

GURPS®

Fourth Edition

DUNGEON FANTASY 1 ADVENTURE™ 1

MIRROR OF THE FIRE DEMON™



Written by **MATT RIGGSBY**

Edited by **JASON "PK" LEVINE**

Illustrated by **GUY BURWELL, PAUL DALY,
JOYCE MAUREIRA, MATT RIGGSBY, and DAN SMITH**

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*In dungeon fantasy in general,
and this adventure in particular,
killing everything that moves
isn't such a problem.*

Playtesters: Peter Dell'Orto, Antoni Ten Monrós, Christopher R. Rice, and Emily Smirle

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INTRODUCTION

A would-be Dark Lord, backed up by demon-granted powers, has gathered an army of monsters. His demonic connections, however, are vulnerable. The PCs get a line on a way to break his power by destroying a magical mirror, and grab some of the loot he's collected in the bargain. The quest to do so will require them to spend almost the entire adventure away from town, so they must carefully manage their resources. But the real complication is that plenty of other adventurers have gotten the same message. Now the PCs must outfight, outrun, and outwit roving bands of monsters *and* these rivals, as they try to stop the Dark Lord's plans before it's too late!

RECOMMENDED BOOKS

This adventure requires both *GURPS Dungeon Fantasy 1: Adventurers* and *GURPS Dungeon Fantasy 2: Dungeons*. In addition, *GURPS Dungeon Fantasy 3: The Next Level* and *GURPS Dungeon Fantasy 8: Treasure Tables* are strongly recommended, though the GM can improvise around the parts of this adventure which refer to these books. Minor aspects of this adventure, all of which can be passed over if necessary, make use of *GURPS Dungeon Fantasy 4: Sages*, *GURPS Dungeon Fantasy 9: Summoners*, *GURPS Dungeon Fantasy 10: Taverns*, and *GURPS Dungeon Fantasy 13: Loadouts*.

KEY ELEMENTS

This adventure is a straightforward enterprise of connecting the dots, with lots of fighting in between. The PCs, while visiting a *town* (p. 6), discover that the area is threatened by an approaching *horde* (p. 32). However, they learn that the horde has a weakness; they may travel through a *wilderness* (p. 9) to a *sacred grotto* (p. 21) for more detailed information. They end up invading a *hidden fortress* (p. 24) to take advantage of that information. Along the way, they must face *clever rivals* (pp. 30-31) and *tough rivals* (p. 31) pursuing the same goal.

PROTAGONISTS

Like many a dungeon fantasy adventure, this adventure contains challenges which can be dealt with by stealth, cleverness, or brute force – but mostly brute force. Although there are guidelines for scaling the opposition within certain bounds, this adventure is intended for four or more adventurers built on 250-300 points using standard *Dungeon Fantasy* templates, using only the gear and enchantments available to starting characters.

As in previous books, any skill, spell, or trait which will be particularly useful in overcoming an obstacle or obtaining a goal is rendered in **boldface**.

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
Managing Editor ■ PHILIP REED
Assistant **GURPS** Line Editor ■
JASON "PK" LEVINE

Art Director ■ SAMUEL MITSCHKE
Production Artist & Indexer ■ NIKOLA VRTIS
Prepress Checker ■ MONICA STEPHENS
Page Design ■ PHIL REED and
JUSTIN DE WITT

e23 Manager ■ STEVEN MARSH
Marketing Director ■ MONICA VALENTINELLI
Director of Sales ■ ROSS JEPSON
GURPS FAQ Maintainer ■
VICKY "MOLOKH" KOLENKO

Hooks

Most adventurers will happily participate in this adventure for the prospect of loot. If that's not enough, they're sitting on the edge of a region which is about to be overwhelmed by a horde of monsters . . . so they might want to do something about that. Some heroes may have more personal reasons to take action (e.g., a destiny to defeat orcs, or a religious duty to fight demons). If they're more inclined to run away than face a threat with the potential of a big payday at the end, maybe they shouldn't be playing dungeon fantasy!

Custom Fit

As presented, this adventure may not be ideal for all groups of adventurers. For example, a blazing desert setting is a poor choice for heroes based out of a fantasy version of the Siberian tundra. However, it can easily be modified to fit a different geographical or social milieu.

Psycho Killer

Complex plots, or even simple plots in most genres, will be thrown wildly off track if impatient protagonists start killing everything in sight. In dungeon fantasy in general, and this adventure in particular, that's not such a problem. People in town are a vital source of information, notably about the secret of the demon mirror and how to find it. Attacking them is a bad idea, but a recoverable error if the delvers can isolate and interrogate other adventurers once they've been booted out into the wilderness. Beyond that, whether or not to attack any given group of monsters or rival adventurers is essentially a tactical decision.

Overhauling Scenery

Geographically, this adventure requires a town and a threatening wilderness inhabited by bands of tough but unsophisticated monsters. As such, it can be transplanted to a number of different locations. Instead of an orc-infested desert, it can take place near a goblin-infested jungle, a lizard-man-infested swamp, or a wildman-infested tundra. The overall adventure can be run as-is, but different environments mean different tactical and logistical considerations. For example, forest, jungle, and overgrown swamp may cut visibility to as little as a few dozen yards; swamp and arctic

conditions mean poor footing; and cold climates introduce the risk of frostbite and may tempt travelers to light fires (giving away their location to anyone or anything nearby).

Using Conflicts With Your Own NPCs

The conflicts in this adventure are impersonal. The orcish horde and the rival adventurers don't care who the PCs are or what their motivations are. They see the heroes as mere obstacles to be overcome, and will come into conflict with them simply because they're in the wrong place at the wrong time.

But that doesn't mean you can't *make* it more personal. Any long-term, powerful divine or demonic enemy can fill the role occupied by the fire demon. Clerics and holy warriors may find an ideological dimension to fighting the monster horde (notably because there's a demon behind it). Demonologists and evil clerics, who might seem like potential recruits for the horde, may have more subtle reasons to fight against it: "You see, my infernal master hates *their* infernal master." The same

may be true of goblin-kin adventurers, who might discover that the horde is full of rival tribes. The wind spirit may be a manifestation of a divine Patron. If the PCs have more mundane enemies, they may be behind rival adventurer groups (or may *be* rival adventurers), while more mundane Patrons can send the PCs into harm's way.

This can also be a place to use recurring NPCs or to launch new ones. A rival appearing in this adventure may be (or easily become) an enemy, and a defeated rival may have vengeful relatives.

Major Changes

This adventure assumes that the heroes are first-rate adventurers, equal to or better than any opponent they're likely to encounter. But what if they aren't? One possibility is that they'll be completely outclassed by their opposition. Roving bands of orcs number in scores or hundreds, while rival adventurers are both more numerous and more powerful. In that context, although they won't be looking for many stand-up fights, PC heroes can embrace the chaos and profit from being careful scavengers. They can follow after more powerful bands of adventurers, attract the attention of orcish armies, let them slaughter one another, and move in afterward to pick up the pieces. Rather than an exercise in speed and power, the adventure becomes one of stealth and possible negotiation; clever scavengers may pick a stronger adventuring party and offer to share intelligence for a share of the treasure.

There are multitudes whose life is nothing but a continuous lottery; who are always within a few months of plenty and happiness, and how often soever they are mocked with blanks, expect a prize from the next adventure.

– Samuel Johnson

And, of course, the adventure can be flipped on its head. Instead of footloose adventurers tracking down a hidden treasure protected by a horde of monsters, the PCs can be a horde of monsters protecting a hidden treasure from footloose adventurers. For them, the adventure consists of the jobs performed by most of the conflicts described later on. They'll fight off multiple bands of adventurers, block access to the wind spirit in the secret grotto, and eventually make a final stand defending the hidden fortress.

Stuff You Can Use

About half of this adventure is intended for recycling. The titled NPC rivals (pp. 33-41) are 250- to 300-point characters, built with *Dungeon Fantasy* occupational and racial templates. They may be used as opposition, contacts, or simply ready-to-use PCs. The *Henchthings* (pp. 41-45) and *Monsters* (pp. 45-49) sections are essentially a small bestiary, mostly focused on more-or-less humanoid characters which can be used as Allies or combatants. The orcs in particular are good fodder. Finally, the maps, particularly the hexagonal battle maps (pp. 14-20) can be reused in other adventures as appropriate.

WEIRD ABILITIES

All of the abilities allowed in *Dungeon Fantasy* are fair game. However, not all GMs work purely by the book, so some types of abilities deserve special attention.

Exceptional Firepower: Some heroes are capable of doing several dice of damage via melee attacks, massive bolts of mystical power, rains of fire, automatic weapons, and so on. Any *sustainable* attack doing 5d or more per turn (as opposed to a single fire-then-pass-out Missile spell which takes all of a wizard's FP, or multiple attacks per turn that do less damage individually) is going to do terrible damage to any of the opponents used here. Even lesser attacks will mow through many of the weaker opponents. If the PCs have such abilities, the number of opposing monsters and NPCs in any encounter may need to be doubled or even tripled. Moreover, keep close track of encumbrance and ammunition or power supplies. If they're heavily loaded with weapons and support gear, faster rival adventurers can beat them to the punch – and if the heroes are in the middle of the desert, they can't restock when they get low on supplies.

Exceptional Transportation: High-speed flight, teleportation, extradimensional warps, and so on allow characters to skip over a lot of obstacles. However, the PCs still need to know where they're going and keep their feet on the ground when they get there. Travel may be less complicated, skipping over potential opponents (though watch out for flying enemies and missiles), but the core of the adventure will still be there. And if the PCs are using obvious transportation *devices* (e.g., flying carpets and the like), those are legitimate targets for attack or theft by rivals.

Exceptional Information: Mind reading and divination can do a lot to short-circuit any adventure which requires puzzle-solving. However, there aren't a lot of puzzles to solve here, hardly anyone has any truly secret information, and there's still a lot of ground to cover and things to fight in order to take

advantage of any special information the adventurers may acquire. Rival adventurers aren't likely to know anything the PCs don't already, and the location of the demon mirror is a secret even to most of the monsters. Mind-reading can be a useful tool to catch up *if* the PCs are slow to get to the grotto, but they'll have to get sufficiently close to rival adventurers to use such abilities.



SPIN-OFFS

The goings-on around the mirror can be just the start of a longer series of adventure, or they may have an impact on an ongoing plot. For example:

- Rival adventurers might become recurring Enemies, potential Allies, or just interesting (if sometimes difficult) Contacts.
- Once the horde breaks up, it will still be a problem! For the next few weeks or even months, the area will be swarming with disorganized-but-dangerous monsters. Adventurers might try to make a living by selling their services defending nearby villages. Will they find themselves in a bidding war with their formal rivals? Or coordinating strategy with them as their rivals become the mercenaries next door?
- What else can the PCs learn at the sacred grotto? The amount of information they can gain there is limited, but they may want to try to resolve other nagging questions.
- Where did that magic mirror come from to start with, anyway? Are there more to destroy? Where can I get one?

ABOUT THE AUTHOR

Matt Riggsby has been playing RPGs since the only game in town came in three poorly typeset tan booklets in a white box, using cheap dice which slowly converted themselves from icosahedrons to spheres. Having been educated in the lore of lost civilizations, he still kills things and takes their stuff while working a day job for artificers of engines of great healing. The marching order for the rest of his party includes a sorceress, a third-level rogue, and a pack of dogs.

CHAPTER ONE

TOWN

The adventure begins, as most adventures do, in town. Adventurers can go shopping, get into bar fights, and do everything else they could do in any generic town (see *Dungeons and Taverns* for ideas), but the most important thing that will happen is getting enough information to get going on the adventure.

The town is a reasonably well-supplied but not particularly large population center on the edge of the desert. It serves both local farmers and caravaning merchants on their way to far-off destinations. It's also close enough to a treasure-and-monster-filled wilderness that many adventurers pass through. Because the town is very used to travelers, PCs can stock up on gear easily. Standard adventuring items are readily available, and power items for spellcasters may be charged for regular prices at a local temple. However, since time is of the essence, special-ordered gear, including enchanted gear, is not available for purchase.

WADI AL-SHEIK

Wadi al-Sheik sits atop a rise at a bend in a small river, which provides just enough water for agriculture. The town's stone walls are coated with a thin layer of khaki dust which blows in from the sandy expanses on the far side of the river. The 10' wall and the hilltop position provide good protection against bandit raids but would do little against a concerted military assault.



The wall describes a rough circle about 150 yards across. The buildings within are densely packed; most are one- or two-story mud-brick buildings with few windows, facing courtyards that are either internal or shared with other homes. Most of the streets are narrow, crooked alleys, but a the town's two gates are linked by a wide, straight, cobble-paved avenue. This road goes through the center of town, with a large market square and a temple to Yil (a benevolent

if slightly obscure god of the harvest) at its mid-point. The buildings along this street host the town's richest businesses and most of its inns; they may reach three stories and are more open to the outside than a typical town building.

The town is a local commercial center and a minor stop along the way for merchant caravans. Half of the town's population of 1,500 farm the nearby fields, but the rest are mostly involved in supporting travelers: innkeepers, doctors, veterinarians, tailors, leatherworkers, blacksmiths, and so on. Because most of the locals depend on outsiders for a living, they actively seek out business. The children and more persuasive adult relatives of tradesmen frequent the more public areas, calling out their relations' trades and urging visitors to inspect their wares.

EVENTS IN TOWN

There are two important events which take place in town:

- Running into survivors of the advancing monster horde, who will provide adventurers with a clear alarm.
- Overhearing a local gathering of wise people, who will give them a good idea of how the horde can be stopped.

MEETING SURVIVORS

Adventurers who are even slightly observant will notice a surprising number of disheveled travelers in and around Wadi

al-Sheik. Many are simple nomads and small merchants, used to following inhospitable but direct routes between towns, cutting through the desert to buy and sell their wares. Some, though, are clearly warriors and other adventurers. Many are ragged and injured, and all are talking about an irresistible tide of monsters coming from the deep desert.

Most survivors are eager to get out of town by the still-secure southerly routes, but they can be convinced to pause in their preparations and share useful details with a Good reaction or a successful roll against **Carousing** or **Diplomacy**.

Hooks for Meeting Survivors

Ideally, the PCs should be in Wadi al-Sheik looking for something to do. Perhaps they've just finished a stint as caravan guards, left their monastery to see the world, completed their apprenticeship, or been run out of the last town by the city guard and are looking for their next job. This puts them in a position to keep an eye out for opportunities. Clerics and others with appropriate disadvantages may feel compelled to help the poor unfortunates coming out of the desert, which puts them in a particularly good position to get information.

If they're slow off the mark, it's also easy to surround the PCs with key information to the point where they can't ignore it. Want a job as a caravan guard? Nobody's traveling through the desert because of the monsters. Want a room at an inn? Booked up with refugees. Want to pick a merchant's pocket? The intended target turns out to be a well-dressed but broke refugee and can be overheard complaining that demonic dingoes ate his caravan.

According to the survivors, the activity of monstrous races in the nearby desert has skyrocketed over recent weeks. Roving bands, who typically confine themselves to the deep desert where outsiders never travel, are coming together into a vast horde. The horde is gathering in an area about 10 days' travel to the northwest and appears aimed at the nearby city of Qasrapur, a few days to the west. Wadi al-Sheik is a secondary target at best, but will be unable to resist once the horde gets around to it. The horde, already large enough to overrun any number of cities and towns adjacent to the desert, could easily grow large enough to overwhelm a large part of the continent.

Denouement for Meeting Survivors

Meeting the survivors is less an event than a series of events, which can overlap with *Meeting the Sages*, below. The point, though, is to engage the PCs in current events and get them

involved in the search for the mirror. In particular, it should get them looking for more and better information, leading them to the sages.

Holes in Meeting Survivors

All the protagonists need to get here is a general sense of alarm and a pointer to the sages. If they're slow to take the hint, feel free to force it on them. Someone can approach a wise-looking member of the party (e.g., a spellcaster or sage PC) and ask him to participate in the council of sages. If the heroes leave town before they find out about the council, they can encounter a wandering sage heading into Wadi al-Sheik who can fill them in and even give them some teaser information.

MEETING THE SAGES

In the tavern, you meet an old man . . . actually, several old men.

The gathering horde is the primary topic of conversation in Wadi al-Sheik; one can't help but hear about it from every shopkeeper and mendicant. Finding people who really know what they're talking about is a bit more difficult . . . but just a bit. Any character asking around for information will find on a successful roll against *any* suitable social skill (e.g., **Carousing**, **Streetwise**, or **Savoir-Faire**) that a council of the knowledgeable and experienced, including a cross-section of caravan leaders, visiting desert chieftains, and wandering sages, is being assembled to discuss the matter. Even now, small groups of them are meeting informally in the market square and in taverns around town, and they don't particularly mind if anyone listens in.

For the best-informed discussions, though, various individual sages and groups of experienced and knowledgeable people are gathering around the person of Hafaz ibn al-Haq, a retired merchant, elderly judge, and part-time religious functionary who is as close as the town comes to a chief administrator. He is assisted by Hsian Fa, a merchant who passes frequently through the town and knows the area well, and Shalm al-Baz, a gentle scholar with a fragile constitution but encyclopedic knowledge. Their discussion is taking place at a local inn.

*I am the sword in the darkness, I am the watcher
on the walls, I am the fire that burns against the cold,
the light that brings the dawn, the horn that wakes
the sleepers. I am the shield that guards the realms
of men.*

– George R.R. Martin, *Storm of Swords*

Hooks for Meeting the Sages

Ideally, the PCs will follow up on hints around town that a number of well-informed individuals will be discussing the growing monstrous threat. They may be directly invited to participate (with the possible additional incentive of a free meal in the bargain) or run into someone who will be participating. Even if they turn down the invitation, they'll at least be aware that more information is available.

(The Dancing Goat is a suitable model, with its open front and large common room; see *Taverns*, p. 14.) The key points covered are:

- Bands of orcs and other monsters, who usually feud with one another, are being united by a charismatic leader, the Emir al-Narr.
- This leader has been granted powers by a demonic force – likely Shardak, a demon lord of fire. These powers give the emir unimaginable influence over the monsters of the desert and considerable magical ability.
- Shardak grants power to his minions via a physical conduit: a mirror in which one can see dancing flames.
- The mirror, being fragile, is likely hidden away in a safe location.
- Ironically, a spirit oracle can be found north of the town, only a few days journey away, but trying to reach it through the roving bands of orcs would be foolhardy.
- The spirit oracle is held in dread by the orcs of the desert, and it is said that only the bravest can reach it.
- Shardak is a greedy demon. Wherever his talisman is, it's no doubt surrounded by loot collected by the horde.

A roll against **Hidden Lore (Demons)** will confirm what the sages are saying about Shardak, and **Hidden Lore (Spirits)** can confirm the existence of an oracle. A critical success on either of those skills, or a critical success on any social skill roll trying to squeeze additional information out of the gathered sages, reveals something of the nature of the oracle (for details, see *Questioning the Wind Spirit*, pp. 22-23).

Once the point about treasure comes up, adventurers will also hear other spectators begin to discuss going after it. Some are talking idly, but several are clearly people of skill and experience. If the heroes care to engage any of them in conversation, they'll meet at least some of the characters listed in *Rivals* (pp. 33-41). The Dark Artist, the High Priestess, and the Mage all attend the discussions at some point, and most of the others are

likely to put in an appearance. Delvers can use **Observation** to size up the competition without being obvious – or just roll against **Per** to do it openly.

Denouement for Meeting the Sages

Once the PCs have the main points above, they should be sufficiently motivated to head out into the wilderness to the sacred grotto. They may take some time to stock up on provisions and equipment first. If they do, shopkeepers will remark on the number of dangerous-looking people who have been stocking up and heading north.

Holes in Meeting the Sages

It's possible that the PCs will be too eager to fight the gathering horde instead of heading to the grotto. If they skip town early, a passing NPC can be inserted to present the information they've missed. For example, after a few combats (after which it should become clear that the desert isn't going to run out of orcs any time soon), they may meet a dying adventurer who tips them off to the secret of defeating the demon. Urban characters may also rush off into the desert unprepared. **Navigation (Land)** is useful, sufficient provisions are a very good idea, and **Survival (Desert)** is absolutely necessary. If the heroes rush off without adequate supplies and skills, they'll encounter incoming refugees who will remark pointedly on their bravery and confidence. It's possible to find a hireling (p. B517) with appropriate skills in Wadi al-Sheik, but given the danger, he won't come cheap.

It's also possible that the PCs won't take the hint. They may dither, make endless plans, or look for other things to do. One way to motivate them is to drop stronger hints: They

overhear two adventurers making a bet over which one will reach the mirror first. A merchant bemoans the fact that his caravan of silks and spices was attacked and dragged off by monsters. A public-minded citizen encourages people (including the PCs) to undertake the quest. If they decide to rush over to a larger town to stock up on supplies which they can bring back and sell at inflated prices, someone will point out that Wadi al-Sheik may be overrun by the time they get back.

And if that doesn't work, they can be given no choice in the matter. Qasrapur falls to a vast army. So do some towns to the west. The two parts of the horde are circling back and will approach Wadi al-Sheik from the south. Surrounded, the heroes can either face an unreasonably large horde or head north into the wilderness and find a way to stop it.



CHAPTER TWO

THE WILDERNESS

Beyond the town lies the wilderness. Visibility is often good but not unlimited, and the terrain offers many hiding places. But the most notable feature of the wilderness, so far as adventurers are concerned, is that it is full of other adventurers and bands of roaming monsters. Adventurers will travel through the wilderness in at least two legs: from town to the grotto, and from the grotto to the stronghold.

Travel Time

Keep track of the number of days which pass during the adventure; it will be important later. There are a number of other adventurers trying to reach the same goal. Not only might the PCs see some of them along the way, they may end up at the same place at the same time as the PCs, or even ahead of them. The more time the protagonists spend resting and heading off on side quests, the worse their chances of achieving their ultimate goal.

THE DEVOURING LANDS

Many monsters live in the Devouring Lands, but before they were gathered into a horde, most confined themselves to the area of endless dunes some 80 miles away from where the delvers will be journeying. The way to the grotto winds through the outer reaches of the Devouring Lands – a combination of sandy dunes, jumbles of broken rock, flat-topped hills, stands of waist-high shrubs, and the occasional sheltered oasis. All of these features create a series of convoluted natural routes for caravan travel. Sticking to easy terrain and

meandering from watering hole to watering hole may be longer than a straight-line path, but it allows travelers to avoid the most punishing terrain.

Without any trees, and with the air clear and dry, long-range visibility is quite good: up to about five miles, so long as hills don't get in the way. There is essentially no overhead cover; Vision rolls to spot a flying monster (or adventurer) are at +5.

However, there are a *lot* of places to hide on the ground. While a traveler on a hilltop can see clearly to the horizon, the rolling land can easily conceal scores of opponents. On a smaller scale, rocks and shrubs ensure that one is rarely more than 20 or 30 yards from something big enough to hide behind so long as he remains stationary once hidden; the terrain gives +1 to **Camouflage** and **Stealth** rolls to hide. Nevertheless, the light dust is easy to kick up and hangs in the air, giving +2 to **Tracking** rolls to follow a trail. It's perfect terrain for small groups of bandits to hide in, emerging to attack caravans and disappear again. In turn, that makes it good terrain for mercenaries who want jobs as caravan guards. Guards are also necessary to defend against huge burrowing serpents, magically animated angry sands, and predatory dire vultures.

However, that's all moot with the rise of the horde. The increased presence of hostile monsters coming out of the deep desert has put a stop to caravan traffic. Worse yet, the path to the grotto doesn't follow any of the established caravan routes. The usual avenues for commerce are now a desiccated warzone.

The grotto lies about 40 miles away from Wadi al-Sheik as the ancient turbonium dragon flies, but the route is circuitous and the terrain poor, requiring at least four days' march. From the grotto to the stronghold is another five days of travel. All of this is, of course, subject to rules for speeding travel (*Dungeons*, p. 5).

EVENTS IN THE WILDERNESS

While traveling through the wilderness, adventurers will encounter a number of obstacles, animate and otherwise.

Four times per day of travel (morning, mid-day, afternoon, and night), roll 1d, 1d and consult the table below to see what the adventurers run into. If the adventurers remain stationary during any of those periods (for example, they're unlikely to travel at night), roll on the table but ignore Hostile Terrain results. For each result, consult the relevant section (*Wandering*

Monsters on pp. 10-11, *Wandering Adventurers* on pp. 11-12, or *Hostile Terrain* on pp. 12-13) to determine just what the adventurers run into. If a result has multiple encounter types, they happen simultaneously. This may lead to complicated tactical situations; for example, the PCs may encounter a band of orcs in the middle of a sandstorm, or be in the middle of negotiations with another group of adventurers when someone kicks open a nest of fire wasps.

Random Encounter Table

Roll	Encounter
1-3, 1-2	No encounter
1-3, 3-4	Hostile Terrain
1-3, 5-6	Wandering Adventurer
4-6, 1-2	Wandering Monster
4-6, 3	Hostile Terrain and Wandering Adventurer
4-6, 4	Hostile Terrain and Wandering Monster
4-6, 5	Wandering Adventurer and Wandering Monster
4-6, 6	Hostile Terrain, Wandering Adventurer, and Wandering Monster

WANDERING MONSTERS

The desert is swarming with bands of hostile creatures, and adventurers will encounter them from time to time. Often, they'll have the option to avoid them, or they might bash away in hopes of getting some treasure.

Adventurers might, for some reason, *want* to run into wandering monsters. It's not as though there's some sort of reward for simply running up high body counts, but they might want the opportunity for extra loot or to lure a batch of monsters across somebody else's path. There are enough groups of monsters about that a successful **Tracking** roll can turn something up. This adds 5% to the travel time to the adventurers' next destination, but guarantees a "Wandering Monster" result on the next roll on the *Random Encounter Table* (above). This is in *addition* to whatever the actual roll turns up!

If wandering monsters appear, roll 1d, 1d on the table below to determine the size and composition of the group. Unless otherwise noted, stats for monsters are listed under *Monsters* (pp. 45-49).

Wandering Monster Table

Roll	Monsters
1-2, 1	1.5 × N common orc soldiers, 1 orc sergeant
1-2, 2	N common orc soldiers, N/2 dire wolves (<i>Dungeons</i> , p. 22), 1 orc sergeant
1-2, 3	N+4 common orc soldiers, 2 orc shamans
1-2, 4	N common orc soldiers, 1 ogre, 2 orc sergeants
1-2, 5	N common orc soldiers, N/2 tough orc soldiers, 1 orc sergeant
1-2, 6	N common orc soldiers, N/2 tough orc soldiers, 2 orc shamans, 2 orc sergeants
3-4, 1	2 × N skeletons, 3 orc shamans
3-4, 2	N skeletons, N/3 large skeletons, 1.5 × N dehydrated horde zombies
3-4, 3	1 greater bounding turtle, plus N-4 lesser bounding turtles (minimum 0)
3-4, 4	N tough orc soldiers, 1 orc shaman, 2 flaming skulls (<i>Dungeons</i> , p. 23)
3-4, 5	N skeletons, 3 orc shamans, 1 orc sergeant
3-4, 6	2 × N dehydrated horde zombies, 2 ogres, 1 orc shaman, 1 orc sergeant
5-6, 1	N tough orc soldiers, N dire wolves, 2 ogres, 1 flame servant demon
5-6, 2	N/2 skeletons, 1.5 × N dehydrated horde zombies, N/4 ogres, 1 orc shaman, 1 as-Sharak (<i>Dungeons</i> , p. 21)
5-6, 3	2 × N dehydrated horde zombies, 2 orc shamans
5-6, 4	(2 × N) + 2 dire vultures
5-6, 5	N/2 speeding blades
5-6, 6	N/2 large skeletons, N dehydrated horde zombies, N dire wolves, 1 flame servant demon

For most of the encounters, roll a die to determine their disposition. Dire vultures and speeding blades are always in a high-alert disposition. Bounding turtles are never on low alert (reroll other results) and are camouflaged if camped.

1. *Camped*. The group is not moving. They have posted sentries but are not actively searching for possible opponents and have made no attempt at stealth. They will be relatively easy to bypass.

