Meteor Tales - Age of Grit

Shadows of the Forgotten Temple

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METEOR TALES
AGE OF GRIT

SHADOWS OF THE FORGOTTEN TEMPLE

Shadows of the Forgotten Temple

In the remote town of Lian, nestled within the untamed Freelands of the South, a sense of unease grips the villagers. Whispers of a once-forgotten temple dedicated to The Sentinel, the divine creator, have begun to circulate. Rumor has it that the temple's sacred relics have fallen into the hands of sinister forces, including a horde of lizardmen and other malevolent creatures. Fearing that the very balance of the land is at stake, the people of Lian look to brave adventurers to reclaim the temple and restore its sanctity.

Introduction

Selene, a local priestess in Lian, seeks the help of adventurers to cleanse an old temple infested by monsters. The temple, now under the control of vicious Lizardmen, has been desecrated, its treasures looted, and its sanctity violated. Selene desires to see the temple reclaimed and the monsters eradicated. In gratitude for their bravery, she offers a reward of 2000 gold pieces. To aid them, she provides an upfront payment of 500 gold pieces to equip the adventurers better while they are in the city.

The City of Lian

Situated on fertile terrain and in close proximity to the Varyan River, the city of Lian thrives. Its northern expanse is ensconced by a verdant forest, within which large caverns shrouded in vines add to its allure. The cityscape is a blend of human architecture, featuring sturdy stone and brick structures, while also bearing a resemblance to Brutgorian encampments, characterized by their spacious tents. Lian stands as a hub of trade, drawing merchants of diverse commodities. Yet, it is also infamous for its role in the gladiatorial and slave trade. Governed by a resolute leader, the city operates under strict authority, with the Governor's unyielding rule casting a long shadow over its inhabitants.

Lian's Marketplace

Dagger	30	Shortsword	100	Longsword	130
Mace	140	Longbow	180	Arrow	1
Leather Armor	150	Bloodhold	150	Reflexa	200
Gritae	150	Studded Leather Armor	250	Mild Fire	150
Ration	5	Wineskin	5	Blanket	10
Tent	50	Torch	2	Lantern	15
Battle Axe	160	Claymore	200	Knuckles	20

Traveling to the Temple

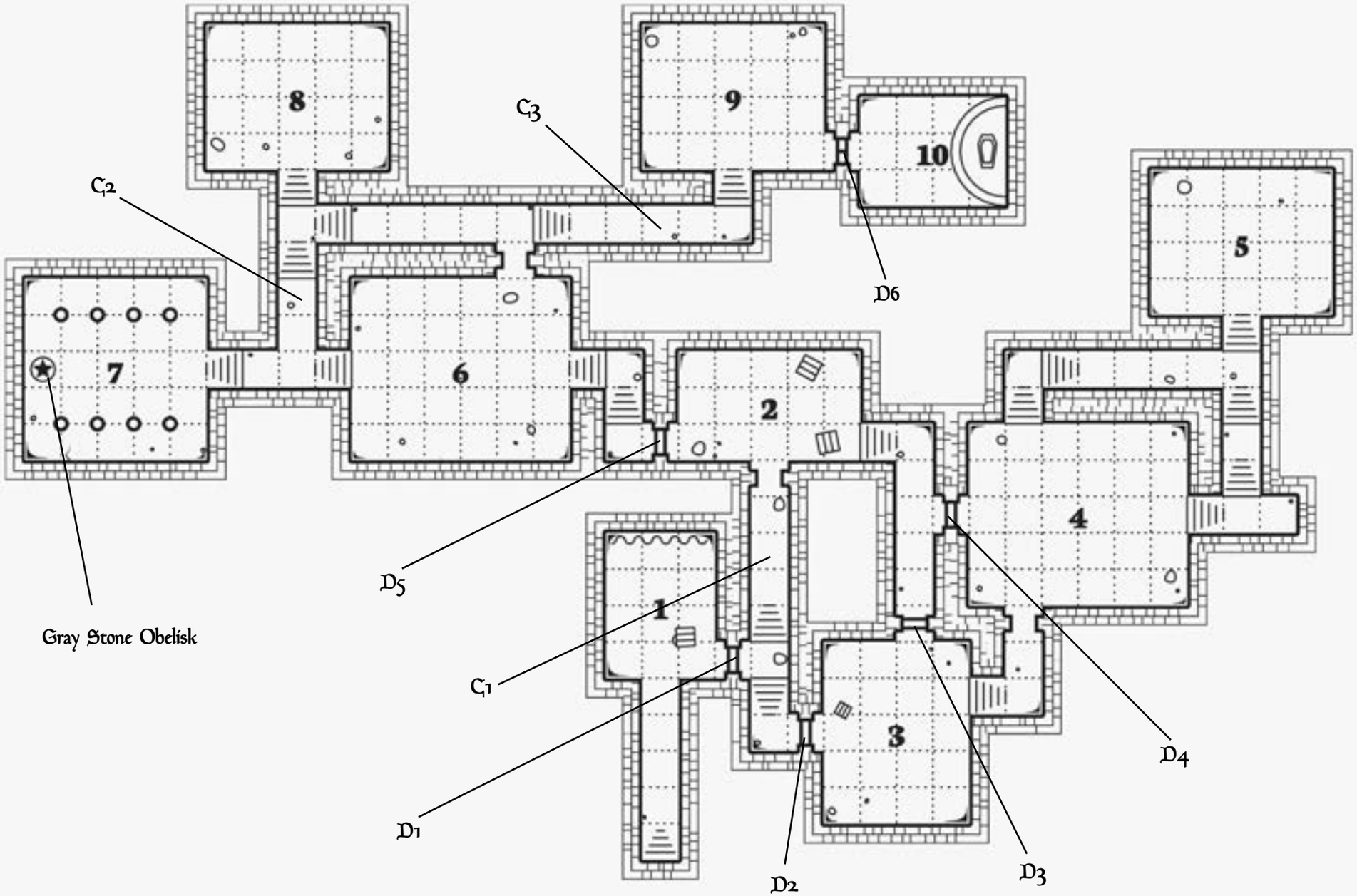
The adventurers must spend 1 day to travel to the temple. During that time, they get to spend **3 Effective hours** each to develop their talents as they see fit.

