avatar a flat 33 XP. If you ran it at Levels 3-4, give each Avatar a flat 84 XP. If you ran it using the Level 5-6 examples, give each Avatar a flat 215 XP. (These rewards are *not* multiplied by their current Glory Status.)

Continuing the Adventure

The adventure now is in your hands and in the hands of your players. Will they take Flint at his word and help him? Will they simply grab Flint and hope that Destro will increase their reward for turning him over? They may ignore Flint completely, forcing him into even more desperate measures. Perhaps the party wants to explore the underworld, and pay Ulbrecht the Rowman to take them to the Goblin Market. So, there are a number of ways the story could evolve from here.

Additional Resources

Name List

The following names are provided as a convenience to draw upon, should the need arise.

Charlotte Deering	Daniel Millbrooke
Elsie Pennick	Ginny Windlepleck
Igraine Badrug	Kilmany Neyum
Lydia Thrushgate	Randall Wolfson
Rucker Wisbey	Sidney Nobrega
Victoria Day	Wert Snotlig

Creature Examples

Easy Difficulty (Levels 0-2)

Destro Rubymiser (Level 4)

TN=-3;ST=-6;AG=9;CR=1;PC=4;HT=-3;IN=2

HP=15; FP=34; Ward=0; SP=45; Ref=CC&NN

Att | Dam | Def | Stab: dagger=+13 | 2 | 22 | 17

Gill Bogman (Level 4)

Gill is a Bolotnik, a fish-man, possessed by a larva demon and magically disguised to look human. He has a fishy smell about him.

TN= 0; ST= 0; AG= -2; CR= 3; PC= 1; HT= 0; IN= 2

HP=32; FP=34; Ward=0; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: trident=+4 | 4 | 17 | 20

Wilderness Characters

River Stock Creatures

Crayfish, Comparable (Level 2)

Man-size fresh water crustacean resembling a lobster. Limit the encounter to one at a time.

TN=5;ST=2;AG=-3;CR=4;PC=-2;HT=-3;IN=-8

HP=59; FP=20; Ward=2; SP=35 / 5; Ref=ToT

Att | Dam | Def | Stab: claw/pincer=+5 | 8 | 18 | 19

Slug, Inferior (Level 0)

Small slimy worms with eye-stalks which will attach themselves to a boat and wriggle their way out of the water to attack its occupants. An encounter may consist of up to 3 at a time.

TN=-4;ST=-6;AG=1;CR=0;PC=-2;HT=-2;IN=-8

HP=13; FP=22; Ward=0; SP=10; Ref=ToT

Att | Dam | Def | Stab: bite=-1 | 2 | 11 | 8

Sherwood Outlaws

Ashton Woodsinger (Level 4)

TN=-3; ST=-1; AG=1; CR=2; PC=3; HT=1; IN=1

HP=23; FP=45; Ward=0; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: staff=+8 | 4 | 18 | 20; or bow=+12 | 5 | 12 | 14

Elf, Inferior (Level 0)

TN=-3; ST=-1; AG=1; CR=0; PC=1; HT=1; IN=1

HP=23; FP=38; Ward=0; SP=30; Ref=CC&NN

Att | Dam | Def | Stab: staff=+4 | 4 | 14 | 14; or bow=+4 | 5 | 8 | 8

Elf, Comparable (Level 2)

TN=-3; ST=0; AG=2; CR=0; PC=1; HT=1; IN=1

HP=25; FP=38; Ward=0; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: staff=+8 | 4 | 17 | 16; or bow=+6 | 5 | 11 | 10

Woodland Stock Creatures

Tick, Inferior (Level 0)

Small blood-sucking arachnid. Limit an encounter to no more than 3 at a time.

TN=1;ST=0;AG=-4;CR=6;PC=0;HT=-2;IN=-8

HP=35; FP=26; Ward=1; SP=35 / 15; Ref=ToT

Att | Dam | Def | Stab: mandibles=+0 | 3 | 11 | 15

Toadman, Inferior (Level 0)

Toad-like humanoid hunting for slugs near the river. They are friendly, but know nothing about what's happening at the mine.

TN=0; ST=0; AG=-2; CR=0; PC=2; HT=0; IN=0

HP=32; FP=38; Ward=0; SP=60 / 20 / 20; Ref=ToT

Att | Dam | Def | Stab: spear=+2 | 3 | 12 | 16

Wild Boar, Comparable (Level 2)

Medium territorial swine. An encounter should consist of no more than one at a time.

TN=3;ST=3;AG=-2;CR=-2;PC=-1;HT=0;IN=-6

HP=54; FP=29; Ward=1; SP=50 / 40; Ref=ToT

Att | Dam | Def | Stab: gore=+7 | 9 | 17 | 18

Mine Characters**Mine Major Characters**Flint Cragmire (Level 2)

TN=0; ST=3; AG=-1; CR=0; PC=0; HT=-1; IN=1

HP=41; FP=29; Ward=0; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: pick=+7 | 6 | 16 | 17

Gurdig Kromatar (Level 6)

When this orc wields his magical scimitar, it delivers an additional +1 point of damage. And, when it is activated, any Margin on a successful hit is delivered as Acid Damage rather than Internal Damage.

TN=6; ST=5; AG=0; CR=-1; PC=0; HT=0; IN=-4

HP=83; FP=32; Ward=3; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: scimitar=+13 | 12 | 28 | 28

Ulbrecht the Boatman (Level 4)

Urisk Pan with the skills of Aquatic Combat, Guise, Rural Stealth, and Startle.

TN=-1; ST=-1; AG=2; CR=2; PC=2; HT=1; IN=-1

HP=27; FP=41; Ward=0; SP=35 / 25; Ref=MoM

Att | Dam | Def | Stab: staff=+9 | 4 | 21 | 21

Mine Stock CreaturesBoneless Slime, Superior (Level 4)

Follows the rules for swarms in combat.

TN=3; ST=3; AG=-4; CR=4; PC=0; HT=0; IN=-9

HP=54; FP=32; Ward=1; SP=20 / 20; Ref=CC&NN

Att | Dam | Def | Stab: touch=+12 | special | 17 | 21

Carcolh Snail, Superior (Level 4)

Has a Reach of 40 feet. Its attack works like a whip. It draws in those it Overcomes at a rate of 10 feet per Round.

TN=13; ST=7; AG=-12; CR=2; PC=-2; HT=-3; IN=-8

HP=181; FP=20; Ward=9; SP=5 / 5; Ref=CC&NN

Att | Dam | Def | Stab: tendril(×3)=+3 | 12 (setback) | 19 | 29

Centipede, Inferior (Level 0)

TN=2; ST=-6; AG=4; CR=8; PC=-3; HT=-4; IN=-8

HP=23; FP=17; Ward=1; SP=30 / 10; Ref=ToT

Att | Dam | Def | Stab: mandibles=+2 | 3 | 20 | 13

Centipede, Comparable (Level 2)

TN=5; ST=1; AG=-2; CR=6; PC=-3; HT=-4; IN=-8

HP=54; FP=17; Ward=2; SP=35 / 15; Ref=ToT

Att | Dam | Def | Stab: mandibles=+5 | 6 | 19 | 18

Frog, Large (Level 2)

If its target's Fate Points drop to 0, the frog swallows it.