2-3. *Traveling, low alert*. The group is traveling but is more intent on getting to a destination than looking out for trouble. They do not start making Sense rolls (usually Vision) unless the PCs start moving toward them, and then only every half hour until there is only open ground between them. If the delvers come close enough to attack, magicians do not have defensive spells up unless they've already spotted the approaching threat.

4-5. *Traveling, high alert*. The group is keeping an eye out for opponents. They make Sense rolls every 10 minutes until the heroes are out of range. If the adventurers come close enough to attack, magicians have defensive spells in place.

6. *Ambush*. The group is hidden and lying in wait to attack. The PCs must win a Quick Contest of a Sense roll (or **Observation**, if better) vs. the bad guys' Stealth or Camouflage (as appropriate) to spot the ambush.

N

In order to scale opposition to the adventuring party, this book uses the notation "N" to indicate the number of monsters and rival adventurers the heroes encounter. N is the number of PCs and combat-useful companions they have with them. A man-eating griffin, armed hireling, or fighting clockwork automaton counts as "combat-useful." A rabbit familiar or a servant without combat skills or magic, who looks after the horses and cooks the meals and would run in fear from a house cat, does not. Round all fractions up. In the first entry on the *Wandering Monster Table* (below), for example, the heroes would encounter a number of common orc soldiers equal to one and a half the size of the group (rounded up), plus one orc sergeant.

This assumes the delvers are 250-point starting characters. If they are built on more than this, total the excess for the entire group. For every *full* 100 points of excess, increase N by 1. For example, a group of five 294-point heroes have a total excess of (5 × 44), or 220 points; thus, their N should be increased from 5 to 7. This is a rough guideline; the GM should feel free to adjust it.

If wandering monsters appear at the same time as wandering adventurers, temporarily increase N by the number of people in the rival adventuring group. If encountered together, the GM must determine whether the monsters arrive closer to the PCs, the rival adventures, or equally accessible to both. This also applies if the heroes form an alliance with a rival – more delvers necessitate more monsters to keep the challenge level up!

Whatever their disposition, wandering monsters are invariably hostile. They attack on sight and, if intelligent, are likely to negotiate only as a ruse (e.g., to launch a stealthy surprise attack from the rear). Their tactics are straightforward: use missile troops, if available, to cover a charge, but in any event charge and fight dirty.

If captured and interrogated, they will lie outrageously and attempt to escape at the first opportunity, but may be tricked or intimidated into spilling what they know. Most only have a vague idea of the location of the main body of the horde and the nature of the emir. Sergeants and shamans can provide fairly precise information on where the horde is and can confirm that the emir has had immense powers granted to him by a powerful demon. Some are vaguely aware of the existence of the grotto of the wind spirit, but know of it only as an area of bad luck and avoid it. All know the location of a number of small strongholds, but none know of the existence of the mirror, let alone its location. To save his life, a captive may offer to guide the adventurers to either the grotto or, if they ask about it, the mirror . . . of course, he's simply biding his time until he can get away.

With so many monsters in many of the encounters on the *Wandering Monster Table*, combat may become protracted, as monster-slaying PCs laboriously finish off opponents who keep making HT rolls to stay conscious. To save both GM and players time, anything which appears in numbers greater than N can be regarded as a fodder monster (*Dungeons*, p. 27), or a worthy monster at best.

Hooks for Wandering Monsters

The PCs have a certain latitude in how they deal with wandering monsters. In fact, these encounters are essentially optional. Unless ambushed, the adventurers are under no obligation to deal with monsters, nor will they suffer any direct harm if they don't. There are indirect consequences, though. A typical successful fight lasts only seconds, whereas hiding until the monsters leave or running away can take valuable hours, making the PCs late to the party.

Denouement for Wandering Monsters

If the PCs decide to fight these encounters, they'll likely end up depleting some resources (notably potions and magical energy) but earning a bit of treasure to bring home. If not, they'll preserve their resources but lose time.

Holes in Wandering Monsters

These encounters are optional; there's no information the PCs need to obtain and no conditions which they need to change. Avoiding monsters may hurt the heroes in some ways, but it won't derail the adventure.

WANDERING ADVENTURERS

Adventurers may also encounter *other* adventurers pursuing the same goal. The heroes may be able to avoid their rivals, but sometimes direct confrontation will be unavoidable. Fortunately, some rivals are willing to talk, and the heroes may get some useful information out of it. A wandering adventurer encounter can also be used to bring in a player who is showing

up late to the game. Roll 1d, 1d on the table below to determine which adventurer they encounter. (Stats are listed under *Rivals* pp. 33-41.) Reroll if the PCs have already fought and defeated the rival in question.

Wandering Adventurer Table

Roll	Adventurer
1-3, 1	The Aristocrat
1-3, 2	The Dark Artist
1-3, 3	The Exceptional Thief
1-3, 4	The High Priest
1-3, 5	The Holy Warrior
1-3, 6	The Lizard King
4-6, 1	The Mage
4-6, 2	The Master of the Elements
4-6, 3	The Master of the Empty Hand
4-6, 4	The Mechanic
4-6, 5	The Noble Knight
4-6, 6	The Outdoorsman

For each wandering adventurer encounter, determine whether the leading rival adventurer is a *clever rival* (pp. 30-31) or a *tough rival* (p. 31) and make a reaction roll. Rival adventurer groups are constantly on the lookout for possible opposition. Using the terms under *Wandering Monsters* (see p. 10), they're either camped or traveling on high alert. (GM's call, or roll a die; they're camped on a 1, or on a 1-2 at night.)

When encountered, PCs get an IQ roll to recognize the rival adventurer leading the group as someone they saw in town, and vice versa (at +5 with **Eidetic Memory**). Recognition is automatic with **Photographic Memory** or if they've had a conversation already; see *Meeting the Sages* (pp. 7-8). The rival's actions will depend on whether the GM is playing the adventurer as tough or clever.

On a first encounter, a tough rival warns the PCs to go back to town and not try to find the mirror. On a Good reaction or better, he'll at least do so politely and may offer healing and provisions if the PCs are clearly in need. On subsequent encounters, the tough rival will attack if it's convenient to do so (that is, if he and his team don't have to cross hostile terrain or fight their way through wandering monsters). In all cases, a tough rival will refuse requests for information or cooperation.

On a peaceful first encounter, a clever rival will not approach the PCs but will be willing to talk. A clever rival can be convinced to share information with a successful Quick Contest of **Diplomacy** (or other appropriate social skill) vs. Will; treasure and information in return can provide a bonus. If the PC wins, the rival can provide information the delvers may have missed in town or a basic description of one other rival NPC group, including size, composition, and general disposition (e.g., "There's a priestess with four or five guards and a lesser priest. She doesn't want anyone else around, but if you run into her; you might be able to talk her into healing you if you promise to turn around and head back to town."). On a critical success, the rival can provide advice on a shortcut which will reduce *remaining* travel time to the next destination by 10%. If the PC loses, or otherwise obtains a Bad reaction, a clever rival will feign negotiation but will provide false information ("Wind spirit? No, they said *wing* spirit. You need to interrogate one of those vultures."). On a Very Bad reaction, the rival will *also* use stealth to keep track of the PCs and sabotage them, raiding them at night or working to nudge wandering monsters in their direction.

If encountered at the same time as wandering monsters, tough rivals are generally unlikely to assist others unless they have disadvantages requiring them to fight monsters or assist those in difficulty, nor will they appeal for aid. Clever rivals can be talked into forming temporary alliances if they can be convinced it's in their material interest; bribes or a promise of a large share of the loot are useful here. However, both will fight to defend themselves, so if PCs can lure wandering monsters close to rival adventurers, they'll find themselves with temporary, *de facto* allies. If the PCs rescue rivals from monsters, they'll be in a much better negotiating position and may improve their reaction.

If encountered in hostile terrain, tough rivals usually go through patches of dangerous ground, while clever rivals go around them.

Hooks for Wandering Adventurers

Just as PCs have the option of at least trying to avoid wandering monsters, they can try to avoid rival adventurers. However, there are more reasons to pursue encounters with rivals. If the heroes are low on supplies, they can raid rival adventurer camps, or simply trade with them, for water and rations. If they get lost as a result of badly failed Navigation rolls, they can consult for directions or simply follow the people who know where they're going. And if they encounter rival adventurers at the same time as wandering monsters, they might be able to negotiate a temporary alliance.

Denouement for Wandering Adventurers

Like encounters with wandering monsters, there's no specific outcome expected from encounters with wandering adventurers. They may make friends, make enemies, do a bit of business, or simply avoid their rivals altogether.

Holes in Wandering Adventurers

These encounters are optional, though the PCs have potentially more to gain from an encounter with rival adventurers than from most wandering monster encounters.

Depending on the inclinations and loyalties the GM picks for the wandering adventurers, it may happen that some of them have a natural sympathy with some of the PCs ("You're one of the thousand unholy offspring of Zurvaz the Fish God? Hey, I'm one of the thousand unholy offspring of Zurvaz the Fish God!"), making an alliance an obvious and natural thing. Remember that the size of opposition parties are based on the *total* number of PCs and effective companions (N, p. 10); if the heroes are allied with another group of adventurers, N gets much larger. It may also develop that people who share the same overall goals may not like each other personally, leading to a delicate alliance which could break down at the worst possible time.

HOSTILE TERRAIN

It's not just wandering monsters trying to kill travelers. It's the landscape itself. Adventurers may encounter difficult terrain, nests of hostile creatures, sandstorms, and even *magical* sandstorms. It's sometimes possible to circumvent dangers

posed by the terrain, but it can take longer, and time is of the essence. Roll 2d on the Hostile Terrain Table:

Hostile Terrain Table

Roll	Encounter
2-3	N Angry Sands
4-5	N Burrowing Serpents
6	Knife Grass
7	N Flame Wasp Swarms
8	Hollow Ground
9	N Nest Scorpion Swarms
10-11	Sandstorm
12	Oasis

Many of these encounters are described under *Monsters* (pp. 45-49). The purely environmental effects are detailed here.

Hollow Ground

One peculiar property of the Devouring Lands is "hollow ground": seasonally rising ground water hollows out shallow spaces just under the surface, leaving a pit up to a yard deep under a brittle, sandy crust. Scattered pits can be found anywhere, but they are often found concentrated in large areas.

Everyone moving through an area of hollow ground must roll **Per** or **Survival (Desert)**. This roll is at +2, but anyone moving faster than Move 2 also takes a penalty equal to his current Move. Failure means he falls through and takes 1d-3 injury to one foot (choose randomly), minimum 0. If any injury is taken, roll against HT. On a failure, the ankle is twisted and the foot is effectively crippled for a day or until the injury is healed, although no additional injury is taken. On a critical failure, the foot is *broken*, taking enough additional injury to make up minimal crippling injury.

Areas of hollow ground are distinguished by a bumpy, sandy appearance (making it possible to skirt such regions), but individual pits are essentially undetectable without testing the ground (which requires moving slowly, as above). Anything which does any damage whatsoever or even significantly dampens the ground will cause the thin surface crust to crumble in its area of effect and reveal the location of pits. This includes explosions, any "Rain of" spell, or actual rain.

Roll 1d-1 for the number of hours it will take to safely cross the area, and 1d+2 for the number of hours it will take to go around it.

Knife Grass

The Devouring Lands aren't completely barren of vegetation, but what plants they contain are tough, spiky, and sometimes dangerous. The most notable plant is knife grass, a hard-edged plant with blades growing up to knee height.

Walking through knife grass does Move/3 (round down) points of cutting damage per minute to the legs. Falling down in it does 1d-4 cut. DR protects normally. In the dry conditions of the Devouring Lands, patches of knife grass can be set on fire; this requires 10 points of burning damage (it counts as Resistant; see p. B433). Once on fire, a patch of knife grass will burn for 10 minutes, then remain hot enough to do a point of damage to the feet each second it is walked on for another 20 minutes; the flames spread one yard every 10 seconds.

As with crossing hollow ground, roll 1d-1 for the number of hours it will take to safely cross the area, and 1d+2 for the number of hours it will take to go around it.

Hooks for Hostile Terrain

Going through hostile terrain is faster than going around it, but it's riskier. The way to get PCs heading through it is to make them feel pressed for time. However, the adventure doesn't *require* the GM to force the party into such terrain; the point of these encounters is to make it clear that travel in the region is dangerous, not just a matter of walking the required distance.

Sandstorm

The Devouring Lands frequently see huge clouds of eye-stinging sand whipped up by strong winds. The storms reliably pass after an hour or two, but travel is nearly impossible until they do. During a sandstorm, a group may only travel at one third of its usual speed *and* must make a roll against **Navigation (Land)** at -3 to avoid going in the wrong direction. If the roll fails, they are no closer to their destination than when they began. If travelers are not roped together or similarly linked, each one not connected must *also* roll against **IQ** or **Survival (Desert)** once per storm to avoid being separated from the group; a scattered party requires 1d hours to find one another and get back together after the storm subsides.

Anyone taking actions besides "huddling and moving slowly" (such as combat) must roll against **ST** at +2 each turn to avoid being knocked over by the wind, and against **HT** each turn to avoid being blinded for the next 1d seconds. (**Protected Vision** and **Nictitating Membrane** add their usual bonuses to the HT roll.) Vision rolls and non-material ranged attacks (e.g., energy beams or most gaze attacks) are at an extra -2, while Hearing rolls and material ranged attacks (e.g., arrows and thrown rocks) are at -8.

Oasis

The desert still holds some places of respite, though they may look safer than they actually are. Typical oases can be found hidden away in small cuts and depressions in the ground. These natural cisterns are surrounded by small patches (30-40 yards across) of vivid greenery and the cooling shade of palm trees. Travelers can refill whatever water containers they're carrying. With four hours and a successful **Survival (Desert)** roll at +2 they can also gather edible plants and trap small animals – enough for 1d+2 meals worth of fresh food.

The problem with oases, so far as this adventure is concerned, is that everybody goes there. When an oasis result comes up on the Hostile Terrain table, roll *again* on the *Random Encounter Table* (p. 10), ignoring additional Hostile Terrain results. It's possible that the PCs could run across two different wandering adventurers *and* two different sets of wandering monsters while at an oasis.

Denouement for Hostile Terrain

All of these encounters can be detected, though some require Sense rolls – and, with the exception of sandstorms, they can be avoided. Characters thus have the option of either going around the terrain (safe, but takes extra time) or going through it (dangerous, but faster).

Holes in Hostile Terrain

Like wandering encounters, hostile terrain can often be avoided if the adventurers so choose. In fact, making the choice, rather than necessarily dealing with the difficulty head-on, *is* the point. However, a delver with the **Alter Terrain** spell could make such encounters far more optional . . .

Wilderness Maps

Several hexagonal maps are provided on pp. 14-20 which can be used to rapidly create an outdoor battlefield. To use these at the gaming table, print out the map pages (making multiple copies if you wish), and cut out the hexagonal areas. You might want to glue them to sheets of cardboard before cutting them to increase durability, prevent curling at the edges, and reduce the chance of passing pets scattering your terrain to the four winds. The individual hexagons should be placed next to one another, oriented any way you like, to produce large areas of terrain.

Map features have specific effects on movement and combat:

- Areas of lighter or darker colors indicate rolling terrain; darker areas are higher, with each contour line indicating a rise of a foot and a half. A single level provides full cover for prone characters and partial cover for crouching ones; two levels provide full cover for crouching characters and partial cover for standing ones. They also slow movement. Going up from one level to another counts as an extra yard of movement (+1 movement point in tactical combat). Crossing two or more lines within the same hex

(a slope of over 60°) at anything faster than half Move requires a **DX**, **Climbing**, or **Jumping** roll; failure ends your movement at the first contour line. Going *down* across a contour line gives +1 to effective Move (-1 movement point in tactical combat), cumulative with bonuses for sprinting. Descending across two or more in one turn requires a **DX** or **Acrobatics** roll to avoid falling.

- Rocks and water are minor obstacles, halving any Move through them (+1 movement point per hex, in tactical combat). They also provide poor footing: -2 to melee attacks and -1 to defenses.

- Palm trees have 16"-thick trunks (DR 16*, HP 37), large enough to provide partial cover for most characters and complete cover for those SM -3 and smaller. They are sturdy enough to be climbed to a height of 15 to 18 feet.

- Knife grass and hollow ground have effects as written on p. 12.

To use the battle maps for combat when a "knife grass" or "hollow ground" result has come up on the *Hostile Terrain Table* (p. 12), assume that *all* hexes are that kind of terrain unless they contain different terrain type.

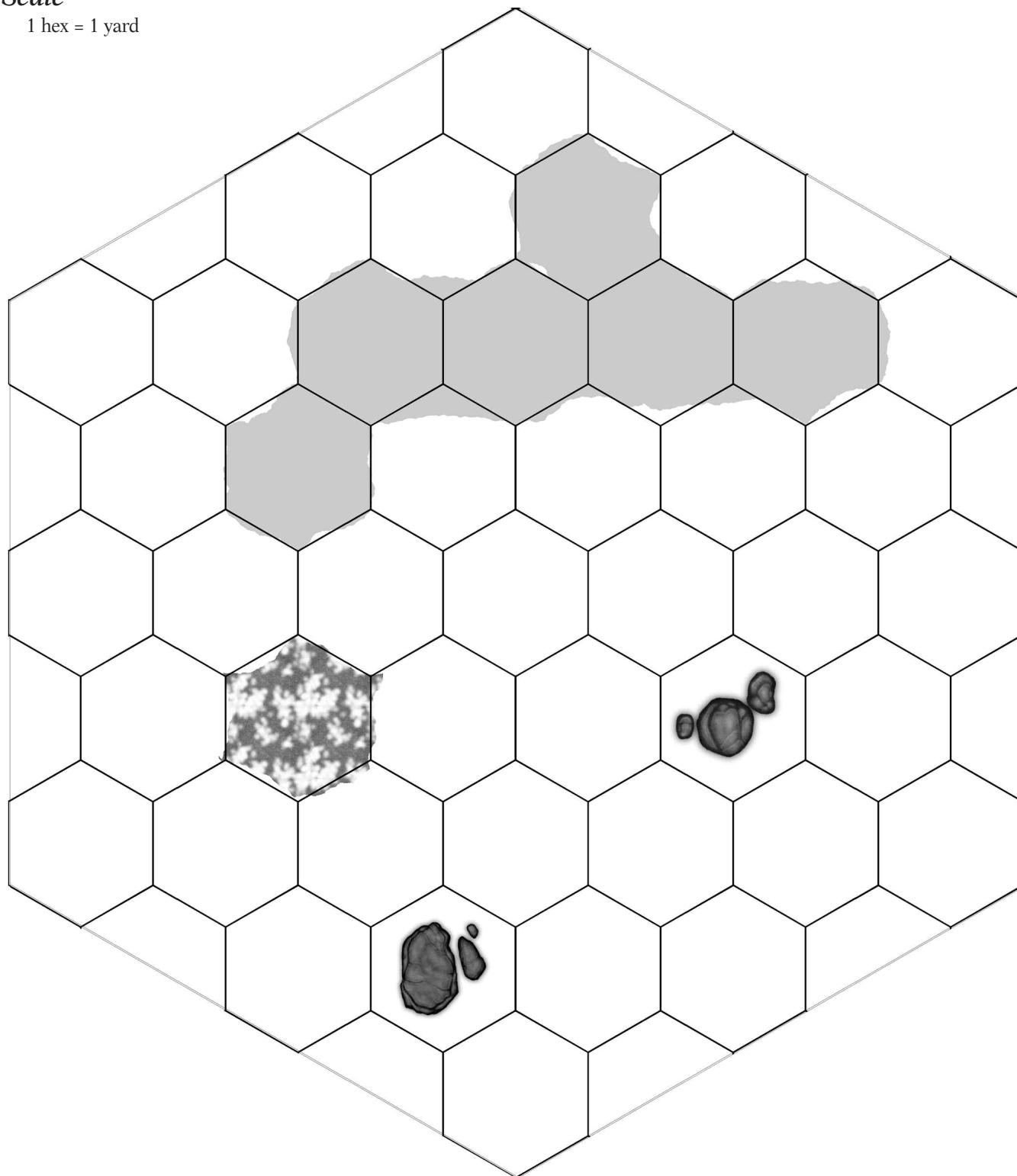
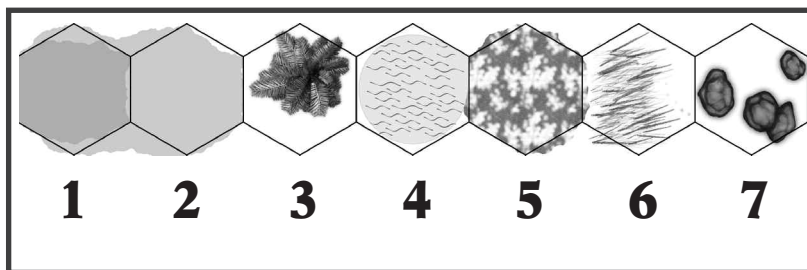
WILDERNESS MAP 1

Key

- | | |
|------------------|------------------|
| 1. Contour, 3' | 5. Hollow Ground |
| 2. Contour, 1.5' | 6. Knife Grass |
| 3. Tree | 7. Rocks |
| 4. Water | |

Scale

1 hex = 1 yard



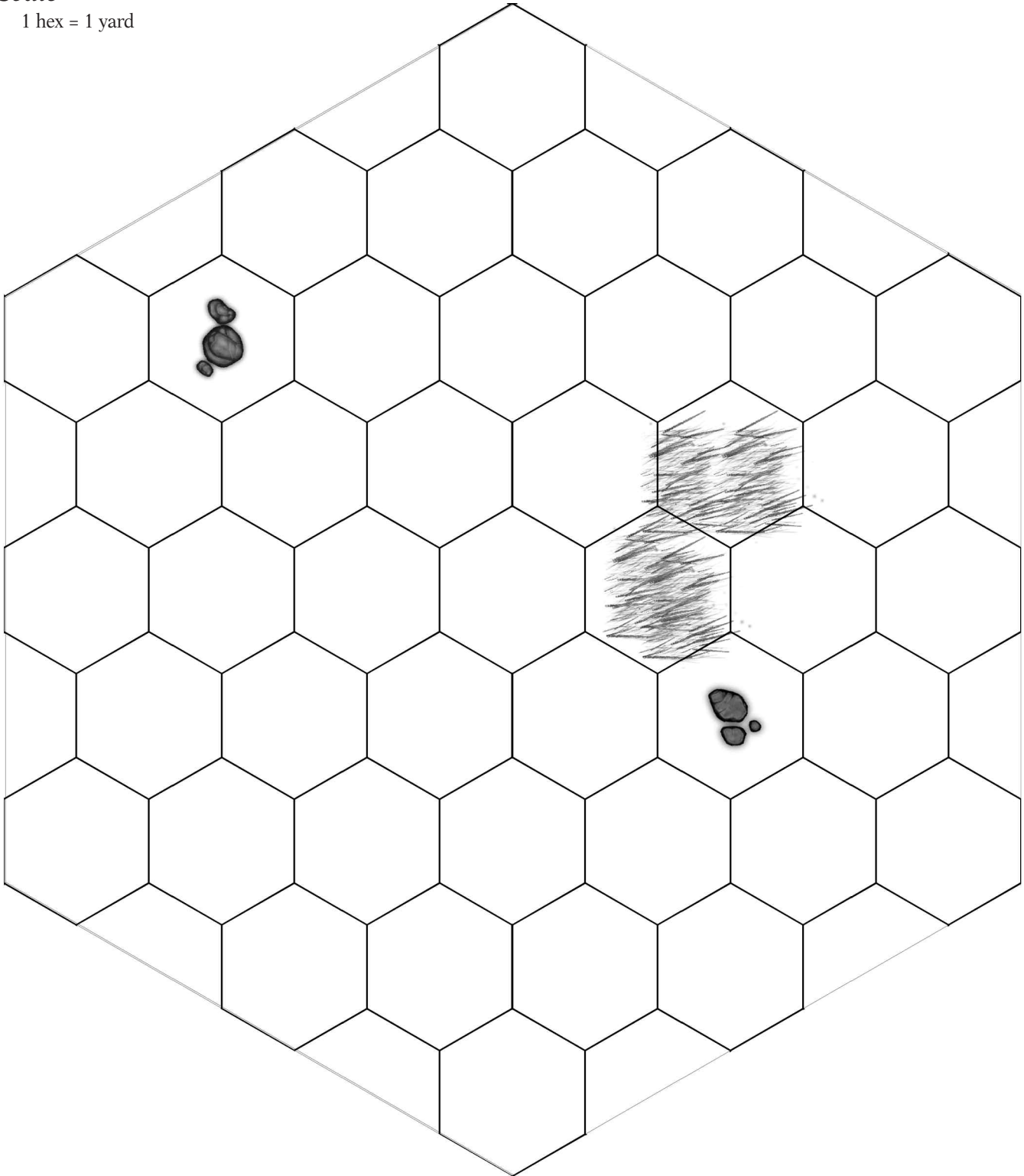
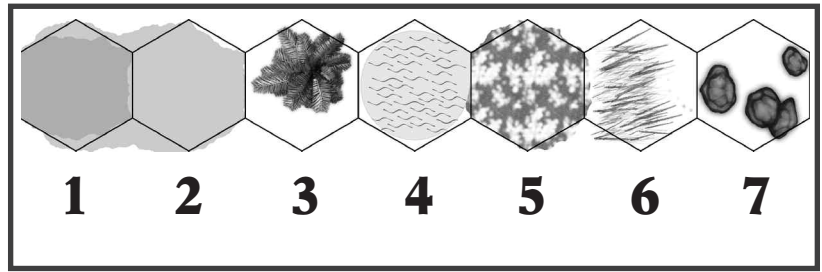
WILDERNESS MAP 2

Key

- | | |
|------------------|------------------|
| 1. Contour, 3' | 5. Hollow Ground |
| 2. Contour, 1.5' | 6. Knife Grass |
| 3. Tree | 7. Rocks |
| 4. Water | |

