

Untitled

a roleplaying game for everyone

Barren Fields

An Adventure

Untitled

Barren Fields

An Adventure

Author

Jayson C. Block

Contributors

Alex Block, Mike Bullinger

Special Thanks

R. Aaron Boehm, Mike Bullinger
Nathaniel Evans, Justin VanBuskirk
Allon Aurual, Mik F., Golah J.

Some components are based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and are inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison. And by the continuing work of many others who have continued that vision and provided games, adventures, supporting materials and countless hours of enjoyment to us all. Thank you.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. The Untitled RPG (role-playing game) skill-based character progression system, to include but not be limited to the skill and attribute check system as defined herein, character qualities, combat, the supporting character and NPC (non-player character) workbooks and the Constructor sub-components. The Alarians, The Alatari, The Fen, The Kultharr, The Nephilar and The Volarthi Peoples. Elements that have previously been designated as Open Game Content are not included in this declaration.

Open Content: Except for material designated as Product Identity (see above), the remaining game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Untitled Roleplaying Game Core Rulebook is published by Jayson C. Block, under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. The Untitled logo, Untitled RPG, Untitled Roleplaying Game, Untitled Modules, Havrion, Constructors, and StoryTelling are trade dress of Untitled, and Copyright © 2018 Jayson C. Block.

Copyright © 2018 Jayson C. Block, All Rights Reserved. First Edition.

Table of Contents

Introduction.....	1
Character Creation	1
Skill Level.....	1
The Adventure	2
The Mission.....	2
On The Road	5
The Village.....	6
Organizer Feld.....	7
The Cave	9
Exploring The Cave	10
The Tunnel Queen	17
Resolution.....	18
Cast of Characters.....	19
Rook Karus.....	19
Organizer Feld.....	19
Royal Cartographer Jenkins	19
Adversaries	20
Wolf.....	20
Giant Spider	21
Skeleton.....	22
Skeletal Champion	23
Items	24
Everfont Waterskin	24

Introduction

Barren Fields is a companion adventure story module intended to introduce two to four players and a Storyteller to the Untitled RPG system. While group dynamics will always vary, this adventure is intended to be completed in one sitting and provide anywhere from two to six hours of play. Some details have been left out intentionally so that they may be customized by the Storyteller.

This module is being supplied free of charge. The core rulebook will however be required for reference.

Character Creation

Players will follow standard character creation guidelines from the core rulebook. To speed the character creation process, Appendix A of the core rulebook contains character templates that may be used.

Skill Level

Storytellers should guide their players to create characters with between **thirty and fifty skill points**.

The lower the starting skill points, the greater the challenge. Skills Points may be awarded during play for completing skill checks and challenges, defeating adversaries, or roleplaying with the non-player characters (NPCs) and other players. How skill points are earned or awarded is up to the Storyteller.

This adventure may be scaled as needed. The included adversaries will range from fifteen to seventy skill points. Lower skill level adversaries (e.g. Wolves, Skeletons, and Skeletal Champions) are meant to confront the player characters in groups of two to three at a time, whereas higher skill level adversaries (e.g. the Giant Spider) are meant to confront the player characters directly. To scale the adventure the Storyteller may replace a specified adversary with another stronger adversary, increase the total number of adversaries, or create their own adversaries by using those included as a template.

The Adventure

This section provides the necessary details for the adventure and the phases of its play-through.

The Mission

Players find their characters as cadets in the same training company of The Crimson Watch, and may or may not know each other. They have completed basic training and are working toward earning their first rank in the organization.

The Crimson Watch

The Crimson Watch is a paramilitary force outside of the regular army, navy, and town or city guard dedicated to the protection of The King, Queen, or President and their family. They are often tasked with the investigation and remediation of sensitive matters that have the potential to impact the kingdom as a whole, and act under the authority of The King or Queen.

They do not answer to the regular military, and to some limited degree are allowed to operate with immunity to local law so long as their cause is just. Abuse of power or station however, is not well tolerated. With power and trust comes individual responsibility and accountability.

Watch members are recruited from all areas of life, from every race, and from all across the kingdom, from common and noble families alike. To be offered a position within their ranks often means leaving title behind, and advancing in rank is typically considered a significant honor but one that could take a lifetime to achieve.

Their designated ranks are named for chess pieces, with the lowest being pawn. Rather than refer to the lower enlisted as pawns, the rank is designated by the symbol of one on an otherwise simple red sash worn on their left side at waist level attached to their belt.

The officers will typically address the lower enlisted as simply "you there", or may address them as "private", or by their function as "soldier" or "investigator." Members who have not yet attained a rank are often addressed as "conscript" or "cadet."

Officers wear a sash in the same way, except the Rook rank sash has a white embroidered outline and the Knight a golden outline. Bishop, King, and Queen are not used except when referring to an actual Bishop or the King and Queen. Knights are literally knighted in the kingdom, but do not necessarily come from noble blood or family, and are often tasked with overseeing the most-sensitive or most-broad of actions.

The Crimson Watch may even be tasked with being ambassadors, or investigating foreign heads of state.

This training encampment was like a small town, with a large barracks complete with keep, and all of the services to keep a military organization well fed and supplied. A blacksmith, general store, inn and tavern, barber, quartermaster, and even a bookshop. A small chapel was right at the edge of the complex, and rows of tents filled an adjacent field.

When cadets first arrived, they were made to sleep two to a single person tent. Having to earn the right to bed in the dry barracks with a foot locker to call their own. Their personal freedoms are taken from them but as they progress through the program, they are given opportunities to earn them back.

Player characters should have just completed basic training, but the memories of living in the tents during the wind and rain and dealing with sleeping in the mud would all be fresh in their memory. Thankfully, they now bunk in the dry barracks.

Player characters are ordered to report to **Karus**, a rook in The Crimson Watch and the commanding officer over the whole of their training company and camp.

Rook Karus

Karus will rarely be found wearing anything other than typical work uniform of The Crimson Watch: a white linen tunic, tan leather belt with neatly folded sash, darkened cloth trousers, and leather boots with a folded-over top. For patrols or when under threat a chainmail shirt, molded breastplate, chain coif and helmet could be quickly equipped. She was a light green-skinned half-orc that stood an imposing six-foot-three inches with a muscular and well-trained physique. She was battle-hardened, stern and direct with the cadets, but took pride in those she and her instructors trained. She made it clear that she was there to help cadets succeed, even if that meant tearing them limb from limb to do-so.

'Karus may be found in their office in the keep, a comfortably-sized room with a balcony overlooking the parade grounds where graduation was held not long ago. A large oak desk sits off to the side, its papers neatly kept with quill and inkwell ready. In the center of the room, aligning with the opening, is a large wooden table set at standing height and a map of the continent splayed across it. A small regional map lay over that, detailing the area around the camp within a day or two ride.'

