

THE MAGIC SEEKERS

By Tim Krause
An Adventure System for Young Players

Featuring the Quespa Trilogy of Adventures:
The Rings of Quespa (TMS 1), Quespa's Revenge (TMS 2),
& Quespa's Last Stand (TMS 3)

And a Bonus Adventure for Advanced Players:
Mystery in the Myra Mountains (TMS 4)



A complete set of rules for younger adventurers and those who are new to role playing games. Features a simplified set of rules, magic item cards, and pre-generated character sheets to help you to get up and playing quickly.

Three adventures are included that can be played in one-hour sessions as stand-alone adventures or combined into your players' first mini-campaign!

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Forward

Imagine if you will with me.

Do you remember the first time you heard those words?

They send a shiver down our spines as we're teleported to places of imagination from our childhood. No matter where we find ourselves in life, our imaginations are never far from our minds.

We wrote **The Magic Seekers** with that feeling always beckoning us from just around the next shadowy corner, as the sun sets on that hot summer night, and the air is electric gold, turning to deep blue. It's a time of magic and terror, halfway between our hopes and dreams, and the horrifying adventure that lurks between the shadows.

Roleplaying games don't have to be overly complex and arcane sets of rules requiring hours of preparation to play, and dozens of adventures to master.

The best and most memorable games are about the stories, and the role that your players create for their characters—no matter the consequences.

Out of the desire to find a quick and approachable way to create new and memorable adventures for new and seasoned players alike, we wrote and designed **The Magic Seekers**.

The book that you hold is designed to introduce new players and Game Masters alike to what it's like to crawl through a dungeon, get lost in the wilderness, and to try and make the heroic decisions, act fearlessly and live forever in the myths and legends of your friends and family!

Adventure on, my friends!

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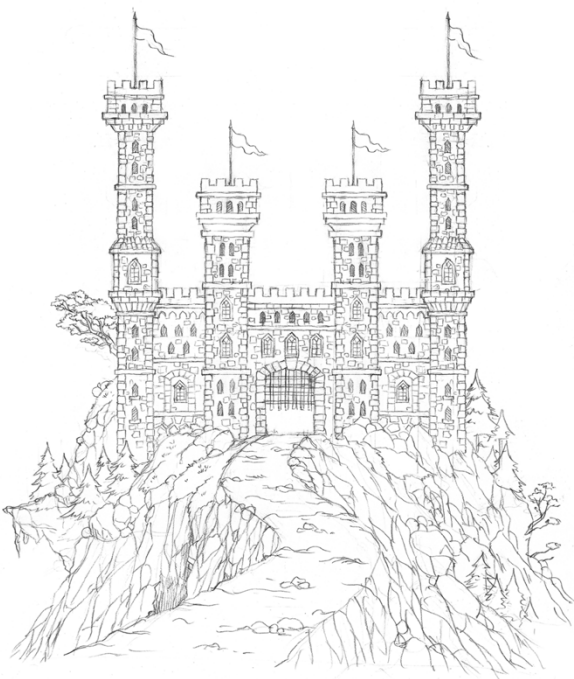




INTRODUCTION

Welcome to a world of fantasy and storytelling in a world of wizardry, dragons and wondrous treasures. Share with your young players a fantastic realm of make-believe where they might recognize elements of games familiar and games brand new.

Your game together will be driven by creativity and imagination. Role playing is all about picturing a world where monsters fly, hordes of treasure can be found buried in far-away lands, and adventurers can cast powerful spells to defeat evil. It's about how to use your problem-solving and empathy to survive dark and lonely nights in the stormy wilderness. It's about facing adversity and reacting to challenges you've never before encountered.



These are beginner rules written specifically to introduce you, the Game Master (GM) and your players to the rules of **The Magic Seekers (TMS)**. Compared to many other systems that are out there, we have condensed and simplified the rules of play. The best role-playing games are about plot, stories and characters: the rules should only facilitate your game!

This rulebook is designed to introduce **TMS** to you and your players: it provides everything you need to play the first six levels. While we hope the rules are easy for you to expand upon, you'll want to consider the full **The Magic Seekers** rulebook, which we'll be publishing in early 20112.

Game Master (GM): You spent the long day, walking in the rain certain that you were on the road home. Perhaps you remember the directions wrong, or perhaps you missed a turn somewhere along the way.

As the winds pick up, and the thunder rolls in, you're certain that you have gotten lost. Monsters and unseen beasts growl and snarl from the woods surrounding you, their glowing eyes barely visible as the rain starts to pour down around you.

Sara (playing Xan Yae): I want to step off the path and into the woods a little way to see if I can see what kind of beasts are following us in the woods. I don't want to be surprised by them later tonight.

This isn't purely a game where players make up their every move. Rules provides you with some structure to your story so that you can help direct the consequences of your players' actions and manage the flow of play.

Players start their adventuring by creating characters that have attributes that will influence their successes and failures as they explore the world that you have created for them. They will roll dice at key decision-points to determine whether they find a secret door, or a spell has its intended effect, or they have struck an evil monster with their longsword.

While the players may attempt nearly anything that they can describe to you, the dice will make some outcomes more or less probable than others.

Where players start out with characters that they create, as GM you start out with a map, a story, and at least some rough ideas for creatures and events that those characters will encounter as they seek to accomplish some kind of goal.

As the GM, it will be your job to provide enough of a storyline to interest your players, while allowing them the flexibility and freedom to determine what actions they will take that they think will most influence the outcome of the adventure. As GM, it is your job to merely set the stage for the relative success or failure of your players as they embark upon their adventure together.





Game Master (GM): Alright, Xan Yae steps off the trail and into the outer edges of the woods. As she does so, Sara, I want you to roll a **Perception** check.

Sara (rolling a d20): I rolled a 13, including my **Perception** bonus of +1.

GM: You hear a twig snap, but you realize that it was one that Xan Yae stepped on. Just as she stepped on it, the forest goes eerily quiet. What would you like to do next?

In many roleplaying games, multiple players create adventurers, and then work together to solve a mystery, explore an ancient castle, or slay a dragon.

This game may be played differently, if you choose. Although it is possible to play with multiple players, it is written so that you can introduce just one player to the game. It also provides a basic core set of rules so that play can begin quickly and is geared toward shorter sessions—typically around an hour in length. If you find yourself even further strapped for time, there are also pre-generated characters in the Appendices to these rules.

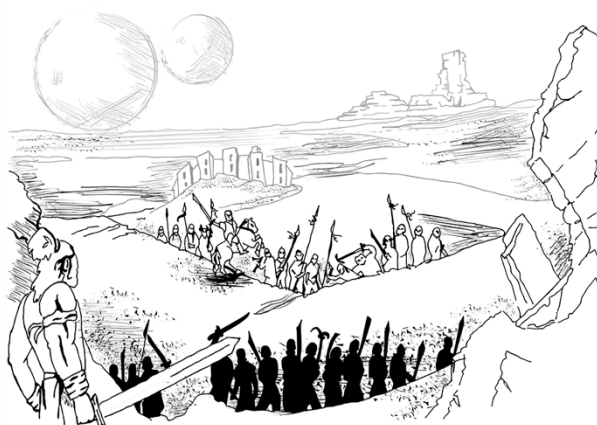
Sara (Xan Yae): Oh, no, clumsy Xan Yae! She'll pull her bow from across her back, and ready an arrow in case anything jumps out at her from the trees. I wish she hadn't stepped on that twig.

GM: Okay, let's roll for initiative!

Core Game

The central feature of **TMS** is a combination of mostly 10-sided and 20-sided dice rolls. Dice will be referred to throughout in abbreviated form as **10d** for 10-sided, and **20d** for 20-sided.

You and your characters will frequently be asked to make **d10** and **d20** rolls, sometimes modifying or adjusting them with specific **modifiers** that will be noted on your character sheets. In each of these cases, you will have a specific number to meet, or exceed: doing so results in success; otherwise, you fail.



The Rings of Quespa

Written, as a tutorial and your players' first adventure, **The Rings of Quespa** is intentionally light on combat and other mechanics so that new players can adjust to the basics of the game—developing their characters through the choices that they make in game play, and getting into the basic mindset of roleplaying games.

The Rings of Quespa is also intentional in providing the opportunity for characters to gain levels of experience a little more quickly than normal: it is up to the GM to decide if they should tell players this or not. You don't want to discourage future play, but you also want to reward good decisions and early play so that players continue to return to **TMS**.





Using These Rules

The rules for **TMS** follow a couple of conventions and color-coding standards to help new GMs quickly learn this game system. We don't want you to get bogged down in trying to interpret the rules.

The color-coding system highlights critical decision-points and features in your game:

Ability check or save
Monster
Treasure

The first time that we use a special term for the game, we will define it for you and note its abbreviation. The following are some of the most common abbreviations that as a GM you will want to familiarize yourself with:

TABLE 1: COMMON ABBREVIATIONS

ABBR	Description
AC	A rmor C lass
DC	D ice C heck
DMG	D amage
GP	G old P ieces
LP	L ife P oints
LVL	L evel
nDx	n =number of dice; D =die; x =number of sides
SP	S ilver P ieces

PART I: YOUR CHARACTER

Create Your First Character

In **TMS**, your players' first goal is to create characters quickly and efficiently in order to get to the matter at hand: the adventure!

It is important to note that in any good game, there is a risk of failure as much as success: some characters are weaker or stronger than others, and sometimes characters unfortunately die. Because of these aspects of the game, you might allow your players to create up to two characters. Remind your players not to get too attached to their characters, especially at the lower levels: they might not survive their first adventure! However, characters that do survive will be that much more memorable, and those that do not will live on in story and song for many lifetimes to come.

Character creation in **TMS** follows these basic steps:

1. **Determine the character's four ability scores:** the player rolls **2d10** for each ability score, plus one extra roll. Note the ability modifiers in **Table 2**. The abilities are: **Empathy**, **Endurance**, **Perception** and **Intelligence**. Players might record their rolls in this format:

TABLE 2: ABILITY SCORES

ROLL	RESULT
1	
2	
3	
4	
5	

Once a player has their five rolls: the player discards the **lowest roll**.

Assign the four ability scores to each of the following: Empathy, Endurance, Perception and Intelligence.

Players should reference the **Character Type** they want to play so that they match the strongest ability score with the one that will most benefit their character. If an ability score is too low or too high, they will have a modifier associated with that score from **Table 3**.

They will use those modifiers when attempting actions associated with those abilities. For example, if a character searches for secret doors, they might be asked to roll a **DC Perception check of 12** or better. The player would roll a **d20** and add their **Perception** modifier to the result. Any combined result of 12 or above would indicate success.

TABLE 3: SCORE MODIFIERS

SCORE	MODIFIER
2	-3
3-6	-2
7-9	-1
10-12	NONE
13-15	+1
16-18	+2
19	+3
20	+4





2. **Determine Life Points:** All character types start with the same base chance for **Life Points** by rolling **1d6** and then modifying it by their **Endurance Modifier**.
3. **Determine Luck Score:** Roll **1d6**. This is the character's base luck score and will be used in extremely limited situations when a player wants to modify the outcome of a roll. There is no modifier associated with this roll.
4. **Calculate Saving Throws:** Saving throws are modifiers to your players' **d20** rolls based upon the following ability scores:

Gut **Endurance** Modifier
Reflex **Perception** Modifier
Will **Empathy** plus **Endurance** plus
 Perception plus **Intelligence**
 Modifiers

Note: A character's **Will** is unique in that it is considered a combination of all of the character's attributes!

5. **Choose Starting Equipment, Armor and Weapons:** Each character class comes with a basic adventuring pack of equipment, weapons and armor that are outlined with their **Character Type**, below. Rather than purchase items individually, the **Equipment Packs** are designed to facilitate character creation and equip each player with common equipment for a beginning adventure.
6. **Starting Gold:** Players start with a limited number of gold pieces (GP), calculated as **1 GP + Luck Points** to use as they see to supplement their **Equipment Packs**.
7. **Calculate Armor Class:** Your character's Armor Class (AC) is determined by taking a **base AC of 9**, adding your armor's **AC Bonus** and adding your **Endurance** modifier. **Note: Shield Bonus** gets added, but only when a player has their shield in hand. **Robes** may be worn over leather armor, but not over chain, scale or plate armor.
8. **Choose Starting Spells:** For Cleric and Magic User characters, determine the number of starting spells, and then select spells listed with their Character Type.
9. **Play Your First Adventure!**

Abilities

The four abilities are the core of your players' characters and her or his strengths. Each are described below. When creating characters, think about which abilities will also enhance the **Character Type** (described in the next section) that you will create.

Empathy – Defined as your ability to relate to others, those with high levels of empathy not only relate to others but can even feel their emotions—when they are particularly strong in this area. **Elves**, and **Clerics** often exhibit strong levels of empathy.



Endurance – Characters with high endurances exhibit a unique combination of mental and physical strength. They can often march under extreme conditions for long periods of time. In other situations, carry the heaviest loads and wield the heaviest weapons.

Fighters and **Dwarves** tend to have higher than average levels of endurance than their counterparts.

Perception – Evidenced by their keen awareness of their surroundings, characters with high levels of perception appear to others as though they have eyes in the back of their heads. They are seldom taken by surprise by anything in their environments. **Monks** and **Tricksters** often excel when it comes to perception.

Intelligence – The character in the group who always seems to have the answer when it comes to knowing a language, hidden lore, or about those things magical are the ones with above average intelligence. **Magic Users** must be keenly intelligent in order to practice their craft.

Other Attributes

Life Points – These points represent the lifeblood of your character. If a character's life points drop down to zero or lower, your character risks death. Choosing a higher **Endurance** increases your **Life Points**, based upon that modifier.

Luck – Sometimes things just don't go your way. Your character starts with a limited number of luck points that you can expend any time that a roll doesn't go





your way. You can expend as many luck points as you want at any given time, but once they're gone, you can't get them back: use them carefully!

Under extremely limited circumstances the **GM** may award additional **Luck** points.

Saving Throws – Characters often have something happen to them. A spell might be cast, a trap sprung, or something that falls at them suddenly from the ceiling. Different characters react differently to those circumstances giving them an opportunity to avoid or reduce the impact of those circumstances. In **TMS**, the ability to avoid such calamities are further broken down into three different types of saving throws that include: **Gut**, **Reflex**, and **Will**.

The three saving throws are defined below. In all situations, the player rolls a **d20** as the basis for their attempted save, adjusted by any modifier associated with the attribute associated with that save.

Gut – Characters react differently to any kind of attempt broadly described as poisonous. The poison might be injected from a trap, ingested in food, or the result of an injury from a poisonous animal, like a snake or spider. **Gut saving throws are adjusted by the character's Endurance modifier.**

Reflex – Sometimes the world moves quickly around us. It might be an object thrown at us, or a sudden shifting of the ground underneath our feet. **Reflex** is our character's ability to react to those situations **deftly and carefully**. **Reflex saving throws are adjusted by the character's Perception modifier.**

Will – Efforts of significant exertion, whether mental or physical, normal or through magical means, are a test of a character's **will**, which is a reflection of **all of a character's attributes**. **Will saving throws are adjusted by all of the character's modifiers: Empathy, Endurance, Perception and Intelligence.**

Armor Class – Based on a character's reflexes (natural defense) and armor, **armor class** reflects our character's ability to deflect physical attacks.

Character Type

One of the most important early decisions your players will make is to choose a **character type** that they will play. In **TMS**, characters are limited to only one type. Races, like **Dwarf** and **Elf** are considered their own **character type**.



Cleric: A cleric who adventures plays a central role as healer on the team. They are servants of a larger being or god, and often belong to a greater order, monastery, or church.

Clerics can turn the dead, and at their most powerful even have the power to return other characters from the clutches of death.

Key Attributes: Empathy +1
Speed: Maximum speed of 30'
Aarmor: Any, except plate
Weapons: Any, except two-handed sword

TABLE 4: CLERICS

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d6 (4)	+1 Empathy
3	+1d6 (4)	+1 hit
4	+1d6 (4)	+1 attribute
5	+1d6 (4)	+1 Empathy
6	+1d6 (4)	+1 damage

TABLE 5: CLERIC SPELLS

Spells Known	LEVEL	1 ST	2 ND	3 RD
1	1	-	-	-
2	2	1	-	-
3	2	2	1	-
4	2	2	2	1
5	3	3	2	2
6	3	3	3	3





Dwarf: Dwarves have been on this planet for many centuries, and some consider them to be one of the oldest races in existence. They tend to shun the lives of men, preferring to live underground where they have perfected their skills as miners, armor smiths, and (when necessary) fighters.

Key Attributes: Endurance +1
Sight: Can see in the dark, up to 60 ft.
Speed: Maximum speed of 20'
Armor: Any
Weapons: Any

TABLE 6: DWARVES

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d10 (6)	+ 1 hit, melee
3	+1d10 (6)	+ 1 damage
4	+1d10 (6)	+1 attribute
5	+1d10 (6)	+ 1 hit, melee
6	+1d10 (6)	+1 damage

Elf: Elves are a very private and reclusive race of humanoids, who prefer to live away from other civilizations and races. They are most commonly found in woodlands and ancient forests, though in some cases in the mountains as well.



As a race, elves are most interested in perfecting the use of ranged weapons, nature, and magic—those things that require patience and longevity to master.

Elves can choose to master a limited number of the same types of spells as magic users. Unlike magic users, however, they are proficient in more weapons and armor than magic users. They also have the special ability to cast spells without using their voices.

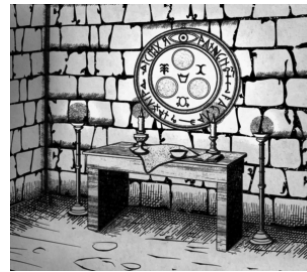
Key Attributes: Empathy +1
Sight: Can see in the dark, up to 60 ft.
Speed: Maximum speed of 40'
Armor: Robe, leather, shield
Weapons: Dagger, bows, crossbow, short sword

TABLE 7: ELVES

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d6 (4)	+1 hit, ranged
3	+1d6 (4)	+1 hit, ranged
4	+1d6 (4)	+1 attribute
5	+1d6 (4)	+1 damage
6	+1d6 (4)	+1 hit, ranged

TABLE 8: ELEVEN SPELLS

LEVEL	1 ST	2 ND	3 RD
1	1	-	-
2	2	-	-
3	2	1	-
4	2	2	-
5	2	2	1
6	3	2	1



Magic User: Users of magic are often solitary hermits, who are not interested in the usual ways and rules of men. It is uncommon for them to adventure as they do not wear armor, and they are not physically strong. However, when present they possess the uncanny ability to tap into unseen powers and meld it to their own means, creating magic that can turn the tide of the fiercest and deadliest of battles.

Magic users train carefully in their craft as magic is often unknown and deadly in the wrong hands. They learn new spells and practice them carefully before employing them.

Key Attributes: Intelligence +1
Speed: Maximum speed of 30'
Armor: Robes
Weapons: Dagger, staff



TABLE 9: MAGIC USERS

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d6 (3)	+1 Intelligence
3	+1d6 (3)	+1 hit
4	+1d6 (3)	+1 attribute
5	+1d6 (3)	+1 Intelligence
6	+1d6 (3)	+1 damage

TABLE 10: MAGIC USER SPELLS

LEVEL	1 ST	2 ND	3 RD
1	1	-	-
2	2	1	-
3	2	2	1
4	2	2	2
5	3	3	2
6	3	3	3

Monk: The monk is rather different from most of the other adventurers in a party. It is uncommon for them to wear armor or to use physical weapons. Instead, they specialize in unarmed combat, the martial arts and the very strength of their own inner power.



Monks make careful and long study of spiritual energies, often with other monks in a monastic setting. The monk derives his or her power from the depths of their practice of mindfulness.

Key Attributes: Perception +1
Speed: Maximum speed of 40'
Armor: Robes
Weapons: Dagger, mace, staff, crossbow

TABLE 11: MONKS

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d6 (4)	+1 Perception
3	+1d6 (4)	+1 AC
4	+1d6 (4)	+1 attribute
5	+1d6 (4)	+1 Perception
6	+1d6 (4)	+1 AC

Trickster: Tricksters are an interesting character type: usually they will not tolerate others like themselves. This means there is usually only one in a party. Trickster's are generally both perceptive and intelligent. While they are keenly aware of their surroundings, they are also often masters of disguise, working with their hands, and persuading others to do their bidding.

