

LORD SKYPPEN'S MANSION

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2 – Introduction

INTRODUCTION

This scenario is for more experienced player-characters. There are three parts in the scenario: the forest, the mansion, and the catacombs. The forest is a hack-and-slash adventure which was developed to test the characters' skills with their weapons. The mansion is a transition stage; the referee should let the players develop a standard procedure for searching and for spotting traps. Finally, the catacombs, an intricate system of tunnels and chambers beneath the mansion, were designed to test mind skills and perception. There are many traps and few denizens, and the going is tough. It is designed to allow only the sharpest and perhaps luckiest characters to stay alive.

Recommendations for Play

The party of characters attempting this adventure should be set at a minimum of ten player-characters. A few non-player-characters are available in the town. A referee should not let a party of more than twelve players enter because of the unfair odds (players vs. referee) and the headaches of monitoring such a group. The playercharacters should include two or perhaps three members of Rune status; the rest of the party should be competent (60%+) in at least two of the following skills: Hide in Cover, Map Making, Spot Hidden, Spot Traps, Trap Set/Disarm, or with one weapon of 70% or so.

Description of Area Format

The following sequences will be followed in room descriptions.

INITIAL DIE ROLL: This entry will give the chance for a certain event or for the presence of certain creatures in the room, stated as a single D100 roll. Some rooms may always be empty or always have the same thing in them, and in that case there will be no entry. If a later roll contradicts results obtained in an earlier roll, the earlier roll takes priority: for example, if a die roll states that Joe was in room 2 sleeping, he cannot later be in room 17 carving a turkey unless the referee feels that he would have time and reason to shift.

DESCRIPTION: The first paragraph may include the size and shape of the room as well as any outstanding features. The second paragraph, if present, will add significant details, some of which may be misleading and/or unimportant to play.

HIDDEN SPOTS: Included in this section will be the chance for a found item (see the found items section below for explanation of search procedure) and the existence of other items or places which can only be found via a Spot Hidden roll. There may be no such section.

TRAPS: This will be a description of where any traps in the room are, as well as how they may be set off and what effect they may have. There may not be any traps.

Found Items

Scattered throughout inhabited areas are various interesting and useful items, now long-forgotten. If characters search a room or area, they have a chance for such an item to be found. Under the hidden spots category of a room description may be listed the percentage roll of a found item being in the room. The referee rolls to see if a found item is present, and if it is, he checks to see if the character successfully used Spot Hidden and therefore found it. If two people search a room, each will search half the room and will receive one-half the percentage chance per room to make DENIZENS: This section gives important information on whatever monsters or beings live in the room. If there is no section, it means that no monster makes his regular home here, but it may still be possible via the initial die roll section for monsters to be present.

TREASURE: This part describes the appearance, power, and value of any treasure items found in the room (except, of course, the found items, which are explained later in their own sections). There may be no such section.

NOTES: Assorted odds and ends which don't really fit into any other category may be here, but there may be no such section at all.

a Spot Hidden roll. The rules for search by three or more characters further subdivide the individual chance.

If a character fails to find anything, he may search the room again, but during this second search, the chances for a second Spot Hidden are reduced to half of normal. Further tries further halve the percentage chance for finding the hidden item.

If a found item is found, the referee rolls to determine which item is found, and if it could be hidden or if it is placed in the open. Be sure to reroll if the item could not possibly be hidden in that location. No item will be found more than once.

STARTING THE ADVENTURE

The Beginning

In Smithe, a random character gets a letter saying that he should meet with Humphrey Jones one week from the date the letter arrives. The meeting is to be at Humphrey Jones' office in the town of Castle Stay, an easy journey upriver. The letter is signed Humphrey Jones, Solicitor.

The surrounding area is very unstable due to the influx of chaos. People are frightened. The once closely-knit city network that encompasses Smithe and six other cities is in a shambles. Each town is isolated because of the fear of travel. Only the brave and foolhardy risk land travel between the cities. Smithe is the outermost city of the network. It can be reached by water from the east. It gets news of the outside world from travelers, but rarely news of the interior of the continent. The characters must meet at Smithe and travel together to the town of Castle Stay. The characters may journey from Smithe to Castle Stay on foot in twelve days or by horse in six days. The roads are fairly safe, so there should be no encounters in the open land. The forest will take four days to pass through. Upon arriving in town, the characters will be treated fairly. Directions to the lawyer's house can be obtained from anyone on the streets.

When the character gets to the office, he will be informed that he is believed to be Lord Skyppen's greatgrandson. He is told that he has inherited his ancestral castle and the surrounding grounds. Humphrey will then relate the history of the castle. If the character wishes to claim the castle for his own or sell it, he must first retrieve the deed. Alas, the deed is believed to be in Lord Skyppen's treasure room which is in the catacombs beneath the castle. Humphrey will then hand the character a key and a scroll of parchment. The key has a colorless gem set in it; on the parchment is a rhyme. Humphrey will tell the character to attune to the gem and to look through it when he reaches the castle. Humphrey will show the character a quick sketch of the general location of the castle and send him on his way.

There is a 15% chance that the character is not truly Lord Skyppen's relative (determined by the referee). This fact cannot be revealed to the characters. If he is not the heir, the character will have no elven blood. However, a non-relative may claim the castle if he manages to recover the deed.

No other information can be gotten from Humphrey Jones except that the deed must be returned to his office for him to legally give the castle over to the player. No other villagers in the area have any knowledge of the castle.

The Rhyme

The spiral staircase is the start of your quest. West is your first goal, but South must preceed your Western travels.

The North may hold great treasures, but wealth does not come easily. The octagonal corridor is the key to the East; East is your eventual goal.

The second right leads into a wall, then a second. You must always descend; stairs up hold peril.

The well may help. Water holds much danger but also much aid.

Crossing will insure your success. At the base of the steep steps, rights must be followed by lefts no matter what direction you seek.

Your quest ends with the death of my servant.

The rhyme is translated into Trade Talk, which is why it no longer rhymes.

Scenarios

The suggested scenario is the quest for the deed. This involves traveling through the forest, getting into the mansion, and then finding the deed in the catacombs. No one will know of this quest unless and until approached about it by Humphrey Jones.

If the players wish to use nonhuman characters, the following scenarios may be used:

Elves -A group of 6-10 elves search the forest for the lost graveyard so they can bury the king and his followers.

Regional History

Year (the current year is 1100)

- 100 Elves appear in region and populate denser forests.
- 400 Man establishes all major ports. High Cliff most prosperous.
- 600 Troll population increases, threatens elves.
- 700 Lycanthropic sharks attack High Cliff and smaller fishing villages along northernmost coast, Human population diminishes.
- 750 Elves prosper. Push trolls back to mountains.
- 775 Dwarves begin to appear in large numbers in the northernmost parts of the mountain range.
- 800 Dwarven-troll wars. Trolls forced to retreat south.

Dwarves – Locate the lost axe of Rockmolder. No details known.

Throughout the town, there are various signs and posters. Two follow:



FOLLOW QUEEN KYGER LITOR Temple sponsoring mission to kill foul chaos

Warriors may keep anything found on chaos corpses.

Ten lunar reward for each head of chaos monster brought to temple. Apply at Kyger Litor temple NO ELVES OR DWARVES

* × ×

I am hiring for a campaign to clean up the woods. Kill the chaos hordes and recover stolen property.

Rich Rewards. Much Danger. See Sid the alchemist at Sid's anytime

between forenoon and eventide. Bring weapons and armor.

× × ×

HALF ELVES

Occasionally human and elf wed. The children of these marriages are half elves, combing some of the attributes of both races. There have never been many of them, and they do not form a racial community among themselves; rather, they live among their parents' community (usually that of their father). They are not tied to the forest as are elves, nor can they make an elf bow as easily; they must use the non-native elf procedure if they are initiated into the elf cult. Children of a half elf and full-blooded individual of either race have only a small chance (10% of being half-elf themselves: usually they will be of their other parent's race. A marriage of two half elves gives equal chances of having either human or elven children, again with only a 10% chance for a half

850	Man's	numb	ers incr	ease alor	ng
	coast.	High C	liff again	becomes	a
	major	port.			

- 900 Elven-dwarf wars begin.
- 910 Both sides take tremendous losses. Truce declared.
- 975 Elves again appear in numbers and strength.
- 1000 The troll population grows at an alarming rate.
- 1010 Sharkmen terrorize the northern coastal areas.
- 1020 High Cliff abandoned.
- 1041 Chaos becomes major concern near Castle Stay and surrounding forest.
- 1100 Present. Adventurers come to Smithe.

The Town

Chalana Arroy Temple: From this temple, a non-player-character can be persuaded to join the party. The priestesses will heal anyone and ask no payment, but will, however, expect to be paid for their services.

Tom's Inn: A regular inn where food and drink may be purchased. There are also rooms for rent. See the Rune-Quest rules for prices.

Humakt Temple: Humphrey Jones' aide, Carlo, lives here. He will accompany the party to authenticate the deed.

Kentor Brothers: Within this building is a temple to Lhankor Mhy. The three Kentor brothers are all Rune priests of Lhankor Mhy. Jobar, the youngest, will ask to accompany the party. His sole purpose for going is to gain knowledge of the forest and of lord Skyppen. He will want to copy everything

elf birth. Their charisma is at -5 when measured against either elf or human, and remains at -10 against all other races, at least until such time as a member of another race would lose this modifier, such as being initiated into Aldrya's cult.

Characteristics		Average	
STR	2D6+3	10	Move 8
CON	3D6	10-11	Hit Points
SIZ	2D6+3	10	Avg. 10-11
INT	3D6+2	12-13	TF 12
POW	2D8+2	11	Defense 05%
DEX	3D6+2	12-13	
CHA	3D6	10-11	

Skills and Spells – will be as normal for humans or elves, depending on where the character was raised. This will also determine his native tongue: he will speak his other parent's tongue at half that.



of importance if not own them. He especially wants to get into the Artifacts room rumored to be in the mansion. Jobar will aid the party as much as possible and fight if necessary. He will insist on using his Rune magic as sparingly as possible.

Sheriff: The sheriff will aid the party insomuch as to give them the present status of the forest. (Referee should determine this information.)

Weapon and Horsemasters' Guild: Each will sell anything the party wants.

Sid's: Sid is an alchemist. He is also very greedy for anything he can get because he has betrayed Issaries. He will sell everything for 25% over normal prices.

Lawyer's Office: The building is one floor, and has four rooms. There is a kitchen, a bedroom, an outer office, and an inner office. Normally no one will enter the inner office but Humphrey and Carlo.

The outer office consists of a desk and a few chairs. The office is lit by lanterns. Humphrey will meet all clients in this office – this is where he conducts all of his business. There is a secret panel in the inner office; behind it is a locked safe. In the safe is 150W, 1200L, and 23C. Also within the safe is a key and a dozen land leases.

Cock-Fighting Arena: This building is where the local townsfolk go for their evening entertainment. Cockfighting is a popular sport in Castle Stay. Wagering is available from 1 to 5 clacks per fight. This is a poor town. There are five fights per night.

Non-Player-Characters

Carlo [not optional] Carlo is the aide for Humphrey Jones. He will go along with the party to veri-

COCKFIGHTING

Each cock has a CON of 2D6 and will do 1D4 points of damage if it hits with its spurs. The cocks will attack at the same strike rank and get one attack per round. Roll 1D3 on the following chart to determine the attack percentage for each cock (do not tell the players!).

D3 Roll	Attack Percentage
1	25%
2	40%
3	65%

fy the deed. The party will have to look after Carlo but he will ask for no special treatment. He will take guard duty and fight for the party. He will not lead the party under any circumstances. If the party is losing badly, Carlo will flee to save his own life.

Jobar Kentor [optional]

Jobar is a Rune priest of Lhankor Mhy. He has been trying to get a group together to enter the forest for some time now, but no one seems interested. He will hear of the intentions of the group and will attempt to join them. He will use his magic to aid the party, and even wield his sword if necessary, though he is not very good.

The cocks will not go into shock as per normal rules; they fight until one is dead. Metal strips are attached to their claws to facilitate the battle.

Hit Location	Table (for	cockfights only)
Location	D20	Hit Points (1-6)
Right Claw	01-02	2
Left Claw	03-04	2
Abdomen	05-07	2
Chest	08-10	3
Right Wing	11-13	2
Left Wing	14-16	2
Head	17-20	2

Jobar will only use his Rune magic if necessary. His only reward is the knowledge he recovers or copies. He will ask for nothing else but that he be allowed to examine everything.

Lavirda [optional]

She is a young, beautiful healer of the Chalana Arroy cult. At age 17, she is an initiate with a bound spirit and a Power of 20. If the party desires, on Humphrey Jones' suggestion, she will be at the temple awaiting the plea for aid. Lavirda is a bit eager and not totally modest. To be blunt, she is nosy. She will help the party in any way she can. She has acquired a Truestone and will use the spells if necessary. She is a skilled healer for one of only initiate status. It is thought that she may some day become a high priestess. The party should watch over her well. If she is captured, her temple will offer a ransom of 2000L for her safe return. She has been an initiate for 2 years.

HUMPHREY JONES (Human male, 45)

Rune	priest c	or issaries,	lawyer		
STR	13	01-04	R LEG	1/6	
CON	15	05-08	L LEG	1/6	
SIZ	14	09-11	ABDOM	1/6	
INT	18	12	CHEST	1/7	
POW	18	13-15	RARM	0/5	
DEX	17	16-18	LARM	0/5	
CHA	19	19-20	HEAD	0/6	

Move 8 Defense 30% Hit Points 17

No longer uses any weapons

SPELLS: Befuddle, Extinguish (2), Farsee, Ignite, Invisibility (3), Mindspeech 4, Protection 4, Spirit Binding; (known by allied spirit) Dispel Magic 6, Healing 6; (known by bound spirit) Glamour 2, Shimmer 4

RUNE MAGIC: Divination, Divine Intervention 7, Multispell II, Shield 2, Spell Teaching

SKILLS: Evaluate Treasure 95%, Hide Item 85%, Listen 95%, Lock Picking 55%, Map Making 85%, Move Silently 65%, Oratory 95%, Ride 90%, Spot Hidden 80%.

LANGUAGES: Aldryami 50/50%, Darktongue 100/75%, Lunar 65/55%, Mostali 95/75%, Sartarite 100/85%, Tradetalk 100/100%

MAGIC ITEMS: 7-point POW storage crystal which currently contains a bound spirit; earring which allows the wearer to read and write all languages known to at least 25% at a level of 80% (worn in left ear).

SPIRITS: Allied spirit (in bracelet) INT 10 POW 6

Bound spirit (in crystal) INT 18 POW 12

NOTE: Humphrey has five bodyguards in the outer office at all times. All are armed with heavy crossbows and have reputations as skilled warriors. Humphrey will not go on the expedition. LAVIRDA (human female, 17) Chalana Arroy initiate

STR	15	01-04	R LEG	5/6	
CON	17	05-08	L LEG	5/6	
SIZ	12	09-11	ABDOM	7/6	
INT	18	12	CHEST	7/7	
POW	20	13-15	RARM	5/5	
DEX	17	16-18	LARM	5/5	
CHA	21	19-20	HEAD	6/6	
Move	8	Defense 35%			

Hit Points 18

Uses no weapons

SPELLS: Healing 6, Preserve Herbs, Sleep 4, Vigor (4), Xenohealing 3; (known by bound spirit) Mindspeech 3, Protection 2, Spirit Binding

RUNE MAGIC: Refine Medicine; (one-use) Comfort Song, Heal Area

SKILLS: Climb 50%, Find Healing Plants 95%, Find Water 85%, First Aid 95%, Listen 75%, Oratory 55%, Spot Hidden 75%, Spot Trap 40%, Treat Disease 75%, Treat Poison 75%

LANGUAGES: Lunar 40/35%, Sartarite 90/90%, Tradetalk 50/50%

MAGIC ITEMS: 4 doses healing salve POT 6, 2 doses mineral poison antidote POT 15, 2 doses Blade Venom antidote POT 10, 2 doses spider poison antidote POT 15, Truestone (kept hidden and secret) – Counterchaos, Healing Trance, Shield 1, Disruption, Fanaticism, Lightwall (4) are all contained within it.

SPIRITS: Bound spirit (in butterfly): INT 12 POW 13

CARLO (human male, 19) Humakt initiate

STR	17	01-04 R LEG 7/6
CON	16	05-08 L LEG 7/6
SIZ	11	09-11 ABDOM 7/6
INT	16	12 CHEST 7/7
POW	16	13-15 R ARM 7/5
DEX	17	16-18 L ARM 7/5
CHA	13	19-20 HEAD 7/6

Move 8 Defense 20% Hit Points 16

Weapon	SF	Attk%	Damage	Parr%	Pts	
Sword	5	70%	1D8+1	60%	20	
			+1D4			
Crossbow	1	65%	2D6+2	35%	10	
Thrown	1	45%	1D4	-	12	
Dagger			+1D2			
Grapple	7	60%	special	-	-	
CDELLC. D	ladaa	have A	Diamant	Lingling	~	

SPELLS: Bladesharp 4, Disrupt, Healing 6, Protection 2, Repair (2)

RUNE SPELLS: Detect Truth (one-use)

SKILLS: Evaluate Treasure 85%, Listen 75%, Oratory 65%, Sense Assassin 35%

LANGUAGES: Lunar 50%, Sartar 80/50%, Tradetalk 50%

MAGIC ITEMS: 8-point POW storage crystal

NOTES: Gease to eat no meat on Windsday.

JOBAR KENTOR (human male, 31) Lhankor Mhy Rune priest

kor Mhy Rune priest									
STR	15	01-04 R LEG	7/7						
CON	17	05-08 L LEG	7/7						
SIZ	16	09-11 ABDOM	7/7						
INT	18	12 CHEST	7/8						
POW	18	13-15 R ARM	7/6						
DEX	18	16-18 L ARM	7/6						
CHA	19	19-20 HEAD	7/7						

Move 8 Defense 40% Hit Points 19

Weapon	SR	Attk%	Damage	Parr%	Pts	
Bastard	4	60%	1D10+1	50%	20	
Sword			+1D4			
2H Long	2	45%	1D10+1	50%	15	
Spear			+1D4			
Dagger	6	65%	1D4+2	40%	12	
			+1D4			
Comp Bow	1	GEO/	10011	150/	10	

Comp Bow 1 65% 1D8+1 45% 10

SPELLS: Befuddle, Detect Life, Detect Magic, Extinguish (2), Harmonize (2), Invisibility (3), Mindspeech 3, Protection 4; (known by allied spirit) Bladesharp 4, Healing 6, Shimmer 4; (known by bound spirit in hawk) Countermagic 4, Glamour (2), Strength (2), Xenohealing 6; (known by bound spirit in bat) Detect Traps (2), Disrupt, Lightwall (4), Spirit Binding; (known by bound spirit in lizard) Dispel Magic 6, Firearrow (2), Ignite

RUNE MAGIC: Analyze Magic, Create Neutral Ground, Divination 4, Divine Intervention 10, Knowledge x2, Mindread x2, Reconstruction x3, Spell Teaching, Translate, Truespeak

SKILLS: Climb 90%, First Aid 100%, General Knowledge 60%, Listen 95%, Map Making 85%, Move Silently 75%, Oratory 75%, Spot Hidden 90%, Swim 65%, Taste Analysis 100%, Treat Disease 90%, Treat Poison 85%

LANGUAGES: Beastspeech 75/40%, Darktongue 80/65%, Grazelander 50/50%, Lunar 80/70%, Pavic 95/95%, Sartar 90/90%, Tradetalk 95/90%

MAGIC ITEMS: 14-point POW storage crystal, 4 doses healing salve POT 6, 2 doses acid POT 20, 3 doses Blade Venom POT 10, 2 doses poison gas antidote POT 20, 2 doses spider poison antidote POT 18, 2 doses mineral poison antidote POT 20, 1 dose mineral poison antidote POT 17

SPIRITS: Allied spirit (in ring) INT 14 POW 18

Bound spirit in hawk INT 16 POW 16

Bound spirit in bat INT 10 POW 18

Bound spirit in lizard INT 14 POW 12

Known History of Lord Skyppen's Castle

Lord Skyppen at 28 was a Rune lord/priest of Humakt. He led a force of men which had never been bested in battle. One hot day, the dwarf king Stonecleaver and a few followers came to Lord Skyppen with a plea for help, for a large band of trolls had entered the area and kidnapped the king's son, Boulder. Stonecleaver was afraid that his son would be killed if the dwarves attacked the trolls alone, for they could not prevail at close quarters against such strong opponents. Stonecleaver needed a quick and sure victory.

By nightfall, an agreement was reached. Upon the rescue of Boulder, the dwarves would begin construction of a mansion-fortress as Lord Skyppen's home. If Boulder was killed, the dwarves would present a gift of iron weapons to the Humakti, but would not build the fortress.

Four days later, Lord Skyppen set out on his mission, accompanied by 100 of his men as well as by the dwarves. Skyppen caused the dwarves to assault the troll position from the front while the Humakti, whose presence was unknown to the trolls. struck from the rear to seize Boulder and put the trolls to flight. The plan worked, and the trolls were defeated.

With Boulder safely returned, the dwarves fulfilled their bargain. In two years, Lord Skyppen had his fortress.

Lord Skyppen married a priestess of Chalana Arroy. They had a son, Hubert, who inherited the castle at the age of nineteen when his parents were ambushed by a large group of renegade trolls. At the age of twenty, Hubert was himself a fair swordsman. He had a force of 75 men to guard the castle. Although they were talented warriors, they did not compare to the men his father had commanded. There were also rumors that Hubert had been seen with members of evil cults. This remained unproven.

In the past years, elves had begun to occupy and thicken the surrounding forest and the dwarves had withdrawn to a distance. One day, Elfking Treetrunk came to Hubert for help. His daughter, Whispering Willow, had been taken by a war party of dwarves. Hubert, not caring about his father's relations with the dwarves, took the job. Hubert, with great losses to his troop, defeated the dwarves and rescued Whispering Willow, whom he decided to keep. Hubert was betrayed by one of his men and the elves were alerted. They laid siege to the castle but were unable to enter even though only 30 men defended the walls. Reluctantly, King Treetrunk had to leave.

A week later, Arca, a member of the Gbaji cult and friend to Hubert, stood on the parapet of the castle and laughed. Soon thereafter, the woods began to fill with chaotic creatures. Their large numbers threatened both the elves and the nearby dwarves. For the next five years, the dwarves and the elves fought against the chaos. No one won. The number of chaotic creatures was steadily reduced but the elves slowly disappeared and the dwarves lost many warriors and reluctantly returned to their mountain homes.

Hubert, after seeing what damage he had caused to the land, slew Arca and prayed to Humakt. His prayers were unanswered, and the spirits of retribution attacked him. Hubert fled the area and was never heard from again. His only loyal friend brought the news to Humphrey Jones. When the friend returned to the castle, he found that Hubert had escaped with his young son. Whispering Willow had returned to the woods and was lost to memory. Somehow Humphrey Jones was able to trace descent to the present heir.

THE FOREST

Some 60 years ago, after the elves left, the woods slowly repopulated with chaotic creatures. Within the last five years, the chaotic beings have become a major threat. No one knows why the chaotic creatures are moving into the area, but many believe that it has to do with the Elven-Dwarven-Chaos wars of 65 years ago.

Skyppen's mansion is approximately four days journey through the forest. The rivers are swift-moving and dangerous. No paths remain in the forest, but some ruins exist. Low, rugged hills (the Steelfronts) exist beyond the Farren River. These badlands are impassable, except by a dwarf. The woods are filled with chaos creatures.

To spot a ruin, characters must be within 10 miles of the ruin.

There is a 75% chance for a found item occurring every 6 hours; roll on the appropriate found item list.

Rivers

When an adventuring party reaches a river, the referee should roll 1D100 to determine the rapidity of the river.

D100	Result
01-09	Anyone seeing the river in this
	state should choose not to
	cross. If the person is stub-
	born, it will take eight swim-

	ming rolls, with each roll at -50%. The current will carry the swimmer 200 meters downstream.
10-34	River is dangerous; it will take 4 swimming rolls at -05% from
	normal ability. The current will drag the person 60 meters downstream.
35-74	River is crossable; it will take three swimming rolls, and the current will drag the swimmer
	20 meters downstream.
75-85	River is crossable with a single swimming roll.

86-00 Can be waded.

If a Swim roll is missed, the character begins drowning according to the RuneQuest rules. If a person does not wish to cross the river at the point encountered, he may move up or downstream. For every 20 meters traveled, the river will slow by 5 (add to original die roll).

Natural Landmarks

There is a 50% chance for one of these landmarks (roll 1D6) being present every 250 meters.

Roll	Result
1	Pool
2	Pond

Spring

3 Ravine

4 5

Ancient Road 6 Ouicksand

Pool – a small body of water 5-7 meters round.

Pond – a body of water 8-15 meters round. The water is still and deep.

Spring - a small water hole from which waterskins may be refilled.

Ravine - a depression or folding of the land. No trees grow along the sides of a ravine. A ravine is a nuisance; it may help in a battle.

Ancient Road - if encountered, will lead toward one of the three ruins. Note there may be more than one road leading to the same ruin. It is also probably (60% chance) that any given road will be unfollowable after each and every 25 meters traveled. It takes a successful tracking roll every 25 meters to follow the roads.

Quicksand - Quicksand looks like patches of sandy ground with plants growing on them. However, a man stepping on the quicksand will immediately start sinking.

Contrary to popular mythology, it is hard to drown in quicksand. Quicksand is thicker that water; if a person can float in water, he can float in quicksand. The best thing for a character to do, in fact, is to put himself on his back and swim out, using a backstroke. This information is no more widely known in Questworld than it is in 20th century America. If a character remains standing straight up, he will not sink above his head unless he is carrying more ENC than he has SIZ. If totally unencumbered, the character will only sink up to his waist. If half-encumbered, he will sink up to his upper chest. A standing character cannot move sideways. Momentum will carry a victim at least two meters into a pool before he realizes what he's fallen into.

If characters want to pull a fallen partner out of the quicksand, they can pull him one meter towards shore every melee round on which they make a roll of STR vs the victim's SIZ + ENC on the resistance table. A party should have a rope handy for this purpose.

There is a 20% chance that any body of water (except a river) will be defiled and undrinkable.

Forest Creatures

Harpies can attack with both claws at once. They have a -05% chance to hit with dropped stones or dung for each meter of height over the first two meters. If a victim is hit by harpy dung he must wash in wine to clean off. Until he is cleaned, only creatures of chaos will associate with him.