TN=4; ST=4; AG=-5; CR=-1; PC=2; HT=-1; IN=-8

HP=64; FP=34; Ward=2; SP=60 / 20 / 30; Ref=ToT

Att | Dam | Def | Stab: tongue=+5 | 11 (setback) | 15 | 22

Frog, Tiny (Level 2)

TN=-2; ST=-14; AG=13; CR=5; PC=2; HT=-1; IN=-8

HP=1; FP=1; Ward=0; SP=60 / 20 / 30; Ref=ToT

Att | Dam | Def | Stab: tongue=+5 | 9 (setback) | 27 | 16

Glowworm, Tiny (Level 0)Shoots a thread as the Occult spell Bond with Spider Thread.

TN=-4; ST=-12; AG=6; CR=4; PC=0; HT=0; IN=-8

HP=1; FP=1; Ward=0; SP=10 / 10; Ref=ToT

Att | Dam | Def | Stab: maw=-2 | 3 | 16 | 10

Goblin, Inferior (Level 0)

TN=-2; ST=-4; AG=4; CR=2; PC=2; HT=-1; IN=-1

HP=19; FP=34; Ward=0; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: spear=+5 | 2 | 15 | 13

Goblin, Comparable (Level 2)

TN=-2; ST=-3; AG=5; CR=2; PC=2; HT=-1; IN=-1

HP=21; FP=34; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: spear=+9 | 2 | 18 | 15

Goblin, Superior (Level 4)

TN=-1; ST=-3; AG=5; CR=2; PC=3; HT=-1; IN=-1

HP=23; FP=38; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: spear=+11 | 2 | 21 | 19

Grindylow (Level 4)

Its bite delivers a Strong Toxin. It breathes both air and water, and can speak to frogs, newts, and toads. It also has the Rural Stealth skill, and is good at Grappling in water.

TN=1; ST=1; AG=-1; CR=0; PC=3; HT=0; IN=0

HP=38; FP=41; Ward=1; SP=35 / 25; Ref=CC&NN

Att | Dam | Def | Stab: bite=+8 | 4 +poison | 18 | 22

Human, Inferior (Level 0)

Human who suffers from a Disadvantage in combat due to their emaciated state.

TN=0; ST=0; AG=0; CR=0; PC=0; HT=0; IN=0

HP=32; FP=32; Ward=0; SP=30; Ref=ToT

Att | Dam | Def | Stab: pick=+3 | 3 | 15 | 15

Jack-o'-Lantern, Superior (Level 4)

Ghostly miner with the power of the Occult spell Flaunt Great Aura of Dire Fascination.

TN=-; ST=-; AG=1; CR=1; PC=0; HT=1; IN=1

HP=-; FP=34; Ward=N/A; SP=20 / 60; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 15 | 14

Larva, Inferior Wee (Level 0)

Demonic worms that can possess objects and creatures as the Pagan Pandemonium spells Possess Object and Possess Living Creature.

TN=-8; ST=-24; AG=12; CR=6; PC=1; HT=-4; IN=-4

HP=1; FP=1; Ward=0; SP=5 / 15 / 5; Ref=MoM

Att | Dam | Def | Stab: bite=-8 | 1 | 18 | 7

Newt, Superior (Level 4)

Bite delivers a Strong Toxin. It breathes both air and water.

TN=2; ST=1; AG=3; CR=2; PC=-1; HT=-3; IN=-7

HP=41; FP=22; Ward=1; SP=35 / 25; Ref=ToT

Att | Dam | Def | Stab: bite=+12 | 4 +poison | 23 | 19

Otter, Superior (Level 4)

Companion to Ulbrecht the Boatman.

TN=1; ST=5; AG=-2; CR=1; PC=0; HT=-2; IN=-6

HP=54; FP=26; Ward=1; SP=35 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+11 | 10 | 17 | 19

Rat, Comparable (Level 2)

Inflicts Black Plague on those it Overcomes in combat.

TN=2; ST=1; AG=1; CR=0; PC=0; HT=-3; IN=-6

HP=41; FP=24; Ward=1; SP=35 / 15; Ref=ToT

Att | Dam | Def | Stab: bite=+8 | 6 | 19 | 18

Rat Swarm (Level 0)

Inflicts Black Plague on those it Overcomes in combat.

TN=2; ST=0; AG=0; CR=0; PC=0; HT=-3; IN=-6

HP=38; FP=24; Ward=1; SP=30 / 10; Ref=ToT

Att | Dam | Def | Stab: bite=+4 | 5 | 16 | 16

Shambling Skeleton, Inferior (Level 0)

TN=-2; ST=0; AG=-2; CR=-1; PC=0; HT=0; IN=-9

HP=27; FP=32; Ward=0; SP=15; Ref=ToT

Att | Dam | Def | Stab: pick=+1 | 3 | 11 | 13

Shambling Skeleton, Superior (Level 4)

TN=0; ST=1; AG=-2; CR=0; PC=0; HT=0; IN=-9

HP=35; FP=32; Ward=0; SP=20; Ref=ToT

Att | Dam | Def | Stab: pick=+6 | 4 | 17 | 19

Spider, Small Gleaming Red (Level 2)

Bite delivers a Weak Paralyzing Venom.

TN=-2; ST=-6; AG=9; CR=3; PC=0; HT=-1; IN=-8

HP=16; FP=29; Ward=0; SP=45 / 25; Ref=CC&NN

Att | Dam | Def | Stab: bite=+9 | 1 +poison | 23 | 14

Spider, Tiny Gleaming Red (Level 0)

Bite delivers a Weak Paralyzing Venom.

TN=-4; ST=-12; AG=14; CR=5; PC=0; HT=-2; IN=-8

HP=1; FP=1; Ward=0; SP=45 / 25; Ref=CC&NN

Att | Dam | Def | Stab: bite=+6 | 1 +poison | 24 | 10

Spider Horror (Level 4)

Goblin afflicted with the Curse of Abomination from a possessing demonic Larva.

TN=1; ST=1; AG=3; CR=2; PC=0; HT=-2; IN=0

HP=38; FP=26; Ward=1; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+12 | 4 +poison | 22 | 19

Spider Swarm (Level 2)

Bite delivers a Typical Paralyzing Venom.

TN=-2; ST=-1; AG=3; CR=4; PC=1; HT=-2; IN=-8

HP=25; FP=29; Ward=0; SP=45 / 25; Ref=ToT

Att | Dam | Def | Stab: bite=+8 | 3 +poison | 17 | 15

Trenti, Comparable (Level 2)

Humanoid mushroom that may cast the following Occult spells: Produce Slender Elf Cap, Grow Bramble, Grow Many Blocks of Fell Thorns, Grow Many Toadstools, and Produce Deft Yellow Fairy Club.

