



Halls of the Gods

Ropecon 2011 Scenario Competition / Dungeons & Dragons



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ABOUT THE HALLS OF THE GODS

This is an adventure written for any classic Dungeons & Dragons settings. The default is the **Labyrinth Lord**-system available for free at:

<http://www.goblinoidgames.com/labyrinthlord.html>

Translation notice to run this game in Finnish:

Halls of the Gods = Jumalten käytävät

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THE PLOT

The party has long hunted the Wizard Manacheron. Now the race to reach the Halls of the Gods has started and when the adventure begins, the party finds that they have lost: Manacheron has reached the Hall first and circumvented the defenses of the holy place. But the mighty doors are open and the party must venture in to stop Manacheron from reaching the fabled prize within: the sacred Ambrosia that makes gods out of men. The party must chase the wizard into this strange hall and face the moral tests the gods place before those trying to reach godhood.

This adventure can be run in any fantasy setting. The adventure includes four player characters, but Halls of the Gods can be run on any party by adjusting the background and changing some encounters. The default characters have some common background and its encouraged that during the adventure, they can come to play if the players seem to enjoy player-to-player interactions.

BACKGROUND

The following is know to the players:

The party was originally hired by Manacheron to venture deep into the heart of the blighted old empire in search of certain artifacts and maps. After two years of dangerous expeditions, the party finally found that the legends they we're searching for we're true and that they had given Manacheron the keys to with open the sealed doors to the lost mountain temple know as the Halls of the Gods. Manacheron was revealed to be a necromancer and a practitioner of dark arts - and all in all deceitful and evil - but these revelations came too late. Thanks to the party, he had the destination to the Halls of the Gods - but so did the party and a chase begun. With the keys of Solomon, the great architect of the Hall, the Wizard has the advantage.

REACHING THE HALLS

The party has travelled here by foot, since the treacherous climbs of the Silverpass are not easily accessible by mounts. The party has seen lights in the darkening evening sky: flashes of fire and roars of a mighty dragon. When they arrive, they find what caused all this.

This is where the adventure starts. The party reaches the Halls and enters the scene of massacre deep in Silverpass. All around there are fresh corpses of mercenaries and

undead-turned-dead - all Manacherons men. But also, a mighty bronze scaled dragon lies dying on the field outside the temple. The dragon has lost a lot of scales and blood, but also its left wing along with his left horn has been ripped off. The great double doors on the mountainside are ajar. Getting in is not supposed to be this easy, but the magic used by Manacheron have left the impervious doors permanently open.

The dragon is slowly dying and cannot speak or move anymore, but its eyes are locked to the party as they pass. The dragon is doomed and no amount of healing or magic will



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save it anymore. This is not yet a part of the trials that the party will face inside the Halls, but it works as a tie-breaker (see Moral Choices). The dragon would have been too much for the Wizard and his mercenaries & zombies, but some magic in the key of Solomon must have given the wizard an advantage over the ancient beast guarding the holy place.

Inform the players that they might not have much time since the wizard has already breached the Halls. They must press on quickly or risk divinity falling into the hands of an evil monster of a man.

For a GM who might want to add more action to the adventure, you can add an encounter with surviving mercenaries or undead not yet made permanently dead by the dragon. This encounter isn't supposed to be very difficult as the mercenaries and / or undead are greatly weakened.

Mercenary (4)

Armor class: 7

Hit Dice: 1

Attacks: 1 (swords, d6 damage)

Save: F1

XP: 10

Mercenary captain (1)

Armor class: 5

Hit Dice: 4

Attacks: 1 (long sword, d8 damage)

Save: F4

XP: 80

Zombie (1-3)

Armor Class: 8

Hit Dice: 2

Attacks: 1 (1d8)