8 – Harpy Statistics

HARP	Y O 10	NE	01	1-02	R CL	AW	1/4
CON	13		03	3-04	LCL	WA.	1/4
SIZ	12				ABD		1/5
INT	10				CHE		1/6
POW	8				RWI		1/5
DEX	13				LWI		1/5
CHA	5		18	3-20	HEA	D	1/5
Move : Hit Po			Defe	nse C	5%		
Weapo	n				mage		
Claw		-	30%		-		
Stone		2	30%	10	6+he		onus
Dung		2	75%	-11	010 C	HA	
SPELL	S:	Bind	ling,	Iron	hand	4, Sp	eedart
SKILL	S:	FIV S	90%				
		.,					
HARP	YT	WO					
STR	10				RCL		1/4
CON	14				LCL		1/4
SIZ	8				ABD		1/5
INT	8				CHE		1/6 1/5
POW	14 16				RW		1/5
CHA	3				HEA		1/5
						D	175
Move			Defe	nse ()5%		
Hit Po	ints	\$ 13					
Weapo							
Claw			25%				
Stone							oonus
Dung		1	80%	-11	D10 C	HA	
SPELI	LS:	Bind	ding,	Spe	edart		
SKIL	S.	Flv	90%				
ONTER							
HARP			EE				
STR	Y 1 7		EE		R CI		
STR CON	Y 1 7 11		EE 0 0	3-04	LCI	_AW	1/3
STR CON SIZ	Y 1 7 11 11	THR	EE 0 0 0	3-04 5-07		_AW	1/3 1/4
STR CON SIZ INT	Y 1 7 11 11 13	THR	EE 0 0 0 0	3-04 5-07 8-09	L CI ABD CHE	AW OOM ST	1/3 1/4 1/5
STR CON SIZ INT POW	Y 1 7 11 11 13 9	THR	EE 0 0 0 0 1	3-04 5-07 8-09 0-13	ABC CHE R A	AW OOM ST RM	1/3 1/4 1/5 1/4
STR CON SIZ INT POW DEX	Y 1 7 11 11 13 9 19	THR	EE 0 0 0 0 1 1	3-04 5-07 8-09 0-13 4-17		AW OOM ST RM RM	1/3 1/4 1/5 1/4 1/4
STR CON SIZ INT POW DEX CHA	Y 1 11 13 9 19 4	THR	EE 0 0 0 1 1 1	3-04 5-07 8-09 0-13 4-17 8-20		AW OOM ST RM RM	1/3 1/4 1/5 1/4
STR CON SIZ INT POW DEX CHA Move	Y 1 7 11 13 9 19 4 3/1	O	EE 0 0 0 1 1 1	3-04 5-07 8-09 0-13 4-17 8-20		AW OOM ST RM RM	1/3 1/4 1/5 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po	Y 1 7 11 13 9 19 4 3/1 0int	0 s 11	EE 0 0 0 1 1 1 1 Defe	3-04 5-07 8-09 0-13 4-17 8-20	L CI ABD CHE R A L AI HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Pc	Y 1 7 11 13 9 19 4 3/1 0int	0 s 11 <i>SR</i>	EE 0 0 0 1 1 1 Defe <i>Attk</i>	3-04 5-07 8-09 0-13 4-17 8-20 nse 3	L CI ABD CHE R A L AI HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw	PY 1 7 11 13 9 19 4 3/1 0 int	0 s 11 <i>SR</i> 6	EE 0 0 0 1 1 1 1 Defe <i>Attk</i> 40%	3-04 5-07 8-09 0-13 4-17 8-20 nse 1 % Da 1[L CI ABC CHE R A L A HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone	PY 1 7 11 13 9 19 4 3/1 0 int	0 s 11 <i>SR</i> 6 1	EE 0 0 0 0 1 1 1 1 1 0 Defe <i>Attk</i> 40% 50%	3-04 5-07 8-09 0-13 4-17 8-20 nse 2 % Da 1[1[L CI ABC CHE R A L A HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung	PY 1 7 11 13 9 19 4 3/1 0 int	0 s 11 <i>SR</i> 6 1 1	EE 0 0 0 1 1 1 1 1 0 Defe <i>Attk</i> 40% 50% 75%	3-04 5-07 8-09 0-13 4-17 8-20 nse 2 % Da 10 11 -1	L CI ABC CHE R A L A HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone	PY 1 7 11 13 9 19 4 3/1 0 int	0 s 11 <i>SR</i> 6 1 1	EE 0 0 0 1 1 1 1 1 0 Defe <i>Attk</i> 40% 50% 75%	3-04 5-07 8-09 0-13 4-17 8-20 nse 2 % Da 10 11 -1	L CI ABC CHE R A L A HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung	PY 1 7 11 13 9 19 4 3/1 0 int 0 n	0 s 11 <i>SR</i> 6 1 1 Spe	EE 0 0 0 0 0 1 1 1 1 1 Defe <i>Attk</i> 40% 50% 75%	3-04 5-07 8-09 0-13 4-17 8-20 nse : % Da 10 11 11 -1	L CI ABC CHE R A L A HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL	PY 1 7 11 13 9 19 4 3/1 0 int 0 n	0 s 11 <i>SR</i> 6 1 1 Spe	EE 0 0 0 0 0 1 1 1 1 1 Defe <i>Attk</i> 40% 50% 75%	3-04 5-07 8-09 0-13 4-17 8-20 nse : % Da 10 11 11 -1	L CI ABC CHE R A L A HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL	PY 1 7 11 13 9 19 4 3/1 0 int 0 n	0 s 11 <i>SR</i> 6 1 1 Spe	EE 0 0 0 0 0 1 1 1 1 1 Defe <i>Attk</i> 40% 50% 75%	3-04 5-07 8-09 0-13 4-17 8-20 nse : % Da 10 11 11 -1	L CI ABC CHE R A L A HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKIL	PY 1 7 11 13 9 19 4 3/1 20 n LS: LS:	0 s 11 SR 6 1 1 Spe Fly	EE 0 0 0 0 1 1 1 1 Defe Attk 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 nse : % Da 10 11 11 -1	L CI ABC CHE R A L A HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL	PY 1 7 11 13 9 19 4 3/1 20 n LS: LS:	0 s 11 SR 6 1 1 Spe Fly	EE 0 0 0 1 1 1 1 1 1 Defe Attk 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 nse : % Da 1[1[-1 t	L CI ABC CHE R A L A HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKIL	PY 1 7 11 13 9 19 4 3/1 0 int 20 n LS: LS:	0 s 11 SR 6 1 1 Spee Fly	EE 0 0 0 1 1 1 1 1 1 1 0 Defe Attk 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 nse 10 10 -1 t	L CI ABC CHE R A L AI HEA 20%	LAW DOM ST RM RM AD	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKIL HARI	PY 7 7 11 13 9 9 4 3/1 0 int 0 n LS: LS: LS: 12	0 s 11 SR 6 1 1 Spee Fly FOU	EE 0 0 0 0 1 1 1 1 1 1 Defe Attk 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 nse : % Da 1[1[-1 t	L CI ABC CHE R A L A HEA 20%	LAW DOM ST RM RM AD Seight I	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKIL HARI STR CON	PY 1 7 11 13 9 9 4 3/1 0 int 2 5 12 16 7	0 s 11 SR 6 1 1 Spee Fly FOU	EE 0 0 0 0 1 1 1 1 1 1 Defe 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 nse : % Da 1[1[-1 t t	L CI ABC CHE R A L A HEA 20% Amage D6 D6 D6 D6 D6 C C C R C C 2 R C 2 R C 2 R C 2 R C 2 R C 2 R C	LAW DOM ST RM RM AD Seight I CHA	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4 1/4 1/5 1/5 1/5 1/6 1/7
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKIL STR CON SIZ INT POW	PY 1 7 11 13 9 9 4 3/1 0 int 2 5 12 16 7	0 s 11 SR 6 1 1 Spee Fly FOU	EE 0 0 0 0 1 1 1 1 1 Defe 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 nse : % Dia 1[1[-1 1 t -1 t	L CI ABC CHE R A L A D HEA 20% 20% 20% 20% 20% 20% 20% 20% 20% 20%	LAW DOM SST RM RM AD CHA LAW LAW LAW DOM EST (ING	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/5 1/5 1/5 1/5 1/6 1/7 1/6
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKILI STR CON SIZ INT POW DEX	PY 1 7 111 13 9 19 4 3/1 0 int 0 n LS: LS: LS: 12 16 7 10 17 12	0 s 11 Spe Fly FOU	EE 0 0 0 1 1 1 1 1 Defe 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 mse : % Da 10 11 11 -1 t t	L CI ABC CHE R A L A HEA 20% amage 06 06 06 06 06 06 06 06 06 06 06 06 06	LAW DOM SST RM RM AD D D D D D D D D D D D D D D D D D D	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/5 1/5 1/5 1/5 1/6 1/7 1/6
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKIL STR CON SIZ INT POW	PY 1 7 11 13 9 19 4 3/1 0 int 0 n LS: LS: LS: 12 16 7 10 17	0 s 11 Spe Fly FOU	EE 0 0 0 1 1 1 1 1 Defe 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 mse : % Da 10 11 11 -1 t t	L CI ABC CHE R A L A D HEA 20% 20% 20% 20% 20% 20% 20% 20% 20% 20%	LAW DOM SST RM RM AD D D D D D D D D D D D D D D D D D D	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/5 1/5 1/5 1/5 1/6 1/7 1/6
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKILI STR CON SIZ INT POW DEX	PY 1 7 11 13 9 9 4 3/1 0 int 0 n LS: LS: LS: 12 16 7 10 17 12 12 1	0 s 11 Spe Fly	EE 0 000 11 11 1 Defe Attk 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 mse: % Da 1[10 -1 t t t t t	L CI ABC CHE R A L A U HEA 20% Amage 20% 206 hte D10 (2 R C 4 L C 7 ABI 3 R W 7 L W) HEA	LAW DOM SST RM RM AD D D D D D D D D D D D D D D D D D D	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/5 1/5 1/5 1/5 1/6 1/7 1/6
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKIL SKIL HARI STR CON SIZ INT POW DEX CHA	PY 1 7 11 13 9 9 4 3/1 0 int 0 7 LS: LS: LS: 10 7 10 17 12 10 17 12 1 3/1	0 s 11 Spe Fly FOU	EE 0 0 0 0 1 1 1 1 1 Defe 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 mse: % Da 1[10 -1 t t t t t	L CI ABC CHE R A L A U HEA 20% Amage 20% 206 hte D10 (2 R C 4 L C 7 ABI 3 R W 7 L W) HEA	LAW DOM SST RM RM AD D D D D D D D D D D D D D D D D D D	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/5 1/5 1/5 1/5 1/6 1/7 1/6
STR CON SIZ INT POW DEX CHA Move Hit PO Claw Stone Dung SPEL SKIL HARI STR CON SIZ INT POW DEX CHA	PY 1 7 11 13 9 9 4 3/1 0 int 5 2 12 16 7 12 16 7 10 17 12 10 3/10 17 10 17 10 17 10 19 4	0 s 11 SR 6 1 1 Spee Fly FOU 5 0 2 0 0 s 16	EE 0 0 0 0 1 1 1 1 Defe 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 mse: % Da 1[10 -1 t t t t t t t	L CI ABC CHE R A L A U HEA 20% Amage 20% Amage D D D D D D D C C R C L A U D D C C C C C C C C C C C C C C C C C	LAW DOM ST RM RM AD Sight I CHA	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/5 1/5 1/5 1/5 1/6 1/7 1/6
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKIL STR CON SIZ INT POW DEX CHA Move Hit Po	PY 1 7 11 13 9 9 4 3/1 0 int 5 2 12 16 7 12 16 7 10 17 12 10 3/10 17 10 17 10 17 10 19 4	0 s 11 SR 6 1 1 Spee Fly FOU 5 0 2 0 0 s 16	EE 0 0 0 0 1 1 1 1 Defe 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 mse: % Da 11 11 -1 t t t t t t t t t t t t t t t	L CI ABC CHE R A L A U HEA 20% Amage 20% 206 hte D10 (2 R C 4 L C 7 ABI 3 R W 7 L W) HEA	LAW DOM ST RM RM AD Sight I CHA	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/5 1/5 1/5 1/5 1/6 1/7 1/6
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKIL STR CON SIZ INT POW DEX CHA Move Hit Po Weap	PY 1 7 111 13 9 4 3/1 0 int 0 7 12 10 17 12 10 17 12 10 17 12 10 17 12 10 17 10 17 10 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 19 4 3/1 10 10 10 10 10 10 10 10 10 10 10 10 10	0 s 11 SR 6 1 1 Spe Fly FOU 5 0 0 s 16 SR	EE 0 0 0 0 0 1 1 1 1 Defe Attk 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 mse : % Da 10 11 11 -1 t t)1-02 03-04 05-05 05-05 08-09 0-13 (4-17) (8-20 (9-14) (4-17) (8-20) (9-14) (1	L CI ABC CHE R A L A D HEA 20% amage 20% 206 06-he D10 (20% 2 R C 4 L C 7 ABI 3 R W 7 L W 0 HEA 0 HEA 3 R W 7 L W 0 HEA 3 R M 7 L W 0 HEA 2 CHE 2 CHE	LAW DOM ST RM RM AD CHA LAW LAW LAW DOM EST //ING AD	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/5 1/5 1/5 1/5 1/6 1/7 1/6
STR CON SIZ INT POW DEX CHA Move Hit PO Stone Dung SPEL SKILI STR CON SIZ INT POW DEX CHA Move Hit PO Veap Claw	PY 1 7 111 13 9 4 3/1 0 int 0 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2	0 s 11 SR 6 1 1 Spe Fly FOU 5 0 7 2 0 0 5 10 0 5 8 7 9	EE 0 0 0 0 0 1 1 1 1 1 Defe 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 mse : % Da 10 11 11 -1 t t)1-02 03-04 05-05 05-05 08-05 05-05 8-09 0-13 (4-17) (8-20 (14-17) (8-20) (9-10) (14-17) (14-	L CI ABC CHE R A L A D HEA 20% amage 20% 206 06-he D10 (20% 2 R C 4 L C 7 ABI 3 R W 7 L W 0 HEA 0 HEA 3 R W 7 L W 0 HEA 3 R M 7 L W 0 HEA 2 CHE 2 CHE	LAW DOM ST RM RM AD Sight L CHA LAW LAW LAW LAW CHA ST IING AD	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/5 1/5 1/5 1/5 1/6 1/7 1/6 1/6
STR CON SIZ INT POW DEX CHA Move Hit Po Claw Stone Dung SPEL SKIL SKIL HARI STR CON SIZ INT POW DEX CHA Move Hit Po U SV DEX CHA	PY 1 7 111 13 9 4 3/1 0 int 0 2 1 2 10 17 12 10 17 12 10 17 12 10 17 12 10 17 12 10 17 10 17 10 19 4 3/10 19 19 4 3/10 19 19 4 3/10 19 19 4 3/10 19 19 4 3/10 19 19 4 3/10 19 19 4 3/10 19 19 4 3/10 19 19 4 3/10 19 19 19 19 19 19 19 19 19 19 19 19 19	0 s 11 SR 6 1 1 Spe Fly FOU 5 0 0 s 16 SR 9 3 3	EE 0 0 0 0 0 0 1 1 1 1 1 Defe 40% 50% 75% edar 95%	3-04 5-07 8-09 0-13 4-17 8-20 % Da 11 11 -1 t t t t t t t t t t t t t t t	L CI ABC CHE R A L A U HEA 20% Amage 20% Amage D6 D6+he D10 0 2 R C 4 L C 7 ABI 3 R W 7 L W 0 HEA 05% Amage 06 D6+he D10 0 1 HEA 2 CHE 2 R C 2 R C 2 R C 2 R C 2 R C 4 L C 2 R C 4 L C 2 CHE 2 R C 4 L C 2 CHE 2 R C 2 CHE 2 R C 2 CHE 2 C	LAW DOM ST RM RM AD ST CHA LAW LAW LAW DOM EST //ING AD	1/3 1/4 1/5 1/4 1/4 1/4 1/4 1/4 1/4 1/4 1/5 1/5 1/5 1/5 1/6 1/7 1/6 1/6

SKILLS: Fly 90%

HARPY FIVE STR 17 01-02 R CLAW 1/4 CON 16 03-04 L CLAW 1/4 SIZ 4 05-07 ABDOM 1/5 INT 13 08-09 CHEST 1/6 POW 11 10-13 R WING 1/5 DEX 14 14-17 L WING 1/5 CHA 3 18-20 HEAD 1/5 Move 3/10 Defense 15% 1/5 Hit Points 14 104 106 Stone 2 45% 1D6+height bonus Dung 2 85% -1D10 CHA SPELLS: Befuddle, Binding, Ironhand 1 SKILLS: Fly 90% SKILLS: SKILLS:
HARPY SIX STR 12 01-02 R CLAW 1/2 CON 10 03-04 L CLAW 1/2 SIZ 7 05-07 ABDOM 1/3 INT 14 08-09 CHEST 1/4 POW 12 10-13 R WING 1/3 DEX 14 14-17 L WING 1/3 CHA 2 18-20 HEAD 1/3 Move 3/10 Defense 10%
Hit Points 9
Weapon SR Attk% Damage Claw 8 35% 1D6 Stone 2 60% 1D6+height bonus Dung 2 80% -1D10 CHA SPELLS: Speedart SKILLS: Fly 95%
HARPY SEVEN STR 11 01-02 R CLAW 1/2 CON 10 03-04 L CLAW 1/2 SIZ 5 05-07 ABDOM 1/3 INT 12 08-09 CHEST 1/4 POW 16 10-13 R WING 1/3 DEX 20 14-17 L WING 1/3 CHA 1 18-20 HEAD 1/3 Move 3/10 Defense 10% Hit Points 9
WeaponSR Attk% DamageClaw735%1D6Stone135%1D6+height bonusDung180%-1D10 CHASPELLS:BindingSKILLS:Fly 95%
HARPY EIGHT STR 11 01-02 R CLAW 1/2 CON 11 03-04 L CLAW 1/2 SIZ 4 05-07 ABDOM 1/3 INT 9 08-09 CHEST 1/4 POW 11 10-13 R WING 1/3 DEX 14 14-17 L WING 1/3 CHA 6 18-20 HEAD 1/3
Move 3/10 Defense 10%
Hit Points 9
Weapon SR Attk% Damage
Claw 9 35% 1D6

Weapon	SF	Attk?	% Damage
Claw	9	35%	1D6
Stone	2	35%	1D6+height bonus
Dung	2	80%	-1D10 CHA

HARPY NINE STR 13 01-02 R CLAW 1/5 CON 17 03-04 L CLAW 1/5 SIZ 8 05-07 ABDOM 1/6 INT 9 08-09 CHEST 1/7 POW 12 10-13 R WING 1/6 DEX 13 14-17 L WING 1/6 CHA 6 18-20 HEAD 1/6 Move 3/10 Defense 05% Hit Points 16 Hit Points 16
WeaponSR Attk% DamageClaw835%1D6Stone240%1D6+height bonusDung285%-1D10 CHASPELLS: Ironhand 2
SKILLS: Fly 95%
HARPY TEN STR 5 01-02 R CLAW 1/4 CON 15 03-04 L CLAW 1/4 SIZ 7 05-07 ABDOM 1/5 INT 9 08-09 CHEST 1/6 POW 17 10-13 R WING 1/5 DEX 7 14-17 L WING 1/5 CHA 5 18-20 HEAD 1/5
Move 3/10 Defense 0% Hit Points 15
WeaponSR Attk% DamageClaw10 35%1D6Stone4 60%1D6+height bonusDung4 75%-1D10 CHASPELLS:Befuddle, BindingSKILLS:Fly 90%
HARPY ELEVEN STR 8 01-02 R CLAW 1/2 CON 8 03-04 L CLAW 1/2 SIZ 8 05-07 ABDOM 1/3 INT 16 08-09 CHEST 1/4 POW 12 10-13 R R 1/3 DEX 12 14-17 L WING 1/3 DEX 12 14-17 L WING 1/3 Move 3/10 Defense 05% Hit Points 7
WeaponSR Attk% DamageClaw935%1D6Stone380%1D6+height bonusDung375%-1D10 CHA
SPELLS: Binding, Speedart SKILLS: Fly 90%
HARPY TWELVESTR1101-02R CLAW1/3CON1303-04L CLAW1/3SIZ405-07ABDOM1/4INT708-09CHEST1/5POW1410-13R WING1/4DEX1714-17L WING1/4CHA118-20HEAD1/4
Move 3/10 Defense 10% Hit Points 11
WeaponSR Attk% DamageClaw840%Stone135%Dung180%-1D10 CHA

SPELLS: Binding, Speedart

SKILLS: Fly 85%

SKILLS: Fly 90%

These scorpion men have been drawn to the area by an inexplicable force. They met in the forest and don't think that they could leave even if they wanted to do so. They don't want to leave, because they attack wandering parties and have become rather wealthy. They have a hidden treasure in the forest that any surviving scorpion men will show to their captors in case they are defeated. Buried in a sack is 100W and 4500L.

Note that scorpion man one is invisible when encountered, and so there will always appear to be one less scorpion man than there truly are. The scorpion men will attempt to flee if their number is reduced to less than half their original number.

SCORPION MAN ONE

STR	19		01	RH LEG	3/4	
CON	15		02	RC LEG	3/4	
SIZ	14		03-04	RF LEG	3/4	
INT	3		05	LH LEG	3/4	
POW	8		06	LC LEG	3/4	
DEX	14		07-08	LF LEG	3/4	
CHA	11		09-10	TAIL	3/6	
Move	8		11-12	THORX	3/6	
Defens	se 00%		13-14	CHEST	3/7	
Hit Po	ints 16		15-16	RARM	3/5	
			17-18	LARM	3/5	
			19-20	HEAD	3/6	
Weapo	n	SR	Attk%	Damage	Parr%	Pts
2H Sp				1D10+1	75%	15
				+1D6		-
Club		7	80%	1D10	70%	20
				+1D6		
Sling		2	75%	1D8	-	_
Sting		8	65%	1D6+1D6		
				+ poison F	OT 15	;

SKILLS: Climb 45%, Hide in Cover 40%

TREASURE: 5 wheels

CHAOTIC FEATURE: invisible until attacks.

SCORPION MAN TWO

STR 19		01 RH LEG 13/5
CON 16		02 RC LEG 13/5
SIZ 21		03-04 RF LEG 13/5
INT 2		05 LH LEG 13/5
POW 8		06 LC LEG 13/5
DEX 18		07-08 LF LEG 13/5
CHA 9		09-10 TAIL 13/7
Move 8		11-12 THORX 13/7
Defense 00%	,	13-14 CHEST 13/8
Hit Points 19	3	15-16 R ARM 13/6
		17-18 LARM 13/6
		19-20 HEAD 13/7
Weapon	CE	Attk% Damage Parr% Pts
		0
Club	5	60% 1D10 50% 20
		+1D6
Sling	1	75% 1D8
Sting	6	80% 1D6+1D6
		+ poison POT 16

SKILLS: Track 70%

TREASURE: 45 lunars

CHAOTIC FEATURES: 10 point skin, reflects 1 and 2 point spells back to caster.

0		34	CI.	1	0
Scor	pion.	Man	Stat	ISTICS	- 9
Neur	prom		~		-

			and the second second second		the second s
SCORPIO	ON MAN	N THR	EE		IS
STR 18		01	RH LEG	3/3	S
CON 10		02	RC LEG	3/3	C
SIZ 22			RF LEG		S
INT 9 POW 11		05 06	LH LEG LC LEG	3/3 3/3	P
DEX 12			LF LEG	3/3	
CHA 13		09-10		3/5	C
Move 8			THORX		N
Defense (00%	13-14	CHEST		
Hit Point	s 13		RARM	3/4	H
			LARM	3/4	1
			HEAD	3/5	
Weapon			Damage		
Club	6	70%	1D10	60% 20	
Sling	3	90%	+1D6 1D8		
Sting	7	45%	1D6+1D6	-	S
oring	· ·	4070	+ poison		0
SPELLS:	Haalin	~ 2			
					S
SKILLS:	Read/V	Vrite B	eastspeech	70%	S
TREASU	RE: 15	lunars			Т
СНАОТІ	C FEAT	TURE:	none		0
SCORPIC					
STR 21		01	RH LEG	3/4	
CON 15		02	RC LEG	3/4	S
SIZ 18 INT 2	,	03-04	LH LEG	3/4 3/4	C
POW 9		06	LC LEG	3/4	S
DEX 16	;		LF LEG	3/4	1
CHA 14		09-10		3/6	P
Move 8		11-12	THORX	3/6	
Defense			CHEST	3/7	C
Hit Point	s 17		RARM	3/5	
			L ARM HEAD	3/5 3/6	H
	17 123				
Weapon			Damage	Parr% Pt	
Club	5	70%	1D10 +1D6	75% 20	V
Sling	1	60%	1D8		N
Sting	6	75%	1D6+1D6	;	
			+ poison	POT 15	S
SKILL: S	Swim 55	5%			S
TREASU					
					S
			S: appear		
			% Defense ho killed		
combat a			no killed	it in spir	n c
combat a	inter det				
SCORPIO	ON MAI				S
STR 23			RH LEG		S
CON 17		02	RC LEG	3/5	0
SIZ 18 INT 7	5	03-04	RF LEG LH LEG	3/5 3/5	S
POW 6		06	LC LEG		
DEX 19)		LF LEG	3/5	P
CHA 16			TAIL	3/7	
Move 8		11-12	THORX	3/7	N
Defense	00%		CHEST	3/8	
Hit Point	ts 19		RARM	3/6	H
			LARM	3/6	
			HEAD	3/7	
Weapon			Damage		
Club	4	45%	1D10	35% 2	0 0
Sling	1	50%	+2D6 1D8	_	
Sting	5	50% 65%	1D6+2D6	;	5
			+ poison		S
SKILL:	Evaluate	Treas			
					S
TREASU	HE: 34	lunars			S

CHAOTIC FEATURE: a horrific smell emanates from him – all opponents must roll CONx5 every 5 melee rounds or lose consciousness.

SCOR	PION	AN	SIX		
STR	20		01	RH LEG	3/4
CON	13		02	RC LEG	3/4
SIZ	21		03-04	RF LEG	3/4
INT	5		05	LH LEG	3/4
POW	7		06	LC LEG	3/4
DEX	15		07-08	LF LEG	3/4
CHA	15		09-10	TAIL	3/6
					3/6
Move	8		11-12		
	se 00%		13-14		3/7
Hit Po	ints 16			RARM	3/6
			1. C. 1. C. C. C.	LARM	3/6
			19-20	HEAD	3/7
Weapo	n	SR	Attk%	Damage	Parr% Pts
Club			45%		40% 20
		-		+2D6	
Sling		2	40%	1D8	
			50%	1D6+2D6	
Sting		1	50%	a man and a more that	
				+ poison l	0113
SPELL	S: Bef	udo	lle, Hea	aling 2	
	: Spot				
TREA	SURE:	46	lunars		
CHAO	TIC FE			nono	
СПАО	IIC FE	AI	ORE:	none	
SCOR	PIONN	AN	SEVE	IN	
STR	23		01	RH LEG	3/5
CON	16		02	RC LEG	3/5
SIZ	28			RF LEG	3/5
	28		03-04	LH LEG	3/5
INT	-				
POW	10		06	LCLEG	3/5
DEX	20			LF LEG	3/5
СНА	12		09-10		3/7
Move	8		11-12	THORX	3/7
	se 00%			CHEST	3/8
Hit Po	ints 20		15-16		3/6
				LARM	3/6
			19-20	HEAD	3/7
Maana		CP	A++4.0%	Damage	Parr% Pts
Weapo Maul				Damage	55% 20
waut		1	70%	2D8	55% 20
0.11			450	+2D6	
Sling		1	45%	1D8	
Sting		4	55%	1D6+2D6	
				+ poison l	POT 16
SKILL	S: Mo	/e S	ilently	35%	
TREA	SURE:	75	lunars		
CHAO	TIC FE	A	URE	SIZ +10	
511110					
	ni cris		I FIG	17	
	PION	IAI			
STR	22			RH LEG	
CON	17		02	RC LEG	15/5
SIZ	20		03-04	RF LEG	15/5
INT	5		05	LH LEG	15/5
POW	5		06	LC LEG	15/5
DEX	20		07-08	LF LEG	15/5
CHA	16		09-10	TAIL	15/7
Move	8			THORX	
			11-12		15/7
	se 00%			CHEST	15/8
Hit Po	ints 19			RARM	15/6
				LARM	15/6
			19-20	HEAD	15/7
Weapo	n	SP	Atthe	Damage	Parr% Pts
Club				1D10	35% 20

Club	4	75%	1D10	35%	20
			+2D6		
Sling	1	45%	1D8	-	-
Sting	5	70%	1D6+20	06	
			+ poisor	POT 1	7

SPELLS: Heal 2, Shimmer 2

SKILLS: Evaluate Treasure 55%, Oratory 40%

TREASURE: 38 lunars

CHAOTIC FEATURE: 12-point skin

damage.

all within 3 meters. Armor helps vs. this

The second se	Pro One is the leader of this group of
DRAGONSNAIL ONE STR 24 01-08 SHELL 8/8 CON 11 09-14 BODY 4/7 SIZ 32 15-20 HEAD 4/7 POW 12 DEX 6 Move 3 Defense 30% Hit Points 16	Broo One is the leader of this group of adventurous broos. He carries the trea- sure that the group has taken from en- counters in the forest. This consists of 138W, 156L, and 548C. There are also 3 gems worth 145L, 1057L, and 23L respectively. Broo One wears a whistle around his neck which was taken from a group of human mercenaries. When
Bite 8 65% 1D6+2D6 CHAOTIC FEATURES: appearance very confusing (30% Defense); reflects 1 and 2 point spells back at caster; can spit POT 8 acid twice per day with a 6 meter range. (It will usually spit acid twice as its first two attacks.)	blown, the wearer becomes invisible for 5 seconds (approximately 5 strike ranks). This can be used once per hour. The broos are very loyal to Broo One because he has brought them
DRAGONSNAIL TWO STR 29 01-08 SHELL 8/8 CON 14 09-14 BODY 4/7 SIZ 27 15-17 R HEAD 4/7 POW 12 18-20 L HEAD 4/7	renown and treasure. Broos Two and Six are ridiculed by the rest, for they carry no disease. They usually are the first broos to enter melee after missile fire because they feel a need to prove themselves.
DEX 9 Move 3 Defense 00% Hit Points 18 Weapon SR Attk% Damage R Head Bite 7 60% 1D6+2D6 L Head Bite 7 70% 1D6+2D6 CHAOTIC FEATURES: apparently invin- cible – no visible damage till it falls over	BROO ONE STR 18 01-04 R LEG 18/8 CON 23 05-08 L LEG 18/8 SIZ 10 09-11 ABDOM 18/8 INT 16 12 CHEST 18/9 POW 17 13-15 R ARM 18/7 DEX 17 16-18 L ARM 18/7 CHA 3 19-20 HEAD 18/8
dead; Explodes upon dying doing 11 points of damage to all within 3 meters – armor helps vs. this damage.	Move 9 Defense 35% Hit Points 24 Weapon SR Attk% Damage Parr% Pts Maul 4 100% 2D8+1D4 100% 15 Hvy Mace 6 85% 1D10 80% 20 +1D4
DRAGONSNAIL THREE STR 22 01-08 SHELL 8/7 CON 10 09-14 BODY 4/6 SIZ 25 15-17 R HEAD 4/6 POW 7 18-20 L HEAD 4/6 DEX 10 Move 3 Defense 00% Hit Points 14 Weapon SR Attk% Damage SR Attk% Damage	Butt 7 100% 1D6+1D4 – – Heavy 1 90% 2D6+2 40% 10 Crossbow + Blade Venom POT 20 Mdm Shield – – – 90% 12 SPELLS: Befuddle, Bludgeon 4, Demora- lize, Healing 6, Multimissile 4; (known by lizard one) Detect Gold, Detect Silver, Disrupt, Ignite, Mobility, Silence, Spirit Binding, Spirit Shield 4; (known by lizard
R Head Bite 7 75% 1D6+2D6 L Head Bite 7 55% 1D6+2D6 CHAOTIC FEATURES: can spit acid POT 17 five times daily with a 6 meter range. It will usually spit with the left head while the right one bites until it runs out of acid,	 two) Countermagic 3, Dispel Magic 3, Invisibility (3), Shimmer 4 RUNE MAGIC: Reflection 1, Shield 2 (both one-use) SKILLS: Climb 80%, Evaluate Treasure 75%, Hide in Cover 85%, Listen 100%, Ora-
when it will start to bite with both heads. DRAGONSNAIL FOUR STR 27 01-08 SHELL 8/9 CON 14 09-14 BODY 4/8 SIZ 27 15-20 HEAD 4/8	tory 95%, Spot Hidden 85%, Spot Trap 85%, Swim 80%, Track 80% MAGIC ITEMS: 12-point POW storage crys- tal; 2 doses healing potion POT 6; 3 doses acid POT 15; 3 doses mineral poison POT 18; 5 doses Blade Venom POT 20; magic whistle (described above).
POW 18 DEX 6	TREASURE: 50 wheels and 300 lunars. SPIRITS: bound spirit (in lizard one)
Move 3 Defense 00% Hit Points 19 Weapon SR Attk% Damage	INT 13 POW 14 bound spirit (in lizard two) INT 15 POW 16
Bite 8 65% 1D6+2D6 CHAOTIC FEATURES: +7 POW; reflects	CHAOTIC FEATURES: +6 CON; 10-point skin
1 and 2 point spells back to caster; explodes upon dying, doing 11 points of damage to all within 3 meters. Armor helps vs. this	NOTES: carries both Creeping Chills and Brain Fever; his lizard familiars each have

