

# TEMPLE OF THE MOON PRIESTS

A JEWEL OF PECULIAR POWER - THE "SKY SHARD" - LIES BURIED DEEP WITHIN THE TEMPLE. THE KING'S DYING WORDS HINT AT THE TEMPLE'S LOCATION, ADVENTURERS FROM FAR AND WIDE STRIKE OUT IN SEARCH OF THE STONE...

A CRUMBLING STATUE RISES FROM THE MISTY WATERS. ITS CRESCENT BLADE IS ETCHED WITH THE NAMES OF SIX LONGDEAD MOON PRIESTS.

A MOON HAG HAUNTS THE RIVERSIDE BENEATH THE STATUE. THOSE WHO LISTEN TO HER EERIE RHYMES ARE DRIVEN MAD!

A RIVAL ADVENTURING COMPANY - THE "KNUCKLEBONES" - HAS STAKED OUT THE TEMPLE. TWO OF THEM SEARCH THE LAKESHORE, BICKERING LOUDLY ABOUT THE COLD.

STONE WINDOWS CHISELED IN THE HILLSIDE PROVIDE EGRESS TO THE FLOODED CHANCEL...

A FRAIL ROPE SCALES THE CLIFFSIDE, LEFT BY LONG DEAD PRIESTS...

THE SPECTERS OF THE MOON PRIESTS HAUNT THE FLOODED CHANCEL. CREATURES DRAINED BY THEM ARISE AS UNDEAD LYCANTHROPIES. TO UNLOCK THE TREASURY, MOONLIGHT MUST BE REDIRECTED ONTO THE STATUE OF THE PRIEST "ARTEMUR" (SEE THE LIBRARY, BELOW). HIS STATUE CAN BE IDENTIFIED BY MATCHING THE NAMES ON THE GIANT STATUE'S CRESCENT BLADE WITH THE STATUES ON THE CRESCENT LEDGE IN HERE.

TWO OF THE "KNUCKLEBONES" ARE TRYING TO RAISE THE PORTCULLIS IN THIS RUINED DORMITORY. THE COINS IN THE TREASURE CHEST BEYOND VANISH IN SUNLIGHT AND REAPPEAR IN MOONLIGHT.

A PIT TRAP IN THIS CORRIDOR PITCHES INTRUDERS ONTO SILVERED SPIKES!

SKELETONS LURK IN THESE ANTECHAMBERS. THE FIRE BURNING IN THE CAULDRON COUNTS AS MAGICAL SUNLIGHT: ANY LYCANTHROPIES IT BURNS ARE CURED OF THEIR AFFLCTIONS.

TO TOWN

A SICKLY WIZARD WAITS AT THE "KNUCKLEBONES" CAMPsite, PRACTICING HIS ILLUSIONS.

A PARLIAMENT OF SNOWY OWLS NESTS IN THE FLOODED NAVE - DESCENDANTS OF THE MOON PRIESTS' MESSENGER BIRDS. AN ANCIENT OWL CALLED "NOKOMIS" RULES THEM - KEPT ALIVE AND GRANTED SENTIENCE BY MOON MAGIC. IF PEASED, HE CAN HELP THE GROUP BY SPYING ON THE "KNUCKLEBONES".

THE SKY SHARD!

A FOUL WERESPIDER SQUATS INSIDE THIS CHAMBER. THE WATERS OF THE MOON FONT TRANSFORM THE DRINKER INTO A RANDOM LYCANTHROPE UNTIL THE NEXT DARK OF THE MOON: 1) WOLF 2) BOAR 3) RAT 4) STAG 5) BEAR 6) SPIDER

## THE SKY SHARD

WHOEVER HOLDS THIS SHARD OF MOON-STUFF IS GRANTED IMMORTALITY, BUT IS PLAGUED BY NIGHTMARES THAT COME TO LIFE AND BREED AS "MOONLINGS". THE SHARD COULD SAVE THE DYING KING, BUT USHER IN AN AGE OF HORROR!

THE LEADER OF THE "KNUCKLEBONES" - NOW A WERESTAG AFTER DRINKING FROM THE MOON FONT - IS VAINLY TRYING TO OPEN THE MAGICALLY-LOCKED TREASURY DOOR IN THIS RUINED COUNCIL CHAMBER. THE JEWEL CHAMBER ONLY UNLOCKS WHEN MOONLIGHT SHINES ONTO THE CORRECT STATUE IN THE FLOODED CHANCEL (SEE ABOVE).

THIS DOOR IS MAGICALLY LOCKED, BUT CAN BE OPENED FROM INSIDE THE LIBRARY.

THE LIBRARY OF STARS CONTAINS THE WEIRD WISDOM OF THE MOON CULT. AN OPEN BOOK HINTS THAT "WHEN ARTEMUR IS DROWNED IN MOONLIGHT, THE TREASURY SHALL OPEN." ARTEMUR IS ONE OF THE MOON PRIESTS LISTED ON THE GIANT STATUE'S CRESCENT BLADE...

