

Crypt of Mandazed

An Easy Solo Adventure

By Thom Wilson



Contents

Introduction	1
Prepare	1
Recommended Miniatures	1
Special Guidelines	1
Adventure Background	1
Play	2
Wrap Up	4
Appendix	4

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Crypt of Mandazed

An easy adventure for one GM and one adventurer (PR 24).

Introduction

Crypt of Mandazed is the first Throwigames adventure released for the **TSRS Core Guidelines**. It is designed for one starting adventurer (PR 24) - the encounters found herein should be challenging to a single player but not too difficult or dangerous. This adventure was also designed to introduce new players to the TSRS game.

The contents of this book are broken into four sections: *Prepare*, *Play*, *Wrap Up* and *Appendix*. The *Prepare* section provides all the necessary details and background for the GM to be ready to run the adventure. The *Play* section details individual encounters, puzzles and challenges that the player will likely face. In the *Wrap Up* section, the GM can find concluding details for the adventure or additional hooks for upcoming adventures. The *Appendix* provides information such as player handouts, encounter sheets, new monsters and guidelines (specific to this adventure), and special magical items and treasures.

Enjoy!

Thom Wilson

Prepare

This section provides background information for the GM. If you plan on playing an adventurer in *Crypt of Mandazed*, **stop reading now**. If you are the GM, keep reading.

Materials Needed

As the GM, you will want to be familiar with the **TSRS Core Guidelines** and **Lusus Naturae I**; both books should be at the table with you when you play. Knowing how to run this game is important! Although not necessary, having read the **TSRS Advanced Guide** will benefit you as a GM.

The player should have a **TSRS Adventurer Sheet** to make game-play easier. You should also have the **TSRS GM Experience Sheet** single player version and **TSRS GM Encounter Sheets** (if desired). All of these materials can be found at the throwigames.com website free of charge.

Both you and the player should have three or four d6s, preferably different colors. You and player can use table top miniatures and other visual game aids if desired.

Recommended Miniatures

Both encounter areas in the *Crypt of Mandazed* have undead foes. The player will face a few zombies (up to five total), two to three skeletons, and Mandazed, an undead arcane specialist. Nearly every miniature company makes zombies and skeletons; we will not recommend any particular company for these simple minis. [Note: other adventures have rare creatures - recommended companies and figures will be found in those books.]

Special Guidelines Needed

This adventure requires only the **TSRS Core Guidelines**. No additional user-developed or special guidelines are needed to run this adventure.

Adventure Background

Only rumors remain of the evil wizard Mandazed. Not seen for many a year, Mandazed once frightened the local populace with his strange experiments and bizarre visitors. His three story tower once sat upon a distant hill overlooking the town but now lies in ruin. Stories are told of the freak lightning storm that burned the tower down to its base level... and the immediate disappearance of Mandazed thereafter. Some say he was killed in the storm, but others think he left in search of other towns to terrorize.

No one dares to enter the ruined tower of Mandazed. Those that have tried have never returned. Townsfolk believe that something evil now lurks there...

Facts

Long before the night of the storm, Mandazed had made a pact with some evil being to exist beyond death when his end came. Mandazed enjoyed the comforts of evil protection until he became a pawn in an epic battle of good versus evil. A lawful god struck down Mandazed's tower, killing him and his twisted servants. As promised, he was returned to life following his death but the state of his existence was not one that he had desired. He was neither alive nor dead, and was confined to the small dungeon of his ruined tower. His servants were raised as zombies and even now, continue to prowl Mandazed's new home in the crypts. Mandazed walks the dark passages when in his semi-living state, but constantly dies over and over again (staying in a dormant state for weeks at a time before rising once more).

Mandazed has some magical ability left and will use it as needed. He moves slowly but much of his mental capacity remains. He is a dangerous foe by himself but will likely call his servants in to action if the situation seems dire.

Hooks

There are several ways for a player to begin this adventure. The list below offers a few suggestions for GMs.

- The adventurer is passing through and hears the story of Mandazed and the ruined tower in the local pub or inn, and is intrigued.
- The adventurer is a local resident and is looking to prove him or herself by successfully exploring the ruins.
- A local resident has gone missing and is believed to be lost in the ruins - the adventurer is hired for the rescue.