Scale

1 hex = 1 yard



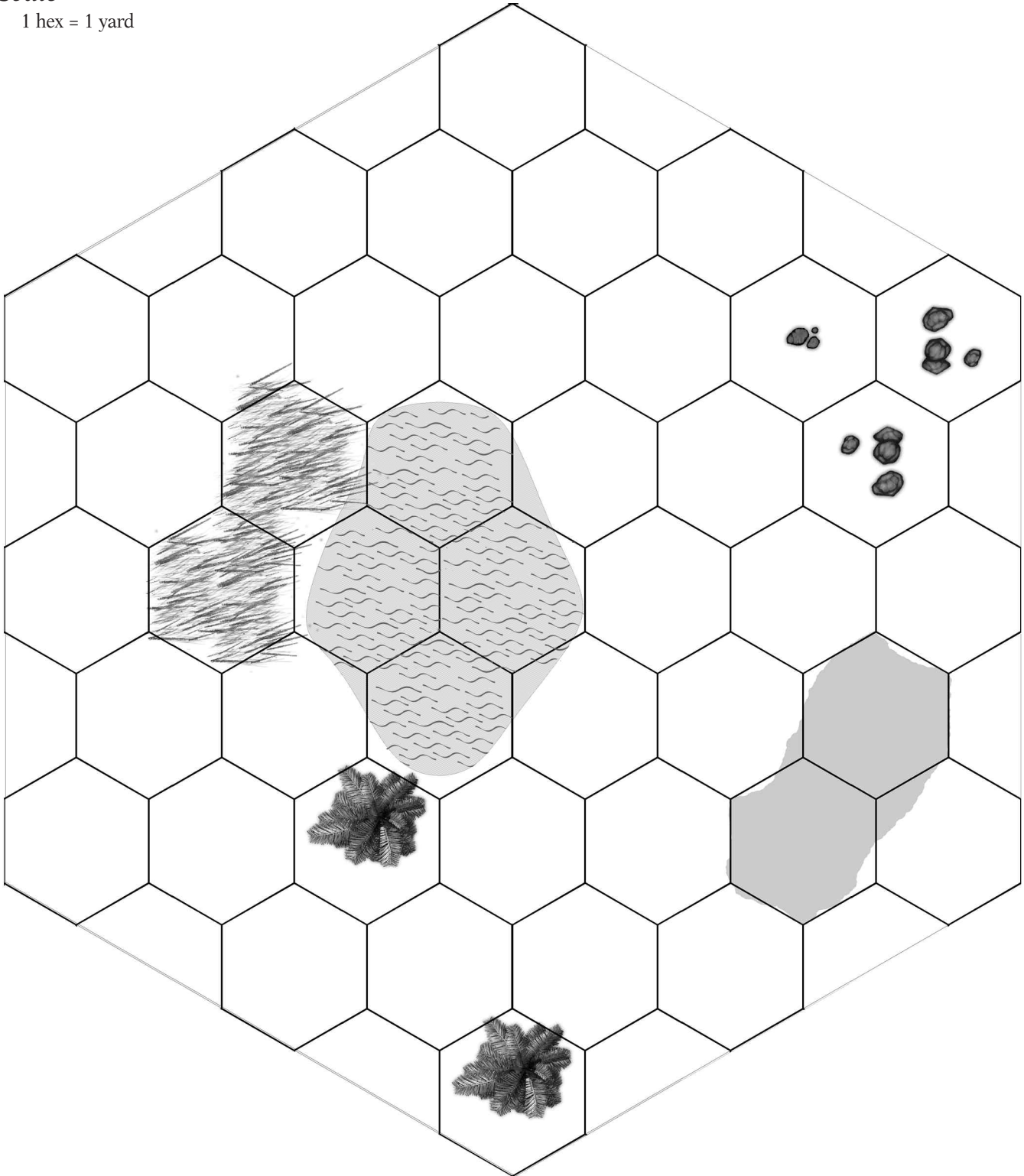
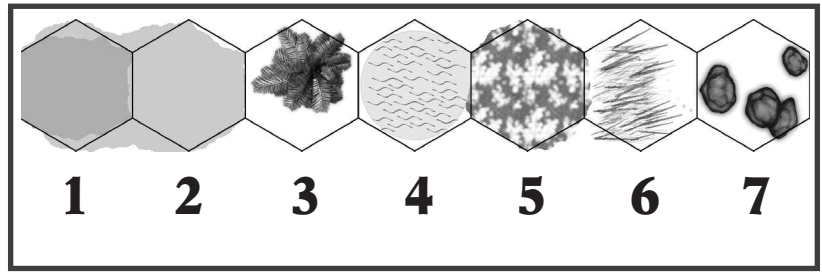
WILDERNESS MAP 3

Key

- | | |
|------------------|------------------|
| 1. Contour, 3' | 5. Hollow Ground |
| 2. Contour, 1.5' | 6. Knife Grass |
| 3. Tree | 7. Rocks |
| 4. Water | |

Scale

1 hex = 1 yard



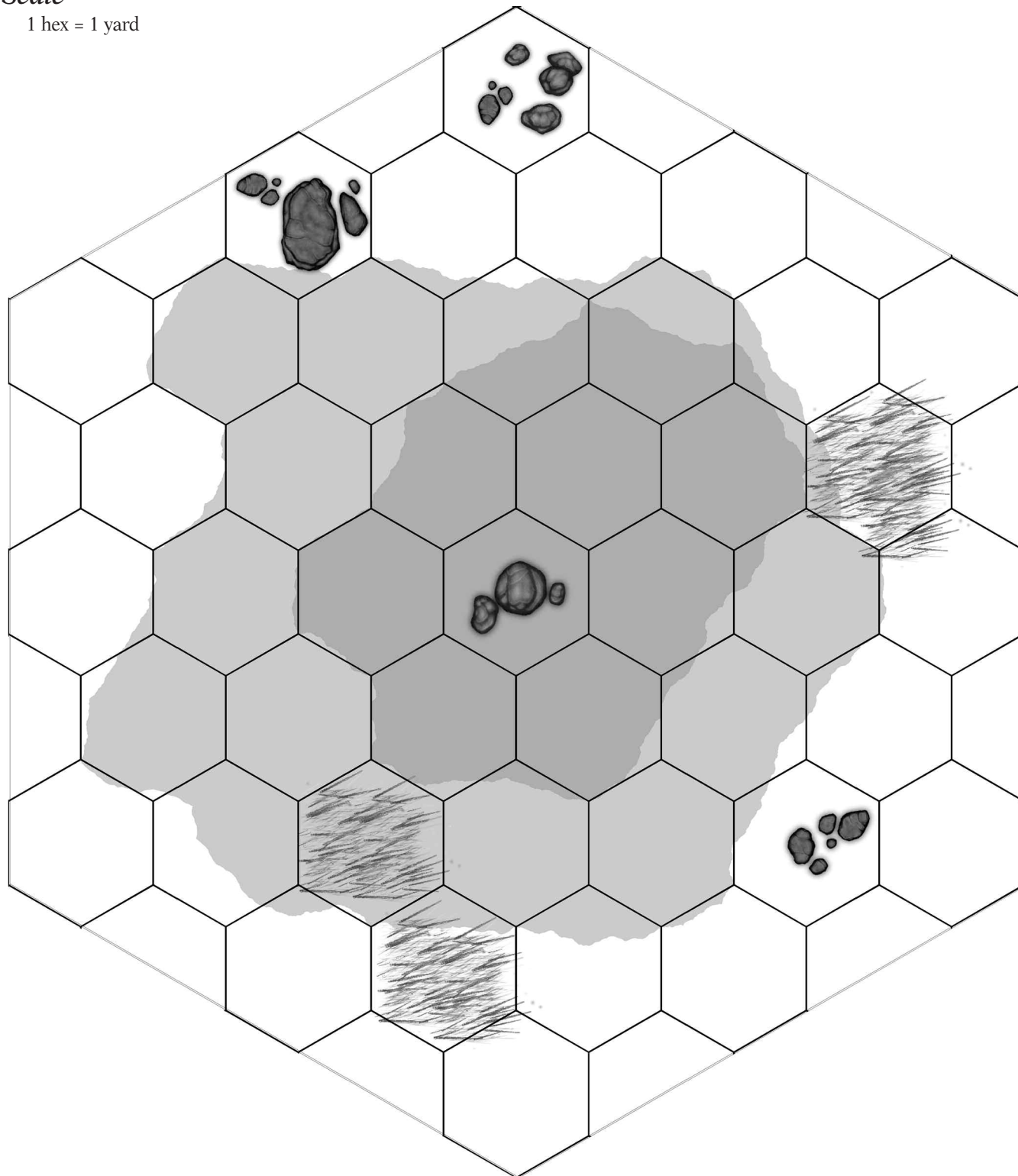
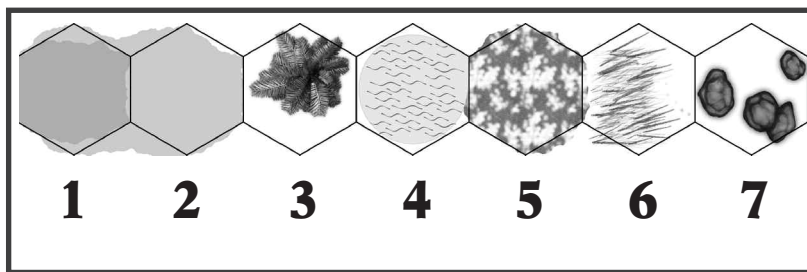
WILDERNESS MAP 4

Key

- | | |
|------------------|------------------|
| 1. Contour, 3' | 5. Hollow Ground |
| 2. Contour, 1.5' | 6. Knife Grass |
| 3. Tree | 7. Rocks |
| 4. Water | |

Scale

1 hex = 1 yard



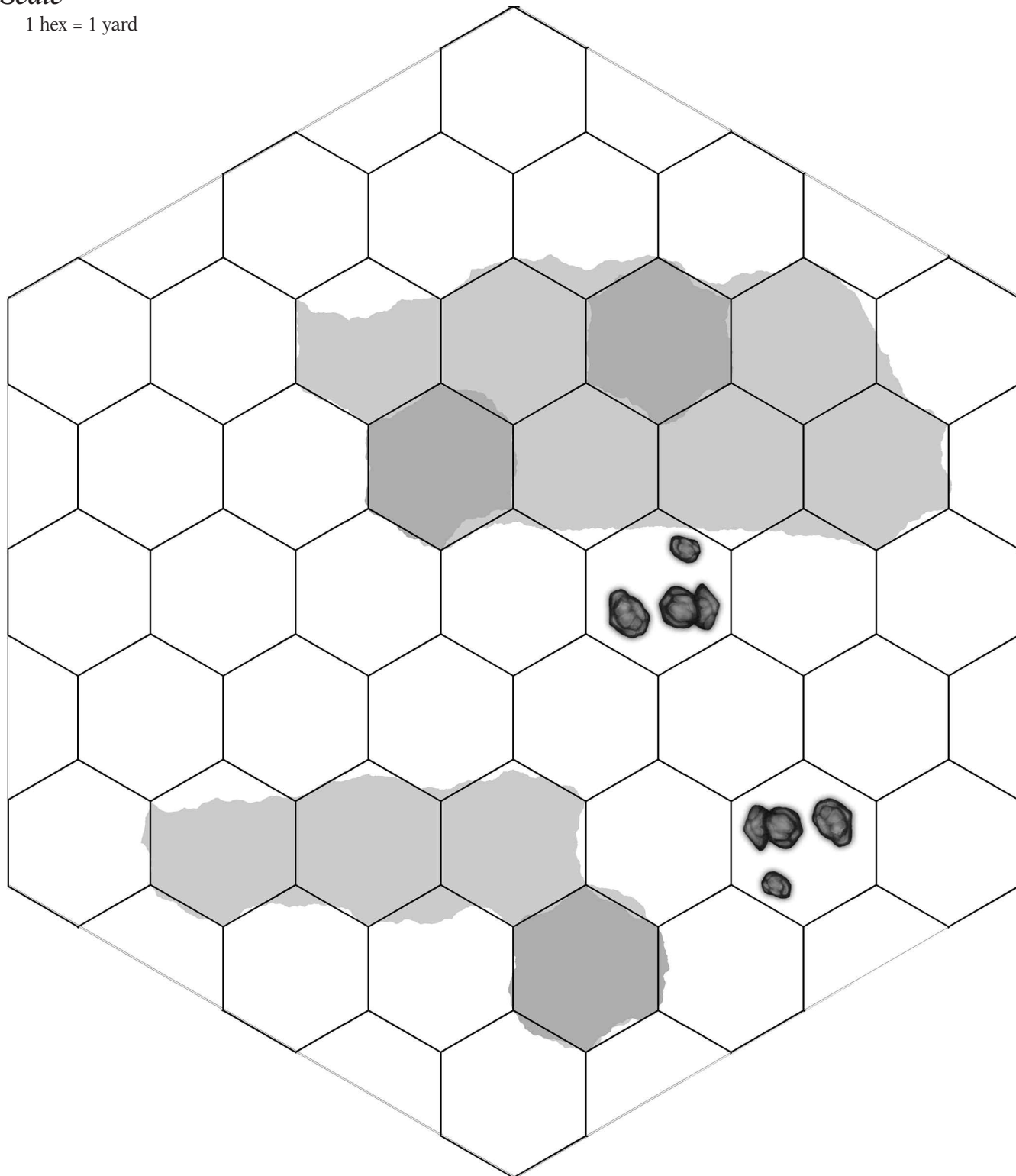
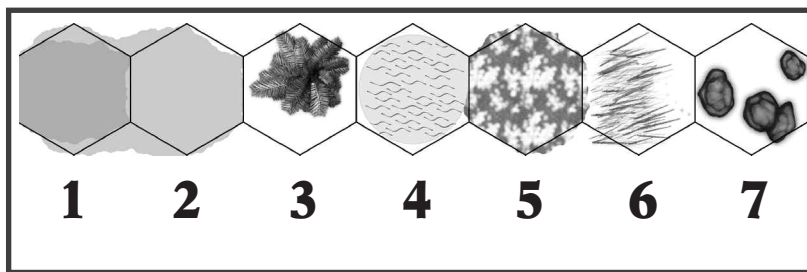
WILDERNESS MAP 5

Key

- | | |
|------------------|------------------|
| 1. Contour, 3' | 5. Hollow Ground |
| 2. Contour, 1.5' | 6. Knife Grass |
| 3. Tree | 7. Rocks |
| 4. Water | |

Scale

1 hex = 1 yard



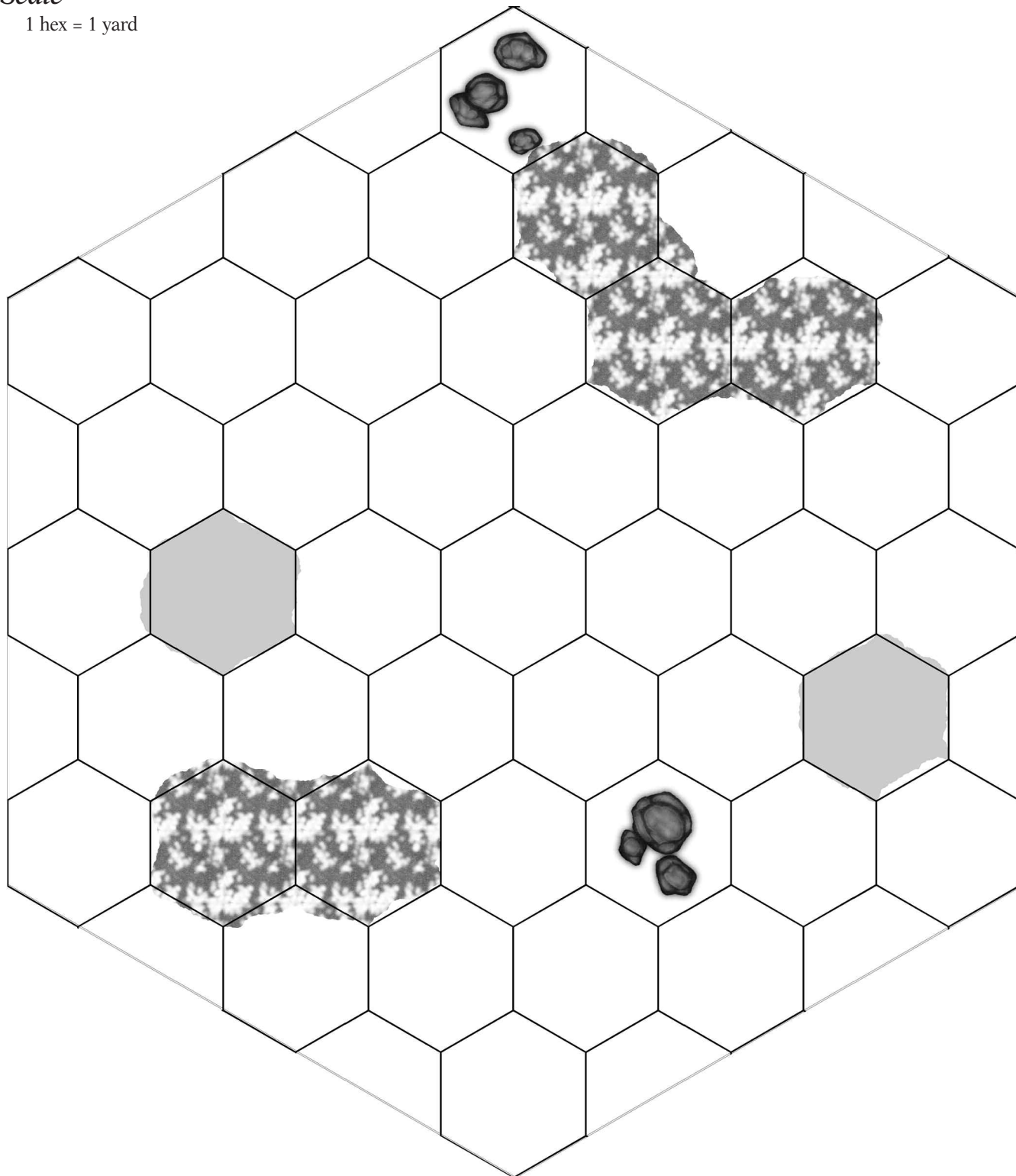
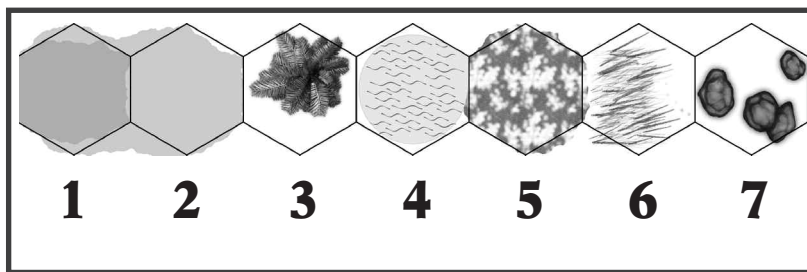
WILDERNESS MAP 6

Key

- | | |
|------------------|------------------|
| 1. Contour, 3' | 5. Hollow Ground |
| 2. Contour, 1.5' | 6. Knife Grass |
| 3. Tree | 7. Rocks |
| 4. Water | |

Scale

1 hex = 1 yard



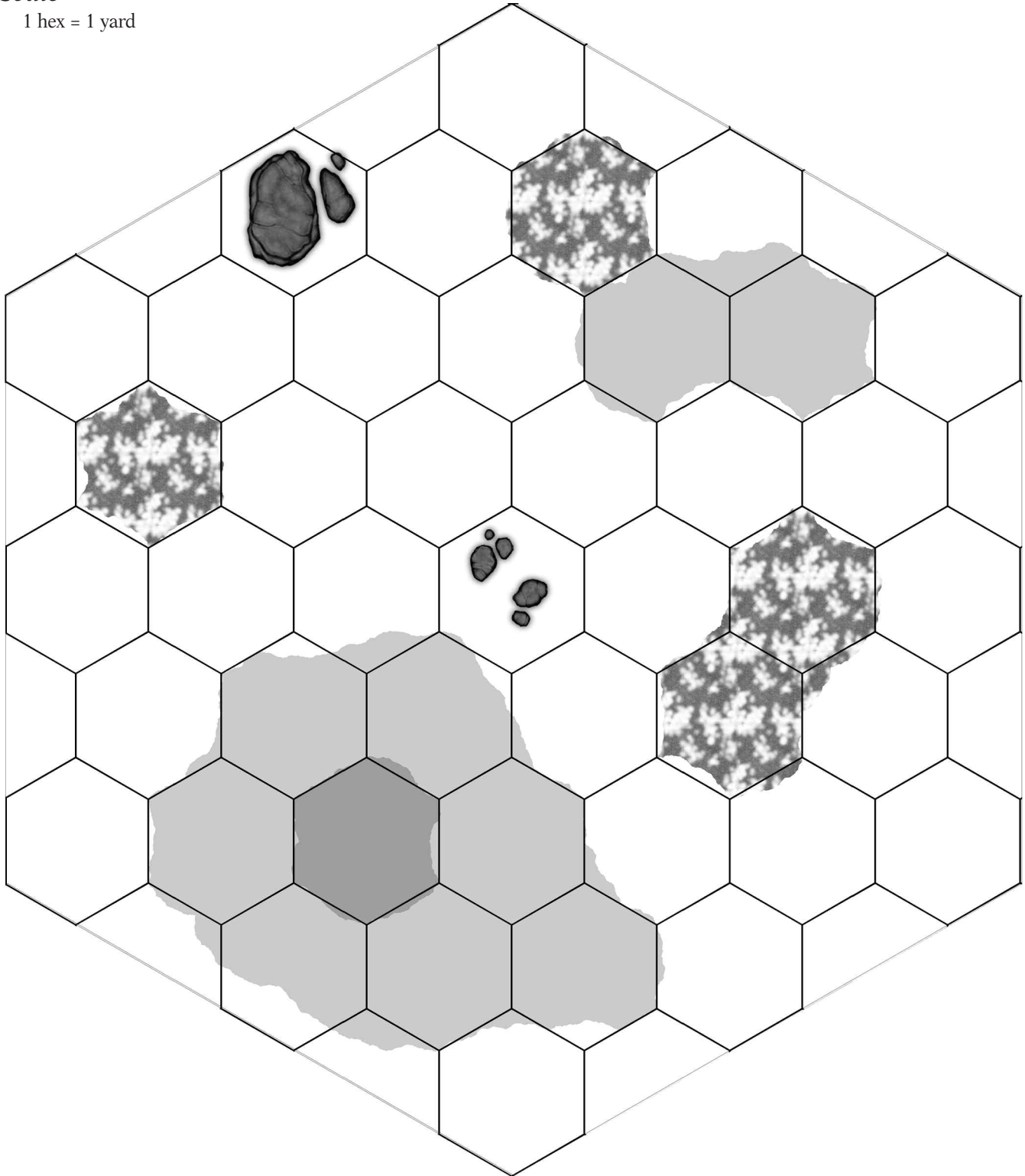
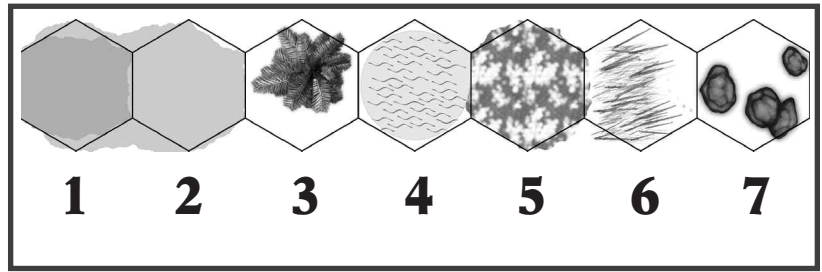
WILDERNESS MAP 7

Key

- | | |
|------------------|------------------|
| 1. Contour, 3' | 5. Hollow Ground |
| 2. Contour, 1.5' | 6. Knife Grass |
| 3. Tree | 7. Rocks |
| 4. Water | |

Scale

1 hex = 1 yard



CHAPTER THREE

THE SACRED GROTTO

The grotto is a remote cave occupied by a spirit who can be persuaded to reveal information about the location of the mirror . . . or answers to a *number* of questions, though only one answer per supplicant! Superstitious monsters avoid the grotto, regarding it as bad luck, but rival adventurers may be swarming the area.

GROTTO OF THE WIND SPIRIT

The grotto is hidden in a narrow, zigzag canyon. The land on either side of the canyon rises slightly before dropping off, partially concealing it; from a distance, the depth of the drop is hidden. The walls of the canyon are a steep (but not vertical)

slope to a dusty floor 20' to 30' below. With many outcroppings and tough shrubs, they are also easily climbed (+2 to **Climbing**). At the bottom, the canyon is no more than 30 yards across at its widest points.

The entrance to the grotto is a cavernous opening leading into the cliff face and slightly down. Once inside, the cavern spirals counterclockwise in a passage through dark brown and reddish rock which glitters slightly in torchlight. The passageway appears natural and unworked, though a close eye may spot signs of wear from centuries of visitors. Narrow points in the passage effectively divide it into a number of chambers. The ceiling is 7' to 10' high – comfortable for just about anyone to walk through, but extremely limiting for fliers. The spiral ends in a small swirling pool, which is actually a magical portal to the large center chamber.

EVENTS AT THE SACRED GROTTO

When the PCs eventually reach the grotto, they're a short walk away from the answers to their questions . . . assuming no one gets in their way.

CONFRONTATION

The PCs aren't the only ones who want to question the wind spirit. There are a lot of other adventurers who want the same thing, and some of them might take special steps to make sure that nobody else can follow them. Whether the heroes have to deal with rivals (and how) depends on how much time they take reaching the grotto:

Four Days or Less: They just barely beat another team there. Select one of the rival adventurer NPCs. He and his group arrive at the canyon just as the PCs emerge.

Five or Six Days: At least one other team has beaten them there and left traps and other obstacles behind. The PCs arrive just as another adventurer group is leaving.

Seven Days or Longer: One group of rival adventurers is in the cave as the PCs arrive, *and* another arrives shortly after the PCs do.

Rivals already in the cave will defend their position, securing choke points to prevent anyone else from advancing as long as they're in the cave. Clever rivals, once they've gotten information from the oracle, are willing to talk their way out.

They'll demand that other adventurers leave the cave, so they can exit themselves and leave the area safely. They may be willing to trade information for safe passage, but only if they're *certain* they'll be able to leave freely afterward. Tough rivals will simply fight. In either case, if the adventurers go away and hide for a bit, any rivals in the cave will eventually move on – but other rivals may either appear before that happens, or show up after the delvers finally enter the cave.

"Is that all you can think of, looting and pillaging?"

"Well, there used to be ravishing, too."

*– Terry Pratchett,
Interesting Times*

The cave floor is uneven and can be difficult to walk on – rocky in some places and covered with fine sand in others. Anyone retreating in combat must roll against DX+2 to avoid stumbling slightly and losing his retreat bonus that turn; on a critical failure, he trips over an unexpected bump and falls down.

If the cave is trapped, roll a die the first time the heroes enter a new chamber. On a 1-3, the entrance is “mined” with a man-trap (*Adventurers*, p. 26) under the dust. On a 4-6, the entrance has a concealed tripwire attached to a nearby ST 10 crossbow (1d+2 imp), which hits whoever triggered it on a 10 or less.

Rival adventurers who arrive after the PCs are in the cave will be inclined to attack if they are in a superior tactical situation. However, clever rivals are willing to be bribed to allow the delvers out. In addition to being able to provide shortcuts (as described under *Wandering Adventurers*, pp. 11-12), rival adventurers can provide the location of a secret entrance to the stronghold (see *Disused Caves*, pp. 25-26); this requires either a hefty bribe or a critical success with a social interaction skill.

Hooks for Confrontation

Like the other wandering adventurer encounters, this is a complication rather than a key encounter and is potentially optional. If the PCs arrive before other adventurers or as other adventurers are leaving, they can avoid potentially difficult struggles – though waiting for adventurers already on site to leave costs valuable time. If it has been demonstrated that rival NPCs can provide valuable information, the party has another reason to seek out contact.

Denouement for Confrontation

In addition to putting the heroes through the wringer again, dealing with more rivals may result in running battles thinning out the ranks of the opposition. It might also be a good opportunity to be on the receiving end of some bribery, settling for payment to let rivals already in the grotto out.

Holes in Confrontation

As with the other rival adventurer encounters, this is potentially avoidable and not necessary to the rest of the adventure. The only real danger is getting sidetracked dealing with rivals instead of pursuing the mirror.

QUESTIONING THE WIND SPIRIT

The spiraling cavern ends in a tiny room with a small, swirling pool. This is a portal to the oracle's cave – but passage is not guaranteed! When a potential questioner steps into the shallow pool, he is presented with a series of horrific visions and is hears a voice in his mind asking, “Do you seek knowledge?” He must make a Fright Check simply to resist being terrorized by the visions. If the Fright Check fails, he must deal with the results before going further; if it succeeds, he must *then* make a successful Will roll to say “Yes” (or a similar confirmation). Success on this second roll teleports him to the spirit's central chamber, while failure means he must repeat the process every turn until he succeeds or leaves the pool. The spirit will only transport one person

at a time into the inner chamber; it will not bring any more in until he leaves or (if it comes to pass) dies.

The center chamber itself is a large natural rock dome, largely featureless save for the matching pool. However, it is dimly lit (-3 to Vision) by a glow which appears to have no source and casts no shadows. A constant light breeze blows through the chamber, carrying the disembodied voice of the wind spirit. The breeze also serves to clear the chamber of any smoke and gases; treat it as though it were outdoors. Once a newly transported character leaves the pool in the chamber, the spirit asks for his question.