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## INTRODUCTION

This adventure is recommended for 3 to 6 of the PCs provided at the end of the document. The pregens are optional; you can use your own PCs instead. However, be advised that many of the creatures encountered in the temple can only be affected by silver or magic weapons, so you might want to make sure the party is equipped accordingly.

The pregens are presented in order of priority, so if there are fewer than six players, discard the characters at the end. For instance, if you have only four players, we recommend discarding Dandywine and Balthazar, and using the other four PCs.

We recommend awarding individual XP during the session using the "Inspiration" and "Failure" methods described in the *Complete Guide* pg. 9. Players may then sacrifice XP gained this way to perform Heroic Actions, as explained in the *Complete Guide* pg. 15.

## THE CLIFFSIDE

The cliff can be scaled using the rope. It is a 20-yard climb, and the climber is Impaired (Move 50%, -2 to rolls). Furthermore, there is an X in 6 chance that the frail rope breaks, where X equals the number of climbers on the rope at the same time. If the rope breaks, assume the climber(s) fall 6 yards and use the Falling rules (*CG* pg. 21).

Scaling the cliff without a rope requires an AGI+Athletics vs. DIF 3 roll to avoid falling (6 yards, as above).

## RANDOM ENCOUNTERS

Roll if the PCs linger in one place to rest. Stats can be found in the following pages.

1. 2d6 Skeletons
2. 1d3 Snowy Owls (watching the party)
3. 1 Undead Lycanthrope (former Knucklebone).
4. 1d6 Specters of the Moon Priests
5. 2 Knucklebones fighting over some loot.
6. A small child who got lost in the woods. Has seen much, describes it like a child. This encounter can only happen once.

## THE STATUE

Show the players the illustration on pg. 21. As they gaze on it, the **Moon Hag** (see below) observes the party from the cover of reeds (using Stealth) and utters her **Eerie Rhymes**, seeking to lure the onlookers to their doom.

If anyone enters the water to approach the statue, the Moon Hag tries to **drown** them.

The names etched on the crescent blade are not legible from the base of the statue. The statue's surface is irregular, so climbing it appears easy. However, the climber must roll AGI+Athletics vs. DIF 2, or the old stone crumbles under their weight, causing them to fall off the statue and suffer a DAM 2 roll. They can try again, or abandon the attempt.

The following names are inscribed on the crescent blade: Faramar, Obsidar, Artemur, Caditur, Remur and Kalitar.

## MOON HAG

AGI 2	Move 12 (swim 12)
TOU 4	Health 19
AWA 2	Initiative 12
WIL 2	Spirit 12



**Skills:** Grappling 1, Stealth 2, Resistance 1 (nonmagical attacks except silver weapons), Nightvision 1, Trickery 1

**Drown:** If she grapples someone, the hag pulls them under the water and the victim suffers a DAM 0 roll each round they remain grappled.

**Moon Skin:** Blends in the shadows at night, gaining +1 to defense rolls.

**Eerie Rhymes:** All within 60 yards must roll WIL+Focus vs. DIF 2 or follow the voice and walk towards the enchanting reflections in the lake. Once in the water, they let themselves be taken by the lake's cold embrace and suffer a DAM 0 roll each round until they drown.

An unaffected character can attempt a WIL+Persuasion vs. DIF 2 roll to shake a victim free of the charm, or attempt to physically restrain them (use Grappling rules) or knock them out (use Non-Lethal Combat rules). Resisting or shaking off the effect bestows immunity to it from then on.

### "KNUCKLEBONES" LEADER (WERESTAG)

AGI 2	Move 19
TOU 3	Health 15
AWA 2	Initiative 12
WIL 1	Spirit 10



**Skills:** Stealth 1, Unarmed Strike 2, Weapon Mastery 1 (axe, bow), Armored Combat 1, Senses 1, Battle Rage 1

**Immunity:** Nonmagical attacks except silver weapons.

**Infection:** Anyone damaged via Unarmed Strike must make a TOU vs. DIF 2 roll or be afflicted with lycanthropy (see pg. 7).

**Weapons:** Knife (TOU-1), Morning Star (TOU), Bow (Range 40, DAM 1)

**Gambeson:** Padded Jacket (ARM 1)

**Adventuring Gear:** Rations, rope, torches, 6d6 gold

### "KNUCKLEBONES" SICK WIZARD

AGI 1	Move 10
TOU 1	Health 10
AWA 3	Initiative 15
WIL 2	Spirit 12



**Skills:** Arcane Lore 1

**Spells:** Minor Illusion 1, Smokeshape 1, Witch Glow 1, Major Illusion 1, Phantasm 1

**Weapons:** Dagger and Staff (TOU-1)

**Adventuring Gear:** Rations, rope, torches, small mirror, 3d6 gold

**Phoibos** is a gaunt old wizard who will try to scare off the PCs with illusions rather than confront them directly. If pressed, he'll tell them that they are already too late because his "associates" (the Knucklebones) have been gone awhile and probably have the Shard already.

He thinks it's just a fever from the damp cold, but he is actually sick with **lycanthropy** and will change into a new form (see pg. 7, roll or pick one) at a dramatically appropriate time.