Of course, the GM can add this adventure as a side excursion or quest as part of a larger campaign.

Encounter Areas

The following table lists the main encounter areas:

Area	Total PR	Foe(s)
2B	20	(2) Zombies [PR10, DR2, Init 2, dam: 1]
2C	50 +	(3) Zombies [PR10, DR2, Init 2, dam: 1], Mandazed [PR20, DR4, Init 3, dam: 1]
2C	16 - 32	(2-4) Skeletons [PR8, DR2, Init 2, dam: 1]

Opportunities for DR Checks

The following table highlights the areas where the adventurer may have an opportunity for DR checks (beyond what is invented by the player).

Area	Event	Detail
1A	Tower door stuck (Physical Strength check)	[DR: Moderate, 4] opens the heavy stone door. Making noise may bring up the zombies from area 2B.
1A	Climb through an opening in the roof (Coordination check)	[DR: Moderate, 4] finds the opening, and [DR: Moderate, 3] makes the successful climb in.
1A	Find footprints leading downward (Intellect check)	[DR: Easy, 2] finds footprints from the tower entrance to the stairs going down.
1A	Find lost coins (Intellect check)	[DR: Moderate, 3] finds d6/2 silver pieces amongst the rubble.
2A	Find hidden treasure (Intellect check)	[DR: Difficult, 5] finds a hidden compartment in the open casket; a small pearl necklace (100 sp) and d6 silver pieces.
2A	Find blood trail (Intellect check)	[DR: Moderate, 3] finds bloody footprints heading south.
2A	Hear noises from the south (Mental Strength check)	[DR: Moderate, 4] hears the zombies in 2B moving about.
2B	Combat (various DR checks)	(2) Zombies!
2B	Find zombie stash (Intellect check)	[DR: Moderate, 3] finds a small pile of silver coins in the shadowy northwest part of the room (27 sp).
2B	Find the names of the zombie servants (Intellect check)	[DR: Easy, 2] finds the name of each servant inscribed on each coffin.
2C	Pit trap (Traps check or Mental Strength check)	[DR: Moderate, 4] detects trap in the middle of the room. [DR: Moderate, 3] realizes zombies and Mandazed avoid this area.
2C	Combat (various DR checks)	(3) Zombies, Mandazed and up to (3) summoned skeletons.
2C	Footsteps from gold coffin to chests (Intellect check)	[DR: Moderate, 4] finds Mandazed's footsteps from coffin to chests.
2C	Footsteps into east wall (Intellect check)	[DR: Difficult, 5] detects footprints into east wall.
2C	Opening secret door to area 2D (Intellect check to find, Coordination check to open)	[DR: Difficult, 6] finds mechanism to open secret door, [DR: Moderate, 4] to actually open secret door.
2D	Unlock chest (Locks check) or break lock (Coordination and Physical Strength checks)	[DR: Moderate, 3] unlocks the lock on the chest -OR- [DR: Moderate, 4] Coordination and [DR: Moderate, 4] Physical Strength checks to break the lock. Failure may result in damaging contents.

Hints to Playing the Main Villain

Although Mandazed retains some memory of his past life, he is not entirely conscious of his current existence and his capabilities. He can use his arcane magic to raise skeletons (one in area 2C and another in area 2A), re-raise fallen zombies, and cast dark creation energy to do damage to foes. Mandazed will likely start by ordering his zombies to attack, raising one or both skeletons, and finally, sending evil energy bolts at the adventurer. Mandazed isn't mindless but lacks the intellect to use his magic to the fullest extent.

Play

The adventure begins near Mandazed's ruined tower. As the GM you will have to guide the player to the tower to begin the detailed encounters listed below.

Once the adventurer has reached the tower, read the following to the player:

Once a three story, stone tower, this structure has fallen to ruin. It is apparent that it was destroyed by fire or lightning as the exterior stones are blackened and scorched. The absence of simple vegetation seems bizarre, even several years later. A majority of the first story walls remain and the floor from the second story now acts as a simple roof.