Save: F1

XP: 29

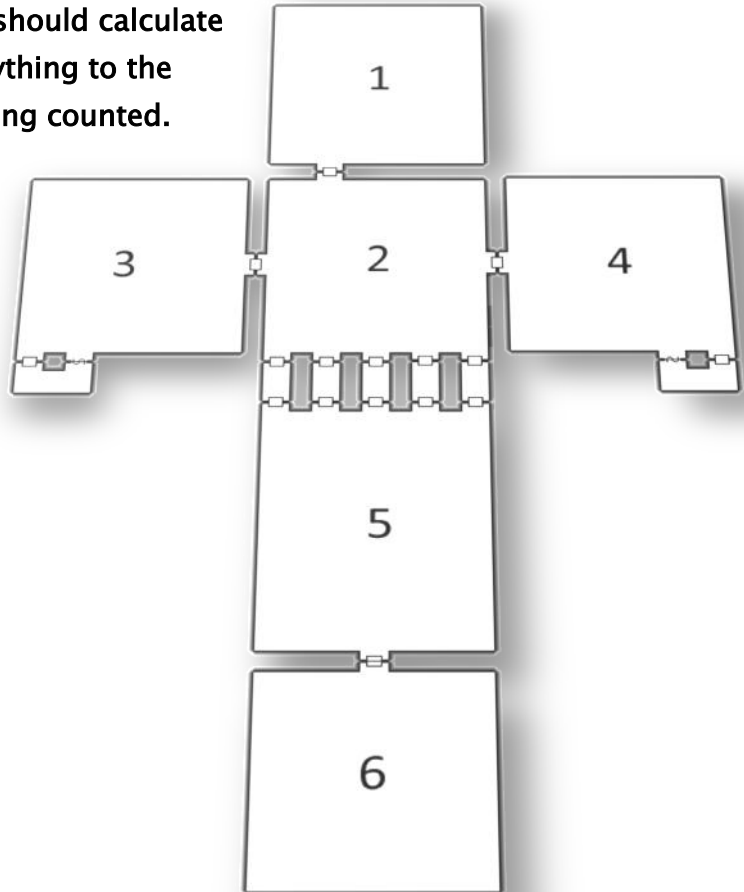
Increase or decrease the number of creatures to adjust the difficulty. If the initial fight seems too easy, feel free to add another guardian monster to come to the scene instead of the human guards.

THE HALLS

To the wizard Manacheron, passing through the halls is using the artifact key to pass through different rooms. To the party, it's passing through the tests of the dungeon to prove their sort. Essentially every room is a test of good or evil. All can be passed in different ways, but the method how different challenges are resolved is more important than if they are passed or not. **The GM should calculate the results in secret not mentioning anything to the players – not even that any score is being counted.**

Notice that all of the halls are usually illuminated even if not specified.

1. The entrance. Hall of Mercy
2. Hall of Passage
3. Key of Sacrifice
4. Key of Fire
5. The False Prize
6. Hall of Results



HALL OF MERCY

After entering the Halls, the entrance disappears completely, leaving behind a wall of stone. The words “None leave the Halls but through completion or death” are written in the Old Tongue on the wall where the door used to be.

The Hall of Mercy is a rough-cut room with little decor, except for the decorated door on the far wall. Before anyone has time to reach it, the party spots their quarry. The wizard Manacheron leans on the wall next to the door. It's not actually Manacheron but a perfect illusion created by the Hall to test the mantle of the heroes. Manacheron seems badly wounded and fearful. He immediately surrenders. If the party listens to him, he explains that the Halls are a set of trials set by the gods to determine the mettle of those inside. Manacheron also explains that he has the keys of Solomon that will open the next doors, but as the keys require a great effort of will to use, he in his wounded state cannot do it. He will trade the keys to the players but remarks that if they decide to use force against him; he could not defend himself properly.

He is in bad shape, but not mortally wounded and will ask to accompany the party. Remind the players of his deceptive nature but also **emphasize** how the wizard will die in the Halls if left by himself. Make the players choose what to do to him.

If the players kill Manacheron immediately without giving him a chance to explain about the trials, have the wizard whisper as his dying words that “Everything here is a trial... by the gods!”

If the players take Manacheron with them, he gives them the keys of Solomon and any player can use them to open the doors to the next chamber. If they enter the next chamber with Manacheron, the wizard and keys disappear and the players move on to the next test. The same happens if they leave the wizard behind and take his keys. If they kill Manacheron, the wizard turns into sparks and disappears – and the door opens on its own.

HALL OF PASSAGE

As the party enters, they find themselves in a forest clearing, surrounded by the thickest impenetrable forest. In the middle there is a shallow pond, and the sounds and smells of a paradise-like forest fill the air. The feel in the room is peaceful, natural and somehow transcendent. The door into the chamber disappears after the last member of the party has passed in. Another door is visible in the forest behind the pond on the other side of the clearing. Somehow the door being attached to the thick forest seems surprisingly natural.

In this room they are greeted by a beautiful nymph sitting naked halfway in the pond, with her hips and legs barely visible through the translucent water of the pond. She greets the party introducing herself as Lady Skyeeyes and asks the party to relax in her domain – the only chance that the party will get inside the Halls. She informs the party that to pass, they must pour all of their gold and valuables to her pond and only then will she grant them passage: gold, silver, jewels, pearls and other things of much earthly value. The sacrifice of valuables gives life to the forest around her and maintains the magic, she explains. Lady Skyeeyes holds in her hands a large golden key (clearly visible to any member of the party not staring at her bare bosom) that she promises for the valuables. There are no visible escape routes from the room.