Traveling Rolls

- **Weather:** Roll 1/day to determine the weather while traveling.
- **Encounter:** Roll once while on the road and once during Rest.

Encounter Table

Roll	Weather	Effect	Roll	Encounter
1	Storm	Disease Rolls (Vigor)	1	Wandering Merchant
2-9	Fog	-1 Grit Level (Perception)	2-9	Pack of Lizardmen (2)
10	Sun	None	10	Pack of Lizardmen (4)



The Abandoned Temple of the Great Sentinel

The Abandoned Temple

The forgotten temple of the Sentinel, nestled on the outskirts of Lian, stands as a solemn relic of times past. Once a place of revered worship, its grandeur has been marred by the sinister presence of marauding Lizardmen and their monstrous companions. Desecrated and defiled, the temple's hallowed halls echo with the haunting cries of the creatures that now occupy it. The sacred altars have been despoiled, and the air is thick with an aura of malevolence that cloaks the once-sacred space in an ominous shroud. It is within these unholy confines that the adventurers' courage is called upon, as they are tasked with reclaiming the temple and restoring its sanctity.

Dungeon Index
C=Corridors.
D=Doors.

1. Entry Hall

Light: Dim (-1 Grit Level)
Encounters: -
Triggers: -
Trap: Arrow (Observation: 5, Mechanics: 10, Effect: 10 Damage that requires Minor Healing: 5 to heal).
Secrets: -
Loot: -

2. Meditation Chamber

Light: Dark (-2 Grit Levels)
Encounters: 4 Dwellers
Triggers: A mutilated creature rises as a Dweller at the end of Round 3.
Trap: -
Secrets: -
Loot: Reflexa, 200 gold, Spear

3. Storage Room

Light: Dark (-2 Grit Levels)
Encounters: 2 Ratmen
Triggers: A 3rd Ratman springs out of a barrel in 2 Rounds.
Trap: -
Secrets: -
Loot: Rations x2, Forest herbs x5, Rope

4. Snake Room

Light: Dark (-2 Grit Levels)
Encounters: 3 Lizardmen
Triggers: Snakes on the floor deal an additional 1D10 Grit Damage to targets at the end of each Round.
Trap: -
Secrets: -
Loot: Longbow, 120 gold, Lockpicks, Reflexa