CHA 9		19-20	HEAD	3/5	
Move 9 Def		e 00%			
Hit Points 15					
			Damage	Parr%	
1H Spear		50%	1D8+1	50%	15
Butt		50%	1D6	-	-
Mdm Shield		-	-	50%	12
CHAOTIC F	EAT	URE	hairless	slick g	reen
skin over enti	re b	ody.			
BROO THRE	F				
STR 17		01-04	R LEG	5/9	
CON 17			L LEG	5/9	
SIZ 17			ABDOM	5/7	
INT 12			CHEST		
POW 16			RARM	5/6	
DEX 11			LARM	5/6	
CHA 5		19-20	HEAD	3/7	
Move 9 De	fens	e 00%			
Hit Points 19					
Mannan	CP	A++LQ	6 Damage	Parr%	Pts
Weapon		70%	1D10	70%	20
Club	'	1070	+1D6	1070	
2H Spear	4	70%	1D10+1	60%	15
Zhiopear	-	1010	+1D6		
Butt	8	85%	1D6+1D	6-	-
			Harling	2	
SPELLS: Bla					
SKILLS: Clin	mb 9	90%, J	ump 70%	, Track	75%
TREASURE					
CHAOTIC I	FEA	TURE	: Can J	ump u	p to
10 meters.					
NOTES: carr	ries S	Soul V	Vaste		
BROO FOUL	R				
STR 14		01-04	RLEG	4/6	
CON 15			B L LEG	4/6	
SIZ 13			ABDON		
INT 17			CHEST	4/7	
POW 11			RARM	4/5	
DEX 14			BLARM		
CHA 5		19-20	HEAD	10/6	
Move 9 D	efen	se 15%	6		
Hit Points 1	6				
Weapon	SR	Attk	% Damage	Parr?	6 Pts
Club	7		1D10	65%	
Ciub	-	1010	+1D4		
2H Spear	4	70%	1D10+1	70%	15
211 0000			+1D4		212
Butt	8		1D6+10	04-	-
H Crossbow		55%	2D6+2	35%	10
				ile 3	
SPELLS: Fa					
SKILLS: C	limb	70%	, Hide in	Cover	70%,
Track 60%					
TREASURE	: 10	C			
			. ann-hl-	ofher	athing
CHAOTIC I		TURE	-: capable	or brea	ating
underwater.					
NOTES: car	rries	the S	hakes		
BROO FIVE	E			1	
STR 18		01-0	4 R LEG		
CON 17		05-0	8 L LEG	3/6	
SIZ 16		09-1	1 ABDOM		
INT 8		12			
POW 16		13-1	5 R ARN	1 3/5	
DEX 12			8 LARM		
CHA 5		19-2	O HEAD	5/6	
	_				

BROO TWO

11

STR 12

CON 15

POW 7

DEX 11

CHA 9

SIZ

INT 7

but 1 hit point and are always hidden.

Brain Fever; his lizard familiars each have

01-04 R LEG

05-08 L LEG

12

09-11 ABDOM

13-15 R ARM

16-18 L ARM

19-20 HEAD

CHEST

3/5

3/5

3/5

3/6

3/4

3/4

3/5

Move 9 Defense 00% Hit Points 18

Hit Points 18		se 00%			
Weapon		Attk%	Damage	Parr%	Pts
Club	7	75%	1D10 +1D6	80%	20
2H Spear	4	60%	1D10+1	50%	15
Butt	8	80%	1D6+1D6		-
Self Bow	3	70%	1D6+1	25%	6
SPELLS: Fir	earr	ow (2)	, Light		
SKILLS: Spo	ot H	idden 6	65%, Spot	Traps	50%
TREASURE					
CHAOTIC F scattered over				eight	ears
NOTE: carrie	es So	oul Was	ste		
BROO SIX					
STR 17		01-04	R LEG	3/5	
CON 15		05-08	L LEG	3/5	
SIZ 11		09-11	ABDOM	6/5	
INT 13		12	CHEST	6/6	
POW 14			RARM	3/4	
DEX 7			LARM	3/4	
CHA 4			HEAD	6/5	
Move 9 De Hit Points 15		se 00%			
Weapon	SR	Attk%	Damage	Parr%	Pts
Club		80%	1D10 +1D4		20
2H Spear	6	75%	1D10+1 +1D4+Bla	65% de Vei	15 nom
			POT 20		
		85%			
Self Bow		70%			6
			enom POT		
MAGIC ITEI 10.	MS:	1 dos	e Blade V	enom I	точ
TREASURE	: 4L				
CHAOTIC F					
point per me	lee	round	in location	n of ch	oice
until dead.					
BROO SEVE	N				
STR 18			R LEG		
CON 18			LLEG	4/7	
SIZ 14			ABDOM	5/7	
INT 13 POW 11			CHEST R ARM	5/8	
DEX 13			LARM	5/6	
CHA 7			HEAD	5/6	
Move 9 De	fond				
Hit Points 19		SC 30%			
Weapon	SR	Attk%	Damage	Parr%	Pts

vveapon	SF	Attky	6 Damage	Parr%	Pts	
Club	7	70%	1D10	70%	20	
			+1D4			
2H Spear	4	60%	1D10+1	50%	15	
			+1D4			
Butt	8	75%	1D6+1D	4 -	-	
Arbalest	2	55%	3D6+1	30%	10	

SPELLS: Bladesharp 3, Disrupt, Healing 2

TREASURE: 13L and 18C

CHAOTIC FEATURE: possesses small elephant-like trunk.

NOTES: carries Wasting Disease

BROO EIGHT

STR	10	01-03	R LEG	3/5
CON	14	04-06	L LEG	3/5
SIZ	10	07-09	ABDOM	3/5
INT	11	10	CHEST	3/6
POW	12	11-12	RARM	3/4
DEX	9	13-14	LARM	3/4
CHA	5	15-20	HEAD	9/10

Move 9 Defense 20% Hit Points 14 SR Attk% Damage Parr% Pts Weapon Club 7 70% 1D10 65% 20 Scimitar 6 60% 1D8+1 50% 20 Butt 9 75% 2D10 2D6+2 20% 10 H Crossbow 3 70% SPELL: Befuddle

SKILLS: Lock Picking 55%, Track 70%

TREASURE: 4L and 11C

CHAOTIC FEATURE: enormously disproportionately large head (about a foot and a half across).

NOTE: carries Brain Fever in double dose - victims exposed to his disease must resist twice.

BROO NINE

STR	10	01-03	R LEG	5/5	
CON	15	04-06	C LEG	5/5	
SIZ	12	07-09	L LEG	5/5	
INT	11	10-11	ABDOM	5/5	
POW	5	12	CHEST	5/6	
DEX	6	13-15	RARM	5/4	
CHA	6	16-18	LARM	5/4	
		19-20	HEAD	3/5	

Move 10 Defense 00% Hit Points 15

Weapon	SR	Attk?	6 Damage	Parr%	Pts
Club	9	50%	1D8	50%	20
2H Spear	6	40%	1D10+1	40%	15
Butt	10	60%	1D6	-	-
Kick	10	60%	1D8	-	-

SPELL: Befuddle

CHAOTIC FEATURE: possesses three legs. May kick in the same round that it uses head butt and its regular weapon attack.

NOTE: carries Creeping Chills

BROO TEN

Drive		1.4					
STR	15			01-04	R LEG	16/5	
CON	14			05-08	L LEG	16/5	
SIZ	14			09-11	ABDOM	16/5	
INT	13			12	CHEST	16/6	
POW	11			13-15	RARM	16/4	
DEX	9			16-18	LARM	16/4	
CHA	4			19-20	HEAD	16/5	
Move Hit Po				se 15%			
Weapo	n		SR	Attk%	Damage	Parr%	Pts
Bastar	ď		7	65%	1D10+1	45%	20
Sword	1				+1D4		
2H Sp	ear		5	55%	1D10+1	55%	15
					+1D4		
Butt			9	70%	1D6+1D4	-	-
Arbale	est		3	75%	3D6+1	25%	10
SPEL	LS: I	Mul	Itim	nissile 4			
CHAC	TIC	FE	EAT	URE:	10-point s	kin	
NOTE	: ca	rrie	s th	e Shak	es		

The first two dwarves are advance scouts for a larger party of dwarves. Their job is to approach within sight distance of the mansion and then determine whether it is safe enough for the dwarves to approach.

If encountered, they will be seen from a distance. Dwarf One has a bound spirit in a hawk circling above. When the adventurers approach within 150 meters, the spirit will alert Dwarf One as to any danger.

The scouts' tactics are to fire their crossbows while retreating, in hopes of discouraging pursuit. After firing a volley, they will place Mobility on themselves and Binding on their pursuers and flee. They will run in the direction of the other dwarves hoping for help.

If captured, they will not reveal anything they know about the mansion or their party. Instead, they will lie, saying that they are escaping from the mansion after being surprised by a large group of trolls — stating that the rest of their band was destroyed.

If the scouts notify the rest of their band that everything appears safe, the dwarves will approach the mansion, trying to avoid notice. They will enter by a secret passage unknown to all but their tribe. This passage comes up inside the walls, so the dwarves will appear either at a random location or wherever the referee desires.

If they are encountered above ground, they will flee if outnumbered by more than a 3:2 ratio. If the odds are less than 3:2, the dwarves will attempt to peacefully parley. If attacked or harassed, they will attack. If the encountering party has any trolls or elves in it, the dwarves will attack 95% of the time. This chance is reduced by 10% for each party member by which the encountering party outnumbers the dwarves.

If the dwarves are encountered in the passage, they will fight. Since they are accostomed to fighting in small caves, they fight at full percentage. Other races (except trolls) will have only half their usual chance to hit while in the narrow, ill-lit cave tunnel. Any being larger than SIZ 12 will lose its damage bonus.

The goal of the dwarves is to enter the labyrinth below the mansion to search for their lost heirloom — mentioned earlier. They will not foolishly throw away their lives, for they can return another day. If their party is reduced to three or fewer members, they will flee in any way possible. They will not join with any other group, and will consider them to be rivals for the heirloom, no matter what they are told.

Unless the dwarves are observed entering or leaving their secret passage, the players will not be able to find the entrance.

In the open, the dwarves will use

12 - Dwarf Statistics

their multi-fire crossbows, putting Firearrow on the second arrow (knowing that the target may use any Defense against the first) and launching the entire clip at a single member of the opposition. Dwarves Four and Five, the best shots, will always shoot the most powerful-looking foes.

The dwarven light crossbows are repeating-types, and can fire once per round. They have a five-round clip which takes 5 rounds to reload.

DWARF SCOUT ONE (male)

STR	21	01-04	R LEG	4/6
CON	18	05-08	L LEG	4/6
SIZ	9	09-11	ABDOM	6/6
INT	13	12	CHEST	6/7
POW	15	13-15	RARM	4/5
DEX	17	16-18	LARM	4/5
CHA	12	19-20	HEAD	6/6

Move 6 Defense 15% Hit Points 18

Weapon	SR	Attk%	Damage	Parr%	Pts	
Hammer	6	75%	1D6+2	50%	20	
			+1D4			
Crossbow	1	80%	2D4+2	45%	6	
Mdm Shield	-	-	-	75%	12	

SPELLS: Countermagic 1, Detect Gold, Dispel Magic 2, Healing 2, Invisibility (3), Mobility, Spirit Binding; (known by bound spirit) Befuddle, Binding, Firearrow (2), Spirit Shield 2

SKILLS: Climb 80%, Evaluate Treasure 85%, Hide Item 90%, Hide in Cover 95%, Listen 100%, Lock Picking 80%, Move Quietly 90%, Spot Hidden 90%, Spot Traps 80%, Trap Set/Disarm 70%

TREASURE: 5W

SPIRITS: bound spirit (in hawk) INT 12 POW 18 Defense 25% Hit Points 2

DWA	RF SC	OUT TWO (female)	
STR	16	01-04 R LEG 7/5	
CON	16	05-08 L LEG 7/5	
SIZ	6	09-11 ABDOM 7/5	
INT	13	12 CHEST 7/6	
POW	12	13-15 R ARM 7/4	
DEX	18	16-18 L ARM 7/4	
CHA	12	19-20 HEAD 7/5	

Move 6 Defense 25% Hit Points 15

Weapon	SF	Attk%	6 Damage	Parr%	Pts
Poleaxe	5	65%	3D6	60%	12
Large Axe	7	90%	1D8+2	80%	15
Crossbow	1	85%	2D4+2	35%	6

SPELLS: Befuddle, Binding, Detect Gold, Firearrow (2), Healing 2, Invisibility (3), Mobility, Repair (2)

SKILLS: Evaluate Treasure 60%, LIsten 100%, Lock Picking 70%, Hide in Cover 90%, Move Quietly 65%, Spot Hidden 80%, Spot Traps 65%, Trap Set/Disarm 75%

DWAI	RF ONE	(male)			
STR	12	01-04	R LEG	3/4	
CON	12	05-08	L LEG	3/4	
SIZ	5	09-11	ABDOM	3/4	
INT	12	12	CHEST	3/5	
POW	10	13-15	RARM	3/3	
DEX	10	16-18	LARM	3/3	
CHA	7	19-20	HEAD	3/4	

Move 6 Defense 00% Hit Points 11

Weapon	SF	RAttk%	Damage	Parr%	Pts
Great Axe	8	80%	2D6+2	75%	15
Warhammer	9	80%	1D6+2	65%	20
Crossbow	3	70%	2D4+2	20%	6

SPELLS: Befuddle, Bladesharp 2, Glue 2, Shimmer 4, Speedart, Strength (2)

SKILLS: Armoring 50%, Camouflage 65%, Evaluate Treasure 55%, Masonry 50%, Spot Hidden 60%, Spot Traps 50%

MAGIC ITEMS: 7-point POW storage crystal.

TREASURE: 12L, 15C

DWARF TWO (male)

STR	20	01-04	RLEG	8/4
CON	12	05-08	L LEG	8/4
SIZ	7	09-11	ABDOM	8/4
INT	15	12	CHEST	8/5
POW	6	13-15	RARM	8/3
DEX	11	16-18	LARM	8/3
CHA	12	19-20	HEAD	8/4

Move 6 Defense 10%

Hit Points 11

Weapon	SF	Attk?	6 Damage	Parr%	Pts	
Great Axe	7	75%	2D6+2	70%	15	
Warhammer	8	60%	1D6+2	45%	20	
Crossbow	3	95%	2D4+2	35%	6	

SPELLS: Binding, Firearrow (2), Glue 2, Healing 2, Mobility, Speedart

SKILLS: Armoring 50%, Evaluate Treasure 80%, Hide in Cover 75%, Masonry 60%, Move Quietly 90%

TREASURE: 9C and a gem worth 3L

DWARF THREE (male)

	INNEE				
STR 2	20	01-04	R LEG	6/4	
CON 1	13	05-08	L LEG	6/4	
SIZ 7	7	09-11	ABDOM		
INT 1	15	12	CHEST		
POW 1			RARM		
DEX 1	11		LARM		
CHA 1	13	19-20	HEAD	6/4	
Move 6 Hit Poir	Defens nts 12	se 20%			
Weapon	s SR	Attk%	Damage	Parr%	Pts
		70%	1D6+2 +1D4		
Crossbo	ow 3	85%	2D4+2	35%	6
	hield -			80%	
Gold,	S: Befue Firearrow rt, Repair	v (2),	Bludgeon Healing 2	4, De , Mobi	itect lity,
SKILLS pockets Analysi	s 75%,	uate T Spot	reasure Hidden 5	60%, 5%, T	Pick aste
MAGIC POT 6		5: 1 0	dose heal	ing po	tion
TREAS	SURE: 11	IL, 150			

DWARF FO	IR (formale			
STR 23		RLEG	8/5	
CON 14		L LEG	8/5	
SIZ 5	09-11	ABDOM	8/5	
INT 15		CHEST	8/6	
POW 17		RARM	8/4	
DEX 15		LARM	8/4	
CHA 17	19-20	HEAD	8/5	
Move 6 De Hit Points 14				
		0	D = == 0/	Dee
Weapon	SR Attk%	Damage	Parr%	Pts
RH Bastard	/ 85%	+1D4	00%	20
Sword LH Bastard	7 60%	1D10+1	55%	20
Sword	1 0070	+1D4	0070	20
Greatsword	6 85%		185%	15
Crossbow				6
SPELLS: Be			A Cour	tor.
magic 2, Di	crupt Mol	bility Spi	it Rind	ling
Spirit Shield	d 2. (know	wn by bo	und sn	irit)
Detect Ger	as (2) [etect Go	Id De	tect
Silver, Detec	t Spirit. D	ispel Magie	2. Hea	16
SKILLS: EV	aluate I re	asure 80%	, Spot	
den 70%, S		os 60%, s	swim c	070,
Trap Set/Dis				
TREASURE	: 5W, 6L			
SPIRIT: bou	ind spirit (in bat)		
INT 15				
Defense 30%	Hit Po	oints 1		
DWARF FIN	IE Ifomala			
STR 15		RLEG	7/5	
CON 15		LLEG	7/5	
SIZ 8		ABDOM		
INT 13		CHEST	7/6	
POW 10		RARM	7/4	
DEX 13		LARM	7/4	
CHA 10		HEAD	7/5	
Move 6 D	ofonco 10%			
Hit Points 1		0		
Weapon	SR Attk	% Damage	Parr%	Pts
Lg Hammer		2D6+2	70%	15
Lg Axe	7 75%	1D8+2	75%	15
Thrown	2 80%	1D4	_	-
Dagger (4)				
SPELLS: B	ludgoon 3	Bafudd	e Cou	ater.
magic 1, Fir	earrow (2)	, Healing	2, Mobil	ity
SKILLS: 0				
Hide in Co	ver 75%	Lock Pick	85%	Spot
Traps 75%				
	M. 10	int DOW	torena	deuro
MAGIC ITE	:IVI: 10-po	INT POW S	torage	arys-
tal.				
TREASURE	: 7L, 6C			
NOTE: usu		to throw		

NOTE: usual tactic is to throw two throwing daggers each round, placing a Firearrow spell on the second, and throwing both daggers at the same target.

DWARF SIX (male)

		1	,			
STR	16		01-04	R LEG	6/6	
CON	16		05-08	L LEG	6/6	
SIZ	11		09-11	ABDOM	7/6	
INT	15		12	CHEST	7/7	
POW	17		13-15	RARM	6/5	
DEX	19		16-18	LARM	6/5	
CHA	15		19-20	HEAD	8/6	
	5 De ints 17		se 30%			
Weapo	n	SR	Attk%	Damage	Parr%	Pts
RH Sp	ear	3	80%	1D8+1 +1D4	65%	15
LH Sp	ear	3	65%	1D8+1 +1D4	60%	15
Crossb	woo	1	75%	2D4+2	35%	6

SPELLS: Befuddle, Bladesharp 4, Countermagic 1, Dispel Magic 1, Firearrow (2), Healing 2

SKILLS: Evaluate Treasure 50%, Move Quietly 75%, Spot Traps 60%

TREASURE: 20L, 15C

DWARF SEVEN (male)

STR	20	01-04	R LEG	6/7	
CON	20	05-08	L LEG	6/7	
SIZ	9	09-11	ABDOM	6/7	
INT	17	12	CHEST	6/8	
POW	13	13-15	RARM	6/6	
DEX	15	16-18	LARM	6/6	
CHA	18	19-20	HEAD	6/7	

Move 6 Defense 30% Hit Points 20

Weapon	SA	Attk%	Damage	Parr%	Pts	
Warhammer	7	75%	1D6+2	65%	20	
			+1D4			
Crossbow	2	80%	2D4+2	45%	6	
La Shield	_	_	_	85%	_	

SPELLS: Befuddle, Bludgeon 4, Disrupt, Firearrow (2), Repair (2), Shimmer 3, Spirit Shield 4; (known by bound spirit) Countermagic 1, Detect Gold, Detect Magic, Detect Silver, Dispel Magic 1, Healing 6, Invisibility (3), Protection 2

SKILLS: Armoring 70%, Listen 80%, Masonry 60%, Oratory 70%, Swim 85%, Taste Analysis 80%

MAGIC ITEMS: 2 doses healing salve POT 6 4 doses healing salve POT 2

TREASURE: 80L, 40C

SPIRIT: bound spirit (in owl) INT 16 POW 16 Move 11 Hit Points 4 (Does not go into battle)

DWARF EIGHT (male)

24	01-04	R LEG	6/5
15	05-08	L LEG	6/5
12	09-11	ABDOM	6/5
13	12	CHEST	6/6
15	13-15	RARM	6/4
9	16-18	LARM	6/4
11	19-20	HEAD	6/5
	15 12 13 15 9	15 05-08 12 09-11 13 12 15 13-15 9 16-18	15 05-08 L LEG 12 09-11 ABDOM 13 12 CHEST 15 13-15 R ARM 9 16-18 L ARM

Move 6 Defense 25% Hit Points 15

Weapon SR Attk% Damage Parr% Pts Poleaxe 6 50% 3D6+1D6 40% 12 Warhammer 8 50% 1D6+2 50% 20 +1D6 Crossbow 3 75% 2D4+2 35% 6 SPELLS: Bladesharp 4, Firearrow (2), Repair (2), Shimmer 4

MAGIC ITEM: 7-point POW storing crystal

TREASURE: 15L

DWAR	RENIN	E (male)		
STR	17	01-04	R LEG	6/5
CON	15	05-08	L LEG	6/5
SIZ	9	09-11	ABDOM	6/5
INT	15	12	CHEST	6/6
POW	8	13-15	RARM	6/4
DEX	11	16-18	LARM	6/4
CHA	13	19-20	HEAD	6/5
Move Hit Po	6 pints 15	Defense 1	5%	
Weapo	on	SR Attk%	Damage	Parr% Pts
Great	Axe	7 70%	2D6+2 +1D4	70% 15

30% 6

Crossbow 3 65% 2D4+2

SPELLS: Bladesharp 4, Detect Gems (2), Detect Magic, Disrupt, Healing 2, Multimissile 3, Shimmer 1

SKILLS: Evaluate Treasure 65%, Hide in Cover 65%, Spot Traps 75% TREASURE: 14L

Dwarf Ten

Dwarf Ten is the leader of this dwarvish expedition. All the others are very loyal to her, and obey her orders in all situations, even unto death. She is a Rune lady of Mostal. She is the leader of this expedition because the dwarven heirloom was stolen from her father. She is willing to do almost anything to retrieve the heirloom, but does not want to sacrifice her own, or any other dwarven life to get it.

Dwarf Ten is reasonable. However, she remembers the betrayal of Hubert well, and will hesitate to trust any human she meets. She feels that it is her obligation to bring all her party back safely. She will heal any dwarf with the power from her bound spirits. She will retain her own power and that of her allied spirit for herself.

DWARF TEN (Rune lady of Mostal)

STR	23	01-04	R LEG	11/8
CON	21	05-08	L LEG	11/8
SIZ	9	09-11	ABDOM	11/8
INT	18	12	CHEST	11/9
POW	17	13-15	RARM	11/7
DEX	20	16-18	LARM	11/7
DEX	21	19-20	HEAD	11/8

Move 6 Defense 35% Hit Points 22

Weapon	SR	Attk%	Damage	Parr%	Pts
RH Bastard	4	100%	1D10+1	95%	30
Sword (iron)			+1D4		
LH Bastard	4(8)	75%	1D10+1	70%	30
Sword (iron			+1D4		
Great Axe	4	100%	2D6+2	100%	23
(iron)			+1D4		
Warhammer	5	100%	1D6+2	95%	30
(iron)			+1D4		
Arbalest	1	95%	3D6+1	55%	10

SPELLS: Binding, Bladesharp 4, Detect Life, Detect Magic, Healing 6, Invisibility (3), Mobility, Spirit Binding; (known by allied spirit) Countermagic 2, Dispel Magic 5 Extinguish (2), Light; (known by bound spirit in hawk) Bludgeon 4, Glue 2, Mindspeech 2, Multimissile 4; (known by bound spirit in bat) Countermagic 2, Farsee, Silence, Spirit Shield 4

RUNE MAGIC: Shield 2 (one-use)

SKILLS: Armoring 95%, Camouflage 100%, Climb 90%, Evaluate Treasure 90%, First Aid 100%, Hide in Cover 100%, Hide Item 60%, Jump 75%, Listen 95%, Lock Picking 80%, Map Making 75%, Masonry 80%, Move Quietly 115%, Oratory 85%, Pick Pocket 85%, Spot Hidden 95%, Spot Traps 95%, Swim 75%, Taste Analysis 85%, Trap Set/Disarm 80% LANGUAGES: Darktongue 70/70%, Earthtongue 80/70%, Lunar 70/50%, Mostali 95/90%, Old Pavic 70/70%, Praxian 75%, Sartarite 70/60%, Tradetalk 80/80%

MAGIC ITEMS: 10-point POW storage crystal (set into armor); 4 doses healing salve POT 8, 3 doses Blade Venom POT 15, 3 doses Blade Venom antidote POT 15, 3 doses manticore poison antidote POT 17, 4 doses wyvern poison antidote POT 15, 3 doses spider poison antidote POT 15, 2 doses poison gas antidote POT 20, 3 doses acid POT 20, 2 doses herbal poison antidote POT 15, 2 doses mineral poison antidote POT 15, 2 doses mineral poison antidote POT 17

TREASURE: carries 10W, 70L, 7C; has 2000L in bank; ransom is 3500L

SPIRITS: allied spirit (in armor) INT 18 POW 20

bound spirit (in hawk) INT 16 POW 16 Hit Points 2 (does not go into combat)

bound spirit (in bat) INT 14 POW 22 Hit Points 1 (does not go into combat)

GLORIOSO,	human m	ale advent	urer
STR 17		R LEG	
CON 11	05-08	L LEG	3/4
SIZ 9	09-11	ABDOM	4/4
INT 10	12	CHEST	6/5
POW 11	13-15	RARM	3/3
DEX 18		LARM	3/3
CHA 11	19-20	HEAD	5/4
Move 8 De Hit Points 11			
Weapon	SR Attk%	Damage	Parr% Pts
Battle Axe		0	50% 15
		+1D4	
Shortsword	6 65%	1D6+1	60% 20
		+1D4	
Dagger	7 65%	1D4+2	50% 12
		+1D4	
Comp. Bow	1 45%	1D8+1	30% 10
SPELLS: Be Healing 2, Re		ladesharp	3, Disrupt,
SKILLS: Hi kets 85%, Sp			Pick Poc-
MAGIC ITE stal, a healin scorpion pois	ng salve Po	DT 6, and	a dose of
TREASURE	: carries 35	L and 300	C
MORBIDELL	O (human	male adv	enturer)
STR 18		R LEG	6/5
CON 14			6/5
SIZ 13		ABDOM	
INT 16		CHEST	6/6
POW 15	13-15	RARM	6/4
DEX 14	16-18	LARM	6/4
	the second s	Statement of State of State	

Move 8	Defense	20%
Hit Points	15	

CHA 14

Weapon	SR	Attk%	Damage	Parr%	Pts	
2H Long	4	70%	1D10+1	50%	15	
Spear			+1D4			
Poleaxe	5	65%	3D6+1D4	60%	12	
H Crossbow	2	55%	2D6+2	30%	10	

19-20 HEAD

6/5

14 - Ogre Statistics

SPELLS: Befuddle, Bladesharp 4, Glue 2, Healing 6, Spirit Binding; (known by bound spirit) Detect Gold, Detect Magic, Firearrow (2), Invisibility (3), Light, Shimmer 4

SKILLS: Climb 75%, Hide in Cover 70%, Spot Traps 35%

MAGIC ITEM: 3-point POW storage crystal (containing bound spirit)

TREASURE: 15L

SPIRIT: bound spirit (in crystal) INT 12 POW 16

Ogre One is the leader of the party because of his weapons proficiency. Ogres Four and Five are his adult children. He carries the money for the entire group in a leather sack in his pack. This consists of 67 clacks and three gems, worth 160L, 400L, and 500L respectively.

