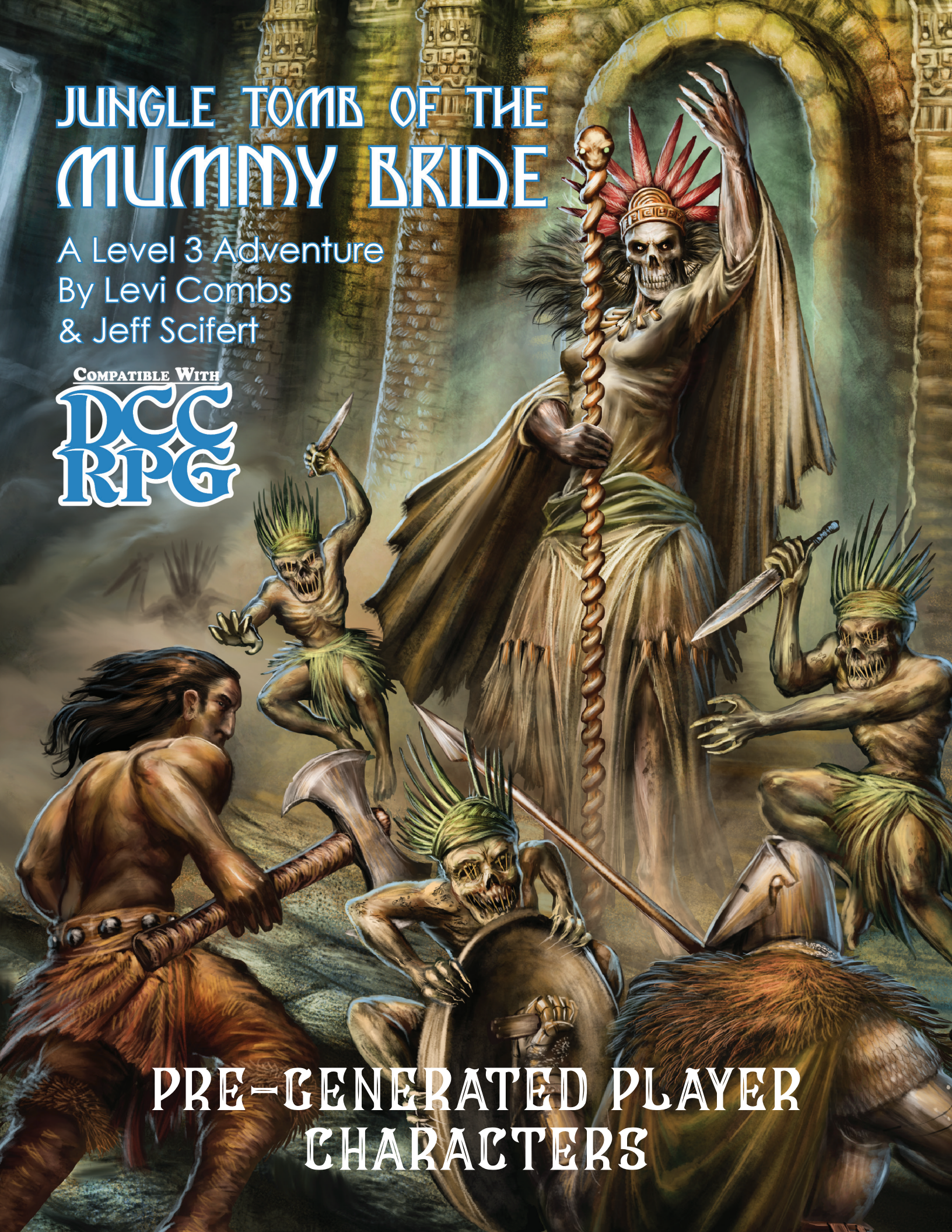


# JUNGLE TOMB OF THE MUMMY BRIDE

A Level 3 Adventure  
By Levi Combs  
& Jeff Scifert

COMPATIBLE WITH  
**DCC**  
RPG

PRE-GENERATED PLAYER  
CHARACTERS





Cleric of

NAME Brother Vorus CLASS Gorhan LEVEL 3

OCCUPATION Urchin

ALIGNMENT Lawful

CRIT DIE d10

CRIT TABLE III

INIT +0

AC 19  
(21 thief)

HP 25

HD d8

LUCKY ROLLS Lucky sign (saves) SPEED 30' (20')

ACTION DICE

1d20

STA 16 +2

SAVES +2

WILL 16

PER +2

ATTACK MOD

+2

AGI 11 +0

+2

FORT +5

REF

+0

LUK 13

LANGUAGES

Common

STR 9 +1

+0

NOTES/EQUIPMENT

+0

INT 12

### CLASS ABILITIES

Spellcasting (+5 spell check):  
 spells (cleric) lay on hands,  
 turn unholy (+6 spell check),  
 divine aid, (1st) blessing,  
 detect evil, detect magic,  
 protection from evil,  
 word of command;  
 (2nd) cure paralysis,  
 lotus stare, neutralize poison  
 or disease

Equipment: silver holy symbol of Gorhan, vial of holy water.

(x4), prayer book, lantern, bedroll, blanket, backpack (2  
 torches, 50' rope, grappling hook), sling pouch (rations (7  
 days), waterflask (x2)), large belt pouch (tinderbox,  
 whetstone, rags, oil flask), small belt pouch (money)

Potions: speed (1x, +1d20 / MV x2, 1 turn)

Scrolls: scroll of neutralize poison or disease (1x)

### WEAPONS

DMG

SPECIAL

Gorhan's Hammer (+2 mace) 1d6+2 See below

Base: sphinxes (Painful wound; +1d4 damage), serpents (Hardiness; when taking damage from serpents, wielder can make a  
 Fort save (DC 1d20+10); on success attack inflicts half damage), wizards (+2 damage), golems (Summoning; when  
 battling golems, summon reinforcements; creature type antithetical to golem (judge's discretion) of total HD = half of  
 wielder; summon 1/day w/ 50% success; duration 1d4 turns), gods (+1 damage), thieves (Defender; +2 AC vs. thieves);  
 communication: speech & telepathy; SP detect traps 60', read Lizard Man & Gnome, detect gold 10', comprehend  
 languages 1/day, resistance to critical hits (automatic Fort save vs. critical; DC = natural die roll used to score the crit  
 (usually 20 but not always). If wielder makes save, critical does not take effect).