The nymph will know if any player attempts to hold onto anything of value. Lady Skyeeyes doesn't mention anything about magic items, weapons or other more utilitarian objects. She isn't interested in the weapons or magic items the party carries and will stop any player attempting to part with such. She will not part with the key before all in the party have given everything on them.

If the party simply attacks her for the key, she will fight back with all her supernatural power, but after the party defeats her, she and the entire forest around them disappear to reveal the true room.

If the players decide to pour all their valuables to the pond, the nymph will give them the key and when the players pass through, they simply find the forest around them melting away and revealing a stony hall that they are in the middle of. All valuables disappear with the forest.

The true Hall of Passage is a much more decorated room. On the walls on the sides are great murals describing the epochs of the various ancient gods. On the wall at the opposite side from the entrance is a row of doors (and a another row behind them but

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that is not yet revealed to the party), with statues of mighty heroes carved into the wall above them. The doors previously hidden doors on the sides are also revealed. The words "Pass all challenges to venture forth" are written on the floor in large letters in the Old Tongue. The five doors a sealed with the powerful old magic of the Halls and are impossible to pick or force open - no locks are visible nor will any amount of force move them.

The party can only enter either room on the sides, but once either door has been opened, it stays open until all of the party has passed through. The door on the other side will not open anymore before the party has completed the challenge in the room that they have now opened. The Halls effectively make it impossible to split the party.

Lady Skyeyes

Armor Class: 4

Hit Dice: 5

Attacks: 2 per round (claws, 1 bite, 1d4+2 each)

Save: F8

XP: 500

Special: all direct attacks against Lady Skyeyes require the attacker to make an save against spells or they will not attack and can only take defensive actions on that particular combat round. They can attempt to attack again on the next round.

After combat begins, lady Skyeyes splits into two creatures and both grow terrible claws and fangs made of strange bark.

KEY OF SACRIFICE

This room is again not a room, but instead seems to be the center of a small town. The houses are packed tight and all the streets end in visibly obvious dead-ends. Its again clear that leaving is impossible once the party has entered. If someone in the party attempts to climb onto one of the houses, they're grasp fails and they fall. In the middle of the town center, there is a unlit pyre surrounded by ten grim looking townsmen. On the unlit pyre there is a bound woman.

"You have been found guilty of heinous crimes lady Key" a dark-haired man proclaims. "For these crimes you must die by fire least you find someone to take your place upon the pyre!"

"Can you not help me?" asks the lady Key of the party weeping as she speaks. "My crimes are true, but I implore you not to let me die a painful death by fire!"

"If you have interest in lady Key, you can have her, once the fire has purified her" says the dark-haired man leading the grim townsmen.

The party has several options: they can offer one of their own to take lady Keys place. They can also simply hack through the townsmen and release her by force. They can also attempt to negotiate, but the mob will not accept anything but death for the lady Key for her crimes. They will if pressed accept a less painful death sentence but demand it to be carried out by the party.

None - including lady Key - will give details on these crimes, except by calling them Great when asked about them. Also the townsmen do not negotiate forever. If the events in the city center seem to be going nowhere, force the players to act by making one of the townsmen to light a torch and approach the pyre with the intent to light it.

If the party doesn't figure out something truly ingenious, they have the following options:

- Put a party member to die on the stake
- Allow lady Key to be burnt painfully
- Kill her quickly themselves
- Kill the townsmen to save lady Key.

Despite what they end up doing, the town center is suddenly simply a theatrical stage, with the houses being backdrops and the men simply painted wooden cutouts. None can

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really explain why they seemed very real a moment ago. In place of the lady Key, is a physical golden key. Also the door to the small corridor is now visible.

The small corridor leads to a wall with a keyhole. Using the lady Key-key to this keyhole opens the secret passage that leads the party back to the Hall of Passage – where the first row of doors have all opened. Or the second row if the players decided to come here second.

Townsmen (9)

Armor class: 7

Hit Dice: 1

Attacks: 1 (pitchforks & torches, d4 damage)

Save: F1

XP: 10

Townsmen leader

Armor class: 5

Hit Dice: 2

Attacks: 1 (long sword, d8 damage)

Save: F3

XP: 30

KEY OF FIRE

Here there be fire. The room appears as a cavernous lava cave, with a small rocky paths circling through it towards a great stone statue of a dragon. The dragon is down on all its four legs, in a position where one would expect it to breath fire. In its mouth there is no fire, only a shimmering golden key. Strange howling-like sounds fill the cave and sudden violent wind bursts make the room seem even more hostile.

