

# BRUTAL

Big Bad Ball Busting Bloody Battles

## “SKULLCAP DUNGEON”

### A Brutal Adventure

This adventure takes place in and around  
the city of New-Zella™.

Created and freely distributed by

**DAVID J. STANLEY**

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### EDITORS

Special thanks to everyone else involved, especially the editors. If you find any errors, typing mistakes, etc. PLEASE visit [www.BrutalRPG.com](http://www.BrutalRPG.com) and submit feedback to David J. Stanley.

Kristina Stanley ..... Daughter of David, and best damn proof-reader in the world  
Catherine Stanley” ..... Wife of David, beautiful lady, very supportive

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### NEW-ZELLA

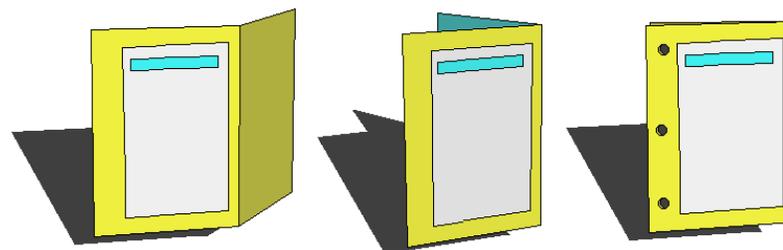
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### ZEETVAH

ZEETVAH is a trademark of Larry Elmore. A special thanks goes out to Larry Elmore for allowing me (David J. Stanley) to include them in this game. Larry Elmore still owns exclusive © copyright to the Zeetvah race, All Rights Reserved. To learn more about Zeetvahs, visit the adventures of “Snarf Quest” on-line at <http://www.larryelmore.com/zGallery/AGSnarf/AGSnarf.html>

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*What's this? ..A trap door buried in the dirt!  
 What horrific monsters and deadly traps must wait below?  
 What splendid treasures must they be guarding for centuries untold?*

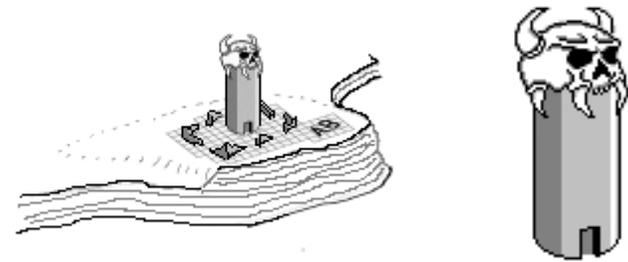
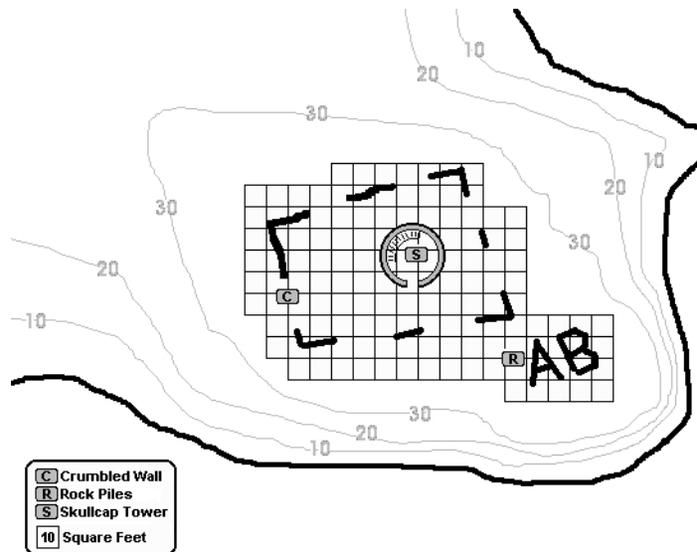
## INTRODUCTION

Sure, ..everyone's heard of the old Skullcap tower. It's definitely an ancient ruin with untold secrets, but it's also far too common of a landmark to still hide anything of real value. Bandits hide out, Orcs make camp, Adventurer's get ambushed, etc. etc.

The "High Road", as it has come to be known travels between the Skullcap Tower and the city of New-Zella, along the rocky coast between the raging sea and the putrid swamp. Then here, at Skullcap tower, the road turns inward, winding along a meandering stream through the swamp where it eventually finds its way to the small village of "River City".