Karus will greet the player characters as they arrive, but will ignore any questions until the group is complete. When the group of cadets is assembled, Karus will explain that they are being given a mission as part of their cadet challenge.

Karus begins, "Ah finally. Well I'm glad you could take time out of your busy schedules to follow orders this morning. Let's see how you fare with this next challenge. We have a mission for the lot of you, a part of your graduation. And before we begin, be reminded that your performance may very-well earn you your first rank. Or, it could end your fledgling careers."

She clears her throat and then continues, reading from the parchment. "You are hereby ordered to requisition supplies from the quartermaster, and leave for a nearby farming village. While the village itself is smaller than this encampment, it serves as a central hub for the farmland surrounding it like spokes in a wheel. The farms that surround this village account for hundreds of acres each, and thousands in total.

A drought settled in about two months ago, and both the local farmers and region rely on a bountiful harvest to survive. With no end in sight, the leader of the farming co-op, a human man that goes by the name of Organizer Feld, wrote to request help.

Normally droughts wouldn't be a concern for The Crimson Watch, but the scale of this one combined with a particular oddity in the report has made it worthy of investigation. At least one warranting a couple of cadets.

The neighboring villages don't seem to be short on water, but this village and its surrounding farms have gone dry. Their wells and other sources of water, such as springs and brooks, have all dried and gone."

"This Organizer Feld even left us this lovely little poem:

*Rain does not touch our land, though it does our neighbors.
When the scant few drops touch the ground, or water is
Spilled on bare soil, it is wicked away quickly."*

She continues reading, "They've been resorting to moving buckets of water in covered wagons from neighboring villages, but that hasn't made much of a difference. If the cause isn't understood soon and a remedy found, the kingdom will soon see a shortage of wheat and other produce they depended on."

Karus lets out a sigh before looking up from the parchment, "So the mission is simple. Get horses and supplies and ride a day and a half to the village, investigate the issue and find a remedy. Report back when you're finished the job. Got it?"

Optional: Check for Additional Information

During the briefing, if players have their characters inquire regarding any other special circumstances, ask them for a **Novice Normal (DC 8) Investigation** or **Local Knowledge** skill check. A passing result will prompt Karus to add the following:

[Karus] "Now that you mention it, you might want to check around and see what you can dig up about a cartographer. The Royal Cartographer Jenkins sent correspondence saying that he had word of a newly-discovered cave in that area and was going to investigate it himself. We haven't heard anything from him for a fortnight, when he sent word that he had arrived and was starting to map the cave."

Refer to the **Skill Difficulty Table** in **Appendix B**, the Storyteller reference, in the core rulebook for guidance on skill checks or to the **Skill Checks and Saves** section for additional detail.

Supplies

The group will be supplied horses, rations, and all reasonable equipment subject to Storyteller review and approval at no cost. The group will also be supplied a stipend of currency for covering the general cost of room and board at a regional tavern, typically five gold per day. To that end, each cadet is assigned a coin purse containing fifty gold.

On The Road

Player characters will travel by way of a well-worn trade road with horse, boot, and wheel tracks set into the stone-like compacted soil. They are not alone on the road, and pass the occasional traveler and covered wagon bearing supplies from one place to another. The road is largely surrounded by trees, with the occasional place to pull off and camp. The trees thin to reveal a large body of water off in the distance, and thicken into forests before opening unto lush hills and farmland. That is of course until the players get closer to **The Village**.

Optional Encounters

While it is up to the Storyteller's discretion, the group may have an encounter or two on their way to the village. These encounters can be used to introduce a group to combat for their first time, and are often helpful at improving group dynamic by creating a sense of comradery among the players characters.

Encounters do not have to be combat-focused, and some Storytellers may choose to use encounters to augment the story or give characters more information about their mission. Encounters can also be a great opportunity to build or refine the world around the player characters.

[Optional] Camp Combat Encounter

After a day of riding the horses will be needing to rest, and the players characters may choose to set up camp at one of the prepared sites along the road or make camp themselves just off the path. In either case player characters will want to rest, but leaving the horses and gear completely unguarded isn't the best idea. They may remember from their training that declaring a watch is best, and may agree to take turns watching the camp while those not on watch rest.

If the group **declares watches**, roll a **percentage die** to determine whether an attack happens during that watch. If the result is **greater than fifty percent**, an attack will occur. Storytellers may ask the cadet on watch to roll a **Novice Normal (DC 8) Perception** check to determine whether or not they notice the attack or if it is a surprise. If the perception check fails, the wolves gain a surprise round. If the perception check is successful, the watchful cadet will get to act first.

If the cadets **do not declare watches**, an attack will happen and the wolves will gain a surprise round. Meaning that all wolves will get to act before any of the players do.

Wolf Medium Beast, Movement 50	
Health: 32 Stamina: 20 Faith: 2 Scent: +4 Survival when tracking	Defense: 2d6+2 Mitigation: 1d4 Immune: Vulnerable:
Attacks: Bite: 2d6+3 (2d6+2 damage)	
Specials: Trip (5 Stam) - Upon successful hit, target must succeed Reflex check or become prone. Pack Tactics - For each wolf within 10 feet, add +1 bonus to Hit and Damage. [See Adversaries section for full description]	

Each combat encounter should contain a **small pack of three to five Wolves**.

As the Storyteller, you can use the same template for similar animals. Coyotes, Cougars, Mountain Lions, or make your own crazy creation!

Refer to the core rulebook section on **Combat** for further details on the rules and process.

The Village

Against the backdrop of a mountain range, the party will begin to see farmland on either side. A gentle breeze rolls through the fields of green wheat on either side of the road. The closer the party gets to the village the less green the crops become until finally they appear sparse and damaged. The ground cracking as if lips on a parched and dying man. Across these vast fields were farm houses, barns, and outbuildings of various shapes and sizes.

At the center of this wheel of farms along the road sits the small village the cadets were instructed to investigate. Buildings were constructed on either side of the trade road, but there was ample room to pull off to rest, trade, or resupply.

While the road would normally be hedged by green grass and inviting rested soil, the ground was hard and cracked with brown and dying ground cover. Dust was easily picked-up and blown, and got everywhere.

To the right was a large general supply storefront, with a trading post and warehouse of-sorts behind it. The buildings were all well-constructed and fashioned from plank wood and nails, with some block or brick in the foundation walls and between livestock pens. Standing tall against the other buildings were brick and mortar grain silos, complete with a set of ladders, pulleys, and wooden chutes used to move contents to and fro. The warehouse was covered but open, and inside were crates and bags stacked high containing trade goods and dried grains and seed.

To the left was a tavern and inn, the village blacksmith, and a small country chapel complete with shaded vesper garden for those so-inclined. The blacksmith would be hard at work most days, though anyone perusing their wares would quickly find that they work to supply the local farmers with hinges, nails, machetes, sickles, scythes, and other common farm implements. There was one sword there though, and it hung on a plaque nailed to a post in the middle of the working area as seemingly little more than a memento or family heirloom.