After a closer inspection of all sides of the tower, have the player roll a DR: Moderate, 4 - Intellect check. If they pass, they find the opening in the west wall and ceiling. An attempt can be made to climb in here (passing a DR: Moderate, 3 - Coordination).

Either way, the adventurer should find the heavy stone door in the south wall. This door is quite heavy and stuck closed. It requires a DR: Moderate, 4 - Physical Strength check to push the door open in to the first floor of the tower.

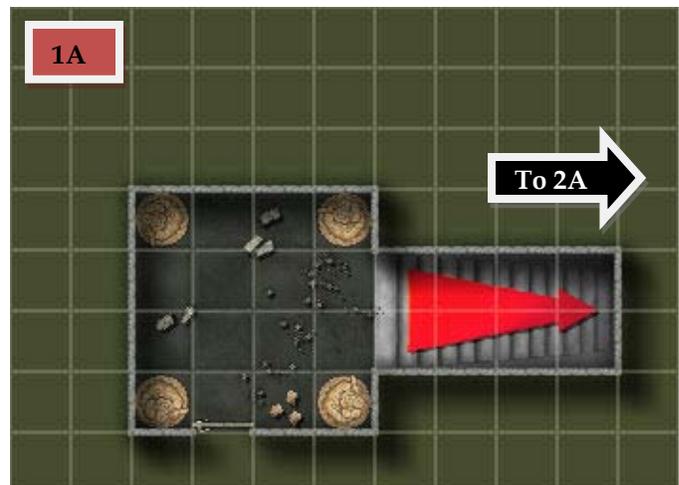
Area 1A

Once the adventurer has entered the tower, read the following:

The main entrance room is 20' square. There are four giant statues (one in each corner). The roof has begun to crumble over the years and debris litters the floor. Stairs head downward on the east side of the crypt. Walls and floors are made of hard granite.

Rubble and broken wooden furniture litter the floor of this area. Years of harsh weather have damaged the once beautiful marble floor. This area is about as far as most get before fleeing in fear. If the adventurer wishes to search the area, he or she may find the footprints heading down the stairs [DR: Easy, 2 - Intellect] or a few silver coins in a small pile of rubble [DR: Moderate, 3 - Intellect].

Note that prolonged (and noisy) searching may bring the zombies from area 2B up the stairs.



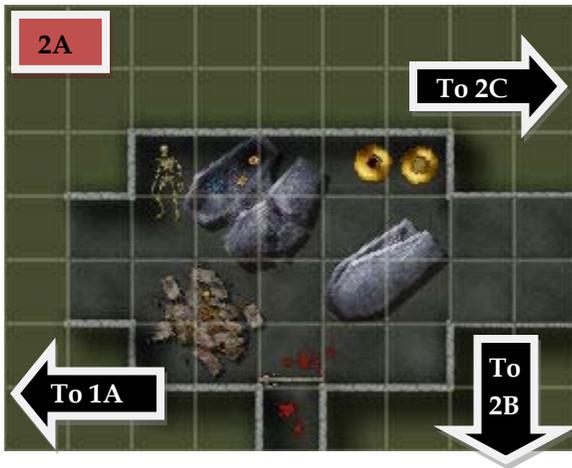
Area 2A

After 20 feet of sharply descending stairs, the adventurer will enter another chamber. Read the next description:

The stairs open up in to a small 20'x25' chamber. A corridor on the east side of the room continues beyond into darkness. A small stone door in the middle of the south door stands slightly ajar. Two stone coffins within the center of the room appear to be open. A small mound of stone debris lies in the southwest corner and a skeleton lies atop it. Two brass urns sit in the northeast corner of the chamber. Another skeleton lies next to one of the open coffins.

The two skeletons in the room were from within the coffins. Careful searching will reveal the following: [DR: Moderate, 3 - Intellect] Blood is splattered near the south door and looks like it may track southward. [DR: Difficult, 5 - Intellect] In the coffin nearest the west entrance, there is a hidden compartment containing a necklace of pearls (100sp) and d6 silver coins. Besides dust, the urns are empty.

Listening may reveal noises from the south - zombies scratching about mindlessly in area 2B [DR: Moderate, 4 - Mental Strength].