The challenge here is two-fold: to balance the tricky paths between the lava flows to the statue and to get the key AND to see what the party does when their success in this task is compared to the life of a party member.

First, getting through the lava flows is a bit tricky. The party has no flight-enabling magic so this comes down to old fashioned acrobatics of McGyverism. The magic in the room does nothing to help the party get to the key, so they must try to navigate the flows or throw ropes to the dragon statue and maybe go above the flows completely. Most in the party aren't dexterous enough for this, so it should quickly become clear that only a few in the party should attempt to navigate the room.

The magic in the room ensures that returning with the key results in failure. Maybe the rope breaks, being slowly burned but noticed at the last second or maybe the rock underneath fails. Or maybe something completely different happens, like the dragon statue falls creating a shockwave of lava that makes one of the characters fall.

The golden key is heavy, very large (about 24 inches) and oddly slippery and shaped in a very streamlined way. This makes it impossible to be held on ones belt (it will immediately start to slip) or in anything short of a sack - or by carrying it in hand.

As the party doesn't carry sacks they'll end up returning with the heavy key in the other hand. This naturally makes the return-trip more difficult.

The fall happens very near the end of the journey resulting in the character dropping the key. The key is thrown a short distance from the rest of the party and falls into the lava quickly and starts to sink. The party member who decided to go get the key is in immediate peril of falling to the lava, maybe teetering on a rock that's clearly going to topple any second, or maybe already partially in the lava and in great pain. The party now needs to choose which to save. There should be multiple party members so it is quite possible to go for both, the key and the party member.



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Note that if the party wants to throw the key, warn them about the strong hard to predict winds make it certain that any throw *might* end with the key falling in the lava. If they attempt it, make a secret roll, ignore the result and inform them that due to a sudden burst of air the key has fallen in lava just next to the rest of the party and quickly just under the surface but still barely visible. This action changes the test in the room to see if any party member will sacrifice their own wellbeing to save the key: quickly reaching into the lava and pulling the key out. Make certain to emphasize that there is no time to discuss this or the key will be lost.

Passing through the dangerous path requires rather difficult ability checks from dexterity at -4 for the rickety rocks and dangerous winds. The return trip requires a -8 roll thanks to the stronger winds and the fact that one hand need to be used to hold the key (remember that despite this roll, the return will fail unless the key is actually thrown). Creating a mechanism might require a intelligence check and if successful, it will make it possible to use the thieves Climb Walls ability instead to cross. Failing any rolls gives the player d8+2 of fire damage from the magma.

After the situation is resolved, the lava sinks below the floor, leaving the cavernous room safe and the door in the wall is revealed from under the lava. The intense heat dissipates completely leaving the room cool. Any party member who might have "died" by falling too deep into the lava is discovered at half their remaining hitpoints but alive and conscious. Also any damage taken from the lava is halved. If the key was lost, it is now found under the disappeared lava.

The small corridor leads to a wall with a keyhole, identical to the one in the Hall of Sacrifice.

THE FALSE PRIZE

After the Keys of Sacrifice and Fire have been turned, the access to the false prize opens. The first of the keys opens all the five doors and the second opens the second row. The room is filled with treasure: piles of gold, jewels, magic weapons and tomes! In the middle stands an altar and upon the altar a chalice filled with radiant liquid: ambrosia! Here an old man greets the party.

The old man stands behind the altar and welcomes the party. He introduces himself as the Keeper of the secret of Divinities and has deemed the party worthy of receiving godhood - but only one may receive it. The others must remain behind to languish in the Halls until they starve. Such is the way of the gods. He urges the party to decide who among them should live. Any talk of sharing is quickly put aside as the man tells that half-an-ambrosia does nothing. Nor can the newly ascended god save her old comrades. If asked about the wizard the party is searching, the Keeper says that maybe he hasn't survived the chambers. He claims to know nothing about him.

Naturally almost everything the Keeper tells the party is a lie. The False Prize is the last test before the true ambrosia and it's a test of character. How will the party decide who among them get ultimate power and who remains to die in the darkness? This room can result in pretty much anything. The party can decide to vote or maybe resolve this peacefully. Or maybe a fight will break out. Or maybe one in the party decides to use stealth and drink the prize when no-one is looking. There is also the opportunity to completely destroy the ambrosia.