The ogres will usually pretend to be humans and may try to join the party so that they can attack by surprise in a half-hour or so. If the party does not want them to join, they will generally just attack immediately.

OGRE ONE (male)

STR	23	01-04	R LEG	16/8	
CON	19	05-08	L LEG	16/8	
SIZ	18	09-11	ABDOM	15/8	
INT	14	12	CHEST	15/9	
POW	17	13-15	RARM	13/7	
DEX	19	16-18	LARM	13/7	
CHA	18	19-20	HEAD	16/8	
	8 Defen bints 22	ise 30%			

Weapon	SR	Attk%	Damage	Parr%	Pts	
Greatsword (iron)	2	95%	2D8+2D6	90%	23	
Battle Axe	2	90%	1D8+2 +2D6	90%	15	
Arbalest	1	90%	3D6+1	40%	10	

SPELLS: Bladesharp 4, Dispel Magic 4, Healing 6; (known by bound spirit in crystal) Invisibility (3), Multimissile 4, Shimmer 4, Spirit Binding, Spirit Shield 4; (known by bound spirit in hawk) Befuddle, Countermagic 1, Detect Gems (2), Detect Magic, Detect Silver, Disrupt, Light, Mobility

SKILLS: Disguise 90%, Evaluate Treasure 70%, Hide in Cover 75%, Hide Item 65%, Listen 80%, Move Silently 95%, Oratory 60%, Spot Hidden 90%, Spot Traps 85%

MAGIC ITEM: 4-point POW storage crystal

TREASURE: 8W, plus loot noted above

SPIRITS: bound spirit (in crystal) INT 16 POW 17

bound spirit (in hawk) INT 10 POW 17 Hit Points 3 Defense 20%

CHAOTIC FEATURE: 8-point skin

NOTE: carries both Shakes and Creeping Chills

CHA 14

19-20 HEAD

5/4

OGRE TWO	(female)			
STR 21	01-04	R LEG	5/4	
CON 10	05-08	L LEG	5/4	
SIZ 10		ABDOM	7/4	
INT 11		CHEST	7/5	
POW 16		RARM	5/3	
			5/3	
DEX 13		LARM		
CHA 15	19-20	HEAD	5/4	
Move 8 De	fense 05%			
Hit Points 10				
Weapon	SR Attk%	Damage	Parr%	Pts
Greatsword	5 80%	2D8+1D4	185%	15
Battle Axe		1D8+2		15
Buttiorino		+1D4		
Arbalest	2 75%	3D6+1	40%	10
SPELLS: Be	fuddle, Bla	adesharp 4	, Healin	ng 6;
(known by	bound sp	irit in bat) Multi	imis-
sile 4, Spirit	Binding S	nirit Shiel	12	
SKILLS: Dis	guise 75%	, Move Sile	ently 5	5%
SPIRIT: bou		in bat)		
INT 14 PC	DW 17			
Hit Points 1	Defense :	25%		
(does not en	ter comba	t)		
OGRE THR	FE (female	a)		
		RLEG	3/5	
CON 13	05-08	LLEG	3/5	
SIZ 16		ABDOM		
INT 14	12	CHEST	5/6	
POW 17	13-15	RARM	3/4	
DEX 18	16-18	LARM	3/4	
CHA 9		HEAD	5/5	
Move 8 D	efense 20%	6		
Hit Points 1	5			
			00/	Dee
Weapon		% Damage		
Bastard	4 80%	1D10+1	75%	20
Sword		+1D6		
		1D8+1	50%	15
1H Spear	3 55%	10011	50%	15
1H Spear	3 55%	+1D6	50%	15
		+1D6		
Comp. Bow	1 85%	+1D6 1D8+1	30%	10
Comp. Bow SPELLS: E	1 85% Befuddle,	+1D6 1D8+1	30%	10
Comp. Bow	1 85% Befuddle,	+1D6 1D8+1	30%	10
Comp. Bow SPELLS: E arrow (2), H	1 85% Befuddle, lealing 2	+1D6 1D8+1 Bladeshar	30% p 3,	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D	1 85% Befuddle, Bealing 2 Isguise 60	+1D6 1D8+1 Bladeshar	30% p 3,	10 Fire-
Comp. Bow SPELLS: E arrow (2), H	1 85% Befuddle, Bealing 2 Isguise 60	+1D6 1D8+1 Bladeshar	30% p 3,	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8	1 85% Befuddle, Iealing 2 isguise 60 80%	+1D6 1D8+1 Bladeshar	30% p 3,	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D	1 85% Befuddle, Iealing 2 isguise 60 30% R (male)	+1D6 1D8+1 Bladeshar %, Spot H	30% p 3, lidden	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8	1 85% Befuddle, Iealing 2 isguise 60 30% R (male)	+1D6 1D8+1 Bladeshar	30% p 3, lidden 3/6	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18	1 85% Befuddle, Jealing 2 isguise 60 30% R (male) 01-04	+1D6 1D8+1 Bladeshar %, Spot H	30% p 3, lidden	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18 CON 17	1 85% Befuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08	+1D6 1D8+1 Bladeshar %, Spot H R LEG L LEG	30% p 3, lidden 3/6 3/6	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8 OGRE FOU STR 18 CON 17 SIZ 11	1 85% Befuddle, lealing 2 isguise 60 80% R (male) 01-04 05-08 09-11	+1D6 1D8+1 Bladeshar %, Spot H R LEG L LEG I ABDOM	30% p 3, lidden 3/6 3/6 6/6	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8 OGRE FOU STR 18 CON 17 SIZ 11 INT 13	1 85% Befuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12	+1D6 1D8+1 Bladeshar %, Spot H R LEG L LEG I ABDOM CHEST	30% p 3, lidden 3/6 3/6 6/6 6/7	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8	1 85% Befuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-17 12 13-15	+1D6 1D8+1 Bladeshar %, Spot H R LEG L LEG I ABDOM CHEST 5 R ARM	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11	1 85% Befuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-15 16-18	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H 8 R LEG 8 L LEG 1 ABDOM CHEST 5 R ARM 8 L ARM	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8	1 85% Befuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-15 16-18	+1D6 1D8+1 Bladeshar %, Spot H R LEG L LEG I ABDOM CHEST 5 R ARM	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 3 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9	1 85% Befuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-15 16-18	+1D6 1D8+1 Bladeshar %, Spot H R LEG L LEG ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-17 12 13-18 16-18 19-20 efense 05%	+1D6 1D8+1 Bladeshar %, Spot H R LEG L LEG ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5	10 Fire-
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 3 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9	1 85% Befuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-19 16-18 19-20 efense 05% 7	+1D6 1D8+1 Bladeshar %, Spot H R LEG L LEG ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD 6	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 7/6	10 Fire- 70%,
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-15 16-18 19-20 efense 05% 7 SR Attk	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H 8 R LEG 1 ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD 6 % Damage	30% p 3, lidden 3/6 6/6 6/7 3/5 3/5 7/6	10 Fire- 70%,
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-15 16-18 19-20 efense 05% 7 SR Attk	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H B R LEG L LEG L ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD 6 % Damage	30% p 3, lidden 3/6 6/6 6/7 3/5 3/5 7/6	10 Fire- 70%,
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 <i>Weapon</i> Poleaxe	1 85% Befuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-19 16-18 19-20 efense 05% 7 <i>SR Attk</i>	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H 8 R LEG 1 ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD 6 % Damage 3D6+1D	30% p 3, lidden 3/6 6/6 6/7 3/5 3/5 7/6 Parr% 4 80%	10 Fire- 70%,
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-17 12 13-19 16-18 19-20 efense 05% 7 <i>SR Attk</i> : 6 75%	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H 8 R LEG 1 ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD 6 % Damage 3D6+1D	30% p 3, lidden 3/6 6/6 6/7 3/5 3/5 7/6 Parr% 4 80%	10 Fire- 70%, 6 <i>Pts</i> 12
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-18 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70%	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG L ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD % <i>Damage</i> 3D6+1D 1D10+1 +1D4	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 7/6 <i>Parr%</i> 480% 70%	10 Fire- 70%, 12 15
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-17 12 13-18 16-18 19-20 efense 059 7 <i>SR Attk</i> 6 75% 5 70% 3 65%	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG L LEG ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD 6 % Damage 3D6+1D 1D10+1 +1D4 2D6+2	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 7/6 Parr% 4 80% 70% 30%	10 Fire- 70%, 12 15 10
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-17 12 13-18 16-18 19-20 efense 059 7 <i>SR Attk</i> 6 75% 5 70% 3 65%	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG L LEG ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD 6 % Damage 3D6+1D 1D10+1 +1D4 2D6+2	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 7/6 Parr% 4 80% 70% 30%	10 Fire- 70%, 12 15 10
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: Bo	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-15 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 3 65% efuddle, H	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG 1 ABDOM CHEST 5 R ARM 8 L ARM 0 HEAD 6 % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, M	30% p 3, lidden 3/6 6/6 6/7 3/5 3/5 7/6 <i>Parr%</i> 4 80% 70% 30%	10 Fire- 70%, 70%, 12 15 10 ssle 3
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 3 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: Bu SKILLS: D	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-15 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 3 65% efuddle, H	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG 1 ABDOM CHEST 5 R ARM 8 L ARM 0 HEAD 6 % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, M	30% p 3, lidden 3/6 6/6 6/7 3/5 3/5 7/6 <i>Parr%</i> 4 80% 70% 30%	10 Fire- 70%, 70%, 12 15 10 ssle 3
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 8 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: Bo	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-15 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 3 65% efuddle, H	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG 1 ABDOM CHEST 5 R ARM 8 L ARM 0 HEAD 6 % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, M	30% p 3, lidden 3/6 6/6 6/7 3/5 3/5 7/6 <i>Parr%</i> 4 80% 70% 30%	10 Fire- 70%, 70%, 12 15 10 ssle 3
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 3 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: Be SKILLS: D 80%	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-19 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 3 65% efuddle, H Disguise 5	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG L LEG L ABDOM CHEST 5 R ARM 8 L ARM 0 HEAD 6 % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, W 0%, Trap	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 3/5 7/6 Parr% 4 80% 70% 30% lultimis Set/D	10 Fire- 70%, 12 15 10 ssle 3 isarm
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 3 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: BO SKILLS: D 80% MAGIC ITE	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-19 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 3 65% efuddle, H Disguise 5	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG L LEG L ABDOM CHEST 5 R ARM 8 L ARM 0 HEAD 6 % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, W 0%, Trap	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 3/5 7/6 Parr% 4 80% 70% 30% lultimis Set/D	10 Fire- 70%, 12 15 10 ssle 3 isarm
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 3 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: Be SKILLS: D 80%	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-19 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 3 65% efuddle, H Disguise 5	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG L LEG L ABDOM CHEST 5 R ARM 8 L ARM 0 HEAD 6 % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, W 0%, Trap	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 3/5 7/6 Parr% 4 80% 70% 30% lultimis Set/D	10 Fire- 70%, 12 15 10 ssle 3 isarm
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: Be SKILLS: D 80% MAGIC ITE stal	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-17 12 13-18 16-18 19-20 efense 059 7 <i>SR Attk</i> 6 75% 5 70% 3 65% efuddle, H Disguise 5 SMS: 10-point	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG L LEG L ABDOM CHEST 5 R ARM 8 L ARM 0 HEAD 6 % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, W 0%, Trap	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 3/5 7/6 Parr% 4 80% 70% 30% lultimis Set/D	10 Fire- 70%, 12 15 10 ssle 3 isarm
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: Be SKILLS: D 80% MAGIC ITE stal	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-17 12 13-18 16-18 19-20 efense 059 7 <i>SR Attk</i> 6 75% 5 70% 3 65% efuddle, H Disguise 5 SMS: 10-points E (male)	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG L ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD 6 % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, W 0%, Trap	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 7/6 Parr% 480% 70% 30% 30% Set/D storing	10 Fire- 70%, 12 15 10 ssle 3 isarm
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: BO SKILLS: D 80% MAGIC ITE stal OGRE FIV STR 19	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-17 12 13-18 16-18 19-20 efense 059 7 <i>SR Attk</i> 6 75% 5 70% a 3 65% efuddle, H Disguise 5 SMS: 10-pent E (male) 01-04	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG 1 ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD % <i>Damage</i> 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, W 0%, Trap point POW	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 7/6 Parr% 480% 70% 30% 30% Set/D storing 5/4	10 Fire- 70%, 12 15 10 ssle 3 isarm
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: Be SKILLS: D 80% MAGIC ITE stal	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-18 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 3 65% efuddle, H Disguise 5 SMS: 10-po E (male) 01-0 05-08	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG 1 ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, M 0%, Trap point POW 4 R LEG 8 L LEG	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 7/6 Parr% 480% 70% 30% 30% storing 5/4 5/4	10 Fire- 70%, 12 15 10 ssle 3 isarm
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: BO SKILLS: D 80% MAGIC ITE stal OGRE FIV STR 19	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-18 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 3 65% efuddle, H Disguise 5 SMS: 10-po E (male) 01-0 05-08	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG 1 ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD % <i>Damage</i> 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, W 0%, Trap point POW	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 7/6 Parr% 480% 70% 30% Set/D storing 5/4 5/4 5/4	10 Fire- 70%, 12 15 10 ssle 3 isarm
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps & OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: Be SKILLS: D 80% MAGIC ITE stal OGRE FIV STR 19 CON 11	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-18 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 3 65% efuddle, H Disguise 5 SMS: 10-po E (male) 01-0 05-08	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG 1 ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, M 0%, Trap point POW 4 R LEG 8 L LEG	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 7/6 Parr% 480% 70% 30% 30% storing 5/4 5/4	10 Fire- 70%, 12 15 10 ssle 3 isarm
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 3 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: Be SKILLS: D 80% MAGIC ITE stal OGRE FIV STR 19 CON 11 SIZ 12 INT 10	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-17 12 13-18 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 9 3 65% efuddle, H Disguise 5 SMS: 10-pu E (male) 01-0 05-0 05-0 0 0 0 12 12 13-18 16-18 19-20 efense 05% 5 70% 9 3 65% efuddle, H Disguise 5 SMS: 10-pu 01-0 05-0 05-0 0 0 12 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 12 13-18 10-20 10 10 10 10 10 10 10 10 10 1	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H % R LEG 1 ABDOM CHEST 5 R ARM 3 L ARM 0 HEAD % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, M 0%, Trap point POW 4 R LEG 8 L LEG 1 ABDOM	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 7/6 Parr% 480% 70% 30% Set/D storing 5/4 5/4 5/4	10 Fire- 70%, 12 15 10 ssle 3 isarm
Comp. Bow SPELLS: E arrow (2), H SKILLS: D Spot Traps 3 OGRE FOU STR 18 CON 17 SIZ 11 INT 13 POW 8 DEX 11 CHA 9 Move 8 D Hit Points 1 Weapon Poleaxe 2H Spear H Crossbow SPELLS: Be SKILLS: D 80% MAGIC ITE stal OGRE FIV STR 19 CON 11 SIZ 12 INT 10	1 85% 3efuddle, lealing 2 isguise 60 30% R (male) 01-04 05-08 09-11 12 13-19 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 9 3 65% efuddle, H Disguise 5 SMS: 10-po E (male) 01-0 05-00 09-1 12 13-19 16-18 19-20 efense 05% 7 <i>SR Attk</i> 6 75% 5 70% 9 3 65% efuddle, H Disguise 5 SMS: 10-po 01-04 05-02 00-04 12 13-19 16-18 19-20 efense 05% 5 70% 9 3 65% 10-po 10 05-00 00	+1D6 1D8+1 Bladeshar %, Spot H %, Spot H %, Spot H 8 R LEG 1 ABDOM CHEST 5 R ARM 9 L ARM 9 HEAD 6 % Damage 3D6+1D 1D10+1 +1D4 2D6+2 ealing 2, M 0%, Trap oint POW 4 R LEG 8 L LEG 1 ABDOM CHEST	30% p 3, lidden 3/6 3/6 6/6 6/7 3/5 3/5 7/6 Parr% 480% 70% 30% 30% Set/D storing 5/4 5/4 5/4 5/4	10 Fire- 70%, 12 15 10 ssle 3 isarm

Move 8 Defense 15% Hit Points 11 SR Attk% Damage Parr% Pts Weapon 7 55% 1D8+2 50% 15 Battle Axe +1D4 4 50% 1D10+1 40% 15 2H Spear +1D4 25% 10 Comp. Bow 2 50% 1D8+1 SPELLS: Demoralize, Dullblade 4, Firearrow (2) SKILLS: Evaluate Treasure 50%, Listen 80%, Move Silently 50%, Trap Set/Disarm 65% **OGRE SIX** (female) STR 20 01-04 R LEG 6/4 05-08 L LEG 6/4 **CON 11** SIZ 15 09-11 ABDOM 6/4 6/5 CHEST 12 INT 15 **POW 16** 13-15 R ARM 6/3 16-18 L ARM 6/3 **DEX 14 CHA 13** 19-20 HEAD 6/4 Move 8 Defense 15% Hit Points 12 SR Attk% Damage Parr% Pts Weapon 5 55% 1D10+1 50% 20 Bastard +1D6 Sword 4 65% 1D8+1 60% 15 1H Spear +1D6 30% 10 Comp. Bow 2 50% 1D8+1 SPELLS: Bladesharp 2, Demoralize, Invisibility (3) SKILLS: Evaluate Treasure 60%, Move Silently 35% **OGRE SEVEN** (female) 01-04 R LEG 2/4 **STR 17** 05-08 L LEG 214 **CON 12** 09-11 ABDOM 6/4 SIZ 10 CHEST 6/5 12 INT 10 13-15 R ARM **POW 12** 2/3 2/3 **DEX 17** 16-18 L ARM 19-20 HEAD 4/4 **CHA** 13 Move 8 Defense 20% Hit Points 12 SR Attk% Damage Parr% Pts Weapon 3D6+1D4 45% 12 4 45% Poleaxe 1D10+1 45% 15 2H Spear 3 60% +1D4 H Crossbow 1 70% 2D6+2 25% 10 SPELLS: Befuddle, Bladesharp 4, Demoralize, Ignite SKILLS: Disguise 55%, Evaluate Treasure 75%, Hide in Cover 45% OGRE EIGHT (male) 01-04 R LEG 6/5 **STR 18** 05-08 L LEG 6/5 **CON 14** 09-11 ABDOM 6/5 SIZ 13 12 CHEST 6/6 17 INT 13-15 R ARM 6/4 **POW 16** 16-18 L ARM 6/4 **DEX 15** 19-20 HEAD 6/5 **CHA** 14 Move 8 Defense 30% Hit Points 15 Parr% Pts SR Attk% Damage Weapon 7 50% 1D8+2 50% 15 Battle Axe +1D4 75% 16 La Shield SPELLS: Befuddle, Bladesharp 4, Demoralize, Ignite

SKILLS: Disguise 55%, Spot Hidden 50%

Ruin Statistics – 15

RR LEG 5/5

RH LEG 5/5

LR LEG 5/5 LH LEG 5/5

GIANT TICK TEN STR 17

CON 16

SIZ 9

POW 9

01

02

03

04

When a tick bites, it injects poison on
the first round. On subsequent rounds,
the tick remains attached, and drains
1D6 points of STR from the victim.
It is possible to pull a live tick off by
matching STR vs. STR, but this will
cause an additional 2D6 points of
damage in the area the tick was
attached onto.

Anyone bitten by a disease-carrying tick will automatically contract the acute form of the disease.

Defense 00% 11-12 RF LEG 5/5 Hit Points 18 13-14 LC LEG 5/5 15-16 LF LEG 5/5 17-20 HEAD 5/8	
Weapon SR Attk% Damage Bite 10 90% 1D4+6 + paralyzing poison POT 18	3
NOTE: carries the Shakes	
GIANT TICK TWO STR 13 01 RR LEG 5/3 CON 12 02 RH LEG 5/3 SIZ 9 03 LR LEG 5/3 POW 10 04 LH LEG 5/3 DEX 7 05-08 ABDOM 5/6 Move 3 09-10 RC LEG 5/3 Defense 00% 11-12 RF LEG 5/3 Hit Points 12 13-14 LC LEG 5/3 15-16 LF LEG 5/3 17-20 HAD 5/6	
WeaponSR Attk% DamageBite10 85% 1D4+6+ paralyzing poison POT 12	2
GIANT TICK THREE STR 13 01 RR LEG 5/3 CON 12 02 RH LEG 5/3 SIZ 8 03 LR LEG 5/3 POW 8 04 LH LEG 5/3 DEX 5 05-08 ABDOM 5/6 Move 3 09-10 RC LEG 5/3 Hit Points 11 11-12 RF LEG 5/3 13-14 LC LEG 5/3 15-16 LF LEG 5/3 17-20 HEAD 5/6	
Weapon SR Attk% Damage Bite 10 80% 1D4+6 + paralyzing poison POT 12	2
NOTE: carries Wasting Disease	
GIANT TICK FOUR STR 17 01 RR LEG 5/5 CON 18 02 RH LEG 5/5 SIZ 9 03 LR LEG 5/5 POW 10 04 LH LEG 5/5 DEX 8 05-08 ABDOM 5/8 Move 3 09-10 RC LEG 5/5 Hit Points 18 11-12 RF LEG 5/5 13-14 LC LEG 5/5 15-16 LF LEG 5/5 17-20 HEAD 5/8 5/8 5/8	

Weapon Bite

Weapon	SR Attk% Damage
Bite	10 75% 1D4+6+1D4
	+ paralyzing poison POT 18

GIANT TICK FIVE	
STR 11 01 RRL	EG 5/4
CON 16 02 RH L	
SIZ 8 03 LRL	
POW 13 04 LC L	
DEX 7 05-08 ABD	
Move 3 09-10 RC L	
Hit Points 15 11-12 RF L	
13-14 LC L	
15-16 LF L	
17-20 HEA	D 5/7
Weapon SR Attk% Dama	ane
Bite 10 85% 1D4+	
+ paralyzing po	
i paratyznig po	1501110110
NOTE : carries Soul Waste	
GIANT TICK SIX	
STR 15 01 RR L	EG 5/3
CON 12 02 RH L	
SIZ 12 03 LR L	
POW 10 04 LH L	
DEX 5 05-08 ABD	
Move 3 09-10 RC L	
Hit Points 12 11-12 RF L	
13-14 LC L	
15-16 LF L	
17-20 HEA	D 5/6
Weapon SR Attk% Dama	ane
Bite 10 80% 1D4	
+ paralyzing po	
+ paralyzing po	Ison PUT 12
GIANT TICK SEVEN	
STR 12 01 RR L	EG 5/3
CON 13 02 RH L	EG 5/3
SIZ 5 03 LRL	EG 5/3
POW 9 04 LHL	
DEX 6 05-08 ABD	
Move 3 09-10 RC L	
Hit Points 12 11-12 RF L	
13-14 1 C L	FG 5/3
13-14 LC L	
15-16 LF L	EG 5/3
15-16 LF L 17-20 HEA	EG 5/3 D 5/6
15-16 LF L 17-20 HEA Weapon SR Attk% Dama	EG 5/3 D 5/6
15-16 LF L 17-20 HEA	EG 5/3 D 5/6 age
15-16 LF L 17-20 HEA Weapon SR Attk% Dama	EG 5/3 D 5/6 age -6
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D4+	EG 5/3 D 5/6 age -6
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D4+ + paralyzing po	EG 5/3 D 5/6 age -6
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT	EG 5/3 D 5/6 age -6 ison POT 13
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L	EG 5/3 D 5/6 age 6 ison POT 13 LEG 5/2
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D4+ + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L	EG 5/3 D 5/6 age 6 ison POT 13 LEG 5/2 LEG 5/2
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D4+ + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L	EG 5/3 D 5/6 age -6 ison POT 13 LEG 5/2 LEG 5/2 LEG 5/2
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D4+ + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L	EG 5/3 D 5/6 age -6 ison POT 13 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 -EG 5/2 -EG 5/2 -EG 5/2 -EG 5/2 -EG 5/2 -EG 5/2
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L	EG 5/3 D 5/6 age -6 ison POT 13 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 OM 5/5 LEG 5/2
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 .EG 5/2 .EG 5/2 .EG 5/2 OM 5/5 .EG 5/2 .EG 5/2 .EG 5/2
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 13-14 LC L	EG 5/3 D 5/6 age -6 ison POT 13 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 OM 5/5 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L	EG 5/3 D 5/6 age -6 ison POT 13 LEG 5/2 LEG 5/2
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 13-14 LC L	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 -EG 5/2
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA	EG 5/3 D 5/6 age -6 ison POT 13 LEG 5/2 LEG 5/
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 .EG 5/
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon Bite 10 75%	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 .EG 5/
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon Bite 10 75% 1D44 + paralyzing po 10 75% 1D44	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 .EG 5/
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon Bite 10 75%	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 .EG 5/
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon Bite 10 75% 1D44 + paralyzing po 10 75% 1D44	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 .EG 5/
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon Bite 10 75% 1D44 + paralyzing po 10 75% 1D44	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 .EG 5/
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon Bite 10 75% 1D44 + paralyzing po NOTE: carries Creeping Chill GIANT TICK NINE SIANT TICK NINE	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 .EG 5/
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 10 75% 1D4 + paralyzing po NOTE: carries Creeping Chill GIANT TICK NINE STR 17 01 RR L	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 -EG 5/4 -EG 5/4 -EG 5/4 -EG 5/4 -EG 5/4
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 10 75% 1D4 + paralyzing po NOTE: carries Creeping Chill GIANT TICK NINE STR 17 01 RR L CON 16 02 RH L	EG 5/3 D 5/6 age 6 ison POT 13 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 EG 5/2 EG 5/2 EG 5/2 EG 5/2 EG 5/2 EG 5/2 D 5/5 age 66 cison POT 10 s EG 5/4 LEG 5/4
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 10 75% 1D44 + paralyzing po NOTE: carries Creeping Chill GIANT TICK NINE STR 17 01 RR L CON 16 02 RH L SIZ 8 03 LR L	EG 5/3 D 5/6 age 6 ison POT 13 LEG 5/2 LEG 5/4 LEG 5/4 LEG 5/4 LEG 5/4
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 10 75% 1D44 + paralyzing po NOTE: carries Creeping Chill GIANT TICK NINE STR 17 01 RR L CON 16 02 RH L SIZ 8 03 LR L POW 7 04 LH L	EG 5/3 D 5/6 age -6 ison POT 13 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 EG 5/4 EG 5/4 EG 5/4 EG 5/4 EG 5/4
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 10 75% 1D44 + paralyzing po NOTE: carries Creeping Chill GIANT TICK NINE STR 17 01 RR L CON 16 02 RH L SIZ 8 03 LR L POW 7 04 LH L DEX 6 05-08 ABD	EG 5/3 D 5/6 age -6 ison POT 13 LEG 5/2 LEG 5/4 LEG
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 10 75% 1D44 + paralyzing po NOTE : carries Creeping Chill GIANT TICK NINE STR 17 01 RR L CON 16 02 RH L SIZ 8 03 LR L POW 7 04 LH L DEX 6 05-08 ABD Move 3 09-10 RC L	EG 5/3 D 5/6 age -6 ison POT 13 -EG 5/2 .EG 5/4 .EG 5/4
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 10 75% 1D44 + paralyzing po NOTE : carries Creeping Chill GIANT TICK NINE STR 17 01 RR L CON 16 02 RH L SIZ 8 03 LR L POW 7 04 LH L DEX 6 05-08 ABD Move 3 09-10 RC L Hit Points 15 11-12 RF L	EG 5/3 D 5/6 age -6 ison POT 13 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 EG 5/2 EG 5/2 EG 5/2 LEG 5/2 EG 5/4 EG 5/4 E
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon SR Attk% Dam Bite 10 75% 1D4 + paralyzing po NOTE : carries Creeping Chill GIANT TICK NINE STR 17 01 RR L CON 16 02 RH L SIZ 8 03 LR L POW 7 04 LH L DEX 6 05-08 ABD Move 3 09-10 RC L Hit Points 15 11-12 RF L 13-14 LC L 13-14 LC L	EG 5/3 D 5/6 age 6 ison POT 13 LEG 5/2 LEG 5/4 LEG
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon SR Attk% Dam Bite 10 75% 1D4 + paralyzing po NOTE : carries Creeping Chill GIANT TICK NINE STR 17 01 RR L CON 16 02 RH L SIZ 8 03 LR L POW 7 04 LH L DEX 6 05-08 ABD Move 3 09-10 RC L Hit Points 15 11-12 RF L 13-14 LC L 13-14 LC L 13-14 LC L 13-14 LC L 13-14 LC L 15-16 LF L	EG 5/3 D 5/6 age 6 ison POT 13 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 LEG 5/2 EG 5/2 LEG 5/2 EG 5/2 LEG 5/2 EG 5/2 EG 5/2 LEG 5/2 EG 5/4 EG 5/4
15-16 LF L 17-20 HEA Weapon SR Attk% Dama Bite 11 85% 1D44 + paralyzing po GIANT TICK EIGHT STR 15 01 RR L CON 10 02 RH L SIZ 7 03 LR L POW 12 04 LH L DEX 7 05-08 ABD Move 3 09-10 RC L Hit Points 9 11-12 RF L 13-14 LC L 15-16 LF L 17-20 HEA Weapon SR Attk% Dam Bite 10 75% 1D4 + paralyzing po NOTE : carries Creeping Chill GIANT TICK NINE STR 17 01 RR L CON 16 02 RH L SIZ 8 03 LR L POW 7 04 LH L DEX 6 05-08 ABD Move 3 09-10 RC L Hit Points 15 11-12 RF L 13-14 LC L 13-14 LC L	EG 5/3 D 5/6 age 6 ison POT 13 LEG 5/2 LEG 5/4 LEG

SR Attk% Damage 10 80% 1D4+6+1D4

+ paralyzing poison POT 16

POW 9 04 LH I DEX 7 05-08 ABD Move 3 09-10 RC I Hit Points 16 11-12 RF I	OM 5/8 _EG 5/5
13-14 LC L 15-16 LF L 17-20 HEA	EG 5/5 EG 5/5
WeaponSR Attk% DamBite10 90% 1D4+ paralyzing po	+6+1D4
RUIN ENCOUNTER TAB	LE
An encounter will occu that a character remain village. Encounters only outdoors.	s in a ruined
Die Roll Encounter	
1 1 Basilisk	Salar States
2 1 Cockatrice 3 1D3 Jack O'	and the second
4 1D6 Spiders	
5 1 Walktapus	
6 2D6 Wolves	whether such
* roll 1D3 to determine individual spider is smal	
large.	
FOUND ITEM CHART FO1Statue head of a dud2Broken spear3Three clacks4Broken oar5Stone statue of a wa6Dead giant termite7Small jar8Scroll – increase COif user's CON is 14 or lessweeks of work. Written in9Dwarven skeleton10Dented but usable sa11Wagon wheel12Horseshoe13Gem worth 7L14Axe haft15Gem worth 1000L16Brazen statue of a bu17Gem worth 159L18Broken dagger19A wheel (coin)20Empty waterskin	sk sp DN by a point s. Requires 10 Trade. mall shield
BASILISK STR 7 01-02 RH CON 10 03-04 LH SIZ 7 05-07 HIN POW 13 08-10 FOF DEX 7 11-12 R W Move 4 13-14 L W	LEG 2/3 D Q 2/4 RE Q 2/4 ING 2/2

SIZ	7		05-07	HIND Q	2/4
POW	13		08-10	FORE Q	2/4
DEX	7		11-12	R WING	2/2
Move	4		13-14	L WING	2/2
Defen	se 00%		15-16	RF LEG	2/3
Hit Po	ints 9		17-18	LF LEG	2/3
			19-20	HEAD	2/3
Weapo	n	SR	Attk%	Damage	
Glance			100%		
Claw		10	40%	1D3	

16 - Jack-O-Bear Statistics

COCK	ATRIC	F			
STR	8	-	01-02	RH LEG	2/4
	13			LH LEG	
	5		05-07	HIND Q	2/5
POW	16		08-10	FORE Q	2/5
DEX	13		11-12	R WING	2/3
Move	8		13-14	L WING	2/3
Defen	se 05%		15-16	RF LEG	2/4
Hit Po	ints 12		17-18	LF LEG	2/4
			19-20	HEAD	2/4
Weapo	n	SR	Attk%	Damage	
Peck		9	45%	1D10 +	petrifying
				venom	

All Jack O'Bears can attack with both claws at once. Their ability to harmonize with a glance costs them no Power, and is the result of a chaotic gift.