The Hallway between 2A and 2B

A narrow 5' hallway connects areas 2A and 2B. This 20' long passage is heavily stained with the blood of past victims who ventured to close to Mandazed's tower. Read the following to the player:

A 5' wide, 20' long hallway ends in a room ahead of you. Bloody tracks move down the hallway from the door in the last room and bend around the wall to your left and out of view.

There is no need for any DR checks to notice the blood tracks. If the player wants to try to discover what types of tracks they are (e.g. human), they should pass a DR: Moderate, 3 - Intellect check.

Area 2B

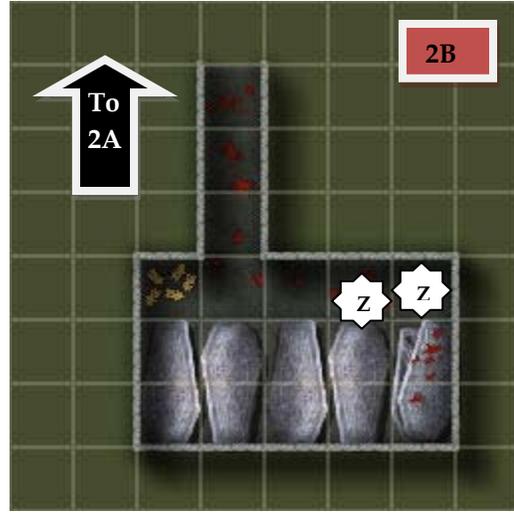
What was once a common burial chamber for former tower servants has turned in to a feasting room for zombies. Five coffins line the south wall of this room, all open to some degree. The five servants now roam the hall as zombies or skeletons.

If the adventurer did not hear the zombies in this room, you may want to allow a Luck check to help prepare them for what may come next.

Once the adventurer enters the room, read the following:

Five stone coffins tightly line the southern wall before you. As your eyes adjust to the new surroundings, you hear scratching and crunching to your left. What you see next is both disturbing and disgusting; two humanoid creatures, corpses really, are gnawing on something that looks like a dead body. Your stomach sickens as your mind tries to comprehend what you see.

Once the zombies notice the adventurer, they will move to attack. This room is small and combat may be complicated by the small quarters. If the adventurer defeats the zombies, they may find a small stash of coins in the northwest corner of the room (27 sp) [DR: Moderate, 3 - Intellect]. These were the life savings of the servants buried here.



Area 2C

The hallway from 2A travels 20' and end here. This chamber is the current home for Mandazed. When the adventurer enters this area, read the following:

The hallway opens up in to an elaborate, 30 foot square chamber. Strange torches burn on the east wall, barely lighting the room. Through the shadows, you can see a gold coffin upon a raised stone platform, centered on the east wall. Directly to your left and right are stone coffins, nestled in the northwest and southwest corners. Two chests sit against each of the north and south walls. No other exit can be seen.

Mandazed's burial chamber is quite elaborate and is well lit. This 30'x30' chamber contains 4 chests, 2 sarcophagi and the raised platform with a lidless, golden coffin. A skeleton is near the northern most sarcophagi. Footsteps can be found leading from the golden coffin to both sets of chests [DR: Moderate, 4 - Intellect].

In the center of the room, there is a 10'x10' pit (20' deep). It is activated by 50 pounds of pressure or if any of the chests are opened. A dead adventurer can be found within. The trap closes after 10 minutes. This trap can be discovered by besting a [DR: Moderate, 4 - Traps]. A savvy adventurer may find Mandazed and his minions avoiding the area [DR: Moderate, 3 - Mental Strength].

If the trap is sprung or anyone steps on the raised platform, Mandazed's undead form will rise. He is not the force he was when alive but isn't easy to defeat. He can animate the skeleton in the room instantly. He can also animate the dead adventurer in the pit as a Zombie if given the time. If the coffins are open, he can raise his two servants within as skeletons as listed above.

Occasionally, Mandazed will rise to walk the burial chambers. Long ago, he plundered his own treasures in the four chests (now empty) and moved them in to the secret chamber on the east wall (see 2D).

