

BRUTAL

Big Bad Ball Busting Bloody Battles

“SKULLCAP TOWER”

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

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Catherine Stanley” Wife of David, beautiful lady, very supportive

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NEW-ZELLA

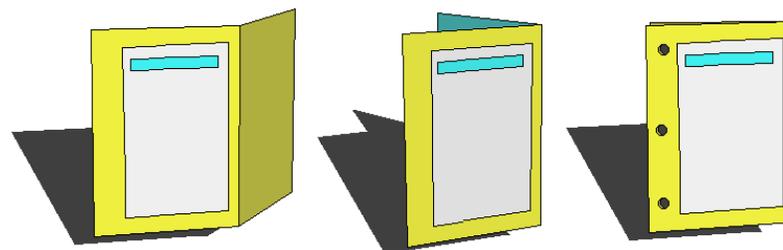
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ZEETVAH

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Rumors persist that the tower was made from the skull of a giant. And bedtime stories often include mention of the bloody witch who haunts the tower and dances upon it's top during the night.

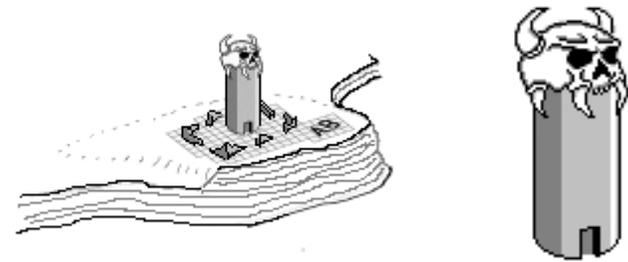
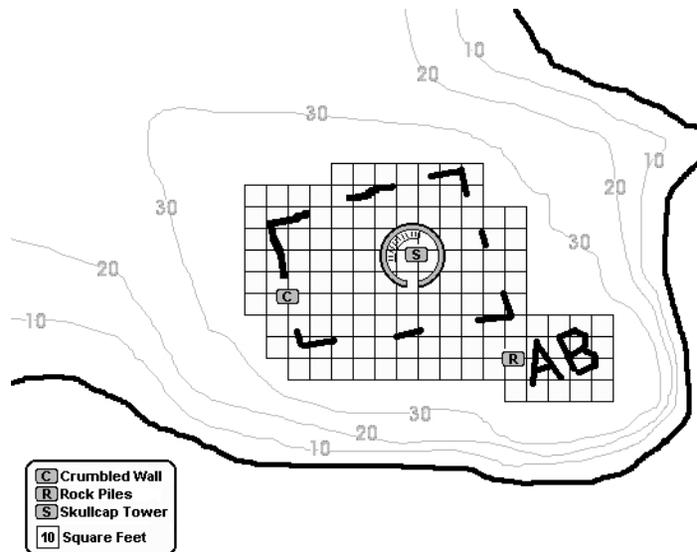
INTRODUCTION

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, Outer Tower Wall Terrain = 6d, +2d modifier to hide amongst the crumbled wall

OUTER WALL OF TOWER

The outer wall of the tower is very smooth and difficult to climb. Even more difficult is the skull that sits on top of the tower, because the skull is rounded and even more smooth than the wall itself.

If someone tries to climb to the top, read this...

The smooth surface looks difficult to climb and the skull is bubbled outward, which will make it even more difficult. Falling from the top could easily kill you, and only an expert climber should even consider climbing such a surface. And don't forget, you're going to need to climb back down again!

Note, This is very, very difficult and many characters have actually died trying to accomplish this.

To climb the wall, the characters will need to attempt 6 climb action in a row using their Movement vs. the Wall's terrain = 6d.

To climb the skull, the characters will need to attempt 2 climb action in a row using their Movement vs. the Wall's terrain = 9d.

The must succeed a total of 8 times in a row. If they fail just once, the fall and suffer damage from falling

1	Base of tower	10 feet	0d
2	lower wall	20 feet	1d
3	lower wall	30 feet	3d
4	middle wall	40 feet	6d
5	upper wall	50 feet	10d
6	upper wall	60 feet	15d
7	base of skull	70 feet	21d
8	top of skull	80 feet	28d

If they reach the top, read "Standing On Top of the Tower" (below on next page)

If a Warrior Fly flies to the top, read this...

Note, Warrior Flies may only fly as high as 24 inches (80 feet) so they can just barely reach the top.