### "KNUCKLEBONES" REGULAR MEMBER

AGI 2	Move 12
TOU 2	Health 12
AWA 1	Initiative 10
WIL 1	Spirit 10



**Skills:** Stealth 1, Weapon Mastery 1 (see below), Armored Combat 1

**Adventuring Gear:** Rations, rope, torches, 3d6 gold

Seasoned human or half-human adventurers. Use the above stats, but give them different weapons, characteristics, and personalities. Examples below, use as needed:

**Argus:** a scar-faced giant with a great axe (TOU+1).

**Ragnieri:** a lean hawkish man with a short sword (TOU-1) and bow (Range 40, DAM 1).

**Waldemar:** a grizzled mercenary wearing studded leather (ARM 1) and wielding a dented longsword (TOU) and shield (+1 to defense).

**Naeve:** a wily assassin woman wielding a light crossbow (Ammo 1, Rel 1, Range 45, DAM 2) and daggers (Range 8, TOU-1).

**Herlys:** a younger man with a cruel streak who throws knives (Range 8, TOU-1).

**Magda:** A tall, leather-clad (ARM 1) warrior woman who brings whirling death with her claymore (TOU+1).

## THE PIT TRAP

Requires AWA+Locks & Traps\* vs. DIF 3 to detect (if searched for) or disable. If activated, PC(s) in the lead must roll AGI+Athletics vs. DIF 3 to jump away in time. Otherwise, spikes deliver a DAM 3 roll.

## SKELETON

AGI 2	Move 12
TOU 1	Health 10
AWA 0	Initiative 9
WIL 0	Spirit 9



**Skills:** Unlife 1, Nightvision 1, Intimidation 1

**Flaw:** Vulnerability 1 (bludgeoning)

**Undead:** ARM 1

**Number Encountered:** 1 per PC.

## SNOWY OWL

AGI 2	Move fly 24
TOU 0	Health 6
AWA 1	Initiative 10
WIL 1	Spirit 10



**Skills:** Senses 2, Stealth 1, Nightvision 2, Unlife 1 (leader only; animated by moon magic).



## SPECTER, MOON PRIEST

AGI 2	Move 19
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10



**Skills:** Resistance 3 (acid, cold, fire, lightning, nonmagical attacks), Nightvision 1

**Flaw:** Sunlight Sensitivity 2

**Insubstantial:** Can move through physical objects or creatures; cannot be knocked prone, grappled or restrained physically.

**Note:** Resistance gives them ARM 3 against nonmagical weapons.

**Life Drain:** A victim reduced to 0 Health is drained of life, rising again as an undead lycanthrope (see "Lycanthropy" pg. 7; roll 1d6 or choose beast type appropriate to the victim)

The six priests. They understand speech but do not speak themselves except in bestial shrieks.

## THE SECRET DOOR

Requires AWA+Observation vs. DIF 2 to find (if the area is searched).

## THE PORTCULLIS

Raising the portcullis requires a TOU+Strength vs. DIF 4 roll (at +2 if others assist) and the screech of rusted iron grinding on stone triggers a **Random Encounter** (pg. 4).

The coins in the chest (12,000 silvers) have a permanent invisibility spell that is triggered by sunlight and dispelled by moonlight.

## WERESPIDER

AGI 3	Move 12 (climb 12)
TOU 2	Health 12
AWA 1	Initiative 10
WIL 1	Spirit 10



**Skills:** Grappling 2, Nightvision 1, Senses 1, Battle Rage 1

**Innate Spell:** Beast Form 1 (spider or spider/human hybrid)

**Immunity:** Nonmagical attacks except silver weapons.

**Lycanthropy:** The werebeast normally appears in its original humanoid form, though it can cast Beast Form if it wishes. When the full moon rises, the curse cannot be resisted and it will automatically transform, remaining in beast form for the full duration of the spell.

**Poison Bite:** If a victim is bitten by the werespider, it must roll TOU+Resistance (poison) vs. POT 2 or become Paralyzed: no actions, -3 to defense rolls, +3 to damage received from melee attacks; the victim can attempt a 2d Health check every following minute to shake off the effect. Furthermore, if it fell prey to the poison, the victim is afflicted with lycanthropy, becoming a werespider at the next full moon.

**Web:** Can shoot a sticky strand at one creature (Base Range 6); if it hits, the victim is Severely Impaired (Move 0, -3 to rolls). The victim can either be freed by someone else (taking one round) or it must use an action and make a TOU+Strength vs. DIF 2 roll.

Werespiders are aggressive lycanthropes that like ambushing and poisoning victims, striking with daggers or their own razor-sharp claws.

Version 1.2

**Original Dungeon:** Will Doyle and Stacey Allan

**Additional Material:** Dismaster FraNe

**ELEMENTAL Adaptation and PCs:** Gildor Games

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Requires the **ELEMENTAL Complete Guide**.

More free resources available at DriveThruRPG.com; search for "Gildor Games".