If Mandazed is active (not in his dead state), he will be tended by three zombie servants. Mandazed will be near or in his gold coffin when the adventurer arrives in the chamber. If Mandazed is inactive, he will be found in his coffin.

Mandazed will continually animate zombies and skeletons to low down the adventurer. He will also use his dark magic (creation) in the form of raw energy to damage his foe. He will use 1 MP per attack unless he is in extreme danger.



If Mandazed and his minions are defeated, the adventurer can search the room. Mandazed's coffin is made of stone and painted gold. A DR: Difficult, 5 - Intellect check will discover footsteps leading to area 2D, a secret chamber on the east wall. The mechanism that operates the secret door is difficult to find [DR: Difficult, 6 - Intellect] but once found, not as hard to operate [DR: Moderate, 4 - Coordination].

Area 2D

The secret chamber contains many of Mandazed's worldly possessions. The vast majority of his powerful magical items were lost the night of the storm. Mandazed gathered what he could find before changing in to his current state. Read the following to the player when they enter the secret chamber:

The secret door slides open to reveal a dark 10' square chamber. Small and large glittery objects litter the floor in this chamber. A single small wooden chest sits in the middle of the piles.

Mandazed gathered useful and non-useful items in his undead travels about the tower ruins. In the piles surrounding the wooden chest are forks, spoons, plates, ceramic goblets and other simple items. Interspersed throughout the simple kitchen utensils are 10d6 silver pieces, and d6 silver bars. A careful check [DR: Moderate, 3 - Intellect] will uncover 1 gold coin amongst the rubbish.

The wooden chest is well locked and requires a Lock check [DR: Moderate, 3] to open. The lock can be broken with a well placed strike instead. This requires both a Coordination and Physical Strength check (DR: Moderate, 4 - Coordination, DR: Moderate, 4 - Physical Strength] to succeed.

Once the chest is opened, Mandazed's true treasures are revealed. Two leather pouches are filled with coins, 122 sp and 13 gp respectively. A small, unlocked wooden case stores two silver rings (worth 20 sp each) and a small ruby set in a thin, gold necklace (worth 150 sp). Several scrolls contain the last few months of Mandazed's life - these detail his pact with an evil god and his powers.

Underneath these items are two velvet boxes. The smaller of the two contains a magical silver band. This is a Ring of Magic Enhancement (adds +1 to the wearer's MP). The properties of this ring can be discovered with an Intellect check [DR: Difficult, 5]. The second box contains a 12" long metal rod which adds Creation damage to the wielder. Discovering this power requires a very difficult Intellect check [DR: Very Difficult, 8].

Wrap Up

Assuming Mandazed is defeated and his crypt looted, the adventurer can return to town to boast of his or her victory or collect any reward (depends on the Hook used). With the crypt cleared out, the townsfolk can rest easier.

Possible Next Steps

With Mandazed finally defeated, the main adventurer is concluded. If you are looking for ideas to continue this scenario further, here are a few options.

- Mandazed's diary entries identify the evil god with which he made the pact. Followers of that evil god may need to be hunted down to eliminate the possibility of a return to this town. The adventurer can use information from the scrolls to find the whereabouts of key followers and eliminate them.
- If the adventurer cannot identify the magical rod, a nearby hermit with arcane knowledge can be enlisted to help. Perhaps he requires a favor in return.
- The local town mayor, overjoyed with the elimination of the evil threat, has more work for the adventurer.
- The next TSRS solo adventure in the Easy series can be started.

Appendix

This section is reserved for handouts, new monsters and magical items and encounter sheets. Because this adventure is fairly basic and straightforward, this section will only contain the GM encounter sheets (found on the next page).