JACK O'BEAR ONE

STR 22 CON 11 SIZ 15 INT 5 POW 13 DEX 12 CHA 12 Move 10	05-08 L LEG 09-11 ABDOM 12 CHEST 13-15 R ARM 16-18 L ARM 19-20 HEAD	3/4 3/4 3/5 3/3 3/3 3/3 3/4
Hit Points 12		
Weapon Glance Claw	SR Attk% Damage 1 100% Harmonize 8 55% 1D6+1D6	
JACK O'BEA STR 15 CON 11 SIZ 21 INT 7 POW 14 DEX 14 CHA 11	01-04 R LEG 05-08 L LEG 09-11 ABDOM 12 CHEST 13-15 R ARM	3/5 3/5 3/5 3/6 3/4 3/4 3/5
Move 10 De Hit Points 14		
<i>Weapon</i> Glance Claw	SR Attk% Damage 1 100% Harmonize 7 65% 1D6+1D6	
JACK O'BEA STR 22 CON 11 SIZ 18 INT 5 POW 23 DEX 17 CHA 14 Move 10 DO Hit Points 19 Weapon Glance Claw	01-04 R LEG 05-08 L LEG 09-11 ABDOM 12 CHEST 13-15 R ARM 16-18 L ARM 19-20 HEAD efense 10%	

The webbing of a giant spider acts as a Glue spell which affects the victim's entire body. Successive layers of web are cumulative and add to the Strength of the total. A spider may not both bite and throw webbing. Webbing covers an area equal to half the spider's body length across, covering a circular area.

CLANT COLO	ED ONE two motors long	
	DER ONE, two-meters long	
STR 14	01 RR LEG 2/5	
CON 12	02 RH LEG 2/5	
SIZ 17	03 LR LEG 2/5	
POW 13	04 LH LEG 2/5	
DEX 11	04-08 ABDOM 2/7	
Move 10	09-10 RC LEG 2/5	
Defense 00%		
Hit Points 14		
	15-16 LF LEG 2/5	
	17-20 HEAD 2/7	
	17 20 112 112 277	
Weapon	SR Attk% Damage	
Bite	8 50% 1D6+1D4	
Dite		
	+ poison POT 14	
Webbing	2 55% Web strength 9	
GIANT SPI	DER TWO, two-meters long	
STR 10	01 RR LEG 2/6	
CON 16	02 RH LEG 2/6	
SIZ 17	03 LR LEG 2/6	
POW 10	04 LH LEG 2/6	
DEX 14	05-08 ABDOM 2/8	
Move 10	09-10 RC LEG 2/6	
Defense 00%	6 11-12 RF LEG 2/6	
Hit Points 1		
inter onito in	15-16 LF LEG 2/6	
	17-20 HEAD 2/8	
Weapon	SR Attk% Damage	
Bite	7 50% 1D6+1D4	
	+ poison POT 18	
Webbing	2 70% Web strength 9	
1.		
GIANT SPI	DER THREE, four meters lo	na
7.4.5		
STR 30		
CON 12		
CON 12	02 RH LEG 4/6	
	02 RH LEG 4/6 03 LR LEG 4/6	
SIZ 27	03 LR LEG 4/6	
SIZ 27 INT 5	03 LR LEG 4/6 04 LH LEG 4/6	
SIZ 27 INT 5 POW 12	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8	
SIZ 27 INT 5	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6	
SIZ 27 INT 5 POW 12	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6	
SIZ 27 INT 5 POW 12 DEX 14 Move 8	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6	
SIZ 27 INT 5 POW 12 DEX 14	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 7 13-14 LC LEG 4/6	
SIZ 27 INT 5 POW 12 DEX 14 Move 8	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 7 13-14 LC LEG 4/6 15-16 LF LEG 4/6	
SIZ 27 INT 5 POW 12 DEX 14 Move 8	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 7 13-14 LC LEG 4/6	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 13-14 LC LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 Weapon	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 13-14 LC LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 SR Attk% Damage	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 SR Attk% Damage 6 65% 1D6+3D6	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 <i>Weapon</i> Bite	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 SR Attk% Damage 6 65% 1D6+3D6 + poison POT 17	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 Weapon	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 SR Attk% Damage 6 65% 1D6+3D6	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 <i>Weapon</i> Bite	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 SR Attk% Damage 6 65% 1D6+3D6 + poison POT 17	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 Weapon Bite Webbing	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 <i>SR Attk% Damage</i> 6 65% 1D6+3D6 + poison POT 17 2 70% Web strength 14	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 Weapon Bite Webbing	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 <i>SR Attk% Damage</i> 6 65% 1D6+3D6 + poison POT 17 2 70% Web strength 14	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 Weapon Bite Webbing GIANT SPII	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 <i>SR Attk% Damage</i> 6 65% 1D6+3D6 + poison POT 17 2 70% Web strength 14	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 Weapon Bite Webbing GIANT SPII STR 26	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 <i>SR Attk% Damage</i> 6 65% 1D6+3D6 + poison POT 17 2 70% Web strength 14 DER FOUR, four meters Ion 01 RR LEG 4/4	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 <i>Weapon</i> Bite Webbing GIANT SPII STR 26 CON 7	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 <i>SR Attk% Damage</i> 6 65% 1D6+3D6 + poison POT 17 2 70% Web strength 14 DER FOUR, four meters Ion 01 RR LEG 4/4 02 RH LEG 4/4	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 Weapon Bite Webbing GIANT SPII STR 26 CON 7 SIZ 25	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 <i>SR Attk% Damage</i> 6 65% 1D6+3D6 + poison POT 17 2 70% Web strength 14 DER FOUR, four meters Ion 01 RR LEG 4/4 02 RH LEG 4/4 03 LR LEG 4/4	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 Weapon Bite Webbing GIANT SPII STR 26 CON 7 SIZ 25	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 <i>SR Attk% Damage</i> 6 65% 1D6+3D6 + poison POT 17 2 70% Web strength 14 DER FOUR, four meters Ion 01 RR LEG 4/4 02 RH LEG 4/4	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 Weapon Bite Webbing GIANT SPII STR 26 CON 7 SIZ 25 INT 6	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 <i>SR Attk% Damage</i> 6 65% 1D6+3D6 + poison POT 17 2 70% Web strength 14 DER FOUR, four meters Ion 01 RR LEG 4/4 02 RH LEG 4/4 03 LR LEG 4/4 04 LH LEG 4/4	
SIZ 27 INT 5 POW 12 DEX 14 Move 8 Hit Points 1 Weapon Bite Webbing GIANT SPII STR 26 CON 7 SIZ 25 INT 6 POW 9	03 LR LEG 4/6 04 LH LEG 4/6 05-08 ABDOM 4/8 09-10 RC LEG 4/6 11-12 RF LEG 4/6 15-16 LF LEG 4/6 15-16 LF LEG 4/6 17-20 HEAD 4/8 <i>SR Attk% Damage</i> 6 65% 1D6+3D6 + poison POT 17 2 70% Web strength 14 DER FOUR, four meters Ion 01 RR LEG 4/4 02 RH LEG 4/4 03 LR LEG 4/4 04 LH LEG 4/4 05-08 ABDOM 4/6	
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05-08 ABDOM 6/9

09-10 RC LEG 6/7

11-12 RF LEG 6/7

13-14 LC LEG 6/7

15-16 LF LEG 6/7 17-20 HEAD

6/9

POW 12

DEX 13

Hit Points 20

Move 6

veapo	111	Sh	ALLA 10	Danaye	
Bite		6	70%	1D6+4D6	5
				+ poison	POT 20
Webbi	ng	2	65%	Web stren	ngth 20
-	TODIO		CIV -		0.00
		ER		ix meters l	
STR	43		01	RR LEG	6/8
CON	17		02	RH LEG	6/8
SIZ	37		03	LR LEG	6/8
INT	10		04	LH LEG	6/8
POW	13		05-08	ABDOM	6/10
DEX	14		09-10	RC LEG	6/8
Move	6		11-12	RF LEG	6/8
Hit Po	ints 24	1	13-14	LC LEG	6/8
			15-16	LF LEG	6/8
			17-20	HEAD	6/10
Weapo	n	SB	Attk%	Damage	
Bite		6		1D6+4D6	3
Dite		0	0570	+ poison	
		-	-		
Webbi	ing	2	10%	Web stren	ngth 18

SR Attk% Damage

Weenon

The walktapus can use up to four tentacles to attack with at once. If two tentacles have struck the same target, they will constrict every round. Armor will protect only until its absorbtion rate is overcome, when it is broken.

Walktapus' can release a gas cloud of systemic poison in a 3m circle.

WALKTAPUS			
STR 24	01-02	R LEG	4/8
CON 18	03-04	L LEG	4/8
SIZ 26	05	ABDOM	4/8
POW 8	06	CHEST	4/9
DEX 9	07-08	RARM	4/7
Move 7	09-10	LARM	4/7
Hit Points 22	11	TENT 1	4/7
	12	TENT 2	4/7
	13	TENT 3	4/7
	14	TENT 4	4/7
	15	TENT 5	4/7
	16	TENT 6	4/7
	17	TENT 7	4/7
	18	TENT 8	4/7
	19-20	HEAD	4/8
Weapon SR	Attk%	Damage	
Tentacle 7	45%	2D6	
Constrict -	-	4D6	
NOTE , and alou	ud of	vetomic r	noison

NOTE: gas cloud of systemic poison POT 18 in a 3 meter circle.

WOLF	ONE					
STR	14		01-02	RH LEG	1/4	
CON	15		03-04	LH LEG	1/4	
SIZ	9		05-07	HIND Q	1/6	
POW	12		08-10	FORE Q	1/6	
DEX	16		11-13	RF LEG	1/4	
Move	12		14-16	LF LEG	1/4	
Defen	se 05%		17-20	HEAD	1/5	
Hit Po	oints 15					
Weapo	on	SR	Attk%	Damage		
Bite		7	60%	1D8		

Ruins Descriptions

WOLF TWO **STR** 16 01-02 RH LEG 1/5 **CON 16** 03-04 LH LEG 1/5 SIZ 05-07 HIND Q 1/7 9 **POW 18** 08-10 FORE Q 1/7 **DEX 16** 11-13 RF LEG 1/5 14-16 LF LEG 1/5 Move 12 Defense 10% 17-20 HEAD 1/6 Hit Points 17 SR Attk% Damage Weapon Bite 7 55% 1D8+1D4 WOLF THREE 01-02 RH LEG 1/5 **STR 16** 03-04 LH LEG 1/5 CON 17 SIZ 05-07 HIND Q 1/7 11 **POW 14** 08-10 FORE Q 1/7 **DEX 15** 11-13 RF LEG 1/5 14-16 LF LEG 1/5 Move 12 Defense 05% 17-20 HEAD 1/6 Hit Points 17 Weapon SR Attk% Damage Bite 8 70% 1D8+1D4 WOLF FOUR 01-02 RH LEG 1/3 **STR 15** 03-04 LH LEG 1/3 **CON 13** SIZ 05-07 HIND Q 1/5 7 POW 8 08-10 FORE Q 1/5 **DEX 18** 11-13 RF LEG 1/3 Move 12 14-16 LF LEG 1/3 Defense 10% 17-20 HEAD 1/4 Hit Points 12 Weapon SR Attk% Damage Bite 7 65% 1D8 WOLF FIVE 01-02 RH LEG 1/4 **STR** 13 03-04 LH LEG 1/4 CON 16 SIZ 05-07 HIND Q 1/6 8 **POW 15** 08-10 FORE 0 1/6 **DEX 15** 11-13 RF LEG 1/4 14-16 LF LEG 1/4 Move 12 Defense 05% 17-20 HEAD 1/5 Hit Points 15 SR Attk% Damage Weapon Bite 8 45% 1D8 WOLF SIX 01-02 RH LEG 1/3 STR 13 **CON** 13 03-04 LH LEG 1/3 05-07 HIND Q 1/5 SIZ 7 08-10 FORE Q 1/5 **POW 11** 11-13 RF LEG 1/3 **DEX 13** 14-16 LF LEG 1/3 Move 12 Defense 05% 17-20 HEAD 1/4 Hit Points 12 SR Attk% Damage Weapon Bite 8 55% 1D8 WOLF SEVEN **STR 12** 01-02 RH LEG 1/4 **CON 15** 03-04 LH LEG 1/4 SIZ 9 05-07 HIND Q 1/6 **POW 16** 08-10 FORE Q 1/6 **DEX 16** 11-13 RF LEG 1/4 14-16 LF LEG 1/4 Move 12 Defense 05% 17-20 HEAD 1/5 Hit Points 15

SR	Attk%	Damage
7	35%	1D8
	-	SR Attk% 7 35%

WOLF EIGHT STR 18 CON 14 SIZ 8 POW 16 DEX 16 Move 12 Defense 05% Hit Points 14 Weapon	01-02 03-04 05-07 08-10 11-13 14-16 17-20	RH LEG LH LEG HIND Q FORE Q RF LEG LF LEG HEAD	1/4 1/4 1/6 1/6 1/4 1/4 1/5
		1D8+1D4	
a second second	03-04 05-07 08-10 11-13 14-16 17-20	RH LEG LH LEG HIND Q FORE Q RF LEG LF LEG HEAD Damage 1D8	1/4 1/4 1/6 1/6 1/4 1/4 1/5
WOLF TEN STR 15 CON 9 SIZ 3 POW 9 DEX 12 Move 12 Defense 05% Hit Points 7 <i>Weapon</i> Bite	03-04 05-07 08-10 11-13 14-16	RH LEG LF LEG HIND Q FORE Q RF LEG LF LEG HEAD	1/2 1/2 1/4 1/4 1/2 1/2 1/3
Dite	10 55%	100	
WOLF ELEV	EN		
STR 12 CON 14 SIZ 7 POW 13 DEX 17 Move 12 Defense 10% Hit Points 13	03-04 05-07 08-10 11-13 14-16 17-20	RH LEG LH LEG HIND Q FORE Q RF LEG LF LEG HEAD	1/4 1/6
	SR Attk%	Damage	
Weapon Bite	7 50%		
WOLF TWEL STR 15 CON 13 SIZ 6 POW 18 DEX 17 Move 12 Defense 15% Hit Points 13	01-02 03-04 05-07 08-10 11-13 14-16 17-20	RH LEG LH LEG HIND Q FORE Q RF LEG LF LEG HEAD	1/4 1/6 1/6 1/4
Weapon	SR Attk%	Damage	
Bite	8 75%		
WOLF THIR STR 17 CON 15 SIZ 12 POW 15 DEX 16 Move 12 Defense 05% Hit Points 15	01-02 03-04 05-07 08-10 11-13 14-16 17-20	RH LEG LH LEG HIND Q FORE Q RF LEG LF LEG HEAD	1/4 1/6 1/6 1/4
	SR Attk%	Damage	
		0-	

apon	SR	Attk%	Damage
е	7	65%	1D8+1D4

Bit

The Trading Post

Only two buildings remain, and these only partially stand. The first building that the adventurers will come across is the post itself. It has been burned and looted completely. There are no found items or other items here.

The other building is a one-room cabin, also burned, but more intact. The door remains.

When either building is entered for the first time, roll on the following chart:

1D100 Result

01-05 The building collapses upon being entered – all within take 4D6 points of damage.

06-65 20% chance that the building will collapse 10 melee rounds after it is entered.

66-00 Building stands sturdily

The interior of the cabin is just a partially-burned room containing parts of a table, chairs, bed and a stove.

HIDDEN SPOTS: 20% chance for a found item.

The Elven City

This is actually what is left of an elven city. Most of the buildings are destroyed. If the city is searched (which takes 16 hours) three found items will be found.

In the center of town is a 2x2x4 meter-square column of petrified wood. Unlike the rest of the area, there is no foliage overgrowth around the column.

The column contains four bound spirits and has five POW storage crystals imbedded into it.

First Spirit: INT 12 POW 16 RUNE MAGIC: Dismiss Elemental III Second Spirit: INT 15 POW 22 RUNE MAGIC: Concealment, Multispell I Third Spirit: INT 17 POW 20 RUNE MAGIC: Shield 4 Fourth Spirit: INT 14 POW 17 RUNE MAGIC: Mindlink 3 Power Storage Crystals:

7-point
5-point
9-point
7-point
2-point

18 – The Elven Graveyard

Any dwarf crossing the perimeter of the road will instantly be attacked by the first spirit in spirit combat. The other spirits will throw spells or also engage in spirit combat. All spirits have access to all the POW storage crystals in the column. The crystals cannot be removed until all the spirits have been defeated.

Any elf entering the area will be in Mindlink with the spirits. The spirits will offer him any aid they can give, including casting their spells for him. Rune priests of Aldrya can regain Rune spells here.

The four spirits can each use any spell listed here: Befuddle, Binding, Countermagic 3, Demoralize, Dispel Magic 2, Disruption, Dullblade 4, Harmonize, Healing 6, Invisibility, Light, Mindspeech 1, Mobility, Multimissile 4, Protection 4, Repair, Shimmer 4, Silence, Speedart, Spirit Shield 4, Vigor, Xenohealing 2.

The Rune spells known by the spirits are all one-use.

The Elven Graveyard

This was once a graveyard for elven royalty. Dwarves invaded, took it over, and made it into a camp. Throughout the years they compiled a list of the items buried with the bodies of the elves. There is a 50% for each grave examined that the items are still buried there.

Under Grave Two one can find a very well-disguised secret passage which leads all the way to just outside the mansion grounds, where the tunnel has collapsed. Spotting the tunnel requires a Spot Hidden roll with -60% on the die roll for all but dwarves, who roll normally. The existence of this secret tunnel is not known by anyone but those of the royal house of King Stonegrinder, the present dwarf-king. All other information about the graveyard is available to all dwarves in the area.

All doors and gates in the graveyard are locked.

ROOM 1

Tomb, the coffin of a small boy, a lot of dust.

HIDDEN SPOTS: 05% chance for a found item.

ROOM 2

Tomb, a lot of dust, and the coffin of a small girl. There is an inscription on the coffin in Aldryami, "To my daugh-



ter Redleaf, may the gods bless you, whose life was cut short."

HIDDEN SPOTS: 10% chance for a found item.

ROOM 3

The large double doors at the entrance have the royal insignia on them. An inscription reads in Aldryami, "Here lies King Deeproots of Darkforest. May he rest in peace with Aldrya until his rebirth."

HIDDEN SPOTS: 05% chance for a found item.

ROOM 3a Empty.

ROOM 4 INITIAL DIE ROLLS:

> 1D100 Result 01-05 Skeleton (non-animated) 06-00 Nothing

A coffin and a lot of dust. This is the tomb of a male elf.

HIDDEN SPOTS: 15% chance for a found item.

TREASURE: The skeleton wears SIZ 6 plate mail on its chest.



ROOM 5

A coffin containing a female skeleton and a lot of dust.

HIDDEN SPOTS: 05% chance for a found item.

ROOM 6

A coffin containing a female skeleton and a lot of dust.

HIDDEN SPOTS: 05% chance for a found item.

ROOM 7

A coffin and a lot of dust; tomb of a male elf.

HIDDEN SPOTS: 15% chance of a found item.

ROOM 8

Two coffins (35 ENC each). They are well decorated. There are also two chests (15 ENC each).

The coffins are inscribed, "Here lies King Darkforest" and "Here lies Queen Lightbreeze." The chests are locked.

HIDDEN SPOTS: 25% chance for a found item.

DENIZENS: a wraith (attacks CON)

INT 18 POW 22 DEX 20 Defense 25%

On its initial attack the wraith will try to overcome its victim's CON with its POW. If it succeeds, its victim loses CON points equal to the wraith's current POW. If it fails, nothing happens. The wraith can only be hit by magic (much as with lycanthropes), and not even Rune metal will hit them. Spirit Block or Spirit Shield will add points directly to the victim's attacked CON when the wraith hits. On rounds after the wraith's initial attack, it will use a special type of spirit combat - instead of losing POW, the victim will lose twice the indicated POW loss as points of damage to a random hit location.

TREASURE: Chest One -150,000 clacks, 7-point POW storage crystal, and a wheel. Chest Two -1000 unfamiliar copper coins (worth 3/2 of a clack), and a scroll that will increase the Evaluate Treasure skill of a reader by 05% once. It takes 6 weeks to use the scroll properly, and will not work for anyone with an Evaluate Treasure of 75% or more.

ROOM 9

Here are two tables with four chairs around each. All furniture is durable and in good shape.

HIDDEN SPOTS: 10% chance for a found item.

ROOM 10

A coffin and a lot of dust. This coffin appears never to have been occupied.

ROOM 11a

Six neatly kept but dusty bunks.

HIDDEN SPOTS: 15% chance for a found item.

EXITS: There are secret doors in the east and south walls.

ROOM 11b

A coffin and dust. The coffin has never been used.

HIDDEN SPOTS: 10% chance for a found item.

EXITS: secret door in wall

ROOM 12a

INITIAL DIE ROLL

1D100Results01-85Ghost present86-00Room is empty

This room contains a desk with two chairs. There are writing implements on the desk.

HIDDEN SPOTS: 15% chance for a found item. There is a secret panel in the east wall.

DENIZENS: Ghost – INT 12 POW 16 The ghost will attack all nondwarves who open the secret panel.

20 - Room 12b of the Graveyard

It will cease attacks if the character leaves the room.

TREASURE: Behind the panel is a key which can open all the rooms in the graveyard and a list (written in Mostali) of items buried with the elves.

Elf and Item Shortbow – 8-point POW storage

crystal. Grassroots – a golden medallion worth

1500L. Darksoil – bastard sword containing a

Bladesharp 3 matrix. Rottedwood – elfbow with a quiver of copper-tipped arrows.

Uncurvedwood – bowl that never empties of wine.

Arrowtip - six copper throwing axes. Longbranch - a gem that when attuned to will predict the weather for the next day. It is correct 95% of the time. It has a POW of 3 for attuning.

ROOM 12b

An unused coffin and much dust.

HIDDEN SPOTS: 15% chance for a found item.

ROOM 13

There is a large fireplace at the end of the hall. The building is 60° Fahrenheit. There are many doors off of the hall.

The fireplace gives off heat although nothing is burning. For each point of POW put into it, the temperature in the building will raise or lower by 10° .

TREASURE: None. The fireplace cannot be moved.

ROOM 14

An unused coffin and a lot of dust.

HIDDEN SPOTS: 10% chance for a found item.

ROOM 15

A coffin and some dust. There is a pattern in the dust in the coffin as if something had been removed recently.

ROOM 16

An unused coffin and some dust.

HIDDEN SPOTS: 15% chance for a found item.

ROOM 17

The room has chains on the wall, and some chairs lined up against the wall.

HIDDEN SPOTS: 25% chance for a found item.

ROOM 18

Three mummies stand in the center of the room.

HIDDEN SPOTS: there is a secret door in the north wall.

DENIZENS: The mummies, which are animated and will attack intruders.

MUM		IE			- 10	
STR				RLEG	5/8	
CON	21			L LEG ABDOM	5/8 5/8	
INT	13			CHEST	5/9	
POW	16			RARM	5/7	
DEX	9			LARM	5/7	
CHA				HEAD	5/8	
			se 00%			
	ints 22			-		
Weapo	n			Damage		Pts
Fist Mace		9	85% 60%	1D6+1D6 1D8+2	60%	20
wace		0	00%	+1D6	00%	20
BALIBAR		0				
STR	30	U	01.04	R LEG	9/9	
CON	24			LLEG	9/9	
SIZ				ABDOM	9/9	
INT	15		12		9/10	
POW	9			RARM	9/8	
DEX	9		16-18	LARM	9/8	
CHA	3		19-20	HEAD	9/9	
	6 De		se 00%			
Weapo	n	SR	Attk%	Damage	Parr%	Pt
Fist		-		1D6+2D6		-
Mace		7	75%	1D8+2 +2D6	70%	20
				1200		
	MY TH					
STR				RLEG	2/5	
CON				L LEG ABDOM	and a second sec	
SIZ	13 8			CHEST	2/5	
POW	0			RARM	2/4	
DEX	7			LARM	2/4	
CHA				HEAD	2/5	
Move	6 D	efen	se 00%			
	oints 1	5				
Weapo				Damage	Parr%	Pt
Fist				1D6+1D6		-
Mace		9	40%	1D8+2	40%	20
				+1D6		
14				howifi	n the	-
IVI	ummi	CS a	ue so	horrific i	in the	1

Mummies are so horrific in their appearance and have such a strong stench of death that all beings fighting them must make a POWx5 roll every 5 melee rounds or be demoralized.

TREASURE: Behind the door is the treasure the mummies guard. There are 3400C, 240L, 96W, a gem worth 99L, and a 3-point Power-enhancing crystal.

ROOM 19

A small stove, table, chairs, pots, pans, etc. fill this room.

HIDDEN SPOTS: 50% chance for a found item.

ROOM 20 All the tombstones have writing on them. They are enscribed in Aldryami. a. Goldmoss, who died defending the princess. b. Shortbow, son of Slanted Tree, husband of Whisperweeds. c. Slantedtree, who died in battle, may he be blessed. d. Whisperweeds, beloved wife of Shortbow, may she rest in peace. e. Grassroots, son of Shortbow. He died at birth. f. Hardwood, first knight of King Treetrunk. He died defending Whispering Willow, may he be especially blessed. g. Rustleleaves, she who delivered Whispering Willow h. Pinearrow, husband to Rustleleaves. Dewleaf, husband of Rustleleaves. She died in childbirth. j. Wetmoss, son of Rustleleaves. He died defending the king. k. Darksoil, the king's guard, may he be blessed. I. Drenchedgrass, the king's guard, may he be blessed m. Lowbranch, the king's guard, may he be blessed n. Tallweed, may he be especially blessed. He took an arrow meant for King Treetrunk. o. Darkforest, last of the king's guard, be blessed p. Rottedwood, son of Tallweed. He died with his father. q. Unstrungbow, child of Uncurvedwood, servant of the king r. Uncurvedwood, be blessed. He died in service to the king. s. Windblown, be blessed, servant to the king t. Arrowtip, guide to the king. He was ambushed and slaughtered. Be blessed. u. Harvey, human, helped in the return of Whispering Willow v. Elmer, human, helped in the return of Whispering Willow. w. Arnold, human, first scout of the rescue party x. Alex, human, second scout of the rescue party y. Peter, human, nephew to Hubert the betrayer. May his uncle's crimes not rest on his head. z. Hector, human. He first told of the betraval.