## LYCANTHROPY

When a PC or NPC is stricken with lycanthropy, they are changed in the following ways:

- They always assume a beast/human hybrid appearance as long as they are in the vicinity of the Temple (i.e., anywhere on the map).
- They become immune to nonmagical attacks except silver weapons.
- They gain Unarmed Strike 2 (claws and fangs), Senses 1, Battle Rage 1 and another ability depending on the form:
  1. Wolf: Intimidation (Fear) 1
  2. Boar: Charge 2
  3. Rat: Stealth 2
  4. Stag: Move as per AGI higher by 2.
  5. Bear: TOU increased by 1.
  6. Spider: Grappling 2
- Undead lycanthropes also gain Unlife 2.
- Anyone bitten by the character (using Unarmed Strike) must roll TOU vs. DIF 2 or be afflicted with lycanthropy, becoming a similar werebeast.
- The player keeps control of the character as long as they succumb to the beast's natural urges. The GM can step in if the player tries to do something that's contrary to its nature, or if a more appropriate course of action suggests itself (by requiring a WIL roll, for example).

## THE SKY SHARD

ARM 8 must be overcome to destroy it.

The effects and consequences of recovering the Sky Shard are beyond the scope of this adventure. For an excellent example of a corrupting relic and its insidious effects, see **Predator Saint** (available from DriveThruRPG).





**TORVUL**  
(Missionary)



**HRATHSKALD**  
(Fireborn Dwarf)



**GRIN**  
(Vagabond)



**KAMALI**  
(Elven Scout)



**DANDYWINE**  
(Swordsman)



**BALTHAZAR**  
(Jeweller)

Name: Torvul  
Title: Missionary  
Race: Human

# ELEMENTAL

**AGILITY**  2  
Weapon Mastery (crook) 1

Move

12

Spent	Reserve	Sacrificed
24		

**TOUGHNESS**  2

Health

12

## CHARACTER DESCRIPTION



**AWARENESS**  2

Arcane Lore 1  
Hoan's Chant (1) 1  
Hoan's Undead Banishment (2) 1  
Prayer of Healing (2) 1  
Song of Healing (2) 1  
Smite (3) 2

Initiative

12

**WILL**  2

Persuasion 1  
Command 1  
Focus 1

Spirit

12

## EQUIPMENT AND POSSESSIONS

	Lbs.
Sharpened Bone Shepherds Crook (TOU)	4
Blanket	4
Silver Crucifix	
Dried Rations (3 Days)	6
Flint and Steel	1
Grappling Hook	3
Lantern (shines 12 yard radius, 6 hours)	2
Lantern Oil (2 pints)	2
Manacles	6
Rope (10 yards)	5
Waterskin (Full)	5
Small Mirror	1
32 silvers	1
Riding Horse (Move 24)	
<b>Total</b>	<b>40</b>

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

**WEAPON MASTERY:** +Skill to attack rolls, damage rolls or defense rolls (if the weapon can parry the attack).

**ARCANE LORE:** +Skill to identify, recognize or understand occult items or other manifestations of the supernatural.

**HOAN'S CHANT:** DIF: 1; Casting Time: 1 round; Range: WILx10 yards; Duration: See below  
You fall into a trance whilst chanting. As long as you concentrate and the chanting continues, all allies within range gain +1 to their defense rolls. The nature of the chant is such that you are not aware of what is happening around you. During this time, you are Paralyzed: can take no other actions, suffer -3 to defense rolls, and melee attacks against you deal +3 damage. If you take damage, you must roll WIL+Focus against the damage roll to maintain concentration. The spell drains 1 point of Spirit per round spent chanting. You can break the chant at any time. If you run out of Spirit, the spell is broken (and you are at the brink of madness, see Complete or Player's Guide p. 22)

**HOAN'S UNDEAD BANISHMENT:** DIF: 2; Casting Time: 1 round; Range: WILx5 yards; Duration: 1 minute  
You cause undead creatures to flee or be destroyed. All undead creatures within range must roll WIL+Focus against the casting to avoid the effect. If a creature fails the roll, the effect depends on its total XP relative to the XP you spent on WIL. If the creature's XP is lower, the creature is instantly destroyed. If the creature's XP is equal or higher, it attempts to move away from you for the spell's duration, taking no other actions and unable to get within the spell's range of you.

**PRAYER OF HEALING:** DIF: 2; Casting Time: 1 minute; Range: Touch; Duration: Instant  
You recite a prayer, lay hands on a creature and make a WIL roll. The creature regains that many points of Health.

**SONG OF HEALING:** DIF: 2; Casting Time: 1 minute; Range: WILx3 yards; Duration: Instant  
You designate up to WIL creatures within range; they recover WIL points of lost Health.

**SMITE:** DIF: 3; Casting Time: 1 round; Range: Caster; Duration: See below  
Upon casting this spell, you immediately attempt to strike a creature with an armed or unarmed melee attack. If you do, the blow deals normal damage, plus an additional damage roll using your Arcane Lore skill level as the DAM score. In addition, the target must roll TOU+Resistance (spells/powers) against the casting or become Impaired (Move 50%, -2 to rolls). The victim can attempt a 2d Health check each round, as an action, to shake off the effect. A failed casting doesn't prevent the attack, but simply causes it to deal the same damage it normally would.