The wind spirit is less a personality and more a sort of disembodied mystical automaton. It's a bit of a second-rate oracle, since it can only answer questions about what *is* rather than what *will be*. It will tersely answer a single question put to it by each visitor. It has a slightly perverse tendency to match the complexity of its answers with the complexity of the questions it is asked. Simple, straightforward questions (“Where is the Legendary Sword of Ultimate Thwacking?”) get simple, straightforward answers (“In a hidden chamber beneath the Lost Temple of Poobah the Many-Nosed in the land of Faroffia.”), though such answers may lack important details. Complex, lawyerly questions get complex, often metaphorical answers. For example, “Where is the Legendary Sword of Ultimate Thwacking, how is it guarded, and what's the most convenient route there assuming I've got donkeys but no horses?” might get an answer like, “Across the goat-slaying peak, by flower strewn-paths, he who sits low passes beyond the stone veil of the all-smelling one,” where massive research might turn the statement into a series of landmarks and names. Mind-reading abilities won't work on it at all; there's no mind to read, and its divine origin renders it immune to Entrap Spirit, Bind Spirit, and similar spells. However, an evil cleric with Exorcism might drive it away if he can beat its Will 20.

Significant information which the heroes might want includes:

- The mirror is located in a stronghold under the Hill of the Goblin's Head.
- The hill lies fifty miles to the east and may be recognized by two tall, steep peaks which rise from either side.
- Terrain is treacherous, so a better path is to head north-east keeping to level ground, then southeast over low hills.
- The mirror is guarded by monsters and surrounded by treasure. (More precise answers about the stronghold are not possible, since numbers shift constantly.)

The spirit can also give brief but accurate weather forecasts and details about any given rival adventurer groups. Once the spirit has answered the question, the voice tells the character that he may return to the world. It will not speak to him again.

Hooks for Questioning the Wind Spirit

Everything that happens in town leads up to the PCs heading to the grotto and talking to the oracle. If they don't pick up on the hints, someone in town might try to hire them to seek the grotto. If they enter the wilderness but head in the wrong direction, or simply spend the time hunting monsters, encounters with rival adventurers can nudge them in the right direction.

Stepping back into the pool will instantly teleport him back to the first pool. He is no longer subject to the Fright Checks, and cannot use it to return to the inner chamber.

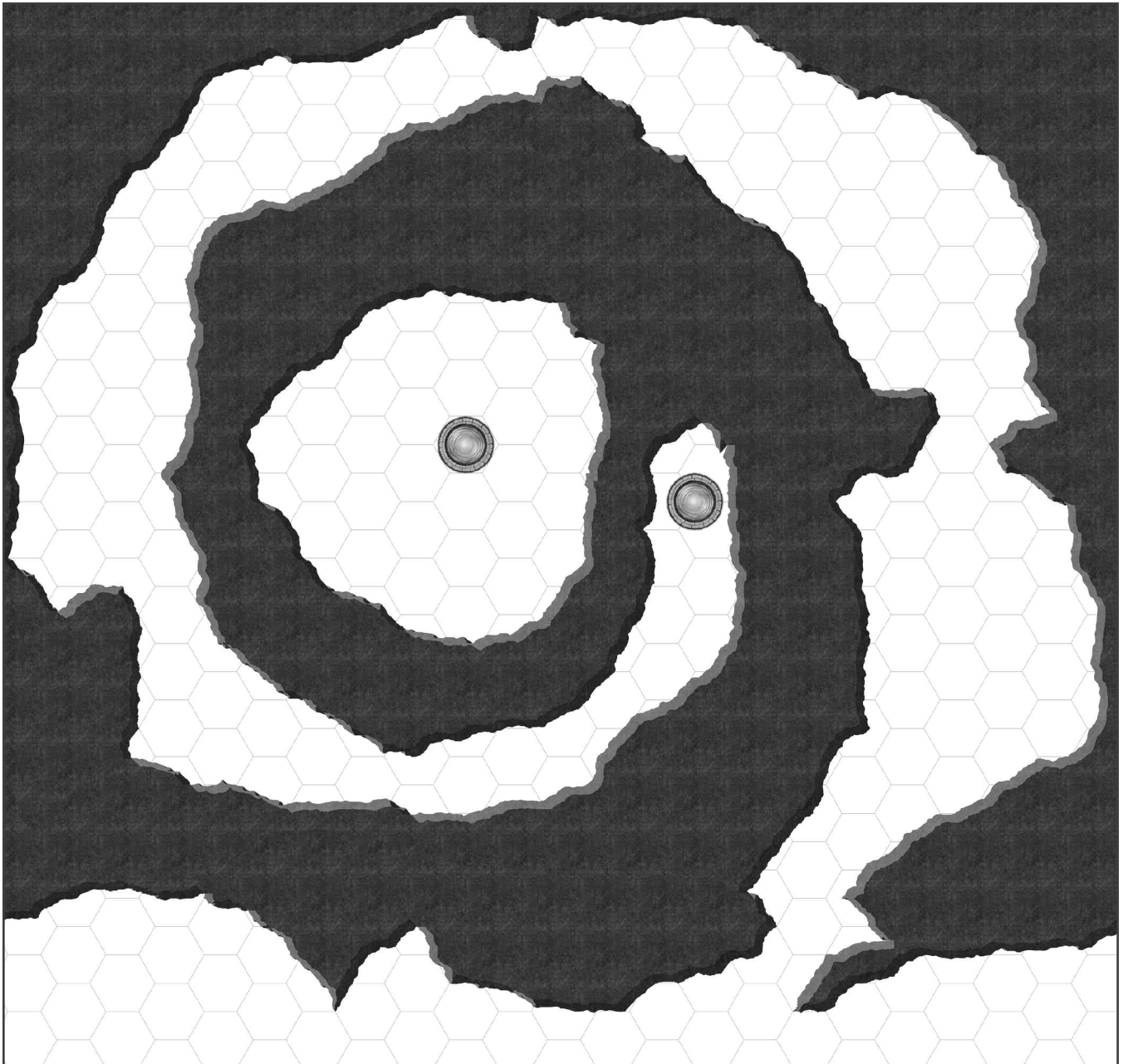
Denouement for Questioning the Wind Spirit

By the end of the encounter, the PCs should know what they need to finish off the adventure. That is, they should know that the mirror is at a hidden stronghold, and how to get there. Of course, they'll have to make their way through the wilderness for a while longer; running across more wandering monsters, wandering adventurers, and hostile terrain.

Holes in Questioning the Wind Spirit

It's entirely possible that the adventurers will fail to ask the right questions, fall back in the face of resistance from other adventurers or repeated Fright Checks, or get lost on the way to the grotto. Here, encounters with rivals become useful. If the PCs end up flailing around in the desert, an encounter with a rival who is willing to talk can put them back on track, or even short-circuit the trip to the grotto and send them directly to the stronghold.

If other characters manage to enter the chamber by circumventing the magical pool (e.g., by teleportation or permeating through the rock), the oracle will ignore them.



MAP OF THE SACRED GROTTTO

Scale: 1 hex = 1 yard

CHAPTER FOUR

THE HIDDEN FORTRESS

The mirror of the fire demon is hidden in a fortified location, in the desert a few days' travel from the grotto of the wind spirit. Hiding the mirror in an obscure location in the middle of a monster-infested desert wouldn't be a bad idea normally, but no one in the horde counted on the existence of a nearby magical source of information.

Travel Time Redux

Just as slow travel from town to the grotto will make things more complicated for the PCs, so will slow travel from the grotto to the stronghold. If the trip takes three days or less, the opposition is as written. If it takes four to six days, some reinforcements have arrived at the stronghold; add two to every group of common orc soldiers and tough orc soldiers, and a speeding blade in the inner mirror chamber. If it takes seven days or longer, *also* select a rival NPC group. They've found a secret entrance in the side of the hill and can be found in the area marked 9 on the map.

CAVE OF THE GOBLIN'S HEAD

The cave is under a distinctively shaped hill, resembling the head of a horned humanoid. Twin rocky peaks form the horns; depressions near the top of the hills, the eyes; and the entrance to the cave, the mouth. Beyond the gated entrance, a small, natural cave complex has been extended and finished as a fortified position. Most of the structure is simply natural cave, but walls have been erected to divide the space into rooms for various purposes, corridors were widened slightly in places, and irregularities on the floor have been filled in with sand and stone to make it level.

The cave is divided into three areas connected by long corridors. Between the heavy doors and the considerable distances, it's difficult to hear even the loudest noises between sections. Attackers can be overwhelmed by a coordinated response if they move too slowly, but if they work quickly, they can wipe out the opposition before it solidifies. Unless otherwise noted, rooms around the stronghold are dimly lit by torches around the walls, giving -2 to Vision (which, of course, doesn't bother the orcs at all). Doors are heavy (*Dungeons*, p. 18) and secured with locks which provide no modifier to Lockpicking skill.

1. Entrance

The cave opening has been carved into a shape roughly resembling jagged teeth, with the main gate just inside. Despite its fearsome appearance, the main gate is has no guards outside, so it's possible for adventurers to listen at the doors. Past them, a passage leads to a chamber with rough stone walls, undecorated except for brackets for torches.

The room is occupied by N common orc soldiers and N/2 tough orc soldiers, who are gathered around a table in the middle of the room, loudly gambling over a dominos-like game. They're not paying particular attention to the door, so they can be surprised, but they are all fully armed and armored. There's a five-gallon keg of ale nearby (and several empties) and \$200 on the table in addition to the usual collection of coins on the orcs themselves.

2. Guard Room

This is a separate chamber, sometimes used to hold prisoners while their fate is being decided. The door is unlocked and slightly ajar. It holds N/2 orc sergeants and an orc shaman who are grumbling about provisions and other logistical issues, and an ogre trying to figure out how many beans make three. Rather than the low-quality weapons most of the monsters have, one of the orcs is armed with a fine-quality broadsword enchanted with Puissance +1; the sword is clearly magical, making a loud chiming sound when it strikes. Like the orcs in the next room, they aren't alert to danger, but can react quickly if trouble happens. They will certainly hear any combat in the adjacent room and come quickly, expecting a fight.

In addition to the monsters' usual treasure, the room contains a small chest, nicely decorated with small painted flowers (\$300, 18 lbs., maximum capacity 100 lbs.), containing a healer's kit (\$200, 10 lbs.) and two flasks of paut (\$135, 0.5 lb. each). The chest has an envenomed needle in the latch which can be spotted with a Per-based **Traps** roll. Anyone opening the chest unaware of it is pricked and must roll against HT. On a failure, the target takes 1 point of injury; he has -1 to IQ and DX for one hour from pain (negated by **High Pain Threshold**); and the hand that touched the needle (assume the primary hand unless circumstances dictate otherwise) swells up for an hour, giving him Ham-Fisted 1 with any action involving it.

3. Common Area

The corridor leads to a chamber with a high ceiling and a well in the middle. The well is 50' deep, should any adventurers care to explore, and contains nothing but water.

4. First Barracks

Most of the stronghold's occupants spend most of their time here or in the next room. In addition to rough cots for the occupants, this room contains the personal effects of a number of orcs and a great many mostly empty backpacks. It also contains an orc shaman, N common orc soldiers and N/2 tough orc soldiers. They are scattered around the room, tending weapons, gambling, and swapping stories. The walls are decorated with crude drawings of violence (e.g., decapitations, torture, stick figures impaled on pikes) and some belligerent graffiti made with mineral colors. It has a small hearth for a cooking fire.

The occupants of the room will hear combat in any of the other rooms in the area (and, more important, distinguish it from the kinds of brawls which happen frequently among orcish troops) on a Hearing roll at -2. If they figure out what's going on, they will join in within 10 seconds.

5. Second Barracks

The contents of this room are similar to those of the previous one, save that the occupants are N+2 tough orc soldiers, two orc shamans, and two ogres. They can hear nearby conflicts just as well and will react accordingly.

In addition, a careful search will reveal a hollow space behind a section of wall. It can be knocked through (DR 1*, 23 HP) to produce a very narrow opening; anyone at SM +1 must successfully roll against **Escape** at +5 or **DX** to wriggle through – or others may make a **ST** roll to yank the character through. (SM +2 or larger characters cannot fit.)

6. First Storage Room

This room contains an assortment of crates and bundles, haphazardly arranged. The contents include:

- Small crates containing a total of 600 meals of dried goblin rations (\$600, 300 lbs.). They are reasonably nutritious, but they taste exceptionally bad. Any non-goblin-kin character who eats one must roll vs. HT to avoid being nauseated (p. B428) for an hour afterward.
- Four sets of group basics (\$200, 80 lbs.).
- A gallon of lamp oil (\$16, 8 lbs.).
- 75 regular arrows, 25 bodkin arrows (\$200, 10 lbs.).
- A pound of orcish firegrain (\$2,400), in one-ounce sacks; see **Treasure Tables** (p. 11) for details.
- Three amphoras of wine (\$114, 112 lbs. each).
- A harp, carved with complex knotwork (\$625, 3 lbs.).
- An ounce each of cinnamon (\$150), elven pepperbark (\$38), and white pepper (\$188); see **Treasure Tables** (p. 11) for details.
- Nine regular spears and one fine-quality spear.

7. Second Storage Room

Another storage room, very much like room six. It contains:

- More crates containing a total of 600 meals worth of dried goblin rations (\$600, 300 lbs.), as in the previous room.
- Four sets of group basics (\$200, 80 lbs.).
- A gallon of lamp oil (\$16, 8 lbs.).
- 75 regular arrows, 25 bodkin arrows (\$200, 10 lbs.).
- A blacksmith's tool kit (\$600, 20 lbs.).
- Five four-man tents (\$150, 30 lbs. each).
- Two 100 sq. ft. bundles of velvet (\$18, 5 lbs. each).

- Five regular axes and one fine-quality axe.
- A case containing a longbow and a cornucopia quiver (*Adventurers*, p. 30). The case is locked, and the lock has a tiny poisoned needle on it. The needle can be spotted on a successful Per-based **Traps** roll at -2. If not, the first person trying to pick the lock takes 2d toxic damage (1d on a successful HT roll).

The room also has a section of wall which can be knocked open to gain access to the caves, as per *Second Barracks* (above).

*The world is indeed
full of peril, and in it
there are many dark
places.*

*– J.R.R. Tolkien,
The Fellowship
of the Ring*

8, 9, 10, 11. Disused Caves

In the construction of the stronghold, some sections of cave were walled off and forgotten about. However, they are still accessible to those who can figure out where to look, and provide a shortcut around some dangerous areas. However, they're not *entirely* safe.

Floors in the caves are rocky and uneven; melee attacks are at -2 and defenses are at -1 for poor footing. There are also no torch brackets or other light sources, so the delvers are in complete darkness except for whatever lighting they bring with them. Also, as adventurers pass through each area labeled 8-11, roll a die to determine what they encounter.

Roll	Encounter
1	N fire wasp swarms
2	N+1 nest scorpion swarms
3	N-1 large skeletons
4	N+1d dehydrated horde zombies
5	N erupting slimes (<i>Dungeons</i> , p. 23)
6	Nothing

The swarms and slimes live there, while the undead were put there during construction and no one remembered to get them out before the walls were completed.

There's almost nothing worth finding in the caves. A successful **Search** roll in each section will turn up a few ancient masonry and digging tools, rusty with age and useless even as weapons; they shatter immediately on impact. The first critical success turns up a necklace of fireballs (*Adventurers*, p. 30); subsequent critical successes find \$2d.

A small passage connects the northern tip of area 8 to a patch of hollow ground (p. 12) some distance from the hill. Finding this from the outside requires 1d *hours* of searching and a **Per** roll at -5; alternatively, delvers may have heard about it from rivals or the grotto spirit. In addition, a patchy wall separates the southernmost section of these caves from area 12. This is obvious from the cavern side, but requires a **Search** roll to find from the corridor. See *Second Barracks* (p. 25) for details on navigating these passages and (in the latter case) breaking through the wall.

12. Last Corridor

The corridor leading from the living area to the mirror chambers has a nicely paved floor, which adventurers might find suspicious. The area at the rear of the stronghold is off-limits to the orcs under normal circumstances and meant to be somewhat more secure than the rest of the complex, so the corridor is guarded and trapped. There are N+4 stone golems (see *Adventurers*, p. 26) lining the corridor just past the door connecting areas 3 and 12. They will attack anyone who enters without giving the proper password, which is known only to the emir and a few of his followers, none of whom are anywhere near the fortress. They will also attack anyone who attacks them or appears to be preparing to attack them, though they will not move if someone just opens the door and peers in.

There is a hidden pit, three yards long and as wide as the corridor, half-way down its length, a little bit before the thin wall separating the corridor from the caves. The floor gives way, dumping everyone into a 10-yard-deep pit (for 3d damage), as soon as it has a load of more than 100 lbs. The pit itself is reasonably easy to spot; roll **Per**-based **Traps** at +2. What's less easy to spot are the hidden levers in the wall on either side of the pit (**Per**-based **Traps** at -5), which lock down the trap door for one minute so that it can be walked on normally, then reset themselves.

Little sound was made in that slaying, but the soldiers might have heard, if they are not asleep or drunk.

– Robert E. Howard,
“The Tower of
the Elephant”

13. Outer Chamber

The outer chamber is used for sacrifices to the demon. The room is decorated lavishly with displays of bones cemented into the walls and vaulted ceiling. Long bones form herringbone, Greek key, and other geometric designs, punctuated with large rosettes made of skulls, pelvises, and rib cages.

The center of the room is dominated by a 10-yard-deep sacrificial pit. The monsters sacrifice people by tossing in burning logs and other flaming material, then throwing in the victims. Those who aren't killed by the fall are burned to death. However, a flame isn't usually kept burning, so adventurers investigating the bottom of the pit will only find a thick layer of ashes and scorched bone. The sides of the pit are very rough stone, giving +1 to **Climbing**.

There are several carved figures, all slightly larger than human-sized, around the edge of the room. These are sarcophagi set on end. Their stone lids, which weigh 1,200 lbs. each, may be pried open. Starting to the northwest and going around clockwise, they contain:

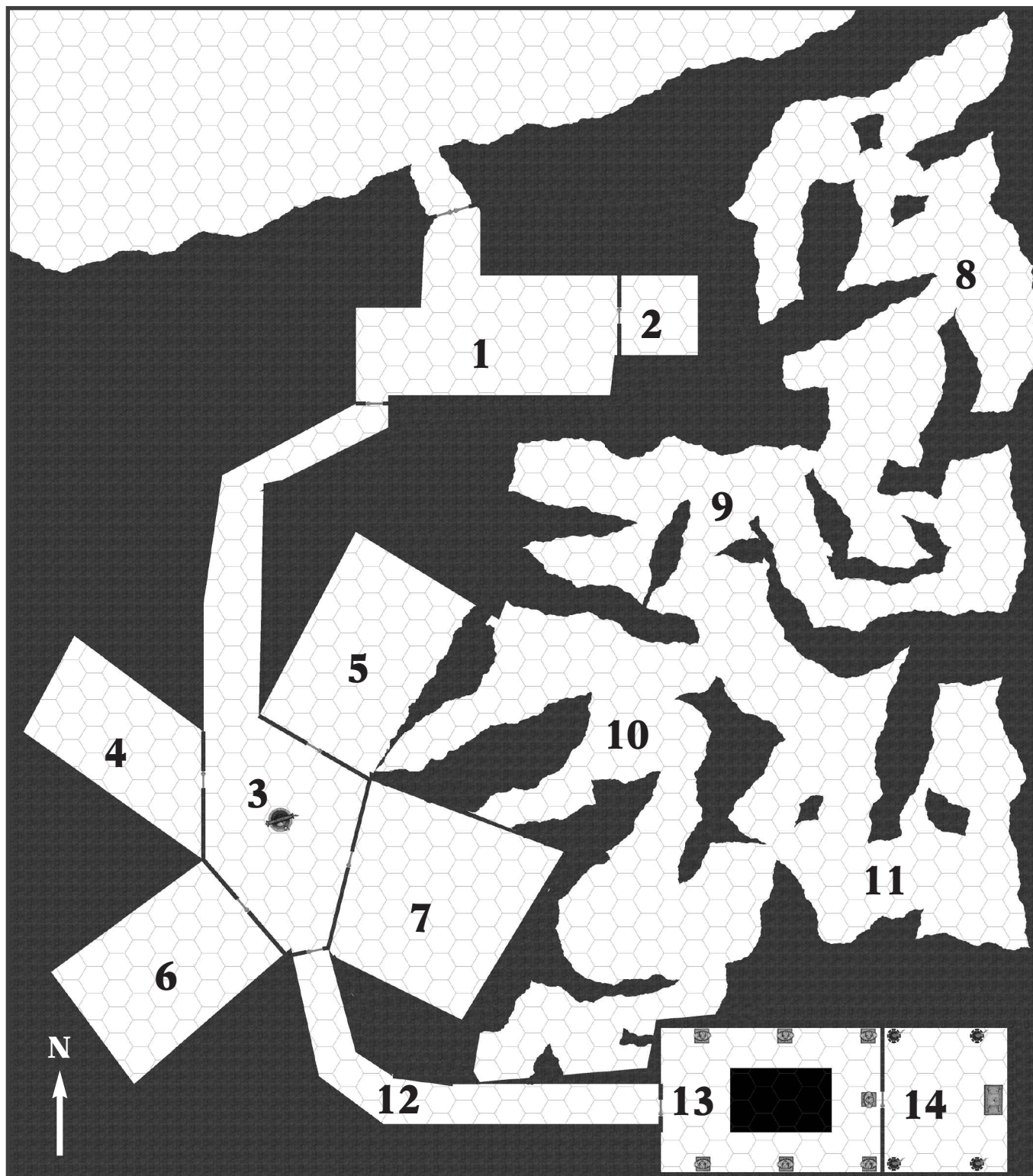
- Nothing.
- A sack containing \$1d.
- The unanimated skeleton of an obscure demon. If adventurers want to carry it off and sell it, it weighs 30 lbs. and will fetch \$250. They're at +2 to Merchant skill to sell it to a demologist or related magician or merchant.
- This is a false sarcophagus. It's actually the doorway to a short passage between the outer and inner chambers.
- Two flaming skulls (*Dungeons*, p. 23).
- An unanimated skeleton wearing a spiked bronze breastplate and a great deal of fine dust. Anyone standing immediately next to the sarcophagus when it is opened must roll vs. HT or cough and sneeze for one minute (p. B428).
- Four flasks of alchemist's fire (*Adventurers*, p. 28), kept on hand to help ignite sacrificial fires.

The room also hosts some monsters. The pit contains N/2 flaming skulls (*Dungeons*, p. 23), N/4 toxifers (*Dungeons*, p. 26), N skeletons, and N/2 large skeletons. In addition, 3 × N skeletons and N large skeletons (all unarmed) are concealed among the skeletal decor of the room's walls and ceilings. The monsters will become animated and attack (the unarmed skeletons dropping from the ceiling and coming out of the walls) if anyone starts prying open sarcophagi or attacking the skeletal walls. The unarmed skeletons up top will attack primarily to grapple opponents and throw them into the pit (3d damage), where their armed brethren await, while the flaming skulls and toxifiers will use their flight to choose targets freely.

14. Mirror Chamber

The inner chamber, decorated in the same bony motif as the outer chamber, houses the mirror itself. The mirror is protected by N flame-servant demons. If a demon is killed, another rises from one of the smoldering braziers at the corners of the room within 1d seconds to take its place. However, the demons will not pass beyond the outer chamber.

The mirror is inside a locked, iron-barred enclosure on the dais; the bars, set 2-3" apart, have DR 6, HP 12, and prevent swung weapon attacks, though missiles and thrusts are unhindered. The mirror itself has DR 1, HP 2. It is extremely hot to the touch, doing one point of burning damage per second to the person holding it (or the container it's in). If carried in hand, armor protects completely for (3 × DR) seconds; after that, it provides no protection until it has had time to cool down. However, the mirror may be carried safely in an earthen container, such as an amphora, or an organic container filled with sand to insulate the mirror.



MAP OF THE HIDDEN FORTRESS

Key

- | | | | |
|-------------------|------------------------|-------------------|--------------------|
| 1. Entrance | 5. Second Barracks | 9. Disused Cave | 13. Outer Chamber |
| 2. Guard Room | 6. First Storage Room | 10. Disused Cave | 14. Mirror Chamber |
| 3. Common Area | 7. Second Storage Room | 11. Disused Cave | |
| 4. First Barracks | 8. Disused Cave | 12. Last Corridor | |

Scale

1 hex = 1 yard

The room also has several bundles of valuables, including:

- A 100-square-foot bundle of exotic furs (\$500, 75 lbs.); see *Treasure Tables* (p. 12) for options.
- An elegant heavy chair carved from ebony (\$540, 24 lbs.)
- Six one-ounce pots of myrrh (\$15 each).
- A silver-plated astrolabe (\$750, 5 lbs.).
- A high-quality suit of clothes made of velvet, suitable for SM 0 humans (\$450, 2 lbs.).

- A golden chain necklace (\$1,025, 0.1 lb.).
- A portable scribe (*Sages*, p. 12).
- A set of six primers (*Sages*, p. 13) written on the hide of lizards (\$75, 6 lbs. each).
- A silver-plated morningstar (\$240, 6 lbs.).
- A large shield enchanted with Deflect 2 with a heraldic dragon painted on it (\$10,270, 25 lbs.).
- A small chest containing \$3,000 in assorted coins.

*Homer: Should I get rid of all my possessions?
Spirit Guide: Are you kidding? If anything, you
should get more possessions!*

– *The Simpsons* #8.9

EVENTS AT THE HIDDEN FORTRESS

Once the heroes make it to the hidden fortress, it's time to fight their way in. They may have to fight their way out again.

DUNGEON DELVING

At this point, the adventure becomes a typical, if abbreviated, dungeon crawl. The adventurers make their way through

a small underground complex to fight a final, formidable batch of monsters and, with luck, get the treasure they've been working for. This is perhaps the most straightforward part of the adventure. The mirror through which the emir derives his power is hidden in away in an obscure location. However, with the aid of the oracle, the heroes have been able to part the veil of obscurity and get a bead on where the mirror is. Now all they need to do is go in, kill whatever gets in their way, and smash the mirror.

Monsters are numerous in the stronghold and some are quite powerful, but they are poorly coordinated, and fast-moving adventurers can fight their way through them before they can unite to take on the PCs *en masse*. However, if they work slowly, make huge amounts of noise, and stop to rest a lot, they'll face more coordinated opposition. And if they hang back and *wait*, someone may get in before them.

Denouement for Dungeon Delving

With luck and determination, the adventurers can get through the dungeon to destroy the mirror. But that doesn't mean they're done yet . . . see *The Aftermath* (p. 29).

Hooks for Dungeon Delving

The hidden fortress presents the promise of treasure and the opportunity to do good or do glorious battle . . . the people in town should have made this abundantly clear. Information on how to reach it is widely available (e.g., in town or from rival adventurers amenable to conversation). For those few characters who aren't motivated by money, fame, or virtue, other motivations can be constructed fairly easily. For example, nature-loving barbarians, druids, and elves can be set in motion by the threat such a monstrous army poses to nature, while those attached to institutions such as churches, ninja clans, and occupational brotherhoods may find that their fellows are directly threatened by the horde.

Holes in Dungeon Delving

Whether or not the heroes can get through the dungeon to the last room to grab or destroy the mirror is an open question. Bad tactics or a long and difficult journey may doom them. Here is where an encounter with a rival adventurer group can come in handy. If the PCs are forced back from the dungeon, a rival adventurer, or the remnants of a previously defeated rival adventurer group, may appear and offer to join forces. Of course, one side might betray the other at any time.

And there's the possibility that the PCs won't destroy the mirror. Rather, they'll want to use it for themselves or as a bargaining chip. That's certainly an option, but not necessarily a wise one; see *What Does the Mirror Do, Exactly?*

THE AFTERMATH

After it's all over, it's not quite over. Assuming the adventurers get out of the stronghold in the smallest number of pieces that allows them to move, they'll run into their rivals one last time. They might be able to talk their way out of it, but it could come down to one last fight to keep the treasure they've won.

As the adventurers leave the dungeon, roll *twice* more for a rival adventurer group for them to encounter. Reroll as necessary or simply pick them to ensure that there is one tough rival and one clever one – ideally ones that they've dealt with before. The rivals appear on the scene as the heroes are leaving the stronghold for their next destination (presumably back to town for healing and recharging). The tough rival wants the mirror if they have it, or some kind of duel or other competition to satisfy his honor if they don't. The clever rival wants a cut of the treasure and is betting that, after going through the dungeon, the PCs are in worse shape than his own group.