OUTSIDE THE MANSION

Outside the Walls

INITIAL DIE ROLLS:

1D100	Result
01-50	The floodgate is broken;
	the moat is full of water.
51-00	The floodgate is intact; the
	moat is empty.

OVERVIEW: There is a moat surrounding the outer wall. The drawbridge is drawn up.

The wall is slick and weather-worn. The moat is 10 meters across and 10 meters deep. The outer wall is also 10 meters high. A river runs very near the back of the outer wall; a large gully runs from the moat to the river. A floodgate may be in place at the end of the gully. The mechanism to raise the drawbridge has long been destroyed and the gate is in bad shape. To enter the castle, a character must first cross the moat and scale the wall. There is no way to lower the drawbridge from without. If the moat is flooded, a successful Swim roll followed by a successful Climb roll is necessary to reach the top of the wall.

If the moat is empty, it will take a Climb roll to descend into it, and two more to climb the wall. All Climb rolls are at -10% because of the slick walls.

Once inside, it takes a total STR of at least 68 to lower the drawbridge. Several men may combine to operate the mechanism. If any Climb roll is missed, the climber falls and takes damage as per the RuneQuest rules for falling.

TRAPS: If the initial die roll was 51-00, there is a 05% chance per each three melee rounds that the characters are messing around in the moat for the flood gate to break and the moat to flood.

Inside the Walls

OVERVIEW: If the characters came over the wall, the entire courtyard will be visible. They will be able to see the four guard towers, the remains of three buildings, the corral, and the garden. The wells and the mansion will also be visible. If the characters en-

Found Item Chart for Grounds

2L	21	0	Re	sult	

- a paint brush
- 3 a wax candle shaped like a troll's skull
 - a map of Kanos on a scroll, 100 years old. Only the local geography is reliable. There is a 50% chance that any other area is somehow wrong.
- 5 a ceramic drinking mug
- 6 a gem worth 286L 7 a minor thank-yo
- a minor thank-you note written in Aldryami from Evergreen to Green Elm
- 8 a small bronze plaque inscribed with a Truth Rune
- 9 a ceramic piggy bank containing 3 clacks
- 10 a blank scrap of paper
- 11 an arrowhead
- 12 a small empty birdcage hanging from the ceiling
- 13 the glass figurine of a hippogriff
- 14 wood shavings
- 15 a piece of broken glass
- 16 a lunar
- 17 a small key, which unlocks nothing
- 18 a golden ring worth 100L
- 19 a wooden smoking pipe
- 20 a quill pen

The grounds have rarely been entered, and the mansion itself has not been disturbed since being deserted. Therefore, a character would find only trivial things lying around that belong to the mansion. These have only become misplaced by time.



22 – The Mansion's Appearance

tered by means of the drawbridge, they will not be able to see one of the guard towers or the wells. Everything else will still be visible.

If the characters enter the courtyard, they will be able to see everything. The grass is knee-high and there are many weeds.

The mansion appears as a fourwalled structure with no windows or doors unless the beholder makes a roll of his POW or less on D100. If the character is attuned to the gem, in the key given by Humphrey Jones, he may see the mansion as it truly is. There is no limit to the number of people who may attune to this gem in this way. The key is necessary to unlock the front door.

The Mansion's Appearance

Lord Skyppen, some years after his mansion was built by the dwarves, came across a man and woman in the woods being attacked by four scorpionmen, one clad in iron. He watched, and saw that the people were taken prisoner, and not killed. He sent for help and followed the scorpion men. Shortly after dark, Lord Skyppen came to the outside of their camp. There were eight scorpion men in all. Some hours later, Lord Skyppen was joined by six of his private guard. That night, they drew up a plan of action.

At dawn, the scorpion men set out with their captives. A kilometer down the road, they found their path blocked by two swordsmen. As the scorpion mens' leader was about to give the attack order, a voice was heard. It said, "Hear me, vile ones. I, Sword priest of Humakt, order you to release your prisoners and prepare to die." The scorpion men roared with rage and prepared to attack. They stopped when Lord Skyppen stepped out in his decorative iron armor.

The scorpion mens' leader recognized Lord Skyppen and immediately ordered his men to attack. As they charged, arrows flew from the woods and two scorpion men fell. The men in the road quickly dispatched two more of the monsters. The iron-clad scorpion man panicked and he fled. His followers fled into the woods. Those that fled into the woods were never seen again, for King Treetrunk of the elves was still strong in the forest. The iron-clad scorpion man looked as if he would escape when, suddenly, a figure appeared in the road. The scorpion man stopped, astonished. The stranger slew the scorpion man and vanished.

Lord Skyppen found that the people he had saved were a High Priest of the Puppeteer cult and his wife. For his aid, Lord Skyppen was given a gift of illusion. This illusion was placed on his mansion.

1. GUARD TOWER AND PARAPET

The outside door is locked. It opens upon a large room with a table and chairs. There are stairs leading up. At the top two unlocked doors lead to the parapet.

HIDDEN SPOTS: 25% chance for a found item.

2. GUARD TOWER AND PARAPET

The outside door is unlocked. Inside is a large room with a table and chairs. Stairs lead up to two unlocked doors which lead to the parapets.

HIDDEN SPOTS: 15% chance for a found item.

3. GUARD TOWER AND PARAPET

The outside door is unlocked. Inside is a large room with a table and chairs. Stairs lead up to two unlocked doors, each leading to the parapet.

HIDDEN SPOTS: 20% chance for a found item.

4. GUARD TOWER AND PARAPET

The door is unlocked. Inside is a table and chairs in a large room. A staircase leads up to two unlocked doors, which open onto the parapet.

5. THE TOOL SHED

This is a shack with a broken roof and holes in the walls. All the tools and equipment are gone. Only broken items remain.

HIDDEN SPOTS: Anyone rolling 1/3 or less of their Spot Hidden chance will find a secret door leading into the catacombs. The door opens into room 41 of the catacombs.

6. THE GARDEN

This was once a garden; it has long since been left to rot. The fence is broken.

7. THE ENTRANCE WELL

INITIAL DIE ROLLS:

1D100	Result
01-50	The well has 1 meter of
	water in it.
** 00	

51-00 The well is empty.

This well is the only one to have a roof over it. The roof is designed to hold the rope ladder found in room 22 of the catacombs.

TRAPS: Anyone stepping onto the bottom of the well will fall through into room 21 of the catacombs. The well floor is hinged and will spring back into place. It cannot be opened any other way from above.

8. THE TRAPPED WELL INITIAL DIE ROLLS

1D100	Result
01-50	The well has 1 meter of
	water in it

51-00 The well is empty.

If the well is empty, looking into it will immediately reveal a false bottom. The characters will notice a latch which secures the false bottom and is easily removed. Below is a second bottom.

TRAPS: Any character standing on the second bottom and weighing more than 90 kilograms (SIZ 12 with no ENC) will, in 1D4 melee rounds, fall through the floor if not secured by a rope or other means. The character will fall into an underground river and drown.

9a. A REAL WELL

INITIAL DIE ROLLS:

1D100	Result
01-50	There is 1 meter of water
	at the bottom of the well.
51-00	The well is empty.

9b A REAL WELL

1	NITIAL D	DIE ROLLS:
	1D100	Result
	01-50	There is 1 meter of water
		at the well bottom.
	51-00	The well is empty.

10. THE BARRACKS

This is the remains of a large barracks. Most of the walls have collapsed, and very little remains whole.

HIDDEN SPOTS: There is a 15% chance for a found item.

TREASURE: There are six clacks and a lunar on the floor.

11. THE HORSEMASTER'S HOUSE

This is the remains of a small building. There is nothing within these walls, for they have mostly fallen in.

HIDDEN SPOTS: 05% chance for a found item.

12. THE CORRAL

The fence is broken and the grass is overgrown with weeds.

HIDDEN SPOTS: 10% chance for a found item.

THE MANSION INTERIOR

The ground and upper floors of the mansion have not been entered since the day Hubert left. Within the house are some impressive magical items, although none can be used in battle. A character may find it boring to search the house, but the main entrance to the catacombs lies within. The Humakt and Chalana Arroy temples can be used to regain Rune magic for the appropriate priests.

1a. THE DOORWAY

After a thin entry hallway, there is a rectangular room. To the east is a stairway. A red rug covers the floor.

The carpet is not wall-to-wall. There is a gap of two inches between the carpet's edge and the walls. The staircase in the east wall leads up. The south door is locked.

EXITS: The door in the west wall is trapped.

TRAPS: See room 1b.

1b. THE TRAPPED DOOR

This door is not locked. There is a weight counterbalanced behind the door. The door opens away from the party. The person opening the door will knock the weight off a platform behind the door. This will release the floor beneath the door way. There is no way for the door opener to avoid a fall. A stone slab gives way and the character will fall through the floor. The character will fall into 3 meters of water (the pit is 8 meters deep). If the character is conscious, a rope may be lowered. If not, the party will need to somehow rescue the unfortunate before he drowns.

2. THE ENTRY HALL

Entering from room 1, the characters go up a small flight of stairs. At the top is a square room. There are doors on each wall, and the south door is silvery and reflective in color.

The south door is plated with silver

Mansion: First Floor

1a. The Doorway 1b. The Trapped Door 2. The Entry Hall 3. Stairs Up The Common Room 5a. Entry to the Chess Room 5b. The Chess Room 6. Chess Piece Storage The Scribery Room 8. The Art Gallery 9. The Weapons Gallery The Library 10a The Library Artifacts Room 10b 11.A Reading Room 12. Another Reading Room 13 The Study 14a. The Smoking Room The Tobacco Storage Room 14b. 15. The Small Trophy Room 1b. The Small Dining Room 17. A Storage Room 18. Another Storage Room 19. Entrance to the Catacombs 20. The Main Dining Room 21. Silverware and China Storage 22. The Apothecary 23. The Kitchen 24. Female Servant Quarters 25. Female Servant Quarters 26, Female Servant Quarters 27. Female Servant Quarters 28. Female Servant Quarters 29. The Servants' Treasure Room 30. Male Servant Quarters 31. Male Servant Quarters 32. Male Servant Quarters



which is difficult to remove. All the doors are locked.

TREASURE: The silver of the door is worth 5000L.

3. STAIRS UP

These stairs lead up for 5 meters and turn from heading east to heading south. The door at the top is locked. The seventh step is hollow and this may be heard by anyone rolling one quarter or less of their Listen skill on D100. Once heard, a Spot Hidden will be needed to discover the step's opening mechanism. A Lock Picking roll is needed to open the lock on the step. Inside the step is a key. It will open the secret door to 10b, the Library Artifact Room.

4. THE COMMON ROOM

INITIAL DIE ROLLS:

1D100	Result	
the second second		-

01-50 The door is locked 51-00 The door is unlocked

51-00 The door is unlocked

The room has a blue carpet. It is basically rectangular in shape. There are a few paintings on the walls and a couch against the east wall. There are five brown chairs. A shiny plate of metal is attached to the west wall. On the north wall are two windows.

The plate is about 50 cm by 25 cm and is inscribed with a Luck Rune.

HIDDEN SPOTS: There are 17 clacks hidden in the couch.

TREASURE: The five paintings are worth 75L each.

5a. ENTRY TO THE CHESS ROOM

Upon opening the locked door, the character will see staircases leading upstairs to either side and will see a door in front of him.

The door in front of the character is unlocked. Upon ascending either staircase, the character will find himself on a balcony extending in three directions around a square room (5b). The balcony is two meters wide. Along the north and south walkways are thrones. There are two small windows on the balcony level.

HIDDEN SPOTS: There is a 10% chance for a found item from the Grounds found item chart.

5b. THE CHESS ROOM

This is a perfectly square room, 16 meters on a side. It is divided into alternating black and white squares. Along opposite sides of the square, the first two rows of tiles bear variously sized and shaped statues. The statues are in opposing groups of black statues and white ones, respectively.

There are 64 squares (8x8). Anyone making their INTx5 roll or less on D100 will realize that this is a large chess board, although the pieces are less than conventional. The floor is made of separately laid marble squares. The squares can be removed but each weighs 14 ENC, and are extremely awkward to carry, being 2 meters on a side. The statues range in height from one to two meters. There is a gem mounted in the head of each King.

Piece	Black	White
King	Zorak Zoran	Humakt
Queen	Kyger Litor	Chalana Arro
Rook	Mistress Troll	Human
Knight	Great Troll	Centaur
Bishop	Dark Troll	Dwarf
Pawn	Trollkin	Duck

TREASURE: Each marble slab is worth 200L. The chess pawns are worth 100L each; the other pieces are worth 150L each. The jewels in the king's heads are worth 2000L as jewels.

MISCELLANEOUS: The gems in the kings' heads are special crystals. By putting 6 points of POW into one of the gems, one can move the pieces through a type of Telekinesis spell. The spell will last for the game's duration. The POW is given in sacrifice to Eurmal, the Trickster. It is regained normally. If the gems are removed from their settings, they become useless, but may be replaced and reactivated. The POW sacrifice must be made by each player to control his own pieces. The power will only work in this room.

6. CHESS PIECE STORAGE

This is a small rectangular room. Inside are various black and white statues, similar to those in the chess room. They are replacements. There are two statues for each one in the chess room.

7. THE SCRIBERY ROOM

INITIAL D	DIE ROLLS:
1D100	Result
01-95	Ivan is here
96-00	The room is empty

This is a rectangular room. There are tables with chairs and stools. There is a bed against the west wall. The room is carpeted. A large cabinet is in the wall and there is a barrel below it.

Some of the tables have thin bronze sheets on their tops with designs scratched into them. Some are Runes, and others just pretty designs. Both doors are unlocked. On the tables are awls (scratching tools). In the drawers are unmarked steel strips (50cm x60cm). There is food in the cabinet and water in the barrel.

HIDDEN SPOTS: Beneath the mattress is a golden plaque inscribed with an unfamiliar symbol (the family crest).

TREASURE: The golden plaque is worth 50W and weights 1/2 ENC.

Ivan Nerus, the scribe

IVAN,	, (70)-year-old hur	man male)	
STR	10	01-04	R LEG	0/4
CON	11	05-08	L LEG	0/4
SIZ	15	09-11	ABDOM	0/4
INT	17	12	CHEST	0/5
POW	7	13-15	RARM	0/3
DEX	13	16-18	LARM	0/3
CHA	17	19-20	HEAD	0/4
Move 6 Defense 15%				

Hit Points 12

 Weapon
 SR Attk% Damage
 Parr%
 Pts

 Awl
 7
 45%
 1D3+1D450%
 9

SPELLS: Healing 4, Light

SKILLS: Bargaining 90%, Breathing 75%, Evaluate Treasure 85%, Inscribing 130%

Ivan is an old man who moved into the mansion 40 years ago and has amazingly lived there ever since. He will be friendly to anyone, offering them food and water, but insists that they do not disturb his work. He says that he grew up at the mansion with his father, who died 12 years ago. He has remained here to create designs to beautify the mansion. He is obviously near death. He knows this and will not try to defend his room, but will scream loudly when the adventurers near his bed.

Ivan knows of Wally the gargoyle's existence (see room 40). When he was younger, Wally was Ivan's best friend. Since he has gotten old, Ivan has almost completely stopped seeing Wally (who cannot leave his station).

Ivan does all his own cooking. He uses brush from around the grounds to build fires. He eats vegetables and fruit grown upstairs in the conservatory. When he is lucky and birds blunder into his traps, he has meat. At present, Ivan has a good supply of meat, for a bad storm had killed many birds. Due to his age Ivan does not often eat, and when he does it is not much.

8. THE ART GALLERY

INITIAL DIE ROLL:

- 1D100 Result 01-10 Ivan is here decorating (see room 7)
- 11-00 The room is empty.

This is an art gallery with many paintings, tapestries, and metal plaques on the wall. There are several pedestals with busts. There is a window in the east wall.

The busts are carved of wood stained brown. They are a little crude. The metal plaques are all designes. The paintings and tapestries are very well done compared to the busts.

HIDDEN SPOTS: 20% chance for a found item. The chance is small for Ivan cleans the place.

TREASURE: The busts are worth no more than a clack or so each. Three of the paintings are worth 180L, 560L, and 700L respectively. The other paintings are worth about 10L each. Three tapestries are worth 70L each, five are worth 135L each, six are worth 350L each, and one is worth 1000L.

9. THE WEAPONS GALLERY

There are weapons fastened to the wall. Several are silver; some are even gold. The room is carpeted.

There is a single copy of each Rune-Quest standard weapon, excluding missile weapons, on the wall. In addition to the bronze ones, there is a silver scimitar, pike, dagger, and hatchet. In addition to the bronze ones, there is a golden rapier, shortsword, and rhomphia.

HIDDEN SPOTS: 15% chance for a found item.

TREASURE: The silver weapons are worth three times their bronze equivalents. The golden weapons are worth ten times their bronze equivalents.

10a. THE LIBRARY

There are bookcases on all walls but the west. In the center of the room are two tables surrounded by chairs.

The huge collection is arranged by subject. There are sections labeled for cults, fables, weaponry techniques, history, and alchemy.

EXITS: A secret door in the center of the west wall leads to the library artifacts room. HIDDEN SPOTS: The secret door can be revealed only by a successful Spot Hidden roll which reveals the keyhole. Because of the lock's intricacy, it can only be opened if the lock picker rolls a critical hit with his roll. If the key in the staircase has been found (section 3) then it will open this door. There is a 05% chance for a found item being in the library.

The Librarian — INT 12 POW 18 The librarian is a spirit bound into the library who will attack only if something is removed from the library into anywhere but rooms 11 or 12. The spirit will attack in spirit combat. It can enter rooms 10a, 10b, 11, 12, 13, 14a, 14b, and into all corridors.

TREASURE: The whole book collection is worth 700,000L, but it seems ridiculous to plan to move all the books. Random books are valued at 1D100L each. There is a book open to a map on the table. Players studying the map will recognize the surrounding area. There is a question mark in pen in the mountains near San Tio and an unreadable note — all that can be made out is the name of Vivamort, lord of the undead.

10b. THE LIBRARY ARTIFACTS ROOM

There is a small shelf of books on the west wall. The room is very dark and the air is dry.

The books are in less than perfect condition. They are relics and would be worth a fortune to scholars or Lhankor Mhy sages. Any book mishandled or carried from the artifacts room will begin to disintegrate slowly. Exposure to light or moisture will hasten destruction.

EXITS: Only the secret entrance.

TRAPS: The doorway is warded in such a way that the props are hidden behind the door — they cannot be seen until the room is entered. The spell is a Warding 3. Its activation will call the librarian to prevent theft.

TREASURE: Each of these books is worth 1D1000L (roll 3D10, counting one roll as the hundreds, one as the tens, and one as the singles). There are 11 books here. They may also have useful information to the adventurers, at the referee's option.

MISCELLANEOUS: The librarian will attack anyone setting off the warding spell until the culprit leaves room 10b.

11. A READING ROOM

This is a simple room with one comfortable chair in it. Lanterns hang on the walls. There is a small table.

HIDDEN SPOTS: 10% chance for a found item.

12. ANOTHER READING ROOM

This is very similar to room 11. There is a chair, small table, and lanterns.

HIDDEN SPOTS: 15% chance for a found item.

13. THE STUDY

The room is carpeted in deep blue. There are many large, comfortable chairs. There are windows in the south and east walls.

HIDDEN SPOTS: 20% chance for a found item.

14a. THE SMOKING ROOM

This is a largely empty room. There are some chairs grouped in threes, and spitoons and ceramic ashtrays are scattered about. There are two windows in the south wall.

EXITS: The door in the northwest corner of the room is locked.

14b. THE TOBACCO STORAGE ROOM

There are shelves with large, dried leaves on them. There are jars on a table. The room is dark and moist. The leaves are tobacco, and are of very good quality. The jars contain a powder (also tobacco).

HIDDEN SPOTS: 10% chance for a found item.

15. THE TROPHY ROOM

There are animal heads on the wall along with two weapons. There are a few metal cups on shelves.

The weapons are a composite bow and a greatsword. The animal heads are of antelope, bison, llama, etc. The cups are of silver, but are not otherwise distinguished. Each cup is different.

HIDDEN SPOTS: 05% chance for a found item.

TREASURE: The four silver cups are worth 100L, 150L, 73L, and 526L respectively.

16. THE SMALL DINING ROOM

Here is a large table in the center of the room surrounded by chairs. There are candles on the table and a large window in the south wall. There are 15 chairs around the table.

HIDDEN SPOTS: 05% chance for a found item.

17. A STORAGE BIN

This is a small room with shelves along all the walls but the south one. The shelves are filled with musical instruments.

EXITS: There are doors in the east and west walls; the west door is locked.

HIDDEN SPOTS: 10% chance for a found item.

18. ANOTHER STORAGE ROOM

A wooden chest is on the floor of this closet.

The chest is unlocked. Inside are many cloths which fit nicely over the tables in rooms 16 and 20. The chest also contains many candles.

EXITS: A secret door in the south wall leads to the entrance to the catacombs.

HIDDEN SPOTS: 10% chance for a found item.

19. ENTRANCE TO THE CATA-COMBS

This is a six-meters-square room. In the center of the floor is a trapdoor.

There are two bronze bars slid through four bronze clasps securing the trapdoor. If the bars are removed, the trapdoor may be lifted and opened. A spiral staircase is visible when the trapdoor is lifted.

EXITS: A secret door in the north wall leads to room 18.

HIDDEN SPOTS: There is a secret door in the north wall.

20. THE MAIN DINING ROOM

This room is plushly carpeted. There is a large table covering most of the room. Many carved chairs sit around it. The table is covered with a multicolored cloth. There are lantern holders on the wall. On the south and west walls are large windows.

The cloth is very large, colored, and has a black Death Rune on it. The chairs each have a Death Rune carved into the backs. EXITS: A secret door in the north wall leads to the Apothecary.

HIDDEN SPOTS: Twelve lunars are scattered throughout the room.

21. SILVERWARE AND CHINA STORAGE

There are many ceramic urns on a table. There are shelves of silver plates and silver eating utensils.

TREASURE: The silver utensils and plates combined are worth 500L. They would weigh 10 ENC.

22. THE APOTHECARY

Here are many flasks on a table. There are also stirring utensils, glass jugs, and beakers. Some are full; others empty.

There are three drawers in the table. They contain small glass tubes (for potions) and ingredients that an alchemist will recognize as being useful for the creation of nearly every known potion. The flasks are marked in symbols and contain colored powders.

EXITS: A secret door in the south wall leads to the main dining room.

HIDDEN SPOTS: 30% chance for a found item.

TRAPS: Swallowing of any ingredients may be harmful to the character's health. Each ingredient has a 50% chance of being harmful. If it is, roll on the following table for damage:

1010) Results
1-5	POT 1D4 poison.
6-8	POT 1D6 poison.
9	POT 1D8+2 poison.
10	POT 2D6 poison.

If the poison fails to overcome the player's CON, it will do half damage, as normal.

23. THE KITCHEN

There are all sorts of useful utensils and pots and pans stored here. There is a small pit in the floor and a chimney leading up through the ceiling.

The pit has a residue of gray powder at the bottom. Inspection reveals it to be ashes and dust.

24. FEMALE SERVANT QUARTERS

Two beds, a lantern holder, and two small tables on the floor. A small blank metal plaque is on the wall.

HIDDEN SPOTS: 10% chance for a found item.

25. FEMALE SERVANT QUARTERS

Two beds, a lantern holder, and two small tables on the floor. A small blank metal plaque is on the wall.

HIDDEN SPOTS: 15% chance for a found item.

26. FEMALE SERVANT QUARTERS

Two beds, a lantern holder, and two small tables on the floor. A small metal plaque inscribed with a Luck Rune is on the wall. A small window is in the west wall.

HIDDEN SPOTS: 15% chance for a found item.

27. FEMALE SERVANT QUARTERS

Two beds, a lantern holder, and two small tables on the floor. A small blank metal plaque is on the wall. A small window is in the west wall.

HIDDEN SPOTS: 20% chance for a found item.

28. FEMALE SERVANT QUARTERS

Two beds on the west wall, a lantern holder on the south wall, and two small tables on the floor. A small window is in the west wall.

EXITS: A secret door is in the north wall. It leads to the servants' treasure room.

HIDDEN SPOTS: 10% chance for a found item.

29. THE SERVANTS' TREASURE ROOM

20 small wooden chests on the floor. They are unlocked and empty.

EXITS: There are secret doors in the south wall into room 28 and in the east wall into room 30.

30. MALE SERVANT QUARTERS

Three beds on the floor, three small dressers against the walls, lantern holders on the wall, and a small window in the north wall.

EXITS: A secret door in the west wall leads into the servants' treasure room.

HIDDEN SPOTS: 20% chance for a found item. There is a secret door in the west wall.

31. MALE SERVANT QUARTERS

Three beds, lantern holders on the wall, a small window in the north wall, three dressers, and a small table on the floor. HIDDEN SPOTS: 15% chance for a found item.

32. MALE SERVANT QUARTERS

Three beds, three dressers, and a small window in the north wall.

HIDDEN SPOTS: 10% chance for a found item.

33a. THE MASTER BEDROOM

A very large bed sits in the southeast section of the room. Along the east wall are two dressers. The northwest corner of the room has a door-shaped opening in the wall. There are two windows on both south and east walls. A large fireplace is in the southwest corner, and a thick rug is on the floor.

The dressers both contain clothing. One contains the clothes of a Sword priest of Humakt, the other, those of a Rune priestess of Chalana Arroy. All are made of fine material (like that to be found in room 41). The opening leads to a large walk-in closet. This is the only second-story room to be carpeted.

TREASURE: The robes are worth 1500L each to their respective cults, and the remainder of the clothing in the dressers are worth 2000L.

33b. THE CLOSET

This is a large closet with clothing hanging in it. There is a desk against the west wall of the closet.

The clothes in here are well-made. They are more for ceremony than everyday use.

EXITS: A secret door is in the west wall.

TREASURE: The clothes here are worth 5000L total and will fit a SIZ 17 male and a SIZ 15 female.

33c. THE SECRET ROOM

This is a very dark L-shaped room. On a table in the north-south portion is a dwarven crossbow (holding 3 quarrels) with a Multimissile 4 matrix carved in the wood.

HIDDEN SPOTS: A trip wire crosses the floor in the northern portion of the "L". This section of the room seems to swallow all torch light. Unless a Light spell is used, the wire will only be seen if half or less of a Spot Hidden roll is made.

TRAPS: If the trip wire is activated, a crossbow mounted in the wall at the east end of the corridor will fire. It is a heavy crossbow (2D6+2) and fires a bolt and four magic missiles. Mounted on the crossbow is a gem which supplies the power for the spell. The bow has a 60% chance to hit the person setting it off. Defense bonus may not be used on the first missile.

TREASURE: A pouch on the table by the dwarven crossbow holds 40W and some iron arrowheads. Anyone touching the dwarven crossbow, except a dwarf, will cause it to wither.

34a. THE TEMPLE TO HUMAKT

INITIAL DIE ROLLS:

1D100	Results
01-05	The spirits attack unless
	there is a Humakti Rune-
	master present.
06-90	The spirits will speak to a
	random party member.
91-00	The spirits are silent.

This is a large room with benches and pedestals. There are busts on the pedestals. There are two windows in the west wall.

When the room is entered fully, an altar of gold is visible. On the altar are two candelabra, a gold cup, and a cloth with a Death Rune on it. The busts are of Humakt.

DENIZENS: The spirits. The spirits will tell a random party member that this is a temple to Humakt and must not be defiled. All Humakti and friends are allowed to enter. Cult enemies are attacked. Any attempt to remove the artifacts or defile the temple will cause the spirits to attack.

Spirit One INT 16 POW 16

SPELLS: Dispel Magic 4, Dullblade 4, Healing 6, Mindspeech 2

Spirit Two INT 15 POW 20

SPELLS: Befuddle, Demoralize, Disruption, Extinguish, Harmonize

RUNE MAGIC: Mindlink, Truesword, Turn Undead.

TREASURE: The artifacts of the temple are worth 40,000L to another temple of Humakt. They may, however, question your possession of them.

MISCELLANEOUS: The spirits are bound into the altar. They may cast spells and may travel anywhere on the second floor of the mansion. Rune magic can be regained here by Humakt worshippers.

34b. THE PREPARATION ROOM

This is an unfurnished room. There is a robe hanging on the wall.

35. THE CHALANA ARROY CHAPEL

An altar is in the center of the room. A doorless closet is in the southwest corner.

There is nothing special in the chapel, but the closet holds many potions and salves. They are labeled in Tradetalk. There is a single example of each of the following potions: Cure Soul Waste, Cure Shakes, Cure Creeping Chills, systemic poison antidote POT 10, healing potion POT 10, healing potion POT 2, Blade Venom antidote POT 5, scorpion poison antidote POT 16. To determine a potion's usefulness, roll on the following chart:

1D100	Results
01-35	The potion is useful
36-77	There is a 50% chance of the potion's working. Even if it
	fails to work, there are no side effects.
78-00	The potion is spoiled and acts as a POT 5 poison.