Any party member possibly killed during this fight remains dead. Their spirits are still locked inside the Halls and have a small role to play in the last room. If the party decides to "mercykill" everyone, except the one to drink the ambrosia, this decision counts as a choice and the test ends peacefully.

Once the ambrosia-situation has been resolved one way or the other, the treasure, the magic items, the ambrosia and the keeper fade from view, leaving behind them only broken pieces of equipment instead of mighty magic weapons and rust and rocks where there was gold. The keeper is a mere statue. Also the grand double doors appear.

Now calculate the amount of Good/Evil the party has collected inside the dungeon so far. If they have more good, the door shines with white light decorations depicting angels and glory. If the party has decided on more evil, the door radiates dark red decorations of demons and war. Notice that there can be no neutral result in this; the result will tilt the

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party to good or to evil. The door opens to the true prize.

HALL OF RESULTS

Here the party finds the two things they have been searching for: their quarry and the true ambrosia. The walls of the hall are decorated in a similar fashion to the door the party entered through and their light is either so bright it makes the room a bit uncomfortable or so dark that things are barely visible.

In the middle of the room stands an identical altar to what the party saw in the previous room. On this altar lies the ambrosia: a crystal chalice filled with translucent liquid that reflects the lights from the walls. Behind it the same statue of the keeper the party saw in the previous room.

On the far wall is a door drawn to the wall with the words "Pray to me to pass, and pass". This is the exit from the Halls of the Gods.

The chalice is actually locked and the wizard has been attempting to open it for a while with no success: turns out that the keys of Solomon allow one to enter, but skipping the tests makes it impossible for someone to claim the prize. A major part of the magic is tied in the evaluations the Halls makes of those it tests, and like the architect wasn't supposed to drink the prize, nor can the wizard Manacheron who entered the Halls with the architect's key.

Manacheron looks tired and old and turns to the party in desperation – not because of their arrival but because he has found the chalice impossible to open: his dream sits in front of him, mocking.

"It does not open!" He shrieks in despair.

The tests are now over. What happens now is up to the players.

The Wizard has expended a great deal of his spells fighting the great dragon defending the dungeon and has little to throw at the party. He is still a major threat however, since even weakened, Manacheron is significantly more powerful than anyone in the party. The players can talk to him, fight him or capture him to take him to justice. Manacheron will not leave the dungeon voluntarily, but if beaten to his last hitpoints will attempt to surrender – echoing the events in the Hall of Mercy.

If any in the party decide to go for the ambrosia, the keeper awakes – remaining a stone statue but his lips move still.

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“Your deeds have imbued the ambrosia with your true character. “ The keeper speaks with a booming voice, much more powerful than the old man he appeared as previously. Then he says one of the following:

“You have proven good and just and filled the ambrosia with light. Drink the resplendent liquid and ascend to join the ranks of light.”

Or:

“You have shown the darkness in your hearts and filled the ambrosia with blood and bitterness. Drink the damned elixir and descend to join the ranks of darkness.”

And then the ambrosia is unlocked. If the wizard is still alive he will lunge forward and try everything to gain access, but nothing he does cannot help him getting the ambrosia – spells fail and blows glance off. Other party members are not so hindered and may do anything they wish to prevent a member from drinking or to grab the ambrosia for themselves.

Notice that the ambrosia can be destroyed if a party member decides to throw the chalice to the ground. It will not accidentally fall however. If it should fall in the heat of battle, the ambrosia will simply turn in the air and land in such a way that not a single drop goes missing.

If a player character actually drinks the ambrosia, describe them the sensation of ascending to the heavens or descending to the hells, with images of glory and power – or justice and light. Their role in this story ends as they take their place on the Makers side or in the Outer Hells.

The rest; do what they may. Leaving is simply praying to the doorshape and passing out of the Halls of the Gods. Anyone leaving so is deposited back to the borders of the nearest city, Lycaonia on the other side of the mountains.

If any players were killed by other players previously, especially in the False Prize-room, they have a chance to affect things here. They can freely manifest and speak, but cannot manipulate physical things. They are naturally enraged about being murdered by the other surviving players. Any ghosts are released after every living player leaves the Halls. If none of the players survive, all of the players are stuck in the halls with the wizard Manacheron. This is a grim end for the party as the wizard uses his necromantic powers to leech the ghosts for power and to survive a bit longer. The ghosts of the players wither and die again slowly as the trapped wizard attempts to access the ambrosia.