5. Library Room

Light: Dark (-2 Grit Levels)
Encounters: -
Triggers: -
Trap: -
Secrets: Stash behind a bookcase (Observation: 5): Wand of Firebolt (Items: 5)
Loot: Skillbook (Nature)

6. Laboratory Room

Light: Dark (-2 Grit Levels)
Encounters: 2 Baaru
Triggers: Any Fire related attack, action, spell will cause an explosion that deals 1D20 Fire Damage to everyone in the room.
Trap: -
Secrets: -
Loot: Obliviona, Volcano herb x5, Gritae

7. Broken Altar Room

Light: Dark (-2 Grit Levels)
Encounters: Wight
Triggers: -
Obelisk: A Gray-Stone Obelisk inflicts an active penalty of -50% Grit to all Creatures within a Field Area (5 Tiles) unless it's destroyed (30 Grit Durability).
Trap: -
Secrets: -
Loot: Lional, Bonae, Mild Fire, 400 gold

8. Collapsed Chamber

Light: Dark (-2 Grit Levels)
Encounters: -

Triggers: -
Trap: Fire (Observation: 6, Mechanics: 8, Effect: 1D20 Fire Damage that requires Minor Healing: 5 to heal or Rest).
Secrets: -
Loot: -

9. Old Foundry

Light: Dark (-2 Grit Levels)
Encounters: Spirit of Fire
Triggers: A Brazier is burning in the middle of the room. Each round it heals the Spirit of Fire (1D20 Grit/Round) unless it is destroyed (20 Grit Durability).
Trap: -
Secrets: -
Loot: Battle Axe, Scimitar, Longbow, Arrows x10

10. The Great hall

Light: Dark (-2 Grit Levels)
Encounters: 2 Lizardmen, 1 Wight
Triggers: Poison gas is released from the walls in the 3rd Round, inflicting 1D20 Poison Damage per Round for 2 Rounds.
Trap: -
Secrets: -
Loot: 500 gold, Chain mail, Claymore

Corridors

C1: Blades rolling from the walls inflict 1D20 Slashing Damage (Mobility Check), which can be healed with Minor Healing: 5.
C2: Spike Trap on the floor deals 1D12 Piercing Damage (Mobility Check), which can be healed with Minor Healing: 5.
C3: Poison Gas Release inflicts 1D10 Poison Damage (Vigor Check) that can be healed with Minor Healing: 5.

Doors

D1: Wooden (Mechanics: 5, Force: 15).
D2: Wooden (Mechanics: 8, Force: 18), Trap: Blade (Observation: 7, Mechanics: 12, Effect: 10 Damage that requires Minor Healing: 5 to heal).
D3: Wooden (Mechanics: 5, Force: 15).
D4: Iron (Mechanics: 10, Force: 20).
D5: Wooden (Mechanics: 8, Force: 18), Trap: Blade (Observation: 7, Mechanics: 12, Effect: 10 Damage that requires Minor Healing: 5 to heal).
D6: Wooden (Mechanics: 5, Force: 15).

Items

Bloodhold: Protects against Poison for 24 hours.
Bonae: Protects against Critical hits caused by Physical Attacks for 24 hours.
Chain Mail: Offers 3 Absorption.
Gritae: Provides +20 Grit for 24 hours.
Lantern: Provides Light for 3 hours in 3 Field Radius.
Lional: Protection against the "Flu" for 24 hours.
Lockpicks: Reduces Locked Doors Difficulty by 50%.
Mild Fire: Inflicts Fire Damage in Field Radius (1) and a "Burn" effect upon Critical. Burning targets must spend an Action to extinguish the fire.
Obliviona: Poison essence that causes "Unconsciousness" (Vigor).
Forest herbs: Recovers 1 Grit Point.
Reflexa: Provides +1 Action for 24 hours.
Torch: Provides Light for 2 hours in 2 Field Radius.
Volcano herbs: Protects against 1 Fire Damage each for 1 hour.
Wand of Firebolt: Contains 10 Charges of Firebolt (1D20 Fire Damage against a Single Target, Range: By Perception).
Wineskin: Provides +10 Grit and +2 Risk for 2 hours.

Baaru

A Baaru is an animated corpse with superior strength and speed. Baaru creatures can climb walls with ease and thus, they are very difficult to escape from.