Throwigames Simple Roleplaying System
 ES1 - Crypt of Mandazed
 Version 1.02
 By Thom Wilson
 TSRS2001

Encounter Worksheet for Crypt of Mandazed

Area 2B

Encounter Area: 2B		Encounter Notes:			
Foe / Creature: Zombie		ID: 1	PR: 10	DR: 2	Initiative: 2
To Hit: +/-	Damage: 1	Total MP: 0	Specializations / Powers: Melee (Co)		
MS: 0	IN: 0	QU: 2	CO: 4	HE: 0	PS: 4
Damage Points					
Roll: 2	Roll: 3	Roll: 4	Roll: 5	Roll: 6	Roll: 7
Left hand	Right hand	Left arm	Right Arm	Head	Chest
1	1	0	0	1	1
Roll: 8	Roll: 9	Roll: 10	Roll: 11	Roll: 12	Other:
Stomach	Right leg	Left leg	Right foot	Left foot	Missing left arm
1	1	1	1	1	
Treasure / Other: see Area 2B					

Encounter Area: 2B		Encounter Notes:			
Foe / Creature: Zombie		ID: 2	PR: 10	DR: 2	Initiative: 2
To Hit: +/-	Damage: 1	Total MP: 0	Specializations / Powers: Melee (Co)		
MS: 0	IN: 0	QU: 2	CO: 4	HE: 0	PS: 4
Damage Points					
Roll: 2	Roll: 3	Roll: 4	Roll: 5	Roll: 6	Roll: 7
Left hand	Right hand	Left arm	Right Arm	Head	Chest
0	0	1	1	1	1
Roll: 8	Roll: 9	Roll: 10	Roll: 11	Roll: 12	Other:
Stomach	Right leg	Left leg	Right foot	Left foot	Missing hands
1	1	1	1	1	
Treasure / Other: see Area 2B					

Area 2C

Encounter Area: 2C		Encounter Notes: requires no MP to animate skeletons or zombies			
Foe / Creature: Mandazed		ID: 1	PR: 20	DR: 4	Initiative: 3
To Hit: +/-	Damage: 1 (melee)	Total MP: 5	Specializations / Powers: Creation (Ma), Elemental (Ma)		
MS: 2	IN: 6	QU: 3	CO: 3	HE: 3	PS: 3
Damage Points					
Roll: 2	Roll: 3	Roll: 4	Roll: 5	Roll: 6	Roll: 7
Left hand	Right hand	Left arm	Right Arm	Head	Chest
1	1	2	2	2	3
Roll: 8	Roll: 9	Roll: 10	Roll: 11	Roll: 12	Other:
Stomach	Right leg	Left leg	Right foot	Left foot	n/a
3	2	2	1	1	
Treasure / Other: see Area 2D					

Area 2C continued

Encounter Area: 2C		Encounter Notes:			
Foe / Creature: Zombie		ID: 1	PR: 10	DR: 2	Initiative: 2
To Hit: +/-	Damage: 1	Total MP: 0	Specializations / Powers: Melee (Co)		
MS: 0	IN: 0	QU: 2	CO: 4	HE: 0	PS: 4
Damage Points					
Roll: 2	Roll: 3	Roll: 4	Roll: 5	Roll: 6	Roll: 7
Left hand	Right hand	Left arm	Right Arm	Head	Chest
1	1	1	1	1	1
Roll: 8	Roll: 9	Roll: 10	Roll: 11	Roll: 12	Other:
Stomach	Right leg	Left leg	Right foot	Left foot	Missing right leg
1	0	1	0	1	
Treasure / Other: see Area 2C / 2D					

Encounter Area: 2C		Encounter Notes:			
Foe / Creature: Zombie		ID: 2	PR: 10	DR: 2	Initiative: 2
To Hit: +/-	Damage: 1	Total MP: 0	Specializations / Powers: Melee (Co)		
MS: 0	IN: 0	QU: 2	CO: 4	HE: 0	PS: 4
Damage Points					
Roll: 2	Roll: 3	Roll: 4	Roll: 5	Roll: 6	Roll: 7
Left hand	Right hand	Left arm	Right Arm	Head	Chest
1	0	1	0	1	1
Roll: 8	Roll: 9	Roll: 10	Roll: 11	Roll: 12	Other:
Stomach	Right leg	Left leg	Right foot	Left foot	Missing right arm
1	1	1	1	1	
Treasure / Other: see Area 2C / 2D					