MONEY XP

NEXT LVL

ARMOR

-10 MV

MOD

CHECK PENALTY

3 cp, 4sp,  
 2gp

Full plate d16 fumble die +8 AC

-8

Shield

+1 AC

-1

## BROTHER VORUS

**Brother Vorus (Cleric of Gorhan):** STR 9 (+0); AGI 11 (+0); STA 16 (+2); PER 16 (+2); INT 12 (+0); LUCK 13 (+1); Birth augur: *Lucky sign* (saving throws); Languages: Common; Init +0; AC 19 (21 vs. thieves); HD 3d8+6; 25 hp; MV 30' (20'); Act 1d20; Occupation: Urchin; SP spellcasting (+5 spell check): spells (cleric) *lay on hands*, *turn unholy* (+6 spell check), *divine aid*, (1<sup>st</sup>) *blessing*, *detect evil*, *detect magic*, *protection from evil*, *word of command*; (2<sup>nd</sup>) *cure paralysis*, *lotus stare*, *neutralize poison or disease*; SV Fort +4, Ref +2, Will +5; AL L; Crit III/d10.

**Armor:** full plate (+8 AC, -8 check penalty, -10 MV, d16 fumble die), shield (+1 AC, -1 check penalty)

**Equipment:** silver holy symbol of Gorhan, vial of holy water (x4), prayer book, lantern, bedroll, blanket, backpack (2 torches, 50' rope, grappling hook), sling pouch (rations (7 days), water flask (x2)), large belt pouch (tinderbox, whetstone, rags, oil flask), small belt pouch (3 cp, 4 sp, 2 gp)

**Potions:** speed (1x, +1d20 / MV x2, 1 turn)

**Scrolls:** scroll of *neutralize poison or disease* (1x)

**Gorhan's Hammer, artifact, +2 mace:** INT 17; ALL; Bane: sphinxes (Painful wound; sword inflicts an additional 1d4 damage to sphinxes), serpents (Hardiness; when taking damage from serpents, wielder can make a Fort save (DC 1d20+10); success means the attack inflicts only half damage), wizards (+2 damage), golems (Summoning; when battling golems, mace can summon reinforcements, which are a creature type antithetical to the golem (per judge's discretion) of total HD equal to half of wielder; mace can summon 1/day with 50% chance of success for duration 1d4 turns), gods (+1 damage), thieves (Defender; wielder gains a +2 AC bonus when defending against attacks from thieves); communication: speech and telepathy; SP detect traps within 60', read Lizard Man and Gnome languages, detect gold within 10', *comprehend languages* 1/day, resistance to critical hits (makes the wielder hard to inflict critical damage upon. The wielder receives an automatic Fort save whenever a critical occurs against them. The DC is equal to the natural die roll used to score the crit (usually 20 but not always). If they make this save, the critical does not take effect).

### Attacks:

- Gorhan's Hammer 1d20+4 melee (1d6+2, 1d6+1d4+2 vs. sphinxes, 1d6+4 vs. wizards, 1d6+3 vs. gods)



NAME Delegate Brass-Eye CLASS Dwarf LEVEL 3

OCCUPATION Smith

ALIGNMENT Lawful

CRIT DIE d14

CRIT TABLE

INIT +0

AC

19

HP 34

HD d8

LUCKY ROLLS Charmed house (+2 AC) SPEED 20' (15')

ACTION DICE

1d20

STA 18

+3

SAVES

-1 8

PER

ATTACK MOD

+d5

AGI 11

+0

+1

FORT +0

+0 10

LUK

REF LANGUAGES

Common, Dwarf

STR 17

+2

NOTES/EQUIPMENT

+0 12

INT

### CLASS ABILITIES

Lucky Weapon (+0):

warhammer, shield bash

(d14), deed die (+d5),

infravision 60', underground

skills (+3; smell gold or gems 100');

Equipment: dagger (1d4, range 10'/20'/30'), crossbow (1d6, range 80'/160'/240'), quiver (30 quarrels), bedroll, blanket, backpack (3 torches, 50' rope, 6 pitons, hammer, grappling hook), sling pouch (rations (7 days), water flask (x2)), large belt pouch (tinderbox, whetstone), small belt pouch (money)

Potions: heroism (1x, d6+1 turns, +3 bonus to attacks, damage, saves, spell checks, and skill checks)

Shiftersbane, artifact, +1 warhammer: INT 4; AL L; Bane: lycanthropes (Beacon of hope; allies within 100' engaged in battle against lycanthropes gain +2 bonus to all saving throws and morale checks); communication: simple urges; Special Purpose: jail the guilty SP comprehend languages 1/day.

### WEAPONS

DMG

SPECIAL

Shiftersbane (+1 warhammer) 1d8+3+1d5 result See above

Dagger (melee)

1d4+3+1d5 result

Dagger (missile fire)

10' range: 1d4+3+1d5 result;  
>10' range: 1d4+1d5 result

Crossbow (missile fire)

1d6+1d5 result

MONEY XP

21cp, 11sp,  
12gp

NEXT LVL

ARMOR

-5 MV

MOD

CHECK PENALTY

Banded Mail d16 fumble die +6 AC

-6

Shield

+1 AC

-1



## DELEGATE BRASS-EYE

**Delegate Brass-Eye (Dwarf):** STR 17 (+2); AGI 11 (+0); STA 18 (+3); PER 8 (-1); INT 12 (+0); LUCK 10 (+0); Birth augur: *Charmed House* (+2 AC); Languages: Common, Dwarf; Init +0; AC 19; HD 3d10+9; 34 hp; MV 20' (15'); Act 1d20+shield bash; Occupation: Smith; SP Lucky Weapon (+0): warhammer, shield bash (d14), deed die (+d5), infravision 60', underground skills (+3; smell gold or gems 100'); SV Fort +5, Ref +1, Will +0; AL L; Crit III/d14.

**Armor:** banded mail (+6 AC, -6 check penalty, 5 MV, d16 fumble die), shield (+1 AC, -1 check penalty)

**Equipment:** dagger (1d4, range 10'/20'/30'), crossbow (1d6, range 80'/160'/240'), quiver (30 quarrels), bedroll, blanket, backpack (3 torches, 50' rope, 6 pitons, hammer, grappling hook), sling pouch (rations (7 days), water flask (x2)), large belt pouch (tinderbox, whetstone), small belt pouch (21 cp, 11 sp, 12 gp)

**Potions:** heroism (1x, for 1d6+1 turns, imbiber gains a +3 bonus to attacks, damage, saves, spell checks, and skill checks)

**Shiftersbane, artifact, +1 warhammer:** INT 4; AL L; Bane: lycanthropes (Beacon of hope; allies within 100' engaged in battle against lycanthropes gain +2 bonus to all saving throws and morale checks); communication: simple urges; Special Purpose: jail the guilty; SP *comprehend languages* 1/day.