The small country chapel was painted white and in good repair, its small garden well-maintained, and the hedges that lined the prayer garden were freshly-trimmed yet there was no resident priest. Instead, one in the community might explain that the village uses it as a gathering place, to discuss business, to share good news or sing a hymn or two on occasion.

Most of the other buildings were painted a deep ocher red, with tarred plank or wood shingle roofing.

The tavern and inn were both contained in a single elongated rectangular building with roughly one half of the space dedicated to country kitchen, dining and drink, and the other separated into a handful of rooms for rent. The rooms were sparsely decorated but functional, containing a bed, trunk, washing bucket, small table and chair.

A stone community well was just outside the tavern.

Around the hub and scattered about were cabin style homes for those who worked on the farms.

During the day the village had few patrons, save for those who worked there or might be stopping along the road temporarily. But at dusk and into the night there were often farmers and workers from the fields talking, eating, drinking, and carrying-on.

Organizer Feld

Organizer Feld will be easy to find.

During the day he may be found on his farm. He may be working, or sitting in a chair on his porch, but will be happy to see the player characters particularly if they are wearing their Crimson Watch sashes.

From dusk and during the evening hours he may be found in the tavern. He will be having a drink at the bar, talking to the barkeep about hunting in the area. The animals were moving-on, and bringing meat in was requiring going farther and farther afield.

Organizer Feld

Feld is a lumberjack of a human man, muscular but not trained or chiseled. No stranger to the sun, or to work in the sun, his skin is tanned and a bit dry - particularly now with the drought. His hands are large, callused, and a bit like sandpaper. His face and demeanor are kind, hospitable, but also fiercely protective of his family and neighbors. He can generally be found wearing a tunic and trues, cinched by a leather belt at the waist and more than one buttoned pouch around it. He wore gloves when on the train, but pinched them in his belt when about town. He wore leather boots, fashioned from animals he caught and tanned himself. He often had a bow and quiver over his shoulder, and carried a knife in his right boot.

Feld is concerned for his family, and his community of neighbors.

He is not a superstitious man, but he recalls this all seemed to start a few months ago when he was out hunting near the base of the mountains and saw a deer out of the corner of his eye. His first arrow fell just short as the buck took off up the foothills. Following him for a time, Feld's foot was caught in an exposed root and he toppled hard against the ground.

Collecting himself, the ground began to crack and give way until he was dangling into a cave by the root that had tripped him. He had never been so simultaneously flustered and happy to have his foot caught by a root. He was able to pull himself up along the side and get out of danger.

Feld limped his way back to his farm with a badly-twisted ankle, but was otherwise fine.

With a passing **Novice Normal (DC 8) Investigation** roll, Feld will also volunteer that he recalled seeing something moving in the darkness of the cave but figured it was just his eyes playing tricks on him.

Royal Cartographer Jenkins

If player characters inquire about Jenkins, they will be told that he “passed through” the village a couple of weeks ago. “Came in blabbering about some letter he received, but no one knew anything about it. Even confronted the organizer about it he did! But Feld didn’t know what the loon was rambling about either.”

Royal Cartographer Jenkins

Jenkins was a scholarly man, often sporting short trimmed hair, a pony-tail and a pair of reading lenses. As a faculty member of the Royal University, Jenkins had the prestigious honor of charting the lands of the kingdom and mapping caves and tunnel systems therein. When in the field, Jenkins often wore utilitarian clothing that was comfortable to walk or ride in and aided itself to occasional dirty work like crawling into a muddy cave entrance or spelunking down a rock face into a crevice just to see how far down it goes or whether it “opens up down there.”

If the player characters are asking the barkeep, they will additionally volunteer that “He even left all his stuff when he up and left! The crazy.” If confronted about the whereabouts of the cartographer’s belongings, the barkeep will reluctantly produce a trunk containing a few items.

Candle Desk Lantern	A small glass and metal lantern intended for a short candle, allowing reading and writing in the dark without expending less efficient fuels.
Signet Ring	A solid silver signet ring belonging to the office of the royal cartographer, used with signet wax to seal official documents.
Signet Wax	A relatively temperature-stable stick of red signet wax often used with a candle and signet ring to seal official documents.
Ledger Book	A leather-bound book with the word Ledger pressed into its cover. Of exceptional quality, this particular book has crisp pages of fine paper with golden edges.
Wolfsbane Herb	Several sachets of an herb that can be identified as Wolfsbane with a successful Novice Normal (DC 8) Knowledge: Nature or Herbalism roll. A successful roll will also convey that Wolfsbane is often used to prevent or treat lycanthropy.
Coin Purse	A leather pouch that could be affixed to a belt or carried separately, this particular purse contains two-hundred gold coins.

Curious players who investigate the ledger will find records of transactions from prior trips that look ordinary, except for one recurring charge for: “Apothecary Herbs” further described as “Medicinal.”

The Cave

Should the players decide to investigate the cave, Organizer Feld will happily point the characters in the right direction but will refuse to return to the site with them. He'll say that between him nursing his ankle, needing to stick close to his family, and the state of the crops, he's needed in town.

"Nearly a straight shot from the back door of my house toward the base of the mountain."

At the discretion of the Storyteller, the players may need to complete an optional **Novice Normal (DC 8) Navigation** skill check in order to successfully find their way.

As the player characters near the entrance to the cave that was described to them, they will notice that there four stones of equal distance around the exposed "root" Feld tripped over. Just as Feld had said, the cave entrance was more akin to a sink-hole, crumbling inward without any other indication there was ever a cave there.

A climbing rope is wrapped and tied around a nearby rock before hanging free from the entrance descending into the darkness. There are four rocks just inches away from the hole spaced equally around the root but several feet apart. Evidence of humanoid foot traffic will be found about the entrance, but also recent signs of what appear to be drag marks.

A closer inspection and successful **Novice Normal (DC 8) Perception** roll will reveal that the "root" is actually a wrought iron handle, or at least was. Exposed to the weather for untold years had deeply eroded and pitted the material, but this was not naturally-occurring. What is perhaps more interesting though, is what it is attached to. A thick circular stone was fitted just below the hole in the ground, surrounded by four smaller stones.