General Information
Type: Undead (Lesser)
Size: Medium

Total Grit
50

Actions
2

Special Actions
- **Bite**

Attack that causes Piercing Damage & "Night Blight" Disease upon Critical
Critical: 18/12/10
Range: 1
Risk: 1

- **Dead Touch***

Attack that causes Slashing Damage & "Paralysis" upon Critical
Critical: 18/12/10
Range: 1
Risk: 1

Properties
Animated: Animated creatures live and move through magic instead of Lifeforce.
Mental Immunity: Immune to mental spells and effects.
Nightvision: Ability to see in the dark.
Wallcrawling: Creature can climb on any type of surface with regular movement.
Weapon Resistance: Creature receives 50% Damage from Piercing attacks.

Death Point
The creature must be burned or it will rise again within a few minutes.

Structure
Threat (Medium): 20|10|-
Mobility (Medium): 8|4|2
Vigor (N/A): -
Perception (Medium): 10|8|6

***Dead Touch:** The Paralysis effect can be shaken off by spending an Action to will yourself out of it by rolling against a Difficulty of 12. Otherwise it will wear off after combat.

Dweller

A Dweller is an animated corpse that lurks in dungeons and often graveyards. It will always be drawn by lifeforce with an undying wish to devour it.

General Information
Type: Undead (Lesser)
Size: Medium

Total Grit
50

Actions
2

Special Actions
- **Bite**

Piercing Damage & "Night Blight" Disease upon Critical
Critical: 18/12/10
Range: 1
Risk: 1

- **Claw**

Slashing Damage
Critical: 18/12/10
Range: 1
Risk: 1

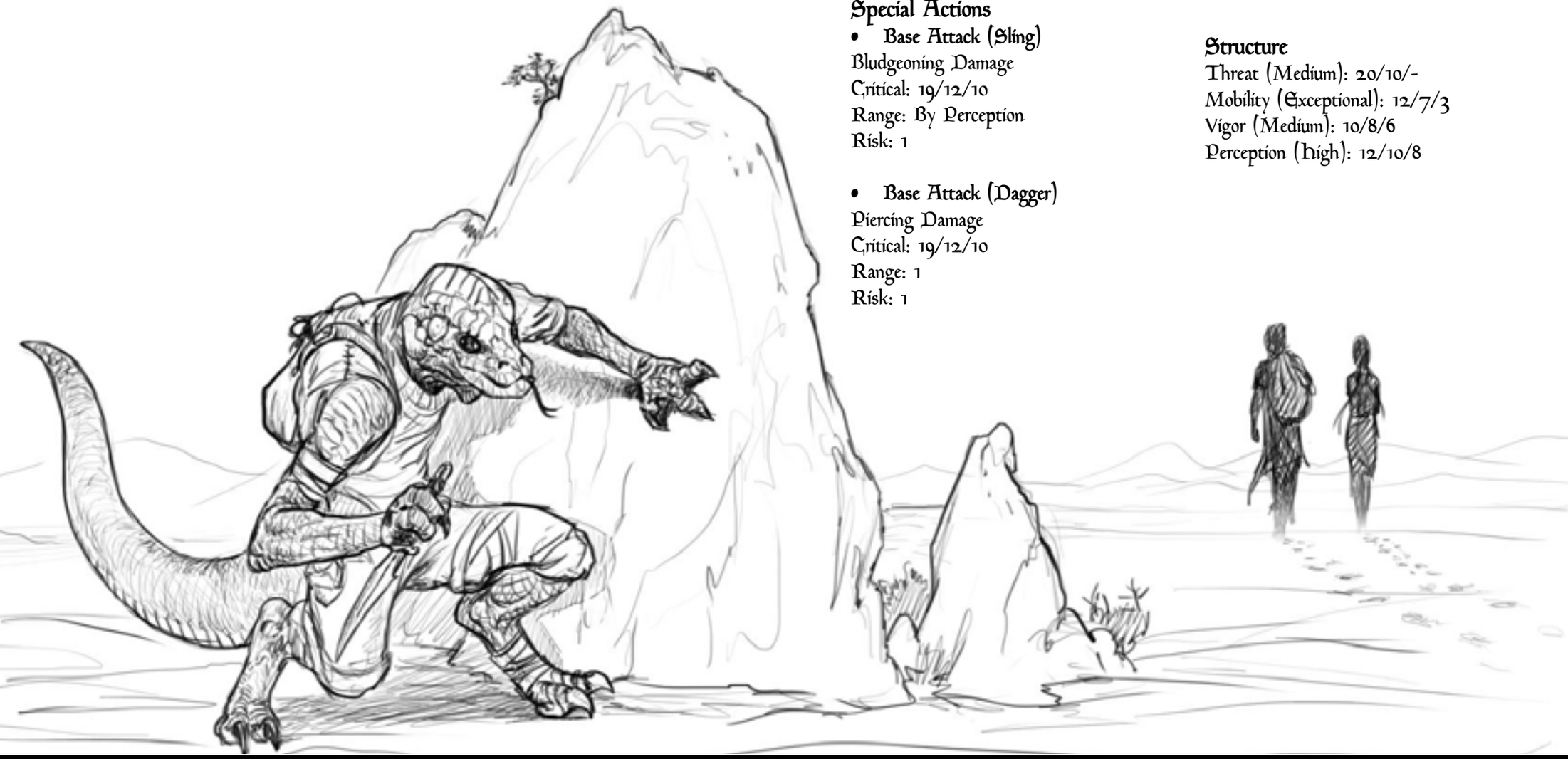
Properties
Animated: Animated creatures live and move through magic instead of Lifeforce.
Mental Immunity: Immune to mental spells and effects.
Nightvision: Ability to see in the dark.
Weapon Resistance: Creature receives 50% Damage from Piercing attacks.