### Attacks:

- Shiftersbane 1d20+1d5+3 melee (1d8+1d5 result+3)
- Dagger 1d20+1d5+3 melee (1d4+1d5 result+3)
- Dagger 1d20+1d5 missile fire (10' range: 1d4+1d5 result+3; >10' range: 1d4+1d5 result)
- Crossbow 1d20+1d5 missile fire (1d6+1d5 result)



NAME Magician Peregrin CLASS Wizard Patron: Sezrekan LEVEL 3

OCCUPATION Astrologer

ALIGNMENT Neutral

CRIT DIE d8

CRIT TABLE 1

INIT +0

AC 13

HP 15

HD d4

TABLE 1

ACTION DICE 1d20

LUCKY ROLLS Lived through famine (Fort saves) SPEED 30'

STA 16 +2

SAVES +0 12

WILL +4 PER +1

AGI 9 +0 +2

FORT +5

REF +1 15 LUK +2 17

STR 8 -1 Common, Bugbear, Naga, Elf, Demonic

NOTES/EQUIPMENT

INT +2 17

### CLASS ABILITIES

Spellcasting (+5 spell check): spells (1st) entrap (MM #63 - diurnal/nocturnal magic. The spell's power is tied to either night or day. During the ascendant period, the wizard rolls 1d24 for spell checks; during the descendent hours he rolls 1d16. If the wizard's spell check does not equal a 1d24 roll or an appropriately higher and lower die according to the dice chain), detect magic, invoke patron (+1 spell check, 2/day, MM #71 - worms of the earth. Pale white worms crawl forth from the earth whenever the wizard casts this spell, writhing in fiery agony (or unholy delight) before expiring on the open ground. Easily crushed unless the worms disintegrate into greasy ash after 1d6 rounds), magic missile (MM #22 - sympathetic magic. The spell requires that the caster have a personal belonging or a physical piece of its target in order to function normally. The spell can be cast without this sympathetic connection, but the wizard suffers a -4 penalty to his spell check), patron bond (MM #77 - Luck distortion. For 1d4 rounds following the spell, the wizard suffers a -2 penalty to all rolls), read magic (MM #36 - Demonic voice. The words of the spell are in a demonic tongue unknown to mortals. A demon is compelled/allowed to speak the spell through the wizard's own throat. The strain of channeling the unnatural voice leaves the wizard unable to speak for 1d4 rounds after the spell has been cast), sequester (patron spell), spider climb (MM #63 - blue star. A blue, seven-pointed star flares brightly on the wizard's forehead each time the spell is cast. The star casts a circle of glaring light 25' in diameter per spell level); (2nd) spider climb (MM #76 - silenced. At their discretion, the wizard is able to cast the spell silently. They need not speak, and any auditory effects of the spell can be suppressed)

Equipment: bracers of Sezrekan (+3 AC, +2 to corruption checks), staff (1d4), dagger (1d4, range 10'/20'/30'), bedroll, blanket, waterskin, backpack (spellbook, vial of ink, 3 quills, scroll case), sling pouch (rations (7 days), water flask (x2), tinderbox), large belt pouch (spell components), small belt pouch (money)

Potions: extraordinary healing (1x, 5d6+5)

Scrolls: comprehend languages (signed by creator with his own name), water

breathing (signed by 3 wizards, 1 of whom may have created the scroll) Corruption painful lesions on chest and legs and open sores on hands and feet that do not heal.

### WEAPONS

Dagger (melee)

DMG 1d4-1

### SPECIAL

Dagger (Missile Fire) 10' range: 1d4-1; >10' range: 1d4

MONEY 13 cp, 24 sp

XP 22 gp

NEXT LVL

ARMOR None

MOD

CHECK PENALTY



## MAGICIAN PEREGRIN

**Magician Peregrin (Wizard):** STR 8 ( 1); AGI 9 (+0); STA 16 (+2); PER 12 (+0); INT 17 (+2); LUCK 15 (+1); Birth augur: *Lived through famine* (Fort saves); Languages: Common, Bugbear, Naga, Elf, Demonic; Init +0; AC 13; HD 3d4+6; 15 hp; MV 30'; Act 1d20; Occupation: Astrologer; Patron: Sezrekan; SP spellcasting (+5 spell check): spells (1<sup>st</sup>) *cantrip* (MM #63 - diurnal/nocturnal magic. The spell's power is tied to either night or day. During the ascendant period, the wizard rolls 1d24 for spell checks; during the descendent hours he rolls 1d16. If the wizard's spell check does not use a 1d20, roll an appropriately higher and lower die according to the dice chain), *detect magic*, *invoke patron* (+1 spell check, 2/day, MM #71 - worms of the earth. Pale white worms crawl forth from the earth whenever the wizard casts this spell, writhing in fiery agony (or unholy delight) before expiring on the open ground. Easily crushed underfoot, the worms disintegrate into greasy ash after 1d6 rounds), *magic missile* (MM #22 sympathetic magic. The spell requires that the caster have a personal belonging or a physical piece of its target in order to function normally. The spell can be cast without this sympathetic connection, but the wizard suffers a -4 penalty to his spell check), *patron bond* (MM #7 - Luck distortion. For 1d4 rounds following the spell, the wizard suffers a -2 penalty to all rolls), *read magic* (MM #36 Demonic voice. The words of the spell are in a demonic tongue unknown to mortals. A demon is compelled/allowed to speak the spell through the wizard's own throat. The strain of channeling the unnatural voice leaves the wizard unable to speak for 1d4 rounds after the spell has been cast), *sequester* (patron spell), *spider climb* (MM #83 - blue star. A blue, seven-pointed star flares brightly on the wizard's forehead each time the spell is cast. The star casts a circle of glaring light 25' in diameter per spell level); (2<sup>nd</sup>) *spider web* (MM #76 silenced. At their discretion, the wizard is able to cast the spell silently. They need not speak, and any auditory effects of the spell can be suppressed); SV Fort +4, Ref +1, Will +2; AL N; Crit I/d8.

*Armor:* None.

*Equipment:* *bracers of Sezrekan* (+3 AC, +2 to corruption checks), staff (1d4), dagger (1d4, range 10'/20'/30'), bedroll, blanket, waterskin, backpack (spellbook, vial of ink, 3 quills, scroll case), sling pouch (rations (7 days), water flask (x2), tinderbox), large belt pouch (spell components), small belt pouch (13 cp, 24 sp, 22 gp)

*Potions:* extraordinary healing (1x, 3d6+3)

*Scrolls:* *comprehend languages* (signed by creator with his own name), *water breathing* (signed by 3 wizards, 1 of whom may have created the scroll)

*Corruption:* painful lesions on chest and legs and open sores on hands and feet that do not heal.