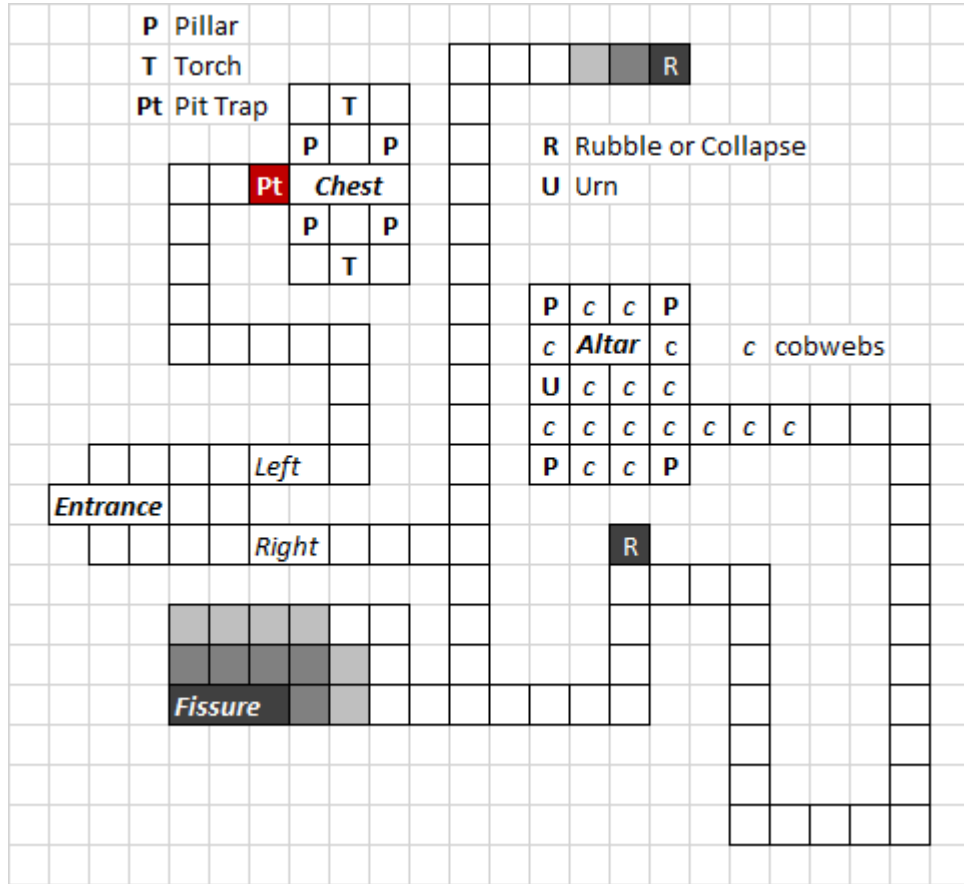
A closer inspection of the rocks and a successful **Novice Normal (DC 8) Perception, Knowledge Arcana, or Constructor** skill check will reveal that the stones are not entirely smooth. While well worn by the weather, the rocks seem to have a symbol carved into them.

A successful **Novice Normal (DC 8) Knowledge Arcana or Knowledge Religion**, or a successful **Journeyman Normal (DC 15) Constructor** skill check will reveal that the symbol is of an IX monogram appearing as spokes in a wheel. This symbol is commonly used for protection.

If a player character looks into the cave, encourage them to roll a perception check. A successful **Novice Normal (DC 8) Perception** check will let them see something moving down in the darkness. Any attempt at illuminating the object, such as dropping a torch into the cave, will make it scurry off.

Exploring The Cave

The following is a map of the cave system. Each square represents a square on a standard gaming mat, and is equal to a five-foot increment. Do not share this map with players, but instead recreate it on a square gaming map as the party decides where they are going.



The cave is relatively dry, except if it had been recently raining. As it had been open to the air for some time now, the air at the entrance is also fresh and absent any alarming or unsettling odors. The ground at the entrance appears to be natural stone and, save for the bit of stone and dirt that fell in during the collapse, free of rubble.

From the entrance, along the far wall, will be **two doorways** roughly hewn into solid rock.

If the players decide to venture to the left, turn to **The Left Passage and Chest Room** section.

If the players decide to explore the right doorway first, turn to **The Right Passage** section.

The Left Passage and Chest Room

To the left the stone hallway turns several times before opening to a room. At the center of the room is a rather large chest. It appears to be locked with two heavy padlocks, one on either side. There are large stone pillars surrounding the chest, and places for torches on the walls. Despite the places for torches the room is dark and cold.

The room will illuminate normally, and player characters with Darkvision will be able to see normally.

There is only one way into the room however, and player characters must get past the pit trap to enter.

The Trap

A pit trap is simply a deep pit, deep enough to prevent someone from easily climbing out and often lined with spikes at the bottom. This pit trap is covered with a thin veneer of stone tile made to look just like the rest of the floor. It will certainly break beneath the weight of the average humanoid. The tile will break if greater than fifty pounds steps onto it.

When a player character moves into the trap square, they may roll **Novice Difficult (DC 10) Perception** in order to detect the trap. If a player character has **Disable Device** as a custom skill, they may add their skill level in **Disable Device** as a bonus to their **Perception** roll.

Once detected or triggered, the trap is visible to all player characters. This type of trap may be avoided but not disabled. Creative players may decide to place something over the gap to act as a bridge, but that is not necessary in this case. Because this trap is small, it may be avoided without an additional roll.

If the player character fails their initial detection roll, the trap is activated.

“Your character hears a snap beneath their feet as the tile gives way and they begin to fall.”

A successful **Novice Difficult (DC 10) Reflex check** will prevent the player character who steps on the pit trap from falling into the trap and taking damage. If the check fails, the character will take **2d8+8** damage from falling into the spikes that line the bottom.

Armor may mitigate some of the potential incoming damage. The player may roll the skill dice associated with their armor to determine the amount of damage mitigated.

The player may attempt to climb out of the trap by completing a **Novice Difficult (DC 10) Brawn** check.

If party members attempt to use rope to pull a party member up, the players may add their rolls together to attempt the same **Novice Difficult (DC 10) Brawn** check. If successful, the party member is removed from the pit trap. If the party member should fall back into the trap for whatever reason, they will take additional damage equal to their original fall.

Chest Room Encounter

Upon entering the room dusty bones rattle and begin to rise in each of the far corners of the room, assembling **two humanoid skeletons**. At the center of the room, the arm of a **skeletal champion** extends over and grasps the chest before pulling the remainder of itself from the dust covered tiles behind it.

“Cursed are we that guard this chest, as are all who enter here”
the skeletal champion says, his voice a labored rasp.

Skeletal Champion	
Medium Creature, Movement 30	
Health: 64 Stamina: 23 Faith: 12 Darkvision 60ft	Defense: 2d6+4 Mitigation: 1d8 Immune: Cold*, Decay*, Empathy*, Shadow*, Bleed, Disease, Paralysis, Poison, Sleep, Stun Vulnerable: [x2] Light*
Attacks: Greatsword: 2d8+5 (2d8+7 damage)	
Specials: Cleaving Blow (5 Stam) - Can hit up-to two additional characters adjacent to target. [See Adversaries section for full description]	

Skeleton	
Medium Creature, Movement 30	
Health: 42 Stamina: 20 Faith: 8 Darkvision 60ft	Defense: 2d6+2 Mitigation: 1d6 Immune: Cold*, Decay*, Empathy*, Shadow*, Bleed, Disease, Paralysis, Poison, Sleep, Stun Vulnerable: [x2] Light*
Attacks: Longsword: 2d6+3 (2d8+3 damage)	
[See Adversaries section for full description]	

If the players defeat the Skeletal Champion and the two Skeletons guarding the chest, they may move on to **The Chest** itself or explore the room. Exploring the room will not reveal any further information about those responsible for creating it, though the Storyteller may provide additional details that they write to further enhance the adventure.