Though not noticeable to most, your sensitive wings begin to feel the air get thinner as they struggle to support your weight. Barely, and I do mean barely, you buzz to the base of the skull and grasp on to steady your flight. With your wings beating with all their strength and your arms and legs scratching to grip the surface, you somehow manage to grab hold and scurry up the rest of the way.

Standing on top of the tower

Standing there for a moment to catch your breath, you gaze out over the realm. The ocean seems much more beautiful than you might expect and beyond the misty swamp you can barely see what appears to be a thick forest running along the edge of a small mountain range. And what about the top of the tower? Well for starters, the skull is real. It is indeed the dead head of a massive horned giant. A chill races through your entire body as you realize that a giant with a head this big would be easily twice the height of the tower! Then you catch a glimpse of a small black gemstone encrusted into the top center of the skull.

EP = 10 for reaching the top of the tower

Black Onyx gem: Gold = 500 , Treasure = 4d
Spell Glyph "Repeating Illusion": Secret = 6d, MG=12d
EP = 12 for finding and identifying the spell glyph

Skullcap Tower at Midnight

Currently the gem has been setup to automatically display a ten-minute illusion each night at midnight by Tara Lagnovich (see page 6). The illusion she setup is one of herself casting spells, yet with a spooky green glow. She hopes it will spread fear and help her become more infamous.

Standing on top of the Skullcap tower is a human female wearing a long black cape. She also has long black hair that blows in the wind, and she is illuminated by a spooky green mist. She is speaking very slowly and strangely and waving her arms as if casting a very evil spell.

SPIRAL STAIRCASE

Within the round tower can be seen the unsafe remains of an ancient spiral staircase. They start along the left wall and spiral clockwise across the back and right wall, then eventually climb over the doorway and continue around three more times before reaching the top of the tower. The aged walls were built with wooden poles jutting outward from the original brickwork. These wooden poles are now withered and rotten, and the stairs they once held now lie mostly in piles along the inner rim of the round tower wall. Among the broken planks along the floor are numerous blood stains, undoubtedly the result of previous adventurers attempting to reach the top, who as you might expect, fell through and perhaps even died from falling if they managed to get high enough. If you insist on climbing the stairs, you should do so one at a time, and send up only your smallest characters one at a time, but not before first honoring their last living request. Also, don't forget that even if you make it to the top, you will probably need to climb back down the stairs again too.

Floor Terrain = 2d, Inner Tower Wall Terrain = 5d

Logically, bigger characters will fall more often than smaller characters. To reach the top of the staircase requires consecutive 6 rolls of chance in a row. They will be rolling their character's Size vs. 3 dice for the stairs strength, with the hope that the stairs roll higher. In this case, they hope to lose the roll, indicating that the stairs rolled higher so the stairs won, and the stairs don't crumble. If they win a roll then the stairs failed, the stairs crumble, and they fall to ground suffering damage based on how high up they managed to get (see climbing the outer wall on page 2 for a damage table).

After 6 successful attempts stair rolls in a row, the single character will reach the top. If two or more characters attempt to climb the stairs at the same time, then their weight is combined, and the stairs will very likely crumble.

Top of the Stairs

Upon reaching the top of the stairs, you find a small wooden landing behind the eye's of the giant skull. The wooden planks of the landing have been rebuilt very recently, are very safe, and big enough to hold 3 human-sized creatures. Standing there for a moment, you gaze out of the open eye sockets, over the realm. The ocean seems much more beautiful than you might expect, and if you haven't guessed it yet, you can now tell for certain that the skull is real. It is indeed the dead head of a massive horned giant. A chill races through your entire body as you realize that a giant with a head this big would be easily twice the height of the tower!

EP = 10 for reaching the top of the stairs

Invisible Stairs

Stairs, 3 steps, Invisible = 5d
EP = 10 for finding the invisible steps

Looking around a bit more diligently, you spot some odd shadows and discover some invisible stairs that lead up to a higher wooden deck built into the inner brain area of the massive skull. The upper deck is completely walled off and can only be accessed by climbing up the stairs and passing through a human-sized doorway, which at the moment is closed and appears to be locked.

LOCKED DOOR AT TOP OF STAIRS

The door at the top of the stairs is a standard, human-sized door that opens outward from the left. No hinges are visible, and the wooden door has been painted white. There is a small brass knocker in the top center of the door, and a simple looking brass doorknob midway down the left side of the door. The doorknob has a very small, yet complicated looking keyhole.