Tricksters are also remarkably lucky individuals. They start with an additional **Luck** point and gain them when they level up. Unlike other players, their luck regenerates every 24 hours!

Key Attributes: Perception +1, Luck +1
 Luck is regenerated every 24 hours
Speed: Maximum speed of 30'
Armor: Leather and shield
Weapons: Dagger, short sword, crossbow, short bow

TABLE 12: TRICKSTERS

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d6 (4)	+1 Perception
3	+1d6 (4)	+1 luck
4	+1d6 (4)	+1 attribute
5	+1d6 (4)	+1 Perception
6	+1d6 (4)	+1 luck



Warrior: You are always in the front-line of battle, leading the charge, or rallying for a strong defense. You are the strongest attacker, have a large number of Life Points, and quite capable of defending yourself. Anything you pick up, can turn into a deadly weapon.

Key Attributes: Endurance +1
Speed: Maximum speed of 30'
A armor: Any
Weapons: Any

TABLE 13: WARRIORS

LEVEL	HD	ATTRIBUTE
1	1d6	-
2	+1d10 (6)	+ 1 hit
3	+1d10 (6)	+ 1 damage
4	+1d10 (6)	+1 attribute
5	+1d10 (6)	+ 1 hit
6	+1d10 (6)	+1 damage

Levels

The level of a character indicates a general proficiency that she or he is gaining with their craft and abilities. Levels are gained through the experience of adventuring. The system used by **TMS** is simpler than in many systems and assumes 1 level of experience for about an hour play, or an adventure.



Details



When a character levels up, they require at least some downtime for training and practice before they gain the benefits of that new level.

Therefore, as GM you may find it easier to wait to tell your players that they have leveled up until they have completed the current dungeon or adventure and returned to a

location where they may rest and train.

In general, players only increase one level at a time, though as **GM** you may make exceptions to that rule. Those exceptions may be the result of particularly inspired play or more extended sessions of play. Be sure, however, that your players understand that gaining more than one level at a time is truly exceptional and not something they should routinely expect.

A Note about Hit Dice (HD)

When a player levels up, you (or they) have a choice about how to determine additional hit points: in advance they may either choose the number noted in (x) or they may roll the corresponding die. Hit point rolls **may not** be modified by luck.



Back Stories (Stories About Your Character)

You have created your first character! But statistics only say so much about your character. You might choose to also find an image that reflects your character, or even write a brief story about her or his background to help bring them alive in your imagination—and the lives of the other players.

You can make your story as simple or as complicated as you like. The goal of these rules isn't so much to explain in great detail how to write a compelling story for your character. But we do provide an example from one of our players that you might use as an example.

Milo Wispermouse, Thief

Milo Wispermouse's parents disappeared under mysterious circumstances after his birth, under a sinister blue harvest moon. An only child Milo was raised by his father's parents, Dagnal Durthane, a lawful magic user who works as a scholar training other young magic users. His grandfather, Ellric Wispermouse is a lawful rogue, who returned from a life of adventure to farming the land to provide care for his wife Dagnal and grandson. Milo grew up in a small farming cottage with his grandparents, and had a comfortable, generally happy childhood with several young friends.



At a young age, Milo decided to strike out on his own and see the world. He signed on as a deckhand on a merchant ship. He quickly learned, to his great dismay, that the Captain was smuggling slaves in crates in the hold of the ship. Milo worked to successfully free many of the slaves and help them to freedom. However, he was caught one evening, stripped of all of his possessions, flogged and cast overboard, left for dead.

A group of ruffians rescued Milo and taught him the arts of deception and thievery that he now uses to try and rebuild his life, end the enslavement of others and someday discover the whereabouts of his long-lost parents, who he believes are still alive somewhere in this vast world. His path has been dark and taken unexpected twists and turns, but

Milo remains steadfast in his belief that he makes his own destiny in the world.

A Word about Gold

Besides magic items, your players will covet the treasure, in terms of gold, that they will earn, find and loot. In **TMS**, treasure is simplified, and all worth is calculated in silver (SP) and gold pieces (GP). **10 SP is equal to 1 GP.**

Players start the game with **1 GP + Luck score.**

Equipment



At the start of your adventure, the assumption in **TMS** is that each character type starts with roughly the same equipment based on their character's type. Each of the packs below correspond to a specific **Character Type**. This approach is intended to simplify the process of creating a character.

TABLE 14: STARTING EQUIPMENT PACKS

PACK 1: DWARF
Bedroll Hammer Iron Spikes (10) Rations (10 days) Sacks (2) Tinderbox Torches (10) Waterskin (full)
STARTING ARMOR: Chain Mail STARTING WEAPON: Battle Axe or Crossbow

PACK 2: ELF
Bedroll Fishing Tackle Rations (10 days) Sacks (2) Silk Rope (50') Waterskin (full)
STARTING ARMOR: Leather STARTING WEAPON: Short Bow or Short Sword



PACK 3: CLERIC
Bedroll Candles (10) Holy Symbol Holy Water (2 flasks) Incense (4) Pouches (3) Prayer Book Rations (10 days) Tinderbox Waterskin (full) STARTING ARMOR: Robe STARTING WEAPON: Mace or Crossbow

PACK 4: MAGIC USER
Bedroll Candles (10) Component pouch Parchment (10 sheets) Quills and ink (3) Rations (10 days) Spell book Tinderbox Waterskin (full) STARTING ARMOR: Robe STARTING Weapon: Staff or Dagger

PACK 5: MONK
Bedroll Incense (4) Prayer Book Rations (10 days) Tinderbox Torches (10) Waterskin (full) STARTING Armor: Robe STARTING Weapon: Staff or Dagger

PACK 6: TRICKSTER
Bedroll Pouches (3) Rations (10 days) Rope (50') Tinderbox Torches (10) Waterskin (full) STARTING Armor: Leather STARTING Weapon: Short Sword

PACK 7: WARRIOR
Bedroll Hammer Iron Spikes (10) Rations (10 days) Rope (50') Sack, Large (1) Tinderbox Torches (10) Waterskin (full) STARTING ARMOR: Chain Mail STARTING WEAPON: Short Sword or Short Bow

After your players have started adventuring, they will likely not only want to expand the equipment that they have but will need to replace items that have been lost or damaged. Use the following table to help them replace items as necessary.

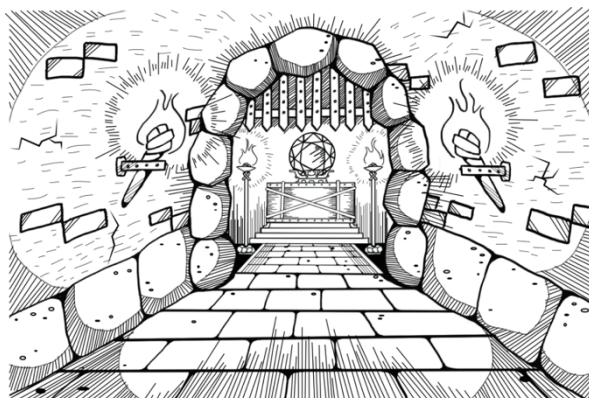


TABLE 15: COMMON EQUIPMENT

ITEM	COST
Bedroll	1 gp
Candles (12)	1 sp
Component Pouch	1 gp
Hammer	5 sp
Iron Spikes (6)	5 sp
Incense (12)	1 sp
Parchment (12)	1 sp
Pouch	2 sp
Prayer Book	5 sp
Quills (6) and Ink	2 sp
Rations (1 week)	5 sp
Rope (50')	5 sp
Sack, Large	5 sp
Spell Book	1 gp
Tent, Small	1 gp
Tinderbox	5 sp
Torches (6)	1 sp
Waterskin	1 sp



This list is designed to help new adventurers limit their choices to those items they will most likely need and use in their first adventures. As GM, use your imagination to expand the list as your party grows, learns and demands more items. Likewise, you should feel free to modify the price or availability of items as appropriate. For example, if your players are in a remote setting, items might be much more expensive, or not even available.

Armor



Most types of characters are proficient, or capable, of wearing armor and using shields as a means of protecting themselves from physical harm.

Based on the table below, **apply the corresponding AC Bonus to a character's base Armor Class of 9.**

Note that a character using any of the following: crossbow, longbow, longsword, short bow, two-handed sword, or Warhammer, cannot use a shield at the same time.

As GM, you might ask players to record their AC both with and without a shield for future reference.

TABLE 16: ARMOR

ARMOR	AC BONUS	SPEED	COST
Unarmored	-	-	-
Robe	+1	-	1
Leather	+2	-	20
Chain	+4	-5'	75
Scale	+6	-5'	100
Plate	+8	-10'	150
Shield	+1	-	10

AC is calculated as **AC BONUS** + **Endurance Modifier**

Weapons

Depending upon your character's class, she or he will be proficient in a variety of different weapons. If a character is not proficient, they may not use a weapon (or you might render them completely ineffective with that weapon, if they insist!). Characters will know which weapons they may or may not be able to use.



TABLE 17: WEAPONS

WEAPON	DAMAGE	RANGE	COST
Battle Axe	1d10	-	5
Club	1d6	-	1
Crossbow	1d6	80	25
Dagger	1d6	10	3
Javelin	1d6	30	1
Long Bow	1d6	120	10
Long Sword	1d10	-	10
Mace	1d6	-	7
Short Bow	1d6	80	10
Short Sword	1d6	-	10
Staff	1d6	-	1
Two-handed Sword	1d10	-	15
Warhammer	1d10	-	5
	QUANTITY		COST
Arrows	20	-	5
Crossbow Bolts	20	-	5



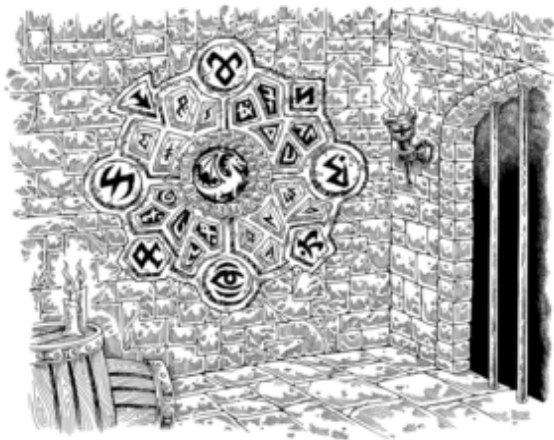


PART II: YOUR FIRST ADVENTURE

Creating adventures can be one of the most rewarding elements of being a Game Master. Use this section to inspire your first adventure, or to help you run **The Rings of Quepa**.

The Adventure

Once you have created characters, your party is ready to answer the call of adventure!



The party will begin by journeying to a distant and faraway land to face down danger and adversity at every step. But the rewards, the fame and fortune lure them regardless.

This section is designed to introduce you, the **Game Master (GM)**, to everything you need to know to create and run exciting and thrilling adventures.

As much as this section is about rules, bear in mind that setting and telling a story where your players are the key actors is more important than anything else that you will do as a GM.

When you prepare your adventure, think about the following guidelines and the rest of the details are sure to take care of themselves:

- Fill your character's lives with adventure
- Portray a fantastic world
- Address characters, not players
- Never speak the name of your move
- Always begin and end with the fiction
- Give your monsters life (and intelligence, when appropriate)
- Think dangerously
- Let them decide
- Leave blanks

As you prepare for your first adventure, don't sweat the details! Your players are much less likely to remember a small misstep in the rules, than they are to remember an adventure that you have made truly memorable for them.

Combat



Adventuring is dangerous stuff, and combat is one of the cornerstones of the very excitement. Remember, though, that with the excitement and reward comes the constant threat of death. You must allow your players' characters to die if the dice and the rules dictate.

With the ultimate failure of the death of a character come lessons learned. More importantly, those failures will create an even greater attachment to the characters who survive to tell truly harrowing and heroic stories of their deeds.

While this section provides the necessary rules for combat, remember that sometimes avoiding combat, or even making a hasty retreat, might be the more prudent (and difficult) decision for the party to make. As GM, it is appropriate with new players to offer hints of the actions they might take.

Movement: By default, characters move 30 feet per turn. Some races move at a different speed, and a character's choice of armor can also slow them down.

Initiative: In the first couple of games, have every player roll **1d20** for initiative, but take the highest number, including that player's modifier. All of the players will take their turn at the same time. As GM, also only roll once for the monsters.

Time: Most often, you will treat time fluidly, allowing the events of the game to play out naturally. Combat is one of the times where you will need to keep at least general track of time, as it elapses.

In general, assume:

**1 full turn = 6 seconds or
10 turns = 1 minute**



In your first games, time will most be a factor in determining the duration of some spells. As the adventures of your characters become more advanced and complex, you might make time a stronger element of the game.

Players will often attempt to stretch their turn as much as possible, and the timeframes above will help you gauge what you consider allowable in the context of a player's turn.

Actions – Act: In general, your players will choose to have their characters attack, defend, or move (or some combination thereof). When it is a player's turn, ask them to describe specifically what they intend to have their character do. As a general rule, allow your players as much time as they want to plan their character's action.

Actions – React: There are times when a player might choose to wait and react to another action that takes place. As GM, make sure that a player takes as much time to describe an action that they want to hold, as well as a specific action or trigger that will cause the character to then perform the held action.

Note: Players can only hold spells for one turn. If a spell is not cast at the end of the turn, the player loses the spell.

For example, a player might state that they will hold a shot with their crossbow until a monster reveals itself from behind a door or other barrier.



Saving Throws: Saving throws are always rolled in response to an event, most typically when characters have spells cast upon them.

Note that the spells described in these rules will provide the character attribute that the player is rolling against, and the number that they need to either meet or exceed in order to make their saving throw.

Saving throws are always made by adding or subtracting the modifier that goes with that particular save.

Ability Checks: Ability checks are rolled in response to events that might be avoidable, like springing a trap, falling, or avoiding the ill effects of a poison.

Note that **not all saving throw or ability check results are absolute**: in some cases, like with sleep spells, a player may save and not fall asleep. In other cases, a result might be partial resulting in, for example, taking half damage instead of full damage.

Using Luck: Characters can use Luck to give themselves a one-time bonus to a roll. There is no limit to the amount of luck she or he may burn at any given time. The player must declare their use of luck **before they know the outcome of that usage**. The use of luck points is permanent, so players should choose to use it carefully.

For example, a character could use 4 points of luck to get a +4 modifier on a saving throw. In this example, their luck is also then permanently reduced by 4! **Note:** remember that, as a character type, Tricksters have their luck regenerate every twenty-four hours.

Use the following rules when a character burns luck:

- Characters may only burn **Luck** to impact their own rolls, not the rolls of other characters.
- Typically, using luck will apply to a character's attack rolls, damage rolls, spell checks and saving throws, but could also (at the GM's discretion) be used for other purposes.
- A player may declare her or his intent to burn **Luck** either before or after their die roll. The player then specifies how many points they will burn. Players may only burn luck points once per turn. Be sure that the player understands that they need to choose to use points carefully—and to make the decision about how many points to use just as carefully!



Death: Characters and monsters die if their **Life Points (LP)** reach or drop below 0. There is a chance of saving a character if a Cleric treats them quickly.

Characters have only one round to be healed to prevent them from dying. If the character is healed in the same round as their **LP** were reduced to 0, add the entire number of **LP** they were healed.

If the character is healed in the following round, the character is stabilized and will need to be healed again in a later round as they do not gain back any **LP** in that round of healing.

Characters who are not healed by the end of the first round after their death, can no longer be healed and are considered dead.

Healing and Rest: Wounds heal with rest. Healed characters will never have more than their natural Life Point maximum.

If a character gets a good night's rest, they will **heal 1 LP**. After a day of bed rest, they instead **heal 2 LP**. Note that it takes a fair amount of time to heal, so players will need to be careful of their Life Points!

Luck may not be used to speed up healing and rest.



Other Actions

Remember that the story and experience you are creating for your players is paramount over all else.

If a player is creative in describing an action, no matter how heroic, it is your job as **GM** to allow them to try—no matter how slim the odds of success might be.

PART III: MAGIC

Magic is a central aspect of playing **TMS**. The system that we describe here is intended to be quick to learn for younger players. There are two primary classes of magic casters: clerics and magic users. Elves also have a limited number of spells that they may learn to cast.

Players choose which type of magic caster they will play when they create their characters.

Spells are organized by **character type** and a casting **level**.

Spell Casting

All Cleric and Magic User spells take 1 turn to cast, and the assumption is that the caster has the necessary ingredients to cast the spell.

Clerics require the ability to move their hands in order to cast their spells. They must also have their holy symbol in their possession.

Magic Users require their voice to cast their spells. There are three primary components to a spell, once it has been cast: 1) range; 2) duration; and 3) save. **Range** is the maximum distance allowable between the caster and the target of the spell. **Duration** is the amount of time, in turns, that the spell effects last (unless they are immediate). **Save** is the target's saving throw, if applicable.

Elves function the same as **magic users**. However, elves **do not need their voices** in order to cast their spells.

Spell Burn (Number of Spells Cast)

Both Clerics and Magic Users are limited in the number of spells they can cast during any given day. Spellcasters must rest for a full night to regain their spells.



Spell Checks and Saving Throws

Saving Throws are a spell target's attempt to resist the effects of a spell. Saving throws for enemy targets are almost always rolled by the **GM**. After a spell has been cast, the GM rolls a **d20** and applies any modifier to it.

Concentration and Spells

Spells requiring concentration will end if the character is attacked and hit, or if the character chooses to take another action.



Cleric Spells

First Level

Command: The cleric speaks a powerful word that holds the will of her or his deity. Creatures hearing the word are bound to obey (assuming a failed save). The single word must describe an action and be spoken out loud in the direction of the target. The word must be selected carefully, or there is a chance that it may be mis-understood. If the command is contrary to the target's nature, the target receives an additional **+4 bonus** to its saving throw.

Range: 30' Duration: 1 minute
Save: INT 12 Requires: Concentration

Effect: Provided that the caster is able to concentrate on the spell, the target will carry out their wishes for the duration of the spell.

Cure Wounds: Curing wounds is at the heart of what clerics do. Its effects will always be upon a character's **Life Points**. It will not cure the effects of paralysis or poison, nor will it restore luck points.

Range: Touch Duration: Instant
Save: NONE

Effect: The caster cures the touched target for **1d6 (4) life points**. **Option:** The GM may allow the caster to **cure wounds** as a second or third level spell. Doing so, adds **1d6** per level to the results.

Mana: The cleric calls upon the gods to feed his or her companions. The spell either makes inedible food edible or creates food and drink when it is otherwise not available. The food that is created will last for twenty-four hours if it is not immediately consumed.

Range: Touch Duration: 24 hours
Save: NONE

Effect: The food and water created is enough to provide food and water for 4+ party members for one day each.

Resist Heat or Cold: Repels the extreme effects of cold or heat upon the caster's body and can also protect others. The cleric can withstand either condition without discomfort.

Range: Duration: 10 minutes
Save: NONE

Effect: For the duration of the spell, the target can resist damage due to heat or cold, whether the source of that damage is natural (e.g. the weather) or magical.

Sanctuary: The cleric creates a place of sanctuary where the caster and allies are safe from harm.

Range: 20' Duration: 1 minute
Save: NONE Requires: Concentration

Effect: Characters within a 20' radius are temporarily protected from spells that specifically target them. However, characters are not protected from spells that effect an area, like fireball.



Second Level

Banish: You attempt to banish a creature to another plane of existence.

Range: 20' Duration: Instant
Save: INT 10

Effect: Although it has an equal chance of failing, this powerful spell banishes a target to another plane of existence. It is up to the GM to determine if or how the target might return to the material plane.

Bless (Curse): At the onset of the spell, the cleric chooses to either bless or curse a target.

Range: Touch Duration: Instant; 1 minute
Save: NONE or (WILL 12)

Effect: If the target of the spell is to bless, there is no saving throw. For the duration, any attack or save that involves a **d20** is modified with **+1d6** for **bless** and **-1d6** for **curse**.

Cure Paralysis: With a gentle touch, the cleric removes the debilitating effects of paralysis from the target.