If a fight breaks out between the wizard and the party, the necromancer can however give them some edge: if any ghostly characters are present, the necromancer fully brings

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them to the physical world and forces them to fight on his side. The player has no choice in this matter – but should be very interested in killing the person who killed them anyway. The ghosts are brought back in full hitpoints, with all their spells readied like they had just rested fully. The ghosts can be harmed with normal weapons in this form, with “death” meaning that they slip back into their ethereal state, unable to affect anything. Remember that the ghosts will fight on the wizard’s side – this is not optional for them. They are compelled by powerful necromantic magic.

The Wizard Manacheron

Armor class: 4

Level: 10 Magician (current hitpoints are down to 20 from 31 total)

Attacks: 1 magic staff (+2 to attack, d8+2 damage)

Save: Level 10 Magician

XP: 1000

Prepared spells left: Magic Missile *2, Shield *1, Wall of Fire *1

Magic Items:

Amulet of Negrotha (can animate all ghosts present currently to do battle and chores for him – also makes the wearer able to see any dematerialized ghosts. Using the power to animate ghosts takes an entire round)

Smithing staff (+2 to hit, d8+2 damage).

Protective Darkness (Cloak, AC: 4).

Leeching ring (can drain sustenance from any ghost in the area. A normal ghost can be used to either heal 10 hp and be completely destroyed in the process, or be used to sustain the necromancer for a day instead of food. Using ghosts for food destroys the ghost after three feedings)

Other possessions of value: Necrotic components, Book of Spells, Valuables worth 300 gp.

Notice: if you wish to add to the challenge, consider adding more spells to the wizard. He has spent much of his destructive spells already and used all of his analytic spells trying to break the protections of the ambrosia. If the party is still in a good condition, simply add a Lightning Bolt or Web to the spells mentioned above and increase his remaining hitpoints.

Also to add to the challenge, the GM can opt to add a ghost or two to the mix even if no players died during the adventure. Possibly ghosts of those who came along with the wizard or maybe adventurers of the past. Any such ghosts manifested possess the normal attributes they had when they were alive.

MORAL CHOICES

Every room in the Halls has a test and the party scores points into two categories for how they solve the challenge in the room. The categories are Good and Evil. The points presented below can be modified to suit the actions the party takes. In some cases it might be acceptable to give additional points of Good or Evil depending on the situation. Feel free to change the points given for any particular act to suit the game! These points can be given even outside the actual trials for good or evil deeds done inside the Halls.

Notice that the dragon outside the Halls is not a part of the trials, but if the trials end in an stalemate, what the party did with the dragon works as a tiebreaker. Left to die slowly would be evil, given a quick death good, torturing mutilating the beast while it still live very evil etc.

At any time, killing a fellow player character results in Evil +2 per player killed by another player.

HALL OF MERCY

- Killing the wizard outright: Evil +3
- Leaving the wizard alive but leaving him behind: Evil +1
- Taking the wizard along with the party: Good +3

Additional modifiers:

- The wizard is healed by the characters: Good +1
- The party promises the wizard to let him live but betray him: Evil +1

HALL OF PASSAGE

- Killing lady Skyeyes: Evil +3
- Accepting her terms and giving all their valuables: Good +3

Additional modifiers:

- Attempts to deceive lady Skyeyes: Evil +1
- Attempting to also give items not required by lady Skyeyes: Good +1

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KEY OF SACRIFICE

- Letting the crowd kill lady Key by burning: Evil +3
- Killing lady Key painlessly: Good +1
- Saving lady Key by killing the crowd: Good +1, Evil +1
- Sacrificing in lady Keys stead: Good +3

Additional modifiers:

- Attempting to negotiate with the mob for lady Keys life, successful or not:
Good +2

KEY OF FIRE

- Primarily saving the party member: Good +3
- Saving both the key and the party member: Good +1
- Saving only the key: Evil +3

Or if the key is thrown to the party:

- Saving the key from falling: Good +1
- Letting the key fall under the lava: Evil +1

THE FALSE PRIZE

- A physical fight breaks out to determine what to do: Evil +3
- The receiver of the ambrosia is decided upon by one of the players threatening the others by force: Evil +2
- The players negotiate who should receive the Ambrosia peacefully: Good +3

Additional modifiers

- The players destroy the ambrosia to prevent anyone from getting it: Good +1

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ALANIDRA THE SWORDMAGICIAN

Class	Elf	Nature	Flimsy, Moody, Principled
Level	5	Alignment	Neutral

ABILITIES

Strength	14	Constitution	10	Wisdom	14
Dexterity	12	Intelligence	17	Charisma	14

SAVING THROWS

Breath att.	13	Petrify/Paralyze	11	Spells & Devices	13
Poison/Death	10	Wands	11		

TO HIT

0	1	2	3	4	5	6	7	8	9	
16	15	14	13	12	11	10	9	8	7	Roll 1D20 to hit

COMBAT

Attack	To hit	Damage	Description
Sharpedge	+2	d6+3	+1 magic to hit, +2 magic to damage