Magic Wooden Door: ST=24d, LF=12d, HP=48, immune to fire, electricity and acid.
Magic Keyhole Lock: ST=24d, LF=10d, HP=40, Lock=24d



LOCKED DOOR AT TOP OF STAIRS

(continued)

Trying to force it open or bash it down

The door is surprisingly difficult to open. Though made of wood, it seems to be as hard as steel

If they succeed on the first try read this, otherwise go immediately to "TaraTits" (see below)

The door is not damaged, but suddenly swings open to reveal a young human female pleasantly humming as she walks toward the door.

Trying to unlock the door

Not surprisingly, the door is extremely difficult to unlock.

If they succeed on the first try read this, otherwise go immediately to "TaraTits" (see below)

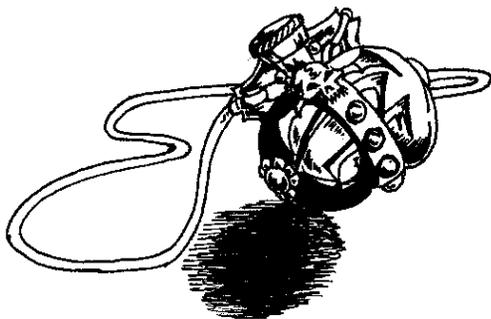
The door swings open to reveal a young human female pleasantly humming as she walks toward the door.

Knocking on the door

You suddenly hear the pleasant humming of a young human female as her footsteps approach the door. Then with the sound of a small metal latch, the door swings open.

TARA TITS

You are greeted by a young human female wearing a long dark cape, tall dark sexy boots, a short brown mini-skirt, and a bright blue shiny bustier that lifts and exposes her breast firmly upwards. She is very polite and cheerful, yet flaunts her sexuality. "Welcome new friend(s). Please allow me to introduce myself. My name is Tara Lagnovich, but my friends call me TaraTits. Won't you come in for some hot tea and fresh bread?"



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TaraTits is an intricate part of the Zella'Tier fantasy game world, and appears in many other Zella'Tier world adventures. As such, the Game Master should make every effort to keep her alive and allow her to escape.

Name: Tara "Tits" Lagnovich

Race: Human Female, age 30+

SZ=3, SP=3", DV=0", LF=6, HP=30

WP=12, IN=8, NT=4, CR=6, ST=3, MV=5, CN=5, CB=4, MG=16

Armor: Sexy Leather outfit (1d) + Enchanted Cape (1d) + two enchanted rings (1d each)

Weapon: Legendary Staff of Lightning (4d)

SPELL	RATING	RANGE	EFFECT	RESIST
Spell Arrow	3d	9"	1d damage to a single target	None
Shock	4d	0"	2d damage to all within 3" radius	WP
Lightning Bolt	12d	12"	10d attack to all within a 3" wide path	Defense

Misc: Legendary Dragon Tooth of Pain and Suffering

SPELL	RATING	RANGE	EFFECT	RESIST
Horror	6d	0"	All within 3" radius run away for 1 to 6 rounds	WP
Command Undead	9d	12"	Give orders to skeletons, ghouls, and zombies	None
Animated Dead	12d	12"	Create skeletons and zombies	None
Death	18d	18"	5d of damage to a single target	WP

All Out Defense: Armor (4d) + Staff (4d) + Combat (3d) + All Out (1d) = 12d

Counter Attack: Staff (4d) + Counter Attack (3d) = 7d

TARA'S ROOM

The small round room if empty, could hold as many as 10 human-sized characters. But it is currently filled with a large desk, many shelves, and boxes of storage, so there is currently only enough room for 5 or 6 humans. TaraTits leads you to a desk in the center of the room where a fancy teapot and an odd collection of assorted coffee mugs are resting. She pours everyone a cup of tea and begins to sip soothingly from her mug as well.

The room is filled with a powerful magic that makes everyone feel friendly and willing to cooperate. No one can willing harm another, steal, hide, cheat, lie, etc. Your characters will need a Willpower = 12d or higher to even try to resist the magic of 24d that grips everything within this room.

Looking around a bit more, you notice that the desk is made of a fine cherry wood. Behind the desk is a large leather chair. The walls are lined with shelves that hold many jars, jugs, and books. What appears to be a large mirror, is covered by a fine silk cloth in the back-right corner. What appears to be a large crystal ball, is covered by a soft black blanket in the back-left corner.