If the players decide to run from the combat, the skeletons the Skeletal Champion and Skeletons will not pursue the player characters or leave the room. From the tunnels the skeletons may be heard returning to their disassembled form, the sound of rattling bones on cold stone echoing.

The Chest

Each of the two iron padlocks will require a successful **Journeyman Normal (DC 15) Locksmith** check to unlock them or, alternatively, a successful **Journeyman Difficult (DC 19) Brawn** check could break them.

Upon successfully opening the chest, the players will find that it is:

[Option 1] Full of gold!

A staggering discovery of five hundred gold coins, whose history is unknown. Now if they can just find a way to get it, or just the gold, out of here so they can spend it! Or will they have to turn it over to their commanding officer? That's up to the Storyteller.

[Option 2] Randomize the loot!

For a completely random experience roll a single eight-sided die and match the result to the table below.

1	Nothing but cobwebs	5	A fine dagger
2	Two hundred gold coins	6	A single arrow
3	Three hundred gold coins	7	A ring
4	A chest full of gems	8	A circlet

With items 2, 3, and 4 the players will not know the value of the coins or gems unless they successfully pass a **Novice Normal (DC 8) Appraise** skill check or spend the time to count all of the coins. Gems will also need successful skill check to estimate their value, which will be determined by the Storyteller. One way to determine their value might be to roll one ten-sided die and multiple the result by one hundred.

Item 5 is a dagger with a very sharp edge, adding +1 to **Combat Form** (damage) rolls.

Item 6 is an arrow that, when placed in a quiver, grants +1 to **Combat Form** rolls when using a Bow.

Item 7 is a simple corroded copper ring that grants a +1 to **Survival** rolls.

Item 8 is a fine silver circlet with a single lapis jewel in the center, increasing the wearer's **Faith Pool** by 4.

[Option 3] Magical Loot Dispenser

Want to take a moment to inject a little curiosity into the story? Make it so that the chest opens to reveal something different for each of the player characters, and then closes itself once the item is removed. One turn only. For added mischief one could randomize what each player character receives.

Add some of your own style and flare into this option. The item or items presented to the players could be incredibly useful, timely, valuable, or entirely useless.

One simple example might be using this opportunity to supply the players with a health potion or two, particularly if they don't have a healer. Each **Health Potion** will heal for **1d8+1**.

If your style as the Storyteller allows it, you might also have the chest reveal something meaningful to each player character. Perhaps something from their past, even a family heirloom? That's up to you.

One might expect players to want to take this seemingly-magical chest with them, so one suggestion might be to have the chest fall apart or disappear once all the player characters have had their turn.

[Option 4] Fill In The Blank

It could be empty, or you could make something up on the fly. Surprise your players with something unique to your own style or world! Maybe there's a goblin in there? Maybe there's a portal to another dimension? That's up to you, as the Storyteller, but so are the details.

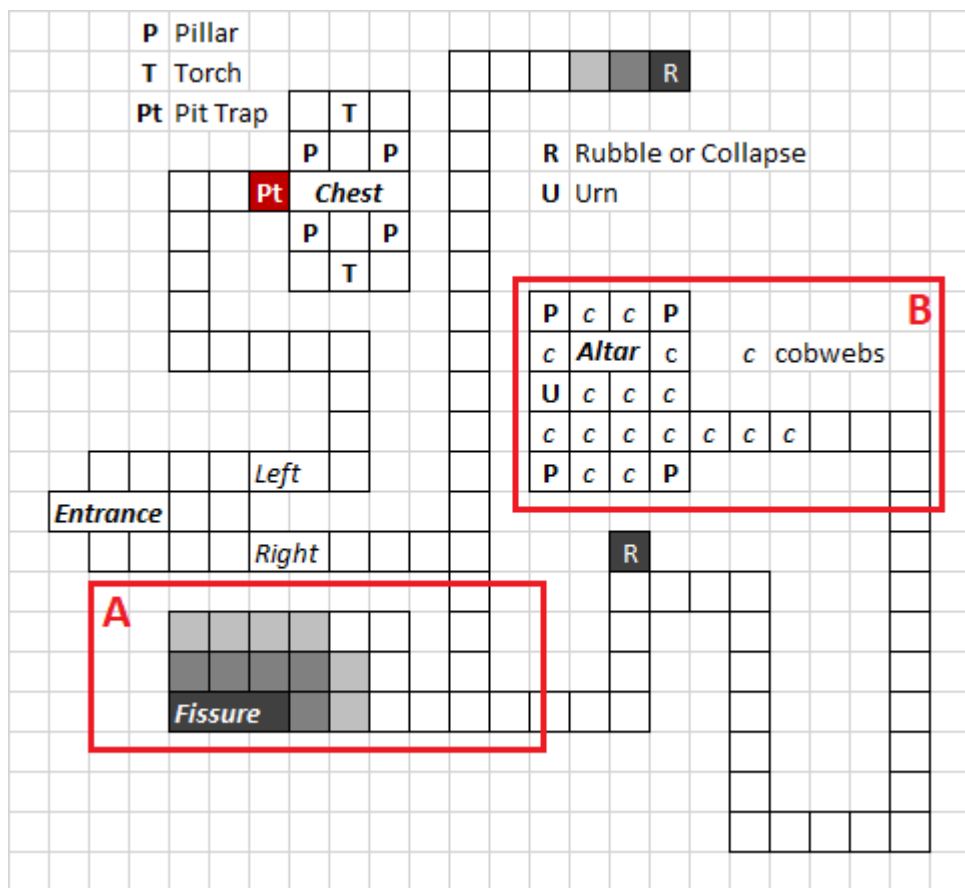
When players are finished with the chest, they may head back to the cave entrance.

The Right Passage

The doorway on the right opens into a stone hallway that turns right or left. This time, the left path continues on, turns, and then ends in a collapsed tunnel. A dead end. The path to the right is much shorter than the left, but ends in another tee. Drag marks are apparent on the floor at this tee, and a trail of blood follows the path down the hall to the left.