It's possible for the PCs to convince the tough rival that justice has been served or that appropriate honors have been done. It's likewise possible to either downplay the amount of loot they've picked up or overstate how tough they are in order to intimidate the clever rival or at least bargain his price down. See *Dungeons* (p. 10) for details on negotiation, but remember that rival adventurers *aren't* monsters, so the heroes don't get automatic penalties for dealing with nonhumans.

However, both tasks are complicated by having to deal with both rival groups at the same time. A second-best-case scenario for the PCs might be to set them against one another and slip away while they beat on one another; for example, they might convince the clever rival that the tough rival has a lot of loot and convince the tough rival that the clever rival is

Hooks for the Aftermath

Assuming the PCs get this far, there's essentially no way not to deal with their rivals this one last time. After all, they're right outside the gate. But, again, *how* they deal with the situation is the point, and attempting to avoid their rivals is an entirely legitimate course of action.

What Does the Mirror Do, Exactly?

In addition to burning people's fingers, the power of the mirror is largely symbolic. It must exist in order for the leader of the horde to get his power, but it provides no power directly to anyone who happens to come across it.

At least, not right away. If any character should keep the mirror (the one who carries it or has most recently touched it, not an entire group which decides not to destroy it), he'll begin to suffer from Nightmares (12) until he disposes of it. A successful **Hidden Lore (Demons)** roll at -5 will reveal how to use the mirror to communicate with Shardak himself. The fire demon is always looking for competent servants and may be willing to take on the people who stole the mirror. Most characters can negotiate for minor new abilities in Shardak's service; *GURPS Dungeon Fantasy 11: Power-Ups* is a good source for these. Clerics and holy warriors must first become evil clerics and unholy warriors (*The Next Level*, pp. 23 and 27). Of course, if they should accept, their new powers are dependent on the continued existence of the mirror, and how long will it be until they have bands of adventurers coming after them?

working to undermine him. Establishing a two-against-one alliance would be nearly as good. However, a three-way fight is always a possibility.

Denouement for the Aftermath

Once past this obstacle, the way back to the nearest town is essentially clear. They're heading out of the desert, so encounters with more monsters are less likely, and at any rate by this time most of the orcs are already well to the west, in the general vicinity of the horde. Likewise, any remaining rival adventurers are exhausted and heading back to civilization. The heroes can move on to their next adventure with sacks full of loot and the satisfaction of a job well done.

Then again, they may want to stick around. With the would-be Dark Lord deprived of his power, the horde is breaking up, which means there are a lot of disorganized orcs and ogres, who have spent the past several weeks looting merchants, now aimlessly wandering the desert. Until infighting between bands spreads that wealth around, some of them are likely to be very rich targets. Alternatively, the caravan routes can open up again, but they're still more dangerous than usual, so now is a great time to look for work as a caravan guard or to convince merchant associations to put up a bounty for collecting orc heads.

Holes in the Aftermath

It's possible that the PCs will have done enough damage to other rival adventuring groups that none of them pose a credible threat. If that's the case, combine the survivors. Even if, say, the High Priestess and the Holy Warrior have been taken out, their followers can unite in their memory.

CHAPTER FIVE

CONFLICTS

Although the heroes may run into any number of small and dangerous groups opposing them, the opposition falls into three broad categories:

Clever rivals see the quest for the mirror as a chance for personal gain – but something that can be put aside if better opportunities present themselves. They're less inclined to be scrupulous about pursuing it.

Tough rivals are driven by high ideals or personal obsessions to be the sole victor in this race. They're thus very difficult to negotiate with or sway.

The horde is a vast army of faceless monsters. Fortunately, the PCs only have to deal a small fraction of them in this adventure.

Rather than describing specific antagonists, *Clever Rivals* (below) and *Tough Rivals* (p. 31) each portray a *type* of competing adventurer – a general strategy for the GM to follow when playing one of the many rival adventurer groups. Each NPC description (pp. 33-41) makes a “clever vs. tough” suggestion, but the GM can choose whichever he likes.

There are many powers in the world, for good or for evil. Some are greater than I am. Against some I have not yet been measured.

– J.R.R. Tolkien, *The Fellowship of the Ring*

CLEVER RIVALS

The clever rival works smarter, not harder. He can be easier to talk to, but he's less up-front about what he really wants and is therefore less predictable.

CAUSE AND MOTIVATION

The clever rival is pursuing a specific goal but is very flexible in the means by which he's willing to achieve it. He's probably in it for the money and will do just about anything to get it; if he's pursuing a moral or political agenda, he can rationalize a great deal of amoral and illegal behavior to achieve it. He's entirely willing to give up glory or abandon the quest entirely if he's sufficiently well-paid or can be assured that the moral or political situation will be resolved to his satisfaction.

RESOURCES

The clever rival selects his followers for ability. Each follower has +1 to his most definitive skill. For example, a warrior would get +1 to his primary weapon skill, the artillery mage +1 to a primary Missile spell, and so on.

THE PROTAGONISTS

The clever rival is pursuing the same goal as the PCs, with a businessman's eye. He feels no personal animosity toward them, but he has no positive sentiment toward them either and is willing to let them die. It's possible to negotiate deals with the clever rival, and he will hold up his end of the deal so long as it's in his interest. However, in the barren and dangerous desert, where no one will see or care, he's willing to betray anyone if he sees advantage in it.

EVENTS

Clever rival adventurers may first be encountered in town, though at the time it may not be clear that they're rivals. After that, they're encountered periodically in the wilderness. Without the PCs' intervention, they'll pursue the mirror cautiously and with a somewhat better chance of ultimate success than tough rivals. Should they succeed, they'll most likely treat the mirror as a resource to be exploited, using it directly for their own benefit if possible and selling it if not.

This would make the mirror a free-floating menace in the campaign, passing from one diabolically powered threat to another. If the PCs fail to pursue the mirror, it could come back to haunt them in the form of a series of monster gatherings, powered-up egomaniacs, and the occasional minor demonic invasion.

HOLES

Rival NPC groups are a complication in this adventure, but they are not absolutely key to achieving the ultimate goal of getting the mirror. However, PCs may get sidetracked by making negotiation with rivals their main focus rather than getting on with the business at hand. Should that happen, there are enough other adventurers out there that one of them will eventually get to the mirror before the PCs.

Clever Rival Interactions

The first instinct of clever rivals is to avoid interacting with anyone they come across – it's safer that way. If they must interact, they prefer to negotiate; clever rivals may form temporary alliances if they run into one another. If they can't negotiate, they'll flee if they can (often the case if they run into tough rivals) and fight if they must (usually the case against the horde)

CUSTOM FIT

The “clever rival” slot is a good position for an agent working for a PC's Enemy (though not the Enemy himself), anyone with whom the PCs have an ambiguous relationship, and even a potential Contact or Ally.

TOUGH RIVAL

The tough rival is a driven crusader, to whom the means of completing the task is nearly as important as successfully achieving his goal.

However, if the heroes are able to reach an agreement with him, he can be counted on to keep his word.

Tough Rival Interactions

Tough rivals rely on a steadfast approach, going through rather than around problems, but they're not stupid. A tough rival encountering other rivals treats them as he would PCs: a warning on the first encounter, combat on the second. An encounter between two tough rivals may quickly turn into an honorable duel. Tough rivals may retreat from the horde if they absolutely must, but their first instinct is to stand fast and defeat the enemy.

EVENTS

Like clever rivals, tough rivals are first encountered in town and then in the wilderness. They follow what is essentially a high-risk, high-return strategy. They're more likely to get killed along the way, but if they don't they're more likely to get to the mirror first. A tough rival “victory” may be a best-case scenario for lazy or slow-moving PCs, since most of the tough rivals want to destroy the mirror, which both eliminates it as a threat and dissolves the horde. However, a success by a tough rival could have subtle implications down the line. If, for example, the High Priestess or the Holy Warrior succeeds, that rival will become more influential, possibly taking her or his sect in a more militant direction. Once the horde has fallen apart, the PCs may suddenly find themselves in the middle of a purity crusade.

CAUSE AND MOTIVATION

The tough rival is, in his own mind if nowhere else, Keeper of the Faith and Defender of the Realm . . . or the Chosen One . . . or otherwise unique in the universe. Whatever it is he wants to do, he wants to do it his own way, and doesn't trust others to do it right.

RESOURCES

Where the clever rival selects for skill, the tough rival selects for staying power and mental toughness. The tough rival's followers get +1 to Will.

THE PROTAGONISTS

A tough rival doesn't particularly like or trust the PCs. In fact, he may decide it's easier to just kill them, either to get them out of the way or to punish them for their own wickedness.

HOLES

As observed for clever rivals, PCs may get sidetracked into dealing with rival adventurers rather than the adventure itself, and with much the same consequences if they spend the adventure fighting with tough rivals as if they wasted too much time negotiating with clever ones. They *can* do it and discover that someone has dispersed the horde for them, but they may have to deal with the same problem again later.

CUSTOM FIT

Tough rivals can be a good showcase for important organizations or ideological tendencies in the campaign world. The High Priestess and the Holy Warrior, for example, may be representatives of notable religions, while the Dark Artist may be a member of a powerful but problematic secret society of magicians.

THE HORDE

The main body of the horde, some tens of thousands of monsters, is actually off-screen during this adventure. It functions as an omnipresent but nebulous threat, a source of wandering monsters. What adventurers will encounter is an endless procession of scouts, stragglers, foragers, and small bodies on their way to join up.

change. The GM may want to keep track of the number of monsters the heroes fight. If that number passes 100, increase N (p. 10) by 25%, as local elements of the horde start to take notice of dangerous conditions in the area. If they fight more than 200 monsters, double N *and* the disposition of any group of wandering monsters will be either high alert or ambush. At 300 monsters, triple N; at 400, quadruple N; and so on.

Horde Interactions

The members of the horde are equal-opportunity spreaders of fear and destruction, as happy to kill the PCs as anyone else. They play no favorites, and simply go after targets of opportunity. If a band of monsters sees one group of adventurers closer and another farther away, they'll attack the closer one, and get to the farther one afterward if convenient.

This opens up the possibility of adventurer groups using the horde as a device against one another. A particularly subtle band of adventurers might create easily followed signs pointing to a group of rivals (e.g., banging noisy objects together, smoky campfires, lots of footprints heading in the right direction). It may slow the group down, but in the long run, it can save a lot of trouble to have two enemies fighting one another rather than you.

THE PROTAGONISTS

The horde's attitude toward the PCs and rival adventurers alike is one of impersonal malice. They would be delighted to see the PCs dead if they happen to meet, but they're not going out of their way to find them. Indeed, as an organization, they're simply not *aware* of the adventurers, nor would they be terribly interested if they were. But they will not hesitate to attack anyone they see, even if a reasonable analysis would suggest that the adventurers are much more powerful. Monster-race PCs encountered in isolation (that is, not visibly accompanied by non-monster traveling companions) are assumed to be horde members, but will be subject to the same violence if they are discovered not to be.

EVENTS

Elements of the horde are involved in any number of wandering-monster encounters and, of course, defending the stronghold containing the mirror. If left to their own devices, they will eventually coalesce into a huge body of fanatical troops and roll over the landscape, destroying and pillaging everything they see and killing anyone who isn't a member of the horde. All things considered, it's best that the heroes try to stop that from happening.

CAUSE AND MOTIVATION

The leader of the horde is a garden-variety megalomaniac. He wants to take over the world and has gotten demonic power to support that. The monsters of the horde are compelled by his magically assisted charisma. They delight in cruelty and destruction, of course, but the main motivation of any given band is their particular task: rendezvous with the main body of the horde, find something or someone to eat, carry a message from here to there, guard a specific place, etc. They will happily kill any enemy they happen to come across and aren't inclined to negotiate, but they aren't really looking diligently for infiltrators. After all, a few refugees here and there won't make any difference when the massed thousands get rolling.

RESOURCES

The horde's main resource is numbers; the leader of the horde presumably has lots of direct power, but never appears on screen. So far as the heroes are concerned, orcs and ogres and such are in infinite supply. They're not terribly well-coordinated, though. Each wandering band is essentially on its own. Command and control is extremely poor outside of the main body of the horde, and fleeing survivors of defeated bands aren't likely to be able to accurately direct others to the adventurers who beat them. Indeed, numerous small groups of adventurers can wander through the desert and, if they're careful, stay alive for quite some time, since there will be no coordinated searches to find them.

Of course, if the delvers make it their mission to kill lots and lots of monsters and disrupt the horde's operations, that can

HOLES

The adventurers may go *way* off the reservation in an effort to track down and attack the head bad guy directly. If the GM wants to allow this, he can improvise by treating the Dark Lord as one of the magic-using rivals (pp. 34-39) with maxed-out Magery (or equivalent), high skills in all Fire and Necromantic spells, impressive Charisma and Leadership, and a few tens of thousands of fanatically devoted monster Allies. If they somehow manage to win this fight, they'll find themselves in the middle of an orcish civil war. Moreover, the way to the loot in the hidden fortress still isn't clear! They've just opened the field for their rivals to get there first, which means that the mirror may fall into the wrong hands and they'll have to do the whole thing all over again.

CUSTOM FIT

The leader of the horde can be employed by the campaign's favorite Evil Force. Though orcs and other monsters are provided here, the GM can easily substitute evil cultists and Things From Beyond.

CHAPTER SIX

NPCs

The adventurers have a *lot* of work to do to get to the mirror. They have to face both rival adventuring parties and all

manner of monsters. So here they are, complete with equipment lists!

Danger always strikes when everything seems fine.
– Kambei Shimada, in *Seven Samurai*

RIVALS

This section contains the leaders of rival NPC adventurer groups. They are all based on standard *Dungeon Fantasy* templates and are built using 250 to 300 points. Details on languages and culture have been omitted; the GM may tailor these to fit the campaign.

These delvers may also be used as PCs if players aren't willing or able to build their own characters. The GM may allow modifications as time and circumstances permit; at the very least, each player should choose the character's social traits (language, etc.) and select up to five quirks. The points from quirks may be used to customize the character; however, some of those points may be required to pay for the listed gear.

THE ARISTOCRAT

300 points

Aylassa, the Aristocrat, is a high elf swashbuckler. She's vaguely attractive in the way many elves are, more pale than one would expect from someone in the desert, and dresses with a bit of style, but her true charm only begins to show when she opens her mouth. The only thing faster and sharper than Aylassa's tongue is her blade. She's a delight to spend time with, but don't let her charisma and talent for a well-turned phrase fool you.

Used as a rival adventurer, the Aristocrat is a clever rival. She is accompanied by a basic archer (p. 42), a pixie thief (p. 45), a healing cleric (pp. 43-44), an artillery mage (p. 43) with water-related spells, and extra basic warriors (p. 43) and basic archers (p. 42) as necessary to bring the total number of henchmen up to N+4.

ST 11 [20]*; **DX** 17 [140]; **IQ** 11 [0]*; **HT** 13 [30].
Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 13 [0].

Basic Speed 7.50 [0]; Basic Move 7 [0]; Dodge 11†; Parry 15‡ (Rapier); Block 14†.

Advantages

Ambidexterity [5]; Appearance (Attractive) [0]*; Charisma 1 [5]; Combat Reflexes [15]; Enhanced Parry 1 (Rapier) [5]; Extra Attack 1 [25]; High Elf [20]; Luck [15]; Magery 0 [0]*; Musical Ability 1 [0]*; Rapier Wit [5]; Weapon Master (Rapier) [20]; Voice [0]*.

Perks: Elven Gear*; Weapon Bond (Rapier). [1]

Disadvantages

Code of Honor (Gentleman's) [-10]; Compulsive Carousing (12) [-5]; Compulsive Spending (12) [-5]; Gregarious [-10]; Sense of Duty (Nature) [0]*; Trickster (12) [-15]; Vow (Use only weapon of choice) [-5].

Skills

Acrobatics (H) DX [4]-17; Boxing (A) DX [2]-17; Carousing (E) HT [1]-13; Climbing (A) DX-1 [1]-16; Connoisseur (Literature) (A) IQ-1 [1]-10; Connoisseur (Wine) (A) IQ-1 [1]-10; Fast-Draw (Knife) (E) DX+1 [1]-18†; Fast-Draw (Sword) (E) DX+1 [1]-18†; Fast-Talk (A) IQ+1 [1]-12§; Gesture (E) IQ [1]-11; Jumping (E) DX [1]-17; Knife (E) DX [1]-17; Rapier (A) DX+3 [12]-20; Savoir-Faire (High Society) (E) IQ+1 [2]-12; Search (A) Per-1 [1]-10; Sex Appeal (A) HT+2 [1]-15¶; Shield (Buckler) (E) DX+3 [8]-20; Stealth (A) DX-1 [1]-16; Throwing (A) DX-1 [1]-16; Wrestling (A) DX [2]-17.

* Included in or modified by high elf racial template.

† Includes +1 for Combat Reflexes.

‡ Includes +1 for Enhanced Parry.

§ Includes +2 for Voice.

¶ Includes +1 for Appearance.

Equipment

- *Backpack* (p. B288) [**Torso**] Holds 40 lbs. \$60, 3 lbs.
- *Blanket* (p. B288) [**Backpack**] \$20, 4 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Canteen* (p. B288) [**Backpack**] \$10, 3 lbs.
- *Hat, wide with hide fringe* (*Treasure Tables*, p. 17) [**Head**] \$36, 0.3 lb.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2*. \$100, 10 lbs.
- *Leather Helm* (p. B284) [**Torso**] DR 2. \$20, 0.5 lb.
- *Light Shield (Buckler)* (p. B287) [**Torso**] DB 1. \$25, 2 lbs.
- *Personal Basics* (p. B288) [**Backpack**] \$5, 1 lb.
- *Rapier* (p. B273) [**Torso**] 1d+2 imp. \$500, 2.75 lbs.
- *Rations × 12* (p. B288) [**Backpack**] \$24, 6 lbs.
- *Torch × 2* (p. B288) [**Backpack**] \$6, 2 lbs.

THE DARK ARTIST

270 points

Gygga-Khyak, the Dark Artist, is a dark one demonologist. Though otherworldly spirits are comfortable around him, he's simply disquieting to most mortals, both for his unnatural lineage and for his unstoppable ambition to gather eldritch power. Gygga-Khyak is nondescript as his people go, with a long, narrow face, dark hair cut very short, and slightly battered, very practical clothing. But he has a disconcerting habit of staring at people with unblinking eyes as he talks to them, made all the more disturbing by his cat-like pupils with blue and red striations.

Although the Dark Artist is probably a clever rival when used as an opponent, a particularly obsessive one might act as a tough rival who prefers his own demons to the one behind the mirror. He is accompanied by two basic dwarf warriors (pp. 42-43), a support cleric (p. 44), a pixie thief (p. 45), an artillery mage (p. 43) with fire-related spells, and extra barbarians (p. 42) as necessary to bring the total number of henchmen up to N+4.

ST 10 [0]; **DX** 12 [40]; **IQ** 15 [100]; **HT** 12 [20].

Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 16 [5]; Per 14 [-5]; FP 12 [0].

Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9; Parry 10 (Shortsword); Block 10.

Advantages

Dark One [20]; Demonic Attunement 3 [24]; Detect (Demons and demonic forces; PM, -10%) [9]; Eidetic Memory [5]; Elder Gift 2 [0]*; Hard to Kill 2 (PM, -10%) [4]; High Manual Dexterity 2 [0]*; High Pain Threshold [10]; Night Vision 1 [0]*; Resistant to Demonic Powers (+8) (PM, -10%) [5]; Resistant to Metabolic Hazards (+3) [0]*; Spirit Empathy (Specialized, Demons, -50%) [5]; Unfazeable [15].

Perks: Better Power Items*. [0]

Disadvantages

Bloodlust (12) [0]*; Frightens Animals [-10]; Low Empathy [-20]; Obsession (Become the world's most powerful demonologist) (12) [-10]; Phantom Voices (Annoying) [-5]; Unnatural Features 2 [0]*.

Skills

Alchemy (VH) IQ-1 [1]-14†; Cartography (A) IQ-1 [1]-14; Climbing (A) DX-1 [1]-11; Exorcism (H) Will-1 [2]-15; Gesture (E) IQ [1]-15; Hidden Lore (Demons) (A) IQ+3 [4]-18†; Hiking

(A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-15; Knife (E) DX+2 [4]-14; Meditation (H) Will-1 [2]-15; Observation (A) Per-1 [1]-13; Occultism (A) IQ+3 [4]-18†; Physiology (Demons) (H) IQ-2 [1]-13; Psychology (Demons) (H) IQ [4]-15; Research (A) IQ [2]-15; Search (A) Per-1 [1]-13; Shield (E) DX+2 [4]-14; Shortsword (A) DX+2 [8]-14; Speed-Reading (A) IQ [2]-15; Stealth (A) DX-1 [1]-11; Thaumatology (VH) IQ [2]-15†.

Spells‡

Counterspell (H) IQ+1 [1]-16; Curse (H) IQ+1 [1]-16; Detect Magic (H) IQ+1 [1]-16; Magic Resistance (H) IQ+1 [1]-16; Pentagram (H) IQ+1 [1]-16; Scryguard (H) IQ+1 [1]-16; Sense Spirit (H) IQ+1 [1]-16; Spell Shield (H) IQ+1 [1]-16; Summon Demon (H) IQ+1 [1]-16; Turn Spirit (H) IQ+1 [1]-16.

* Included in dark one racial template.

† Includes +2 for Elder Gift.

‡ All spells include +3 for Demonic Attunement.

Equipment

- *Backpack* (p. B288) [**Torso**] Holds 40 lbs. \$60, 3 lbs.
- *Blanket* (p. B288) [**Backpack**] \$20, 4 lbs.
- *Canteen* (p. B288) [**Torso**] \$10, 3 lbs.
- *Cloth Armor* (p. B283) [**Torso**] DR 1. \$30, 6 lbs.
- *Leather Helm* (p. B284) [**Torso**] DR 2. \$20, 0.5 lb.
- *Paut × 2* (*Adventurers*, p. 29) [**Backpack**] Restores 4 FP lost to magic. \$270, 1 lb.
- *Personal Basics* (p. B288) [**Backpack**] \$5, 1 lb.
- *Rations × 12* (p. B288) [**Backpack**] \$24, 6 lbs.
- *Rope, 3/8" (10 yards)* (p. B288) [**Backpack**] Supports 300 lbs. \$5, 1.5 lbs.
- *Shoes* (p. B284) [**Feet**] DR 1*. \$40, 2 lbs.
- *Shortsword, Decorated* (p. B273) [**Torso**] 1d cut, 1d-2 imp. The sword has a small gem in the pommel, increasing its value by \$50. With the Dark Artist's perk, this allows the sword to act as a power item providing 7 FP. \$450, 2 lbs.
- *Torch × 2* (p. B288) [**Backpack**] \$6, 2 lbs.

THE EXCEPTIONAL THIEF

270 points

Mirko the Fingers, the Exceptional Thief, has mastered the arts of sneaking and burglary. Don't deride this gnome as a common thief; he's much better than that. He's quiet, and no door or high wall can keep him out. The money may run through his hands once he's got it, but getting it is the point. Mirko is slightly stout, but no more than usual for a gnome, with once-red hair and beard now gone mostly gray. He smiles a lot, but is not to be trusted.

Used as an opponent, the Exceptional Thief is a clever rival. His followers consist of two basic archers (p. 42), a healing cleric (pp. 43-44), a support mage (p. 44), and extra basic warriors (p. 43) and basic archers (p. 42) as necessary to bring the total number of henchmen up to N+4. Given his greed and the magnitude of the treasure involved, he may be particularly difficult to buy off.

ST 11 [10]; **DX** 16 [120]; **IQ** 13 [60]; **HT** 11 [10].

Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 14 [5]; FP 14 [0]*.

Basic Speed 6.25 [-10]; Basic Move 6 [5]*; Dodge 9; Parry 10 (Shortsword).

SM -1*.

Advantages

Catfall [10]; Flexibility [5]; Gnome [20]; High Manual Dexterity 1 [5]; Night Vision 5 [0]*; Perfect Balance [15]; Resistant to Poison (+3) [0]*; Widget Worker 2 [0]*.

Perks: Honest Face. [0]*

Disadvantages

Code of Honor (Pirate's) [-5]; Compulsive Spending (12) [-5]; Curious (12) [0]*; Greed (12) [-15]; Trickster (12) [-15].

Skills

Acrobatics (H) DX-1 [1]-15†; Brawling (E) DX [1]-16; Carousing (E) HT [1]-11; Climbing (A) DX+3 [1]-19‡; Escape (H) DX+1 [1]-17‡; Fast-Draw (Knife) (E) DX [1]-16; Fast-Draw (Sword) (E) DX [1]-16; Filch (A) DX [2]-16; Forced Entry (E) DX+2 [1]-18§; Forgery (H) IQ-2 [1]-11; Gambling (A) IQ-1 [1]-12; Garrote (E) DX [1]-16; Gesture (E) IQ [1]-13; Holdout (A) IQ [2]-13; Lock-picking (A) IQ+3 [4]-16§; Main-Gauche (A) DX-1 [1]-15; Observation (A) Per-1 [1]-13; Pickpocket (H) DX [2]-16¶; Poisons (H) IQ-2 [1]-11; Scrounging (E) Per+2 [1]-16§; Search (A) Per [2]-14; Shadowing (A) IQ [2]-13; Shortsword (A) DX-1 [1]-15; Sleight of Hand (H) DX-1 [1]-15¶; Smuggling (A) IQ [2]-13; Stealth (A) DX+3 [12]-19; Streetwise (A) IQ [2]-13; Thrown Weapon (Knife) (E) DX [1]-16; Traps (A) IQ+3 [4]-16§; Urban Survival (A) Per [2]-14.

* Included in or modified by gnome racial template.

† Includes +1 for Perfect Balance.

‡ Includes +3 for Flexibility.

§ Includes +2 for Widget Worker.

¶ Includes +1 for High Manual Dexterity.

Equipment

- *Backpack, Undersized* (p. B288) **[Torso]** Holds 20 lbs. \$60, 1.5 lbs.
- *Blanket, Undersized* (p. B288) **[Torso]** \$20, 2 lbs.
- *Canteen* (p. B288) **[Torso]** \$10, 3 lbs.
- *Heavy Leather Leggings, Undersized* (p. B283) **[Legs]** DR 1. \$60, 2 lbs.
- *Heavy Leather Sleeves, Undersized* (p. B283) **[Arms]** DR 1. \$50, 1 lb.
- *Leather Armor, Undersized* (p. B283) **[Torso]** DR 1. \$100, 5 lbs.
- *Leather Helm, Undersized* (p. B284) **[Torso]** DR 1. \$20, 0.25 lb.
- *Light Shield, Undersized* (p. B287) **[Torso]** DB 1. \$25, 1 lb.
- *Lockpicks, Basic, Undersized* (*Adventurers*, p. 25) **[Backpack]** \$50, 0.07 lb.
- *Monster Drool* (*Adventurers*, p. 29) **[Backpack]** Utility poison; Roll vs. HT or take 2 points of injury. \$20, 0.5 lb.
- *Personal Basics, Undersized* (p. B288) **[Backpack]** \$5, 0.67 lb.
- *Rations × 12* (p. B288) **[Backpack]** \$24, 6 lbs.
- *Rope, 3/8" (10 yards)* (p. B288) **[Backpack]** Supports 300 lbs. \$5, 1.5 lbs.

- *Shoes, Undersized* (p. B284) **[Feet]** DR 0. \$40, 1 lb.
- *Shortsword* (p. B273) **[Torso]** 1d+1 cut, 1d-1 imp. Used at -1 to skill due to SM differences. \$400, 2 lbs.
- *Spy's Horn, Undersized* (*Adventurers*, p. 26) **[Backpack]** \$100, 1.34 lbs.
- *Torch × 2* (p. B288) **[Backpack]** \$6, 2 lbs.