To the right are a couple of large barrels of fresh water, a small barrel of wine, and some baskets that are overflowing with dozens and dozens of fresh fruits and vegetables. A few large sacks bulge with unknown treasures under a table to the left, upon which rest many strange looking beakers, scales, tubes, and other various lab apparatus like stuff, as well as a giant poisonous spider that sleeps peacefully on top of the table.

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But robbed of the urge to harm, cheat, and steal you ignore all these treasures and return you gaze back to TaraTits. Upon a second glance, you now notice small tattoos of skulls and zombies along her right arm, which holds a powerful looking staff encrusted with many silver runes and glyphs that all appear to be somewhat related to electric energy of some kind. And hanging on a leather strap around her neck is a horrific looking bloody dragon tooth etched with tiny images of pain and suffering. Only now do you begin to realize that the magic that restrains your greed also binds her and is very likely the only reason why she hasn't killed you yet.

"We have a problem." She announces suddenly. "I can not kill you, but I don't have to allow you to leave either." And with that the door slams closed and locks automatically. "I can not allow you to leave" she continues, "now that you know the secret location of my hiding place. What proof can you give me that will convince me that you will not disclose this information?"

If additional characters are still on the tower ground below, then read the following

"And what story can we fabricate to tell your friends down below?"

Puzzle, negotiate a peaceful agreement.
EP = 50 for getting out without fighting

Note,
The spider is not her pet. It simply wandered in one day and is under the effect of the "Peace and Harmony" spell same as everyone else.

This is a very difficult puzzle, especially for players who prefer combat over thinking. If the players get too frustrated, and the game loses its fun, then read the following, but they don't earn the 50 EP.

ROOM CONTENTS

The Desk and Chair

They appear to be nothing more than a valuable set of furniture. However, in the top right drawer is a thin, wide wooden box about the size of 1-inch thick notebook. It opens easily to reveal a fancy quill, a silver hammer, and a steel chisel.

Desk and Chair: Gold = 800, Treasure = 8d.
EP = 2 for appraising



Quill, Hammer and Chisel

All three are obviously enchanted.

Quill, Hammer and Chisel: Gold = 1000, Treasure = 9d
EP = 2 for appraising

Hidden compartment in wooden box, Secret rating = 8d
EP = 25 for finding

Hidden Compartment in Wooden Box

You've found a secret compartment on the inside top of the wooden box that holds a small round stone with large glyph spell easily spotted, and even more easily identified as the Spell Glyph of "Spell Glyph Writing". "How can this be?" you think to yourself. No spell caster has been able to scribe their own glyphs for centuries. Though not a particularly a difficult spell glyph, it is extremely rare if not unique and must be worth a tremendous amount.

The Teapot

The Teapot is warm to the touch and pours out 25 cups of delicious tea.

The teapot is the object of peace and harmony that fills this room.
Spell Glyph "Peace and Harmony": Secret = 12d, Willpower = 24d, MG=12d
EP = 25 for finding and identifying the spell glyph

Then read the following...

All who drink a cup of tea heal 3d instantly. But this may only be used once per day per individual, and the teapot only holds 10 remaining cups of tea. To brew a new pot of tea requires that the teapot be filled with fresh water, 5 new tea bags, and 100 gold coins worth of crushed diamonds. Each such fresh brew of tea will contain 25 cups of healing, but these can not be bottled and sold, for the magic only works within 1 minute of being poured from the magical teapot.

The Mirror

As you approach the mirror, covered by the fine silk cloth, you begin to hear muffled, distant cries for help. There seem to be many voices trapped within the mirror including a human male telling you to look away, and the loud laughing voice of what could easily be some sort of demon or devil.

The mirror is not evil and holds no trapped souls. It merely challenges the bravery and determination of characters by speaking in various voices to scare them away. This is nothing more than a talking mirror with a sense of humor and a tendency to lie. Though it can see, speak, remember, and create illusions within the mirror, it has no real powers that the characters are hoping for, so it does what ever it must to survive. For example, it creates illusions of the future, illusions as if scrying, it pretends to be telepathic with animals, or anything else to keep it alive.

The spell glyph is engraved on the backside of the glass mirror, covered with melted brass.
EP = 25 for discovering the truth about the mirror.