### Attacks:

- Dagger 1d20 melee (1d4-1)
- Dagger 1d20 missile fire (10' range: 1d4-1; >10' range: 1d4)



NAME Collector Briela "the Quick" CLASS Halfling LEVEL 3

OCCUPATION Halfling Gypsy

ALIGNMENT Neutral

CRIT DIE d10

CRIT TABLE

INIT

+3

AC

15

HP

17

HD d6

ACTION DICE

1d20

LUCKY ROLLS Struck by Lightning (Ref saves) SPEED 20'/leap 20'

STA

10 +0

SAVES

+1 6

PER

ATTACK MOD

+2

AGI

18 +3

+7

FORT

+1

+2 16

LUK

REF LANGUAGES

STR

8 -1

Halfling, Common, Horse.

NOTES/EQUIPMENT

+0 10

INT

CLASS ABILITIES

infravision 30', small

size, 2-weapon

fighting (primary

hand: 1d20,

secondary hand:

1d16), good luck

charm, sneak silently

+10, hide in

shadows +10

Equipment: boots of leaping (leap equal to MV), short sword (1d6), dagger (1d4, range 10'/20'/30'), sling (1d4, range 40'/80'/160'), 30 slingstones, bedroll, blanket, waterskin, backpack (50' rope, grappling hook, tinderbox, oil flask (x2)), sling pouch (rations (7 days), water flask (x2)), leather pouch (thieves' tools), small belt pouch (money)

Potions: levitation (Imbiber can levitate to a height of 10' for 1d4+1 turns. They can raise or lower themselves at will. In addition, they can levitate one object of up to 400 pounds that they touch (such as a chest or another person).)

WEAPONS

Dagger (melee)

DMG

1d4-1

SPECIAL

Dagger (Missile Fire)

10' range: 1d4-1; >10' range: 1d4

Short Sword

1d6-1

MONEY

XP

NEXT LVL

ARMOR

d8

MOD

CHECK PENALTY

11 cp, 11 sp, 28 gp

Leather fumble die +2 AC

-1

## COLLECTOR BRIELA "THE QUICK"

**Collector Briela "the Quick" (Halfling):** STR 8 (-1); AGI 18 (+3); STA 10 (+0); PER 6 ( 1); INT 10 (+0); LUCK 16 (+2); Birth augur: *Struck by lightning* (Reflex saves); Languages: Halfling, Common, Horse; Init +3; AC 15; HD 3d6; 17 hp; MV 20', leap 20'; Act 1d20; Occupation: halfling gypsy; SP infravision 30', small size, 2-weapon fighting (primary hand: 1d20, secondary hand: 1d16), good luck charm, sneak silently +10, hide in shadows +10; SV Fort +1, Ref +7, Will +1; AL N; Crit III/d10.

*Armor:* leather (+2 AC, 1 check penalty, d8 fumble die).

*Equipment:* boots of leaping (leap equal to MV), short sword (1d6), dagger (1d4, range 10'/20'/30'), sling (1d4, range 40'/80'/160'), 30 slingstones, bedroll, blanket, waterskin, backpack (50' rope, grappling hook, tinderbox, oil flask (x2)), sling pouch (rations (7 days), water flask (x2)), leather pouch (thieves' tools), small belt pouch (11 cp, 11 sp, 28 gp)

*Potions:* levitation (Imbiber can levitate to a height of 10' for 1d4+1 turns. They can raise or lower themselves at will. In addition, they can levitate one object of up to 400 pounds that they touch (such as a chest or another person)).

### Attacks:

- Short sword 1d20+1 melee (1d6-1)
- Dagger 1d20+1 melee (1d4-1)
- Dagger 1d20+5 missile fire (10' range: 1d4-1; >10' range: 1d4)





# QUESTER SHANSA

**Quester Shansa (Elf):** STR 16 (+2); AGI 12 (+0); STA 17 (+2); PER 16 (+2); INT 9 (+0); LUCK 13 (+1); Birth augur: *Resisted temptation* (Will saves); Languages: Common, Dwarf, Elf; Init +0; AC 16; HD 3d6+6; 19 hp; MV 30' (25'); Act 1d20; Occupation: elven glassblower; Patron: the King of Elfland; SP infravision 60', immune to *sleep* and *paralysis* spells, vulnerable to iron (1 hp/day damage), heightened senses (+4 to detect secret doors, pass within 10', may check to detect), lucky spell (+1 spell check, *sleep*), spellcasting (+3 spell check): spells (1<sup>st</sup>) *feather fall* (MM#5 - difficult to cast. Instead of rolling as normal on a spell check, the wizard rolls a reduced die (based on the dice chain; i.e., d20 becomes d16), *forest walk* (patron spell, MM #75 - spell by proxy. The wizard can choose another person or object to deliver this spell in his stead. He must first touch the proxy and then cast the spell, which does not take effect at that time. The proxy releases the spell a number of rounds later equal to 1d4+the spell's level. Non-intelligent proxies automatically release the spell at this time; intelligent proxies can release it at will at any point prior to the time indicated), *invoke patron* (+1 spell check, 1/day, MM #96 - powerful caster. Instead of rolling as normal on a spell check, the wizard rolls a die improved by one step on the dice chain (e.g., d20 becomes d24), *magic shield*, *mending* (MM #98 - natural-born talent. Instead of rolling as normal on a spell check, the wizard rolls a die type improved by two steps on the dice chain (e.g., if he normally rolls 1d20, he now rolls 1d30), *patron bond* (MM #73 - karmic casting. Before making the spell check, the wizard can choose to add or subtract 1d5 from the roll. If the caster adds 1d5, the next time he casts the spell he must subtract 1d5, and vice versa. After two castings, the karma is reset, and the wizard again gets to choose what modifier to use, if any), *sleep* (+5 spell check, MM #4 - health bane. Casting this spell always temporarily reduces the wizard's Stamina by 1d3 points. This ability loss is in addition to any spellburn and is deducted before spellburn occurs), *wizard staff* (MM #79 - plague of rats. Thousands of rats, mice, moles and voles pour from the caster's sleeves, robes and pockets, scattering in every direction. Physical attacks against the caster are softened by 1d4 points of damage, the blow cushioned by the squealing tide of rodents); (2<sup>nd</sup>) *war horn of Elfland* (patron spell, MM #91 - breath of life. Casting this spell imbues the caster and those around him with beneficial energies. All within 15' of the caster (both friend and foe) are healed 1d6 points of damage for every level of the spell (i.e., a level 3 spell heals 3d6 damage)); SV Fort +3, Ref +1, Will +5; AL L; Crit II/d8.