TN=-1; ST=-5; AG=6; CR=2; PC=1; HT=1; IN=-2

HP=19; FP=38; Ward=0; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: punch/kick=+7 | 4 | 18 | 13

Moderate Difficulty (Levels 3-4)**Chestnut Characters**Destro Rubymiser (Level 6)

TN=-2;ST=-6;AG=9;CR=1;PC=5;HT=-3;IN=2

HP=16; FP=38; Ward=0; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: dagger=+15 | 2 | 25 | 21

Gill Bogman (Level 6)

Gill is a Bolotnik, a fish-man, possessed by a larva demon and magically disguised to look human. He has a fishy smell about him.

TN= 2; ST= 0; AG= -2; CR= 3; PC= 1; HT= 0; IN= 2

HP=38; FP=34; Ward=1; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: trident=+6 | 4 | 21 | 24

Wilderness Characters**River Stock Creatures**Crayfish, Comparable (Level 4)

Man-size fresh water crustacean resembling a lobster. Limit the encounter to one at a time.

TN=6;ST=2;AG=-2;CR=4;PC=-2;HT=-3;IN=-8

HP=64; FP=20; Ward=3; SP=35 / 5; Ref=ToT

Att | Dam | Def | Stab: claw/pincer=+8 | 8 | 22 | 22

Slug, Inferior (Level 2)

Small slimy worms with eye-stalks which will attach themselves to a boat and wriggle their way out of the water to attack its occupants. An encounter may consist of up to 3 at a time.

TN=-3;ST=-5;AG=1;CR=0;PC=-2;HT=-2;IN=-8

HP=16; FP=22; Ward=0; SP=10; Ref=ToT

Att | Dam | Def | Stab: bite=+2 | 2 | 14 | 11

Sherwood OutlawsAshton Woodsinger (Level 6)

TN=-3; ST=0; AG=1; CR=2; PC=4; HT=1; IN=1

HP=25; FP=49; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: staff=+11 | 4 | 20 | 23; or bow=+15 | 5 | 14 | 17

Elf, Inferior (Level 2)

TN=-3; ST=0; AG=2; CR=0; PC=1; HT=1; IN=1

HP=25; FP=38; Ward=0; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: staff=+8 | 4 | 17 | 16; or bow=+6 | 5 | 11 | 10

Elf, Comparable (Level 4)

TN=-2; ST=0; AG=2; CR=0; PC=2; HT=1; IN=1

HP=27; FP=41; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: staff=+10 | 4 | 20 | 20; or bow=+9 | 5 | 14 | 14

Woodland Stock CreaturesTick, Inferior (Level 2)

Small blood-sucking arachnid. Limit an encounter to no more than 3 at a time.

TN=2;ST=0;AG=-3;CR=6;PC=0;HT=-2;IN=-8

HP=38; FP=26; Ward=1; SP=35 / 15; Ref=ToT

Att | Dam | Def | Stab: mandibles=+3 | 3 | 15 | 18

Toadman, Inferior (Level 2)

Toad-like humanoid hunting for slugs near the river. They are friendly, but know nothing about what's happening at the mine.

TN=0; ST=1; AG=-1; CR=0; PC=2; HT=0; IN=0

HP=35; FP=38; Ward=0; SP=65 / 25 / 25; Ref=ToT

Att | Dam | Def | Stab: spear=+6 | 4 | 15 | 18

Wild Boar, Comparable (Level 4)

Medium territorial swine. An encounter should consist of no more than one at a time.

TN=4;ST=3;AG=-2;CR=-2;PC=-1;HT=1;IN=-6

HP=59; FP=32; Ward=2; SP=50 / 40; Ref=ToT

Att | Dam | Def | Stab: gore=+9 | 9 | 20 | 21

Mine Characters**Mine Major Characters**Flint Cragmire (Level 4)

TN=1; ST=3; AG=-1; CR=0; PC=1; HT=-1; IN=1

HP=45; FP=32; Ward=1; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: pick=+9 | 6 | 19 | 21

Gurdig Kromatar (Level 8)

When this orc wields his magical scimitar, it delivers an additional +1 point of damage. And, when it is activated, any Margin on a successful hit is delivered as Acid Damage rather than Internal Damage.

TN=6; ST=6; AG=0; CR=-1; PC=1; HT=0; IN=-4

HP=91; FP=34; Ward=3; SP=45; Ref=CC&NN

Att | Dam | Def | Stab: scimitar=+16 | 13 | 30 | 31

Ulbrecht the Boatman (Level 6)

Urisk Pan with the skills of Aquatic Combat, Guise, Rural Stealth, and Startle.

TN=0; ST=-1; AG=3; CR=2; PC=2; HT=1; IN=-1

HP=29; FP=41; Ward=0; SP=40 / 30; Ref=MoM

Att | Dam | Def | Stab: staff=+12 | 4 | 25 | 24

Mine Stock CreaturesBoneless Slime, Superior (Level 6)

Follows the rules for swarms in combat.

TN=3; ST=3; AG=-2; CR=4; PC=0; HT=0; IN=-9

HP=54; FP=32; Ward=1; SP=20 / 20; Ref=CC&NN

Att | Dam | Def | Stab: touch=+14 | special | 21 | 23

Carcolh Snail, Superior (Level 6)

Has a Reach of 40 feet. Its attack works like a whip. It draws in those it Overcomes at a rate of 10 feet per Round.

TN=13; ST=7; AG=-10; CR=2; PC=-2; HT=-3; IN=-8

HP=181; FP=20; Ward=9; SP=5 / 5; Ref=CC&NN

Att | Dam | Def | Stab: tendril(x3)=+7 | 12 (setback) | 23 | 31

Centipede, Inferior (Level 2)

TN=3; ST=-5; AG=4; CR=8; PC=-3; HT=-4; IN=-8

HP=27; FP=17; Ward=1; SP=35 / 15; Ref=ToT

Att | Dam | Def | Stab: mandibles=+5 | 3 | 23 | 16

Centipede, Comparable (Level 4)

TN=6; ST=1; AG=-1; CR=6; PC=-3; HT=-4; IN=-8

HP=59; FP=17; Ward=3; SP=35 / 15; Ref=ToT

Att | Dam | Def | Stab: mandibles=+8 | 6 | 23 | 21

Frog, Large (Level 4)

If its target's Fate Points drop to 0, the frog swallows it.

TN=4; ST=4; AG=-4; CR=-1; PC=3; HT=-1; IN=-8

HP=64; FP=38; Ward=2; SP=65 / 25 / 35; Ref=ToT

Att | Dam | Def | Stab: tongue=+8 | 11 (setback) | 18 | 25

Frog, Tiny (Level 4)

TN=-2; ST=-14; AG=14; CR=5; PC=3; HT=-1; IN=-8

HP=1; FP=1; Ward=0; SP=65 / 25 / 35; Ref=ToT

Att | Dam | Def | Stab: tongue=+8 | 9 (setback) | 30 | 19

Glowworm, Tiny (Level 2)

Shoots a thread as the Occult spell Bond with Spider Thread.