Range: Touch Duration: Instant
Save: NONE

Effect: Removes any physical or magical effects of paralysis upon the target. It does not heal any prior damage inflicted by the paralysis.

Divine Symbol: Casting this spell places a dangerous symbol on an object that can then be closed to conceal that symbol. When you cast the spell, you determine what triggers the symbol, which otherwise remains invisible. One of the most common triggers is opening the cover or lid of the item that conceals the symbol.

Range: Touch Duration: Until triggered
Save: See below

Effect: The caster determines the effect of the symbol in advance:

- Fear:** **Reflex 12**
The afflicted party runs in fear and cannot return to the area for 1 minute.
- Nausea:** **Gut 12**
The afflicted party takes 1d10 damage.
- Confusion:** **Confusion 12**
The afflicted party stands petrified, and unable to take any action (including speaking) for 1 minute.

Neutralize Poison: The cleric is able to remove a poison from a person, or food and drink.

Range: Touch Duration: Instant
Save: NONE

Effect: Cancels all effects of a poison. The spell does not cure any damage that has already been inflicted by the poison.

Third Level

Animate Dead: This spell creates an undead spirit being that serves the wishes of the caster. It requires a small pile of bones to animate.

The spell raises the bones into a skeleton or zombie-like creature, though they are less powerful. As the caster, you use a bonus action every turn to direct the spirit being.

Range: 20' Duration: 24 hours
Save: NONE

Effect: Animates up to 1d6 piles of small bones. Each animated set of bones has an AC of 9, and LP of 4. They can inflict up to 1d6 damage on attacks.

Cure Major Wounds: This is a more advanced version of the 1st level spell **Cure Wounds**, and a cleric will typically choose to cast it in situations where wounds are much more severe.

Range: touch Duration: Instant
Save: NONE

Effect: Cures the target of 10 (2d10) life points damage. Cannot be cast at higher levels.

Exorcise: If a creature has been possessed by a spirit, evil or otherwise, exorcise dispells it from the target's body.

Range: Touch Duration: Instant
Save: NONE

Effect: Removes any physical or magical effects of possession upon the target. It does not heal any prior damage inflicted by the possession.



Life: The invoker, speaks words of life, and up to 1d6 creatures of her or his choosing in range are dramatically healed for a total of 50 life points. The life points may be divided among the target creatures however the caster chooses.

Range: Hearing Duration: Instant
Save: NONE

Effect: As many as 1d6 targets within hearing range of the caster are healed up to 50 life points for all of the targets. The caster determines how many life points each target receives.

Remove Curse: With a blessing touch, the cleric removes the effects of a curse on an object or individual. If an area suffers the effects of a curse, the cleric may also remove a curse from a physical space as well.

Range: Touch Duration: Instant
Save: NONE

Effect: Removes any physical or magical effects of a curse upon the target. It does not heal any prior damage inflicted by the curse.

Speak with the Dead: Casting the spell on a corpse animates it with intelligence and voice so that the caster may speak with it. The corpse will only know what it knew when it was alive, and it must still possess a mouth in order to speak. The corpse cannot learn anything new and will be unable to speculate about the future.

Range: Touch Duration: 10 minutes
Save: NONE Requires: Concentration

Effect: Provided that the caster continues to concentrate on speaking with the dead, she or he will be able to communicate with one animated creature. Any interruption cancels the effect of the spell.

True Name: The caster learns the true name of the target. Although similar to **Command**, true name is much more powerful.

Range: 20' Duration: 1 minute
Save: WILL 18

Effect: True Name is identical to **Command** but with one notable difference: the target may be influenced, if it fails its saving throw, to do **anything** the caster bids it to, even if it is harmful to it.

Magic User Spells

First Level

Charm: The caster attempts to charm a humanoid creature within range that can hear the caster. If charmed, the humanoid will regard the caster and party as friendly. The charmed creature will not perform any action that might do it harm.

Range: 20' Duration: 1 hour
Save: INT 12 Requires: Concentration

Effect: Provide that the caster is able to concentrate on the spell, the target will carry out their wishes for the duration of the spell.

Cloud: The magic user casts a cloud of mist that chokes its target.

Range: 50' Duration: 10 minutes
Save: INT 12

Effect: The mist inflicts 4 (1d6) damage from choking on any creature that fails its saving throw within a 20' radius of the targeted area. Creatures that save take 2 (half) damage.

Color Mist: The caster creates a spray of brilliant colors that blinds the target.

Range: 30' Duration: 1 minute
Save: INT 12

Effect: Blinded targets that fail their saving throw within a 10' radius are unable to see, and therefore are unable to perform any action that requires sight.

Detect Magic: The caster knows if there is a magic aura associated with a person, place or an item that is within range.

Range: 10 feet Duration: 1 minute
Save: NONE

Effect: Any item within range that is magical will glow with an aura. In general, this does **not identify** what the item is, only that it is magical. However, as GM you may allow that if the caster has encountered the item before, they can then identify it. If the item has a magical modifier, like a +1, more powerful items will be only identified as "more powerful" than the caster has encountered in the past.





Missiles: You create up to four magic, colored missiles and can direct them at as many targets as there are missiles. All of the targets must be identified as soon as the spell is cast.

Range: 100' Duration: Instant
Save: REF 12

Effect: Each missile inflicts 4 (1d6) damage on failed saves, or 2 (half) on successful saving throws.

Shield: The caster summons a shimmering blue shield that defends her or him from opponents.

Range: Touch Duration: 1 minute
Save: NONE Requires: Concentration

Effect: The targeted character adds +2 AC for the duration of the spell.

Optional: If cast as a second or third level spell, the character adds an additional +1 AC per level of the spell. Alternatively, the caster may shield 1 additional target for every additional level of the spell (e.g. 2 targets at second level, and 3 targets at third level)

Second Level

Detect Evil (Good): Within the range of the spell, the caster is able to detect the presence of beings or objects of either evil or good.

Range: 30' Duration: 10 minutes
Save: NONE

Effect: Prior to casting, the magic user determines if they would like to detect either **good** or **evil**. They cannot detect both on the same casting. Items that are good glow with a blue aura, while items that are evil glow red. The spell reveals nothing else about the objects or area.

Fire Resistance: The target who is touched by the spell caster is immune to the effects of fire and heat.

Range: Touch Duration: 10 minutes
Save: NONE

Effect: For the duration of the spell, the target can resist damage due to heat or fire, whether the source of that damage is natural (e.g. the weather) or magical. Fire resistance includes resisting heat from magic missiles or fire balls.

Invisibility: With a simple touch, the magic user turns their target invisible. The spell lasts for the duration, or until the target attacks another creature.

Range: Touch Duration: 10 minutes
Save: NONE

Effect: The invisible target is able to move about freely while they are invisible. They will remain invisible if they interact with objects, though individuals or creatures will certainly notice those objects moving. The effects of the spell cancel immediately at the end of the duration **or** if the invisible target performs an attack.

Scare: You create the mental image of each target within range of their worst fear for up to 1d6 creatures per level of the caster. If the target fails their save, they will immediately flee the area, even if so doing puts it in any kind of danger.

Range: 30' Duration: 1 minute
Save: INT 12

Effect: Within a 20' radius, up to 1d6 creatures or targets are frightened and will attempt to flee the area, even if it means endangering their lives. They will be unable to return for the duration of the spell.

Strength: The magic user is able to bestow super-human strength upon a target.

Range: Touch Duration: 10 minutes
Save: NONE

Effect: The target of the spell adds 1d6 to their strength score and adjusts their strength modifier accordingly. Attacks, damage and other actions requiring strength, are impacted for the duration of the spell. If cast at the third level, the target of the spell adds 1d10 instead of 1d6.

Third Level

Fireball: The magic user creates a fearsome fireball that destroys everything in its path. Flammable objects most likely will be set on fire.

Range: 50' Duration: Instant
Save: END 12

Effect: Every object within a 5' wide path (5' wide is considered the space that a medium humanoid would occupy) for the entire length of the fireball (50') makes a saving throw or takes 12 (2d10) damage, or half upon a successful save. All flammable, non-magical items in the fireballs path will immediately burst into flames.



Fly: Allows the target to fly.

Range: Touch Duration: 10 minutes
Save: NONE

Effect: One target can fly up to 40' per turn. The target may not be wearing plate mail or carry more than roughly 100 pounds of weight. They may not carry another humanoid creature, though they may choose to carry a small creature.

Slow: Within a 40' radius, the caster can slow the actions of 1d6 creatures of her or his choosing. Targets failing their saving throw move at half speed and take penalties of -2 to AC and -2 to Dexterity saving throws. Affected creatures attempting to cast spells have the spells delayed by one turn; if they are hit by an attack before the spell is cast, they must make a reflex save of DC 12 or better, or the spell they attempted to cast fails.

Range: 120' Duration: 1 minute
Save: WILL 13

Effect: Within a 40' radius, up to 1d6 creatures have their speed slowed by half. As a result, they are easier to hit as well. For the duration, they have a -2 AC and -2 on all REF saving throws.

Water Breathing: The caster imbues the target of the spell with the ability to breath under water.

Range: Touch Duration: 10 minutes
Save: NONE

Effect: Although the target is able to breath under water, note that it does not mean that the target is able to swim. Targets wearing plate mail, for example, will immediately sink and risk drowning at the end of 10 minutes. Characters who are able to swim, will do so at a rate of 30' per turn.

PART IV: FOR THE GAME MASTER (GM)

If you are a new **GM**, *The Rings of Quespa* are written with both new characters and new Game Masters in mind. As tutorials, the first three adventures should provide all of the background and information you need to run an exciting and compelling adventure without feeling like you need hours and hours of time for preparation.

Use this section of the rules for additional clarification that you feel might be helpful or when you are ready to create your own adventures.

Monsters

Monsters are the bane of every adventurer's existence. They are varied and come in as many forms as the imagination might conjure up—and then some.

Monster Statistics

Level 1

Kobold: Kobolds are canine-like humanoid creatures that live in dark caves. They are cowardly fighters, preferring to ambush and surprise their prey.

Kobolds stand a little over four feet tall, and tend to be filthy, vermin-infested, and very loud. If caught by surprise, they will often be fighting among themselves, unless they have a common enemy.

It is fairly common to find kobolds in large numbers, typically more than a dozen. There is usually one leader who will have double or triple the LP, and AC that is better by +1 or +2.

Initiative	+1	Attack	+5
Damage	1d6-1	AC	11
LP	3	Save	-1
Special Abilities: Dark vision, up to 60 feet, and a -1 to attack in daylight.			

Orc: Orcs are filthy, brutish and stupid humanoids. They tend to be quarrelsome, even among their own kind.

Orcs are often found wandering the wilderness in small bands. Never seeming to settle anywhere. They will also be prepared for battle and are typically well armed.

Initiative	+1	Attack	+1
Damage	1d6-1	AC	11
LP	5	Save	+1
Special Abilities:			



Rats, Giant: Where there is one giant rat, the party can be sure there are others. If a pack of rats is reduced to less than half their original number, however, the remaining rats will attempt to flee, even if it means leaving others behind to die.

Initiative	-1	Attack	+1
Damage	1	AC	9
LP	1	Save	-1

Special Abilities: Benefitting from belonging to a small pack, rats receive a +1 to hit if another rat is within 5' of them.

Skeleton: Your party may be surprised by the sheer strength exhibited by what appears to be nothing more than a collection of bones. However, the arcane magic that binds together those bones is the very same magic that imbues them with their strength.

As undead creatures, skeletons tend to rely on their numbers more than on any specific strategy. They are also incapable of retreating from battle and will fight until they are destroyed.

Initiative	+0	Attack	+0
Damage	1d6-1	AC	9
LP	3	Save	0

Special Abilities: Because they are constructed of bones, skeletons take half damage from sharp weapons, like daggers, swords and arrows. They are also immune to any efforts to charm or cause them to sleep.

Snake, Giant: Giant snakes rely on a combination of speed and agility to attack their prey first.

Initiative	+4	Attack	+6
Damage	4	AC	14
LP	14	Save	+3

Special Abilities: Many of the snakes the party encounters will be poisonous: a typical save is a **DC 14 Gut** check. A failed save results in an additional 4 points of damage, or half on success.

Wolf: Wolves are enormous canines, that will almost always appear in large packs. They use their numbers to over-power their prey but will retreat if those numbers are reduced by half or more.

Initiative	+3	Attack	+2
Damage	3	AC	12
LP	4	Save	+2

Special Abilities: An attacking wolf who has another wolf within 5' of itself receives +1 to attack because of the strength of its pack.

Zombie: Zombies are the classic living and walking dead. Zombies are extremely slow and difficult to kill and can sustain a large amount of damage because they are undead. As undead, however, they are also unthinking hulks of flesh and will fight until they are destroyed.

Initiative	-4	Attack	+3
Damage	3	AC	9
LP	12	Save	+1

Special Abilities: Because they are not living, zombies are immune to charm sleep and paralysis.

Level 2

Bugbear: These creatures share a common heritage or background with goblins, though they are far superior in strength and power than their counterparts. They are a foreboding 8' tall, though their soft and fat look betray their fierceness in battle.

What a bugbear lacks in intelligence, they make up for in sheer brawn and strength. At well over five hundred pounds, they are absolutely massive. For all of their strength and prowess in battle, however, do not underestimate a bugbear's sense of self-preservation. They would much more readily retreat to fight another day than to face battle where the odds are clearly stacked against them.

Initiative	+1	Attack	+5
Damage	6	AC	14
LP	18	Save	+2

Special Abilities:





Gargoyle: A gargoyle is a winged stone creature that is often magically placed in a location that it is charged to protect at all costs. When they are still, it is impossible to tell the difference between a gargoyle and a stone statue. Because of their stone-like skin, gargoyles cannot be harmed by normal weapons.

Initiative	+0	Attack	+4
Damage	3	AC	20
LP	10	Save	+0
Special Abilities: Normal weapons cause no damage.			

Ghost: The remaining spirits of the undead, ghosts often reside near the place where their original being died. When it comes to others, they are almost always extremely hostile and equally as dangerous.

Ghosts can pass through walls and other physical matter.

Initiative	+2	Attack	+2
Damage	1d6	AC	10
LP	10	Save	+3
Special Abilities: Because they are undead, ghosts are immune to sleep and charm.			

Goblin: Goblin's are large and monstrous in stature, though almost every aspect of their being is mishappen and crooked looking. They often live in dark caves, far from civilization.

Goblins can tend toward the cowardly and will avoid conflict if they are able. They will fight as long as their numbers favor them but will retreat if they feel that a fight is going against them.

Initiative	-1	Attack	-1
Damage	1d6	AC	10
LP	4	Save	-1
Special Abilities: Because they are accustomed to the darkness of caves, goblins attack with a -1 in direct sunlight.			

Ogre: Ogre's possess grey, thick features, and resemble something between man and ape. They tend to live in filthy, bone-strewn quarters, and scavenge to survive. Ogres possess immense strength, which they will use to their advantage in battle.

Initiative	+2	Attack	+5
Damage	10	AC	16
LP	20	Save	+2
Special Abilities:			

Level 3

Doppelganger: These creatures are troublesome shape changers that take on the appearance of humanoids that they have seen before. In every culture, they are feared for their ability to take on the shape of any humanoid of any race.

Initiative	+3	Attack	+5
Damage	7	AC	14
LP	22	Save	+3

Special Abilities: Can shape change into any small or medium sized humanoid it has seen. The doppelganger's statistics don't change, nor does anything that it carries.

Giant: Giants are the largest of all of the humanoids and their strength is almost beyond all description. They have little to no interest in the lives of humanoids, and even less for humans in particular. Most of the time, giants consider them unworthy of their attention, and would rather avoid them, than engage with them at all.

If a fight is unavoidable, giants attack with staggering blows that mere mortals will be fortunate to survive. In many cases, giants will hit with such force, that they will cause double the damage that one might normally expect.

Initiative	-2	Attack	+10
Damage	16	AC	17
LP	36	Save	+6
Special Abilities: If a giant rolls a 20 or higher (adjusted) their damage is doubled.			





Troll: Trolls are one of the most fearsome of all humanoids, and few who encounter them will survive to tell the tale. Their size and strength are stuff of legends.

As though they are not fearsome enough, trolls have what many would consider an almost magical ability to regenerate themselves in battle. According to legend, only burning by fire will kill a troll.

Trolls are crafty, experienced hunters, and rely on traps to ambush their prey. Outside of hunting, trolls are almost completely mindless, incapable of thinking about anything else.

Initiative	+6	Attack	+8
Damage	14	AC	16
LP	30	Save	+5

Special Abilities: Because trolls are largely unthinking brutes, they are immune to the effects of charm and sleep. Trolls regenerate Life Points every turn they are injured, restoring up to 1d6 LP. Once their LP is reduced to 0, they will stop the regeneration process. Damage caused by fire will not regenerate.

Witch: Often creatures of myth and legend, witches strike terror into the hearts and minds of children everywhere. However, they are no less terrifying to even the most seasoned adventurers. Witches are masters of manipulation and use their spells and magic to get others to do their bidding.

Initiative	+1	Attack	+6
Damage	13	AC	17
LP	26	Save	+3

Special Abilities: Witches can imitate the sound of animals and humanoids as a means of luring their prey to them. Their targets make a **Perception DC 14 save** against the mimicry of a witch. At will, witches can cast spells that create simple illusions, requiring a **Will DC 12 save**.

Level 4 (Boss Monsters)



Dragon, Small: Dragons are among the most powerful creatures that a character can encounter. Winged creatures who can fly, dragons live thousands of years, and have lairs far away from the prying eyes of humans. There, they collect and will protect immeasurably large amounts of treasure.

Dragons are as greedy as they are full of pride and solitary. If their solitude is interrupted, they are unforgiving and absolute in their attacks.

Initiative	+4	Attack	+4
Damage	12	AC	17
LP	24	Save	+4

Special Abilities: Can attack up to 3 times: claw (4 damage each), bite (6 damage), tail (12 damage) or wings (12 damage). A bite, tail or wing attack can only be combined with 2 claw attacks.



Golem: Golems are constructed of flesh and bone. However, they possess awesome power and strength. These creatures are especially terrifying because they feel no pain, have no motivation or ambition other than to do the bidding of their creators. They are fearless combatants and feel absolutely no remorse. Although slow to attack, their hits are devastating!

Initiative	-2	Attack	+7
Damage	13	AC	9
LP	40	Save	+4

Special Abilities: Golems are immune to all but magical attacks. They cannot be charmed or put to sleep.

Medusa: The Medusa strikes fear into the heart of even the most seasoned adventurers because of their ability to turn all creatures upon whose gaze it turns to stone.

Initiative	+2	Attack	+4
Damage	12	AC	17
LP	24	Save	+4

Special Abilities: Creatures who meet the gaze of a medusa make a WILL 16 save or are turned to stone. Repeated eye contact requires additional saves.

Minotaur: Minotaurs are immense crosses between men and bulls. They are very rarely encountered and understand little more than goring and killing their prey in the defense of their location.

Minotaurs are utterly fearless, and never surprised by their foes. Their sense of killing, however is just that: they are otherwise not terribly smart outside of the hunt for their prey.

Initiative	+8	Attack	+8
Damage	9	AC	15
LP	30	Save	+6

Special Abilities: Cannot be surprised. A minotaur gets a +2 on its first attack as it will rush its prey. If the minotaur hits on a first attack, it also does an additional 4 damage, and the target must make a **DC 12 reflex save** or be hurled back 20 feet.

Basic Traps

Part of the excitement of the adventure stems from the unexpected, and that includes items that are trapped. There are a couple of basic types of traps that will help you get started, but that are also relatively easy to modify to suit the adventure you are creating for your players.

There are two basic components of a trap, from a mechanical perspective: 1) how concealed, or difficult the trap is to find; and 2) how much damage the trap can inflict if it is set off by a party.

This section describes a couple of more common styles of traps that your party might encounter. They are arranged by level to offer you a sense of variety and the complexity and danger levels appropriate for your party. When creating your own traps, start by reviewing the types and levels of traps described below, and then modifying accordingly.

Needle Trap: Needles are most commonly hidden in locks and other small mechanisms. They are dangerous because they can deliver two types of damage, requiring two saving throws by a character: 1) piercing damage, and 2) poison damage. Piercing damage is typically low (1d6-2; 1 minimum), requiring a **reflex save**, where poison damage can vary dramatically and requires a **gut save**.