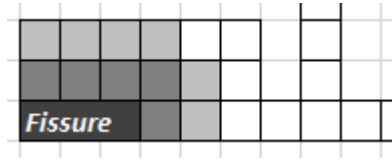
Turning **right** towards the section of the map marked with an **A** leads to a room where part of the far floor and wall have collapsed into a **fissure**. This is a large hole in the floor where the smooth stone has cracked and given way. It appears large enough that a horse could have fallen into and been swallowed by the earth. This is the room with a **Fissure** in the corner on the map. **The Fissure Room.**

Turning **left** instead will lead to more turns toward the area of the map below marked with a **B**. Players will pass a partially collapsed tunnel, find cobwebs, and finally enter a large room complete with a decorative urn and a stone **Altar** table. This is the room with an Altar on the map. **The Altar Room.**



The Fissure Room

Where most of the cave system has been naturally-occurring or hewn stone, the hole in the ground against the far wall appears to be unnatural. With the proper illumination, the walls appear to have been scorched by fire and soot is deposited everywhere. The structure of the room seems to have been damaged, the floor sloping toward the dark opening.



A **Novice Normal (DC 8) Alchemy** skill check would allow the player character to determine that blasting powder was indeed used here at one time. To what end however, no one knows.

As player characters explore the room, should they speak amongst themselves, or get close enough to the fissure to look down into it, they will be greeted by a teary-eyed cry for help. The scared yet joyful male voice will identify himself as “Royal Cartographer Jenkins” and request immediate aid.

Using a rope, a player character may pull Jenkins to safety with a successful **Novice Normal (DC 8) Brawn** check. If multiple player characters choose to **aid** them, they may add their **Brawn** rolls together.

Jenkins will explain that they should be on their guard, as terribly things that walk on spindly legs inhabit the dark down here. He will further volunteer, if asked, that he was exploring the caves when he was jumped by one of them and ran off into the dark. He slipped and fell, hitting his head in the process, and awoke pinned some distance down in the fissure.

He would have surely died if it wasn't for finding a waterskin down there, hanging by its string, caught on a nearby outcropping. In his thirst, Jenkins drank from it and was surprised to find refreshing clean water that seemed to know no end.

Royal Cartographer Jenkins explains, “After the first week when even my extreme rationing wasn't enough to extend what little food I had brought with me, I began to accept that fate had willed me to die slowly of starvation: alone, and in the dark. I questioned whether this wonderous font was then a blessing or a horrible curse. It sustained me, yet I was stuck nearly immobile and unable to pull myself out of the crevice.”

Once the Cartographer finishes explaining, the players will hear a cry for help from the hallway leading toward The Altar Room. A young woman in distress. “Please don't leave without us! Save us!”

Choices

Jenkins will want more than anything to just be rid of these caves, and will encourage the group to take him back to town without hesitation. If confronted about the cry for help, Jenkins will admit he did have a guide with him, but he hadn't seen her since his fall.

If the players decide to return to The Village, turn to the **Resolution** section.

If the players decide to venture further into the caves after the cry for help, continue to **The Altar Room**.

The Altar Room

The stone hallway continues through several turns, past a bit of rubble where it looks like the tunnel may have continued straight at one point. Drag marks and a trail of blood mark the floor, appearing to be recent. The tackiness of the fluid makes footsteps loud. Player characters who are trying to be Stealthy in their approach to the room will suffer a **negative modifier of three (-3) to all Stealth skill rolls**.

P	c	c	P							
c	Altar	c		c	cobwebs					
U	c	c	c							
c	c	c	c	c	c	c				
P	c	c	P							

Towards the end of the hall at the last turn, **cobwebs** [indicated by the letter **c** on the map] begin to thicken to the point that they slow the explorers. Eventually however, the path will open into a large room with high vaulted ceilings. Without light, save for that which the characters have with them, the details of the ceiling are impossible to distinguish.

A fashioned stone pillar supports each corner, an ornamented urn is nearly straight ahead, and a stone altar sits to the right. The altar is simple in construction, appearing to have been carved from the stone that the room was hollowed from. Bits of dusty cloth remnants, a mortar and pestle, and a copper bowl adorn the altar's smooth surface. The urn is simple in shape but decorated with some artistic expression, it was sealed with wax and what appears to have been ribbon long worn away.

No immediate sign of the guide Jenkins mentioned. The room is full of cobwebs.

Cobwebs slow player characters by making move actions cost twice as much, effectively halving their movement speed. Players will also not be able to take advantage of rules such as the 'five foot step' that would normally allow a free move into a non-threatened square.

If the players choose to step foot into The Altar Room and explore, the Storyteller has complete discretion to engage the player characters in a battle with the Giant Spider adversary. Turn to **The Tunnel Queen** section.

The Tunnel Queen

The encounter in the altar room is intended to be the final boss encounter for this adventure, but it is optional based on the choices the players make for their characters.

Giant Spider	
Huge Beast, Movement 30	
Health: 144 Stamina: 32 Faith: 8 Darkvision 60ft	Defense: 2d8+5 Mitigation: 2d6 Immune: Distortion*, Poison Vulnerable: [x2] Cold*
Attacks: Fangs: 2d10+11 (2d8+8 damage)	
Specials: Poison Sting (5 Stam) - Poisons target for 1d6 damage for 5 turns (until cured). [See Adversaries section for full description]	

If a **player character** has a phobia of spiders, the player must successfully roll a **Novice Normal (DC 8) Steadfast** check at the beginning of each round starting when the spider is first revealed. If the character's phobia is more severe, the player must roll the skill dice associated with the skill level of the character's own **Steadfast quality** and pass the associated **Normal** check. (e.g. If the player character's Steadfast skill is Novice, then **Novice Normal (DC 8)**. If Journeyman, then **Journeyman Normal (DC 15)**, etc.)

If a **player** has a phobia of spiders, the Storyteller may opt to change the description of the adversary.

If the spider is defeated, they may return to the village whenever they are ready.

If the players decide to turn back or run once the encounter has started, cobwebs will slow their movement by half and the giant spider will chase them all the way back to the entrance of the cave where it will stay in the shadows. If it is night, the spider will attack them even as they attempt to leave.

[Optional] When the spider queen is at half health, the Storyteller may choose to increase the challenge of the encounter by adding one or more groups of Skeletal Champion and Skeletons.

“With one of its dark and spindly legs the spider reaches up and pulls a strand of silk.
Suspended from strings, three cocoons slowly unwind from above.”

Skeletons or Skeletal Champions can be used individually, or as a group. The recommendation is to use them in a group, with **one or more Skeletal Champions and two or more Skeletons** per wave.