Death Point
The creature must be burned or it will rise again within a few minutes.

Structure
Threat (Medium): 20/10/-
Mobility (Very Low): 3/1/-
Vigor (N/A): -
Perception (Low): 8/6/4

Lizardman

Lizardmen are humanoid lizards with high dexterity and weapon expertise. They dwell in dry lands and jungles and prey upon wanderers by using stealth.



General Information
Type: Beast
Size: Medium

Total Grit
50

Actions
2

Special Actions
- **Base Attack (Sling)**

Bludgeoning Damage
Critical: 19/12/10
Range: By Perception
Risk: 1

- **Base Attack (Dagger)**

Piercing Damage
Critical: 19/12/10
Range: 1
Risk: 1

Death Point
Default

Properties
Wallcrawling: Creature can climb on any type of surface with regular movement.
Improved Dodge: Dodging utilizes 1 Action instead of 2.
Nightvision: Ability to see in the dark.

Structure
Threat (Medium): 20/10/-
Mobility (Exceptional): 12/7/3
Vigor (Medium): 10/8/6
Perception (High): 12/10/8

Ratman

Ratmen are humanoid rats that live in sewers, ruins and cellars and attack their preys with ferocious strength and extraordinary speed. Their bite can cause lethal diseases such as the Black Plague.

General Information
Type: Beast
Size: Large

Total Grit
50

Actions
3

Special Actions
- **Claw**

Slashing Damage
Critical: 18/12/10
Range: 1
Risk: 1

- **Bite***

Piercing Damage & "Black Plague" upon Critical
Critical: 18/12/10
Range: 1
Risk: 1

Death Point
Default

Properties
Poison Immunity: Immune to Poison Damage & Effects.
Improved Dodge: Dodging utilizes 1 Action instead of 2.
Nightvision: Ability to see in the dark.

Structure
Threat (Medium): 20/10/-
Mobility (Legendary): 14/8/4
Vigor (high): 12/10/8
Perception (high): 12/10/8

***Bite:** The attack must overcome the target's Vigor to spread the disease.

Spirit of Fire

A Spirits of Fire usually appears in an anthropomorphic shape covered in flames. As most spirits, their mind is broken, usually obsessed over a specific task that drives them to malicious acts.