Level	Save	Damage*
1	Reflex 10 Gut 12	4 (0 save) and 4 (1/2 save)
2	Reflex 12 Gut 13	4 (0 save) and 6 (1/2 save)
3	Reflex 14 Gut 14	6 (0 save) and 8 (1/2 save)

* If a player makes their **Reflex** save, it means the needle missed, and therefore characters do not need to make their **Gut** save.

Pit Trap: Concealed on the floor of the dungeon, and triggered by pressure, trip wires or movement, pits inflict damage from falling and from any sharp spears, razors or other items at the bottom of the pit. They sometimes can close behind a player, trapping them below!

Level	Save	Damage*
1	Reflex 10	4 (1/2 save)
2	Reflex 12	8 (1/2 save)
3	Reflex 14	12 (1/2 save)

* Pit traps can be made more dangerous by adding 1 or more spears, razors or swords at the bottom of the pit. Add one item per level, with each inflicting an additional 5 points of damage each on a failed **Reflex** save (1/2 save).

Pressure Trap: Although pit traps are one of the more common types of pressure traps, the physical weight (the pressure) of a character or characters may be employed to trigger any kind of trap or action. Bear in mind that a **trap** may be as simple as



triggering an **alarm** or **warning** of a party's presence to an enemy or monster located elsewhere in the dungeon.

Level	Save	Damage*
1	Reflex	4 (0 save)
2	Reflex	8 (0 save)
3	Reflex	12 (0 save)

* If the pressure trap activates a needle or other projectile, players make an additional **Reflex** save. Damage is equivalent to the amounts associated with the items listed in the **needle trap** or **pit trap** sections

Level Advancement

Characters gain more power and strength through experience. In general terms, characters will increase **one level of experience per hour played**. The adventures included with the instructions (**The Rings of Quespa**) are designed so that each one may be completed in approximately an hour.

The instructions for the adventures associated with the game will remind you of the levels gained by your players as they become more experienced.

The following guidelines will also assist the GM with Level Advancement in general as you create your own adventures:

- All players that participate in an adventure receive the same level advancement.
- Only the game master determines level advancement.
- As players and their characters advance, you may decide to slow down their advancement to higher levels.

As characters advance, note that you will want to make sure that your players make note of the following, as they apply to a level and specific character: **Life Points**, **spells known**, and **ability modifications**.

PART V: MAGIC ITEMS

Magic items are a central part of play, especially as far as your players are concerned. They have the opportunity to give characters significant advantage over their opponents.

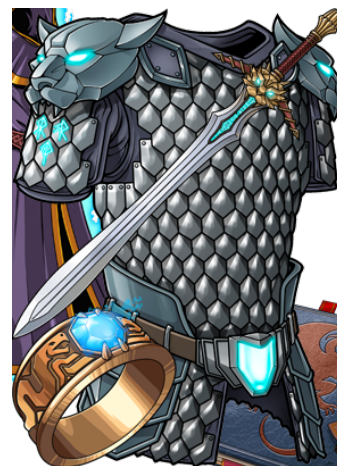
The **Rings of Quespa** are designed to help you as a GM to strike a balance between rewarding your

players with magic items, while ensuring that finding them does not become routine for them.

Using Magic Items

Characters should guard magic items with their very lives. They are difficult to come by, and sometimes make the difference between success and failure in their adventures!

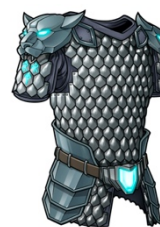
As a GM, use the following magic item descriptions to craft your own items. Give them names, add decoration and color to them that are unique: these features will help your players create memories of their adventures and will play a central role when they share their stories with other players. But remember that players should come across magic items in only occasional places, and they should always risk not finding them. A little bit of challenge makes finding a magic item that much more special for your players.



Magic Item Descriptions

Magic items may only be used by characters proficient in that particular normal item. For example: magic users will **never** be able to use magic armor or swords.

Armor +1: Add one to the AC of the particular type of armor that the players find. Consider leather armor for lower level characters, and plate mail for only the most seasoned characters. *Variant:* while it might be possible for players to find armor that is +2 or even +3, those suits of armor should be even more rare. *Rarity:* *Uncommon*



Effect: +1 AC

Variants: chain, leather, plate



Arrow +1: The player adds 1 to their roll to hit a target, as well as to their damage roll. Players with +1 bows or crossbows add both modifiers—making for a particularly powerful combination. *Variant:* for higher level characters, consider +2 or +3 arrows (bolts) or that the players might find more than one. *Rarity:* Uncommon

Effect: +1 to hit, +1 damage

Variants: Crossbow Bolt



Elven Boots: Wearing these boots allows the wearer to move without making any sound, regardless of the surface.

Rarity: Uncommon

Effect: Allows the wearer to move silently when worn. Gives a +4 on REF saves that rely on moving silently.

Lantern of Sight: To the carrier of the lantern, darkness is bathed in a light blue light, for a radius of 30 feet. It is similar to darkvision. The light from the lantern is only visible to the holder.

Rarity: Rare

Effect: Allows only the holder to see. Cancels the effects of darkness, whether it occurs naturally or by magical means.



Magic Carpet: Similar to the fly spell, allows the rider to fly magically up to 40' per turn.

Rarity: Uncommon to rare

Effect: Allows the rider to fly at a speed of up to 40' per turn. The carpet has an AC of 12 and 6 life points, which means that it can be destroyed. Common magic carpets can hold one medium sized humanoid provided that it is **not** wearing plate mail. Less common magic carpets might hold as many as 1d6 medium humanoids.



Potion of Healing: Heals life points of those who drink it. *Rarity:* Common

Effect: Cures 6 (1d6) life points.

Variants: 1d6 doses and/or 1d6 or 1d10 life points

Potion of Invisibility: Drinking this potion renders the character invisible. It does not prevent them from being smelled, or heard, so the character will still have to take some care if they wish to remain undetected. The potion's effects are immediately canceled if the drinker attacks a target, whether or not they are successful.

Rarity: Rare

Effect and Duration: Invisible for up to 10 minutes. The effects cancel immediately if the character performs an attack, regardless of its success or failure.

Potion of Neutralize Poison: Cancels the effects of poison, inflicted by whatever means. The potion does not restore any Life Points, nor does it cure any damage the poison has already inflicted: it only prevents additional harm caused by the poison.

Rarity: Common

Effect and Duration: Immediate. Cures any future effects of poison but does not heal any past damage that may have been caused.

Variants: 1d6 doses

Potion of Strength: Imbues the drinker with super-human strength.

Rarity: Common to Rare

Effect and Duration: 30 minutes. Common potions of strength add 1d6 to strength ability. Rare potions add 1d10 to strength ability.

In both, the drinker's strength modifier is also adjusted up accordingly and applied to strength checks (like attacks) and saving throws.

Ring of Feather Fall: Prevents the wearer from taking damage from a fall of up to 50'.

Rarity: Uncommon

Effect: The wearer suffers no effects from any fall onto any surface from as high as 50' provided that they are not wearing plate mail armor. Wearers of plate mail receive no benefit from wearing this ring.



Ring of Protection, +1: The player adds 1 to their AC, and to all saving throws. Normally, only one ring of protection will work at any given time. *Variant:* +2 rings should be considered extremely rare.

Rarity: Uncommon

Effect: +1 to AC and +1 to Saves



Ring of Swimming: Allows the wearer to swim, as though unencumbered, up to a speed of 30' per turn. Does not work if the wearer has Chain, Scale or Plate armor.

Rarity: Uncommon

Effect: While the wearer of the ring is able to swim up to 30' per turn, provided they are not wearing heavy armor, it does not allow them to breath under water.



Robe +1: Add one to AC, and to all saving throws. Robes can be worn over leather armor, but nothing heavier. *Variant:* +2 robes should be considered extremely rare.

Rarity: Uncommon

Effect: +1 to AC and +1 to Saves

Scroll of Healing (1d6 use only): Functions the same as a potion of healing.

Rarity: Common

Effect: Cures 4 (1d6) life points for one target. Typically, scrolls may only be used once. More powerful, and less common scrolls may heal more than one target, or additional life points.

Classes: Clerics and Monk (magic users and other characters may not use this scroll)

Scroll of Missiles (1d6 use only):

Rarity: Common

Effect: This scroll may be used once to create 4 missiles, targeting up to as many targets. Targets must make a save of REF 12 or take 4 (1d6) damage per missile, or half upon successful saves.

Classes: Magic Users (may not be used by other spell casters or characters)

Sword +1: The player adds 1 to their roll to hit a target, as well as to their damage roll. *Variant:* for higher level characters, consider +2 or +3 weapons.

Rarity: Common



Effect: +1 to hit, +1 to damage

Variant: Axe, Bow, Dagger, Mace

Wand of Fireballs (1 charge/day)

Rarity: Very Rare

Effect: Every object within a 5' wide path (5' wide is considered the space that a medium humanoid would occupy) for the entire length of the fireball (50') makes a saving throw or takes 12 (2d10) damage, or half upon a successful save. All flammable, non-magical items in the fireballs path will immediately burst into flames.

Classes: Magic Users (may not be used by other spell casters or characters)

Wand of Missiles (1d6 charges/day)

Rarity: Rare

Effect: The wand may be used 1d6 per day (determined once) to create 4 missiles, targeting up to as many targets. Targets must make a save of REF 12 or take 4 (1d6) damage per missile, or half upon successful saves.

Classes: Magic Users (may not be used by other spell casters or characters)





PART VI: OTHER TYPES OF TREASURE

Varied and wondrous treasure is one of the aspects of an exciting adventure. Use the following tables, organized by the level of the adventure to help provide additional variety in the treasure that your party discovers.

When creating your treasures, use the **VALUE** column in each Table below as a general guideline for how rare and valuable to consider your items. And remember that part of the excitement of treasure is when a party has to either leave something behind or misses something entirely!

Level 1 Treasure

D10	DESCRIPTION	VALUE
1	Small bone figurine	10 gp
2-3	Fine vestments	10 gp
4-5	Gold locket	25 gp
6-7	Amethyst gemstone	50 gp
8	Small ruby gemstone	50 gp
9	Onyx gemstone	75 gp
10	Ornate gem studded cross	100 gp

Level 2 Treasure

D10	DESCRIPTION	VALUE
1	Blue sapphire	50 gp
2-3	Small onyx lion figurine	50 gp
4-5	Golden tankard	75 gp
6-7	Small gold idol	75 gp
8	Large, fine ruby gem	100 gp
9	Large gold cup	100 gp
10	Small, fine diamond	150 gp

Level 3 Treasure

D10	DESCRIPTION	VALUE
1	Silver cup	75 gp
2-3	Ceremonial dagger	100 gp
4-5	Fiery orange pendant	100 gp
6-7	Gold circlet	100 gp
8	Fine silver bracers	150 gp
9	Jeweled platinum crown	250 gp
10	Silver and ruby chalice	500 gp

Level 4 Treasure

D10	DESCRIPTION	VALUE
1	Dark red coral gem	100 gp
2-3	Gold ring with jade stones	250 gp
4-5	Ivory Statue	500 gp
6-7	Large bag of gold	500 gp
8	Large amethyst	750 gp
9	Gold idol	1,000 gp
10	Fine gold chain, with diamond	2,500 gp

PART VII: CHARACTER SHEETS

The following seven sample character sheets are provided for use in a couple of different ways.

If you are short on time: The adventures that accompany these instructions are designed for about an hour of play time. As a result, you may not want to spend time creating characters, but allow your players to jump right in to their first adventure!

If you want to give your players characters: If your players lack the patience to create characters, you might have them choose from one of these characters.

If your number of players is small: All of the Quespa adventures are best played by 2-3 players. One way of playing with a smaller group, is to supplement with one of these characters. When considering an additional character, assess your party and choose a character that provides a skill or background that they might otherwise be missing.





**THE RINGS OF QUESPA (TMS 1)
QUESPAS REVENGE (TMS 2)
QUESPA'S LAST STAND (TMS 3)**

**By Tim Krause
An Adventure System for Young Players**

***And a Bonus Adventure for Kickstarter Supporters:
MYSTERY IN THE MYRA MOUNTAINS (TMS 4)***



Humble son and daughter of Nabo, you have been summoned by the King and Queen on a quest of great importance. The Witch Quespa threatens the wondrous lands of Theramour. She has enslaved the gentle Quesper, and now she threatens the entire kingdom.

It is up to you and your little band of adventurers to find the Witch, discover the source of her evil power and defeat her once and for all.

Bonus Adventure: The mountains of Myra hold a new threat to Theramour: rumors of waylaid adventurers, and late-night raids by evil creatures are all that the party knows awaits them. But the ancient mountains of Myra hold many secrets, and it is up to the party if they are brave enough to venture deep within to unlock those terrible secrets!



THE RINGS OF QUESPA

The three adventures for *The Rings of Quespa* are written in a tutorial-like style to primarily assist your players in learning how to play role playing games. If you have never been a **Game Master (GM)**, though, you'll find that there are also a lot of hints to help you run an exciting game too.

After the first three adventures, there is also an **advanced bonus adventure**, that combines elements of play from all of the tutorials into one adventure!

About the Adventures

If you choose to run the adventures as tutorials, you will want to run them in the order they are presented, however they can all be run as stand-alone adventures if you would prefer. The tutorial adventures are structured to introduce your players to the basic mechanics of roleplaying games. Each of the three get progressively more advanced and introduces your players to the differences in character classes, location (e.g. dungeons vs. wilderness), and more advanced features, like traps, secret doors, and other unexpected surprises.

Hints for the GM

Being in charge of your first game as a **GM** can be a daunting sounding task! Over the years, we've observed many GM's, and many who are running games for their very first time. And we think that we have learned a few things that will make life easier for you as the GM and more enjoyable for your players! Think of these as guidelines, not as rules, and you can't go wrong!

It's About the Story

When you first start out, it can seem like there are a lot of rules to remember (there are). In part, that's what the tutorial is here for! Most players, though, will not remember if you get a rule wrong—they probably won't even notice. They will, however, remember the adventure. Portray a fantastic world, and always begin and end with the fiction that surrounds your characters. The tutorial provides enough story to help you get started, but feel free to embellish whenever and wherever you see fit.

We're all a little bit different about what we like in stories. For some of us, it's about characters. For others, it's the setting; and for others it's about the plot. Some of us like stories that are rich in fantastic and wondrous details, and some of us would

much rather find out what happens next. Watch and listen to your players and adjust your storytelling as you deem appropriate!

Involve Your Characters

As important as a good story is to a good adventure, don't forget to involve your characters early and often in that story! Help them get involved by always referring to your players by their character names.

Give your players decisions to make, and make sure that those decisions also have consequences. Support and be a fan of your players and their characters.

Give Monsters Life

It's true that some monsters are just plain dumb! Many, however, are not; they sometimes hide, surrender, bargain for their lives, or even just flee from battles if they know they can't win.

Although we said that you should support and be a fan of your characters, give your monsters life. They should be part of the challenge of the story that you are telling.

Monsters can be any combination of cunning and dangerous, but they may also be cowardly as well. The best monsters are the ones that may not behave in predictable ways. Surprise your players. When you do, they'll have more fun. And your players may surprise you as the GM in turn!

Players Should Have Goals

Adventures usually have their own goals: the search for treasure, solving a centuries-old mystery, or rescuing a noble prince or princess.

In every good adventure, though, there is gold, treasure and magic for the plundering! Your players will be all too eager to find it!

Remember, though, that there is excitement in scarcity. In addition to limiting how much treasure and magic your players find, consider making it challenging to find sometimes. You might even find ways in your story to allow characters to learn that they missed a large store of treasure, or a powerful magic item!

Good GMs pay attention to their players, all of whom have goals. If they didn't, they wouldn't play. Make note of those goals and think about how you can modify your adventures to accommodate those various goals!





The Rings of Quespa

In the middle of a stormy night, you have been summoned from the comfort of your tiny home to the court of King Vanu and Queen Vestus. The only child of a beet farmer and his wife, you have never been to the castle before. Although fearful, you also know that you have no other choice but to go.

As you bow before the King and Queen, you can tell that something troubles them both. In his worry, the King does not speak and will remain quiet for the entirety of your visit.

Queen Vestus greets you, "Greetings child of Nabo. We ask you to our court in a time of great need and great fear."

You wait quietly for the Queen to continue.

"Surely, you grew up hearing tales of the Witch, Quespa, and how her very presence could cause the turnip crops to wither up and fail, the wells to run dry, and the air to turn ice cold during the hottest days of summer."

"Much of those tales are the stuff of child's stories, meant to explain why the crops fail. But the existence of Quespa is no legend."

"After many centuries, the Witch Quespa has returned to our lands of Legendaria. She and her minions, a reptile-like race of creatures called the Qesper have stolen the rings of Theramour."

"Three rings: ruby, emerald and sapphire. Three rings that King Vanu and I held to keep our people safe."

"Quespa believes that she can forge the three rings into an even more powerful ring of the purest diamond which she will use to control all of the lands of Theramour."

"If she succeeds, night will fall, the crops will fail, our people will become forever enslaved and Quespa will rule for all of eternity."

"The witch has already enslaved our some of our friends and neighbors and turned them into a semi-humanoid race called Qesper that now resemble alligator-like people."

"Child of Nabo, you and your friends are our last hope. Quespa will never suspect the child of a beet farmer. You must travel to the tower east of

here where Quespa makes her home. Free the Qesper and recover the rings to save theamour from the evil Witch."

Queen Vestus pauses, briefly. "The King and I only wish that we could better help you in this quest. We have but two items that might aid you. Select one, and the other we will keep to protect ourselves and the royal court from Quespa."

"The first is a magical lantern. If you shine it when Quespa is invisible, she will shine with a blue aura."

"The second is a magical robe. The wearer of it will be immune to the effects of Quespa, who will attempt to frighten or scare you and cause you to never return to the tower."

"Choose wisely, young child of Nabo. Your fate and the fate of Theramour lies in your hands."

The Magic Lantern and Robe

If asked once if the party may take both the lantern and the robe, the King will get testy with the party and tell them that they need one of the items to protect themselves from Quespa. He will implore them, "Please do not ask me again. I fear that it has been enough for me to persuade the Queen that you should have even one of these items."

If the party persists, the Queen turns to the King and says with a heavy sigh, "Foolish Vanu, I warned you about these adventurers. Selfish, they are, and they will never succeed. I warn you, do not allow them to take either item, or we shall never see them again, and Quespa will destroy us all."

This is the party's final warning. If they heed the warning, and apologize, they will still be allowed one of the two items. If they do not, the King will apologize, "I'm sorry for my wife, but I must obey her wishes. You will have to succeed on your own, without the aid of lantern or robe."

The Lantern: The holder of the lantern will be able to see Quespa when she is invisible as it will cause her to shine with a blue aura. The aura will only be visible to the bearer of the lantern.

The Robe: The wearer is immune to the effects of **Scare**, **Charm**, or **Sleep**, when cast by any being.





Additional Help: One Player Groups

If you only have one player, we would recommend that you have the Queen offer the adventurer additional help in the form of a small party. Depending upon how difficult you intend the adventure to be, **offer between one to three party members** using the character sheets at the end of this rule book.

Including your player or players, a good mix of adventurers should include at least one of:

- Cleric
- Dwarf, Elf, Monk, or Trickster
- Magic User
- Warrior

The above balance gives the party two fighters, a healer and a magic user. It is perfectly possible and reasonable to play with other mixes of characters, but the above will also help introduce new players to the variety of skills of the various character types.

Setting

The Rings of Quespa do not require a setting to play. However, if you are familiar with the adventures of *Legendaria*, you might set the adventure in or around Theramour.

The party journeys from the castle of King Vanu and Queen Vestus uneventfully. The old dirt road slowly narrows from a rutted set of cart tracks to a narrow path. The path is surrounded on both sides by old, towering oak trees, and the way is awash in shadow. You think it best not to linger under the trees as the sun starts to quickly set.

Just as the path nearly fades into the forest, you see the old, crumbling grey stones of what you suspect are the base of Quespa's tower. The old foundation is moss and vine-covered, barely visible in the trees.