Skeletal Champion	
Medium Creature, Movement 30	
Health: 64 Stamina: 23 Faith: 12 Darkvision 60ft	Defense: 2d6+4 Mitigation: 1d8 Immune: Cold*, Decay*, Empathy*, Shadow*, Bleed, Disease, Paralysis, Poison, Sleep, Stun Vulnerable: [x2] Light*
Attacks: Greatsword: 2d8+5 (2d8+7 damage)	
Specials: Cleaving Blow (5 Stam) - Can hit up-to two additional characters adjacent to target. [See Adversaries section for full description]	

Skeleton	
Medium Creature, Movement 30	
Health: 42 Stamina: 20 Faith: 8 Darkvision 60ft	Defense: 2d6+2 Mitigation: 1d6 Immune: Cold*, Decay*, Empathy*, Shadow*, Bleed, Disease, Paralysis, Poison, Sleep, Stun Vulnerable: [x2] Light*
Attacks: Longsword: 2d6+3 (2d8+3 damage)	
[See Adversaries section for full description]	

After the encounter, player characters may choose to return to The Village. Turn to **Resolution**.

Resolution

Once Jenkins returns to the village and finds the conditions have worsened, he begins to put the pieces of the puzzle together. He will however need input from the player characters in order to solve the puzzle and reach the conclusion that the waterskin he discovered, that saved his life, is the cause of this drought.

If the player characters have reached this conclusion before Jenkins, he will be despondent and will need to be convinced.

If the player characters successfully convince Jenkins by recounting all of the pieces of the puzzle, he will agree with their conclusion and remark that the item must be taken from the village before lasting damage is done – if it hasn't been already.

The primary pieces of the puzzle necessary to convince Jenkins are as follows:

- The cave was sealed
- Organizer Feld accidentally broke the seal right before this drought started
- The waterskin was seemingly discarded
- Blasting powder was used – against it?

During the discussion, Jenkins will volunteer that he was rather surprised when he first arrived, because he had been sent a letter by Organizer Feld two months ago yet Feld knew nothing about any letter when he was finally able to make it to the village.

- The original letter would have been sent on or before the same day Feld had his accident
- No one knew anything about the letter when Jenkins arrived

The players are free to draw their own conclusions, as the only wrong answer seems to be keeping the waterskin in the village.

If the players attempt to destroy the waterskin, it will regenerate. See the description in the Items section.

If Jenkins attempts to damage the waterskin, it will accept the damage even to the point of no longer being able to supply water itself, but the drought will continue.

Players are creative and may come up with their own solutions, but their primary choices are as follows:

The player characters return the waterskin to the cave, and repair the seal.

This requires a constructor in the party, or one present in the village. The player characters succeed, are celebrated in the village, and are awarded their first rank upon their return to their training command.

The player characters take the waterskin back to their training command, knowing that there may be someone there or in the nearby capital city who will know how to counter it.

This requires nothing special of the group and concludes the adventure. They are thanked by the villagers, though Karus does not believe them at first. Luckily, Jenkins convinces her that the party's story is true. They are awarded their first rank, and receive a considerable bounty for their contribution of a wondrous item to the kingdom's collection.

Cast of Characters

This section details any non-player characters that are included in this adventure for ease of reference.

Rook Karus

The commanding officer for the training command the player characters have been assigned to as cadets.

Karus will rarely be found wearing anything other than typical work uniform of The Crimson Watch: a white linen tunic, tan leather belt with neatly folded sash, darkened cloth trues, and leather boots with a folded-over top. For patrols or when under threat a chainmail shirt, molded breastplate, chain coif and helmet could be quickly equipped. She was a light green-skinned half-orc that stood an imposing six-foot-three inches with a muscular and well-trained physique. She was battle-hardened, stern and direct with the cadets, but took pride in those she and her instructors trained. She made it clear that she was there to help cadets succeed, even if that meant tearing them limb from limb to do-so.

Organizer Feld

The huntsman and farmer given some measure of authority by the farmers' cooperative centering on a small village responsible for supplying a significant portion of the region's grain and produce.

Feld is a lumberjack of a human man, muscular but not trained or chiseled. No stranger to the sun, or to work in the sun, his skin is tanned and a bit dry – particularly now with the drought. His hands are large, callused, and a bit like sandpaper. His face and demeanor are kind, hospitable, but also fiercely protective of his family and neighbors. He can generally be found wearing a tunic and trues, cinched by a leather belt at the waist and more than one buttoned pouch around it. He wore gloves when on the train, but pinched them in his belt when about town. He wore leather boots, fashioned from animals he caught and tanned himself. He often had a bow and quiver over his shoulder, and carried a knife in his right boot.

Royal Cartographer Jenkins

The unwitting map maker caught in the middle of all of this somehow. Our players can find out about Cartographer Jenkins early by asking the right questions during their briefing with Karus, or later by talking to Feld about the events that led up to their current predicament.

Jenkins was a scholarly man, often sporting short trimmed hair, a pony-tail and a pair of reading lenses. As a faculty member of the Royal University, Jenkins had the prestigious honor of charting the lands of the kingdom and mapping caves and tunnel systems therein. When in the field, Jenkins often wore utilitarian clothing that was comfortable to walk or ride in and aided itself to occasional dirty work like crawling into a muddy cave entrance or spelunking down a rock face into a crevice just to see how far down it goes or whether it "opens up down there."

Adversaries

This section details any beasts, creatures, monsters or villains specific to this adventure.

Wolf

Medium Beast, Movement 50, 15 Points

Attributes

Strength	8
Agility	10
Intelligence	2
Virtue	--
Vigor	10

Pools	
Health	23 to 38
Stamina	20
Faith	2

Qualities

Brawn	Str	2d6+1
Reflex	Agi	2d6+2
Prudence	Int	1d6
Steadfast	Vir	1d6
Fortitude	Vig	2d6+1

Weapon (+Hit): Bite
2d6+3

Form (+Dmg): Single
2d6+2

Skills

Perception	Int	2d6+1
Stealth	Agi	2d6+1
Survival	Vig	2d6+1

Combat Defense:
2d6+2

Mitigation: Light
1d4

Custom Skills or Abilities

Trip	Cost: 5 Stamina - Upon successfully hitting an enemy, the wolf performs a trip against the target. (Brawn vs Target Reflex Check) If the adversary is successful, the target becomes prone.
Pack Tactics	For every other wolf within 10 feet, the wolf receives a +1 bonus to hit and damage rolls.

Special Qualities

- Scent: +4 bonus on Survival checks when tracking by scent.