TN=-4; ST=-11; AG=6; CR=4; PC=1; HT=0; IN=-8

HP=1; FP=1; Ward=0; SP=15 / 15; Ref=ToT

Att | Dam | Def | Stab: maw=+1 | 3 | 18 | 13

Goblin, Inferior (Level 2)

TN=-2; ST=-3; AG=5; CR=2; PC=2; HT=-1; IN=-1

HP=21; FP=34; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: spear=+9 | 2 | 18 | 15

Goblin, Comparable (Level 4)

TN=-1; ST=-3; AG=5; CR=2; PC=3; HT=-1; IN=-1

HP=23; FP=38; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: spear=+11 | 2 | 21 | 19

Goblin, Superior (Level 6)

TN=0; ST=-3; AG=6; CR=2; PC=3; HT=-1; IN=-1

HP=25; FP=38; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: spear=+14 | 2 | 25 | 22

Grindylow (Level 6)

Its bite delivers a Strong Toxin. It breathes both air and water, and can speak to frogs, newts, and toads. It also has the Rural Stealth skill, and is good at Grappling in water.

TN=2; ST=1; AG=0; CR=0; PC=3; HT=0; IN=0

HP=41; FP=41; Ward=1; SP=40 / 30; Ref=CC&NN

Att | Dam | Def | Stab: bite=+11 | 4 +poison | 22 | 25

Human, Inferior (Level 2)

Human who suffers from a Disadvantage in combat due to their emaciated state.

TN=0; ST=1; AG=0; CR=0; PC=1; HT=0; IN=0

HP=35; FP=34; Ward=0; SP=35; Ref=ToT

Att | Dam | Def | Stab: pick=+6 | 4 | 17 | 18

Jack-o'-Lantern, Superior (Level 6)

Ghostly miner with the power of the Occult spell Flaunt Great Aura of Dire Fascination.

TN=-; ST=-; AG=2; CR=1; PC=1; HT=1; IN=1

HP=-; FP=38; Ward=N/A; SP=25 / 65; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 18 | 17

Larva, Inferior Wee (Level 2)

Demonic worms that can possess objects and creatures as the Pagan Pandemonium spells Possess Object and Possess Living Creature.

TN=-8; ST=-23; AG=12; CR=6; PC=1; HT=-4; IN=-3

HP=1; FP=1; Ward=0; SP=5 / 15 / 5; Ref=MoM

Att | Dam | Def | Stab: bite=-5 | 1 | 20 | 9

Newt, Superior (Level 6)

Bite delivers a Strong Toxin. It breathes both air and water.

TN=3; ST=2; AG=3; CR=2; PC=-1; HT=-3; IN=-7

HP=49; FP=22; Ward=1; SP=40 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+15 | 5 +poison | 26 | 22

Otter, Superior (Level 6)

Companion to Ulbrecht the Boatman.

TN=2; ST=5; AG=-2; CR=1; PC=0; HT=-1; IN=-6

HP=59; FP=29; Ward=1; SP=35 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+13 | 10 | 20 | 22

Rat, Comparable (Level 4)

Inflicts Black Plague on those it Overcomes in combat.

TN=2; ST=2; AG=1; CR=0; PC=1; HT=-3; IN=-6

HP=45; FP=26; Ward=1; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: bite=+11 | 7 | 21 | 21

Rat Swarm (Level 2)

Inflicts Black Plague on those it Overcomes in combat.

TN=2; ST=1; AG=1; CR=0; PC=0; HT=-3; IN=-6

HP=41; FP=24; Ward=1; SP=35 / 15; Ref=ToT

Att | Dam | Def | Stab: bite=+8 | 6 | 19 | 18

Shambling Skeleton, Inferior (Level 2)

TN=-1; ST=0; AG=-2; CR=0; PC=0; HT=0; IN=-9

HP=29; FP=32; Ward=0; SP=15; Ref=ToT

Att | Dam | Def | Stab: pick=+3 | 3 | 14 | 16

Shambling Skeleton, Superior (Level 6)

TN=0; ST=2; AG=-1; CR=0; PC=0; HT=0; IN=-9

HP=38; FP=32; Ward=0; SP=20; Ref=ToT

Att | Dam | Def | Stab: pick=+10 | 5 | 20 | 21

Spider, Small Gleaming Red (Level 4)

Bite delivers a Weak Paralyzing Venom.

TN=-1; ST=-6; AG=9; CR=3; PC=1; HT=-1; IN=-8

HP=17; FP=32; Ward=0; SP=50 / 30; Ref=CC&NN

Att | Dam | Def | Stab: bite=+11 | 1 +poison | 26 | 18

Spider, Tiny Gleaming Red (Level 2)

Bite delivers a Weak Paralyzing Venom.

TN=-4; ST=-12; AG=15; CR=5; PC=0; HT=-1; IN=-8

HP=1; FP=1; Ward=0; SP=45 / 25; Ref=CC&NN

Att | Dam | Def | Stab: bite=+9 | 1 +poison | 27 | 12

Spider Horror (Level 6)

Goblin afflicted with the Curse of Abomination from a possessing demonic Larva.

TN=2; ST=1; AG=4; CR=2; PC=0; HT=-2; IN=0

HP=41; FP=26; Ward=1; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+15 | 4 +poison | 26 | 22

Spider Swarm (Level 4)

Bite delivers a Typical Paralyzing Venom.

TN=-2; ST=0; AG=4; CR=4; PC=1; HT=-2; IN=-8

HP=27; FP=29; Ward=0; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+12 | 3 +poison | 20 | 17

Trenti, Comparable (Level 4)

Humanoid mushroom that may cast the following Occult spells: Produce Slender Elf Cap, Grow Bramble, Grow Many Blocks of Fell Thorns, Grow Many Toadstools, and Produce Deft Yellow Fairy Club.

TN=-1; ST=-5; AG=8; CR=2; PC=1; HT=1; IN=-2

HP=19; FP=38; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: punch/kick=+11 | 4 | 22 | 15

Hard Difficulty (Levels 5-6)**Chestnut Characters**Destro Rubymiser (Level 8)

TN=-2;ST=-6;AG=9;CR=3;PC=5;HT=-3;IN=2

HP=16; FP=38; Ward=0; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: dagger=+17 | 2 | 27 | 23

Gill Bogman (Level 8)

Gill is a Bolotnik, a fish-man, possessed by a larva demon and magically disguised to look human. He has a fishy smell about him.

TN= 2; ST= 0; AG= -2; CR= 4; PC= 2; HT= 0; IN= 2

HP=38; FP=38; Ward=1; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: trident=+8 | 4 | 23 | 27

Wilderness Characters**River Stock Creatures**Crayfish, Comparable (Level 6)

Man-size fresh water crustacean resembling a lobster. Limit the encounter to one at a time.