As you approach the tower, you see that it is not overly tall, but rises about two levels above the surrounding trees. The tower appears to be windowless, except for the top story.

The stones of the tower are old and worn, beaten by rain, wind and sun—likely for centuries. A narrow, crumbling set of stairs lead up to a stone archway and rotting wooden doors. The doors are closed.

If the party inspects the exterior of the tower, they might reasonably confirm that the tower is

ancient. Other than the main doors, there is no other way into the tower.

The Tower

When the party enters the tower, it will be pitch black inside. Likely, they will need to light torches in order to see, unless they are an elf or dwarf.

1. **Main Floor:** When the party opens the doors and light their torches, they will see two stairwells that dominate the area: one leads up to a higher floor, and one down.

The main floor appears to have once been lavishly adorned, but time has not been kind to the tower. Large tapestries hang from the walls, and there are iron sconces with unlit torches located in between them. The cloth looks like it is very expensive silk that was sewn with gold and silver thread. However, time has caused them to fade, and they are covered with dirt, dust and cobwebs. Scenes that were depicted on them, no longer discernable or visible.

The party feels a sudden sense of loneliness and dread while they look around the first floor of the tower. Not only do they feel unwelcome here, but they also feel the irresistible feeling that they should flee from the temple.

If the party inspects, the north wall of the tower, they will discover that there is a large window that looked out in that direction. The window was disguised magically from the outside. From the inside, years of dust and dirt make it nearly impossible to see out of the window. It lets no light into the tower.

Notes to the GM: The tower is shorter than it appears: there is no second level. There is really nothing for the party to do on this level, other than descend into the dungeon. If the party needs to retreat at any point in the adventure, none of the monsters from the dungeon level will pursue the party back up the stairs to this level.

2. **Dungeon – Stairwell:** When the party descends the stairs, they will note that the stone stairs are old, worn and wet with the humid air that hangs over them. The characters will need to take care that





they don't slip and fall and go tumbling down the stairs.

When the party exits the stairs, they will be immediately attacked by **two giant rats** (**Initiative -1, Attack +1, Damage 1, AC 9, LP 1, Save -1**).

Initiative Table: Use a format like the table below to keep track of which player's (or monster's) turn it is. Each player rolls their own initiative but roll just once for the monsters. Play repeats in the same order every turn.

Roll	Turn
-	18 Xan Yae
1	
2	
3	

The rats have a nest in the northwest corner, behind the spiral staircase. The party may be drawn to it because of the heavy smell of rot and filth from that corner of the room. Roll for 1 item of treasure, hidden in the nest, either a **small bone figurine (value: 10 gp)** or another item that would make sense from the **Level 1 Treasure Table**.

There are two stout wooden doors, one that is inset in the east wall, and one to the south. The only other noticeable feature of this room is that the eastern wall is curved and seems to be roughly the same size and shape as the tower, when the party entered. This should provide a clue to the existence of the inner room.

3. **Dungeon – Storage:** This room is pitch dark. The party will need a light source in order to see. When they do, they will see an area that is crammed from floor to ceiling with supplies.

There is a **skeleton (Initiative 0, Attack 0, Damage 1d6-1, AC 9, LP 3, Save 0)**. in the storage area that will attack the party. The skeleton has nothing of value. However, the storage area contains a variety of items the party may find useful. Refer to **Table 12: Equipment** and allow each member of the party one item from the Table valued at or below **5 sp**.

Everything else is in a state of disrepair and unusable.

The room appears to be a dead end.

If the party searches the south wall, though, a **Perception check of 12** or better will reveal a loose brick. The brick is not trapped and will trigger the opening of a secret door that leads to the **Treasury (5)** on the map.

4. **Dungeon – Quarters:** This abandoned area was once used as a quarters for housing guards. It has since been taken over by a small group of bandit **kobolds (Initiative +1, Attack +5, Damage 1d6-1, AC 11, LP 3, Save -1)**. There are 1d6 of the creatures living in this space. If half or more of the kobolds are killed, the remaining ones will attempt to flee.

The kobolds have destroyed all of the beds, chests, and small wooden furniture in this space. The area is littered with broken furniture and debris, and the smell is horrific.

The kobolds have nothing of value.

If the party searches the east wall, though, a **Perception check of 12** or better will reveal a loose brick. The brick is not trapped and will trigger the opening of a secret door that leads to the **Treasury (5)** on the map.

5. **Dungeon – Treasury:** This area of the temple is only accessible by way of secret doors from either area **(3)** or **(4)**. The secret doors are relatively easy to find, provided that the party actively looks for them.

This part of the dungeon appears to have once held a great treasury. However, the party has arrived too late: there are smashed chests, crates and sacks everywhere!

As the party investigates, though, their worst fears come true: whoever ransacked the treasury, left very little behind. With some searching, the party will find **2d10 gp**.

There is an iron door inset in the curved wall that makes up the western side of the room. The door is locked. The key can be



found on one of the skeletons in area 4 on the map. The door cannot be forced open, and the key is required.

The secret doors can also be triggered by similar loose brick mechanisms. Because the party will have discovered at least one such mechanism in rooms 3 and/or 4, they are much easier to find, requiring a **Perception check of 8** or better.

Note to GM: The treasury is also the only way to get the **Inner Sanctum**. From the other rooms, remind the players that the curving walls would hint that the four rooms appear to surround space where they could be an inner room that is roughly the size of the first floor of the tower. **If you need:** you can make checking for the secret doors easier for your party.

6. **Dungeon – Inner Sanctum:** This is the Witch Quespa's inner sanctum. Quespa will be expecting the party, and therefore not surprised by them.

The witches' lair is in the center-most part of the dungeon, and it is pitch-black and window-less. Quespa will attack the party immediately, so there will be no opportunity for them to observe much of the lair until after the encounter has ended.

Quespa is a **Level 4 witch**. It is unlikely the party will engage with her in this adventure, but her statistics are presented just in case.

Initiative	+3	Attack	+6
Damage	14	AC	17
LP	32	Save	+3

Special Abilities: Quespa can imitate the sound of animals and humanoids as a means of luring their prey to them. Her targets make a **Perception DC 14 save** against the mimicry of a witch. At will, Quespa can cast simple illusions, requiring a **Will DC 12 save**. She can also cast the following magic user spells: charm (1x/day), missiles (2x/day), scare (1x/day), invisibility (1x/day) and fly (1x/day).

After one attack, Quespa will use a turn to turn invisible. Before she flees, the party will hear a disembodied voice: "You may have found my inner sanctum, friends, but you will never defeat me!" she will

scream. "When we meet again, it will be your untimely end!" She will quickly leave the sanctum.

If a member of the party has the **magic lantern**, they may use it when Quespa disappears. Quespa cannot defend herself from the magic of the lantern, and so she will glow with a blue aura that only the holder of the lantern will be able to see.

Once the witch is visible, the holder of the lantern will have one quick opportunity to set the lantern down, and **attack once**, before Quespa escapes. It is unlikely that the party member will be successful in their attack. Whether they are or not, the GM should indicate that Quespa appears to be a formidable foe: they might even conclude that it is a good thing that she has fled as they were unlikely to have been strong enough to defeat her in battle!

Quespa's inner sanctum, although dark, is lavishly decorated with rich red tapestries and drapes that hang from the walls. Arcane symbols, and images of strange and winged beasts adorn every surface.

A large dark oak bench serves as what appears to be Quespa's work area. It is covered with small brass trinkets, parchment paper, a small ceremonial dagger, numerous clay pots, broken quills, and an over-turned inkpot. Ink still fresh from a spill on the oak surface would suggest that the party caught Quespa by surprise with their presence!

As the party inspects the work area, they discover that much of what is on the workbench is largely worthless to them. Whatever Quespa was doing, doesn't make much sense to them.

The **small brass trinkets** on the workbench number **1d10**, and all of them are worth **1 gp in total**, regardless of how many the party finds.

The **ceremonial dagger** also functions as a normal dagger but is otherwise not of any additional value. If the party sells it



later they will get half value of a regular dagger.

In the spilled ink, however, there are **three rings**. These are the three rings of Quespa, one each of ruby, emerald and sapphire. Other than being inset with different stones, they are identical to each other.

The three rings are covered in a mix of black ink and red sealing wax. A magician in the party will be able to tell that Quespa was clearly in the process of working on the rings, though her exact intent will be unknown to them.

If a magic user in the party has the **detect magic** spell, they will clearly glow as being of very potent magic! Even after the party returns to the castle, they will be unable to find a magician of a high enough level to cast **detect good or evil**, so they will not now the actual nature of the rings.

Without **detect magic**, the rings emit such strong magic, that the party will know beyond any doubt that there is something extremely powerful and likely magical about the rings. Until they return to the castle, however, they will not know the specific power associated with the rings (See below).

The three rings: When the party returns to the castle to report to the king and queen, they will be met with a combination of surprise and gratitude. The king and queen express their regret, however, that the kingdom has nothing with which to reward the party. Instead, the king and queen will offer that the party keep the three rings that they have recovered from Quespa.

If the party hesitates to accept the rings, the king will offer to have the court magician, Argus, inspect the rings for them. He will not only readily note that they are magical (which the party probably suspected), but that they are all **Rings of Protection +1**. If there are more party members than rings, they will have to determine who gets a ring, and who doesn't. However, if there are fewer party members than rings, the King and Queen will insist that they keep the additional rings.

The King and Queen will question the party about their encounters with the witch. Neither they nor Argus will know the true nature of the three rings,

though they will encourage the party to keep them as reward of their bravery in the first encounter.

While the party may have forgotten about them, the King will inquire about the **Quesper**. The party will note that there was no sign of the Quesper, or of any possible means that they would use to free them. **The Quesper will remain a mystery to solve in the next adventure!**

The Queen is particularly worried about the witch Quespa's daring escape, however. She tells the party, barely above a whisper, "I fear for your lives, my friends," at which point she pauses briefly before continuing, "but I fear as much for my kingdom. You can rest here, but only for a short while. Quespa is a dangerous adversary, and she is vengeful. There is no one else, save you and your party. We will consult with Argus while you recover, but we fear that it will fall to you find the evil witch and destroy her."

The party will have time to make a full recovery. The rest will allow them to do the following before continuing with their adventures:

1. Restore any lost Life Points (LP);
2. Restore any expended spell slots;
3. Level up;
4. Sell and buy any standard items before leaving on the next leg of the adventure.

If the party still has the **lantern** or the **robe**, they will be allowed to keep it for the next adventure.

If the party shares concerns about how powerful Quespa appears to them, the King and Queen will only sigh and agree. They will tell the party that it is the witches' power that scares them most.

A note about leveling up: Players should advance from first to second level. Recall that increasing in level is a simplified system in **TMS**. As the GM, you do have the discretion of making adjustments for extraordinary play, whether good or bad! For very poor play, you may decide that the party does not level up. Likewise, if the party plays exceptionally well, you could choose to reward them with an additional level of experience. However, remember that gaining experience is similar to finding magic items: this should be a rare event, and something that your players work hard to achieve! Making it too easy (or too difficult) will cause them to ultimately lose interest in this important aspect of role-playing.





A note about buying and selling items: The party may sell any items that they found on their adventure. Sale prices are **half** of what is listed in the rules for **TMS**.

Any purchases the party wishes to make at the castle are fine, within reason. The prices for everything are also as listed in the rules for **TMS**. You might tell the party that: 1) they need to ensure they are properly equipped for the next leg of their journey; and 2) they know from past experience that even if they find a place to buy equipment elsewhere it may be more expensive!

The Queen tells the party that they have one **Potion of Healing** that the party can buy for **20 gp**. As GM, you can tell your party that it is difficult to purchase potions, and that they are aware that the normal price of a potion is typically closer to **50 gp**.

THE END

Note to GM: The three rings do function as **Rings of Protection +1**. However, they also play a central role in the final adventure, **Quespa's Last Stand**. You should do your best to ensure that the party accepts the rings.





Quespa's Revenge

After the witch Quespa made her daring escape, the Queen and King are worried that Quespa has returned to their kingdom, even more powerful and dangerous than before.

The party has not yet succeeded in freeing the Quesper, and what the Witch has in mind now is even more nefarious, your party fears.

Rumor has it that Quespa has escaped to the forests on the outskirts of the kingdom where the evil witch has a small hut and she is hatching her most evil plan yet.

Summoned before the King and Queen once again, the king seems more animated and talkative than the last time you saw him.

"I don't know what's going on," he starts to tell you, "but we haven't seen a trader's wagon at our castle in at least two weeks."

"Just yesterday afternoon, one of our sentinels (guards), returned from an outpost and he was trembling with fear so much that we had trouble understanding what he was trying to tell us," the King pauses, obviously also unsure of what he is sharing with you and your party.

"He said something about strange sounds coming from the woods at night, sounds that didn't sound human, at all," the king's voice is shaking and tentative, and he stops once more.

The queen picks up, "What the King and I need to tell you is horrifying."

She continues, "The sentinel told us terrible tales of undead creatures lurking in the shadows of the forest. When the guard fled his post, the undead were venturing ever closer to his post, and he feared that it would be over-run."

"We worry that Quespa is behind the undead creatures, creating them from the confines of her hut. We need you to find Quespa's hut and destroy her before the undead start to overtake the kingdom. We fear there is little time left and implore you to leave today."

The King and Queen will be able to provide the location of the outpost, but only a general notion of where Quespa's hut might be hidden in the forest. They provide the party with a basic map

and their best wishes as they depart to defeat the witch.

Notes for the GM: Feel free to describe the location of the hut as you see fit. This adventure does not include any random adventures or encounters as the party seeks the location of the hut, so the location doesn't need to be far from the castle.

The Hut: The party will notice a small thatched-roofed hut hidden just on the edge of the forest. They will need to move relatively close to it in order to get a closer look.

As the party approaches, there is nothing remarkable about this tiny, thatched-roof hut. It is small and unassuming. The front door is wooden and closed, and there are no windows.

If the party explores around the house, they will note that there are windows on the north and west sides of the house that were not immediately visible to them. When they look through the windows, they will note that the interior is completely dark. Should any of the party have darkvision, read the highlighted description below as though they have entered through the front door.

First Floor – The large wooden door is unlocked, and there are no traps. If the party stops to listen at the door, they are met with nothing but silence.

The hut is as unremarkable on the inside as it appeared from the outside. The floor is dirt and gives the impression that no one has lived in the hut for quite some time. There is only one feature that is visible and that appears to be an opening in the floor that looks like stairs descending into the ground.

There is one aspect of the interior that seems a bit curious to the party: it seems to be narrower than the exterior walls would suggest, perhaps by five or more feet.

There are only two elements to the first floor: the stairwell that leads to the **lower level** and a **secret door**. The secret door is poorly hidden and can be found with a **DC 12 Perception** check. If any of the party members make a connection between the exterior walls and the smaller interior, you can allow them to **roll a second d20** and take the larger of the two rolls to find the secret door.



The secret door opens into a long, narrow room that extends along the entire eastern side of the hut. Because it is not carefully hidden, the party gets the impression that whomever constructed the hut built the room as a quick way of hiding from intruders. The area confirms this suspicion: there are a couple of wooden stools, a pair of cots, and simple wooden shelving that contains a small amount of supplies. You might allow the party to find a couple of days' worth of rations, a tinder box, and a few torches.

If the party chooses to carefully inspect the area, however, they will also find a few items that are carelessly hidden beneath one of the two cots: a **Sword +1** and **Scroll of Healing**.

Lower Level and Prison Cells

Lower Level: The level immediately below the hut is pitch dark, and noticeably cooler and damper than the floor above.

As your eyes adjust to the dark, you can hear a quiet whimpering that sounds vaguely human coming from the south wall.

Lining that wall are five iron doors that are closed. The top of each door has what looks like an inset panel with a latch. In place of handles, each door has a large iron lock inset into it.

Your party has seen doors like these before: they typically belong to prison cells.

Secret Storage: The secret storage area runs along the northern edge of the lower level. Finding it will require that the party identify and activate a secret door on a **DC 12 Perception check** or better. The door is activated by pressing a brick inward.

The area is long and narrow, only about five feet deep, but approximately 25' long.

There is a **ghost (Initiative +2, Attack +2, Damage 1d6, AC 10, LP 10, Save +3)**, in the secret storage area.

The storage area is used for basic supplies: mostly barrels and sacks of food and water.

Trapped Cells: There are a series of simple pit traps in front of each cell that are pressure-activated by something as simple as a staff or a pole, otherwise they are not detectable.

If a party member activates a trap by stepping onto it, they will fall 10' into a pit. The fall will cause 4 (1d6) damage.

The cells each hold a solitary Quesper, five in total. They will be afraid of the party. While they will not attack, the Quesper have the statistics referenced at the end of the adventure. They are not interested in talking with the party, and will immediately flee, when given the opportunity.

Note to GM: The trapped cells are designed to not only introduce your party to traps and searching for them, but in recognizing that there is often more than one trap in a location if they let their guard down! If they do activate a second trap, the presence of the remaining three should be obvious to them.

Secret Stairwell: The party will need to find and activate a similar secret door to the one that leads to the **Secret Storage**: another simple brick that they need to find, with a **DC 12 Perception check**. The brick is not trapped.

Once the party finds them, the stairs are another stone spiral staircase, leading down to the **Sub-Level**. The party will need to use caution as the stairs are slick with condensation as the temperature continues to drop the lower into the earth they descend.

Sub-Level

1. **Sub-Level Entrance:** While the party might not be able to quite put a finger on what they are feeling, they are still feeling a sense not just of dread, but that something evil resides here.

As they leave the stairwell, they will find themselves in a large underground room constructed of large stones. The walls drip with water and the air is noticeably colder than it was even one floor higher. The floors are dirt. There is no evidence of footprints.

2. **Weapon Store:** This small room is used as storage for a small number of suits of armor, shields, and weapons. Hanging on hooks are: (2) leather, (1) chain mail, (2) shields, (2) short swords, and (1) Warhammer. None of the items are magical.

3. **Library and Study:** This is Quespa's library. It looks like a cross between a library and a chemistry lab. When the party enters, they will see four walls that are lined with bookshelves, and crammed full of old tomes, books, scrolls,





and parchment paper. There doesn't seem to be a spare inch of space to be found on any of the old oak shelves.

The party will encounter **Quespa** in her library. See her stats and the notes at the end of the adventure.

The central part of the room is no different in terms of how crowded the space: there are vials for potions, copper oil burners, small clay pots, sheets of vellum, ink-covered books, and all of the tools one would expect of an alchemist or a witch. A magic user in the party may take a small number of each item if she or he feels they would be of use.

All four walls are lined with wooden shelving, from floor to ceiling. Each player in the party may choose to search the shelving, with the following results, based on a **d10 roll**. Each party member may only roll once:

Roll	Result
1	Map of dungeon level*
2-3	Scroll of healing
4-7	Nothing of value
8-9	Scroll of missiles
10	Map of lower level**

* Of lesser use of the two maps, this map nonetheless, shows an outline of all six rooms.

** This map is notable for two reasons, one that will be more evident to the party than the other. First: it **does not show the location of the pit traps!** However, the map does show the location of the secret doors on both the north and east walls of the main room. If the party has not found the secret doors, the map gives them an **automatic chance of finding either of them**.

The party will also find a **scrap of paper** in one of the spell books. The paper has an illustration of a ring surrounded by three rings that look remarkably like the rings they found in their earlier adventures! Below the illustration is a series of runes that the party does not recognize. The scrap of paper is not magical.

4. **Kitchen:** The kitchen is a small area but has all of the necessary items for cooking: there is a brick stove with a low wood fire burning located in one corner. The counters and a center butcher block appear as though they

have been heavily used for a very long time—perhaps even for centuries.

There is nothing of value in the kitchen.

5. **Small Dining Room:** Although a small room, the dining room is dominated by an oak dining room table that could seat half a dozen or so diners. There is only one place set at the far end of the table, giving you the impression that if this is Quespa's dining room, she always eats alone.

There is nothing of value in the dining room.

6. **Storage:** This is an old storage area that has been converted to a guard-post for Quespa. There are **two ogres (Initiative +2, Attack +5, Damage 10, AC 16, LP 20, Save +2)** stationed here. Unknown to the party, Quespa will hear the battle, so she will not be surprised by the party's presence. Under no circumstances will she come to the aid of the ogres. The ogres will fight to the death.