THE HIGH PRIESTESS

300 points

Gracious Mother Lunthilde of Dabben-Velben, the High Priestess, is a cleric-holy warrior. There is evil in the world, and the high priestess is there to cast it out. She's actually quite kind and generous, and there's probably no one nicer and more self-denying when she's in town. But evil flees from her, and she's quite eager to chase it down and give it a beating. She hides a surprising amount of muscle under her coarse smock, and her black hair is just long enough to pull back from her blocky face and tie with a sacred knot.

Used as an opponent, she acts as a tough rival. However, her faith makes her more inclined toward being merciful and even helpful to potential enemies, so long as they're not overtly evil. A point or two converted to cash would go a long way to decorating her mace (see *Treasure Tables*) to improve its performance as a power item. She is followed by a basic archer (p. 42), two basic warriors (p. 43), a healing cleric (pp. 43-44), and extra support clerics (p. 44)

and dwarf warriors (pp. 42-43) as necessary to bring the total number of henchmen up to N+4.

ST 14 [40]; **DX** 13 [60]; **IQ** 14 [80]; **HT** 13 [30].

Damage 1d/2d; BL 39 lbs.; HP 14 [0]; Will 14 [0]; Per 14 [0]; FP 13 [0].

Basic Speed 6.00 [-10]; Basic Move 6 [0]; Dodge 9; Parry 11 (Axe/Mace); Block 10.

Advantages

Clerical Investment [5]; Higher Purpose (Slay Demons) [5]; Intuition (PM, -10%) [14]; Power Investiture 4 (Holy) [40]; Resistant to Evil Supernatural Powers (+3) (PM, -10%) [5].

Disadvantages

Compulsive Generosity (12) [-5]; Disciplines of Faith (Ritualism) [-5]; Honesty (12) [-10]; Intolerance ("Evil" religions) [-5]; Overconfidence (12) [-5]; Selfless (12) [-5]; Truthfulness (12) [-5]; Vow (No edged weapons) [-10].



Skills

Axe/Mace (A) DX+3 [12]-16; Climbing (A) DX-1 [1]-12; Diagnosis (H) IQ-2 [1]-12; Esoteric Medicine (Holy) (H) Per [4]-14; Exorcism (H) Will [4]-14; First Aid (E) IQ [1]-14; Hidden Lore (Spirits) (A) IQ-1 [1]-13; Hiking (A) HT-1 [1]-12; Leadership (A) IQ-1 [1]-13; Meditation (H) Will-2 [1]-12; Observation (A) Per-1 [1]-13; Occultism (A) IQ [2]-14; Physiology (Demons) (H) IQ-2 [1]-12; Psychology (Demons) (H) IQ-2 [1]-12; Public Speaking (A) IQ-1 [1]-13; Religious Ritual (Holy) (H) IQ-2 [1]-12; Search (A) Per-1 [1]-13; Shield (E) DX+2 [4]-15; Stealth (A) DX-1 [1]-12; Strategy (Land) (H) IQ-2 [1]-12; Surgery (VH) IQ-2 [2]-12; Tactics (H) IQ-2 [1]-12; Teaching (A) IQ-1 [1]-13; Theology (Holy) (H) IQ-2 [1]-12; Throwing (A) DX+1 [4]-14.

Spells*

Armor (H) IQ+2 [1]-16; Awaken (H) IQ+2 [1]-16; Banish (H) IQ+2 [1]-16; Cleansing (H) IQ+2 [1]-16; Continual Light (H) IQ+2 [1]-16; Continual Sunlight (H) IQ+2 [1]-16; Create Food (H) IQ+2 [1]-16; Create Water (H) IQ+2 [1]-16; Dispel Magic (H) IQ+2 [1]-16; Flaming Weapon (H) IQ+2 [1]-16; Great Healing (VH) IQ+1 [1]-15; Healing Slumber (H) IQ+2 [1]-16; Instant Restoration (H) IQ+2 [1]-16; Lend Energy (H) IQ+2 [1]-16; Lend Vitality (H) IQ+2 [1]-16; Major Healing (VH) IQ+1 [1]-15; Minor Healing (H) IQ+2 [1]-16; Neutralize Poison (H) IQ+2 [1]-16; Recover Energy (H) IQ+2 [1]-16; Relieve Paralysis (H) IQ+2 [1]-16; Resist Cold (H) IQ+2 [1]-16; Resist Fire (H) IQ+2 [1]-16; Restoration (VH) IQ+1 [1]-15; Restore Hearing (H) IQ+2 [1]-16; Restore Sight (H) IQ+2 [1]-16; Restore Speech (H) IQ+2 [1]-16; Share Vitality (H) IQ+2 [1]-16; Stone to Flesh (H) IQ+2 [1]-16; Stop Bleeding (H) IQ+2 [1]-16; Stop Paralysis (H) IQ+2 [1]-16; Stop Spasm (H) IQ+2 [1]-16.

* All spells include +4 for Power Investiture.

Equipment

- *Backpack, Small* (p. B288) **[Torso]** \$60, 3 lbs.
- *Boots* (p. B284) **[Feet]** DR 2*. \$80, 3 lbs.
- *Canteen* (p. B288) **[Torso]** \$10, 3 lbs.
- *First Aid Kit* (*Adventurers*, p. 24) **[Backpack]** \$50, 2 lbs.
- *Holy Symbol* (*Adventurers*, p. 26) **[Backpack]** \$50, 1 lb.
- *Holy Water* × 4 (*Adventurers*, p. 26) **[Backpack]** \$30, 4 lbs.
- *Fine Mace* (p. B271) **[Torso]** 2d+3 cr. Also acts as a power item holding 3 FP. \$150, 5 lbs.
- *Mail Leggings* (p. B283) **[Legs]** DR 4/2*. \$110, 15 lbs.
- *Mail Shirt* (p. B283) **[Torso]** DR 4/2*. \$150, 16 lbs.
- *Mail Sleeves* (p. B283) **[Arms]** DR 4/2*. \$70, 9 lbs.
- *Medium Shield* (p. B287) **[Torso]** DB 2. \$60, 15 lbs.
- *Personal Basics* p. (B288) **[Backpack]** \$5, 1 lb.
- *Pot-Helm* (p. B284) **[Head]** DR 4. \$100, 5 lbs.
- *Torch* × 2 (p. B288) **[Backpack]** \$6, 2 lbs.

THE HOLY WARRIOR

255 points

Kelmak God-Marked, the Holy Warrior, is not quite up to the brute force of the Lizard King or the Noble Knight. However, in a pinch he's nearly as good, and he's doubly so against the forces of evil. Where the High Priestess casts out evil, the holy warrior is more inclined toward smiting. And though he's no fun to be with, he's a genuinely nice person beneath the excessively serious demeanor. Kelmak's head is shaved, which seems to emphasize his beak-like nose and

unsmiling face, and where he's not covered with armor, his skin is mostly covered with a mixture of battle scars and sacred tattoos.

As an opponent, the Holy Warrior is a particularly implacable tough rival. His boon companions include two basic warriors (p. 43), two archers (p. 42), a healing cleric (pp. 43-44), and extra support clerics (p. 44) and basic warriors (p. 43) as necessary to bring the total number of henchmen up to N+4.

ST 14 [40]; **DX** 13 [60]; **IQ** 12 [40]; **HT** 13 [30].

Damage 1d/2d; BL 39 lbs.; HP 15 [2]; Will 14 [10]; Per 12 [0]; FP 13 [0].

Basic Speed 6.00 [-10]; Basic Move 6 [0]; Dodge 9; Parry 13* (Polearm).

Advantages

Blessed (PM, -10%) [9]; Born War-Leader 1 [5]; Charisma 1 [5]; Enhanced Parry 1 (Polearm) [5]; High Pain Threshold [10]; Higher Purpose (Slay Demons) [5]; Holiness 2 [10]; Resistant to Evil Supernatural Powers (+8) (PM, -10%) [7].

Perks: Foes slain personally can't rise as undead. [1]

Disadvantages

Compulsive Vowing (12) [-5]; Discipline of Faith (Ritualism) [-5]; Honesty (12) [-10]; No Sense of Humor [-10]; Selfless (12) [-5]; Vow (Chastity) [-5].

Skills

Brawling (E) DX+1 [2]-14; Climbing (A) DX-1 [1]-12; Crossbow (E) DX+2 [4]-15; Esoteric Medicine (H) Per-2 [1]-10; Exorcism (H) Will [4]-14; Fast-Draw (Arrow) (E) DX [1]-13; Hidden Lore (Demons) (A) IQ [2]-12; Hiking (A) HT-1 [1]-12; Intimidation (A) Will-1 [1]-13; Leadership (A) IQ+1 [1]-13†‡; Meditation (H) Will-2 [1]-12; Observation (A) Per-1 [1]-11; Physiology (Orc) (H) IQ [4]-12; Polearm (A) DX+5 [20]-18; Psychology (Orc) (H) IQ [4]-12; Public Speaking (A) IQ [1]-12‡; Religious Ritual (Holy) (H) IQ-2 [1]-10; Riding (Horse) (A) DX-1 [1]-12; Singing (E) HT+2 [4]-15; Strategy (Land) (H) IQ [2]-12‡; Tactics (H) IQ [4]-13‡; Theology (Holy) (H) IQ-2 [1]-10; Wrestling (A) DX+1 [4]-14.

* Includes +1 for Enhanced Parry.

† Includes +1 for Charisma.

‡ Includes +1 for Born War-Leader.

Equipment

- *Backpack* (p. B288) **[Torso]** Holds 40 lbs. \$60, 3 lbs.
- *Blanket* (p. B288) **[Backpack]** \$20, 4 lbs.
- *Bolts* × 20, *Crossbow* (p. B276) **[Quiver]**. \$40, 1.2 lbs.
- *Canteen* (p. B288) **[Torso]** \$10, 3 lbs.
- *Crossbow* (p. B276) **[Torso]** 1d+4 imp. \$150, 6 lbs.
- *Healer's Kit* (*Adventurers*, p. 26) **[Backpack]** \$200, 10 lbs.
- *Heavy Leather Leggings* (p. B283) **[Legs]** DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) **[Arms]** DR 2. \$50, 2 lbs.
- *Hip Quiver* (p. B289) **[Torso]** Holds up to 20 arrows. \$15, 1 lb.
- *Holy Symbol* (*Adventurers*, p. 26) **[Backpack]** \$50, 1 lb.
- *Holy Water* × 2 (*Adventurers*, p. 26) **[Backpack]** \$30, 2 lbs.
- *Leather Helm* (p. B284) **[Torso]** DR 2. \$20, 0.5 lb.
- *Mail Shirt* (p. B283) **[Torso]** DR 4/2*. \$150, 16 lbs.
- *Naginata* (p. B272) **[Torso]** 2d+2 cut, 1d+3 imp. \$100, 6 lbs.
- *Personal Basics* (p. B288) **[Backpack]** \$5, 1 lb.
- *Rations* × 12 (p. B288) **[Backpack]** \$24, 6 lbs.

- *Rope, 3/8" (10 yards)* (p. B288) [**Backpack**] Supports 300 lbs. \$5, 1.5 lbs.
- *Shoes* (p. B284) [**Feet**] DR 1*. \$40, 2 lbs.
- *Torch × 2* (p. B288) [**Backpack**] \$6, 2 lbs.

THE LIZARD KING

265 points

Ssa Sshuq, the Lizard King, is uncouth, reckless, and looks like a green, scaly threat to just about everyone, but you'd be hard pressed to think of someone you'd rather have on your side, or someone you'd rather not be facing. The Lizard King is a consummate barbarian. What he lacks in subtlety, he makes up for in brute force. He's extremely dangerous even without weapons, and he's an excellent tracker as well. He has a short snout like a very blunt-nosed alligator, and his rough scales are a medium olive green with a distinctive (to other lizard men, anyway) pattern of dull black highlights along his spine and tail.

The Lizard King is, obviously, tough rival material, but a canny GM might play against type by making him a crude but effective pragmatist. His followers include two support clerics (p. 44), a basic thief (p. 44), and extra basic barbarians (p. 42) as necessary to bring the total number of henchmen up to N+4. The cost and weight of his gear are adjusted for a SM +1 character. Used as a PC, one point from quirks should be used for extra starting cash to purchase the listed gear.

ST 19 [63]*; **DX** 13 [60]; **IQ** 9 [0]*; **HT** 14 [30]*.
Damage 2d-1/3d+1; BL 72 lbs.; HP 24 [9]†; Will 9 [0]; Per 11 [10]; FP 14 [0].
Basic Speed 6.25 [-10]; Basic Move 8 [0]*†; Dodge 10‡; Parry 11‡ (Axe/Mace); Block 12‡.
SM +1.

Advantages

Claws (Sharp) [0]*; Combat Reflexes [15]; Damage Resistance 2 (Tough Skin, -40%) [0]*; Discriminatory Smell [15]; High Pain Threshold [10]; Lizard Man [30]; Nictitating Membrane 2 [0]*; Outdoorsman 4 [40]; Peripheral Vision [0]*; Striker (Tail; Crushing; Clumsy, -2 to hit, -40%) [0]*; Teeth (Sharp) [0]*; Temperature Tolerance 3 [0]*; Terrain Adaptation (Sand) [0]*.

Disadvantages

Berserk (12) [-10]; Compulsive Carousing (12) [-5]; Disturbing Voice [0]*; Easy to Read [-10]; Gigantism [0]; Gluttony (12) [-5]; Impulsiveness (12) [-10]; Odious Personal Habit (Unrefined manners) [-5]; Overconfidence (12) [-5]; Sense of Duty (Adventuring companions) [-5]; Social Stigma (Monster) [0]*.

Skills

Animal Handling (Raptors) (A) IQ [2]-9; Axe/Mace (A) DX+2 [8]-15; Brawling (E) DX [1]-13; Camouflage (E) IQ+4 [1]-13§; Carousing (E) HT [1]-14; Climbing (A) DX-1 [1]-12; Disguise (Animals) (A) IQ [2]-9; First Aid (E) IQ [1]-9; Fishing (E) Per+4 [1]-15§; Forced Entry (E) DX [1]-13; Hiking (A) HT-1 [1]-13; Intimidation (A) Will [2]-9; Mimicry (Bird Calls) (H) IQ+2 [1]-11§; Naturalist (H) IQ+2 [1]-11§; Navigation (Land) (A) IQ+4 [2]-13§; Running (A) HT-1 [1]-13; Shield (E) DX+3 [8]-16; Stealth (A) DX [2]-13; Survival (Desert) (A) Per+3 [1]-14§; Swimming (E) HT [1]-14; Throwing (A) DX+1 [4]-14; Tracking (A) Per+3 [1]-14§; Weather Sense (A) IQ [2]-9; Wrestling (A) DX [2]-13.

* Included in or modified by lizard man racial template.

† Includes effects of SM +1 from Gigantism.

‡ Includes +1 for Combat Reflexes.

§ Includes +4 for Outdoorsman.

Equipment

- *Arrows, Outsize × 16* (p. B276) [**Quiver**] \$48, 2.4 lbs.
- *Boots, Outsize* (p. B284) [**Feet**] DR 2*. \$160, 6 lbs.
- *Fine Axe, Outsize* (p. B271) [**Torso**] 3d+5 cut. \$750, 6 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 arrows. \$30, 2 lbs.
- *Mail Loincloth (Loadouts, p. 8)* [**Groin**] DR 4/2*. \$120, 12 lbs.
- *Medium Shield, Outsize* (p. B287) [**Torso**] DB 2. \$90, 22.5 lbs.
- *Partial Mail Top, Outsize (Loadouts, p. 8)* [**Torso**] DR 4/2*. \$150, 14 lbs.
- *Regular Bow, Outsize* (p. B287) [**Torso**] 2d+1 imp. \$150, 3 lbs.

*Wits and swords are as
straws against the wisdom
of the Darkness.*

– Robert E. Howard,
“The Phoenix on the Sword”

THE MAGE

300 points

Rodique de Passan, the Mage, is actually a wizard-scholar, specializing in combat spells. The Mage is a student of all things magical. He can be difficult to deal with, but he knows what he's talking about. Rodique keeps his round face clean-shaven but covers his slightly oversized head and rapidly thinning brown hair with a long knit cap, which dangles to the side almost to his shoulder; somehow, he manages not to get it caught in any of the books he peers closely at.

Like the Dark Artist, the Mage can be either a tough or clever rival. His followers include two basic dwarf warriors (pp. 42-43), an artillery mage (p. 43) with Earth spells, a support mage (p. 44), a basic thief (p. 44), and extra basic warriors (p. 43) as necessary to bring the total number of henchmen up to N+4.

ST 10 [0]; **DX** 12 [40]; **IQ** 16 [120]; **HT** 11 [10].
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 16 [0]; Per 13 [-15]; FP 14 [9].

Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 9; Parry 9 (Small-sword); Block 10.

Advantages

Book-Learned Wisdom 1 (2) [9]; Eidetic Memory [5]; Magery 4 [45]; Wild Talent 1 (No Advantage Requirements, +50%) [30].

Disadvantages

Bad Temper (12) [-10]; Frightens Animals [-10]; Oblivious [-5]; Obsession (To become the world's most powerful wizard) (12) [-10].

Skills

Alchemy (VH) IQ [8]-16; Cartography (A) IQ [2]-16; Climbing (A) DX-1 [1]-11; Diplomacy (H) IQ-3 [1]-13*; First Aid (E) IQ [1]-16; Hazardous Materials (Magical) (A) IQ-1 [1]-15; Hidden Lore (Demons) (A) IQ [2]-16; Hidden Lore (Elementals) (A) IQ-1 [1]-15; Hidden Lore (Lost Civilizations) (A) IQ-1 [1]-15; Hidden Lore (Magical Items) (A) IQ [2]-16; Hidden Lore (Spirits) (A) IQ-1 [1]-15; Hiking (A) HT-1 [1]-10; Innate Attack (Beam) (A) DX [1]-12; Innate Attack (Breath) (A) DX+1 [2]-13; Innate Attack (Projectile) (A) DX+1 [2]-13; Meditation (H) Will-1 [2]-15; Occultism (A) IQ [2]-16; Research (A) IQ-1 [1]-15; Savoir-Faire (High Society) (E) IQ-1 [1]-15*; Shield (Buckler) (E) DX+2 [4]-14; Smallsword (A) DX+1 [4]-13; Speed-Reading (A) IQ-1 [1]-15; Stealth (A) DX-1 [1]-11; Strategy (Land) (H) IQ-2 [1]-14; Teaching (A) IQ-1 [1]-15; Thaumatology (VH) IQ+1 [1]-17†; Writing (A) IQ-1 [1]-15.

Spells†

Breathe Fire (VH) IQ+1 [1]-17; Burning Touch (H) IQ+2 [1]-18; Concussion (H) IQ+2 [1]-18; Create Air (H) IQ+2 [1]-18; Create Fire (H) IQ+2 [1]-18; Deflect Energy (H) IQ+2 [1]-18; Explosive Fireball (H) IQ+2 [1]-18; Extinguish Fire (H) IQ+2 [1]-18; Fire Cloud (H) IQ+2 [1]-18; Fireball (H) IQ+2 [1]-18; Fireproof (H) IQ+2 [1]-18; Flame Jet (H) IQ+2 [1]-18; Flaming Armor (H) IQ+2 [1]-18; Flaming Missiles (H) IQ+2 [1]-18; Flaming Weapon (H) IQ+2 [1]-18; Heat (H) IQ+2 [1]-18; Ignite Fire (H) IQ+2 [1]-18; Lightning (H) IQ+2 [1]-18; Purify Air (H) IQ+2 [1]-18; Rain of Fire (H) IQ+2 [1]-18; Resist Fire (H) IQ+2 [1]-18; Shape Air (H) IQ+2 [1]-18; Shape Fire (H) IQ+2 [1]-18; Smoke (H) IQ+2 [1]-18; Sound (H) IQ+2 [1]-18; Spark Storm (H) IQ+2 [1]-18; Stench (H) IQ+2 [1]-18; Thunderclap (H) IQ+2 [1]-18; Wall of Lightning (H) IQ+2 [1]-18; Windstorm (H) IQ+2 [1]-18.

* Includes -1 for Oblivious.

† Thaumatology and all spells include +4 for Magery.

Equipment

- *Backpack* (p. B288) **[Torso]** Holds 40 lbs. \$60, 3 lbs.
- *Blanket* (p. B288) **[Backpack]** \$20, 4 lbs.
- *Boots* (p. B284) **[Feet]** DR 2*. \$80, 3 lbs.
- *Canteen* (p. B288) **[Torso]** \$10, 3 lbs.
- *Heavy Leather Sleeves* (p. B283) **[Arms]** DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) **[Torso]** DR 2. \$100, 10 lbs.
- *Cloth Cap* (p. B284) **[Head]** DR 1*. \$5, neg.
- *Leather Pants* (p. B283) **[Legs]** DR 1*. \$40, 3 lbs.
- *Light Shield* (p. B287) **[Torso]** DB 1. \$25, 2 lbs.
- *Paut (Adventurers, p. 29)* **[Backpack]** Restores 4 FP lost to magic. \$135, 0.5 lb.
- *Personal Basics* (p. B288) **[Backpack]** \$5, 1 lb.
- *Rations × 12* (p. B288) **[Backpack]** \$24, 6 lbs.
- *Rope, 3/8" (10 yards)* (p. B288) **[Backpack]** Supports 300 lbs. \$5, 1.5 lbs.

- *Smallsword* (p. B273) **[Torso]** 1d-1 imp; can be used as a power item holding 5 FP. \$400, 1.5 lbs.
- *Torch × 2* (p. B288) **[Backpack]** \$6, 2 lbs.

THE MASTER OF THE ELEMENTS

255 points

Gav of Oldwater, a druid, is the Master of the Elements. Gav is less concerned with life forces and living things than most druids, and more interested in material natural forces and substances. No matter how strange things get around him, he's at one with nature. He has shaggy hair and an untrimmed beard which are almost the same shade as the furs he habitually wears, making him look more like an ape or a bear than a man from a distance.

His fellow travelers are a basic archer (p. 42), a pixie thief (p. 45), a healing cleric (pp. 43-44), an artillery mage (p. 43) with Earth spells, and extra basic barbarians (p. 42) as necessary to bring the total number of henchmen up to N+4.

ST 11 [10]; **DX** 12 [40]; **IQ** 14 [80]; **HT** 13 [30].

Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 14 [0]; Per 14 [0]; FP 13 [0].

Basic Speed 6.00 [-5]; Basic Move 6 [0]; Dodge 9; Parry 10 (Shortsword); Block 10.

Advantages

Green Thumb 1 [5]; Outdoorsman 1 [10]; Power Investiture 4 (Druidic) [40]; Terrain Adaptation (Sand; PM, -10%) [5].

Disadvantages

Discipline of Faith (Ritualism) [-5]; Odious Personal Habit ("Dirty Hippie") [-5]; Sense of Duty (Nature) [-15]; Stubbornness [-5]; Weirdness Magnet [-15].

Skills

Animal Handling (Equines) (A) IQ-1 [1]-13; Camouflage (E) IQ+1 [1]-15*; Climbing (A) DX [2]-12; Disguise (Animals) (A) IQ-1 [1]-13; Esoteric Medicine (Druidic) (H) Per [4]-14; First Aid (E) IQ [1]-14; Herb Lore (VH) IQ [4]-14†; Hidden Lore (Elementals) (A) IQ-1 [1]-13; Hiking (A) HT-1 [1]-12; Knife (E) DX [1]-12; Mimicry (Bird Calls) (H) IQ-1 [1]-13*; Naturalist (H) IQ+1 [2]-15*†; Observation (A) Per-1 [1]-13; Pharmacy (Herbal) (H) IQ-2 [1]-12; Religious Ritual (Druidic) (H) IQ-2 [1]-12; Shield (A) DX+2 [4]-14; Shortsword (A) DX+3 [12]-15; Stealth (A) DX [2]-12; Survival (Desert) (A) Per [1]-14*; Theology (Druidic) (H) IQ-2 [1]-12; Throwing (A) DX+1 [4]-13; Veterinary (H) IQ-2 [1]-12; Weather Sense (A) IQ [2]-14.

[The druids] have an especially odd and unbelievable method of divination for the most important matters. Having anointed a human victim, they stab him . . .

– *Diodorus Siculus 5.31*

Spells‡

Beast Speech (H) IQ+2 [1]-16; Beast-Soother (H) IQ+2 [1]-16; Body of Wind (H) IQ+2 [1]-16; Body of Wood (H) IQ+2 [1]-16; Clouds (H) IQ+2 [1]-16; Conceal (H) IQ+2 [1]-16; Cure Disease (H) IQ+2 [1]-16; Detect Magic (H) IQ+2 [1]-16; Detect Poison (H) IQ+2 [1]-16; Dispel Magic (H) IQ+2 [1]-16; Fog (H) IQ+2 [1]-16; Freeze (H) IQ+2 [1]-16; Frost (H) IQ+2 [1]-16; Mystic Mist (H) IQ+2 [1]-16; Rain (H) IQ+2 [1]-16; Recover Energy (H) IQ+2 [1]-16; Rider (H) IQ+2 [1]-16; Sandstorm (H) IQ+2 [1]-16; Seek Water (H) IQ+2 [1]-16; Sense Life (H) IQ+2 [1]-16; Shape Air (H) IQ+2 [1]-16; Shape Earth (H) IQ+2 [1]-16; Shape Water (H) IQ+2 [1]-16; Snow (H) IQ+2 [1]-16; Spider Silk (H) IQ+2 [1]-16; Storm (H) IQ+2 [1]-16; Summon Air Elemental (H) IQ+2 [1]-16; Summon Earth Elemental (H) IQ+2 [1]-16; Summon Fire Elemental (H) IQ+2 [1]-16; Summon Water Elemental (H) IQ+2 [1]-16; Wall of Wind (H) IQ+2 [1]-16; Waves (H) IQ+2 [1]-16; Whirlpool (H) IQ+2 [1]-16; Wind (H) IQ+2 [1]-16; Windstorm (H) IQ+2 [1]-16.

* Includes +1 for Outdoorsman.

† Includes +1 for Green Thumb.

‡ All spells include +4 for Power Investiture.

Equipment

- *Backpack* (p. B288) [**Torso**] Holds 40 lbs. \$60, 3 lbs.
- *Blanket* (p. B288) [**Backpack**] \$20, 4 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Canteen* (p. B288) [**Torso**] \$10, 3 lbs.
- *Fur Loincloth* (p. B283) [**Groin**] DR 1*. \$10, neg.
- *Fur Tunic* (p. B283) [**Torso**] DR 1*. \$25, 2 lbs.
- *Heavy Cloak* (p. B287) [**Torso**] \$50, 5 lbs.
- *Leather Helm* (p. B284) [**Torso**] DR 2. \$20, 0.5 lb.
- *Personal Basics* (p. B288) [**Backpack**] \$5, 1 lb.
- *Rations × 12* (p. B288) [**Backpack**] \$24, 6 lbs.
- *Rope, 3/8" (10 yards)* (p. B288) [**Backpack**] Supports 300 lbs. \$5, 1.5 lbs.
- *Shortsword* (p. B273) [**Torso**] 1d+1 cut, 1d-1 imp. Can act as a power item containing 5 FP. \$400, 2 lbs.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.
- *Torch × 2* (p. B288) [**Backpack**] \$6, 2 lbs.

THE MASTER OF THE EMPTY HAND

250 points

Don't be fooled by the modest size and sour demeanor of Banchi Du-Jao, the Master of the Empty Hand. This martial artist is serious about everything, but he's *particularly* serious about his art. Du-Jao prefers to have students do his bidding, as he stands silently in the back with a scowl and crossed arms. His loose-fitting garments are dyed with pastel colors, and he keeps them immaculately clean, even while on the road.

The Master of the Empty Hand could easily be played pragmatically, as a clever rival, or fanatically, as a tough rival. He is accompanied by students: a support mage (p. 44), a healing cleric (pp. 43-44), a basic archer (p. 42), and extra karatekas (p. 43) as necessary to bring the total number of henchmen up to N+6.