The Crystal Ball

You remove the soft black cloth to reveal a large black crystal orb resting securely yet delicately upon a pedestal of gold.

The Scry spell glyph may only be spotted after breathing warm breath on it and polishing it with a soft cloth.

Spell Glyph "Scry": Secret = 6d, MG=12d
EP = 25 for finding and identifying the spell glyph

Bags of Unknown Treasures

47 pieces of jewelry, 3 golden goblets, 1 crown, and many odd gems. The total value must be worth a fortune.

All but one goblet are costume fakes and very much worthless. And it is easy to determine they are fakes (Intellect vs. 2d), but very difficult to determine that the goblet is real.

Find the real goblet, Gold = 5000, Treasure = 12d
EP = 10 for appraising the goblets and finding the valuable one

The Shelves

A sack of burs, a jar of dirty water, a jar of clean water, a clay pot filled with sand, a small piece of iron pyrite, jar of twisted yarn dipped in powdered corn, a jar of licorice root shavings, a large jar with dirt and living worms, a small sack with bits of fur, an old fur coat with many bits of fur torn from it, a small turtle shell, a jar with the crushed powder of another small turtle shell, a medium sack filled with wheat, a jar of hawk eyes, an bag of bat wings, a sack of horse hair, a small leather pouch with 13 tiny glass beads, a tiny pouch filled with powdered sulfur, a large jar with 32 small leather pouches with powdered iron, a clay pot with 13 tiny silver bells with no clapper, 8 ivory cones, a large jar of 5 small leather pouches of crushed white crystals, an old jar of honey now crystallized, a jar of dead grasshoppers, a jar of dead black beetles, a dead snake stuffed and posed as if coiled and ready to strike, the skull of a dog, the skull of a cat, the skull of a snake, the skull of a bat, the skull of squirrel, a book on algebra, and book on sharpening knives, a book on poems, a book on hand signals when driving a horse and buggy, a book on how to boil an egg so it's easier to peel, a book on lacing boots using fancy designs, a book on weaving baskets, a book on making candles, a book on hanging shelves, a book about a barbarian warrior who fight a giant snake, a book about the same barbarian who this time fights off a giant dragon, and a book about the same barbarian again, but this time he fights a sexy vampire witch.

EP = 20 for sitting quietly as you read this entire box of text above.

The player need to examine the pouches of crushed white crystals, "What kind of crystals" in order to learn that they are crushed diamonds, 100 gold coins worth in each pouch, (see teapot above).

EP = 10 for finding the crushed diamonds

EP = 10 more for figuring out that they are used by the teapot.

The Doorknob and Knocker, "Mudlar's Knob"

The doorknob doesn't look very interesting at all though it does have an excellent lock. The door knocker on the other hand has a tiny little hole that allows someone on the inside to peer out at the individuals knocking, but somehow stops those on the outside to peer back in.

Spell Glyph "Mudlar's Secret Room": Secret = 6d, WP=24, MG=18d
EP = 35 for finding and identifying the spell glyph

The Willpower gives the magic doorknob the ability to cast the spell instantly when placed on any existing door, drawer, lid, etc.

If found and identified read the following..

You found a small spell glyph on the doorknob that simply reads "Mudlar" and immediately recognize this as the legendary "Mudlar's Knob". By saying "Mudlar" while touching the glyph, any player can easily remove the doorknob and take it with them, then later place the knob on any other existing door to open up a magical portal that leads back to the same spherical room that contains the cherry desk, shelves, etc. This door knob enables you to transport up to 10 cubic feet of cargo very easily.

Real Doors are Covered up!?

When placing Mudlar's Knob on an existing door, the old doorway is gone, hidden by the magic of the knob and the new door can appear however the caster chooses. Those on the other side of the "real door" see that the door has now vanished, and it is quite possible that they are trapped if that covered door was their only means of exit.

The Real Door

Beneath Mudlar's Knob in Skullcap tower is a small forgotten room not seen in many, many years.

Once Mudlar's Knob is removed, the fancy white door disappears to reveal the withered rotting wood of centuries past as an ancient door appears once more, only to crumble into broken planks of molded wood falling to the tower floor far below.

Beyond the ancient door is a less than safe looking wooden deck that holds the skeletal remains of two humans and a dwarf who apparently were trapped here for many, many years. There is nothing of value other than a single sword that has somehow managed to avoid centuries of decay.

Enchanted Sword

EP = 6 for finding and identifying the enchanted sword.