TN=7;ST=3;AG=-2;CR=4;PC=-2;HT=-3;IN=-8

HP=76; FP=20; Ward=3; SP=40 / 5; Ref=ToT

Att | Dam | Def | Stab: claw/pincer=+11 | 9 | 25 | 25

Slug, Inferior (Level 4)

Small slimy worms with eye-stalks which will attach themselves to a boat and wriggle their way out of the water to attack its occupants. An encounter may consist of up to 3 at a time.

TN=-2;ST=-5;AG=2;CR=0;PC=-2;HT=-2;IN=-8

HP=17; FP=22; Ward=0; SP=10; Ref=ToT

Att | Dam | Def | Stab: bite=+5 | 2 | 18 | 14

Sherwood OutlawsAshton Woodsinger (Level 8)

TN=-3; ST=0; AG=1; CR=3; PC=4; HT=1; IN=2

HP=25; FP=49; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: staff=+13 | 4 | 22 | 25; or bow=+18 | 5 | 16 | 19

Elf, Inferior (Level 4)

TN=-2; ST=0; AG=2; CR=0; PC=2; HT=1; IN=1

HP=27; FP=41; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: staff=+10 | 4 | 20 | 20; or bow=+9 | 5 | 14 | 14

Elf, Comparable (Level 6)

TN=-1; ST=0; AG=3; CR=0; PC=2; HT=1; IN=1

HP=29; FP=41; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: staff=+13 | 4 | 24 | 23; or bow=+11 | 5 | 18 | 17

Woodland Stock CreaturesTick, Inferior (Level 4)

Small blood-sucking arachnid. Limit an encounter to no more than 3 at a time.

TN=2;ST=1;AG=-2;CR=6;PC=0;HT=-2;IN=-8

HP=41; FP=26; Ward=1; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: mandibles=+7 | 4 | 18 | 20

Toadman, Inferior (Level 4)

Toad-like humanoid hunting for slugs near the river. They are friendly, but know nothing about what's happening at the mine.

TN=1; ST=1; AG=-1; CR=0; PC=3; HT=0; IN=0

HP=38; FP=41; Ward=1; SP=65 / 25 / 25; Ref=ToT

Att | Dam | Def | Stab: spear=+8 | 4 | 18 | 22

Wild Boar, Comparable (Level 6)

Medium territorial swine. An encounter should consist of no more than one at a time.

TN=5;ST=3;AG=-1;CR=-2;PC=-1;HT=1;IN=-6

HP=64; FP=32; Ward=2; SP=50 / 40; Ref=ToT

Att | Dam | Def | Stab: gore=+12 | 9 | 24 | 24

Mine Characters**Mine Major Characters**Flint Cragmire (Level 6)

TN=2; ST=3; AG=0; CR=0; PC=1; HT=-1; IN=1

HP=49; FP=32; Ward=1; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: pick=+12 | 6 | 23 | 24

The Silver Spoon Mine

Gurdig Kromatar (Level 10)

When this orc wields his magical scimitar, it delivers an additional +1 point of damage. And, when it is activated, any Margin on a successful hit is delivered as Acid Damage rather than Internal Damage.

TN=6; ST=7; AG=1; CR=-1; PC=1; HT=0; IN=-4

HP=99; FP=34; Ward=3; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: scimitar=+20 | 14 | 33 | 33

Ulbrecht the Boatman (Level 8)

Urisk Pan with the skills of Aquatic Combat, Guise, Rural Stealth, and Startle.

TN=0; ST=0; AG=3; CR=2; PC=3; HT=1; IN=-1

HP=32; FP=45; Ward=0; SP=40 / 30; Ref=MoM

Att | Dam | Def | Stab: staff=+15 | 4 | 27 | 27

Mine Stock CreaturesBoneless Slime, Superior (Level 8)

Follows the rules for swarms in combat.

TN=3; ST=3; AG=-2; CR=4; PC=0; HT=1; IN=-9

HP=54; FP=34; Ward=1; SP=20 / 20; Ref=CC&NN

Att | Dam | Def | Stab: touch=+16 | special | 23 | 25

Carcolh Snail, Superior (Level 8)

Has a Reach of 40 feet. Its attack works like a whip. It draws in those it Overcomes at a rate of 10 feet per Round.

TN=13; ST=7; AG=-10; CR=2; PC=-2; HT=-2; IN=-8

HP=181; FP=22; Ward=9; SP=5 / 5; Ref=CC&NN

Att | Dam | Def | Stab: tendril(×3)=+9 | 12 (setback) | 25 | 33

Centipede, Inferior (Level 4)

TN=4; ST=-5; AG=5; CR=8; PC=-3; HT=-4; IN=-8

HP=29; FP=17; Ward=2; SP=35 / 15; Ref=ToT

Att | Dam | Def | Stab: mandibles=+8 | 3 | 27 | 19

Centipede, Comparable (Level 6)

TN=7; ST=2; AG=-1; CR=6; PC=-3; HT=-4; IN=-8

HP=70; FP=17; Ward=3; SP=35 / 15; Ref=ToT

Att | Dam | Def | Stab: mandibles=+11 | 7 | 26 | 24

Frog, Large (Level 6)

If its target's Fate Points drop to 0, the frog swallows it.

TN=4; ST=4; AG=-4; CR=0; PC=3; HT=-1; IN=-7

HP=64; FP=38; Ward=2; SP=65 / 25 / 35; Ref=ToT

Att | Dam | Def | Stab: tongue=+10 | 11 (setback) | 20 | 27

Frog, Tiny (Level 6)

TN=-2; ST=-14; AG=14; CR=6; PC=3; HT=-1; IN=-7

HP=1; FP=1; Ward=0; SP=65 / 25 / 35; Ref=ToT

Att | Dam | Def | Stab: tongue=+10 | 10 (setback) | 32 | 21

Glowworm, Tiny (Level 4)

Shoots a thread as the Occult spell Bond with Spider Thread.

TN=-4; ST=-10; AG=7; CR=4; PC=1; HT=0; IN=-8

HP=1; FP=1; Ward=0; SP=15 / 15; Ref=ToT

Att | Dam | Def | Stab: maw=+5 | 3 | 21 | 15

Goblin, Inferior (Level 4)

TN=-1; ST=-3; AG=5; CR=2; PC=3; HT=-1; IN=-1

HP=23; FP=38; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: spear=+11 | 2 | 21 | 19

Goblin, Comparable (Level 6)

TN=0; ST=-3; AG=6; CR=2; PC=3; HT=-1; IN=-1

HP=25; FP=38; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: spear=+14 | 2 | 25 | 22

Goblin, Superior (Level 8)

TN=0; ST=-2; AG=6; CR=2; PC=4; HT=-1; IN=-1

HP=27; FP=41; Ward=0; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: spear=+17 | 2 | 27 | 25

Grindylow (Level 8)

Its bite delivers a Strong Toxin. It breathes both air and water, and can speak to frogs, newts, and toads. It also has the Rural Stealth skill, and is good at Grappling in water.