Skullcap tower was built to look like a huge giant skull, stuck on top of a tall round tower, 30 feet across and 60 feet high. The lights that once burned in the eye sockets of the skull, are now nothing more than a spooky legend. The face of the skull gazes over to the sea, and directly beneath its jaw are the rusted hinges that once held the door where only a gaping hole now lies. Within the round tower can be seen the unsafe remains of an ancient spiral staircase.

Surrounding Skullcap Tower once stood a simple rectangular wall of stone, 2 feet thick and 12 feet high forming a 100 foot by 60 foot perimeter. Now the wall is in ruins, collapsed into piles of large rubble and moved around somewhat regularly to spell various Greek letters for some odd reason or another. Currently they spell "Alpha Beta".



## CRUMBLED WALLS

The once proud wall of stone that protected the Skullcap tower now lies in ruins. There appears to be no less than six different areas along the wall where mighty explosions took place. Perhaps a dragon breathed fire, or a wizard released mighty bolts of lightning.

Ground Terrain = 2d, +2d modifier to hide amongst the crumbled wall.

For more information on the Tower refer to the adventure: "Skullcap Tower"

## TRAP DOOR

Persistent searching in and around the inside floor of Skullcap tower will reveal a trap door on the floor, in the center of the old round tower. The trap door is buried in 2 or so inches of hardened dirt, and initial Spot actions will always fail. When searching, simple roll some dice, roll your eyes and shake your head. Only after the players insist, and continue searching is there a real chance that their characters uncover this ancient portal.

Trap Door, Secret = 5 (But only after persistent searching, "try again!, ...dig a little bit then try again.)  
 EP = 25 for finding the secret door

Just when you're about to give up, your boot catches a large rock in the center of the Skullcap tower floor. The rock is buried in the dirt, and with a few simple kicks the old hardened dirt cracks away to reveal that the rock is not a rock at all. You have just stumbled upon what appears to be a large iron ring fastened to the old yet sturdy wooden planks of a secret, forgotten, buried trap door.

If they open it

Brushing away the dirt, you reveal a 4-foot square wooden trap door. It opens quite easily and though the iron hinges are as ancient as the tower, they make no noise, but one of the old planks suddenly cracks and falls downward into the darkness below where you here it hit what sounds like a stone floor 30 feet below.

Seconds later you hear whispers, clicking and scratching as some horde of monsters have been awakened and are rapidly approaching!

Large Hopping Spiders from area #3 climb out of the pit and attack

### Giant Hopping Spiders

8 Giant Hopping Spiders

SZ=5, SP=6", DV=18", LF=9, HP=35 each

WP=4, IN=1, NT=4, CR=1, ST=6, MV=8, CN=8, CB=8

Special Ability: Giant leap "hop" 18-inches every other round.

Defense = (Hard fuzzy shells 5d) + (CB adjustment 3d) = 8d

Attack = (Bite 5d) + (CB adjustment 5d) = 10d

Counter Attack = (Bite 5d) + (Counter Attack 3d) = 8d

EP = 12 each

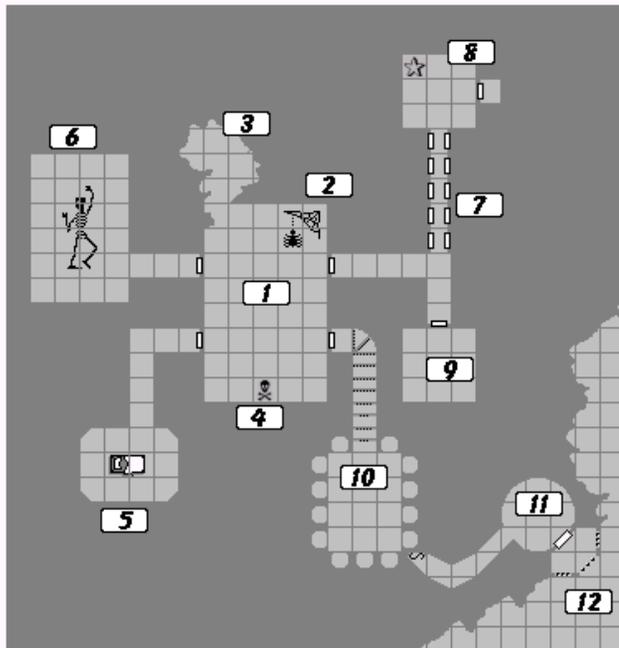
### Area #1, The Forgotten Cellar

Climbing down through the trapdoor, you find yourself standing on a stone floor 30 feet below the surface. You are in a large dark room with a 20-foot tall ceiling. The floor is tiled in large bricks 6-feet square made of polished slate.