ST 11 [10]; **DX** 16 [120]; **IQ** 10 [0]; **HT** 12 [20].

Damage 1d-1/1d+2; BL 24 lbs.; HP 11 [0]; Will 11 [5]; Per 10 [0]; FP 12 [0].

Basic Speed 7.00 [0]; Basic Move 8 [5]; Dodge 10; Parry 11 (Judo).

Advantages

Chi Talent 2 [30]; Damage Resistance 1 (PM, -10%; Tough Skin, -40%) [3]; Extra Attack 1 (PM, -10%) [23]; Striking ST 1 (PM, -10%) [5]; Super Jump 1 (PM, -10%) [9]; Trained By A Master [30].

Disadvantages

Code of Honor (Bushido) [-15]; Disciplines of Faith (Chi Rituals) [-10]; No Sense of Humor [-10]; Obsession (Perfect my art at any cost) (12) [-10]; Vow (Vegetarianism) [-5].

Skills

Acrobatics (H) DX-1 [2]-15; Blind Fighting (VH) Per [2]-10*; Body Control (VH) HT [2]-12*; Breaking Blow (H) IQ+1 [2]-11*; Breath Control (H) HT+1 [2]-13*; Flail (H) DX [4]-16; Hiking (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-10; Judo (H) DX [4]-16; Jumping (E) DX [1]-16; Karate (H) DX [4]-16; Meditation (H) Will-1 [2]-10; Mental Strength (E) Will+3 [2]-14*; Power Blow (H) Will+1 [2]-12*; Pressure Points (H) IQ+1 [2]-11*; Stealth (A) DX-1 [1]-15; Tactics (H) IQ [4]-10; Teaching (A) IQ-1 [1]-9; Throwing (A) DX-1 [1]-15.

* Includes +2 from Chi Talent.

Equipment

- *Backpack* (p. B288) [**Torso**] Holds 40 lbs. \$60, 3 lbs.
- *Blanket* (p. B288) [**Backpack**] \$20, 4 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Canteen* (p. B288) [**Torso**] \$10, 3 lbs.
- *Cloth Armor* (p. B283) [**Torso**] DR 1*. \$30, 6 lbs.
- *Cloth Cap* (p. B284) [**Head**] DR 1*. \$10, neg.
- *Heavy Gauntlets* (p. B284) [**Hands**] DR 5. \$250, 2.5 lb.
- *Nunchaku* (p. B272) [**Torso**] 1d+3 cr. \$20, 2 lbs.
- *Personal Basics* (p. B288) [**Backpack**] \$5, 1 lb.
- *Rations × 12* (p. B288) [**Backpack**] \$24, 6 lbs.
- *Rope, 3/8" (10 yards)* (p. B288) [**Backpack**] Supports 300 lbs. \$5, 1.5 lbs.
- *Torch × 2* (p. B288) [**Backpack**] \$6, 2 lbs.

THE MECHANIC

265 points

Erdobert Rockhand, the Mechanic, is a dwarf artificer. The difficult, he does immediately; the impossible takes him a little longer. The mechanic is an obsessive but brilliant engineer. He needs people around him to cover his back while he concentrates on technical problems, but he's unstoppable when it comes to dealing with locks and machinery. He has a thick black beard cut square at the bottom, grown to about half-way down his chest, and thick spectacles which cover most of his face. His garments are covered with rings, hooks, and pockets where he can keep tools and small parts while he's working.

Used as an opponent, the mechanic is a clever rival – but instead of the usual skill bonus, the mechanic's followers have a fine-quality weapon. These followers include an artillery mage (p. 43) with Earth spells, a support cleric (p. 44), a basic thief (p. 44), and additional basic dwarf warriors (pp. 42-43) as necessary to bring the total number of henchmen up to N+4.

ST 11 [10]; **DX** 13 [60]; **IQ** 13 [60]; **HT** 12 [10]*.
 Damage 1d-1/1d+1; BL 39 lbs.; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 15 [0]*.
 Basic Speed 6.25 [0]; Basic Move 5 [0]*; Dodge 9; Parry 10 (Axe/Mace); Block 10.

Advantages

Damage Resistance 1 (Tough Skin, -40%) [0]*; Dungeon Artificer 4 [20]; Dwarf [20]; Gizmos 4 [20]; High Manual Dexterity 2 [10]; Lifting ST 3 [3]*; Night Vision 5 [0]*; Pickaxe Pendant 1 [0]*; Quick Gadgeteer [50]; Resistant to Poison (+3) [0]*; Signature Gear (Tool Kit) [2]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Alcohol Tolerance*; Dwarfven Gear*; Equipment Bonds (Crowbar and Tool Kit). [2]

Disadvantages

Absent-Mindedness [-15]; Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10]; Compulsive Inventing (12) [-5]; Curious (12) [-5]; Greed (12) [0]*; Jealousy [-10]; Overconfidence (12) [-5]; Stubbornness [0]*.

Skills

Alchemy (VH) IQ+3 [4]-16†; Architecture (A) IQ-1 [1]-12; Armoury (Body Armor) (A) IQ+3 [1]-16†; Armoury (Melee Weapons) (A) IQ+3 [1]-16†; Armoury (Missile Weapons) (A) IQ+3 [1]-16†; Axe/Mace (A) DX+2 [4]-15‡; Climbing (A) DX-1 [1]-12; Crossbow (E) DX+2 [4]-15; Engineer (Gadgets) (H) IQ+3 [2]-16†; Fast-Draw (Gadget) (E) DX+4 [1]-17†; Forced Entry (E) DX+2 [2]-15‡; Lockpicking (A) IQ [2]-13; Scrounging (E) Per+4 [1]-17†; Search (A) Per-1 [1]-12; Shield (E) DX+2 [4]-15; Smith (Iron) (A) IQ-1 [1]-12; Stealth (A) DX-1 [1]-12; Traps (A) IQ+3 [1]-16†.

* Included in or modified by dwarf racial template.

† Includes +4 for Dungeon Artificer.

‡ Includes +1 for Pickaxe Pendant.

Equipment

- *Backpack* (p. B288) [**Torso**] Holds 40 lbs. \$60, 3 lbs.
- *Blanket* (p. B288) [**Backpack**] \$20, 4 lbs.
- *Bolts* × 20, *Crossbow* (p. B276) [**Quiver**]. \$40, 1.2 lbs.
- *Canteen* (p. B288) [**Torso**] \$10, 3 lbs.
- *Crossbow* (p. B276) [**Torso**] 1d+3 imp. \$150, 6 lbs.
- *Crowbar*, 3' (*Adventurers*, p. 24) [**Backpack**] \$20, 3 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 arrows. \$15, 1 lb.
- *Cloth Cap* (p. B284) [**Head**] DR 1*. \$5, neg.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Personal Basics* (p. B288) [**Backpack**] \$5, 1 lb.
- *Pick* (p. B271) [**Torso**] 1d+2 imp. \$70, 3 lb.
- *Rations* × 12 (p. B288) [**Backpack**] \$24, 6 lbs.
- *Rope*, 3/8" (10 yards) (p. B288) [**Backpack**] Supports 300 lbs. \$5, 1.5 lbs.

- *Shoes* (p. B284) [**Feet**] DR 1*. \$40, 2 lbs.
- *Tool Kit* (*Adventurers*, p. 24) [**Backpack**] For Engineer (Gadgets). \$600 (Signature Gear), 20 lbs.
- *Torch* × 2 (p. B288) [**Backpack**] \$6, 2 lbs.

THE NOBLE KNIGHT

265 points

Sir Henryk is a knight who's always up for a fight – and in it to win. The Noble Knight hits hard, makes himself hard to hurt,

and springs back quickly when he has to take a hit. He's also very good with a wide range of weapons and even his bare hands. Henryk is a big man, and he's all muscle. His blond hair, blue eyes, and woolen clothing speak of a home in much cooler climates.

The Noble Knight's simple, get-the-job-done attitude makes him a natural tough rival – though he *can* be played as a clever one instead. His brothers-in-arms are a healing cleric (pp. 43-44), an artillery mage (p. 43) with Fire spells, a basic thief (p. 44), and basic warriors (p. 43) and basic archers (p. 42) as necessary to bring the total number of henchmen up to N+4. Used as a PC, two points from quirks should be used for extra starting cash to purchase the listed gear.

ST 15 [50]; **DX** 15 [100]; **IQ** 10 [0]; **HT** 13 [30].

Damage 1d+1/2d+1; BL 45 lbs.; HP 15 [0]; Will 10 [0]; Per 10 [0]; FP 13 [0].

Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11*; Parry 12* (Broadsword); Block 12*.



Advantages

Born War-Leader 2 [10]; Combat Reflexes [15]; High Pain Threshold [10]; Luck [15]; Rapid Healing [5]; Recovery [10].

Disadvantages

Bloodlust (12) [-10]; Code of Honor (Soldier's) [-10]; Overconfidence (12) [-5]; Vow (Never refuse a challenge to combat) [-10].

Skills

Armoury (Melee Weapons) (A) IQ+1 [4]-11; Axe/Mace (A) DX+2 [8]-17; Bow (A) DX+1 [4]-16; Brawling (E) DX+1 [2]-16; Broadsword (A) DX+2 [8]-17; Climbing (A) DX-1 [1]-14; Connoisseur (Weapons) (A) IQ+1 [4]-11; Fast-Draw (Sword) (E) DX+1 [1]-16*; Forced Entry (E) DX [1]-15; Hiking (A) HT-1 [1]-12; Knife (E) DX [1]-15; Leadership (A) IQ+1 [1]-11†; Polearm (A) DX+2 [8]-17; Shield (E) DX+2 [4]-17; Stealth (A) DX-1 [1]-14; Strategy (H) IQ+1 [2]-11†; Tactics (H) IQ+1 [2]-11†; Wrestling (A) DX [2]-15.

* Includes +1 for Combat Reflexes.

† Includes +2 for Born War-Leader.

Equipment

- Arrows × 20 (p. B276) **[Quiver]** \$40, 2 lbs.
- Backpack (p. B288) **[Torso]** Holds 40 lbs. \$60, 3 lbs.
- Blanket (p. B288) **[Torso]** \$20, 4 lbs.
- Boots (p. B284) **[Feet]** DR 2*. \$80, 3 lbs.
- Canteen (p. B288) **[Torso]** \$10, 3 lbs.
- Hip Quiver (p. B289) **[Torso]** Holds up to 20 arrows. \$15, 1 lb.
- Large Knife (p. B272) **[Torso]** 2d-1 cut, 1d+1 imp. \$40, 1 lb.
- Leather Gloves (p. B284) **[Hands]** DR 2*. \$30, neg.
- Mail Leggings (p. B283) **[Legs]** DR 4/2*. \$110, 15 lbs.
- Mail Sleeves (p. B283) **[Arms]** DR 4/2*. \$70, 9 lbs.
- Medium Shield (p. B287) **[Torso]** DB 2. \$60, 15 lbs.
- Personal Basics (p. B288) **[Backpack]** \$5, 1 lb.
- Pot-Helm (p. B284) **[Head]** DR 4. \$100, 5 lbs.
- Rations × 12 (p. B288) **[Backpack]** \$24, 6 lbs.
- Regular Bow (p. B275) **[Torso]** 1d+2 imp. \$100, 2 lbs.
- Rope, 3/8" (10 yards) (p. B288) **[Backpack]** Supports 300 lbs. \$5, 1.5 lbs.
- Scale Armor (p. B283) **[Torso]** DR 4. \$420, 35 lbs.
- Thrusting Broadsword (p. B271) **[Torso]** 2d+2 cut, 1d+3 imp. \$600, 3 lbs.
- Torch × 2 (p. B288) **[Backpack]** \$6, 2 lbs.

An unwashed bushwacker . . .

THE OUTDOORSMAN

300 points

Shomari, the Outdoorsman, is a scout-barbarian. He doesn't say much, but when he does, it's worth listening to. The Outdoorsman is smart, tough, and grizzled beyond belief. His salt-and-pepper hair is unkempt but fairly short, and his skin is lined and leathery from spending so much time in the sun; overall, he looks much older than he really is.

The Outdoorsman can serve as a clever rival – or as a tough rival, saving the pristine desert from an infestation of orcs. His merry band includes a basic archer (p. 42), a basic thief (p. 44), a support cleric (p. 44), an artillery mage (p. 43) with Fire spells, and basic barbarians (p. 42) as necessary to bring the total number of henchmen up to N+4. Used as a PC, one point from quirks should be used for extra starting cash to purchase the listed gear.

ST 16 [60]; **DX** 14 [80]; **IQ** 11 [20]; **HT** 13 [30].

Damage 1d+1/2d+2; BL 51 lbs.; HP 16 [0]; Will 11 [0]; Per 14 [15]; FP 13 [0].

Basic Speed 7.00 [5]; Basic Move 7 [0]; Dodge 10; Parry 11 (Broadsword); Block 11.

Advantages

Absolute Direction [5]; Danger Sense [15]; Heroic Archer [20]; High Pain Threshold [10]; Outdoorsman 2 [20].

Disadvantages

Bloodlust (12) [-10]; Code of Honor (Pirate's) [-5]; Intolerance (Urbanites) [-5]; Odious Personal Habit (Unwashed bushwacker) [-5]; Overconfidence (12) [-5]; Sense of Duty (Adventuring companions) [-5]; Stubbornness [-5]; Vow (Own no more than what can be carried) [-10].

Skills

Animal Handling (Equines) (A) IQ-1 [1]-10; Bow (A) DX+4 [16]-18; Brawling (E) DX [1]-14; Broadsword (A) DX+2 [8]-16; Camouflage (E) IQ+3 [2]-14*; Cartography (A) IQ+1 [4]-12; Climbing (A) DX-1 [1]-13; Disguise (Animals) (A) IQ-1 [1]-10; Fast-Draw (Arrow) (E) DX [1]-14; Fast-Draw (Sword) (E) DX [1]-14; Gesture (E) IQ+1 [2]-12; Hiking (A) HT [2]-13; Knot-Tying (E) DX [1]-14; Mimicry (Bird Calls) (H) IQ+1 [2]-12*; Naturalist (H) IQ+1 [2]-12*; Navigation (Land) (A) IQ+4 [1]-15*†; Observation (A) Per [2]-14; Riding (Horse) (A) DX-1 [1]-13; Running (A) HT-1 [1]-12; Search (A) Per-1 [1]-13; Shadowing (A) IQ+1 [4]-12; Shield (E) DX+2 [4]-16; Stealth (A) DX-1 [1]-13; Survival (Desert) (A) Per+1 [1]-15*; Swimming (E) HT [1]-13; Tracking (A) Per+2 [2]-16*; Traps (A) IQ+1 [4]-12; Weather Sense (A) IQ-1 [1]-10; Wrestling (A) DX-1 [1]-13.

* Includes +2 for Outdoorsman.

† Includes +3 for Absolute Direction.

Equipment

- Arrows × 25 (p. B276) **[Quiver]** \$50, 2.5 lbs.
- Arrows × 25, Bodkin (p. B277) **[Quiver]** Armor divisor (2), damage is pi. \$50, 2.5 lbs.
- Backpack, Small (p. B288) **[Torso]** \$60, 3 lbs.
- Broadsword (p. B271) **[Torso]** 2d+3 cut, 1d+2 cr. \$500, 3 lbs.
- Canteen (p. B288) **[Backpack]** \$10, 3 lbs.
- Heavy Leather Leggings (p. B283) **[Legs]** DR 2. \$60, 4 lbs.
- Heavy Leather Sleeves (p. B283) **[Arms]** DR 2. \$50, 2 lbs.
- Hip Quiver, Large (*Adventurers*, p. 24) **[Torso]** Holds up to 50 arrows, divided into two compartments. \$30, 2 lbs.
- Leather Armor (p. B283) **[Torso]** DR 2. \$100, 10 lbs.
- Longbow (p. B275) **[Torso]** 1d+3 imp. \$200, 3 lbs.
- Personal Basics (p. B288) **[Backpack]** \$5, 1 lb.
- Pot-Helm (p. B284) **[Head]** DR 4. \$100, 5 lbs.
- Rations × 12 (p. B288) **[Backpack]** \$24, 6 lbs.
- Rope, 3/8" (10 yards) (p. B288) **[Backpack]** Supports 300 lbs. \$5, 1.5 lbs.
- Shoes (p. B284) **[Feet]** DR 1*. \$40, 2 lbs.
- Small Shield (p. B287) **[Torso]** DB 1. \$40, 8 lbs.
- Torch × 2 (p. B288) **[Backpack]** \$6, 2 lbs.

HENCHTHINGS

This section lists stats for henchmen and followers for the rival adventurers (pp. 33-41). Unless otherwise specified, all are human or so near to human as to make no difference. Despite that, they are intentionally presented in a “monster”

format instead of a “minor NPC” format, as these minions aren't intended for the PCs to get to know, negotiate with, etc. – for the purpose of this adventure, they exist simply to make their master into a more viable threat.

Except as noted, they have no disadvantages which are likely to come up in combat or near-combat situations. However, if they are used as the basis of Allies or groups of Allies, individual disadvantages may appear based on related templates. For example, it may emerge that warriors have Vows or Codes of Honor, while clerics have Disciplines of Faith, and magicians have features that creep people out.

Likewise, although they are not indicated in the generic listings, individual henchmen are likely to have one or two supporting skills. In any group of henchmen where there isn't already a character better at it, at least one character in the group has one of the following skills at skill level 12:

- First Aid
- Forced Entry
- Navigation (Land)
- Survival (Desert)

Their equipment is not listed in detail, but they may also be assumed to be carrying rations, canteens, rope, torches or lanterns, and other bits of gear one might expect from prepared travelers in the wilderness. **Loadouts** provides several kits for this purpose.

The Move and Dodge listed *already* take encumbrance into account – do not factor it in again! The defense bonus from shields has not been added to active defenses, however, as it only applies when the shield is ready.

Dangerous Henchthings

The henchmen presented here are significantly less powerful than their leaders and, more than likely, the PCs. However, a traditional party of adventurers in RPGs consists of equals. If the GM wants to upgrade henchmen so that the rival adventurer parties look more like the typical adventuring party, the henchman types in the table below can be substituted with the corresponding rival adventurer type. The GM who chooses to do so should *also* reduce the total size of the rival group to N (rather than N+4, N+6, etc.). Be aware that this is a fairly dangerous option if the PCs are at the recommended 250- to 300-point level because it makes rival adventurer groups into more-or-less equals. For a one-on-one confrontation, that's not a huge problem, but over the course of the adventure, the heroes are likely to encounter *several* such groups of rivals and will need to successfully deal with every such encounter, or at least fail gracefully enough to continue.

<i>Henchman</i>	<i>Rival Adventurer</i>
Artillery mage	Mage
Basic archer	Outdoorsman
Basic barbarian	Lizard King
Basic dwarf warrior	Noble Knight
Basic thief	Exceptional Thief
Basic warrior	Noble Knight, Holy Warrior, or Aristocrat
Karateka	Master of the Empty Hand
Healing cleric	High Priest
Pixie thief	Exceptional Thief
Support cleric	High Priest
Support mage	Dark Artist

WARRIORS

These are all mundane warriors, similar to underpowered knights.

Basic Archer

The basic archer is lightly armed for melee combat but is reasonably effective at a distance.

ST: 12 **HP:** 12 **Speed:** 6.00
DX: 13 **Will:** 10 **Move:** 4
IQ: 10 **Per:** 10 **SM:** 0
HT: 11 **FP:** 11 **DR:** 2

Dodge: 8 **Parry:** 10 **Block:** 10

Longbow (15): 1d+2 imp; Range 195/260. Bodkin arrows do 1d+2(2) pi instead.

Punch (13): 1d-1 cr; Reach C.

Shortsword (14): 2d-1 cut, 1d imp; Reach 1.

Traits: Acute Vision 2; Night Vision 2; Striking ST 1.

Skills: Bow-15; Brawling-13; Fast-Draw (Arrow)-14; Shield-14; Shortsword-14.

Class: Mundane.

Notes: Notable pieces of gear include:

- *Leather Armor (covering all locations except the face)*, \$340, 19.5 lbs.
- *Longbow*, \$200, 3 lbs.
- *Shortsword*, \$400, 2 lbs.
- *Small Shield (DB 1)*, \$40, 8 lbs.

Basic Barbarian

The basic barbarian specializes in shock tactics. Without armor, every point of damage that lands on him counts, but he can absorb a lot and dish out a great deal in return.

ST: 15 **HP:** 15 **Speed:** 6.25
DX: 13 **Will:** 9 **Move:** 6
IQ: 9 **Per:** 9 **SM:** 0
HT: 12 **FP:** 12 **DR:** 0

Dodge: 9 **Parry:** 10 **Block:** 10

Axe (15): 2d+3 cut; Reach 1.

Punch (15): 1d+1 cr; Reach C.

Spear (15): 1d+3 imp; Reach 1. +1 damage and Reach if used two-handed.

Traits: Berserk (12); Fearlessness 1; Hard to Subdue 1; High Pain Threshold; Resistant to Poison (+3).

Skills: Axe-15; Brawling-15; Shield-14; Spear-15.

Class: Mundane.

Notes: Notable gear includes:

- *Axe*, \$50, 4 lbs.
- *Small Shield (DB 1)*, \$40, 8 lbs.
- *Spear*, \$40, 4 lbs.

Basic Dwarf Warrior

This is the dwarven equivalent of the basic warrior. Though not as quick as the basic warrior, the basic dwarf warrior is tougher and can carry a heavier load.

ST: 14 **HP:** 14 **Speed:** 6.00
DX: 12 **Will:** 10 **Move:** 4
IQ: 10 **Per:** 10 **SM:** 0
HT: 12 **FP:** 15 **DR:** 5/3*
Dodge: 8 **Parry:** 10 **Block:** 9

Axe (14): 2d+2 cut, Reach 1.

Crossbow (13): 1d+4 imp; Range 280/350. See notes.

Punch (14): 1d cr; Reach C.

Traits: Greed (12); Lifting ST 2; Night Vision 5; Resistant to Poison (+3); Stubbornness.

Skills: Axe/Mace-14; Crossbow-13; Brawling-14; Shield-12.

Class: Mundane.

Notes: Only half (round up) of any group of basic dwarf warriors carry crossbows. Notable gear includes:

- *Axe*, \$50, 4 lbs.
- *Crossbow*, \$150, 6 lbs.
- *Mail Armor (covering all locations except the face)*, \$645, 58 lbs.
- *Small Shield (DB 1)*, \$40, 8 lbs.

Basic Warrior

This is a garden-variety swordsman.

ST: 13 **HP:** 13 **Speed:** 6.25
DX: 13 **Will:** 10 **Move:** 4
IQ: 10 **Per:** 10 **SM:** 0
HT: 12 **FP:** 12 **DR:** 4/2*
Dodge: 8 **Parry:** 11 **Block:** 11

Bow (13): 1d+1 imp; Range 195/260. See notes.

Broadsword (15): 2d cut or 1d+1 cr; Reach 1.

Punch (14): 1d-1 cr; Reach C.

Traits: Combat Reflexes; High Pain Threshold.

Skills: Bow-13; Brawling-14; Broadsword-15; Shield-14.

Class: Mundane.

Notes: Only half (round up) of the basic warriors in any group carry a bow. Notable gear includes:

- *Broadsword*, \$500, 3 lbs.
- *Mail Armor (covering all locations except the face)*, \$645, 58 lbs.
- *Regular Bow*, \$100, 2 lbs.
- *Small Shield (DB 1)*, \$40, 8 lbs.

Karateka

These students of the martial arts rely on their speed to move in close to opponents, grapple them, and disarm and defeat them.

ST: 11 **HP:** 11 **Speed:** 6.50
DX: 14 **Will:** 10 **Move:** 6
IQ: 10 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
Dodge: 10 **Parry:** 12 (See notes) **DR:** 1

Nunchaku (16): 1d+2 cr; Reach 1.

Punch (16): 1d cr; Reach C.

Staff (16): 1d+3 cr; Reach 1, 2.

Traits: Combat Reflexes; High Pain Threshold.

Skills: Judo-16; Karate-16; *either* Flail-16 *or* Staff-16.

Class: Mundane.

Notes: Staff wielders have +2 Parry. Notable equipment includes:

- *Cloth Armor Suit (covering all locations except the face)*, \$150, 13 lbs.
- *Nunchaku*, \$20, 2 lbs.
- *Staff*, \$10, 4 lbs.

SPELLCASTERS

These are users of magic. They typically function in a support role, either in combat or in a logistical capacity.

Artillery Mage

This is a minor magician with a handful of damage-dealing spells. He typically stands at the back and hurls the occasional Missile spell.

ST: 9 **HP:** 9 **Speed:** 5.00
DX: 10 **Will:** 13 **Move:** 4
IQ: 13 **Per:** 13
HT: 10 **FP:** 10 **SM:** 0
Dodge: 7 **Parry:** 10 **DR:** 1

Missile Spell (13): See below.

Staff (11): 1d+1 cr; Reach 1, 2.

Traits: Energy Reserve 3 (Magical); Magery 3.

Skills: Innate Attack (Projectile)-13; Staff-11.

Spells: Lend Energy-15, Recover Energy-15, and two of these sets of spells:

1. Create Earth-15; Earth to Stone-15; Sand Jet-15; Seek Earth-15; Shape Earth-15; Stone Missile-15.
2. Create Air-15; Create Fire-15; Fire Cloud-15; Fireball-15; Ignite Fire-15; Seek Air-15; Shape Air-15; Shape Fire-15.
3. Create Water-15; Ice Dagger-15; Ice Sphere-15; Purify Water-15; Seek Water-15; Shape Water-15.

Class: Mundane.

Notes: Notable equipment includes:

- *Cloth Armor Suit (covering all locations except the face)*, \$150, 13 lbs.
- *Power Item*, either an item of jewelry worth \$340 or an extra \$330 worth of gems and decoration on the staff, increasing its value. Provides 4 FP.
- *Staff*, \$10, 4 lbs.

Healing Cleric

The healing cleric can defend himself in a pinch, but his primary purpose is to patch up members of his party after a fight.

ST: 12 **HP:** 12 **Speed:** 5.00
DX: 10 **Will:** 12 **Move:** 4
IQ: 12 **Per:** 12 **SM:** 0
HT: 10 **FP:** 10 **DR:** 2
Dodge: 7 **Parry:** 9 **Block:** 9

Mace (12): 1d+5 cr; Reach 1.

Traits: Healing (Faith Healing); Power Investiture 3 (Holy).

Skills: Axe/Mace-12; Diagnosis-12; First Aid-13; Shield-12.

Spells: Cure Disease-15; Detect Poison-15; Lend Energy-15; Lend Vitality-15; Major Healing-15; Minor Healing-15; Recover Energy-15; Resist Poison-15; Share Vitality-15.

Class: Mundane.

Notes: Notable gear includes:

- *Holy Symbol, Decorated*, a symbol decorated with carvings, gilding, gems, etc., to use as a power item providing 3 FP. \$220, 1 lb.
- *Leather Armor (covering all locations except the face)*, \$340, 19.5 lbs.
- *Mace*, \$50, 5 lbs.
- *Medium Shield (DB 2)*, \$60, 15 lbs.

Support Cleric

Another armed holy man, the support cleric mostly casts buffing spells and an array of logistical spells.

ST: 12	HP: 12	Speed: 5.00
DX: 10	Will: 12	Move: 4
IQ: 12	Per: 12	SM: 0
HT: 10	FP: 10	DR: 2
Dodge: 7	Parry: 9	Block: 9

Mace (12): 1d+5 cr.

Sunbolt (12): variable.

Traits: Power Investiture 3 (Holy).

Skills: Axe/Mace-12; First Aid-12; Innate Attack (Beam)-12; Shield-12.

Spells: Armor-15; Aura-15; Bravery-15; Compel Truth-15; Create Food-15; Create Water-15; Flaming Weapon-15; Light-15; Might-15; Purify Water-15; Recover Energy-15; Repel Spirits-15; Resist Fire-15; Resist Pain-15; See Secrets-15; Sunbolt-15.