**Armor:** mithril chainmail (+5 AC, -5 check penalty, -5 MV, d12 fumble die), mithril shield (+1 AC, -1 check penalty)

**Equipment:** bedroll, blanket, waterskin, vial of holy water (x1), lantern, backpack (2 torches, 50' rope, grappling hook, oil flask (x2)), sling pouch (rations (7 days), water flask (x2)), large belt pouch (tinderbox, whetstone), small belt pouch (4 sp, 3 gp)

**Scrolls:** *extraordinary healing* (1x, 3d6+3, Spell instructions are inter-mixed with the casting of a curse. Reader will not realize until about halfway through that the two spells are cast together. Reader can then choose to abandon casting both or finish casting both together. Curse automatically takes effect along with desired spell result. Curse is judge's discretion).

**Wizard staff, artifact, +1 staff:** +5 melee (1d4+6); light (20', at will), +1 to spell checks (*sleep*).

## Attacks:

- Wizard staff 1d20+3 melee (1d4+6)



NAME Knight Guldor CLASS Warrior LEVEL 3

OCCUPATION Gongfarmer

ALIGNMENT Lawful

CRIT DIE d16

CRIT TABLE IV 19-20

INIT +4

AC 16 (18 wizards)

HP 28

HD d12

ACTION DICE 1d20

LUCKY ROLLS Warrior's Arm (crit hit tables) SPEED 30' (25')

STA 15 +1

SAVES +0

WILL +3

PER 10

ATTACK MOD +d5

AGI 11 +0

FORT +1

REF +1

LUK +1

INT 13

STR 16 +2

Common

NOTES/EQUIPMENT

INT 9

CLASS ABILITIES Lucky Weapon

(+1): longsword, deed die (+d5);

Equipment: flail (1d6), dagger (1d4, range 10'), longbow (1d6, range 70'/140'/210'), quiver (20 arrows), rad-looking horned helmet, minotaur-horn drinking horn, bedroll, blanket, backpack (6 torches, 50' rope, 6 pitons, hammer), sling pouch (rations (7 days), water flask (x2)), large belt pouch (tinderbox, whetstone, rags, oil flask), small belt pouch (money)  
Potions: healing (1x, 1d6+1)  
Honorable, artifact, +1 longsword: INT 7; AL L; Banes: chaotic dragons (+1 attack), fey (+2 damage), wizards (Defender; wielder gains a +2 AC bonus when defending against attacks from wizards); communication: simple urges; Special Purpose: punish murderers, slay chaotic dragons; SP infravision 120'.

WEAPONS

DMG

SPECIAL

Honorable (+1 longsword) 1d8+3+1d5 result See above

Flail

1d8+3+1d5 result

Dagger (melee)

1d4+3+1d5 result

Dagger (missile fire)

10' range: 1d4+1d5 result+3; >10' range: 1d4+1d5 result

Longbow

1d6+1d5 result

MONEY

XP

NEXT LVL

ARMOR

CHECK PENALTY

11cp, 4sp, 19gp

Chainmail

fumble die

+5 AC

-5

Shield

+1 AC

-1

## KNIGHT GULDOR

**Knight Guldor (Warrior):** STR 16 (+2); AGI 11 (+0); STA 15 (+1); PER 10 (+0); INT 9 (+0); LUCK 13 (+1); Birth augur: *Warrior's Arm* (critical hit tables); Languages: Common; Init +4; AC 16 (18 vs. wizards); HD 3d12; 28 hp; MV 30' (25'); Act 1d20; Occupation: Gongfarmer; SP Lucky Weapon (+1): longsword, deed die (+d5); SV Fort +3, Ref +1, Will +1; AL L; Crit 19-20 IV/d16.

*Armor:* chainmail (+5 AC, -5 check penalty, -5 MV, d12 fumble die), shield (+1 AC, 1 check penalty)

*Equipment:* flail (1d6), dagger (1d4, range 10'), longbow (1d6, range 70'/140'/210'), quiver (20 arrows), rad-looking horned helmet, minotaur-horn drinking horn, bedroll, blanket, backpack (6 torches, 50' rope, 6 pitons, hammer), sling pouch (rations (7 days), water flask (x2)), large belt pouch (tinderbox, whetstone, rags, oil flask), small belt pouch (11 cp, 4 sp, 19 gp)

*Potions:* healing (1x, 1d6+1)

**Honorable, artifact, +1 longsword:** INT 7; AL L; Banes: chaotic dragons (+1 attack), fey (+2 damage), wizards (Defender; wielder gains a +2 AC bonus when defending against attacks from wizards); communication: simple urges; Special Purpose: punish murderers, slay chaotic dragons; SP infravision 120'.

### Attacks:

- Honorable 1d20+1d5+4 melee (1d8+1d5 result+3)
- Flail 1d20+1d5+3 melee (1d8+1d5 result+3)
- Dagger 1d20+1d5+3 melee (1d4+1d5 result+3)
- Dagger 1d20+1d5 missile fire (10' range: 1d4+1d5 result+3; >10' range: 1d4+1d5 result)
- Longbow 1d20+1d5 missile fire (1d6+1d5 result)



Knight Langlar

NAME "Greenshadow" CLASS Warrior LEVEL 3

OCCUPATION Turnip farmer

ALIGNMENT Lawful

CRIT DIE d16

CRIT TABLE IV 19-20

INIT

+5

AC

18

HP

25

HD d12

ACTION DICE

1d20

LUCKY ROLLS Warrior's Arm (crit hit tables) SPEED 30' (25')

STA

17 +2

SAVES

+3 WILL

+1 15

PER

ATTACK MOD

+d5

AGI

17 +2

+1

FORT +1

+1 14

LUX

REF LANGUAGES

STR

15 +1

Common  
NOTES/EQUIPMENT

+1 13 INT

CLASS ABILITIES  
Lucky Weapon

(+1): longsword,  
deed die (+d5);

Equipment: longsword (1d8), spear (1d8), dagger (1d4, range 10'), longbow (1d6, range 70'/140'/210'), quiver (20 arrows), bedroll, blanket, empty waterskin, backpack (2 torches, 50' rope, grappling hook, extra bowstring), sling pouch (rations (7 days), water flask (x2)), large belt pouch (tinderbox, whetstone, rags, oil flask), small belt pouch (money)  
Potions: healing (1x, 1d6+1)

WEAPONS

Longsword

DMG

1d8+1+1d5 result

SPECIAL

Spear

1d8+1+1d5 result

Dagger (melee)

1d4+1+1d5 result

Dagger (missile fire)

10' range: 1d4+1d5 result+1; >10' range: 1d4+1d5 result

Longbow

1d6+1d5 result

MONEY

XP

NEXT LVL

ARMOR

-5 MV, d12 MOD

CHECK PENALTY

8cp, 9sp,  
13gp

+1 Chainmail

fumble die +5 AC

-5

## KNIGHT LANGLAR "GREENSHADOW"

**Knight Langlar "Greenshadow" (Warrior):** STR 15 (+1); AGI 17 (+2); STA 17 (+2); PER 15 (+1); INT 13 (+1); LUCK 14 (+1); Birth augur: *Harsh winter* (all attack rolls); Languages: Common; Init +5; AC 18; HD 3d12+6; 25 hp; MV 30' (25'); Act 1d20; Occupation: Turnip Farmer; SP Lucky Weapon (+1): longsword, deed die (+d5); SV Fort +4, Ref +3, Will +2; AL L; Crit 19-20 IV/d16.