Floor Terrain = 2d

If they have a light source read the following

The large room is roughly 50 wide and 80 feet long. Along both sides are two doors, and at either end is a different monster! At one end is a huge spider web filling an entire corner of the room, and at the other end is a large skeleton wearing find robes with a very large bow, and an even larger sword.



### Area #2, The Queen Spider + 8 more Giant Hopping Spiders



She is protected by 8 more hopping spiders (same as above)

1 Giant Hopping Spider, Queen

SZ=8, SP=3", DV=18", LF=9, HP=35 each

WP=4, IN=1, NT=4, CR=1, ST=6, MV=8, CN=8, CB=8

Special Ability: Giant leap "hop" 18-inches every other round.

Special Ability: Venom with successful bite, LF vs. 6d or become paralyzed

Defense = (Hard fuzzy shells 5d) + (CB adjustment 3d) = 8d

Attack = (Bite 5d) + (CB adjustment 5d) = 10d

Counter Attack = (Bite 5d) + (Counter Attack 3d) = 8d

EP = 25 for killing the queen spider

After everyone is paralyzed or ran away, she plants an egg into each of the paralyzed victims who then immediately die and serve as a host for the baby hopping spider.

### Area #3, The Spider Cave

This dry rocky cave was obviously dug out to be the lair for a pack of giant hopping spiders. Nothing else of interest remains here.

Floor Terrain = 4d

#### Area #4, The Skeleton Warrior

1 Skeleton Warrior

SZ=4, SP=6", DV=18", LF=10, HP=32

WP=8, IN=8, NT=2, CR=6, ST=8, MV=7, CN=7, CB=10

Magical Equipment

1. Massive Enchanted Bow
2. Massive Enchanted 2-handed Sword
3. Legendary Arrow

Special Defense, +2d modifier vs. arrows and edged weapons.

Special Attack, Lighting Burst = 9d attack to all within 12 inches

With Bow --- Bouncing and Piercing Multiple Targets

Defense = (Hard bones 5d) = 5d

All Out Attack = (Bow 4d) + (Arrow 2d) + (Adjustment 5d, x2) + (All Out 1d) = 12d, x2

Counter Attack = (Arrow 3d) + (Counter Attack 3d) = 6d

With Sword ---- Cleaving Everyone within 4 Inches

All Out Defense = (Bones 5d) + (Adjustment 3d) + (Sword 1d) = 9d

Counter Attack = (Sword 6d) + (Adjustment 5d) = 11d

Counter Attack = (Sword 6d) + (Counter Attack 3d) = 9d

All Out Defense

All Out Defense = (Bones 5d) + (Adjustment 3d) + (Sword 1d) + (All Out 1d) + (Feints 2d) = 12d

Counter Attack = (Sword 6d) + (Counter Attack 3d) = 9d

EP = 75 for killing the Skeleton Warrior

#### Legendary Arrow

Spell Glyph of Snaffoo (unique), Secret = 5d, Willpower = 5d, If found and Identified, read the following..

The arrow is the Legendary Arrow of Snaffoo "The Speedy", provides a +2d modifier to attack when shot, disappears after being shot, and reappears in the bow ready to be shot again. It can be shot as many as three times in a single round of combat and the archer never runs out of arrows!

EP = 15 for finding and identifying the spell glyphs

#### Area #5, Wights

The door leads to a small passage then curves to the left and slopes downward. Scratching and cries for help can be heard very closely, and you suddenly find yourself in a small dark burial crypt with an open stone coffin in the center. In each of the 4 corners of the room are withered, old, naked men with undead black skin, thinning white hair, and long yellow fingernails that are very sharp from scratching for help on the walls. They see you, scream with anger, and attack!

Floor Terrain = 2d

4 Wights

SZ=3, SP=3", DV=12", LF=5, HP=20 each

WP=6, IN=6, NT=1, CR=8, ST=4, MV=4, CN=3, CB=8

Special Attack = Drain 1 LF point with each successful attack!