The ogres have nothing of value, and there is nothing of value in the room.

In this adventure, it is once again unlikely that Quespa will engage the party but will flee. As GM, you may once again have Quespa attack once to further instill fear in the party!

However, on the offchance that the party engages with Quespa, she is a **Level 4 Witch with additional powers**.

Initiative	+3	Attack	+6
Damage	14	AC	17
LP	32	Save	+3

Special Abilities: Quespa can imitate the sound of animals and humanoids as a means of luring their prey to them. Her targets make a **Perception DC 14 save** against the mimicry of a witch. At will, Quespa can cast simple illusions, requiring a **Will DC 12 save**. She can also cast the following magic user spells: charm (1x/day), missiles (2x/day), scare (1x/day), invisibility (1x/day) and fly (1x/day).



Return to Theramour

"Child of Nabo," King Vanu will begin, "the Queen and I admire your bravery and courage. You have come so far, and yet the evil witch Quespa continues to evade us."

"Tell us about what you have learned," he will then pause, waiting for the party to tell their tales of this adventure.

If the party needs prompting, there are three main details they should share: 1) they have discovered and freed some of the **Quesper**; 2) Quespa has once again evaded death and capture; and 3) your party found a scrap of paper with an unusual symbol on it.

Upon completion of their tale, Queen Vestus will continue, "You have done well, child of Nabo, and the King and I commend you for freeing some of the Quesper."

"We fear for the kingdom of Theramour for so long as the evil Witch roams free. Perhaps the scrap of paper that you found offers a clue to the Witches' plans." The Queen and King will confer briefly, and then summon Argus, the court magic user.

When handed the scrap of paper, Argus studies it for a long moment, and turns ashen grey in color.

The party anxiously awaits to hear what Argus has learned, suspecting this is no ordinary piece of paper, but a hint of the dangers that lie ahead in their quest to defeat the evil witch Quespa.

THE END

Leveling Up

Party members will go up one level. There will be time for them to train and rest before their next adventure.

Quesper

Initiative	0	Attack	0
Damage	2	AC	9
LP	4	Save	0
Special Abilities: None			



Quespa's Last Stand

Quespa has proven to be a dangerous foe for you and your party, and you haven't heard the last of her even after you forced her to once again retreat and prevented her from creating undead creatures that had threatened the realm.

During your last encounter with Quespa, your party found a scrap of paper hidden in her spell book that you didn't understand. It included a crudely drawn ring that was encircled by three other rings—which you of course recognized as the ones your party has in their possession.

After returning to the castle, you mentioned the scrap of paper to the King and Queen who were equally puzzled by it. They summoned the court's magician, Argus who offered to inspect the piece of ancient paper for you.

Argus spends several long minutes inspecting the paper, and you and your party note that he becomes increasingly agitated as he turns ashen grey in fear.

He stammers, "I was afraid that I was wrong, but if you look at the ring in the center in the direct sunlight that shines through the window, you will see a solitary rune, or symbol on this scrap of paper." Argus visibly shakes as he shares this information with you.

"This symbol is one of the most powerful that I have seen in the long century that I have practiced my craft. I have never seen it inscribed on anything and know of it only from my own mentor and master, Gorgo of the Black Arts."

"This is a power rune, and it foretells nothing but ill-fortune for the kingdom."

"I suspect that Quespa herself put her hand to this paper and drew the symbol. She is more powerful than we thought, and it may already be too late..." he trails off.

With much urging from King Vanu, who is ashen and shaking in fear, Argus continues: "The ring depicted in the center of this scrap of paper should never be allowed to exist, and we can only hope that it does not yet exist. Because if it comes to exist, it will control the three rings that you saved from Quespa and which you now wear."

"By controlling those three rings, which you will find you cannot remove, Quespa will thus control you. You will do anything she bids."

Presumably, at this point in the tale, the party will confirm that their own members are wearing the rings! If they attempt to remove them, they will discover that they cannot, just as Argus has warned them. If they ask Argus if he can remove them, he regrettably informs them that he cannot either.

Argus will tell the party that it may only be a matter of time before Quespa concludes her work on the master ring, and takes control of the three rings, and their wearers. He implores them that time is extremely short, and that they must find Quespa and defeat her before she finishes her work.

"There is only one problem," Argus confesses, "We don't know where or what happened to Quespa after she last fled from you."

"It is possible that there is one who knows of Quespa. If you travel to the *hidden swamp* there is an old hermit named Xenia. She knows things about the surrounding woods and swamp because it is rumored that she can speak with animals (she's a druid)." He concludes, "Find Xenia as she is your only hope for finding Quespa."

Notes for the GM: This will be your party's first experience with an adventure that takes place at least partially outdoors. As the party prepares to depart, be sure to take some time to explain that they need to have appropriate rations and water for about a week's time. Because this is their first experience purchasing and using provisions consider the following, but adjust these guidelines according to your group:

1. Allow the party to find and purchase anything they need before they leave the castle provided that it costs under 2 gp per item. This is designed to prevent them from purchasing the kinds of things that would be more appropriate (and exciting) to gain while adventuring. Feel free to also set limits on the number of each item a party member may purchase. More expensive items will often be more limited in quantity.
2. Either the shopkeeper or a savvy member of the party will know that the prices they are paying for things are **fair** and that is not always going to be the case. Because





there will be times when the party will have to pay a premium for adventuring gear, they should make their purchases here, accordingly.

3. This is also a good time to reinforce the value of talking to **non-player characters**, like the shopkeeper because they may sometimes have clues that will assist the party. In this case, the conversation with the shopkeeper will be relatively straightforward, but he will have advice for the party: he knows from past customers that the swamp is an extremely dangerous place, full of dangerous creatures, sinkholes and other pitfalls that could cause the party all kinds of trouble, if not lead to their early deaths. The shopkeeper will warn them, above all, that they do not want to get caught in the swamp after dark! If they do, he will warn them, the monsters that come out will be even more dangerous than the ones that will cause them trouble during the day.

The Hidden Swamp: The party will need to begin their adventure by first finding **Xenia**, who lives deep within the swamps of *Legendaria*.

Random Monster Encounters: This will be your party's first introduction to the concept of random monster encounters. As **GM**, your party should generally understand that the longer they linger in the swamp, the more likely they will encounter monsters, and the more dangerous it will become for them.

If you discover that the party continues to linger in the swamp, find subtle ways to remind them of the danger that they are causing themselves. This could be as simple as saying something to them after an encounter like: "You get the feeling that if you don't start to hurry up, the swamp will only become that more dangerous!" Remember, however, that this is your players' adventures and you do not want to direct their activity either.

In introducing your players to random monster encounters, you may choose to direct the first two rather than relying on the table: that is a choice you will want to make as **GM**.

Chance Encounters: As a general rule of thumb, assume that there is a **25% chance** of a **random encounter** for every hour that your players are in the swamp. To determine chance, roll a **d10** twice, using the first number as the first digit, and

the second roll as the second digit. If you roll a 2 and 4, the result is **24%** and a random encounter. Anything **25** or **higher** is not a random encounter.

If your party is foolhardy enough, or somehow gets waylaid, and spends the night in the swamp, there is a guarantee of a minimum of two encounters with monsters over night!

Encounter 1: Snake, Giant (1)

Encounter 2: Wolves (1d6)

All Future Encounters: After your party has encountered two different creatures in the swamp, things start to get more unpredictable and dangerous for them! If you determine the party has an additional encounter, **roll a d6**, and note the results on the table below. **Hint:** adjust the number of creatures encountered up or down based upon the condition of the party.

ROLL (D6)	NUMBER	MONSTER
1	1	Wolf
2	1	Snake, Giant
3	1d10	Rats, Giant
4	1d6	Orcs
5	1d6	Kobold
6	1d6	Skeletons

A Note about Treasure

In general, random encounters will occur away from a monster's lair or cave. As GM, you can decide that **orcs, kobolds and skeletons** might be carrying a small number of valuable items (use the **Level 1 Table** for treasure).

If you want to reward your party for a particularly valiant effort in battle, assume that the confrontation took place near the creature's lair or cave. As appropriate, use either the **Level 1** or the **Level 2 Treasure Tables**.

Note that **wolves, snakes** and **rats** obviously do not carry treasure. You might alternatively assume that the poor creature ingested something of value, but it will need to be small in size.

The Hermit Xenia: Hidden deep in the swamp is Xenia's hut.

After exploring the swamp for a number of hours, your party comes across a very small mud hut. It appears as though it is too short for a human sized creature to even stand tall inside.





The exterior is constructed entirely of sticks and mud, which is cracked and dried from the sun. The hut is completely surrounded by swamp, though it sits on top of a small hillock of land that most surely helps keep the inside at least relatively dry.

There is no door and you can't help but speculate what sorts of bugs and small creatures must get inside the hut!

All is silent around the hut.

There is, of course, no way to know with absolute certainty, but you would strongly suspect that the hut belongs to **Xenia**. You would knock on the door, perhaps, except that there is no door!

Xenia is an old, female hermit, and a natural healer. She will greet the party briefly, but politely. She appears almost un-naturally old, and her voice is quiet but remarkably strong and certain. She will ask the party what they seek in her swamp.

If any members of the party are severely injured, she will offer to heal any and all of them (once, each). Her healing powers are the equivalent of **Cure Wounds**.

The party will have to mention Quespa, as Xenia will not know to volunteer any information about her. However, once they inquire about her lair, Xenia will remain silent for a moment before she quietly begins, "Ah, my poor sister, Quespa." Again, Xenia pauses. As GM, allow the party to let this fact sink in so that they might start to question whether Xenia will be friend or foe!

Xenia continues after a short time, "Quespa lost her way many centuries ago. My friends in the swamp and the forest tell me that her strength has grown over the years, and she has grown extremely dangerous."

"Friends, it breaks my heart to have to say this about my own sister, but I beseech you: destroy Quespa. I fear that if you do not, the swamp and all of the lands around will be overcome with darkness, and the lands of *Legendaria* will descend into chaos."

"You must leave here immediately and go directly to her lair. North of here, cross the river where it narrows to barely a trickle, and proceed through the swamp. Though dangerous, it will be your quickest path into the forest. You will be in a part of *Legendaria* where I believe no human has ever set foot."

"As the lands transform and change from swamp to forest, hold your path straight and true to the north. You will know that you approach **Quespa's Lair** when you see the sharp rise of ancient mountains rising above the towering oaks".

"Quespa has not hidden the entrance to her lair well at all. It is a place of pure evil, and no living creature dares near it."

"Once inside, I know not what awaits you."

"My one wish for you, adventurers, is that I could travel with you, and assist in whatever small way that I may. However, my age prevents me. I can, instead, only offer you a small token of help: a salve created from centuries-old earth and a careful blend of herbs and flower petals. Use it with care when you need it most. There is enough for a curative salve for each of you."

Quespa will hand each party member a small package that appears to be a large leaf, wrapped with a piece of vine. The party will later discover a small marble-sized piece of mud crusted with berries and bits of leaves. If they rub it on a wound, it will heal them as though it were a **Cure Wounds** spell. Each party member will receive one leaf packet.

If the party has questions for Xenia, she will remain polite, but will have no more information that she is able to share. If they persist, she will become increasingly agitated and frustrated with them, and remind them that they need to make haste and destroy Quespa before it is too late.

The Journey to Quespa's Lair: The journey to Quespa's lair is divided into two parts: 1) swamp and 2) forest. For each, the GM should roll a 25% random monster encounter (see above for how to roll), then using either the swamp or the forest monster table to determine the nature of each encounter.

Roll only once for each location, operating under the assumption that the party will be moving quickly **and** that both areas are small enough that there is no risk of getting lost.





Swamp Random Monster Table

ROLL (D6)	NUMBER	MONSTER
1	1	Wolf
2	1	Snake, Giant
3	1d10	Rats, Giant
4	1d6	Orcs
5	1d6	Kobold
6	1	Skeletons

Forest Random Monster Table

ROLL (D6)	NUMBER	MONSTER
1	1	Wolf
2	1	Snake, Giant
3	1d10	Rats, Giant
4	1d6	Orcs
5	1	Troll
6	1	Ogre

Quespa's Lair: The cave entrance that serves as the entrance to Quespa's lair is not at all carefully hidden, and it's almost immediately evident to your party why that is the case!

As your party approaches the cave entrance that is in the location that **Xenia** roughly described to you earlier in the day, you notice that the cave is large enough for a humanoid to enter, one at a time, if they are careful to bend down when they enter.

The entrance is dark and unremarkable, except for the significant number of bones and skulls littered around the ground outside of it.

While you are certainly no expert, it is clear to the party that these bones are humans, dwarves and perhaps even elves!

Xenia was right: the cave feels absolutely and utterly evil to the party!

Upper Level – Your party will feel an aura of evil magic the very minute that the party enters the cave.

1. **Entrance:** When the party enters the cave, they will find themselves in a dark and narrow tunnel that quickly bends to the east. As a result, they will not be able to see very far in front of them.

As the party proceeds into the tunnel complex, you will tell them that it

resembles what they know of old dwarven mines. The air is cold and damp, and there is no exterior light.

After the tunnel rounds a corner to the east, it quickly opens into a wider cave. The party will be able to see a much larger cave immediately in front of them.

If the party stops to listen before going any deeper into the caves, they will hear the quiet dripping of water, and nothing more.

There is nothing of value in the main entrance.

2. **Main Cave:** The cave complex suddenly opens up as the party exits the entrance tunnel.

Before they have an opportunity to explore the main cave, though, they will note that they have walked directly into a large troll's den!

There is a total of six trolls, 2 children, 2 females and 2 males. The children and females will not fight but will immediately flee the scene. Under no circumstances will the children or females engage in a fight with the party.

The males, however, will engage and fight the party: **two trolls (Initiative +6, Attack +10, Damage 14, AC 18, LP 38, Save +7)**. While the trolls will put up a solid fight, and are formidable opponents, they are even more fearsome in their ability to regenerate lost LP: up to 1d6 per turn, provided that the damage is not caused by fire (included **Missiles** or **Fireball** spells). If the two trolls lose a **combined 50% or more of their LP**, they will attempt to flee. If possible, without further risking their lives, they will attempt to retreat toward the cave entrance. However, if that is not practical, they will flee to area **(5)** in the caves. If they do, the party will likely encounter them a second time. If trapped in that area of the cave, the trolls will then fight to the death.

3. **North Cave:** When the party enters the cave, they will notice that the walls are worn and crumbling from the passage of centuries of time. Dust and small pebbles drift down from the ceiling.



The party will be set upon almost immediately by **1d10+2 giant rats** (**Initiative -1, Attack +1, Damage 1, AC 9, LP 1, Save -1**). The rats, however, are the least of their concern, although the sheer number of rats will likely be challenging for them.

At the end of the first turn, the players will note that the dust and pebbles from the ceiling are drifting down more heavily. **If there is a dwarf in the party**, she or he will express concern that the ceiling may be caving in upon the party.

After two turns, the party will hear a low rumbling from the ceiling of the cave, and the pebbles will be interspersed with larger rocks. Any party member still in the cave will take **1 LP** damage from falling rocks. Assume that **one giant rat** will be killed from falling rocks, and that the party observes this happening.

If the party suspects the possibility of a cave-in, you may have them roll a **DC 12 Perception** check. Any dwarves in the party can make their check with **+6**. A successful check will indicate to the party that there is risk of a significant cave-in if they do not quickly leave the **North Cave**.

If the party remains in the cave at the end of the third turn, the ceiling will collapse. If a player is within 5 feet of the entrance, have them roll a **DC 14 Reflex Save** to dodge out of the cave before it collapses. If they are successful, they take **2 LP** damage. Any player that fails their save or is further in the cavern will take significant damage that will be potentially life-threatening: **1d20+4** from falling rocks. Any of the remaining **giant rats** will be crushed and immediately killed.

Players caught in the cave-in will need to be rescued, or they will suffocate and die. Each party member with positive Life Points will roll **1d6**. Add all of those rolls together; the sum total is equal to the number of party members they are able to save. As long as more than one party member survived the cave-in, the odds are reasonably good they will be able to rescue their fellow party members.

The cave-in will complicate any search of the area, though as GM you might determine that the party finds some of the following treasure in the process of saving their fellow party members: **1 item** from **Level 3 Treasure**, and up to **1d20 GP**.

- 4. Lower Cave:** As the party delves deeper into the caves to the east, the elevation drops enough that the air becomes increasingly damp and chill. This area of the caves is relatively quiet, and empty.

If the party attempts any kind of rest in this area, they will be rudely interrupted by the **purple dragon (stats below)** from the **South Cave**.

- 5. Dead-End:** This is the northern most reaches of the upper level of the caves. Hidden among the rocks are **three large snakes** (**Initiative +4, Attack +6, Damage 4, AC 14, LP 14, Save +3**). After the snakes have been killed, and the party explores the area, they will discover the bones of two or three humanoids (it is difficult to tell with any certainty) who lost their lives in this back area of the caves. When they perished, the unfortunate adventurers left behind a **blue sapphire** (worth **250 GP**), **50 GP**, and a **dagger +1**.
- 6. South Cave:** As the party approaches this section of the caves, they will notice that the air is growing unusually hot. Quespa is using this area of the cave as prison for a small **purple dragon** (**Initiative +4, Attack +4, Damage 17, AC 17, LP 24, Save +4**).

Part of the real danger of dragons is that they can attack up to three times with a combination of their bite, claws, tail, or wings. Because this is a relatively young dragon, it has not yet developed the ability to attack with its breath or with spells.

Although this dragon is largely here as a prisoner to Quespa, it has still amassed a small treasure. The dragon is confident enough in its ability to protect the treasure that everything is out in the open and will be easy for the party to find if they are successful in defeating the dragon. Its treasure includes: **1,000 GP**, **+1 scale mail armor**, **long sword +1**, and a **robe +1**.





Lower Level

Note to GM: The lower level will likely confuse your players in its construction: it starts out rough and un-hewn. However, when the party passes through the first door, they will find a carefully constructed suite of rooms: This is **Quespa's Lair**.

1. **Cave Entrance:** The stairs from the upper level end in a large underground cave. The walls of the cave are roughly hewn, though it looks like it has been centuries since the cave was created.

There are **two ogres (Initiative +2, Attack +5, Damage 10, AC 16, LP 20, Save +2)** in the cave that serve as guards for Quespa. They will make a lot of noise when they engage with the party—raising the concern that any nearby creatures will hear the fight and come to the aid of the ogres. However, this should only cause anxiety for the party: nothing will come to the aid of the ogres.

The cave is cold and damp, and the floor is hard-packed dirt. There is nothing in the cave. A solitary wooden door stands half-off of its hinges on the eastern wall of the cave.

When the party passes through the doorway, they will find themselves in a short ten-foot long hallway that ends in another doorway. The door is constructed of rotting wood, and although it is closed, it is unlocked. **There is, however, a difference to this door:** the wall that it is set into is made of stone bricks. This detail serves as a hint to the party that the area on the other side of the cave is of humanoid construction.

2. **Storage:** When the party passes through the door from the tunnel, their suspicions are confirmed: this level is most definitely of humanoid construction.

There is a secret door on the southern wall of the room. It is a one-way secret door and can only be activated from **Quespa's Lair (4)**.

3. **The Bestiary:** Quespa has been using this large room as a bestiary of sorts. It is part museum, part library and part laboratory.

The walls are covered with ancient, faded tapestries. The party will quickly recognize they all contain representations of **Quesper** in a variety of settings. They show the Quesper in all varieties of life, from hunting and fishing to farming, studying, and defending themselves in armed combat.

The center of the room is dominated by a large dark oak table that is covered with a variety of bottles, tools, half-burned candles, and scraps of paper. What is perhaps most troubling: the table is covered with what look like the bones and other remains of what are most likely Quesper. This will be confirmed by the presence of teeth, claws and skulls that appear to be reptilian in nature.

This room betrays Quespa's evil plans and research into the Quesper, and how she might ultimately enslave them.

If the party searches the area, they will find empty vials, parchment paper and quills. If those items are of use to the party, the GM may allow them to find a modest number of each.