Armor class	Hp
4 (Chain mail + Shield)	19 /

ABILITIES

Known spells		Prepared spells		
Magic missile	ESP	Level 1	Level 2	Level 3
Read magic	Detect invisible	Magic Missile	ESP	Fireball
Shield	Fireball	Read magic	Detect Invisible	
Light	Haste			

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EQUIPMENT

Weapons & Equipment	Magic items
A small knife Empty scrolls and writing equipment Travelling food for 2 days + water flask Means to make a fire & torch	Sharpedge, a magic short sword with an incredibly sharp edge. Book of Spells

Experience	Treasure & Coins
33 000 /	Gold: 50 gp Silver: 25 sp Jewels worth: 350 gp

BACKGROUND

Alanidra was chased out her homelands young due to some tendencies she had that were deemed unnatural: Alanidra preferred other elvish women instead of males and the declining elvish state did not approve. Her wild and moody behavior (that still continues today) didn't help. The ostracized lady magician left the elven lands and was later hired by Manacheron and became the newest member of the party. Her scholarly knowledge was in a key position to actually finding out the locations of both the Halls of the Gods and the keys of Solomon.

Alanidra has confessed her orientation to Tyreesa, who has promised to keep it a secret. Alanidra is constantly under attentions from Rosen, but does not find human males any more attractive than she found elvish ones. Alanidra speaks several languages, most notably elvish, common and the old tongue.

Other party members:

Gan Atrak – a greedy dwarf. Trustworthy but focused on the money.

Tyreena – a self-invented cleric. Trustworthy and very appealing.

Rosen – a thief and a leader. A lecherous annoyance of a man, but very capable.

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GAN ATRAK OF THE HOUSE GASHATR

Class	Dwarf	Nature	Bullheaded, Just, Greedy
Level	5	Alignment	Neutral

ABILITIES

Strength	17	Constitution	17	Wisdom	14
Dexterity	8	Intelligence	13	Charisma	7

SAVING THROWS

Breath att.	10	Petrify/Paralyze	8	Spells & Devices	10
Poison/Death	6	Wands	7		

TO HIT

0	1	2	3	4	5	6	7	8	9	
16	15	14	13	12	11	10	9	8	7	Roll 1D20 to hit

COMBAT

Attack	To hit	Damage	Description
Stonepeak	+4	d6+4	+2 magic to hit, +2 magic to damage
Dagger	+2	d4+2	

Armor class	Hp
4 (Banded mail + shield - dexterity)	35 /

ABILITIES

Infravision to 60'. Detect traps, false walls, hidden constructions and sloped passages on a roll of 1 or 2 with a d6 roll.

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EQUIPMENT

Weapons & Equipment	Magic items
Small pounces Two dagger Rope (30 feet) Travelling food (4 days) + water flask Wine flask	Stonepeak, an enchanted spear

Experience	Treasure & Coins
33 000 /	Platinum: 5 pp Gold: 10 gp Silver: 25 sp Jewels worth: 150 gp

BACKGROUND

Gan Atrak left his house in the last dwarven halls before their destruction and is now all that is left of his family. This has made the dwarven ex-champion bitter and Gan has dedicated his life into improving his own standing and status by raiding ancient tombs and by killing the multitudes of creatures faced therein.

Gan founded the party originally with the cleric Tyreesa and the scout Rosen, but later accepted the moody elf magician Alanidra who was added to the party by the wizard Agave. Gan considers himself the primary leader of the party – a role he somewhat shares with Rosen.

Gan speaks the common language and most of the underground languages, and can v-e-r-y slowly read Old Tongue.

Other party members:

Alanidra – a wild elf mage. Hard to control, but really smart.

Tyreena – a self-invented cleric. Trustworthy and tells the dirties jokes when drunk!

Rosen – a thief and a leader. A capable treasure-hunter.