**PERSUASION:** +Skill to WIL rolls you make to influence, convince, seduce, bluff, fast-talk or otherwise get agreement from someone.

**COMMAND:** You know how to organize, command, inspire and deploy groups. You can captain a ship and are versed in military strategy and battlefield tactics. +Skill to the roll when you are part of a group action.

**FOCUS:** +Skill to maintain concentration, morale, resist the effects of Intimidation/Fear, enchantments, mind-affecting effects, interrogation attempts against you, Spirit recovery rolls, WIL roll to preserve your sanity while at the brink of madness.

## OTHER CHARACTERS

Hrathskald - Fireborn Dwarf  
Dandywine - Swordsman  
Kamali - Elven Scout  
Balthazar - Jeweller  
Grin - Vagabond

## BACKGROUND AND NOTES

You ride the dusty roads, desecrating temples to the false gods, destroying their relics and spreading the word of the true faith wherever you go. And so your travels bring you to this temple, once home to a moon-cult and its mad priests. According to your research, the Sky Shard is made from a piece of moon-stuff that fell to earth. Whoever holds it is granted immortality, but gives birth to nightmares that come to life. The Shard could save the dying king, but usher in an age of horror! Your companions don't know this yet, but you mean to destroy it.

Name: Hrathskald  
Title: Last of Your Kind?  
Race: Fireborn Dwarf

## AGILITY



2

Weapon Mastery (Axe)

1

## Move

12

## TOUGHNESS



3

Armored Combat

2

Resistance (Fire/Heat)

1

## Health

15

## AWARENESS



2

Nightvision

1

Arcane Lore

1

Fire of Vengeance (1)

1

Scourge of Flame (3)

1

## Initiative

12

## WILL



2

## Spirit

12

# ELEMENTAL

## EXPERIENCE POINTS

Spent	Reserve	Sacrificed
24		

## CHARACTER DESCRIPTION



## EQUIPMENT AND POSSESSIONS

	Lbs.
Chainmail (ARM 2)	40
Shield (+1 defense)	10
Battle Axe (TOU)	7
Bedroll	6
Grappling Hook	3
Rope (20 yards)	10
Silver Hammer (Range 8, TOU-1)	2
Oil (3 pouches)	3
Miner's Pick	10
Backpack	2
Waterskin	5
Whetstone	1
Pipe and Tobacco	
Silvers (40), Platinums (1)	1
<b>Total</b>	<b>100</b>

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

**WEAPON MASTERY:** +Skill to attack rolls, damage rolls or defense rolls (if the weapon can parry the attack).

**ARMORED COMBAT:** At level 2, you can fight in armor weighing up to 40 lbs.

**RESISTANCE:** You are unusually resistant to one type of damage. You may ignore the effects of any "natural" occurrence. Against attacks or intense exposure, +Skill to any TOU rolls to resist the effects, and you have an innate ARM value equal to your TOU multiplied by the skill level.

**NIGHTVISION:** You can see clearly in the dark up to 20 yards away.

**ARCANE LORE:** +Skill to identify, recognize or understand occult items or other manifestations of the supernatural.

### FIRE OF VENGEANCE

DIF: 1; Casting Time: 1 round; Range: WILx10 yards; Duration: Instant

On any round after you take damage from a creature, you may point an accusatory finger at it and cast this spell. The creature must roll AGI+Athletics vs. the casting or be enveloped in hellish flames. If this happens, make a damage roll using your WIL.

### SCOURGE OF FLAME

DIF: 3; Casting Time: 1 round; Range: WILx10 yards; Duration: WIL rounds

You cause a mass of roaring flames to appear anywhere within range. The flames cover a 2-yard radius (AOE 2) and remain for WIL rounds. Creatures in the area must roll AGI +Athletics against the casting or suffer a damage roll, using your WIL. Damage rolls are suffered each round they remain in the area.

## OTHER CHARACTERS

Dandywine - Swordsman

Torvul - Missionary

Kamali - Elven Scout

Balthazar - Jeweller

Grin - Vagabond

## BACKGROUND AND NOTES

You are one of the last of your kind. Fireborn dwarves are a proud people that once lived deep within the heart of a volcano. Exiled from your homeland by the followers of the Lizard God, you and your kin now wander the lands of humankind. You dream of returning to your home and reclaiming it from the clutches of the Lizard God. Until then, you've joined this adventuring expedition, seeking your fortune. You'll need a lot of gold to raise an army against the Lizard God's reptilian hordes, so you jumped at the opportunity to undertake this quest and claim a king's reward.