Special Defense = Only harmed by enchanted or legendary weapons

They begin all out attacking, assuming no magical weapons.

Defense = (Undead Bodies 4d) = 4d

All Out Attack = (Claw or Bite 3d) + (Adjustment 5d) + (All Out Attack 1d) = 9d

Counter Attack = (Claw or Bite 3d) + (Counter Attack 3d) = 6d

They later switch to all out defense if the characters have magical weapons

All Out Defense = (Undead Bodies 4d) + (Adjustment 3d) + (All Out Defense 1d) = 8d

Counter Attack = (Claw or Bite 3d) + (Counter Attack 3d) = 6d

EP = 25 for killing each Wight

#### Area #6, Spirited Ghosts and Puppet Skeletons

This door leads to a very short passage that opens up into a large room filled with many, many bones. Swooping in the air are wispy ghost-like clouds with horrific faces. These ghosts dive down into the bones, animate a skeleton, then fly back into the air.

Floor Terrain = 2d

There are 4 ghosts and they can animate 1 skeleton a round each, resulting in many Skeletons that keep getting re-animated again and again! There are enough bones to create up to 40 skeletons at any given time.

Skeletons

SZ=3, SP=3", DV=18", LF=3, HP=10 each

WP=3, IN=3, NT=3, CR=3, ST=3, MV=3, CN=3, CB=5

Special Defense = +2d modifier vs. arrows and edged weapons.

Defense = Undead Bodies (5d) = 5d

All Out Attack = Claw or Small Sword (2d) + Combat (5d) + All Out Attack (1d) = 8d

Counter Attack = Claw or Small Sword (2d) + Counter Attack (3d) = 5d

EP = 6 for killing each Skeleton

#### 4 Ghosts

SZ=3, SP=6" (fly), DV=36", LF=7, HP=25 each  
WP=10, IN=3, NT=5, CR=3, ST=3, MV=6, CN=6, CB=6

Special Ability: Fly through floors and walls  
Special Ability: Animate Skeletons (not while invisible)  
Special Ability: Invisible = 12d  
Special Ability: Only harmed by spells and magic weapons

Defense = Phantom Bodies (8d) + Combat (3d) = 11d  
Attack = Touch (6d) + Combat (3d) = 9d  
Counter Attack = Touch (6d) + Counter Attack (3d) = 9d

All four ghosts leave if any of them are hurt even the slightest bit.

EP = 25 for killing (or chasing away) each Ghosts

#### Area #7, Stretching Hall

This door leads to a short passage that slopes slightly upward. At the end of the passage, maybe 50 feet or so, the passage "T"s to the left and right. To the right, the passage leads to an open door at the end of the hall, only 20 feet away. To the left, the passage leads to an open door at the end of the hall only 30 feet away. There are two doors on either side of the left hall.

Looking again, the passage to the left is now 40 feet long with three doors on either side. Then the hall begins to stretch out longer and longer with more and more side doors. While at the same time, the open door at the end of the hall somehow seems to be moving closer and closer to you.

Roll a Willpower check vs. 5d or be to afraid to venture down the hall to the left.

Floor Terrain = 2d

#### Area #8, The Midnight Closet

The doors to the side aren't really there and you can see that this is some sort of spooky illusion. At the end of the hall is an open door to an empty room 30 feet square. There is a small closet door to the right.

If they open the closet door

Strange music begins to play with scary high pitches and horrific low drum beating. The closer you get to the closet the door the faster the music plays. Then when you open the door, suddenly there is . . .

Nothing in the empty closet.

When they leave the room, but only if they opened the closet door first

As you leave the room, a large wooden grandfather clock in the back right corner begins to strike midnight. The grandfather clock wasn't there earlier, and the closet door is closed again.

If they open the closet door again

Strange music begins to play with scary high pitches and horrific low drum beating. The closer you get to the closet the door the faster the music plays. Then when you open the door, suddenly there is . . .

Nothing in the empty closet . . . But when you relax and close the door, standing in the room behind the door is a huge horrific white ghostly bony beast with a huge neck, long arms and legs, and many, many sharp teeth and claws! The deadly beast squats in the room because it is so big and lurches forward with great haste as it begins ripping and tearing at the flesh of the character who opened the closet door.

Floor Terrain = 2d

The attacked character must make a WP check vs. 8d or be frozen in fear and suffer 8d damage! If they succeed then treat as other characters who witness the attack.. All characters who witness the attack must make a WP check vs. 6d or flee in panic for 2-12 rounds.