Additionally, allow each party member one roll as they search the bestiary, with the following results:

Roll	Result
1	Potion of Healing (3 doses)
2-3	Scroll, Cure Major Wounds
4-7	Nothing
8-9	Scroll, Remove Curse
10	Scroll, Life

4. **Quespa's Lair:** It is here that **Quespa** will make her last stand against the party!

Quespa's area is lavishly decorated—a surprise given the disrepair of the rest of the cave complex. The party has likely never seen anything quite like it. The area is decorated with finely woven rugs, lavish golden candelabra, and artwork hanging on every wall.

Quespa (Initiative +3, Attack +6, Damage 14, AC 17, LP 32, Save +3) knows that this is her best chance to defeat the party,



and will not only fight them to the death, but will use everything in her power to try and defeat them quickly. Most likely, she will first attempt to use her spells in the following order: **scare**, **charm**, and then **missiles**. Quespa will not necessarily know which party members wear one of her **three rings**. However, if a party member is the target of a spell and they are wearing one of the rings, their **saving throw is adjusted by -2**.

5. **Quespa's Secrets:** There are two secret doors that the party might use to access this area, one from **(3)** and one from **(4)**. Both secret doors are hidden by latches that are difficult to locate, requiring a **Perception DC 15 check**. The latches themselves are trapped with poison needles. These are complex, **level 3 traps**. To first locate the trap will require a **Perception DC 15 check**. If the party does not search for, or find, the trap, a series of needles are released. With quick reflexes, represented by a **Reflex DC 14 save**, a party member may avoid the trap. A failed save results in 6 damage, and then requires an additional **Gut DC 14 save**, or 8 additional damage from the poison on the needle (4 points upon a successful save). Once the party discovers one of the two trapped secret doors, you can assume (if you choose) that they will have no difficulty finding the second secret door on the opposite wall.

This room is filled with wondrous items, the likes of which the party has never before seen! The most important item that they will find is a **Scroll, Remove Curse**. It functions the same as the 3rd level Cleric Spell. It may only be used once but will remove the curse on all afflicted party members. Most likely, they will want to use it to remove the cursed rings from their hands!

Quespa is a **Level 4 witch**. The party may encounter her in a variety of locations, though it is most likely their final encounter will be in her **Lair**.

Initiative	+3	Attack	+6
Damage	14	AC	17
LP	32	Save	+3

Special Abilities: Quespa can imitate the sound of animals and humanoids as a means of luring their prey to them. Her targets make a **Perception DC 14 save** against the mimicry of a witch. At will, Quespa can cast simple illusions, requiring a **Will DC 12 save**. She can also cast the following magic user spells: charm (1x/day), missiles (2x/day), scare (1x/day), invisibility (1x/day) and fly (1x/day).

Once the party has defeated Quespa, they should return back to the castle.

Both King and Queen express their deep and undying gratitude to the players and invite them to stay at the castle. They will hold a great feast in honor of the players, which culminates in a ceremony where the players will be awarded the title, "Knight of Theramour", a title the King bequeaths, reminding them "The title confers great respect, and responsibility. It is symbolic of the gratitude the kingdom feels toward the party."

As a final reward, the Queen tells the party that for those would like, she will have the high priests of *Theramour* bless a weapon of their choosing, forever naming them as (for example), "Sword of Theramour". Each party member must choose whether or not they want a weapon blessed. Once their decision is made, they cannot change their mind!

Blessed weapons not only come with their new names, but with an additional **+1 to hit** and **+1 damage**. The +1 is cumulative, so if a party member chooses a +1 weapon to bless, it becomes +2, for example.

In his final words of gratitude to the party, the King tells them that their knighthood and the exploits of having destroyed the witch Quespa will surely mean other great adventures and deadly challenges await!

Award one level of experience to each player, and thus ends these first adventures in *Theramour*.

THE END



Mystery in the Mountains of Myra

Your party survived its encounter with the evil witch Quespa and defeated her. Eager to return to your families, you decide to spend your last night at the Inn in Theramour, enjoying a quiet dinner by yourselves. You find your little meal of stew and crusty bread interrupted by a rather nasty old dwarf who smells as though he hasn't bathed in over a century!

With no introduction, he shouts loud enough for everyone in the inn to hear, "FOOLS! They're all fools. The Mountains of Myra are full of evil creatures and they will destroy us all!"

Your party attempts to quiet the unruly dwarf, but the more they try, the louder and more belligerent he gets.

What will your party do next?



This begins your players' adventure, **Mystery in the Mountains of Myra**. This adventure is intended for players, **Level 3 and higher**.

If questioned, the dwarf will ultimately reveal one hint or rumor per party member, which may or may not be true, according to the table below.

Beyond the information provided in the rumor table, the dwarf knows little else of the mountain, though if he reveals **Rumor 1**, he will also tell the party that he is descendent from the dwarven miners (true). He will express great fear when talking about the mountains of Myra, and if asked to accompany the party, he will absolutely refuse, cowering in fear.

The dwarf, whose name is **Dugil, Son of Tharil**, will leave the party with the hope that they will not only rid the mountains of the evil creatures, but he hopes that someday soon his kind will once again return to the mines that he claims is rightfully theirs.

The party can take a reasonable amount of time to rest and provision themselves for their journey to the mountains of Myra. Dugil will tell them that they should have rations and supplies for at least a week. There is a local shop that will be able to

provide the party with basic equipment at the costs listed in the rules for **TMS**. If the party wishes to sell any equipment they have found on earlier adventures, they may do so at **half the prices** listed.

RUMOR TABLE (1d6)

Roll	Rumor	True/False
1	Dwarven miners once lived in the mountains of Myra and had discovered a valuable ore of unusual strength and lightness.	True
2	A large amount of treasure was left behind by the dwarven miners when they fled the mountainside.	True
3	There is a large dragon that lives in the mountains.	False
4	Of the houses in the side of the mountains, all but the eastern-most house is cursed, and should not be entered.	False
5	A series of houses are built in the side of the mountains.	True
6	A mysterious woman, with wild hair has been seen late at night on the mountain roads.	True

Notes for the GM: This adventure combines both wilderness and dungeon adventuring for a more advanced party of players. The **Medusa (Initiative +4, Attack +4, Damage 12, AC 17, LP 24, Save +4)** is the central creature and will pose a serious threat to the party!

Getting Started: The party will journey uneventfully to the foothills of the Mountains of Myra. Once they arrive in the foothills, remind your players that they are looking for evidence of one of their rumors: a mine entrance, dragon lair, or houses built into the side of the mountain. Remind them of whatever it was they learned from Dugil's rumors.

If the party did not receive any rumors from Dugil, the most likely scenario is that the party will be looking to destroy evil creatures or discover a cave system that might lead them to treasure.

Assume that time passes in one-hour increments. For every hour, **roll 1d10**. If the party, rolls a 1-4, they will find the **Houses of Myra (see maps, Appendix)**. Any other roll will trigger a random monster encounter. **If the GM rolls a 1-4 on the first roll:** the party should have a **minimum** of one



random monster encounter before they find the houses of Myra.

Mountain Random Monster Table

ROLL (D6)	NUMBER	MONSTER
1	1d10	Wolves
2	1d10	Orcs or Kobolds
3	1d6	Goblins or Bugbear
4	1	Giant
5	1d6-2*	Troll
6	1d6-2*	Ogre

*1 minimum

When the party discovers the houses of Myra, they will appear as:

Deep in the mountains, your party rounds a sharp corner in the trail, and they will see what they think are three houses built directly into the side of the mountain.

The houses are almost impossible to see at first, but they are unmistakable, once the party identifies them. From a distance, it is hard to know if they are old burial crypts holding frightening undead creatures, or centuries-old houses.

The exteriors of the houses are constructed of the same stone as the mountain itself, and they are crumbling slowly from centuries in the winds, rain and ravages of time. The mountains surrounding the mountains give the appearance that there once may have been dozens of these houses, whatever their purpose may have been.

Each of the three houses has a darkened doorway, their doors long since rotted away. Above the doorways, and partially protected from the elements, the party can see faded scroll marks of an ornate design that were probably painted in bright reds, yellows, blues and purples.

The area around the houses is almost eerily quiet: even the birds and the wind have fallen silent in this area of the Myra Mountains.

Of the three houses, the one on the far left sits the tallest, towering a full story above the others in height. The other two sit off to the right, at a slightly lower elevation.

The path the party is on leads up to the lower of the two adjoining houses, before ascending to the west, and ultimately to the third house. There is

otherwise nothing else notable to distinguish any one of the three houses from the other two.

What will your party do next?

Allow the party to take their time in exploring the houses from a distance and asking any questions they may have about them. However, there is nothing else for them to learn from a distance, and they will ultimately have to approach one of the houses.

As the party approaches the three houses from below, reinforce how eerily quiet it is. If the party inquires, there are also no signs of life on the path or around the three houses.

As the party approaches the houses, they will encounter a **Mountain Giant (Initiative -2, Attack +10, Damage 16, AC 17, LP 36, Save +6)** who has fallen asleep in the warm afternoon sun. Even if the party is not particularly cautious in their approach, they will surprise the giant and could make a **first attack before rolling initiative**. The giant has no desire to fight and will attempt to flee the first chance that he gets. Given the large number of LP and high AC of the giant, it is, however, unlikely the party will be able to defeat him. This is an important item of note because Centos has information and a shield that will help them to defeat the **Medusa**.

The giant is peaceful and if the party engages with him, he will introduce himself as **Centos, Clear-Sighted**, a mountain giant. His name is ironic in that he has lost his way from home!

Centos is a mountain giant, with rock-like skin, and sharp grey eyes. Although his physical size and strength are the first thing the party will note, if they study his face and listen to him, they will recognize he is highly intelligent.

As the party engages in conversation with Centos, he will tell them:

"I am not a great warrior, but my clan has been beset by the **Medusa** and the creatures under her control. The elders decided that something must be done, and it was determined that I should be the one to go and vanquish her."

"I thought I was up to the task, but when I arrived, I became fearful. The elders even gave me two valuable items to aid in my fight with the Medusa: a valuable gem with which to buy weapons,



provisions and even to pay for militia to help in the fight. But no one will fight with me, and I am afraid to face her."

"Now I fear that I will return to my clan, and not only I, but my entire family, will live out the rest of our lives in humility and shame."



There is no doubt in the party's minds that Centos speaks the truth. They should note at least two elements of Centos' story that they should enquire further about.

First, they might ask him if they may accompany him in his fight of the Medusa (or vice versa, as it appears, they are on the same quest). On this point, Centos is adamant that he has had a change of heart: shame or otherwise, he will not fight the Medusa. However, he will offer the gem to the party if they fight and defeat her for him.

Second, Centos mentioned **two valuable items**, but then only made reference to the gem. He will share information about the second item in at least two different scenarios, as the item is not meant as a secret (Centos just forgot). Whether they ask directly about the second item, or have volunteered to slay the Medusa, Centos will continue:

"My clan gave me a second item that they believed would help with my fight: a mirrored shield."

"You should know that gazing directly at a Medusa can cause you to turn to stone!"

"But my clan leaders believe that if you view the Medusa's image in the mirrored surface of this shield, her effects are rendered powerless."

Centos pauses, as if he doesn't want to share with the party, but continues regardless, "There's just one thing, you see. The shield is legendary! But that's the problem: My people's epic stories tell of the power of the shield. But not even the **Elders Under the Mountain** who rule us have directly seen the shield work. While I am certain they tell what they believe to be true, I worry that the shield may not function as I tell you."

Whether or not the party believes Centos, or shares his concerns, he gladly hands over the shield to them, and wishes them the best with the Medusa. There is nothing that will persuade him to join the party and he has no other way of assisting them in their quest.

A Note about the Shield: The shield's powers are as Centos describes them. If the wielder of the shield looks indirectly at the Medusa in the face of the shield, she will be unable to turn them to stone. The party will not know that it works, however, until they encounter the Medusa and use the shield. When the encounter is over, the shield has no other magical properties.

House 1: The entrance to the first house is the first on the path that approaches the three crumbling houses and passes right by the open and abandoned structure.

There are two windows above the doorway. They are high enough that a medium-sized humanoid will not be able to see inside. If the party finds a means (e.g. standing on one of the other party member's shoulders) to see inside the windows, they will need to be able to see in the dark as it is pitch black inside.

The inside of the first house appears to be a small room, roughly 10 feet deep and 20 feet across. The room appears to be empty. The floor of the house is dirt. The only other feature that is visible in the house is a closed door opposite the entrance.



House 2: From the outside, the second house appears to be about half as wide as the first. It sits roughly as tall as the first but has no windows on the exterior.

House 3: The third and final house sits at a level roughly at the roofline of the first two—towering above the mountain summit upon which it sits. The exterior of this house is far more ornate than the other two. The party can see evidence of intricate stonework surrounding the door and adorning the exterior walls. There are no windows on the front of the house.

A: House 1 Entrance: When the party enters the first house, they can explicitly make a **Perception DC 14 check** to look for a very fine trip wire that extends across the doorway. If the party does not search for it, they also will not notice when they trip the wire. The subtle trap will notify the **trolls** that are in **House 2**. The trolls will use the secret doors to try and catch the party by surprise before they can discover the secret door in this room.

The room is empty. The only thing the party might discover is the secret door in the northern most corner of the room. Discovering the secret door will require a **Perception DC 12 check**.

If the party discovers the secret door, they will enter a short series of hallways that are connected by additional secret doors. Each additional secret door will start with a base **Perception Check of DC 12**, but the party's chances increase by **+2** every time they discover the next secret door because all of the mechanisms are nearly identical in nature.

B: House 2 Entrance: A pair of **trolls (Initiative +6, Attack +8, Damage 14, AC 16, LP 30, Save +5)** have taken up residence in this house. They will defend themselves and fight if cornered. However, if they see an opportunity to run away without overly endangering themselves, they will flee as they are not protecting anything of value in this area.

If defeated, one troll is wearing an **orange pendant** valued at **100 GP** and the **other tarnished silver bracers** valued at **150 GP**.

The entrance is a small ten-foot by ten-foot space and the trolls have not treated it well! They have destroyed the small amount of wooden furniture, beds and small chests, and burned most of it. Because there is no ventilation in the room, the walls are black with ash and soot, and the room

smells of rancid meat and decay. There are no windows or other identifying features in the room.

The party will need to carefully explore the west wall if they have not already discovered the series of hallways that are connected by secret doors. Finding the small stone in the wall that activates it requires a **Perception DC 12 check**. Refer to **House 1 (A)** for details about finding the other secret doors in the area.

C: Inner Store: This room looks as though it once served the houses as a storage room for food and other basic provisions.

The party will quickly discover that they have likely arrived decades (or longer) too late for there to be anything of value or of use to them in this room.

D: House 3 Entrance: The third entrance has also been occupied by a pair of **trolls (Initiative +6, Attack +8, Damage 14, AC 16, LP 30, Save +5)**. This pair has been placed here by the Medusa to protect the more obvious entrance to her lair, and they, therefore, are much more likely to fight to the death. However, they are also aware of their task, and will immediately sound the alarm to try and bring the trolls in the **Great Room (E)** to their immediate defense.

This room is much like the entrance to **House 2 (B)** in the smell and terrible state the party will find it in: filthy, rotten, smelling and covered in soot and ash from cooking fires.

There are two unlocked doors, one to the north and one to the east. The door to the north, however, is trapped with a **needle trap**. The party can detect it with a **Perception DC 12 check** and then disarm it with a **Reflex DC 12 check**. Failure to detect or disarm the trap will spring the trap. The character who sets off the trap first makes a **Reflex DC 12 save** to avoid the needle or takes 4 damage (0 save). A failed save then also requires a **Gut DC 13** save to avoid the most damaging effects of the poison on the needle: failure results in 6 damage, or 3 upon a successful save.

A steep stairwell descends from behind the door about twenty feet down before turning out of sight to the east. The stairwell opens directly into the **Great Room E**. Given the steep descent and the lack of a door at the bottom of the stairs, the party will not be able to surprise the creatures in the **Great Room**.

E: Great Room: This is the largest room in Myra, and measures roughly 25 feet by 25 feet. When the



party enters it, they will encounter a room that is completely empty. The only distinguishing features are two stone statues that sit alongside of a closed stone door on the north-eastern wall.

The stone statues are **gargoyles** (**Initiative +0, Attack +4, Damage 3, AC 20, LP 10, Save +0**), placed there by the Medusa to protect the final entrance to her tower.

The gargoyles will not attack the party until they have approached the door, and unless the party specifically investigates and makes a **Perception DC 16 check**, the gargoyles will have an element of surprise and attack first. Although they do not do much damage, the gargoyles are dangerous for two reasons: they have a very high AC, and they can only be hit by magical weapons and spells. When the party attacks, they should be given the impression that it is the strength of the stone that repels attacks from normal weapons.

F – Tower of Myra: This perfectly round tower is roughly 10' across, so relatively small in size. No more than two members of the party may be in the tower at any given time. If the party inspects the room from the doorway, it is completely empty. The walls and floor are constructed of the same stone as the rest of the houses. There are no windows in the walls, and they are unadorned.

Immediately upon stepping foot into the tower, a party member will feel a magical pull as though something is trying to remove them from the tower. The party member may choose to allow this to happen or may attempt to resist the force. If they resist, they will need to make a **Will DC 18 save**. Party members who fail their save will be immediately teleported to **G**.

Party members who make their save cannot be teleported for 24 hours. They will, however, be able to describe the sensation of "feeling as though they were being pulled from the tower" to their fellow party members.

G – Lower Level: Myra's Lair: The only way to enter Myra's Lair is through the teleportation portal located in **(F) Tower of Myra**.

The act of teleporting will alert the **Medusa** (**Initiative +4, Attack +4, Damage 12, AC 17, LP 24, Save +4**). to the party's presence, so it will be impossible to catch her by surprise. The Medusa will fight to the death.

The Medusa has amassed a fair amount of treasure in her lair over the years. It includes: **Ring**

of Protection +2, Wand of Fireballs, and a set of **Plate Mail +1**. There are also **2,500 GP**.

After the party defeats the Medusa, they should remember to return to **Centos**, the mountain giant. If they forget, he will still be waiting for them outside of the houses.

He will be amazed that the party was able to defeat the Medusa, and just as grateful. He will be embarrassed considerably, but will ask for his shield back, along with the head of the Medusa (they can easily return to get it if they don't have it) so that he can take credit for killing the medusa with his clan. In exchange, the party will have his gratitude and he will make good on his word and give them a small gem that he says is called **Painite** and is extremely rare. It is worth **1,000 GP**, according to him. Centos is unaware of the fact that the gem also has (unknown) magical properties.

If the party **attempts to steal the shield from Centos**, by not returning to him after defeating the Medusa, or by refusing to give it to him, he will fight them for it out of fear of returning to his clan without it. Because the party will likely not expect Centos to attack, **he automatically will go first in combat**. In combat, Centos will pause after killing an initial party member, and beg them to reconsider: give him the shield and return the gem (if they already have been given the gem), and he will let them leave with their lives, and the body of their fallen comrade. Decline, and he threatens to kill them all.

If the party negotiates it, Centos will allow them to remove one of the snaked tentacles from the Medusa so that they, too, will have evidence of their conquest when they return to the King and Queen of Theramour.

Upon their return to the King and Queen, they will both express amazement at the party's prowess in defeating the Medusa.

If the party mentions the **Painite** that they were given from **Centos**, the King and Queen will tell them that he and his clan are held in high honor by the people of Theramour for their role in helping to defeat the Medusa. They will ask to view the **Painite** and if the party agrees, they will express great wonder at it. Additionally, they tell the party that it is worth more than **Centos** may have told them, and they are willing to offer everything in their coffers, **2,500 GP** if the party is willing to sell it. The King and Queen will express regret if the party declines but will not hold it against the party.



Notes to GM: If the party attempts to determine if the King and Queen are telling the truth about the gem, they will know that both believe they are being honest. They also, like Centos, are unaware of the magical properties of the gem. The **Painite** gem will be the focus of a future adventure should the party decide to keep it! If the party sells the gem, there will be an alternate beginning to the adventure.