DENIZENS: Spirit of healing. This spirit will heal anyone wounded who enters and prays for help to Chalana Arroy at the altar. It will otherwise do nothing.

Spirit of Healing

INT 17 POW 23

SPELLS: Healing 6, Vigor (4), Xenohealiing 6

RUNE MAGIC: Heal Area x 2, Resurrection x 2

MISCELLANEOUS: There were once three spirits of healing. The events leading to the destruction of the other two spirits are recounted later in the scenario.

36. THE ARCHERY PRACTICE ROOM

There are lots of bows and arrows on the wall. The room is long and thin. Archery targets stand at one end. On the west wall are four small windows.

This room runs the length of the mansion. It is obviously a room for target practice with missile weapons. There is a rack with 12 throwing daggers, 10 javelins, and 40 darts on the wall. There are also 3 composite bows, 2 self bows, a heavy crossbow, and 2 arbalests on the wall. There are plenty of arrows and bolts for the crossbows. The targets are at the north end of the room.



37. THE WEAPONS PRACTICE ROOM

There are a few dozen weapons on racks. The floor has mats. There are practice masks, padding, and practice dummies. The weapons consist of swords, spears, and axes. The practice dummies are slashed, and the mats are worn.

38. THE WEAPON AND TROPHY ROOM

Many plaques and trophies are on the walls. They are for expertise in the areas of composite bow, bastard sword, two-handed spears, and great axe. All the plaques and trophies bear the name of Lord Skyppen.

TREASURE: The trophies are worth 1500L total.

39. THE SMALL KITCHEN

INITIAL DIE ROLLS:

1D100	Result
01-05	Hot food on the table
06-10	Food cooking
11-95	Dirty dishes on the table
96-00	A gargoyle cooking

This is a small kitchen and dinette. There is a table in the center of the floor. There are chairs around the table, a small pit in the floor, and a water pump.

DENIZENS: None. For gargoyle, see room 40.

40. THE CONSERVATORY

INITIAL DIE ROLLS:

1D100Results01-95Gargoyle tending plants96-00Empty

Mansion: Second Floor

33a. The Master Bedroom
33b. The Closet
33c. The Secret Room
34a. The Temple to Humakt
34b. The Preparation Room
35. The Chalana Arroy Chapel
36. The Archery Practice Room
37. The Weapon Practice Room
38. The Weapon and Trophy Room
39. The Dinette
40. The Conservatory
41. The Sewing Room
42. A Storage Room
43. The Drafting Room
44. The Art Studio
45.A Guest Room
46.A Guest Room
47. A Guest Room
48. A Guest Room
49. The Bath
50. The Nurse's Room
51. The Baby's Room
52. The Baby's Playroom

The south wall is all glass. There are many healthy plants growing.

Anyone searching through the plants will find all the varieties of mushrooms that grow in room 20 of the catacombs. A Chalana Arroy healer may also find numerous healing plants here.

DENIZENS: Wally the gargoyle. Wally's INT has been magically raised. He will not fight. He speaks Tradetalk at 95%. If the adventurers do not attack him, he will accept them as his new masters. He will continue to go about his duties. If anyone inquires, he says that he must tend the plants. He will also serve midnight snacks (he can't tell time). Wally knows Ivan the scribe and if the characters mention him, will inquire about his health. If asked, he will fill the bath in room 49. This is all Wally is capable of doing. If he is asked to do anything else, he will mess it up 95% of the time. If he is taken from the second floor of the house, he will die.

Wally's stats and an illustration are given on the opposite page.

41. THE SEWING ROOM

There are many fine rolls of cloth spread across tables. They are in many



colors. There are also needles and thread; adventurers may notice the fine quality of the cloth.

HIDDEN SPOTS: 05% chance for a found item.

TREASURE: The bolts of cloth are worth 4000L if sold to a reputable dealer.

42. A STORAGE ROOM

All that can be seen here is a lot of boxes and sacks. If they are examined (which takes two hours), the party will find various paints, paint removers, brushes, drafting equipment, and empty bottles. The sacks contain potting soil and remnants of manure. There are two very small windows in the north wall.

HIDDEN SPOTS: 10% chance for a found item.

43. THE DRAFTING ROOM

There is a desk with a chair in it. There are shelves on the east wall and maps and drawings on the desk.

The drawings are of the grounds. There is a building marked that has never been built. There is an inkwell, pens, and straightedges. On the shelves are floorplans of the main home, stables, and mercenary quarters. The drawings omit all the secret doors and traps.

EXITS: A secret door is in the north wall.

44. THE ART STUDIO

A chair with an easel facing it is here. On the chair sits a paint brush. There are paintings on the walls.

The paint brush has a gem in the handle. Most of the paintings are unfamiliar. One is labeled Lord Skyppen. If someone in the party tries to attune to the paint brush (POW 5), it will rise into the air and point at the chair until the attuned individual sits in the chair. It will then begin to paint that person's picture. When half done, it will drop out of the air. The attuned individual will know that 3 points of battlemagic POW are required to finish the painting.

TREASURE: The paint brush has no intrinsic value, but merchants will trade for it or buy it. It does not count as a character's attuned crystal.

45-48. GUEST ROOMS

These four rooms are identical. Each contains a bed, a dresser, a table with

an oil lamp on it, and two chairs. The area labeled "a" is a closet.

HIDDEN SPOTS: 05% chance for a found item.

49. THE BATH

A tiled floor and a large tub in the west end of the room. A bucket is in the tub. The area labelled "a" is a closet. In the closet are towels and more buckets.

50. THE NURSE'S ROOM

This room has a bed, a dresser, a desk, and a fireplace. There is a window in the south wall. There is a closet in the southeast corner of the room. There are no linens on the bed. The dresser and desk are empty.

51. THE BABY'S ROOM

There is a crib on the north wall, and a closet in the southwest corner. Next to the closet is a Size 24 teddy bear. There is a small tub, pictures on the wall, a fireplace by the north wall, and a window in the south wall.

Inside the crib is a blanket, a pillow, and a sword-shaped rattle. The pictures are of a human male, a human female, and a child.

HIDDEN SPOTS: 15% chance for a found item.

52. THE BABY'S PLAY ROOM

A large carpeted room with a playpen and a rocking chair. The playpen is empty but for a small teddy bear.

HIDDEN SPOTS: 25% chance for a found item.



Every 100 meters (approximately 30 squares) there is a 25% chance for a found item. These will need a successful Spot Hidden to find, which should be rolled by the referee. Dotted lines indicate tunnels running beneath other tunnels. The symbol ---- indicates stairs going down in the direction of the arrow tips. All items in blue stand for water; secret doors are indicated by an S on the appropriate wall. A successful Spot Hidden is required to find a secret door - again, the referee should roll these. See note in room 26 of the catacombs for more information.

Suggestion to referee: all secret doors in the corridors that are not specifically being looked for should be rolled once for the party, using the party's highest Spot Hidden percentage cut in half as the chance of spotting it.

History of the Catacombs

The catacombs were originally designed as the last line of defense for Lord Skyppen's mansion. An escape tunnel once existed (room 24) but has long since caved in. Traps (pits, etc.) were placed within the corridors to slow or stop pursuers, should an entrance other than the spiral staircase have to be used. Some traps were placed within corridors to stop those who sought Lord Skyppen's treasure. Lord Skyppen and his garrison knew of the traps and were careful to avoid them.

Arca's Coming and the Deeds that Followed

Arca, in the guise of a Rune priestess of Chalana Arroy, came to Hubert in friendship. Hubert accepted Arca and welcomed her into his home. Arca resided with Hubert for almost a month before King Treetrunk arrived to ask for help. Throughout the first month of Arca's stay, she was able to confuse and taint Hubert's mind with chaos without his knowing it.

After Hubert's dastardly betrayal of King Treetrunk, Arca (still in the guise of a Chalana Arroy priestess) convinced Hubert that he must participate in a cleansing ceremony. Hubert, not yet wise to Arca, agreed as long as the ceremony took place in the Chalana Arroy temple upstairs in the mansion. Arca had no choice but to agree. The ceremony took nearly a full week and at the end, a demon was summoned. (A demon, summoned by the ceremony used, takes three days to reach this plane after the completion of the ceremony.) Hubert, like all victims of the ceremony, was left to die

When the ceremony ended, Arca stood upon the parapets of the castle and laughed. She had good reason. Hubert's remaining men held off the full elven attack, and she had sum-

moned a demon to this plane. It was not until the demon materialized that Arca found out about the pact made to stop the demon she had summoned. Arca spent the next five years setting up traps to protect the demon who was confined to a specific place in the catacombs until it was ready to take care of itself. She reopened the drowning staircase and made each of Lord Skyppen's traps much more vicious.

Hubert's Greatest Deeds and Arca's Death

Hubert did two really great deeds before his death. The first was insisting that the cleansing ceremony take place in the Chalana Arroy temple. The death of Hubert was supposed to occur during the summoning ceremony, but a spirit in the temple who pitied Hubert intervened. The spirit realized that it was not Hubert's fault, that he had been tricked, and that he had no idea of the consequences of the ceremony. The spirit sacrificed its existence to save Hubert's life. The spirit may also have known that Hubert had one more great deed to perform before his life ended.

None of the spirits realized what was going on until the last day of the ceremony. On this day, the most powerful of the two remaining spirits let loose a desperate plea for help. (There were originally three spirits, and one sacrificed itself to save Hubert.) Although the plea destroyed the spirit, it was heard by the gods. The ceremony was too far advanced to stop, but a god intervened. The god bound the demon in the Temple to All Deities (room 40a in the catacombs) and the adjoining rooms (rooms 40b, 40c, and 39).

Chalana Arroy punished Hubert because of the price she had to pay to sustain his life. She caused him to sleep for five years as punishment for his misdeeds. When he awoke, he looked upon the land and could not believe the damage he had helped to inflict. He then swore an oath to Humakt that he would make Arca pay for her deceit.

Hubert recovered his hidden battle axe and went hunting for Arca. He located her and motioned for her to come to him. Arca, not believing that Hubert could have survived the ceremony without divine help, realized her peril. She threw a strong magic at Hubert. The axe absorbed the magic, though Hubert did not realize it, and Hubert slew Arca with a single

blow. Hubert then sought out the demon, but became demoralized and fled. He placed the axe in his father's yet undiscovered treasure chamber and

Found Items for Catacombs

First roll 1D100, then roll the correct dice on the appropriate section of the found items table.

- D100 Result 01-40 First chart 41-80 Second chart 81-95 Third chart 96-99 Fourth chart
- Small red gem worth 15L
- bronze shortsword 4
- 5 human arm bone
- 6 cement statue of a duck, worth
- 10C; ENC of 1 7 cement statue of a wolf; worth
- 25C: ENC of 3 8 five lunars
- broken spear 9
- 10 scroll written in Tradetalk, but the writing is blurred by age and hence, unreadable
- 11 emerald worth 35L
- 12 necklace of sharkmen teeth
- 13 human skull
- map of the most direct route 14 from room 21 to room 20
- 15 topaz worth 42L
- spoiled potion with no effect on 16 the drinker, besides a foul taste
- 17 shaft of a battle axe
- small clay statue of a griffin, 18 worth 10L; ENC of 1/4

Second Chart

3D6 Result

- golden ring worth 150L 3
- 1D4 dead rats 1
- pretty black gem worth 500L 5
- iron arrowhead worth 20L 6
- 7 bronze bastard sword with a Bladesharp 1 matrix
- 8
- small sack holding 2W and 10L 9 25C scattered on the floor
- 10 human pelvis bone
- half-full water skin 11
- back containing everything that 12 comes in an adventurer's pack (see RuneQuest rules) except food and water
- a map showing the entrance to 13 the catacombs via the well in the courtyard (courtyard area 7)
- 14 key to room 1
- 15 head of a human statue
- 16 a flawed POW storing crystal. for every two points of POW put into it, one can be withdrawn the other is lost (regained as per battlemagic spells). This crystal holds up to 7 points of Power (taking 14 points of Power to
- 17 Power Enhancing 2 crystal
- potion which gives the drinker 18 a Detect Gems spell

returned to the Humakti temple to pray. Hubert prayed, but his prayers were unanswered. He fled the mansion and was never heard of again.

Third Chart

4

206 Result

- 2 iron spike worth 75L if melted down 3
 - scroll written in Mostali which teaches the reader how to increase his STR by a point for 2 weeks of training
 - bronze heavy mace
- 5 padded full helm which fits anyone from SIZ 15-17. It provides 7 points of protection with an ENC of 2
- 6 a red gemstone worth 1000L
- 7 a quiver with 20 crossbow bolts 8
- a pouch holding 20W
- 9 a lantern half full of fluid flask which holds a half liter of 10 red wine
- a flawed gem worth 1C 11
- potion causing the drinker to 12 sleep for 5 weeks

Fourth Chart

1D4 Result

- map of the octagonal hall anf passage from room 20 to it
- 2 potion allowing the drinker to breathe underwater for 24 hours. 50% chance that it is spoiled.
- 3 a scroll givine a 25% increase in Arbalest. It takes 12 weeks to learn, has an upper limit of 75%, and is written in Tradetalk
- 4 healing potion POT 6 with three doses left: 50% chance of being spoiled

Fifth Chart

1D4 Result

2

3

4

- silver ring with a Detect Magic matrix; it gives the wearer a random chaotic feature four
 - hours later. Once put on, it can only be removed by Divine Intervention. The chaotic feature may also be removed only by **Divine Intervention**
- scroll which permanently lowers STR. DEX, CON, CHA, and POW by two points. It is written in Tradetalk. Those who touch the scroll are cursed and lose the characteristics in one hour. The scroll describes the fate of the character who touches it. The scroll will work on a single character but once.
- a necklace. The wearer will be attacked by a fresh INT 3D6, POW 2D6+6 spirit each hour on the hour until it is removed
- a potion which, if drunk, will cause the drinker to shrink 3 points of SIZ per week until he reaches SIZ 3. Only the Chalana Arroy spell of Cure Chaos Wound will stop the shrinking. All shrinking is permanent.

00 Fifth chart **First Chart** 3D6 Result 3

32 – Map of the Catacombs





TRAPS IN THE CATACOMBS

The referee must habitually roll Spot Traps for the characters. If he does not, the characters will most likely be killed by the traps in the corridors.

All pits and traps are cleverly hidden and will require a Spot Traps roll to find. Pits may be stepped around, but the tightness of the corridor requires a roll of DEXx6 or less on D100 (96-00 always falls in pit).

Roll first a D100, then roll on the appropriate chart.

D100 Result

- 01-80 First Chart
- 81-00 Second Chart

First Chart

1D6 Result

- Pit trap; 5 meter fall 2D6 dam-1 age to a single location
- 2 Pit trap; 5 meter fall onto 1D10 daggers (1D4+2+2D6 points of damage for each dagger)
- Pit trap; 2 meter fall into pool of 3 water which is 5 meters deep -1D2 damage plus drown
- Pit trap; 2 meter fall into pool of 4 water 5 meters deep plus gorp -1D2 damage + drown + gorp
- 5 Pit trap; 3 meter fall with 1D8 snakes - 1D6 damage plus snakes 6
- Pit trap; 10 meter fall 4D6 points of damage

Second Chart

These trans are meant to be used only once. Reroll if one comes up a second time.

1D8 Result

- Gate drops behind the party; SIZ 1 85 (hard to move)
- Trip wire drops 1D6 daggers, each 2 with a 70% chance to hit (14% to impale). Each dagger does 1D4+2 damage.
- Trip wire which opens panel and 3 fires 2 crossbow bolts, each with a 100% chance to hit (20% to impale). Each bolt does 2D4+2 points of damage. Defense may help.
- 4 Trip wire opens a panel and reveals 1D100L. A pin coated with mineral poison POT 20 pricks whoever reaches for it. Needle does 1D3+1 damage and always hits.
- Trip wire drops a vial of acid 5 POT 4 on random party member. He can dodge it if he rolls DEX x 3 or less on D100.
- Trip wire opens 3x1 meter wall 6 panel and emittes 12 point flame at two members of party. Defense and armor help; fire attacks at 75%.
- 7 Stone slab drops behind the party; impossible to move
- 8 Pit trap; 5 meter fall into a pit with a chaotic monster - 2D6 damage plus monster

Envelop		SNAKE THR STR 6 CON 12 SIZ 6 POW 9 DEX 10 Hit Points 11 Weapon Bite
SIZ 6 POW 9 DEX 10 Hit Points	01-06 TAIL 0/4 07-14 BODY 0/5 15-20 HEAD 0/4 Move 4 Defense 00%	SNAKE FOU STR 4 CON 15 SIZ 3 POW 12 DEX 10 Hit Points 13 Weapon Mace
	/O, Weapon 01-06 TAIL 0/4	SNAKE FIVE STR 1 CON 11

SINARE INO, Weat	
STR 6 01	-06 TAIL 0/4
CON 13 07	-14 BODY 0/5
SIZ 3 15	-20 HEAD 0/4
POW 7 Ma	ove 4
DEX 15 De	efense 10%
Hit Points 11	
Weapon SR At	tk% Damage Parr% Pts
Sword 7 50	% 1D6+1 40% 12

REE, Fang 01-06 TAIL 0/4 07-14 BODY 0/5 15-20 HEAD 0/4 Move 4 Defense 00% SR Attk% Damage

10 40% 1D4+1D6 + Blade Venom POT 3

-	SNAK	E FOUR	R, Weapon	
	STR	4	01-06 TAIL 0/5	
(CON	15	07-14 BODY 0/6	
	SIZ	3	15-20 HEAD 0/5	
1	POW	12	Move 4	
1	DEX	10	Defense 05%	
1	Hit Po	ints 13		
1	Neapo	n s	SR Attk% Damage P	

weapon	30	ALLK7	o Damage	Parr70	PUS
Mace	9	45%	1D6	40%	12

V De

SNAKE FIV	E, Fang
STR 1	01-06 TAIL 0/3
CON 11	07-14 BODY 0/4
SIZ 2	15-20 HEAD 0/3
POW 12	Move 4
DEX 8	Defense 00%
Hit Points 9	
Weapon	SR Attk% Damage
Bite	11 50% 1D4+1D6

+ Blade Venom POT 3

SNAKE SIX, Fa	ng
STR 5	01-06 TAIL 0/5
CON 15	07-14 BODY 0/6
SIZ 1	15-20 HEAD 0/5
POW 12	Move 4
DEX 12	Defense 05%
Hit Points 13	
Weapon SR	Attk% Damage
	65% 1D4+1D6
+ E	Blade Venom POT 5
SNAKE SEVEN	, Weapon
STR 6	01-06 TAIL 0/4
CON 14	07-14 BODY 0/5
SIZ 3	15-20 HEAD0/4
POW 7	Move 4
DEX 11	Defense 05%
Lit Deinte 10	
Hit Points 12	

SNA	KE	FIGHT	Weapon	

Weapon

Sword

STR	2		01-06	TAIL	0/4		
CON	13		07-14	BODY	0/5		
SIZ	5		15-20	HEAD	0/4		
POW	11		Move	4			
DEX	10		Defen	se 00%			
Hit Po	ints 12						
Weapo	n	SR	Attk%	Damag	e	Parr%	Pts
Mace		9	75%	1D6		70%	12

8 55% 1D6+1

SR Attk% Damage Parr% Pts

50% 12

CHAOTIC MONSTER

STR	30	01-03	R LEG	6/8
CON	20	04-09	L LEG	6/9
SIZ	9	10-11	ABDOM	6/8
INT	7	12	CHEST	6/9
POW	22	13-14	RARM	6/7
DEX	18	15-16	CARM ·	6/7
CHA	12	17-18	LARM	6/7
		19-20	HEAD	6/8

Move 8 Defense 15% Hit Points 22

Weapon	SR Attk% Damage					
Claw*	7 60% 1D4+1+1D6					
Kick*	7 40% 1D6+1D6					
* May claw	three times and kick once in					
a melee round.						
CHAOTIC F	EATURE: 6-point skin, +5					

1. THE TORTURE CHAMBER

INITIAL DIE ROLLS:

1D100	Result				
01-30	Three dead humans				
	chained to the wall				
31-80	Three dying humans				
	chained to the wall				
81-00	Three humans chained				
	to the wall, each with				
	1D6 wounds				

This is a large rectangular room. There are many torture instruments visible: a rack, thumbscrews, whips, a coal pit with a branding iron in it, a large vat of oil, etc.

One of the humans has been branded with the word "Cacodemon". There are chains for four more prisoners on the walls. If 81-00 was rolled on the initial die roll, then the oil is boiling. Otherwise, it is cold.

HIDDEN SPOTS: There is a secret panel in the northwest corner of the room. Within is a 60x30 cm copper chest.

TRAPS: A successful Spot Traps will reveal a pin in the chest's lock. The pin is harmless, but the players should not be told that. Whether or not it is 'disarmed', the box will explode upon opening, doing 2D6 damage to all within 3 meters.

TREASURE: After the box explodes, 15 lunars, a 5-point POW storage crystal, and some broken glass will be scattered about the room.

MISCELLANEOUS: If the humans are healed, they will join the party until they are off the castle grounds, when they will flee. If 81-00 was rolled in the initial die rolls, they can be healed normally. If 31-80 was rolled, they cannot be healed by spells 50% of the time. The players will not know if they can be healed or not let them waste their Power. Each human will have but 3 hit points if 31-80 was rolled.

DENIZENS: The humans. Actually, each 'human' chained here is a werebear. The party will not, of course, know of their lycanthropy. In the descriptions, the numbers after the slash represents their were-form. None of them have any weapons, but they will accept them if offered.

CHA 16

GEOR	GE					
STR	12/24		01-04	R LEG	1/4	
CON	10		05-08	L LEG	1/4	
SIZ	14		09-11	ABDOM	1/4	
INT	12/8		12	CHEST	1/5	
POW	16		13-15	RARM	1/3	
DEX	8		16-18	LARM	1/3	
CHA	11		19-20	HEAD	1/4	
	B/10	De	fense O	0%		
Hit Po	ints 11					
Weapo	n	SR	Attk%	Damage	Parr% Pts	
				1D8+1		
				+1D4		
Bite		10	50%	1D10+1D	6	
Claw		10	50%	1D6+1D6		
Hug		10	45%	4D6		
SPELL: Healing 2						
PAUL						
STR	10/20			R LEG		
CON	10			L LEG		
SIZ	15			ABDOM		
INT	12/8			CHEST		
POW	9			RARM		
DEX	8		16-18	LARM	1/3	

19-20 HEAD 1/4

Move 8/10 Hit Points 11	Defense 00%	
<i>Weapon</i> Great Axe	SR Attk% Damage Parr 7 60% 2D6+2 65% +1D4	Pts 15
Bite Claw Hug	9 50% 1D10+1D6 9 65% 1D6+1D6 9 60% 4D6	
SPELL: Heal	ing 2	
SIZ 16 INT 12/8 POW 15 DEX 12 CHA 15	05-08 L LEG 1/6 09-11 ABDOM 1/6 12 CHEST 1/7 13-15 R ARM 1/5 16-18 L ARM 1/5 19-20 HEAD 1/6	
Move 8/10 Hit Points 16	Defense 00%	
<i>Weapon</i> 2H Spear	SR Attk% Damage Parr% 5 55% 1D8+1 50% +1D4	
Self Bow Bite Claw Hug	3 70% 1D6+1 25% 8 55% 1D10+1D6 8 70% 1D6+1D6 8 60% 4D6	6

SPELL: Healing 2

2. TREASURE CHAMBER

This is a square room. There are two chests at the center of four decorated pillars.

The chests are bronze, 1.5x1x1 meters each, and are locked. On the wall, written in Tradetalk, is, "Cursed are you forever if you rob me."

EXITS: A secret door is in the northeast corner of the room.

HIDDEN SPOTS: Two of the pillars are hollow: Spot Hidden rolls will reveal the secret entrances.

TRAPS: There are two pit traps in the northeast and southeast corners of the room, respectively.

DENIZENS: A large stoorworm is in the southern part of the room. He attacks everyone entering. Stoorworms look like large limbless dragons. Once every five rounds, it can breathe forth a cloud of poison gas POT 15 filling a 4 meter diameter sphere.

STR CON SIZ POW DEX	50 15		07-14	and the second se	
Weapo Bite Breath		9	80%	<i>Damage</i> 1D10+5D6 poison gas POT	15

NOTE: Regenerates 1 hit point per hit location per melee round. The stoorworm can even rejoin its parts if cut in half. Fire will prevent regeneration.

TREASURE: Chest One contains 5400C, 3500L, and 320W. Chest Two contains sixteen gems worth a total of 16,500L; a tapestry showing Humakt in various acts, worth 500L; a painting showing a fight between Orlanth and Yelm; worth 1500L; a scroll teaching CON increase (1 point) which takes 9 weeks to implement; a scroll teaching 15% increase in dagger attack over a period of 10 weeks, up to a maximum of 75%, and written in Tradetalk; a combination 2-point spell storing/5-point Power enhancing crystal; a 3-point spell storing crystal; a 4-point twice Power yielding crystal; and a flawed crystal which will permanently steal a point of POW if attuned.

The first hollow pillar contains 3 sacks filled with a total of 500L, 500W, 100 ancient silver coins worth 10L each, and a gem worth 3000L.

The second hollow pillar holds a large iron box with a gem on top. The box is solid with no apparent opening. It can only be opened by putting all but three points of one's characteristic POW into the gem in the box's top. The Power returns as per normal battlemagic use, and the box opens immediately.

Inside the box are two scrolls and a shiny battle axe. One scroll teaches a Blade Protection spell by virtue of the spirit bound within. The other scroll is the deed to the mansion and the surrounding grounds.

Raka's Saga

Raka was a high priest of the now lost cult of Reams. Raka was dedicated to the cult, which dealt with protection. Few of the old protective spells had been discovered, but Raka had found a promising lead to the spell of Blade Protection. A lesser demon of the netherworld had acquired the spell and knowledge of the spell could only be attained through the demon. Raka requisitioned a learning spell.

Raka spent ten years to find the demon. When he found it, he was appalled by its appearance. He overcame his fear and ordered the demon to teach him the spell of Blade Protection. The demon sneered. Raka challenged the demon to gain control over ihim, and the battle was joined. Raka was overmatched, but the demon could not win, for Raka had a Power Protection spell in use. Raka gained the upper hand, and the demon surrendered. He learned the spell and Raka put it into the learning spell. Raka then banished the demon, but died from the strain of the banishment. That was the last record of the Blade Protection spell.
continued -

BLADE PROTECTION: 3-point spell, focused, temporal, passive, battlemagic

This spell acts as a 15-point armor shield on an affected weapon. If the weapon is hit, it will only take damage if over 15 points is done in a single blow. It only works on weapons. This spell lasts for 10 melee rounds.

Learning Scrolls

The art of making learning scrolls has been lost. Only two or three are believed to still exist. Learning scrolls are scrolls with spirits bound into them. The spirit can learn a single spell and can teach it. The spirits were in the service of a special god and must be summoned differently than normal spirits. Few of them still remain.

The spirit will immediately attack whoever touches the scroll and will engage in spirit combat for a melee round. If the spirit wins, nothing happens (except a possible POW loss for the loser). If the combatant is successful, the spirit will consider teaching him the spell, and will give him the test to determine worthiness.

Test For Worthiness

The spirit's INT is matched against the (INT+CHA)/2 of the character on the resistance table. If the spirit wins, he judges the person not worthy, and will never teach the spell to that person. If the person wins, the spirit will implant the spell in the character's mind.

The spirit loses 3 points of permanent POW each time it teaches the spell. When its POW drops to 3 or less, the binding ends, and the spirit is free to return to its god. The spirit cannot be prevented from fleeing. The special knowledge spirits bound into the scrolls almost always have INTs of 18.

Spirit in Blade Protection Scroll: INT 18 POW 15

Rockmolder's Axe

The battle axe with the scrolls is, indeed, Rockmolder's axe. It is a very special weapon - both shaft and head are made of Adamant.

It is known that the axe was made about the time that Storm Bull began his war against Ragnaglar, but the date is uncertain. Nations were feeling the strain that chaos had placed upon them, and the dwarves were no exception. King Highcliff felt the pressure and his wife and two sons tried to hide their growing concern, for chaos was close to the dwarven homeland. The dwarves' exist

3. A STAIRWAY

This is a stairway leading up. It is 5 meters to the top.

4. ANOTHER STAIRWAY

These stairs lead down. They drop 5 meters into a hall filled with 1.5 meters of water. A human skeleton lies ence was threatened. Before King Highcliff's defensive plans could be implemented, chaos struck. It was rumored that Ragnaglar caused the strike against the dwarves. Ragnaglar was in trouble to the south, where Storm Bull was causing difficulties. Ragnaglar needed quick victories, and the dwarves, a key people, fit the bill.

The dwarves were surprised in their homes. The chaotic hordes were strong, but the dwarven nation was also formidable. Two weeks of hated battle ensued before the dwarves turned the tides. A month later, the chaos monsters retreated. This battle made the dwarves feared for years to come by chaos beings. The dwarves had dealt a strong blow to chaos in the Steelfront mountains. Unfortunately, the king and all his heirs, except an aging relative and the king's youngest son, were killed.