TN=2; ST=2; AG=0; CR=0; PC=4; HT=0; IN=0

HP=45; FP=45; Ward=1; SP=40 / 30; Ref=CC&NN

Att | Dam | Def | Stab: bite=+14 | 5 +poison | 24 | 28

Human, Inferior (Level 4)

Human who suffers from a Disadvantage in combat due to their emaciated state.

TN=1; ST=1; AG=0; CR=0; PC=1; HT=1; IN=0

HP=38; FP=38; Ward=1; SP=35; Ref=ToT

Att | Dam | Def | Stab: pick=+8 | 4 | 20 | 21

Jack-o'-Lantern, Superior (Level 8)

Ghostly miner with the power of the Occult spell Flaunt Great Aura of Dire Fascination.

TN=-; ST=-; AG=3; CR=1; PC=2; HT=1; IN=1

HP=-; FP=41; Ward=N/A; SP=30 / 70; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 21 | 20

Larva, Inferior Wee (Level 4)

Demonic worms that can possess objects and creatures as the Pagan Pandemonium spells Possess Object and Possess Living Creature.

TN=-7; ST=-23; AG=12; CR=6; PC=1; HT=-3; IN=-3

HP=1; FP=1; Ward=0; SP=5 / 15 / 5; Ref=MoM

Att | Dam | Def | Stab: bite=-3 | 1 | 23 | 12

Newt, Superior (Level 8)

Bite delivers a Strong Toxin. It breathes both air and water.

TN=3; ST=3; AG=3; CR=2; PC=-1; HT=-3; IN=-6

HP=54; FP=22; Ward=1; SP=40 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+18 | 6 +poison | 28 | 24

Otter, Superior (Level 8)

Companion to Ulbrecht the Boatman.

TN=2; ST=5; AG=-2; CR=3; PC=0; HT=-1; IN=-6

HP=59; FP=29; Ward=1; SP=35 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+15 | 10 | 22 | 24

Rat, Comparable (Level 6)

Inflicts Black Plague on those it Overcomes in combat.

TN=2; ST=3; AG=2; CR=0; PC=1; HT=-3; IN=-6

HP=49; FP=26; Ward=1; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: bite=+15 | 8 | 24 | 23

Rat Swarm (Level 4)

Inflicts Black Plague on those it Overcomes in combat.

TN=2; ST=2; AG=1; CR=0; PC=1; HT=-3; IN=-6

HP=45; FP=26; Ward=1; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: bite=+11 | 7 | 21 | 21

Shambling Skeleton, Inferior (Level 4)

TN=0; ST=1; AG=-2; CR=0; PC=0; HT=0; IN=-9

HP=35; FP=32; Ward=0; SP=20; Ref=ToT

Att | Dam | Def | Stab: pick=+6 | 4 | 17 | 19

Shambling Skeleton, Superior (Level 8)

TN=0; ST=3; AG=0; CR=0; PC=0; HT=0; IN=-9

HP=41; FP=32; Ward=0; SP=25; Ref=ToT

Att | Dam | Def | Stab: pick=+14 | 6 | 23 | 23

Spider, Small Gleaming Red (Level 6)

Bite delivers a Weak Paralyzing Venom.

TN=-1; ST=-6; AG=10; CR=4; PC=1; HT=-1; IN=-8

HP=17; FP=32; Ward=0; SP=50 / 30; Ref=CC&NN

Att | Dam | Def | Stab: bite=+14 | 1 +poison | 29 | 20

Spider, Tiny Gleaming Red (Level 4)

Bite delivers a Weak Paralyzing Venom.

TN=-3; ST=-12; AG=15; CR=5; PC=1; HT=-1; IN=-8

HP=1; FP=1; Ward=0; SP=50 / 30; Ref=CC&NN

Att | Dam | Def | Stab: bite=+11 | 1 +poison | 30 | 16

Spider Horror (Level 8)

Goblin afflicted with the Curse of Abomination from a possessing demonic Larva.

TN=3; ST=1; AG=4; CR=2; PC=0; HT=-2; IN=0

HP=45; FP=26; Ward=1; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+17 | 4 +poison | 29 | 25

Spider Swarm (Level 6)

Bite delivers a Typical Paralyzing Venom.

TN=-2; ST=1; AG=4; CR=4; PC=2; HT=-2; IN=-8

HP=29; FP=32; Ward=0; SP=55 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+15 | 4 +poison | 22 | 20

Trenti, Comparable (Level 6)

Humanoid mushroom that may cast the following Occult spells: Produce Slender Elf Cap, Grow Bramble, Grow Many Blocks of Fell Thorns, Grow Many Toadstools, and Produce Deft Yellow Fairy Club.

TN=-1; ST=-4; AG=9; CR=2; PC=1; HT=1; IN=-2

HP=21; FP=38; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: punch/kick=+15 | 4 | 25 | 17

Extreme Difficulty (Levels 7-8)**Chestnut Characters**Destro Rubymiser (Level 10)

TN= -2; ST= -6; AG= 9; CR= 4; PC= 6; HT= -3; IN= 2

HP=16; FP=41; Ward=0; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: dagger=+19 | 2 | 29 | 26

Gill Bogman (Level 10)

Gill is a Bolotnik, a fish-man, possessed by a larva demon and magically disguised to look human. He has a fishy smell about him.

TN= 2; ST= 0; AG= -2; CR= 5; PC= 2; HT= 1; IN= 2

HP=38; FP=41; Ward=1; SP=60 / 20 / 30; Ref=CC&NN

Att | Dam | Def | Stab: trident=+10 | 4 | 25 | 29

Wilderness Characters**River Stock Creatures**Crayfish, Comparable (Level 8)

Man-size fresh water crustacean resembling a lobster. Limit the encounter to one at a time.

TN= 7; ST= 3; AG= -1; CR= 4; PC= -1; HT= -3; IN= -8

HP=76; FP=22; Ward=3; SP=40 / 5; Ref=ToT

Att | Dam | Def | Stab: claw/pincer=+14 | 9 | 28 | 28

Slug, Inferior (Level 6)

Small slimy worms with eye-stalks which will attach themselves to a boat and wriggle their way out of the water to attack its occupants. An encounter may consist of up to 3 at a time.