Name: Grin  
Title: Vagabond  
Race: Human

### AGILITY 3

Assassination 1  
Sleight-of-Hand 1  
Stealth 1

### Move

15

### TOUGHNESS 1

### Health

10

### AWARENESS 3

Locks & Traps 1  
Observation 1

### Initiative

15

### WILL 2

Luck 1  
Intimidation 1  
Trickery 1

### Spirit

12

# ELEMENTAL

### EXPERIENCE POINTS

Spent	Reserve	Sacrificed
24		

### CHARACTER DESCRIPTION



### EQUIPMENT AND POSSESSIONS

	Lbs.
Lockpicks	1
Backpack	2
Blanket	4
Tobacco	
Dried Rations (2 days)	4
Flint and Steel	1
Grappling Hook	3
Silver Dagger (TOU-1)	1
Meat Cleaver (TOU-1)	2
Rope (10 yards)	5
Rusty Needle	
Waterskin (full)	5
Small Cracked Mirror	1
3 Torches (shine 10 yard radius, 1 hour)	3
13 silvers	
<b>Total</b>	<b>32</b>

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

**ASSASSINATION:** +Skill to the first attack and damage rolls when attacking an opponent by surprise. Includes opponents who are surprised on the first round of combat, and opponents who are successfully attacked using the Stealth skill.

**SLEIGHT-OF-HAND:** +Skill to rolls for picking pockets, hiding or planting items, juggling and performing various other tricks and feats of prestidigitation.

**STEALTH:** +Skill to move silently, hide successfully or follow someone without being seen. If you initiate combat while undetected, your first attack is resolved before your foes can react.

**LOCKS & TRAPS:** +Skill to pick keyed locks and crack combination locks with proper tools.

You know how to set, detect and disable traps. Examples:

**Detect:** AWA+Observation vs. AWA+ Locks & Traps (L&T)

**Disable:** AWA+L&T\* vs. AWA+L&T\*

**OBSERVATION:** +Skill to notice significant little clues, based on your mental acuity (not due to sharp senses). Covers, for example: identifying signs of passing creatures (tracking), detecting traps, finding secret doors.

**LUCK:** Breaks tend to go your way. Whenever you roll a break on any attribute (a natural 6 permitting a second roll), +Skill to the total.

**INTIMIDATION:** You can terrify someone through your appearance or manner by making a successful WIL+Intimidation vs. WIL+Focus roll. This can be used to interrogate someone, or as an action in combat to frighten an opponent (causing them to become Slightly Impaired).

**TRICKERY:** You can use your turn to try the following with a WIL+Trickery roll:

**Taunt:** Opposed by WIL+Focus; NPC directs their next attack against you.

**Distraction:** Opposed by AWA+ Observation; foe suffers -3 on their next defense roll.

## OTHER CHARACTERS

Hrathskald - Fireborn Dwarf

Dandywine - Swordsman

Torvul - Missionary

Kamali - Elven Scout

Balthazar - Jeweller

## BACKGROUND AND NOTES

You came into the world as your mother hung from a tree. "Born under an ill star," people say. "The world owes me back," you say. And so you plunder the ruins of the world, desecrate its catacombs, rob its mansions. Your dagger and a moonless night are worth a week of honest work.

The worshipers of this temple were beasts, you've heard, and by moonlight they took on their true forms. You're not sure whether to believe it, but then again, you know that moonlight often reveals secret truths. You're going along with the party for now, but you have no intention of sharing the king's reward. Your plan? Find the Sky Shard, grab the Sky Shard and then: Adios Amigos!

Name: Kamali  
Title: Scout  
Race: Sylvan Elf

**AGILITY**  3

**Move**

15

**TOUGHNESS**  1

**Health**

10

**AWARENESS**  3

Arcane Lore 2  
Beast Form (Giant Hawk) (4) 2  
Survival 1  
Medicine 1

**WILL**  2

**Initiative**

15

**Spirit**

12

# ELEMENTAL

**EXPERIENCE POINTS**

Spent	Reserve	Sacrificed
24		

**CHARACTER DESCRIPTION**



**EQUIPMENT AND POSSESSIONS**

	<b>Lbs.</b>
Longbow (Base Range 50 yds, DAM 1)	4
Quiver of 20 Silvered Arrows	2
Longsword (TOU)	5
Silver Dagger (TOU-1)	1
Ermine Leather Boots and Garments	4
Face Paint	
Hawk Feathers	
Healing Herbs	2
Carved Totem of the Ancestors	1
Salted Rabbit	4
<b>Total</b>	<b>23</b>

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

**ARCANE LORE:** +Skill to identify, recognize or understand occult items or other manifestations of the supernatural.  
**BEAST FORM DIF:** 4 Casting Time: 1 round Range: Caster Duration: WIL hours

You change into an animal form. The transformation lasts for the duration, or until you choose to cancel the spell. The spell is cancelled automatically if you drop to 0 Health or die. The new form is a specific natural animal type, which must be chosen when you learn the spell (you can learn several versions as separate spells). You can turn into a normal or giant-sized version of the animal, as long as it has equal or less XP than you. Your attributes, stats, skills and other special abilities are replaced with those of the chosen beast. Note: giant-sized versions of beasts have higher TOU/Health than their normal-sized brethren, but other stats and abilities are usually the same. When you revert back to your normal form, your derived stats such as Health and Spirit return to the levels they were at before the transformation. You are limited by the nature of the new form, so you cannot speak. Your equipment melds into the new form, rendering it unusable.