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TYREESA, SERVANT OF THE GODDESS OF THE MOON

Class	Cleric	Nature	Lively, funny, brutal, rough
Level	5	Alignment	Neutral

ABILITIES

Strength	14	Constitution	14	Wisdom	17
Dexterity	10	Intelligence	9	Charisma	14

SAVING THROWS

Breath att.	14	Petrify/Paralyze	12	Spells & Devices	12
Poison/Death	9	Wands	10		

TO HIT

0	1	2	3	4	5	6	7	8	9	
18	17	16	15	14	13	12	11	10	9	Roll 1D20 to hit

COMBAT

Attack	To hit	Damage	Description
Silverlight	+2	d6+2	+1 magic to hit, +1 magic to damage

Armor class	Hp
4 (Chain mail + shield + helmet)	27 /

ABILITIES

Divine spells: 3X level 1, 2X level 2, 1X level 3

Turn undead

Undead HD	1	2	3	4	5	6	7
Chance	Autom.	Autom.	3	5	7	9	11

Halls of the Gods

EQUIPMENT

Weapons & Equipment	Magic items
Chain mail armor Shield Travelling food (3 days) + water flask Small ancient holy symbols Healing equipment	Silverlight, a mace with moon-ornaments Healing potion (d6+1 hp)

Experience	Treasure & Coins
24 000 /	Gold: 10 gp Silver: 25 sp

BACKGROUND

Tyreesa was once a prostitute – a secret she has kept from everyone. She was illuminated in her late teens by the holy light of the silvery moon and purified spiritually and physically. She has never joined any religious orders officially but prefers to instead preach to the poor and the lowest of society about how the goddess protects. Tyreesa became an adventurer by calling. She intends to find out what happened that the new faiths took over and made men forget the older gods, like that of the moon.

Tyreesa is a humorous lively woman, rather attractive but much of it is often hidden underneath her armor. Her old profession is visible in how rough she can be around the edges, making lewd jokes and not getting shocked when witnessing the weird elements of humanity. Tyreesa speaks only the common language.

Other party members:

Alanidra – a wild elf mage. Troubled girl, you feel sorry for her and know her eyes are on you often.

Gan Atrak – a greedy dwarf. You can trust him mostly – except when dividing the loot.

Rosen – a thief and a leader. A very capable charming man. You kinda-sorta have a crush on him, but try not to let it show. He seems to be chasing Alanidra and you know that's doomed to fail.

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ROSEN THE LEADING MAN

Class	Thief	Nature	Witty, fun, professional
Level	6	Alignment	Neutral

ABILITIES

Strength	11	Constitution	10	Wisdom	12
Dexterity	18	Intelligence	15	Charisma	15

SAVING THROWS

Breath att.	14	Petrify/Paralyze	11	Spells & Devices	12
Poison/Death	12	Wands	13		

TO HIT

0	1	2	3	4	5	6	7	8	9	
17	16	15	14	13	12	11	10	9	8	Roll 1D20 to hit

COMBAT

Attack	To hit	Damage	Description
Alame (ranged)	+3	d4+2	Ranged, +1 magic to hit, +2 magic to damage
Alame (melee)	+1	d6	Melee, +1 magic to hit, +2 to AC
Dagger	+0	d4	

Armor class	Hp
3 (Studded leather + Dexterity + Alame)	22 /

ABILITIES

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Pick Locks	Find and Remove Traps	Pick Pockets	Move Silently	Climb Walls	Hide in Shadows	Hear Noise
45	43	43	43	92	37	1-4

Backstab: if successful in Move or Hide, +4 damage, double damage!

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Read languages: 80% chance to read any non-magical languages

EQUIPMENT

Weapons & Equipment	Magic items
Thieves' tools Rope (30') Several small pouches Travelling food (1 day) + water flask Means to make a fire & a torch Crowbar	Alame, an enchanted staff & sling Healing potion (d6+1 hp)

Experience	Treasure & Coins
30 000 /	Platinum: 2 pp Gold: 50 gp Silver: 30 sp Jewels: worth 400 gp Decorative pendant: 5 gp

BACKGROUND

Rosen has been many things: a gentleman thief, a street urchin, a military scout and even a female virgin discipline of the Goddess of Love for a while (after *he* was found out, the order was disbanded – apparently they weren't as virginal any more). Today Rosen is a modern man of adventure. He has a winning smile in all situations and always gets the treasure and the girl – or so he thinks.

Rosen was among the original members of the party and is essentially its leader – a role that is somewhat shared with Gan Atrak. Rosen can speak the common language as well as elvish (the latter he learned to seduce Alanidra – a project still unfinished!).

Other party members:

Alanidra – a wild elf mage. This moody little elf-woman is exotic and lovely. Also hasn't yet given into you: a recipe that makes her even more compelling!

Gan Atrak – a greedy dwarf. Wants the gold and that suits you! You're need are compatible. Now if he only would remember that You are the actual leader.

Tyreena – a self-invented cleric. Trustworthy.