Encounter Area: 2C		Encounter Notes:			
Foe / Creature: Zombie		ID: 3	PR: 10	DR: 2	Initiative: 2
To Hit: +/-	Damage: 1	Total MP: 0	Specializations / Powers: Melee (Co)		
MS: 0	IN: 0	QU: 2	CO: 4	HE: 0	PS: 4
Damage Points					
Roll: 2	Roll: 3	Roll: 4	Roll: 5	Roll: 6	Roll: 7
Left hand	Right hand	Left arm	Right Arm	Head	Chest
1	1	1	1	1	1
Roll: 8	Roll: 9	Roll: 10	Roll: 11	Roll: 12	Other:
Stomach	Right leg	Left leg	Right foot	Left foot	Missing feet
1	1	1	0	0	
Treasure / Other: see Area 2C / 2D					

Area 2C (extra foes animated by Mandazed)

Encounter Area: 2C (from 2A)		Encounter Notes:			
Foe / Creature: Skeleton		ID: 1	PR: 8	DR: 2	Initiative: 2
To Hit: +/-	Damage: 1	Total MP: 0	Specializations / Powers: Melee (Co)		
MS: 0	IN: 0	QU: 2	CO: 3	HE: 0	PS: 3
Damage Points					
Roll: 2	Roll: 3	Roll: 4	Roll: 5	Roll: 6	Roll: 7
Left hand	Right hand	Left arm	Right Arm	Head	Chest
1	1	1	1	1	1
Roll: 8	Roll: 9	Roll: 10	Roll: 11	Roll: 12	Other:
Stomach	Right leg	Left leg	Right foot	Left foot	n/a
1	1	1	1	1	
Treasure / Other: see Area 2C / 2D					

Encounter Area: 2C (from 2A)		Encounter Notes:			
Foe / Creature: Skeleton		ID: 2	PR: 8	DR: 2	Initiative: 2
To Hit: +/-	Damage: 1	Total MP: 0	Specializations / Powers: Melee (Co)		
MS: 0	IN: 0	QU: 2	CO: 3	HE: 0	PS: 3
Damage Points					
Roll: 2	Roll: 3	Roll: 4	Roll: 5	Roll: 6	Roll: 7
Left hand	Right hand	Left arm	Right Arm	Head	Chest
0	1	0	1	1	1
Roll: 8	Roll: 9	Roll: 10	Roll: 11	Roll: 12	Other:
Stomach	Right leg	Left leg	Right foot	Left foot	Missing left arm
1	1	1	1	1	
Treasure / Other: see Area 2C / 2D					

Encounter Area: 2C		Encounter Notes:			
Foe / Creature: Skeleton		ID: 3	PR: 8	DR: 2	Initiative: 2
To Hit: +/-	Damage: 1	Total MP: 0	Specializations / Powers: Melee (Co)		
MS: 0	IN: 0	QU: 2	CO: 3	HE: 0	PS: 3
Damage Points					
Roll: 2	Roll: 3	Roll: 4	Roll: 5	Roll: 6	Roll: 7
Left hand	Right hand	Left arm	Right Arm	Head	Chest
0	0	1	0	1	1
Roll: 8	Roll: 9	Roll: 10	Roll: 11	Roll: 12	Other:
Stomach	Right leg	Left leg	Right foot	Left foot	Missing right arm
1	1	1	1	1	Missing left hand
Treasure / Other: see Area 2C / 2D					

Encounter Area: 2C		Encounter Notes:			
Foe / Creature: Skeleton		ID: 4	PR: 8	DR: 2	Initiative: 2
To Hit: +/-	Damage: 1	Total MP: 0	Specializations / Powers: Melee (Co)		
MS: 0	IN: 0	QU: 2	CO: 3	HE: 0	PS: 3
Damage Points					
Roll: 2	Roll: 3	Roll: 4	Roll: 5	Roll: 6	Roll: 7
Left hand	Right hand	Left arm	Right Arm	Head	Chest
1	1	1	1	1	1
Roll: 8	Roll: 9	Roll: 10	Roll: 11	Roll: 12	Other:
Stomach	Right leg	Left leg	Right foot	Left foot	n/a
1	1	1	1	1	
Treasure / Other: see Area 2C / 2D					



Bringing Your Brain Back to the Game

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