**SURVIVAL:** You are familiar with one type of environment. +Skill to survival rolls e.g., know landmarks, hunt for food, build a shelter, keep warm (or cool), avoid dangers, know the inhabitants, predict the weather, find your way, etc.

**MEDICINE:** You have medical knowledge and know how to treat injured, poisoned or diseased creatures. You can administer the treatments below. It is assumed that you have a medical kit on hand. Otherwise, make the rolls at -2. **First Aid:** You tend to a character's fresh wounds for one minute. Roll AWA+Medicine\* vs. DIF, where DIF is equal to the number of minutes elapsed since the patient was last injured. For example, if you began to administer First Aid right after the patient was injured, your first attempt is against DIF 1. On a success, the patient recovers 1 Health. You can administer First Aid multiple times to the same patient.

**Treating the wounded:** You and all allies under your care add your skill level when making TOU/Health recovery rolls after long rests (page 23). If several healers are present, use the one with the highest skill level.

**Treating the sick/poisoned:** Roll AWA+Medicine\* vs. POT (see page 23). On a success, the patient automatically succeeds on the next Health check they make to shake off the impaired condition. Otherwise, you can reattempt the treatment after the next Health check. Note: The treatment does not heal any previously suffered Health damage.

**Saving a life:** If you tend to a character at the brink of death and they must make a TOU roll to survive (see page 21), they add your skill level. If there are several critically injured characters, you can only tend to one.

### GIANT HAWK (BEAST FORM)

**CHARGE:** When you move into melee combat from a distance, whether on foot or on a mount, your first attack delivers +Skill to damage (if it hits). Furthermore, the opponent must roll TOU against the damage roll or be knocked prone (Impaired) until they use their turn to get up.

**GRAPPLING:** +Skill to the attack roll against a target of similar size or less than you. If successful, target is Severely Impaired. On its turn, target can act at -3 or attempt to break the hold using TOU vs. TOU (+Strength).

**SENSES:** +Skill on seeing, hearing, smelling and tasting rolls.

## OTHER CHARACTERS

Hrathskald - Fireborn Dwarf

Dandywine - Swordsman

Torvul - Missionary

Balthazar - Jeweller

Grin - Vagabond

## BACKGROUND AND NOTES

The spirit of the Great Hawk lives within you, as it did in your ancestors before you. You are native to these woods and have a reputation as a peerless scout, so the king's men spared no effort to enlist you as a guide for this quest. You eventually agreed to go, with some reluctance because you know the evil reputation of this place. An old owl named Johonas told you that his ancestor Nokomis once served the Moon Priests, and that a witch is said to haunt the lake.

### GIANT HAWK (YOUR BEAST FORM)

AGI 2 Move fly 37

TOU 3 Health 15

AWA 3 Initiative 15

WIL 1 Spirit 10

Skills: Charge 1, Grappling 1, Senses 1

Name: Sir Dandywine  
 Title: Swordsman  
 Race: Human (Cursed, Horse-Headed)

# ELEMENTAL

## AGILITY



3

Weapon Mastery (rapier)

1

Cover

1

Multistrike

1

Athletics

1

Riding

1

## Move

15

## TOUGHNESS



2

Armored Combat

1

Aquatic

1

## Health

12

## AWARENESS



2

Senses

1

## Initiative

12

## WILL



2

Trickery

1

## Spirit

12

## EXPERIENCE POINTS

Spent	Reserve	Sacrificed
24		

## CHARACTER DESCRIPTION



## EQUIPMENT AND POSSESSIONS

	Lbs.
Rapier (TOU-1)	2
Silver Dagger (TOU-1)	1
Chain Shirt (ARM 1)	20
Riding Boots	4
Velvet Embroidered Cape	
Puffed Pantaloons	
Elegantly Frilled Necktie	
Rackishly Angled Feathered Hat	
Rope (20 yards)	10
Grappling Hook	2
Waterskin	5
Belt Pouch	
Flint & Steel	1
3 Torches (shine 10 yard radius, 1 hour)	3
Hand Mirror	1
20 silvers	1
<b>Total</b>	<b>50</b>

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

WEAPON MASTERY: +Skill to attack rolls, damage rolls or defense rolls (if the weapon can parry the attack).

ATHLETICS: +Skill to rolls for jumping, climbing, physical stunts, moving out of harm's way, etc. In combat, you can +Skill to defense rolls against physical attacks, however you must forfeit your own attacks in doing so.

COVER: You may +Skill to an ally's defense rolls. You can grant cover to the ally from a distance if you use a ranged weapon, otherwise you must be next to the ally. You cannot attack or take other actions except defend while granting Cover.

RIDING: +Skill to rolls for attempting difficult maneuvers, avoiding dangerous terrain or attacks. Note: such rolls normally use the mount's AGI (not the rider's).

MULTISTRIKE: +Skill to the number of melee attacks you can make on your turn. All attacks are at -2 to the attack and damage rolls. Attacks can target the same or multiple opponents.