*Armor:* +1 chainmail (+6 AC, 5 check penalty, 5 MV, d12 fumble die)

*Equipment:* longsword (1d8), spear (1d8), dagger (1d4, range 10'), longbow (1d6, range 70'/140'/210'), quiver (20 arrows), bedroll, blanket, empty waterskin, backpack (2 torches, 50' rope, grappling hook, extra bowstring), sling pouch (rations (7 days), water flask (x2)), large belt pouch (tinderbox, whetstone, rags, oil flask), small belt pouch (8 cp, 9 sp, 13 gp)

*Potions:* healing (1x, 1d6+1)

### Attacks:

- Longsword 1d20+1d5+3 melee (1d8+1d5 result+1)
- Spear 1d20+1d5+2 melee (1d8+1d5 result+1)
- Dagger 1d20+1d5+2 melee (1d4+1d5 result+1)
- Dagger 1d20+1d5+3 missile fire (10' range: 1d4+1d5 result+1; >10' range: 1d4+1d5 result)
- Longbow 1d20+1d5+1 missile fire (1d6+1d5 result)



# Magician Brynhil

NAME "of the Scarlet Claw" CLASS Wizard LEVEL 3

OCCUPATION Wizard's Apprentice

ALIGNMENT Neutral

CRIT DIE d8

CRIT TABLE

INIT

+1

AC

16

HP

14

HD d4

1

ACTION DICE

1d20

LUCKY ROLLS Wild child (+1/-1/+5/-5) SPD 30'

STA 15

+1

SAVES

+0

PER 10

ATTACK MOD

+1

AGI 15

+1

+2

FORT +2

+0

LUK 10

REF LANGUAGES

+0

10

STR 8

-1

Common, Law, Centaur, Dwarf, Groll, Dragon, Giant

NOTES/EQUIPMENT

+3

INT 18

## CLASS ABILITIES

Spellcasting (+6 spell check): spells (1st) *choking cloud* (MM #68 - rain of frogs. Casting this spell causes a tempest of amphibians that fall in a 30' diameter centered on the caster. All within that area must make a Ref and Fort save (DC 10+caster's 1st modifier). Failing the Ref save indicates the character slips on a frog and falls prone; failing the Fort save means the character has been hit by large batrachians for 1d5 points of damage), *color spray* (MM #26 - auditory feedback. Spell is always associated with unusual sounds. Roll 1d6: (1) crack of thunder, (2) loud buzzing, (3) faint whistles; (4) rush of water; (5) roaring of animals; (6) wailing of bereavement), *detect magic* (MM #24 - prismatic distortion. Nearby light is distorted. Roll 1d6: (1) area within 20' darkens to shadow; (2) all light sources (torches, lanterns, etc.) within 20' are extinguished magically; (3) incandescent flash upon completion of spell; (4) all colors are drained within 20' of wizard for 1d4 rounds; (5) light takes on a green/orange/blue/yellow hue for 1d4 rounds; (6) shadows multiply from different directions, as if there were additional, invisible light sources, for 1d4 rounds after completion), *flaming hands* (MM #6 - counter-magic bubble. In the round following the casting of this spell, all other spells (good or evil) cast within 400' suffer a -4 penalty to spell checks), *magic missile* (MM #80 - dimensional seism. By casting the spell, the wizard hurls himself into the warp of multiple realities. 1d7+1 duplicates of the caster appear, identical in nearly every respect, but each drawn from its own parallel universe. Attacks against the caster are randomly assigned across the doppelgangers. The doppelgangers remain for 1 round per spell level. The wizard, 45% has a spell level that the original caster vanishes into one of the alternate realities, replaced by a nearly identical incarnation of opposite alignment and patron), *read magic*, *sleep* (MM #10 - blood magic. The power of this spell is partially drawn from spilled blood, a sacrifice to the unscrutable lords of Magic. A living creature with hit points equal to or greater than the spell's level must be offered up before the spell is cast; otherwise, the spell check suffers a -4 penalty or nature point (Judge's choice). The creature need not be sentient; chickens, goats, and other simple animals with the proper amount of hit points will suffice), (2nd) *invisibility* (MM #94 - fire control. The wizard is adept at reining in the magical energies of the spell and can choose any result on the spell chart equal to or lower than the one rolled)

Equipment: *bracers of protection* (+5 AC, +2 on fumble rolls), staff (1d4), dagger (1d4, range 10'/20'/30'), bedroll, blanket, waterskin, backpack (spellbook, vial of ink, 5 quills, 10 pieces of parchment), sling pouch (rations (7 days), water flask (x2)), large belt pouch (spell components), small belt pouch (money)

Potions: extraordinary healing (1x, 3d6+3).

Scrolls: *locate object* (spell check must be made by reader, at a -2 penalty; unsigned, but warded with a protective rune. Any spellcaster can tell that this rune is designed to prevent the scroll from being cast. Anyone attempting to read the scroll must make a DC 16 Will save or forget that the scroll exists), *emerikol's entropic maelstrom* (stored in a scroll tube carved from exotic materials and etched with warnings against its use).

## WEAPONS

Dagger (melee)

DMG 1d4-1

SPECIAL

Dagger (Missile Fire)

10' range: 1d4-1; >10' range: 1d4

Staff

1d4-1

## MONEY

## XP

## NEXT LVL

## ARMOR

None

## MOD

## CHECK PENALTY

20 ep, 13 sp, 23 gp, small sapphire (75 gp)