Class: Mundane.

Notes: Notable gear includes:

- *Holy Symbol, Decorated*, a symbol decorated with carvings, gilding, gems, etc., to use as a power item providing 3 FP. \$220, 1 lb.
- *Leather Armor (covering all locations except the face)*, \$340, 19.5 lbs.
- *Mace*, \$50, 5 lbs.
- *Medium Shield (DB 2)*, \$60, 15 lbs.

Support Mage

The support mage is less *directly* useful in combat than the artillery mage, but he knows a number of useful buffing and distracting spells.

ST: 9	HP: 9	Speed: 5.00
DX: 10	Will: 13	Move: 4
IQ: 13	Per: 13	
HT: 10	FP: 10	SM: 0
Dodge: 7	Parry: 10	DR: 1

Staff (11): 1d+1 cr; Reach 1, 2.

Traits: Energy Reserve 3 (Magical); Magery 3.

Skills: Staff-11

Spells: Agonize-15; Air Jet-15; Apportation-15; Armor-15; Continual Light-15; Create Air-15; Hush-15; Ignite Fire-15; Itch-15; Lend Energy-15; Levitation-15; Light-15; Mage-Stealth-15;

Missile Shield-15; Pain-15; Purify Air-15; Recover Energy-15; Seek Earth-15; Sensitize-15; Shape Air-15; Shape Earth-15; Shape Fire-15; Shield-15; Silence-15; Sound-15; Spasm-15; Stun-15.

Class: Mundane.

Notes: Notable equipment includes:

- *Cloth Armor Suit (covering all locations except the face)*, \$150, 13 lbs.
- *Power Item*, either an item of jewelry worth \$340 or an extra \$330 worth of gems and decoration on the staff, increasing its value. Provides 4 FP.
- *Staff*, \$10, 4 lbs.

*I don't make house
calls! Take two aspirin
and mail in the five
dollars.*

– Bill Cosby,
“Medic”

THIEVES

Most groups of adventurers include at least one professional in the realm of sneaking around, breaking, and entering.

Basic Thief

Although the basic thief can function as an assassin, he's primarily suited to be a breaking-and-entering specialist.

ST: 10	HP: 10	Speed: 6.00
DX: 13	Will: 12	Move: 5
IQ: 12	Per: 12	SM: 0
HT: 10	FP: 10	DR: 1
Dodge: 8	Parry: 10	Block: 10

Smallsword (14): 1d-1 imp; Reach 1.

Pistol Crossbow (13): 1d imp; Range 150/200.

Traits: Danger Sense.

Skills: Climbing-14; Cloak-14; Crossbow-13; Fast Talk-12; Lockpicking-14; Smallsword-14; Stealth-15.

Class: Mundane.

Notes: Notable gear includes:

- *Cloth Armor Suit (covering all locations except the face)*, \$150, 13 lbs.
- *Grapple*, \$80, 2 lbs.
- *Light Cloak*, \$20, 2 lbs.
- *Lockpicks, Basic*, \$50, 0.1 lb.
- *Pistol Crossbow*, \$150, 4 lbs.
- *Smallsword*, \$400, 1.5 lbs.

Pixie Thief

Tiny but capable, the pixie thief does double-duty as a spy or scout.

ST: 7 **HP:** 3 **Speed:** 6.00
DX: 13 **Will:** 12 **Move:** 6/12
IQ: 12 **Per:** 12
HT: 10 **FP:** 10 **SM:** -6
Dodge: 10 **Parry:** 10 **DR** 0

Halberd (15): 1d-3 cut, 1d-4 imp, 1d-6 imp; Reach C.

Traits: Danger Sense; Enhanced Dodge 1; Flight (Winged); Hard to Kill 2; Hard to Subdue 2.

Skills: Escape-12; Lockpicking-13; Navigation (Land)-12; Observation-13; Polearm-15; Stealth-15.

Class: Mundane.

Notes: Notable gear – which is scaled for a SM -6 character and is not interchangeable with gear for larger characters – includes:

- *Pixie Lockpicks, Basic*, \$50, neg.
- *Pixie Halberd*, \$150, 0.48 lb.

MONSTERS

Although a few of the monsters encountered in this adventure are in *Dungeons*, most are listed here.

Angry Sands

Angry sands are the manifestation of unintelligent but energetic magical spirits spontaneously arising from the desert. They will madly attack anyone entering the area they inhabit but do not pursue those who flee.

ST: 10 **HP:** 10 **Speed:** 6.00
DX: 13 **Will:** 10 **Move:** 8
IQ: 5 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0
Dodge: 10 **Parry:** – **DR:** 0

Sand Jet (14): 1d-1 cr, plus roll vs. HT or be blinded for 1 second; Reach 4.

Scouring Strike (14): 1d+2 cr, plus roll vs. HT or be blinded for 1 second; Reach C.

Traits: Berserk (9), Combat Reflexes; Injury Tolerance (Diffuse).
Class: Elemental.

Notes: Angry sands are subject to elemental spells controlling air and earth elementals. However, they are also very localized. They can move freely within 100 yards of where they originate but dissolve into a gust of dust and wind if they go any farther. Regions holding angry sands are typified by a subtle change in the aspect of mana. Characters with Magery can detect such areas on entering them with a roll against Per + Magery - 3.

Bounding Turtle, Greater

The desert is host to many turtle species, of which one of the most formidable is the greater bounding turtle. This massive beast, nearly 10' across, nestles patiently in the sand (where it looks like a rocky sand dune) to await passing prey, then literally leaps upon it. Though it takes considerable effort, it can spring through the air for surprising distances.

ST: 45 **HP:** 45 **Speed:** 5.75
DX: 11 **Will:** 10 **Move:** 3
IQ: 4 **Per:** 11
HT: 12 **FP:** 12 **SM:** +3
Dodge: 9 **Parry:** – **DR:** 12 (See notes)

Bite (15): 5d+4 cut; Reach C, 1.

Slam (15): 4d+4 cr; see notes.

Traits: Combat Reflexes; Nictitating Membrane 3; Super Jump 4 (Costs Fatigue, 1 FP); Wild Animal.

Skills: Brawling-15; Camouflage-14.

Class: Dire Animal.

Notes: The turtle can leap 8 yards in combat for a 4d+4 slam attack. If lying in wait, it can ambush its prey with a 16-yard leap (7d+7 damage). Each jump costs 1 FP. The turtle has only DR 3 (Flexible) on its eyes and DR 5 (Flexible) on its head and legs.

Bounding Turtle, Lesser

A less dangerous but still formidable relative of the greater bounding turtle, the lesser turtle is faster and capable of equally vicious leaps.

ST: 15 **HP:** 15 **Speed:** 5.75
DX: 11 **Will:** 10 **Move:** 4
IQ: 4 **Per:** 11
HT: 12 **FP:** 12 **SM:** 0
Dodge: 9 **Parry:** – **DR:** 6 (See notes)

Bite (15): 1d+1 cut; Reach C.

Slam (15): 2d+2 cr; see notes.

Traits: Combat Reflexes; Nictitating Membrane 1; Super Jump 4 (Costs Fatigue, 1 FP); Wild Animal.

Skills: Brawling-15; Camouflage-14.

Class: Dire Animal.

Notes: The turtle can leap 13 yards in combat for a 2d+2 slam attack. If lying in wait, it can ambush its prey with a 26-yard leap (4d+4 damage). Each jump costs 1 FP. The turtle has only DR 1 (Flexible) on its eyes and DR 2 (Flexible) on its head and legs.

Burrowing Serpent

Even in more settled times, the burrowing serpent is one of the great dangers of the Devouring Lands. This large, fast serpent can burrow through the desert sands as well as some other animals can swim or fly.

ST: 23 **HP:** 23 **Speed:** 7.00
DX: 14 **Will:** 10 **Move:** 8
IQ: 4 **Per:** 12
HT: 12 **FP:** 12 **SM:** +1
Dodge: 11 **Parry:** – **DR:** 2

Bite (15): 2d cut.

Traits: Combat Reflexes; Tunneling (Move 4); Vermiform; Vibration Sense (Ground; see notes); Wild Animal.

Skills: Wrestling-15.

Class: Dire Animal.

Notes: The burrowing serpent's Vibration Sense can detect things moving on or in the ground up to six yards away. This allows it to lie in wait just under the surface as its prey approaches, pop up *under* its target, attack, and then disappear back into its tunnel. Recent burrowing serpent activity is apparent in large areas of disturbed earth; characters can detect this with a successful **Naturalist** roll.

Dehydrated Horde Zombie

In the hot, dry air of the desert, zombies dry out quickly, becoming naturally mummified after several days. This renders them slightly flammable, but a bit tougher as well. Treat them as horde zombies (*Dungeons*, p. 24), but remove Bad Smell, change Injury Tolerance to Homogenous, and add Fragile (Combustible).

Dire Vulture

The dire vulture is a moderate annoyance for well-equipped desert travelers, but a frightful scourge for the less fit.

ST: 11	HP: 11	Speed: 6.25
DX: 14	Will: 10	Move: 3 (Ground) or 12 (Air)
IQ: 6	Per: 14	
HT: 11	FP: 11	SM: +1
Dodge: 11	Parry: 9	DR: 1

Beak (16): 1d pi+; Reach C, 1.

Claws (16): 1d-1 cut; Reach C.

Traits: Cowardice (12); Kleptomania (12); Striking ST 2 (Beak only); Wild Animal.

Skills: Brawling-16; Intimidation-10; Stealth-10.

Class: Dire Animal.

Notes: Dire vultures can parry with their iron-hard beaks. They will flee after losing half their HP. However, they are very good at spotting the weak and vulnerable and will focus their attacks accordingly. They will attack the least heavily armored targets and may, on a successful Per roll, notice recent wounds as well. Instead of striking for damage, they may, on a failed Kleptomania roll, grab at a prominent interesting object (a helmet, a jeweled staff, etc.) and try to fly off with it.

Flame Servant Demon

ST: 18	HP: 18	Speed: 6.50
DX: 14	Will: 14	Move: 6
IQ: 10	Per: 14	SM: +1
HT: 12	FP: 12	DR: 3
Dodge: 9	Parry: 11	Block: 11

Claws (16): 1d+2 cut; Reach C.

Flame Aura: 2d burn; Aura, Reach C.

Scimitar (16): 3d+3 cut or 1d+5 cr; Reach 1.

Whip (16): 3d(0.5) cr; Reach 1-4. If used to entangle (p. B406), does an additional 2 points of burning damage per turn.

Traits: Damage Resistance 10 (Limited, Heat/Fire); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra Attack 1; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood; No Vitals); Night Vision 3; Temperature Tolerance 10.

Skills: Broadsword-16; Brawling-16; Intimidation-14; Shield-16; Whip-16.

Class: Demon.

Notes: Flame servant demons imbue their weapons with an extension of their aura of flame, increasing their damage slightly. Treat their bucklers as standard iron shields, but with slightly more value as loot. Notable equipment includes:

- *Broadsword*, \$500, 3 lbs.
- *Small Shield (Buckler)*, *Brass (DB 1)*, \$400, 16 lbs.
- *Whip*, \$80, 8 lbs.

Flame Wasps

Flame wasps are angry, jagged streaks of red and yellow light. A typical swarm of 30 provides the light of a campfire, has Move 8, and does 1d-2 burning damage. Flexible armor provides normal protection for as many turns as its DR, rigid armor provides normal protection for a number of turns equal to half its DR (round down). After that, the wasps work their way *under* any worn armor; it provides no more protection to the wearer, and attacks on the wasps must take into account the armor's DR as well! (*Natural* DR always provides full protection.) A swarm takes 10 HP injury before dispersing. Flame wasps take 1d-2 injury from drenching and water sprays, but they are immune to harm from burning and heat-based attacks. Regions with flame wasps are characterized by scorched vegetation – a **Naturalist** or **Survival (Desert)** roll can identify this.

Nest Scorpion

Scorpions are bad enough, but some scorpions in the Devouring Lands live in small colonies, swarming over their prey. A swarm is about 20 scorpions, each roughly the size of a small paperback book. It has Move 3 and does 1d-2(2) cr damage per turn. A swarm takes 11 HP of injury before dispersing. Nest scorpions live in distinctively shaped low cylindrical nests made from sand. They abandon and rebuild nests every few months as the size of the colony changes, some dying off and others being born, so an area with nest scorpions will have empty chimney-shaped nests scattered around (roll vs. **Naturalist** or **Survival (Desert)**, either at +4, to identify these).

Ogre

Big, dumb, and very, very dangerous, ogres are the horde's heavy troops. Most are armed with large axes or hammers, and they're big enough to wear a mail shirt without noticeably slowing down.

ST: 20	HP: 20	Speed: 6.00
DX: 11	Will: 7	Move: 6
IQ: 7	Per: 7	
HT: 13	FP: 13	SM: +1
Dodge: 9	Parry: 10	DR: 6/4* (See notes)

Punch (13): 2d cr.

Weapon (14): Either 3d+6 cut (great axe) or 3d+8 cr (maul); Reach 1, 2*.

Traits: Fearlessness 3; High Pain Threshold; Magic Resistance 2; Night Vision 5.

Skills: Brawling-13; Two-Handed Axe/Mace-14.

Class: Mundane.

Notes: Only the torso has DR 6/4*, due to the mail shirt; other body parts have DR 2 (Tough Skin). Notable gear, which is sized for a large (SM +1) character, includes:

- *Outsize Mail Shirt*, \$300, 32 lbs.
- *Outsize Maul*, \$120, 18 lbs., or *Outsize Great Axe*, \$150, 12 lbs.

Orc Sergeant

Smarter than the average orc, better equipped, and just a tiny bit stronger, they keep their fellows in line.

ST: 16	HP: 18	Speed: 6.00
DX: 12	Will: 11	Move: 5
IQ: 10	Per: 11	SM: 0
HT: 12	FP: 12	DR: 4/2*
Dodge: 9	Parry: 11	Block: 11

Axe (14): 2d+4 cut; Reach 1.

Punch (14): 1d+1 cr; Reach C.

Regular Bow (14): 1d+2 imp; Range 240/320. Bodkin arrows do 1d+2(2) pi instead.

Shortsword (14): 2d+2 cut or 1d+1 imp; Reach 1.

Traits: Acute Hearing 2; Appearance (Ugly); Bully (12); Combat Reflexes; High Pain Threshold; Infravision; Lifting ST 1; Resistant to Metabolic Hazards (+3).

Skills: Axe/Mace-14; Bow-14; Brawling-14; Intimidation-11; Leadership-10; Shield-14; Shortsword-14; Stealth-12.

Class: Mundane.

Notes: Notable equipment includes:

- *Axe*, \$50, 4 lbs.
- *Mail Armor (covering all locations except the face)*, \$645, 58 lbs.
- *Medium Shield*, \$60, 15 lbs.
- *Regular Bow*, \$100, 2 lb.
- *Shortsword*, \$400, 2 lbs.

Orc Shaman

This is a petty magic user, not a shaman in the sense used in **Summoners**. The shamans of the Devouring Lands aren't excessively capable, but they do add a bit of magical punch to otherwise mundane bands of monsters.

ST: 11	HP: 13	Speed: 5.50
DX: 11	Will: 13	Move: 5
IQ: 13	Per: 13	SM: 0
HT: 11	FP: 13	DR: 2
Dodge: 9	Parry: 8	Block: 2

Spear (12): 1d+1 imp; Reach 1. +1 damage and Reach if used two-handed.

Traits: Acute Hearing 2; Appearance (Ugly); Bully (12); Infravision; Magery 2; Resistant to Metabolic Hazards (+3).

Skills: First Aid-13; Spear-12.

Spells: Two of these four spell/skill packages:

1. Apportation-15; Deflect Missile-15; Missile Shield-15, Poltergeist-15; Winged Knife-15; Innate Attack (Projectile)-15.
2. Bravery-15; Fear-15; Itch-15; Pain-15; Panic-15; Sense Emotion-15; Sense Foes-15; Spasm-15; Terror-15.
3. Create Fire-15; Fireball-15; Ignite Fire-15; Shape Fire-15; Innate Attack (Projectile)-15.
4. Blur-15; Continual Light-15; Flash-15; Gloom-15; Hide-15; Invisibility-15; Light-15.

Class: Mundane.

Notes: Notable equipment includes:

- *Fetish*, a grisly but nevertheless valuable bit of jewelry or ornamentation valuable enough to serve as a power item providing 2 FP. \$120, 0.5 lb.
- *Leather Armor (covering all locations except the face)*, \$340, 19.5 lbs.
- *Spear*, \$40, 4 lbs.



Orc Soldier, Common

ST: 13	HP: 15	Speed: 5.50
DX: 11	Will: 10	Move: 4
IQ: 9	Per: 10	SM: 0
HT: 11	FP: 11	DR: 2
Dodge: 7	Parry: 9	Block: 9

Punch (13): 1d cr; Reach C.

Regular Bow (13): 1d+1 imp; Range 195/260. Bodkin arrows do 1d+1(2) pi instead. See notes.

Weapon (13): Either 2d+1 cut (axe) or 2d-1 cut or 1d imp (shortsword); Reach 1.

Traits: Acute Hearing 2; Appearance (Ugly); Bully (12); Infravision; Resistant to Metabolic Hazards (+3).

Skills: Bow-13; Brawling-13; Shield-12; Stealth-11; *either* Axe/Mace-13 *or* Shortsword-13.

Class: Mundane.

Notes: Only half of any group of common orc soldiers are armed with bows. Notable equipment includes:

- *Axe*, \$50, 4 lbs., or *Cheap Shortsword*, \$160, 2 lbs.
- *Leather Armor* (covering all locations except the face), \$340, 19.5 lbs.
- *Medium Shield* (DB 2), \$60, 15 lbs.
- *Regular Bow*, \$100, 2 lbs.

*Give me an axe and show me
where to point it.*

– *Xander, in Buffy
the Vampire Slayer* #6.7

Orc Soldier, Tough

These are somewhat bigger, stronger orcs than usual, but still essentially cannon fodder.

ST: 16 **HP:** 18 **Speed:** 5.75
DX: 11 **Will:** 10 **Move:** 5
IQ: 9 **Per:** 10 **SM:** 0
HT: 12 **FP:** 12 **DR:** 2
Dodge: 8 **Parry:** 9 **Block:** 9

Punch (13): 1d+1 cr; Reach C.

Regular Bow (13): 1d+2 imp; Range 240/320. Bodkin arrows do 1d+2(2) pi instead. See notes.

Weapon (13): Either 2d+4 cut (axe) or 2d+2 cut or 1d+1 imp (shortsword); Reach 1.

Traits: Acute Hearing 2; Appearance (Ugly); Bully (12); Infravision; Resistant to Metabolic Hazards (+3).

Skills: Bow-13; Brawling-13; Shield-12; Stealth-11; *either* Axe/Mace-13 or Shortsword-13.

Class: Mundane.

Notes: Only half of any group of tough orc soldiers is armed with bows. Notable equipment includes:

- *Axe*, \$50, 4 lbs. or *Cheap Shortsword*, \$160, 2 lbs.
- *Leather Armor* (covering all locations except the face), \$340, 19.5 lbs.
- *Medium Shield* (DB 2), \$60, 15 lbs.
- *Regular Bow*, \$100, 2 lbs.

Skeleton

The desert is full of the bones of those who never completed a journey across it. They are easily reanimated, armed, and sent off to join the horde. They are relatively weak and fragile (this version, for example, is less capable than the servitor zombie in *Summoners*), but they are tireless, move quickly, and typically come in large numbers.

ST: 10 **HP:** 10 **Speed:** 7.00
DX: 13 **Will:** 9 **Move:** 7
IQ: 8 **Per:** 8 **SM:** 0
HT: 11 **FP:** N/A **DR:** 0
Dodge: 10 **Parry:** 10 **Block:** 10

Bite or Punch (13): 1d-3 cr; Reach C.

Scimitar (15): 1d+1 cut or 1d-1 cr; Reach 1.

Traits: Automaton; Cannot Learn; Dependency (Mana; Very Common, Constantly); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Brittle); High Pain Threshold; Immunity to Metabolic Hazards; Immunity to Mind Control; Indomitable; Injury Tolerance (No Blood; No Brain; No Eyes; No Vitals; Unliving); Mute; No Sense of Smell/Taste; Skinny; Temperature Tolerance 20; Unfazeable; Unhealing (Total); Vulnerability (Crushing ×2).

Features: Affected by Control Zombie, Pentagram, and Turn Zombie; Affected by Spirit Empathy (rather than Empathy); No FP; No IQ-based skills; Skull gets no additional DR.

Skills: Brawling-13; Broadsword-15; Shield-14; Stealth-14.

Class: Undead.

Notes: The skeleton carries:

- *Broadsword, Cheap*, \$200, 3 lbs.
- *Small Shield* (DB 1), \$40, 8 lbs.

Skeleton, Large

Regular skeletons are made from the bones of orcs, humans, and other average-sized creatures. However, a few are made from the remains of ogres, large trolls, and other over-sized races.

ST: 20 **HP:** 20 **Speed:** 6.00
DX: 12 **Will:** 7 **Move:** 6
IQ: 7 **Per:** 7 **SM:** +1
HT: 11 **FP:** N/A **DR:** 0
Dodge: 9 **Parry:** 10 **Block:** 10

Bite or Punch (13): 2d-2 cr; Reach C.

Scimitar (14): 3d+3 cut or 2d cr; Reach 1.

Traits: Automaton; Cannot Learn; Dependency (Mana; Very Common, Constantly); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Brittle); High Pain Threshold; Immunity to Metabolic Hazards; Immunity to Mind Control; Indomitable; Injury Tolerance (No Blood, Brain, Eyes, or Vitals; Unliving); Mute; No Sense of Smell/Taste; Skinny; Temperature Tolerance 20; Unfazeable; Unhealing (Total); Vulnerability (Crushing, ×2).

Features: As skeleton (above).

Skills: Brawling-13; Broadsword-14; Shield-14; Stealth-14.

Class: Undead.

Notes: The skeleton carries:

- *Broadsword, Cheap*, \$200, 3 lbs.
- *Small Shield* (DB 1), \$40, 8 lbs.

Speeding Blade

The speeding blade is a thing of hellish clockwork, a spinning complex of razor-sharp gears and spiked limbs used as a messenger. It will only crawl (at Move 4) if brought down, but it flies with tremendous speed and can strike rapidly. It isn't particularly bright, though, and can fall for a clever ruse.

ST: 14 **HP:** 20 **Speed:** 9.00
DX: 14 **Will:** 8 **Move:** 9/18 (Air)
IQ: 8 **Per:** 8
HT: 12 **FP:** N/A **SM:** +1
Dodge: 12 **Parry:** 10 **DR:** 5

Bladed Limbs (14): 2d+1 cut; Reach C, 1.

Traits: Berserk (12); Extra Arms 3; Extra Attack 1; Flight (Cannot Hover; Winged).

Skills: Brawling-14.

Class: Construct, Demon.

Notes: Once destroyed, a speeding blade can be looted for parts just as valuable organs can be removed from dead monsters (\$10/lb.; see *Treasure Tables*, p. 13). However, those parts won't decay, a particularly valuable property in the hot desert.

TREASURE

There's not much point in killing monsters if you can't take their stuff. Adventurers can strip bodies of weapons and armor if they're so inclined, but the weight can become prohibitive very quickly, and the value-to-weight ratio is very poor.

Dire vultures carry off shiny objects, which may lead clever delvers to suspect that their nests are treasure troves. And they're right, although tracking them down can take valuable time. Following a dire vulture to its nest takes at least an hour, and

once found, reaching the nest can take longer. They tend to nest atop cliffs and narrow spires of rock, calling for **Climbing** rolls – possibly at a penalty! A nest will contain \$10 × 3d in coins and other small valuable items. As well, roll 3d; on a 6 or less it *also* contains a piece of jewelry worth at least \$1,000.

Intelligent humanoids, such as orcs and ogres, have coins worth \$5 × (2d-2) in addition to their listed gear. Orc sergeants and orc shamans are also inclined to carry a bit of additional treasure; roll 1d, 1d on the *Treasure Table* (below) once for each sergeant or shaman looted.

Undead carry no treasure other than any gear they may have.

Unintelligent monsters carry no treasure, but they may be near treasure left behind by their victims. Characters may search areas with fire wasp hives and scorpion nests. Each search takes an hour and a **Search** roll. On a success, they find gear and coins equivalent to what would be carried by 1d orc soldiers. A critical success finds gear and coins similar to those carried by 2d orc soldiers and a roll on the *Treasure Table*. A failure finds nothing, while a critical failure turns up 1d more swarms of the appropriate type.

Treasure Table

Roll	Item	Price	Weight
1, 1	Beeswax candles, 1 dozen	\$60	12 lbs.
1, 2	Blanket, dyed dull red and block-printed with a death's head	\$60	4 lbs.
1, 3	Board game (chess or local equivalent) carved from mahogany	\$120	3 lbs.
1, 4	Candlesticks, brass, covered with a white and green enameled pattern	\$24	1 lb.
1, 5	Carpet, 6 square feet	\$270	6 lbs.
1, 6	Dagger, with a blade enameled with red scrollwork and the handle inlaid with polished red stone	\$200	0.25 lb.
2, 1	Dice, ivory, with pips of copper nails	\$23	neg.
2, 2	Dragonhide rope (<i>Treasure Tables</i> , p. 21), 3/8", 10 yards	\$50	1.5 lbs.
2, 3	Fire Toxin (<i>Treasure Tables</i> , p. 37)	\$250	0.5 lb.
2, 4	Float coat (<i>Sages</i> , p. 12) with tapestry-woven forest scenes and fringe of brown threads	\$800	6 lbs.
2, 5	Folding table, made from fine wood and carved with a large lion's head	\$405	15 lbs.
2, 6	Goblet, silver-plated and inlaid with polished jet	\$28	0.5 lb.
3, 1	Grooming kit, made from ivory and inlaid with wood	\$440	3 lbs.
3, 2	Hat with fringe and tiny copper bells around the brim	\$90	0.3 lb.
3, 3	Helmet lamp (<i>Adventurers</i> , p. 25)	\$100	2 lbs.
3, 4	Hip quiver, covered with gaudy ceramic beads and printed with animals	\$83	1 lb.
3, 5	Hooded cape, blue-dyed with dull glass beads around the hood	\$143	2.2 lbs.
3, 6	Incense burner with carved decoration of fighting animals	\$300	2 lbs.
4, 1	Iron vial, gilded	\$300	0.5 lb.
4, 2	Lantern, silver plated	\$60	2 lbs.
4, 3	Leather armor with religious slogans branded into it	\$200	10 lbs.
4, 4	Lightweight tunic made from a patchwork of fine silks and linens, with ermine trim	\$252	0.3 lb.
4, 5	Long coat, lace-trimmed and batik-dyed	\$350	5 lbs.
4, 6	Orcish energy brew (<i>Treasure Tables</i> , p. 36)	\$45	1 lb.
5, 1	Paut (<i>Adventurers</i> , p. 29)	\$135	0.5 lb.
5, 2	Purse, velvet, with a silk fringe	\$35	0.2 lb.
5, 3	Quilted robe	\$360	1.2 lbs.
5, 4	Ring, silver	\$230	0.3 lb.
5, 5	Short spear with scenes of a hunt carved all over the shaft	\$150	2 lbs.
5, 6	Silk sash with silver buckle	\$242	0.45 lb.
6, 1	Spiced brandy, 1 pint	\$20	1 lb.
6, 2	Tea set, covered with painted outdoor scenes	\$36	4.5 lbs.
6, 3	Tent, 2-man, with tiny bells and green-dyed fringe around the opening	\$400	12 lbs.
6, 4	Water pipe painted with flowers	\$105	4 lbs.
6, 5	Whip (2 yards) with a nail-studded and tasseled handle	\$140	4 lbs.
6, 6	Wind-up music box	\$120	2 lbs.

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*But in truth, should I meet with
 gold or spices in great quantity,
 I shall remain till I collect as much
 as possible, and for this purpose
 I am proceeding solely in quest
 of them.*

– Christopher Columbus

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