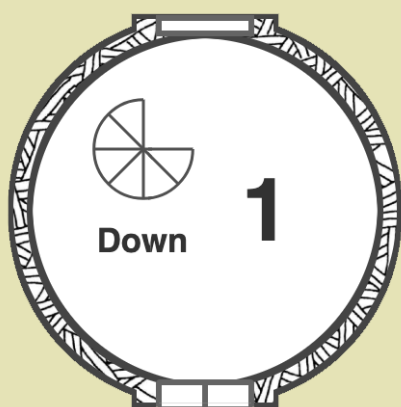
The King and Queen will once again express their undying and eternal gratitude to the party and will declare a national day of celebration and feasting in honor of the party. Great songs will be written, in their honor, and their deeds memorialized in epic poems to the gods.

THE END



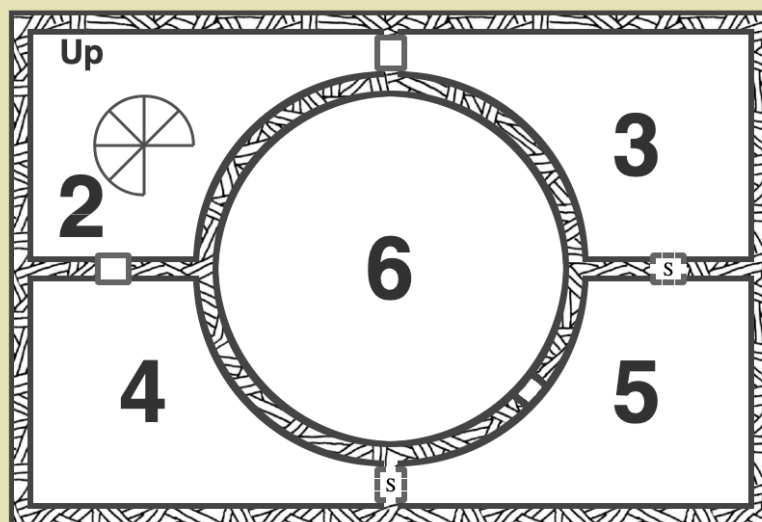


Map: Quespa's Tower



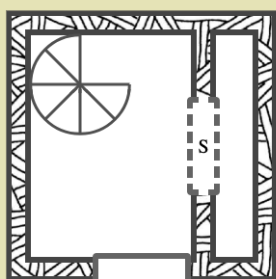
Tower

Dungeon

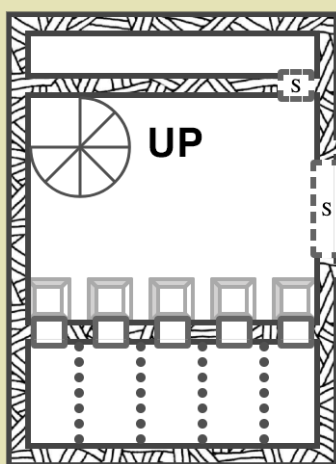




Map: Quespa's Revenge

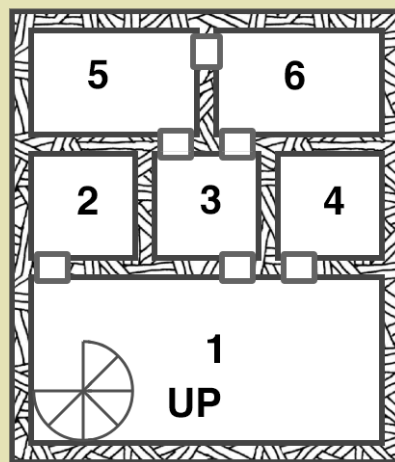


FIRST FLOOR



LOWER LEVEL

DOWN



DUNGEON LEVEL

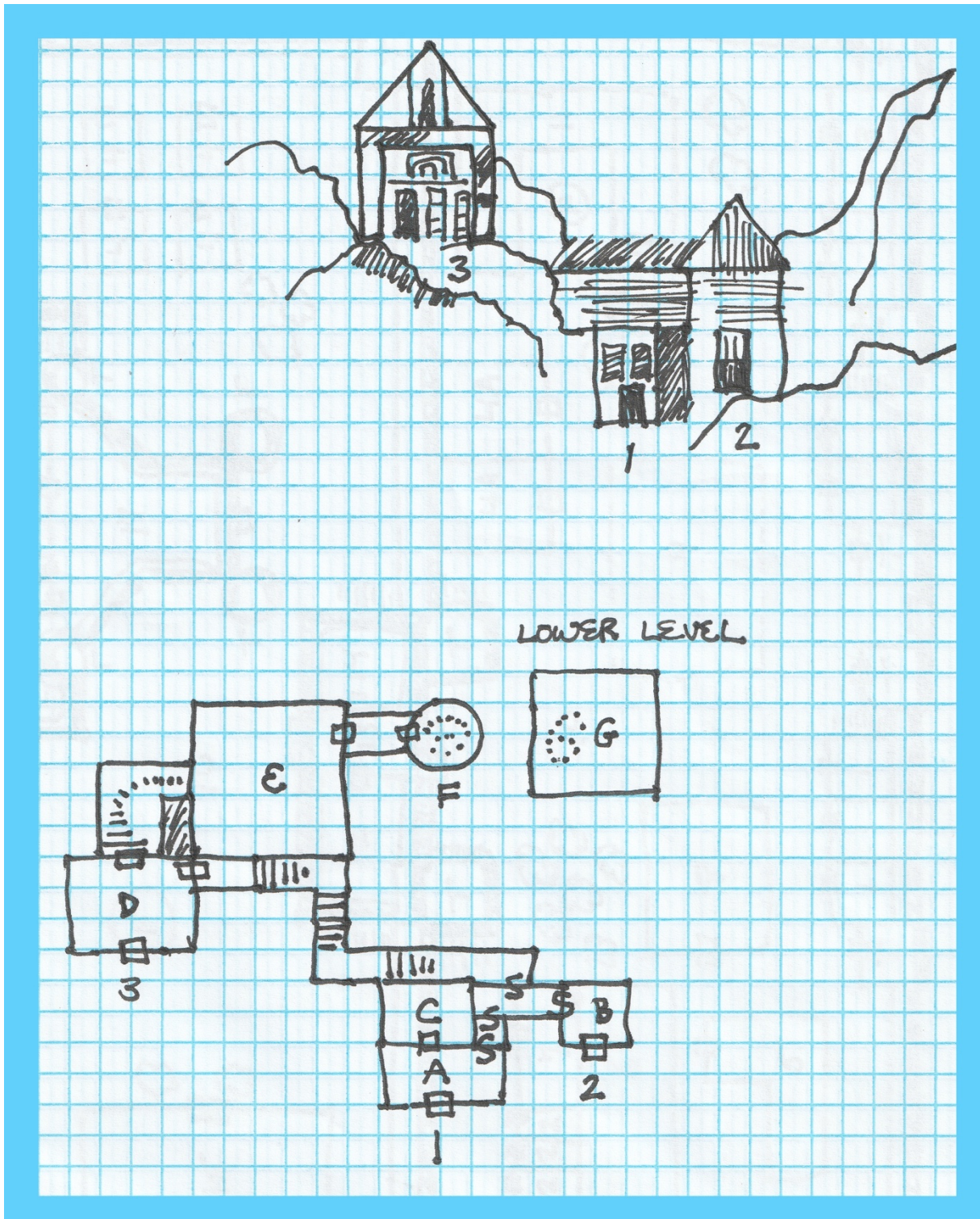


Map: Kingdom of Legendaria





Map: Mystery in the Mountains of Myra (Bonus Advanced Adventure)





Character Sheets

There are seven pre-generated character sheets, and one blank sheet:

1. Cleric
2. Dwarf
3. Elf
4. Magic User
5. Monk
6. Trickster
7. Warrior
8. Blank Character Sheet



CHARACTER NAME _____

Class CLERIC

Player Name _____

Level 1



Empathy

18

+2

Endurance

12

0

Perception

11

0

Intelligence

11

0

Life Points

3

ARMOR

ROBE

AC

10

WEAPONS

MACE

Attack

+0

Damage

1D6

Luck

2

SAVES

Gut

0

Reflex

0

Will

+2

TREASURE & MAGIC ITEMS



Gold

3

SPELLS & ABILITIES

Level

1

Spell

CURE WOUNDS

Level

WOUNDS

Spell

WOUNDS



EQUIPMENT

POUCHES (3)
BEDROLL
PRAYER BOOK
CANDLES (10)
RATIONS (10)
HOLY SYMBOL
TINDER BOX
HOLY WATER (2)
WATER SKIN
INCENSE (4)

The Magic Seekers






CHARACTER NAME

Class DWARF

Level 1

Player Name



Empathy

6

-2

Endurance

18

+2

Perception

11

0

Intelligence

9

-1

Life Points

4

ARMOR

CHAIN MAIL

AC

15

WEAPONS

BATTLE AXE

Attack

+2

Damage

1d10

TREASURE & MAGIC ITEMS

SAVES

Luck

5

Gut

+2

Reflex

0

Will

-1

EQUIPMENT

TIN OIL BOX

BEDROLL

TORCHES (10)

HAMMER

WATERSKIN

SPIKES (10)

RATIONS (10)

SACKS (2)

SPELLS & ABILITIES

Level


Spell

Level

Spell




Gold

6



The Magic Seekers



CHARACTER NAME _____		Class <u>ELF</u>		Player Name _____						
Level <u>1</u>										
										
Empathy		<div>17</div> <div>+2</div>	Endurance	<div>11</div> <div>0</div>	Perception	<div>12</div> <div>0</div>	Intelligence	<div>12</div> <div>0</div>		
Life Points		<div>4</div>	ARMOR		LEATHER				AC	<div>11</div>
Luck		<div>5</div>	WEAPONS		SHORT BOW		Attack	+0	Damage	1d6
Gut		<div>0</div>	TREASURE & MAGIC ITEMS							
Reflex		<div>0</div>			Gold					
Will		<div>+2</div>	6		SPELLS & ABILITIES					
EQUIPMENT		RATIONS (10)		Level	Spell	Level	Spell			
BEDROLL		WATERSKIN								
FISHING TACKLE										
SACKS (2)										
SILK ROPE (50')										
				The Magic Seekers						

The Magic Seekers

The Magic Seekers



CHARACTER NAME

Class TRICKSTER

Player Name _____

Level 1



Empathy
10
0

Endurance
12
0

Perception
14
+1

Intelligence
13
+1

Life Points
3

Luck
6

Gut
0

Reflex
+1




Will
+2

ARMOR		AC	
LEATHER		11	
WEAPONS		Attack	Damage
SHORT SWORD		+0	1D6
TREASURE & MAGIC ITEMS			
Gold			
7			
SPELLS & ABILITIES		Level	Spell
RATIONS (10)			
WATERSKIN			
BEDROLL			
TORCHES (10)			
TIMBERBOX			
POUCHES (3)			
ROPE 50'			

The Magic Seekers





CHARACTER NAME		Class <u>WARRIOR</u>		Player Name _____						
		Level <u>1</u>								
Empathy		<div>11</div> <div>Ø</div>	Endurance	<div>18</div> <div>+2</div>	Perception	<div>16</div> <div>+2</div>	Intelligence	<div>12</div> <div>Ø</div>		
Life Points		<div>7</div>	ARMOR		CHAIN MAIL			AC	<div>15</div>	
Luck		<div>4</div>	WEAPONS		SHORT SWORD		Attack	<div>+2</div>	Damage	<div>1D6</div>
Gut		<div>+2</div>	TREASURE & MAGIC ITEMS							
Reflex		<div>+2</div>	Gold		<div>5</div>					
Will		<div>+4</div>	SPELLS & ABILITIES		Level Spell Level Spell					
EQUIPMENT		RATIONS (10)								
BEDROLL		WATERSKIN								
HAMMER		TINDERBOX								
IRON SPIKES (10)		TORCHES								
ROPE (50')										
SACK, LARGE										
		The Magic Seekers								



CHARACTER NAME _____

Class _____

Player Name _____

Level _____



Empathy	<div><div></div><div></div></div>	Endurance	<div><div></div><div></div></div>	Perception	<div><div></div><div></div></div>	Intelligence	<div><div></div><div></div></div>
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Life Points

Luck	<div><div></div></div>
Gut	<div><div></div></div>
Reflex	<div><div></div></div>
Will	<div><div></div></div>

SAVES

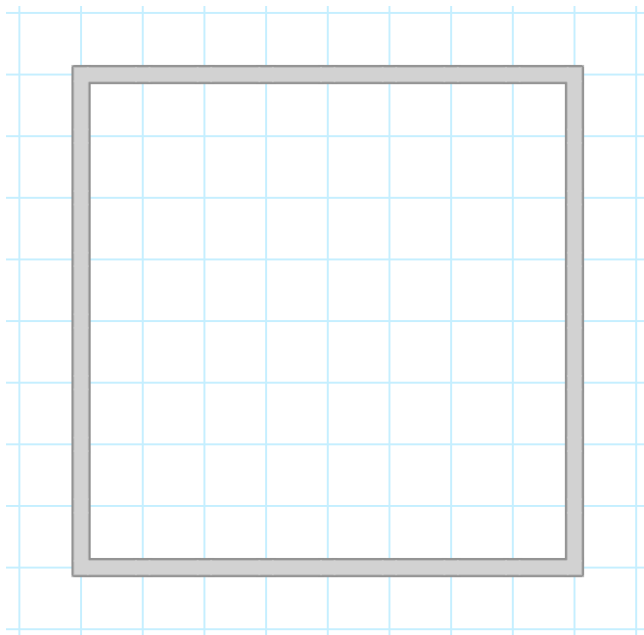
ARMOR		AC			
WEAPONS		Attack		Damage	
TREASURE & MAGIC ITEMS		Gold			
SPELLS & ABILITIES		Level		Spell	
EQUIPMENT		Level		Spell	



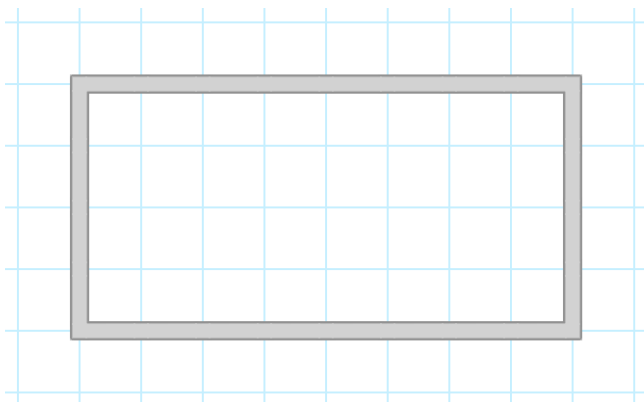


Expanded Adventure System – Map Templates

Square

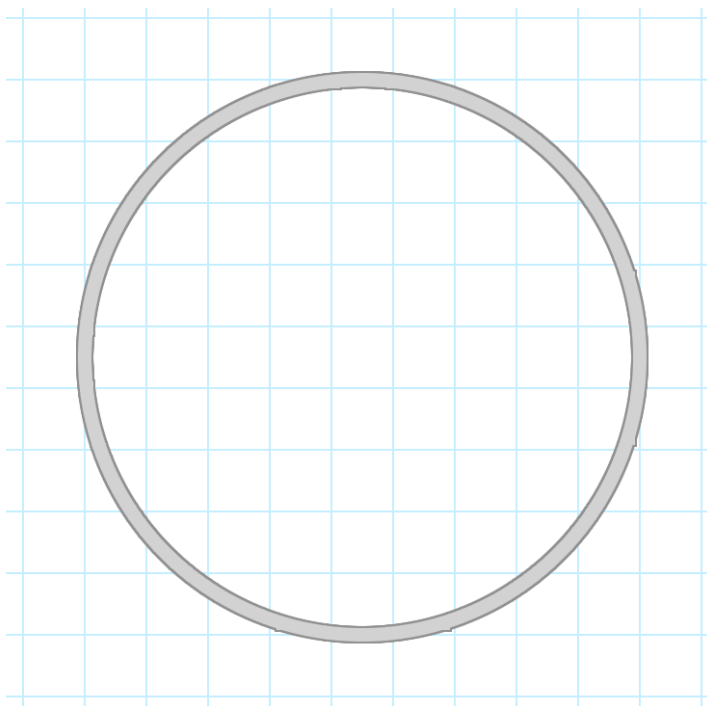


Rectangular



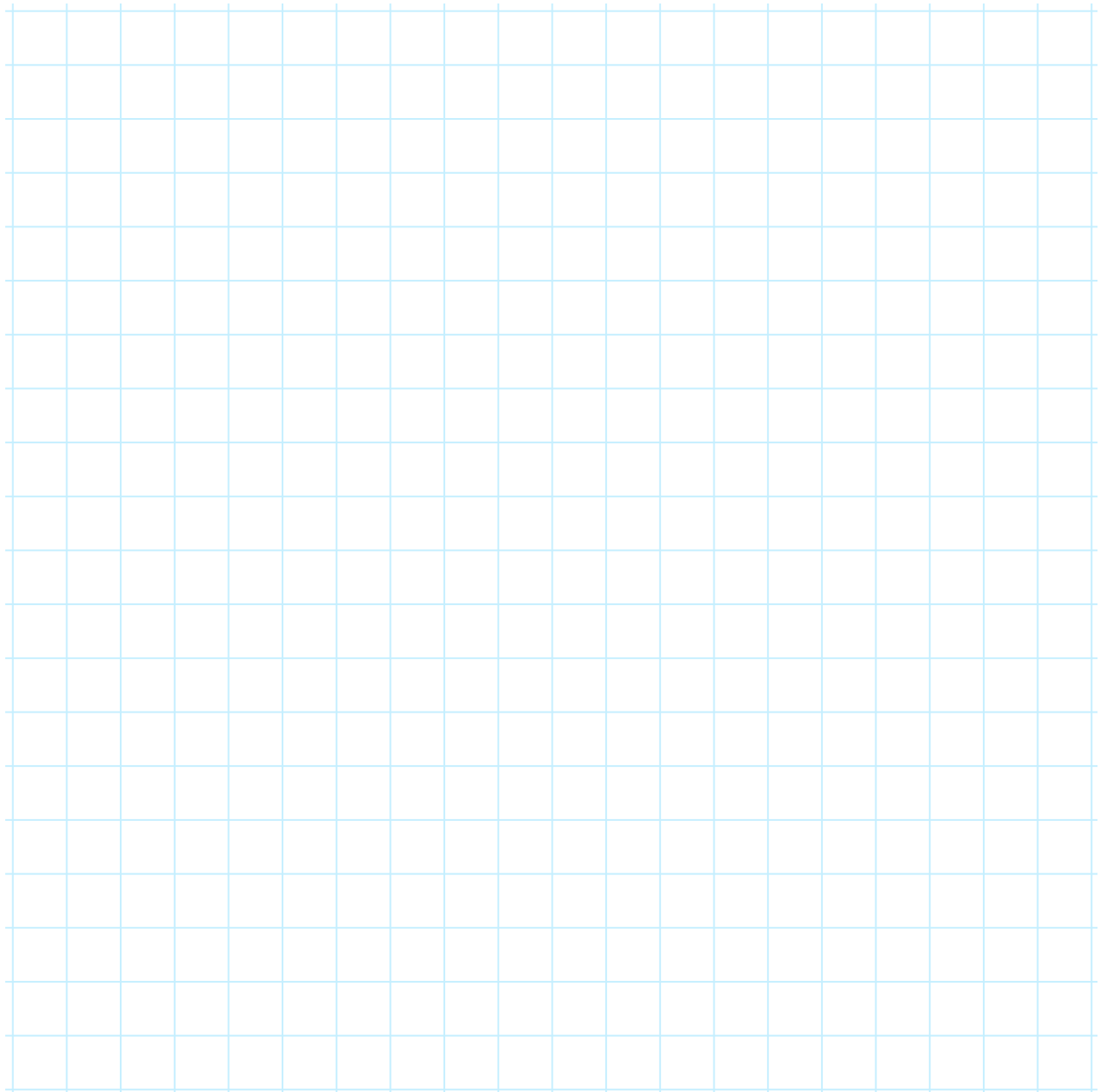


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Title	Levels
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TMS The Magic Seekers	1-3
TMS 4 Mystery in the Mountains of Myra	4+

TMS The Magic Seekers

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Character Campaign Journal
Chaos Dice
Maps and Dungeons: A Reference
Monsters & Demigods



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