TN= -1; ST= -4; AG= 2; CR= 0; PC= -2; HT= -2; IN= -8

HP=21; FP=22; Ward=0; SP=15; Ref=ToT

Att | Dam | Def | Stab: bite=+8 | 2 | 21 | 17

Sherwood OutlawsAshton Woodsinger (Level 10)

TN= -3; ST= 0; AG= 1; CR= 4; PC= 4; HT= 1; IN= 2

HP=25; FP=49; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: staff=+15 | 4 | 24 | 27; or
bow=+21 | 5 | 18 | 21

Elf, Inferior (Level 6)

TN= -1; ST= 0; AG= 3; CR= 0; PC= 2; HT= 1; IN= 1

HP=29; FP=41; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: staff=+13 | 4 | 24 | 23; or
bow=+11 | 5 | 18 | 17

Elf, Comparable (Level 8)

TN= -1; ST= 1; AG= 3; CR= 0; PC= 3; HT= 1; IN= 1

HP=32; FP=45; Ward=0; SP=45; Ref=CC&NN

Att | Dam | Def | Stab: staff=+16 | 5 | 26 | 26; or
bow=+14 | 5 | 20 | 20

Woodland Stock CreaturesTick, Inferior (Level 6)

Small blood-sucking arachnid. Limit an encounter to no more than 3 at a time.

TN= 2; ST= 1; AG= -2; CR= 6; PC= 2; HT= -2; IN= -8

HP=41; FP=32; Ward=1; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: mandibles=+9 | 4 | 20 | 24

Toadman, Inferior (Level 6)

Toad-like humanoid hunting for slugs near the river. They are friendly, but know nothing about what's happening at the mine.

TN= 2; ST= 1; AG= 0; CR= 0; PC= 3; HT= 0; IN= 0

HP=41; FP=41; Ward=1; SP=70 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: spear=+11 | 4 | 22 | 25

Wild Boar, Comparable (Level 8)

Medium territorial swine. An encounter should consist of no more than one at a time.

TN= 5; ST= 4; AG= -1; CR= -2; PC= -1; HT= 1; IN= -5

HP=70; FP=32; Ward=2; SP=55 / 45; Ref=ToT

Att | Dam | Def | Stab: gore=+15 | 10 | 26 | 26

Mine Characters**Mine Major Characters**Flint Cragmire (Level 8)

TN= 2; ST= 4; AG= 0; CR= 0; PC= 2; HT= -1; IN= 1

HP=54; FP=34; Ward=1; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: pick=+15 | 7 | 25 | 27

Gurdig Kromatar (Level 12)

His magical scimitar delivers +1 damage. When activated, its Margin is delivered as Acid Damage.

TN= 6; ST= 7; AG= 1; CR= 0; PC= 1; HT= 1; IN= -4

HP=99; FP=38; Ward=3; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: scimitar=+22 | 14 | 35 | 35

Ulbrecht the Boatman (Level 10)

Urisk Pan with the skills of Guise, Rural Stealth, and Sturtle.

TN= 0; ST= 1; AG= 4; CR= 2; PC= 3; HT= 1; IN= -1

HP=35; FP=45; Ward=0; SP=50 / 40; Ref=MoM

Att | Dam | Def | Stab: staff=+19 | 5 | 30 | 29

Mine Stock Creatures

Boneless Slime, Superior (Level 10)

Follows the rules for swarms in combat.

TN= 4; ST= 4; AG= -2; CR= 4; PC= 0; HT= 1; IN= -9

HP=64; FP=34; Ward=2; SP=25 / 25; Ref=CC&NN

Att | Dam | Def | Stab: touch=+18 | special | 26 | 28

Carcolh Snail, Superior (Level 10)

Has a Reach of 40 feet. Its attack works like a whip. It draws in those it Overcomes at a rate of 10 feet per Round.

TN=14; ST=8; AG= -10; CR=2; PC= -2; HT= -2; IN= -8

HP=215; FP=22; Ward=10; SP=5 / 5; Ref=CC&NN

Att | Dam | Def | Stab: tendril(×3)=+12 | 12 (setback) | 28 | 36

Centipede, Inferior (Level 6)

TN= 5; ST= -4; AG= 5; CR= 8; PC= -3; HT= -4; IN= -8

HP=35; FP=17; Ward=2; SP=35 / 15; Ref=ToT

Att | Dam | Def | Stab: mandibles=+11 | 3 | 30 | 22

Centipede, Comparable (Level 8)

TN= 7; ST= 2; AG= 0; CR= 6; PC= -2; HT= -4; IN= -8

HP=70; FP=19; Ward=3; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: mandibles=+14 | 7 | 29 | 27

Frog, Large (Level 8)

If its target's Fate Points drop to 0, the frog swallows it.

TN= 4; ST= 5; AG= -4; CR= 0; PC= 3; HT= -1; IN= -6

HP=70; FP=38; Ward=2; SP=70 / 30 / 40; Ref=ToT

Att | Dam | Def | Stab: tongue=+13 | 11 (setback) | 22 | 29

Frog, Tiny (Level 8)

TN= -2; ST= -13; AG=14; CR=6; PC=3; HT= -1; IN= -6

HP=1; FP=1; Ward=0; SP=70 / 30 / 40; Ref=ToT

Att | Dam | Def | Stab: tongue=+13 | 10 (setback) | 34 | 23

Glowworm, Tiny (Level 6)

Shoots a thread as the Occult spell Bond with Spider Thread.

TN= -4; ST= -9; AG= 7; CR= 4; PC= 2; HT= 0; IN= -8

HP=1; FP=1; Ward=0; SP=20 / 20; Ref=ToT

Att | Dam | Def | Stab: maw=+8 | 3 | 23 | 18

Goblin, Inferior (Level 6)

TN= 0; ST= -3; AG= 6; CR= 2; PC= 3; HT= -1; IN= -1

HP=25; FP=38; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: spear=+14 | 2 | 25 | 22

Goblin, Comparable (Level 8)

TN= 0; ST= -2; AG= 6; CR= 2; PC= 4; HT= -1; IN= -1

HP=27; FP=41; Ward=0; SP=50; Ref=CC&NN

Att | Dam | Def | Stab: spear=+17 | 2 | 27 | 25

Goblin, Superior (Level 10)

TN= 0; ST= -1; AG= 7; CR= 2; PC= 4; HT= -1; IN= -1

HP=29; FP=41; Ward=0; SP=55; Ref=CC&NN

Att | Dam | Def | Stab: spear=+21 | 2 | 30 | 27

Grindylow (Level 10)

Its bite delivers a Strong Toxin. It breathes both air and water, and can speak to frogs, newts, and toads. It also has the Rural Stealth skill, and is good at Grappling in water.

TN= 2; ST= 3; AG= 1; CR= 0; PC= 4; HT= 0; IN= 0

HP=49; FP=45; Ward=1; SP=50 / 40; Ref=CC&NN

Att | Dam | Def | Stab: bite=+18 | 6 +poison | 27 | 30

Human, Inferior (Level 6)

Human who suffers from a Disadvantage in combat due to their emaciated state.

TN= 2; ST= 1; AG= 1; CR= 0; PC= 1; HT= 1; IN= 0

HP=41; FP=38; Ward=1; SP=35; Ref=ToT

Att | Dam | Def | Stab: pick=+11 | 4 | 24 | 24

Jack-o'-Lantern, Superior (Level 10)

Ghostly miner with the power of the Occult spell Flaunt Great Aura of Dire Fascination.

