



**TITLE:**

### INTRODUCTION

**Background:** *What is the story/current situation? What is the plot hook?*

**Objective/Quest:** *Who or what is the antagonist? What do the Heroes need to accomplish?*

**Patron:** *can include Name, Community & Description*

### GM Notes

**SCENES:** include **Location/Terrain/Setup:** a short 'blurb' for the players; *and* **Encounter(s):** list each Enemy, Hazard, Trap or Obstacle including Name, EL(SAC) and a short description

### Scene 1: BEGINNING

### Scene 2: MIDDLE

### Scene 2: MIDDLE *(continued)*

### Scene 3: END

### CONCLUSION

**Fortune & Glory:** *What does the outcome mean for the game world? Ask each player for their Hero's epilogue.*



**TITLE: PORTRAIT OF A WARLOCK**  
(a sample adventure)

**INTRODUCTION**

**Background:** An infamous warlock once ruled over the Mountain and its denizen of monsters with impunity. But that was long ago... before the tyrant was deposed, and his dungeons emptied... *but perhaps not entirely!*

**Objective/Quest:** A rare painting of the infamous warlock is still said to be hidden within one of his 'abandoned' lairs... but who knows what creatures, traps or other perils also lay within?

**Patron:** An Antiquities Collector from the city has discovered the entrance wherein the artifact is hidden. He has hired the party to retrieve the Portrait of the Warlock.

**GM NOTES**

**Scene 1: BEGINNING**

*"You make your way up the sharp rocky crags of the Mountain until you find the large cave entrance staked by skulls. Inside is dark and gloomy. As you step into the cold and damp blackness cobwebs brush past your face. The ground underfoot is rocky and uneven"*

**KAZCO THE CAVE TROLL EL12 (612):** "a loyal guard awaits his master's return"; 2H Stone Club; sack with 1D dead rats; waterskin; "You're not the Master!"

**Scene 2: MIDDLE**

*"The tunnel continues on until it widens and you are on the bank of a fast flowing underground river. To the left there is a rusted bell. To your right a very rickety old bridge juts across the river into the darkness"*

**RIVER** "the turbulent water is fast flowing and icy cold". Standard Might Check versus Cold and to Swim (or 1 DMG each fail); see **PIRANHAS**

**BELL OF SOUNDING EL6 (312):** Magical (1#; 1D Charges); "hangs from a wooden frame; ringing it emits a shrill sound that echoes through the dark chamber"; the next closest Hero or Target (Far) must make a Mind Check or 1 DMG; the chime also summons the **RAFT** from the northern bank; and awakens the **SANDWORM**

**RAFT OF ROCKING EL12 (612):** Magical; when boarded if magically ferries up to 2 persons; "a makeshift wooden punting raft; halfway across it stops and begins to rock violently, as if trying to throw you into the torrent"; Might Check or fall in River

**PIRANHAS EL9 (331):** Small Enemy; a frenzied attack; reduce the swarm to 0 Stamina and they will disperse

**GIANT SANDWORM EL6 (611):** Surprise Check; "a worm-like monster with a gigantic oval mouth ringed with spiky teeth bursts from beneath the sandy bank"

**BRIDGE** "the bridge extends across the river, but the timbers have rotted and collapsed at the center point

requiring a Leap to the other side" (Hard Might Check), or fall into the River; see **RIVER**

**Scene 3: END**

*"You alight onto the northern bank that separates the splashing river from a moss-covered cavern wall that stretches left and right of you. A wide alcove in the wall opens into a large square chamber. On the floor inside are 1D+1 corpses, skin greeny-grey with decay; clothes tattered and torn. Rusted weapons lay by their sides"*

**WARLOCK PORTRAIT** "in the centre of the far wall of the chamber hangs a large fancy framed 2H Painting. A deep voice booms out ... You have made a grave error coming here... and now you will join the other thieves before you... as my undead servants"

**Gaze of Fear** "you feel as though the eyes of the painting are gazing straight at you and sapping your life force". Hard Mind Check or you are overwhelmed by a tremendous sense of impending doom (-1D to all Proficiency Checks for +1R, or until wounded)

**Lightning Trap** held up by a lever trap; "2 DMG as soon the Painting is removed" unless deactivated with a Hard Mind Check

**ZOMBIES EL1 (111):** "suddenly the dead bodies moan and rise; jerking movements slashing with blackened claws"; if slain, and the Painting still hangs, they will rise again after +1R for Surprise Attacks; **Zombie Rot** Standard Might Check per Wound, or +1 DMG

**CONCLUSION**

**Fortune & Glory:** "As the last Zombie falls, the cavern begins to rumble causing the passageway to the Chamber to collapse; fortunately the opposite wall also cracks and crumbles revealing a passage back to the surface. With the Painting in hand and threats averted, you extract yourself from the dungeon without further incident. You have succeeded in your quest."

**Epilogue:** consider Character Goal(s)

**Party Rewards:** see "Campaign Play" section of the 'Age of Adventure One-Page RPG' Core Rules.