## MAGICIAN BRYNHIL "OF THE SCARLET CLAW"

**Magician Brynhil "of the Scarlet Claw" (Wizard):** STR 8 (-1); AGI 15 (+1); STA 15 (+1); PER 10 (+0); INT 18 (+3); LUCK 10 (+0); Birth augur: *Wild child* (+1/-1 = +5'/-5' speed); Languages: Common, Law, Centaur, Dwarf, Gnoll, Dragon, Giant; Init +1; AC 16; HD 3d4+3; 14 hp; MV 30'; Act 1d20; Occupation: Wizard's Apprentice; SP spellcasting (+6 spell check): spells (1<sup>st</sup>) choking cloud (MM #88 - rain of frogs. Casting this spell sparks a tempest of amphibians that fall in a 30' diameter centered on the caster. All within that area must make a Ref and Fort save (DC 10+caster's Int modifier). Failing the Reflex save indicates the character slips on a frog and falls prone; failing the Fort save means the character has been hit by large batrachians for 1d3 points of damage), color spray (MM #26 - auditory feedback. Spell is always associated with unusual sounds. Roll 1d6: (1) crack of thunder, (2) loud buzzing, (3) faint whispers; (4) rush of water; (5) roaring of animals; (6) wailing of bereavement), detect magic (MM #24 - prismatic distortion. Nearby light is distorted. Roll 1d6: (1) area within 20' darkens to shadow; (2) all light sources (torches, lanterns, etc.) within 20' are extinguished magically; (3) incandescent flash upon completion of spell; (4) all colors are drained from within 20' of wizard for 1d4 rounds; (5) light takes on a green/orange/blue/yellow hue for 1d4 rounds; (6) shadows multiply from different directions, as if there were additional, invisible light sources, for 1d4 rounds after completion), flaming hands (MM #6 - counter-magic bubble. In the round following the casting of this spell, all other spells (including the wizard's own) cast within 100' suffer a -4 penalty to spell checks), magic missile (MM #80 - dimensional schism. By casting the spell, the wizard hurls himself into the warp of multiple realities. 1d7+1 duplicates of the caster appear, identical in nearly every respect, but each drawn from its own parallel universe. Attacks against the caster are randomly assigned across the doppelgangers. The doppelgangers remain for 1 round per spell level. There is a 1% chance per spell level that the original caster vanishes into one of the alternate realities, replaced by a nearly identical incarnation of opposite alignment and patron), read magic, sleep (MM #10 - blood magic. The power of this spell is partially drawn from spilled blood, a sacrifice to the unknowable lords of Magic. A living creature with hit points equal to or greater than the spell's level must be offered up before the spell is cast; otherwise, the spell check suffers a -4 penalty or patron taint (judge's choice). The creature need not be sentient; chickens, goats, and other simple animals with the proper amount of hit points will suffice), (2<sup>nd</sup>) invisibility (MM #94 - fine control. The wizard is adept at reigning in the magical energies of the spell and can choose any result on the spell chart equal to or lower than the one rolled); SV Fort +2, Ref +2, Will +2; AL N; Crit I/d8.

**Armor:** None.

**Equipment:** *bracers of protection* (+5 AC, +2 on fumble rolls), staff (1d4), dagger (1d4, range 10'/20'/30'), bedroll, blanket, waterskin, backpack (spellbook, vial of ink, 5 quills, 10 pieces of parchment), sling pouch (rations (7 days), water flask (x2)), large belt pouch (spell components), small belt pouch (20 cp, 13 sp, 23 gp, small sapphire (75 gp))

**Potions:** extraordinary healing (1x, 3d6+3).

**Scrolls:** *locate object* (spell check must be made by reader, at a -2 penalty; unsigned, but warded with a protective rune. Any spellcaster can tell that this rune is designed to prevent the scroll from being cast. Anyone attempting to read the scroll must make a DC 16 Will save or forget that the scroll exists), *emerikol's entropic maelstrom* (stored in a scroll tube carved from exotic materials and etched with warnings against its use).

### Attacks:

- Staff 1d20 melee (1d4-1)
- Dagger 1d20 melee (1d4-1)
- Dagger 1d20 missile fire (10' range: 1d4-1; >10' range: 1d4)



Chronicler Jorth

Cleric of

NAME "the Fire-Speaker" CLASS Ildavir LEVEL 3

OCCUPATION Mercenary

ALIGNMENT Lawful

CRIT DIE d10

CRIT TABLE

INIT +0

AC 17

HP 21

HD d8

TABLE III

ACTION DICE 1d20

LUCKY ROLLS Guardian angel (saving throws to escape traps) SPEED 30' (25')

STA 15 +1

SAVES +2

WILL 16

PER +2

ATTACK MOD +2

AGI 10 +0

FORT +1

REF +4

LUK +1

14

STR 16 +2

NOTES/EQUIPMENT

INT -1 7

CLASS ABILITIES

Spellcasting (+5 spell check): spells (cleric)

lay on hands, turn

unholy, divine aid,

(1st) blessing, detect

evil, holy sanctuary,

protection from evil,

resist cold or heat,

(2nd) binding, divine

symbol, restore vitality

Equipment: cold iron holy symbol of Ildavir, vial of holy water (x4), prayer book, bedroll, blanket, backpack (4 torches, 50' rope, grappling hook), sling pouch (rations (7 days), water flask (x3)), large belt pouch (tinderbox, whetstone, rags, oil flask), small belt pouch (money)

Potions: fire resistance (x1, for 1d4 hours, imbiber resists first 10 points of fire or heat damage taken each round, and receives a +4 bonus to all saves to resist fire or heat-based effects)

Scrolls: scroll of speak with the dead (1x)

WEAPONS

DMG

SPECIAL

Ildavir's Flogger (+1 mace) 1d6+3

See below

Ildavir's Flogger, artifact, +1 mace: INT 9; AL N; communication: empathy; SP flame brand (ignite in flame 3/day. Duration 6 rounds. Inflicts an additional 1d6 damage and ignites targets on fire (DC15 Ref save to avoid)), cleave (each time an enemy is slain with this flail, the wielder automatically receives another attack (but cannot move). Note that certain bloodthirsty flails may attempt to force the wielder to attack an ally), flame tongue (launch jet of flame 1/day. Jet is cone, 40' long and 10' wide at end. All within take 2d6 damage and may catch on fire (DC 18 Ref save to avoid))

MONEY

XP

NEXT LVL

ARMOR

-5 MV d16

MOD

CHECK PENALTY

10sp, 12gp

Banded Mail fumble die

+6 AC

-6

Shield

+1 AC

-1

## CHRONICLER JORTH "THE FIRE-SPEAKER"

**Chronicler Jorth "the Fire-Speaker" (Cleric of Ildavir):** STR 16 (+2); AGI 10 (+0); STA 15 (+1); PER 16 (+2); INT 7 (-1); LUCK 14 (+1); Birth augur: *Guardian angel* (saving throws to escape traps); Languages: Common; Init +0; AC 17; HD 3d8+6; 21 hp; MV 30' (25'); Act 1d20; Occupation: Mercenary; SP spellcasting (+5 spell check): spells (cleric) *lay on hands, turn unholy, divine aid, (1<sup>st</sup>) blessing, detect evil, holy sanctuary, protection from evil, resist cold or heat; (2<sup>nd</sup>) binding, divine symbol, restore vitality*; SV Fort +2, Ref +1, Will +4; AL L; Crit III/d10.