AQUATIC: You are a proficient swimmer and feel at home in watery environments. At level 1, you are only Slightly Impaired (instead of Impaired) in water, meaning you suffer -1 to your rolls but can swim at your full Move rate.

ARMORED COMBAT: Can fight in armor weighing up to 20 lbs., use a shield if you have a free hand.

SENSES: +Skill on seeing, hearing, smelling and tasting rolls.

TRICKERY: You can use your turn to try the following with a WIL+Trickery roll:

Taunt: Opposed by WIL+Focus; NPC directs their next attack against you.

Distraction: Opposed by AWA+ Observation; foe suffers -3 on their next defense roll.

## OTHER CHARACTERS

Hrathskald - Fireborn Dwarf

Torvul - Missionary

Kamali - Elven Scout

Balthazar - Jeweller

Grin - Vagabond

## BACKGROUND AND NOTES

Ahoy there! Dandywine at your service. They say that the spirits of the priests still roam the halls of this old temple. I also heard that they used to practice magic related to my particular er...facial condition...which I acquired after a slight disagreement with a mage (I used to be quite handsome, you know). Anyway, I found an old book dealing with this old moon cult. There was a lot of boring stuff about spirits and moon shards and things, but one passage caught my attention: "The beast-curse shall be cleansed from those who submit to the holy fire." You can have my share of the king's reward if I can have my old face again!

Name: Balthazar di Valentino  
 Title: Jeweller  
 Race: Human

### AGILITY



2

Weapon Mastery (Sword) 1  
 Stealth 1

### Move

12

### TOUGHNESS



1

### Health

10

### AWARENESS



3

Appraisal 1  
 Background (jeweller) 1  
 Locks & Traps 1

### Initiative

15

### WILL



3

Art (storytelling) 1  
 Persuasion 1  
 Impersonation 1

### Spirit

15

# ELEMENTAL

### EXPERIENCE POINTS

Spent	Reserve	Sacrificed
24		

### CHARACTER DESCRIPTION



### EQUIPMENT AND POSSESSIONS

	Lbs.
Sword Cane (TOU-1)	3
Lockpicks	1
Fake Jewelry and Various Shiny Trinkets	1
Concealed Silver Dagger (TOU-1)	1
Light Crossbow (Base Range 45, DAM 2)	5
20 Crossbow Bolts (3 silvered)	2
Fine Silk Clothes	4
Magnifying Glass	
1 Pint of Oil	1
Lantern (shines 12 yard radius, 6 hours)	2
Fake Sky Shard	2
Someone who has seen the real one will notice fake if they roll AWA+Observation vs. DIF 3.	
<b>Total</b>	<b>22</b>

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

WEAPON MASTERY: +Skill to attack rolls, damage rolls or defense rolls (if the weapon can parry the attack).

STEALTH: +Skill to move silently, hide successfully or follow someone without being seen. If you initiate combat while undetected, your first attack is resolved before your foes can react.

LOCKS & TRAPS: +Skill to pick keyed locks and crack combination locks with proper tools.

You know how to set, detect and disable traps. Examples:

Detect: AWA+Observation vs. AWA+ Locks & Traps (L&T)

Disable: AWA+L&T\* vs. AWA+L&T\*

APPRAISAL +Skill to determine the approximate value of items including jewelry, works of art and other rare or exotic items. +Skill to find items of value in cluttered, ruined or abandoned environments.

BACKGROUND: Your background, profession, training, provenance or education gives you very specialized knowledge in an area not covered by other skills. You automatically know most things related to your background. For more difficult tasks requiring a roll: +Skill.

ART: You are proficient in one art form. Once per session, you can put on a truly inspiring performance lasting at least a few minutes. All who witness it, including the performer, recover a number of Spirit points equal to a WIL+Art\* roll.

PERSUASION: +Skill to WIL rolls you make to influence, convince, seduce, bluff, fast-talk or otherwise get agreement from someone.

IMPERSONATION: You can change your appearance, speech, manner, or blend in almost anywhere. You know how to imitate handwriting and forge documents.

To detect a fake, wary viewers must roll AWA+Observation vs. WIL+Impersonation.

## OTHER CHARACTERS

Hrathskald - Fireborn Dwarf

Dandywine - Swordsman

Torvul - Missionary

Kamali - Elven Scout

Grin - Vagabond

## BACKGROUND AND NOTES

You cut quite an impressive figure, all bedecked in jewels and fine robes hanging from your corpulent frame. You claim to be a prince in a distant land. While your theatrical manner and foreign accent sound quite convincing, you are in fact a clever swindler named Rik. The jewelry you wear is all colored quartz and fool's gold, quite expertly manufactured by your hand to pass for the real thing. And now thanks to that old fool of a king, you may be close to getting your hands on the most precious jewel of all: the Sky Shard! So you made a fake Sky Shard (it's carefully stashed in your sack) and plan to switch it for the real one when your friends aren't looking. Best try to grab the real one before they see it because the replica may be iffy.