TN= --; ST= --; AG= 3; CR= 2; PC= 2; HT= 2; IN= 1

HP=--; FP=45; Ward=N/A; SP=30 / 70; Ref=CC&NN

Att | Dam | Def | Stab: special=na | special | 23 | 22

Larva, Inferior Wee (Level 6)

Demonic worms that can possess objects and creatures as the Pagan Pandemonium spells Possess Object and Possess Living Creature.

TN= -7; ST= -22; AG=12; CR=7; PC=1; HT= -3; IN= -3

HP=1; FP=1; Ward=0; SP=10 / 20 / 10; Ref=MoM

Att | Dam | Def | Stab: bite=+0 | 1 | 25 | 14

Newt, Superior (Level 10)

Bite delivers a Strong Toxin. It breathes both air and water.

TN= 3; ST= 3; AG= 5; CR= 2; PC= -1; HT= -3; IN= -6

HP=54; FP=22; Ward=1; SP=45 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+22 | 6 +poison | 32 | 26

Otter, Superior (Level 10)

Companion to Ulbrecht the Boatman.

TN= 2; ST= 5; AG= -1; CR= 3; PC= 1; HT= -1; IN= -6

HP=59; FP=32; Ward=1; SP=40 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+18 | 10 | 25 | 27

Rat, Comparable (Level 8)

Inflicts Black Plague on those it Overcomes in combat.

TN= 3; ST= 3; AG= 2; CR= 0; PC= 1; HT= -3; IN= -5

HP=54; FP=26; Ward=1; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: bite=+17 | 8 | 27 | 26

Rat Swarm (Level 6)

Inflicts Black Plague on those it Overcomes in combat.

TN= 2; ST= 3; AG= 2; CR= 0; PC= 1; HT= -3; IN= -6

HP=49; FP=26; Ward=1; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: bite=+15 | 8 | 24 | 23

Shambling Skeleton, Inferior (Level 6)

TN= 0; ST= 2; AG= -1; CR= 0; PC= 0; HT= 0; IN= -9

HP=38; FP=32; Ward=0; SP=20; Ref=ToT

Att | Dam | Def | Stab: pick=+10 | 5 | 20 | 21

Shambling Skeleton, Superior (Level 10)

TN= 1; ST= 3; AG= 0; CR= 0; PC= 0; HT= 0; IN= -8

HP=45; FP=32; Ward=1; SP=25; Ref=ToT

Att | Dam | Def | Stab: pick=+16 | 6 | 26 | 26

Spider, Small Gleaming Red (Level 8)

Bite delivers a Weak Paralyzing Venom.

TN= -1; ST= -6; AG= 10; CR= 6; PC= 1; HT= -1; IN= -8

HP=17; FP=32; Ward=0; SP=50 / 30; Ref=CC&NN

Att | Dam | Def | Stab: bite=+16 | 1 +poison | 31 | 22

Spider, Tiny Gleaming Red (Level 6)

Bite delivers a Weak Paralyzing Venom.

TN= -3; ST= -12; AG=16; CR=6; PC=1; HT= -1; IN= -8

HP=1; FP=1; Ward=0; SP=50 / 30; Ref=CC&NN

Att | Dam | Def | Stab: bite=+14 | 1 +poison | 33 | 18

Spider Horror (Level 10)

Goblin afflicted with the Curse of Abomination from a possessing demonic Larva.

TN=4; ST=2; AG=4; CR=2; PC=0; HT=-2; IN=0

HP=54; FP=26; Ward=2; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+20 | 5 +poison | 32 | 28

Spider Swarm (Level 8)

Bite delivers a Typical Paralyzing Venom.

TN= -1; ST= 2; AG= 4; CR= 4; PC= 2; HT= -2; IN= -8

HP=35; FP=32; Ward=0; SP=60 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+18 | 5 +poison | 25 | 23

Trenti, Comparable (Level 8)

Humanoid mushroom that may cast the following Occult spells: Produce Slender Elf Cap, Grow Bramble, Grow Many Blocks of Fell Thorns, Grow Many Toadstools, and Produce Deft Yellow Fairy Club.

TN= -1; ST= -4; AG= 9; CR= 3; PC= 1; HT= 1; IN= -1

HP=21; FP=38; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: punch/kick=+17 | 4 | 27 | 19

Handouts

The Reward Poster



Mercenaries Wanted

1,000 Silver Reward

*For delivering a message to
The Silver Spoon Mine
and returning a response.*

10,000 Additional Silver

*For resecuring the mine, in
the event force is needed.*

*See Destro Rubymiser
in Chestnut*

Gurdig Kromatar's Letter

Gurdig,

The last of the palace stone is gone, and the samples you sent from the mine are too low quality. Further, the Abbey denizens obstinately refuse our demands for theirs.

Nirah is furious. I assure you that if we don't resolve this soon, we will both feel his wrath. Finish up at the mine as quickly as possible and return to the swamp to help in our assault.

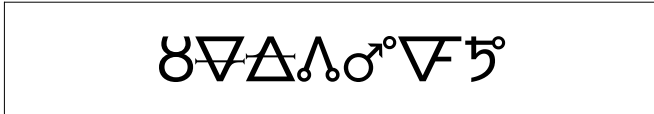
Davicina

Ciphers

The various ciphers found throughout the module are repeated here, so that you can easily print or copy these pages, cut out the illustrations, and hand them out to the players.

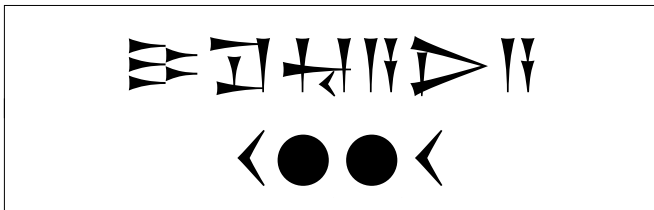
Destro Rubymiser

Potion



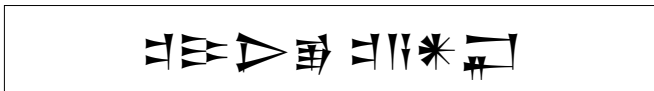
Gill Bogman

Medallion



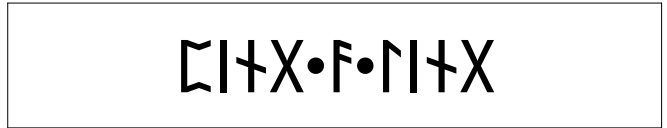
Gurdig Kromatar

Sword



U.12

Hammer



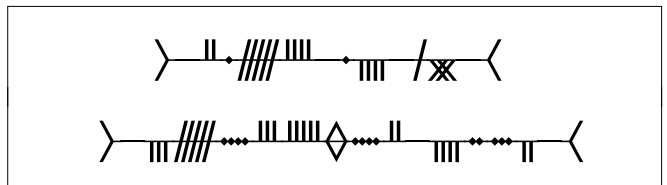
M.11

Ring



L.2

Spectacles



L.6

Vial