Those who are not afraid may choose to stay, eventually everyone who is afraid is dead or gone, and all who remain have no fear, the Apparition fades, and each character remaining gains an instant 35 EP.

#### Area #9, Angry Parson

This open door leads to a 30 feet square room where a tall thin man dressed in a dark suit with a white collar wears a wide rimmed hat. He looks at you and begins to spout the most crude profanities you've ever heard while at the same time making disgusting gestures with his hands.

Floor Terrain = 2d

If there is a female in the group, read the following

While shouting angry remarks, he walks up to (female's name) and (drops her pants, or lifts her dress) then spanks her bare bottom

If there is a dwarf in the group, read the following

While shouting angry remarks, he walks up the (dwarf's name) and ties his beard in a knot and tweaks his nose until it turns bright red.

1 Parson  
SZ=3, SP=3", DV=9", LF=9, HP=35  
WP=6, IN=15, NT=8, CR=12, ST=6, MV=6, CN=2, CB=8

Phallic Symbol = +5d Intimidate  
Lude Act = All attacks are lude acts that attempt to cause damage  
Special Defense = regenerate 1HP per round, per lude act

Defense = (Undead Bodies 6d) + (Adjustment 3d) = 9d  
Attack = (Lude Act 6d) + (Adjustment 5d) = 11d  
Counter Attack = (Lude Act 6d) + (Counter Attack 3d) = 9d

EP = 30 for killing the Parson

### Area #10, Burial Tubes

This door leads to stairs that curve to the right and descend down deep into a large, forgotten room lined with burial tubes stacked 5 tubes tall along every wall. In total, there must be the concentrate graves of nearly 100 individuals within this one room.

Floor Terrain = 2d

Secret Door, Secret = 6d, but only if they search each and every burial tube.

### Area #11, Secret Passage

One of the burial tubes has a false back wall and if the corpse is removed, there is enough room for everyone in the party to climb through the burial tube one at a time.

Floor Terrain = 3d

If they climb through read the following

This ancient secret passage has been hewn out of the stone, curves back and to the left, then slopes steeply downward. Eventually it leads to a small round room with a round ceiling and floor as well. An almost perfect sphere has been carved out of the rock and hanging from the center of the ceiling is a silver chain. And at the end of this chain is a small silver lantern that hangs calmly in the center of the sphere.

To the right is a closed door in the wall only 10 feet away.

Floor Terrain = 4d

### Magic Lantern

If they take the lantern and examine it.

The lantern is made of silver, has no place for oil to be stored, and doesn't look like it would actually work as a lantern you might expect.

Spell Glyph "Sphere of Protection from Undead", Secret 8d, MG=9d.  
EP = 25 for finding and identifying the spell glyph

If they find and identify it, then read the following

The lantern is enchanted, obviously, and creates a 12-inch radius sphere of protection from lesser undead creatures including skeletons, ghouls, and zombies. However, it burns crushed gems at a rate of 100 gold coins worth each hour.

### Area #12, Vampire Balcony

Through the door to the right, you find yourself standing on a fancy balcony, with a tiled marble floor and an ornate wooden railing. Standing on the balcony seemingly not yet aware of your presence, is a human male figure draped in a black cape with a shiny red silk collar.

Floor Terrain = 1d

If they examine the figure read the following

The figure is a statue, but the cape is real. It has been setup to look like a vampire standing on the balcony.

The cape is the Legendary "Cursed" Cape of Vampire Wannabe  
Spell Glyph "Vampire Form", Secret = 12d, Willpower = 12d, MG=12d

Anyone who puts on the cape read the following

You immediately feel a change, a rush of power, a surge of knowledge. You are now a vampire, or at least you think you are. You gain the following benefits: +1 modifier to LF, +2d modifier to defense, +3 modifier to WP, ST, the ability to fly as a Warrior Fly, and the ability to assume a gaseous form at will.

However, you also desire to drink blood, fear the sunlight, and every time you try to speak there is a 1 in 6 chance all you can say is "blah, blah" like a dorky vampire. Also, every time you see two or more similar things happen in a row, there is a 3 in 6 chance you want to stop and count them out loud while laughing, "1 ah, ah, ah. 2 ah, ah, ah. etc."