Description

Wolves are pack hunters known for their persistence and cunning. A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Giant Spider

Huge Beast, Movement 30, 70 Points

Attributes

Strength	17
Agility	15
Intelligence	8
Virtue	-
Vigor	19

Pools	
Health	104-174
Stamina	32
Faith	8

Qualities

Brawn	Str	2d8+5
Reflex	Agi	2d8+5
Prudence	Int	2d6+1
Steadfast	Vir	2d6+1
Fortitude	Vig	2d8+5

Weapon (+Hit): Fangs
2d10+11

Form (+Dmg): Single
2d8+8

Skills

Climbing	Agi	2d8+5
Stealth	Vir	2d6+1
Perception	Vig	2d8+5

Combat Defense:
2d8+5

Mitigation: Medium
2d6

Custom Skills or Abilities

Poison sting	Cost: 5 Stamina – The spider adds the ability “poison sting” to a successful attack, causing the target to become poisoned for 1d6 of damage. The poison will last for 5 rounds of combat unless it is cured.
--------------	---

Special Qualities

- Immunity to following Constructor abilities: Distortion
- Immunity to: Poison
- Darkvision (60 Feet)
- Vulnerable (2x Dmg) to: Constructor: Cold

Description

Spiders come in all shapes and sizes; this one is a towering example. Standing ten feet tall, each of its eight legs is eight feet long. Enormous fangs sit either side of razor-sharp mandibles that drip menacingly. It is impossible to tell where the spider’s many glassy eyes are focusing.

Skeleton

Medium Creature, Movement 30, 15 Points

Attributes

Strength	10
Agility	8
Intelligence	4
Virtue	4 (as Corruption)
Vigor	12

Pools	
Health	27 to 42
Stamina	20
Faith	8

Qualities

Brawn	Str	2d6+1
Reflex	Agi	2d6+1
Prudence	Int	1d6
Steadfast	Vir	1d6
Fortitude	Vig	2d6+1

Weapon (+Hit): Longsword
2d6+3

Form (+Dmg): Single
2d8+3

Skills

Perception	Int	2d6+2
------------	-----	-------

Combat Defense:
2d6+2

Shield: Light
1d4

Mitigation: Medium
1d6

Custom Skills or Abilities

None

Special Qualities

- Immunity to following Constructor abilities: Constructor, Cold; Constructor, Decay; Constructor, Empathy; Constructor, Shadow;
- Immunity to: Bleed effects, disease, paralysis; poison; sleep effects, and stunning.
- Darkvision (60 Feet)
- Vulnerable (2x Dmg) to: Constructor, Light;

Description

Skeletons are long-since dead humanoids that have not been allowed to rest in the afterlife. Through curse or will, their souls continue to haunt and control their former bodies as a loosely connected rambling form of chattering bones. They are of extremely limited intelligence, with the deprivations of the undead tearing away their mind over the years. As such, they react hostile to almost all living things, and will not stop until their foe has joined them in death.

In rare circumstances, there has been tales of intelligent skeletons that walk throughout the world.

Skeletal Champion

Medium Creature, Movement 30, 25 Points

Attributes

Strength	14
Agility	10
Intelligence	6
Virtue	6 (as Corruption)
Vigor	13

Pools	
Health	39 to 64
Stamina	23
Faith	12

Qualities

Brawn	Str	2d6+2
Reflex	Agi	2d6+2
Prudence	Int	2d6+1
Steadfast	Vir	2d6+1
Fortitude	Vig	2d6+2

Weapon (+Hit): Greatsword
2d8+5

Form (+Dmg): Two-Handed
2d8+7

Skills

Acrobatics	Agi	2d6+1
Intuition	Vir	2d6+1
Perception	Vig	2d6+2

Combat Defense:
2d6+4

Mitigation: Heavy
1d8

Custom Skills or Abilities

Cleaving Blow	Cost: 5 Stamina The Skeletal Champion swings his sword in a wide, powerful arc, hitting up to two adjacent targets. Resolve an attack on each target as normal.
---------------	--

Special Qualities

- Immunity to following Constructor abilities: Constructor, Cold; Constructor, Decay; Constructor, Empathy; Constructor, Shadow;
- Immunity to: Bleed effects, disease, paralysis; poison; sleep effects, and stunning.
- Darkvision (60 Feet)
- Vulnerable (2x Dmg) to: Constructor, Light;

Description

Skeletal Champions were once powerful forces during their days in the realm of the living, with a strong will and presence. While they are still affected by the ravages of the Undead, they retain more of their former selves than normal skeletons.

As Skeletal Champions retain their intelligence, many also retain their individuality and have been known to customize their appearance. Some do this by exchanging their tattered clothing for newer items and adorn themselves with armor. Some have even been known to chisel strange markings into their bone, or to write messages on them in languages they knew while alive.

Items

The following section details any wondrous or magical item(s) introduced in this adventure.

Everfont Waterskin

A plain unmarked and unremarkable waterskin made of leather with gut threading and a bone collar and stopper. Evidence of a long-dried stream or spring can be found nearby.

The waterskin always contains water, fresh, cool, and rejuvenating water. The waterskin does not need to be refilled, and will resist attempts to do-so.

If examined by a constructor, the waterskin appears to be a blessed item though its exact nature cannot be determined.

The water cures infections, kills bacteria and viruses, and leaves those that bathe in it feeling young, healthy and virile, though it does not appear to extend life.

When added to other bodies of water, the curative affect transfers to that body of water. In this way, even swamp water can be made clean temporarily – until the original volume of water is consumed.

When used however, even for individual drinking, the waterskin causes any nearby water sources to slowly dwindle and eventually dry up. A fast flowing well can be reduced to a trickle within days, and dry within a week.

This affect can be noticed wherever the waterskin is used, even when just travelling through a place temporarily. The waterskin does not affect other sources of ground water, such as those unseen underground or the run that keeps the fields damp. Yet any surface water, or water that is brought to the surface by nature or by instrument, will dry abnormally-fast.

The item may not be destroyed. It can be damaged accidentally, but appears to repair itself. If the item is damaged intentionally by its bearer however, it will accept this damage even to the point of becoming non-functional. It cannot be repaired if damaged intentionally by its bearer.

Damaging the item does not prevent or stop the area effect of drying-up other sources of water.

Passing the waterskin to another will, within a standard day, repair all damage. But returning the item to the bearer that intentionally damaged it will result in the item re-assuming the damage it once had within a standard day. It remembers those that harm it, but aside from returning to a non-functional state, it does not attempt to do harm.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- 15 COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. **System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Untitled RPG Core Rulebook. Copyright 2018, Jayson C. Block; Author: Jayson Block, based on material by Jonathan Tweet, Monte Cook, and Skip Williams from the SRD and contributor material from Mike Bullinger.

CONTRIBUTORS:

Jayson Block, Alex Block, Michael Bullinger (Alaria, Alarians), Justin VanBuskirk, Aaron Boehm and Nathaniel Evans

Untitled

The Untitled RPG system provides an open and flexible skills-based approach to classic pen and paper role-playing games that is both easy-to-understand for new players, yet familiar to those who already play. Untitled aims to free players from layers of complex rules that the authorship believed to overcomplicate game-play and detract from the experience, while eliminating references and inferences within the text that may make some uncomfortable.

Untitled is a game for everyone, simply put.

The system is published under the Open Game License (OGL) v1.0a and remains largely compatible with much of the material from other publishers, requiring only some conversion, while offering a unique approach to character progression.