General Information
Type: Spirit (elemental)
Size: Medium

Total Grit
80

Actions
3

Special Actions
- **Fireblade**

Slashing Damage & +1D10 additional Fire Damage upon success
Critical: 17/11/10
Range: 1
Risk: 1

- **Firebolt**

Fire Damage & "Burn" upon Critical
Critical: 17/11/10
Range: By Perception
Risk: 1

- **Fireblast**

Fire Damage & "Burn" upon Critical
Critical: 17/11/10
Range: By Perception
Radius: 3 (field)
Risk: 4

- **Firering**

Fire Damage & "Burn" upon Critical
Critical: 17/11/10
Range: Self
Radius: 5 (ring)
Risk: 7

- **Smoke**

Creates a "Smoke" effect that lasts for a whole battle reducing 1 Grit Level to all affected creatures
Range: By Perception
Radius: 5 (field)
Risk: 9

Special Reactions
- **Blink**

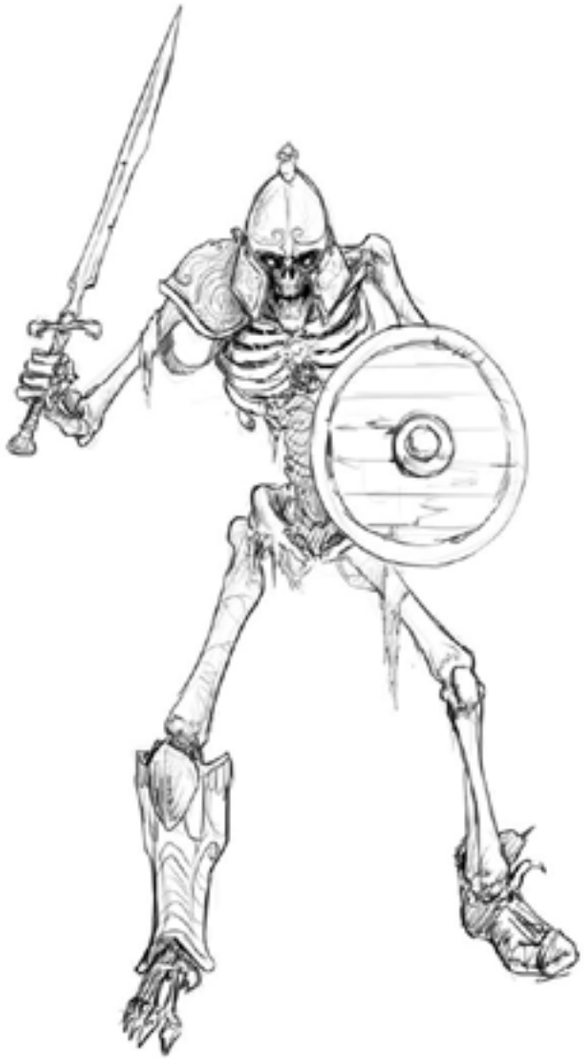
Teleport up to 10 Tiles to avoid an attack
Range: Self
Risk: 1

Properties
Flying: Creature can fly.
Fireshield: Creature deals Fire Damage to any melee attacker automatically.
Fire Immunity: Creature is immune to Fire Damage & Effects.
Water Weakness: Creatures suffers X2 Damage from Water/Frost related attacks
Mental Immunity: Immune to mental spells and effects.
Nightvision: Ability to see in the dark.
Spirit Walk: Creature can move through solid obstacles at will.

Death Point

Bound creatures must be banished by certain means in order to be destroyed otherwise their essence will manifest again within 1D10 days..

Structure
Threat (high): 30/20/10
Mobility (high): 10/6/3
Vigor (high): 12/10/8
Perception (high): 12/10/8



Wight

A Wight is a greater undead creature with combat intelligence and great power. It has freed itself from its master and now dwells through eternity, drawn by Lifeforce and power.

General Information
Type: Undead (greater)
Size: Medium

Equipment
Longsword, Medium Shield

Total Grit
80

Actions
3

Special Actions
- **Bite**

Piercing Damage & "Night Blight" Disease upon Critical
Critical: 17/11/10
Range: 1
Risk: 1

- **Base Attack (Longsword)**

Slashing Damage
Critical: 17/11/10
Range: 1
Risk: 1

Warfare
Offense: Ox Strike, Bull Strike
Defense: Ox Shield, Bull Shield

Magic
Shapes: Bolt, Barrier, Armor
Variations: 3rd Level
Spellbooks: Ice

Properties
Mental Immunity: Immune to mental spells and effects.
Nightvision: Ability to see in the dark.
Weapon Resistance: Creature receives 50% Damage from Piercing attacks.

Death Point
The creature must be burned or it will rise again within a few minutes.

Structure
Threat (high): 30/20/10
Mobility (high): 10/6/3
Vigor (N/A): -
Perception (high): 12/10/8