**Armor:** banded mail (+6 AC, -6 check penalty, -5 MV, d16 fumble die), shield (+1 AC, -1 check penalty)

**Equipment:** cold iron holy symbol of Ildavir, vial of holy water (x4), prayer book, bedroll, blanket, backpack (4 torches, 50' rope, grappling hook), sling pouch (rations (7 days), water flask (x3)), large belt pouch (tinderbox, whetstone, rags, oil flask), small belt pouch (10 sp, 12 gp)

**Potions:** fire resistance (x1, for 1d4 hours, imbiber resists first 10 points of fire or heat damage

taken each round, and receives a +4 bonus to all saves to resist fire or heat-based effects)

**Scrolls:** scroll of *speak with the dead* (1x)

**Ildavir's Flogger, artifact, +1 mace:** INT 9; AL N; communication: empathy; SP flame brand (ignite in flame 3/day. Duration 6 rounds. Inflicts an additional 1d6 damage and ignites targets on fire (DC15 Ref save to avoid)), cleave (each time an enemy is slain with this flail, the wielder automatically receives another attack (but cannot move). Note that certain bloodthirsty flails may attempt to force the wielder to attack an ally), flame tongue (launch jet of flame 1/day. Jet is cone, 40' long and 10' wide at end. All within take 2d6 damage and may catch on fire (DC 18 Ref save to avoid)).

### Attacks:

- Ildavir's Flogger 1d20+5 melee (1d6+3)



NAME Burglar Deianira CLASS Thief LEVEL 3

OCCUPATION Soldier

ALIGNMENT Lawful

CRIT DIE d14

CRIT TABLE 11

INIT +1

AC 16

HP 17

HD d6

ACTION DICE 1d20

LUCKY ROLLS Hawkeye (Missile fire damage rolls) SPEED 30'

STA 14 +1

SAVES +0

WILL 12

PER +2

AGI 14 +1

FORT +3

REF +1

LUK 17 +2

STR 7 -1

LANGUAGES Common, Thieves' Cant, Harpy

NOTES/EQUIPMENT

INT 14 +1

### CLASS ABILITIES

Backstab +2, sneak silently +8, hide in shadows +6, pick pocket +8, climb sheer surfaces +8, pick lock +6, find trap +6, disable trap +6, forge document +6, disguise self +1, read languages +3, handle poison +1, cast spell from scroll d14+1, Luck and Wits (d5 Luck die)

Equipment: spear (1d6), silver dagger (1d4/1d10, range 10'/20'/30'), dagger (x2, 1d4/1d10, range 10'/20'/30'), blongun (1d3/1d5, range 20'/40'/60'), bedroll, blanket, backpack (4 torches, 50' rope, grappling hook, 10 pitons, hammer), sling pouch (rations (7 days), water flask (x3)), large belt pouch (tinderbox, whetstone, rags, oil flask), small belt pouch (money)

Giantsbane, artifact, +1 short sword: INT 4; AL N; Bane: giants (hunter; sword can detect bane creatures within 100', even if invisible or otherwise concealed, and can overcome magical defenses against detection as if with a +1 Will save or spell check), communication: simple urges, SP detect magic 1/day.

### WEAPONS

	DMG	SPECIAL
Giantsbane (+1 short sword)	1d6-1	See above
Spear	1d6-1	
Dagger (melee)	1d4-1	
Dagger (missile fire)	10' range: 1d4-1; >10' range: 1d4	

Blongun

1d3/1d5

MONEY XP

16cp, 8sp, 2gp

NEXT LVL

### ARMOR

	MOD	CHECK PENALTY
Studded Leather	d8 fumble die +3 AC	-2
Shield	+1 AC	-1

## BURGLAR DEIANIRA

**Burglar Deianira (Thief):** STR 7 (-1); AGI 14 (+1); STA 14 (+1); PER 12 (+0); INT 14 (+1); LUCK 17 (+2); Birth augur: Hawkeye (Missile fire damage rolls); Languages: Common, Thieves' Cant, Harpy; Init +1; AC 16; HD 3d6+3; 17 hp; MV 30'; Act 1d20; Occupation: Soldier; SP backstab +2, sneak silently +8, hide in shadows +6, pick pocket +8, climb sheer surfaces +8, pick lock +6, find trap +6, disable trap +6, forge document +8, disguise self +1, read languages +3, handle poison +1, cast spell from scroll d14+1, Luck and Wits (d5 Luck die); SV Fort +2, Ref +3, Will +1; AL N; Crit II/d14.

**Armor:** studded leather (+3 AC, -2 check penalty, d8 fumble die), shield (+1 AC, -1 check penalty).

**Equipment:** spear (1d6), silver dagger (1d4/1d10, range 10'/20'/30'), dagger (x2, 1d4/1d10, range 10'/20'/30'), blowgun (1d3/1d5, range 20'/40'/60'), bedroll, blanket, backpack (4 torches, 50' rope, grappling hook, 10 pitons, hammer), sling pouch (rations (7 days), water flask (x3)), large belt pouch (tinderbox, whetstone, rags, oil flask), small belt pouch (16 cp, 8 sp, 2 gp)

**Giantsbane, artifact, +1 short sword:** INT 4; AL N; Banes: giants (hunter; sword can detect bane creatures within 100', even if invisible or otherwise concealed, and can overcome magical defenses against detection as if with a +10 Will save or spell check); communication: simple urges; SP *detect magic* 1/day.

Attacks:

- Giantsbane 1d20+1 melee (1d6)
- Spear 1d20+1 melee (1d6-1)
- Dagger 1d20+1 melee (1d4-1)
- Dagger 1d20+3 missile fire (10' range: 1d4-1; >10' range: 1d4)
- Blowgun 1d20+3 missile fire (1d3/1d)





# HATE AND HORROR GAVE IT LIFE... BUT NOTHING COULD BRING IT DEATH!

In the hell-pit of this centuries old tomb, the accursed Mummy Bride lies in wait, perverted by the wonders of black magic and cult sacrifice...to unleash a horror beyond imagination!

Do your players dare to penetrate the forsaken pyramid's inner chambers and overcome its terrible guardians to come face-to-face with the Mummy Bride in the shattered vestiges of her ancient tomb?

COMPATIBLE WITH  
**DCC  
RPG**



## THE REVIEWS ARE IN

*"It's a module that could only have been made in the primitive jungles of man...where life is cheap!"*

*"A murderous Mayan mummy mama terrorizing your players on a roaring rampage of ritualistic revenge!"*

*"If this adventure doesn't make your skin crawl...it's on too TIGHT!"*

*"This ain't no pyramind scheme."*

*"A happy module, with a sense of FUN!" said no one EVER*

*"This module is rated R for mature audiences. It's the module that executives don't want you to see!"*