Highcliff's son, Rockmolder, grew into a fine young dwarf, but revenge lay heavily on his mind. Rockmolder correctly believed Ragnaglar to be the cause of all the trouble, and he set out after him. He took his coronation gift with him, for he knew its worth.

Prince Rockmolder aided many innocent people in his travels. He was successful in his battles, and word spread of his coming. People flocked to his banner, and he soon had a small force of men to command. On a journey, he came across a Thanatar sacrificial ceremony. A young girl, her brother, and her parents were the captives. The girl, Anaxdice, was already badly injured. Rockmolder challenged the Thanatari - the captives thought him mad, and the Thanatari laughed. Two Thanatari Doom Masters tossed garrotes around his neck and were surprised when he did not resist. They pulled, but Rockmolder laughed as the garottes had no effect. The horrified Thanatari watched Rockmolder cleave both Doom Masters with a single stroke. His coronation gift had served him well.

"Mostal" was shouted from the woods, and Rockmolder's followers burst from the woods and destroyed the Thanatari. Rockmolder untied the captives, but the girl was already dying, and Rockmolder could not stop it.

As she died, she called upon her god to reward the young prince for saving her family. Her prayers were answered, and she found herself within Rockmolder's axe, where she was to serve until a dwarven king released her.

Three days later, Rockmolder reached the camp of Storm Bull. They joined parties, and their relationship was

in the water, grasping a stone in its right hand.

TREASURE: The small red stone in the skeleton's hand, when placed in a liter of water, will change it to wine. If placed in more or less water, nothing happens. The stone has only one more charge. good. Seven years after their meeting, Rockmolder left to become king of his people – a sad and joyous parting for both Rockmolder and Storm Bull

After Rockmolder left Storm Bull, he governed as a wise king. One day, news of his death was brought to Storm Bull, who wept. The Storm Bull once said that he believed Rockmolder to be the victim of Thanatari revenge.

The dwarves recovered his armor, but his axe had vanished. It has resurfaced now and again, but the dwarves never managed to get it before it disappeared again. Hubert, Lord Skyppen's son, is believed to have found it when traveling through a troll-infested area, but the axe has been unseen since then.

Adamant Battle Axe

This axe is much like a normal battle axe, but has an ENC of 1, and does 3D8+2 points of damage on a hit. It may only be damaged by other adamant weapons, and has 40 hit points under those circumstances.

Magic has no effect on this weapon, and the axe will pass through any magical protection as though it did not exist. The axe can cut through anything, given enough time. However, it may get stuck. If a character rolls a slash result in striking a wall or other structure, the axe will be stuck. A resistance roll vs. a Strength of 120 is necessary to remove the axe when stuck in rock, and a resistance roll vs. a Strength of 80 is necessary when it is stuck in wood. It can only become stuck if the structure hit is not destroyed on the blow.

Magical Properties

A spirit is bound in the axe. She cannot be freed save by a dwarven king.

ANAXDICE: INT 15 POW 18

She acts as a bound spirit, but may throw spells. In the axe's shaft is a 4-point sensitivity crystal which she is attuned to. She knows the following spells:

Detect Enemies, Detect Gems, Detect Gold, Detect Magic, Detect Silver, Detect Spirit, Detect Traps, Extinguish, Spirit Shield 4

The axe has magical properties because it is made of adamant. It acts as an absorption spell which negates magic hitting it. The power hitting the axe can be stored by the spirit for later use.

Magic-based creatures (elementals, warriors of wood, etc.) take double damage from the axe after penetrating armor.

5. A HALLWAY

A hall, 3m wide and 18m long, with a human skeleton on the floor. A blue gem lies near the skeleton.

TREASURE: The blue gem is worth 20L. If attuned (it has a POW of 1 for attunement purposes) it will return to the owner's hand upon the owner's

A Trap - 37

01-02 RH LEG 1/3

mental command until his death. It counts as an attuned crystal.

6. A SECRET ROOM

Standing in the center of the room is a statue of Rockmolder, ancient king of the dwarves.

HIDDEN SPOTS: 05% chance for a found item. There is a small button on the statue's back. The button releases a lock holding the head to the body — the inside of the head is hollow.

TREASURE: Inside the statue is a combination crystal, 2-point spell strengthening/3-point spirit supporting; a useless scroll; and a gem worth 130L.

7. THE VAMPIRE'S ROOM

INITIAL DIE ROLLS:

Result
Vampire One and four
wolves
Two vampires and four wolves

61-00 Four wolves

This is a neatly-kept room with two coffins in the western end. Old furniture is arranged around the room.

The coffin lids are SIZ 18. Inside the coffins are dirt and pillows. There is a table with two chairs and a stool. The floor is uneven; the coffins sit on a small raised rock shelf 1 meter higher than the entryway.

HIDDEN SPOTS: A secret panel is in the wall in the northeast corner of the room. Inside is a small silver box with a Death Rune on the top.

TREASURE: In the box are 730C, 192L, and 11W. There is also a gem worth 153L, a 7-point POW storage crystal, and a scroll teaching a 20% increase in 1H Spear (taking 6 weeks to learn, and with a 50% limit). The box itself is worth 50L.

DENIZENS: Vampires and wolves. If anyone is bitten by either vampire, he will become a vampire 24 hours later, unless he can perform a successful Divine Intervention. A character directly involved in melee with a vampire must roll INTx5 on D100 on SR 1 each round to avoid the vampire's glance. The vampire's touch reaches through armor and attacks POW vs POW. If the vampire wins, the victim loses (and the vampire gains) 1D4 points of POW. If the bite of a vampire penetrates armor,

Weapon

Bite

SR Attk% Damage

8 45% 1D8

the victim will lose 1D6 points of STR each round until the victim is dead or the vampire destroyed.

CON 10 03-04 LH LEG 1/3 05-07 HIND Q 1/5 SIZ 10 **POW 13** 08-10 FORE Q 1/5 **DEX 11** 11-13 RF LEG 1/3 14-16 LF LEG Move 12 1/3 Defense 00% 17-20 HEAD 1/4 Hit Points 10 WOLF TWO STR WOLF TWO 01-02 RH LEG 1/3 **STR 13** 03-04 LH LEG 1/3 **CON 10** SIZ 10 05-07 HIND Q 1/5 08-10 FORE Q 1/5 **POW 13 DEX 11** 11-13 RF LEG 1/3 14-16 LF LEG 1/3 Move 12 Defense 00% 17-20 HEAD 1/4 Hit Points 10 Weapon SR Attk% Damage 9 40% 1D8 Bite WOLF THREE 01-02 RH LEG 1/4 **STR 11 CON 15** 03-04 LH LEG 1/4 SIZ 12 05-07 HIND Q 1/6 POW 9 08-10 FORE Q 1/6 11-13 RF LEG 1/4 **DEX 12** 14-16 LF LEG 1/4 Move 12 Defense 00% 17-20 HEAD 1/5 Hit Points 15 Weapon SR Attk% Damage Bite 9 40% 1D8 WOLF FOUR 01-02 RH LEG 1/3 **STR 13 CON 13** 03-04 LH LEG 1/3 05-07 HIND Q SIZ 8 1/5 **POW 10** 08-10 FORE Q 1/5 **DEX 18** 11-13 RF LEG 1/3 14-16 LF LEG Move 12 1/3 Defense 15% 17-20 HEAD 1/4 Hit Points 12 Weapon SR Attk% Damage Bite 7 65% 1D8 8. A TRAP INITIAL DIE ROLL: 1D100 Result 01-10 Writing on door, in Trade 11-00 Nothing

WOLF TWO

STR 13

If there is writing on the door, it reads, "I wouldn't go any further." Beyond the door is a small empty room.

Strewn about the floor are small pieces of wood, which can be recognized as the remains of a wine press.

HIDDEN SPOTS: There is a trap in the room which takes a Spot Traps roll to see.

TRAPS: A pit trap sprung by a person's weight. The victim falls 10 meters onto a bed of daggers. The fall does 3D6 points of damage, and

38 – A Pit Trap

2D10 daggers do 1D6 additional points of damage each to a random location. Roll D100 for each dagger a roll of 01-02 will impale. The trap door will remain open.

9. A PIT TRAP

There is a rack against the south wall filled with bottles. This is lord Skyppen's "wine cellar." He used to experiment with fruit juices, and most of the bottles are filled with non-alcoholic liquids.

HIDDEN SPOTS: Spot Trap at -05% of normal ability.

TRAPS: The trap is sprung by a person's weight. The victim falls 5 meters into a cloud of poison gas POT 10. The trap door remains open while the gas spreads through the room. If a character rolls POWx3 or less upon falling, he can hold his breath. The fall does 3D6 damage. The room is filled with the gas in 1D10 melee rounds, and will be safe to reenter in 1D100 rounds.

10. ANOTHER TRAP

An empty room. HIDDEN SPOTS: -15% from normal Spot Trap roll. TRAPS: A person's weight springs the trap, which stays open once sprung. The victim drops 3 meters into 2 meters of POT 7 acid. Characters take 7 points of damage to every hit location upon falling, and like damage on each succeeding round. A character will not take damage to his head if he can make a successful Swim roll.

11. YET ANOTHER PIT TRAP

Large metal hooks hang from the ceiling. The former occupants hung game here to season. They also stored other food here, but it is all gone now.

HIDDEN SPOTS: -25% from normal Spot Traps skill.

TRAPS: This is a pit trap released by a person's weight. The door springs shut after the victim falls through. The pit is virtually bottomless. Any unfortunate falling into it is dead and lost forever. A sylph can rescue a victim if the party can open the door in time.

12. THE STONE SLAB

INITIAL DIE ROLL:

1D100Result01-15Trap already sprung16-00Nothing

An entrance to a stairway.

HIDDEN SPOTS: Four warding sticks are found here. Each stick is at -25% from Spot Hidden skill. A character must specifically state that he is searching the entrance to find any stick.

TRAPS: The first person(s) to walk through the warding will cause a large stone slab to fall a foot or so behind them. The fallen slab has the following effects.

(1) If those who tripped the warding realize their mistake in time, they may try to dive back through the opening. To do so, they must roll DEXx2 or less on 1D100. If they fail, they will take 8D6 points of damage to each of 1D4 hit locations.

(2) If the second row of people is close behind, they must each roll DEXx5 to jump back or through the doorway before the slab slams down. If they fail, they take 8D6 points of damage to each of 1D4 hit locations.

The warding itself does no damage. It causes the slab to fall and it sounds an alarm. The alarm will stop after five minutes. The stone slab is immoveable for all intents and purposes. Any characters caught behind it are separated from the rest of the party.



13. THE DROWNING STAIRWAY

These stairs lead upwards about 10 meters. At the top is a door. The stairs and ceiling angle so that the ceiling meets the top set - the door is in the ceiling.

Water drips through the door, which is bronze. The door is cold and damp and opens downward.

TRAPS: The door opens onto the river bottom. Opening the door will instantly flood the stairway. There are two possibilities here. (1) The characters realize the situation and ready themselves. Intelligent players will find a way to open the door from the bottom of the steps or a way to secure their characters to the top of the steps. Otherwise, see (2). When the door opens, a readied character has his POWx7 or less on D100 as a chance to hold his breath as water fills 13. (2) If the door is opened blindly, the characters have a chance of holding their breath equal to POWx2 on D100. Also, all characters at the top of the stairs take 4D6 damage to a random hit location as the water thrusts them to the stair bottom. Any character taking any damage to the head will automatically fail his POWx2 roll and begin to drown. (See RuneQuest rules.)

To escape, a character must successfully swim into the river current, making 1 Swim roll, and 1 drowning check. The current will bring the character into room 20. To get there safely, the character must make 4 Swim rolls and 4 drowning checks. He can then emerge and float to shore. If the character is wearing any armor, he must make additional drowning checks (he stays underwater longer). Use the character's chest armor to determine the number of additional checks he must make: plate or heavy scale - 5; brigantine or light scale -4; chainmail or ringmail - 3; cuirboilli or linen -2; leather -1. If a character is wearing leather in addition to another armor type, he must add together their checks to determine the additional checks he must make.

Any person failing a drowning roll will begin to take damage on that round and every succeeding round until safe (one round, one drowning roll). Any person with 6 points or more of armor on his chest must make a successful Swim roll to emerge above water; then make a successful second roll to reach the shore or he will begin to drown. A character may swim while drowning, and the mutants may save any character they desire (see mutants in room 20).

This staircase was not originally a trap, but a dwarven architectural error. It was sealed off, but reopened by Arca.

14. THE LEAKY CORRIDOR

INITIAL DIE ROLLS:

1D100	Result
01-50	1D6 human skeletons
51-75	1D6 skeletons and 1D3
	corpses
76-00	1 skeleton

Water leaks from many points in the ceiling. There are Death Runes inscribed on the west, north, and east walls at the corridor's end.

HIDDEN SPOTS: 15% chance for a found item.

TRAPS: Anyone walking between the east and west wall Runes (which are a meter from the corridor's end) will take 6D6 damage to his hit points each round he remains there.

15. A STORE ROOM

INITIAL DIE ROLL:

1D100	Result
01-50	Empty
51-00	Full

If full, there is rotten meat and fish visible. In either case, there are barrels in the room. The barrels have some water in them. The water is foul and unpalatable.

HIDDEN SPOTS: 20% chance for a found item.

16. ANOTHER STORE ROOM

INITIAL DIE ROLL:

1D100 Result	t
--------------	---

01-50	Empt	

51-00 Clothing in room

Rotted clothing hangs on racks, unfit for anyone to wear.

HIDDEN SPOTS: 25% chance for a found item.

17. ANOTHER STORE ROOM INITIAL DIE ROLL:

1D100	Result
01-50	Empty
51-00	Weapons in room

Weapons are held on the wall by clasps. There are two of each type of sword and one of each type of axe. HIDDEN SPOTS: 25% chance for a found item.

18. YET ANOTHER STORE ROOM

INITIAL DIE ROLL:

- 1D100 Result
- 01-50 Empty
- 51-00 Varied worthless artworks

Here are hand-made statues of deities, heroes, etc. on shelves. There are also pots, pans, and blank paper. The statues are chipped and valueless.

HIDDEN SPOTS: 30% chance for a found item.

19a. THE TAPESTRY ROOM

INITIAL DIE ROLLS:

- 1D100 Result
- 01-50 Empty
- 51-00 Random encounter rolled from forest chart

Three tapestries of abstract design are on the walls.

HIDDEN SPOTS: 05% chance for a found item.

TREASURE: The tapestries are worth 60L each.

19b. A STAIRWAY DOWN

A stairway leads downward. It goes approximately 30m and is steep.

20a. THE MUTANTS' ROOM

INITIAL DIE ROLL:

1D100	Result
01-10	The room is pitch black.
11-25	The room is dimly lit.
	There are moving shadows.
26-95	The party is attacked.
96-00	The party is attacked with
	intent to kill

If a 01-95 is rolled, the party will be ambushed and taken prisoner if possible. If not, they will be killed. (See mutants' tactics under Denizens.)

This is an extremely large natural cavern with a river running through the center of it. There are three fencedin areas and many primitive huts. The other shore of the river cannot be seen due to the darkness. If the characters enter from any of the secret doors in the south wall, they will be unable to see the fenced-in areas across the river.

The fenced-in areas are gardens with mushrooms of obscure varieties growing in them. Many figures swim in the river. On the east side of the river, there are many more huts and a large pit with stairs leading down into it.



It is the arena. Again, if the party entered from the secret doors, they will see the arena. If they approach, they will now see the three fenced-in areas across the river, but cannot see within them without crossing it. There is a Death Rune on the south wall, about 1/3 of the way from the east corners (above the secret doors). Inscribed under it is the following poem (obviously someone in the family has read Dante):

Through me the way into the woeful city, Through me the way to the eternal pain, Through me the way among the lost people, Abandon every hope, ye that enter.

The mutants know neither of the secret doors nor of the significance of the rhyme.

HIDDEN SPOTS: There are five consecutive secret doors in the south wall. 40% chance for a found item.

TRAPS: (See 20b.)

TREASURE: If the entire place is searched (including the river), which would take a very long time, an accumulation of 540C, 320L, 76W, three gems worth 15L, 174L, and 1506L, and a rusty scimitar containing a Bladesharp 3 matrix will be found.

The Mushrooms

Blue: If eaten, these taste good; there are no ill effects.

Brown: These mushrooms are poisonous to all living creatures, attacking as a POT 20 poison.

Red: These taste awful, but each mushroom eaten will heal a point of CON damage. There are many of these. Eating six will not restore a limb.

Green: These are also poison (POT 12). If ground into powder and mixed with sharkman blood, then dried, a potent sleeping dust is created.

Pink: These mushrooms are tasty, but will cause the loss of a point of permanent CON. The only cure is the red mushrooms.

DENIZENS: See below.

The Mutated Race

This race was originally locked in the cavern by Arca, in the guise of Hubert. The Death Rune on the south wall was once empowered to prevent the people in the mutant's room from nearing the secret doors. Since Hubert's departure, only their feelings that the cavern is their home, coupled with the damage they would take from sunlight, has kept them in the catacombs.

The humans trapped here have adapted to their environment. They can see in 98% darkness. They can live off the river, small rodents, and the mushrooms they grow. They can eat and survive on all but the pink mushrooms (even eating the brown ones). They can remain underwater for minutes at a time.

They are vicious hunters in the water, but are poor land fighters. They are so adapted to water that they actually benefit from it physically. Meat is a rarity, and is highly prized (intelligent beings are no exception). All intelligent beings captured are given a chance to leave freely (see Arena).

These beings are so used to darkness that light can cause them damage. A Lightwall does 1D6 points of damage to any mutant touching it. A Light spell, lantern, torch, or the like causes effective blindness to attacked mutants within three meters for 10 melee rounds, after which they adapt somewhat. Lightwall spells also have this effect.

Fighting Tactics

When the party enters through a secret door, as soon as the door closes, the mutants will try to net the party and will sprinkle a white powder at them. This will cause drowsiness within 5 melee rounds; the characters will be asleep after 10 rounds. The sleep lasts for two hours.

If the party cannot be netted, or uses much too powerful magic, the mutants will flee to the water and remain submerged until they can mount another attack. From the river, they will throw daggers and javelins dipped in sleeping powder. Some will sneak out of the water on the other shore to distract the characters. It is impossible for the party to cross the river without attracting the mutants' attention. If the party is captured, see Gilligan, the leader, below.

Mutants

n 50%, Swim 100%

Chara	cteristic	Average
Land/	Water	Land/Water
STR	3D6/3D6+3	10-11/13-14
CON	3D6	10-11
SIZ	3D6	10-11
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6/3D6+3	10-11/13-14
СНА	2D6	7
Move	8/10	Defense 00%/05%
Hit Po	pints 10-11	
ARMO	DR: none	
SPEL	LS: none	

There are 65 mutants living in the cavern, of which 50 will fight, the rest withdrawing to the water. Some average mutants are given below for the referee's use.

MUTANTS						
	0.0.*	A ++++-0/ #	0	D0/#	0	
Weapon	SR*	Attk%*	Damage *	Parr%*	Pts	
Fist	9/7	30/50%	1D3/1D3+1D4	-	-	SPELLS: Healing 2, Speedart
Kick	9/8	30/45%	1D6/1D6+1D4	-	-	SKILLS: Spot Hidden 50%, Sv
Grapple	9/8	50/75%	Special	-	-	
Dagger	9/8	40/65%	1D4+2/1D4+2+1D4	50/50%	12	
Nett	7/6	70/80%	Entangle	90%	15	
Javelin	3/2	60%	1D10	25%	10	
Thrown						
Dagger	3/2	60%	1D4	_	-	

* The slash separates Land scores from Water scores. In every case, the first listed score is Land.

† The nets only take half damage from edged weapons (and none from any others). If the net is wet, a parrying weapon takes 1D4 points damage and the net takes none. If the net makes a successful attack, roll STR vs STR to pull the target's weapon out of his grip.

NOTE: All mutants wield nets in their left hand with another weapon in their right.

MUTANT ONE	ALC: NOTE:		2.5. 63	ML
	R LEG		0/4	PO
DEX 11/14 HP 11	L LEG ABDOM	05-08 09-11	0/4 0/4	DE
Defense 0/05%	CHEST	12	0/4	De
Dagger 12	RARM	13-15	0/3	Da
Net 15	LARM	16-18	0/3	Ne
	HEAD	19-20	0/4	
MUTANT TWO				ML
POW 11	R LEG	01-04	0/4	PO
DEX 11/14	LLEG	05-08	0/4	DE
HP 11	ABDOM		0/4	HP
Defense 0/05%	CHEST R ARM	12 13-15	0/5 0/3	De
Dagger 12 Net 15	LARM	16-18	0/3	Ne
Net 10	HEAD	19-20	0/4	
MUTANT THR		01.04	0/4	PO
POW 11 DEX 11/14		01-04 05-08	0/4	DE
HP 11	ABDOM		0/4	HP
Defense 0/05%			0/5	De
Dagger 12	RARM	13-15	0/3	Da
Net 15	LARM	16-18	0/3	Ne
	HEAD	19-20	0/4	
MUTANT FOU	R			M
POW 11	R LEG	01-04	0/4	PO
DEX 11/14	L LEG	05-08	0/4	DE
HP 11	ABDOM		0/4	HP
Defense 0/05% Dagger 12	CHEST R ARM	12 13-15	0/5 0/3	Da
Net 15	LARM	16-18	0/3	Ne
	HEAD	19-20	0/4	
MUTANT FIVE	11. A.A.A.A.A.A.A.A.A.A.A.A.A.A.A.A.A.A.			M
POW 11	R LEG	01-04	0/4	PC
DEX 11/14		05-08	0/4	DE
HP 11	ABDOM	09-11	0/4	HF
Defense 0/05% Dagger 12	CHEST R ARM	12 13-15	0/5 0/3	De
Net 15	LARM		0/3	Ne
	HEAD	19-20	0/4	
MUTANT SIX				M
POW 11	R LEG	01-04	0/4	PC
DEX 11/14	LLEG	05-08	0/4	DE
HP 11 Defense 0/05%	ABDOM		0/4	HF
Dagger 12	CHEST R ARM	12 13-15	0/5 0/3	Da
Net 15	LARM	16-18	0/3	Ne
	HEAD	19-20	0/4	
MUTANT SEV	EN			M
POW 11	RLEG	01-04	0/4	PC
DEX 11/14	L LEG	05-08	0/4	DE
HP 11	ABDOM		0/4	HF
Defense 0/05%	CHEST	12 13-15	0/5 0/3	De
Dagger 12 Net 15	R ARM L ARM	16-18	0/3	Da
Net 15	HEAD	19-20	0/4	
MUTANT FLOU	IT			M
MUTANT EIGH POW 11	RLEG	01-04	0/4	PC
DEX 11/14	LLEG	05-08	0/4	D
HP 11	ABDOM		0/4	H
Defense 0/05%	CHEST	12	0/5	D
Dagger 12	RARM	13-15	0/3	D
Net 15	L ARM HEAD	16-18 19-20	0/3 0/4	N
			514	
MUTANT NINE	R LEG	01.04	0/4	M PC
POW 11 DEX 11/14	LLEG	01-04 05-08	0/4 0/4	D
HP 11	ABDOM		0/4	H
Defense 0/05%	CHEST	12	0/5	D
Dagger 12	RARM	13-15	0/3	D
Net 15	LARM	16-18	0/3	N
	HEAD	19-20	0/4	

HEAD

19-20

0/4

l	MUTANT TEN			
L	POW 11	R LEG	01-04	0/4
L	DEX 11/14	LLEG		0/4
L				
L	HP 11	ABDOM	09-11	0/4
L	Defense 0/05%	CHEST	12	0/5
L	Dagger 12	RARM	13-15	0/3
L		LARM	16-18	0/3
L	Net 15			
l		HEAD	19-20	0/4
I				
I	MUTANT ELEV	EN		
I	POW 11	R LEG	01-04	0/4
I				
I	DEX 11/14	L LEG	05-08	0/4
I	HP 11	ABDOM	09-11	0/4
I	Defense 0/05%	CHEST	12	0/5
ł	Dagger 12	RARM	13-15	0/3
I	00			
I	Net 15	LARM	16-18	0/3
I		HEAD	19-20	0/4
I				
I				
I	MUTANT TWEI	_VE		
I	POW 11	R LEG	01-04	0/4
I	DEX 11/14	L LEG	05-08	0/4
I				
I	HP 11	ABDOM	09-11	0/4
1	Defense 0/05%	CHEST	12	0/5
1	Dagger 12	RARM	13-15	0/3
I	Net 15	LARM	16-18	0/3
1	1401 10			
I		HEAD	19-20	0/4
1				
	MUTANT THIR	TEEN		
1	POW 11	RLEG	01-04	0/4
	DEX 11/14	LLEG	05-08	0/4
1				
1	HP 11	ABDOM	09-11	0/4
1	Defense 0/05%	CHEST	12	0/5
	Dagger 12	RARM	13-15	0/3
	Net 15	LARM	16-18	0/3
		HEAD	19-20	0/4
	MUTANT FOU	RTEEN		
1	POW 11	R LEG	01-04	0/4
4	DEX 11/14	L LEG	05-08	0/4
	HP 11	ABDOM	09-11	0/4
	Defense 0/05%	CHEST	12	0/5
	Dagger 12	RARM	13-15	0/3
	Net 15	LARM	16-18	0/3
	Net IS		19-20	
		HEAD	19-20	0/4
	MUTANT FIFT	EEN		
				~
	POW 11	R LEG	01-04	0/4
	DEX 11/14	LLEG	05-08	0/4
	HP 11	ABDOM	09-11	0/4
	Defense 0/05%			0/5
-	Dagger 12	RARM	13-15	0/3
	Net 15	LARM	16-18	0/3
		HEAD	19-20	0/4
1	MUTANT OINT	EEN		
	MUTANT SIXT			014
	POW 11	R LEG	01-04	0/4
	DEX 11/14	L LEG	05-08	0/4
	HP 11	ABDOM	09-11	0/4
	Defense 0/05%	CHEST	12	0/5
			13-15	0/3
1	Dagger 12	RARM		
	Net 15	LARM	16-18	0/3
		HEAD	19-20	0/4
	MUTANT SEV	ENTEEN		
			01.04	014
	POW 11	RLEG	01-04	0/4
1	DEX 11/14	L LEG	05-08	0/4
	HP 11	ABDOM	09-11	0/4
	Defense 0/05%			0/5
		RARM		
	Dagger 12			0/3
	Net 15	LARM	16-18	0/3
		HEAD	19-20	0/4
	MILTANT FLOR	TEEN		
	MUTANT EIGH			
	POW 11	R LEG	01-04	0/4
	DEX 11/14	L LEG	05-08	0/4
	HP 11	ABDOM		0/4
	Defense 0/05%	CHEST	12	0/5
	Dagger 12	RARM	13-15	0/3
	Net 15	LARM	16-18	0/3
		LIFAD	10.20	014

HEAD 19-20

0/4

MUTANT NINE	TEEN		
POW 11	R LEG	01-04	0/4
DEX 11/14	L LEG	05-08	0/4
HP 11	ABDOM	09-11	0/4
Defense 0/05%	CHEST	12	0/5
Dagger 12	RARM	13-15	0/3
Net 15	LARM	16-18	0/3
	HEAD	19-20	0/4
MUTANT TWE	YTY		
POW 11	R LEG	01-04	0/4
DEX 11/14	L LEG	05-08	0/4
HP 11	ABDOM	09-11	0/4
Defense 0/05%	CHEST	12	0/5
Dagger 12	RARM	13-15	0/3
Net 15	LARM	16-18	0/3
	HEAD	19-20	0/4

This mutant is obviously the leader. He will approach the captured party after they awaken. He wears decorative leather and carries four daggers and a javelin. He was a net tied to his waist. He will speak to the party in any language they understand. He explains that the party has violated their cavern and is condemned to slavery. However, he says, "Since the beginning of our captivity, we had a chance to live; therefore, you also will be given a chance. One of you must face our champion. If he wins, all of you may leave. If he loses, one of you will have to stay behind for breeding purposes. The rest of you may go if you swear never to return. Our champion is female." The mutants are trying to breed a hardier stock which will be able to return and face the light. If one of the party is taken for breeding, he/she will be eaten if he/she fails to produce strong offspring. Once a member of the party is chosen to face the champion, he is told that the fight must be hand-to-hand and without magic. No change of challengers is permitted. The party remains bound, and must wait.

The chosen challenger is stripped of all armor but padding and leather (not cuirboilli). Slave bracelets are placed upon him, set to a power of 3, and he is led to the arena. The champion will enter in four minutes.

Gilligan was not originally a mutant. He entered years ago, challenged the mutants' leader, killed him, and took his place. The mutants will no longer accept such challenges.

If the referee wishes, the party may be allowed to try bargaining their way out. The mutants value meat above all else. Their second preference is for leather. The captives may make a single offer, not knowing what the mutants desire. The mutants may or may not accept, depending upon the size of the offer and a die roll, or whatever the referee wishes.

GILLI	IGAN , the	mutant leader		
STR	17/20	01-04 R LEG 2/7		
CON	18	05-08 L LEG 2/7		
SIZ	17	09-11 ABDOM 2/7		
INT	17	12 CHEST 2/8		
POW	17	13-15 R ARM 2/6		
DEX	18/21	16-18 L ARM 2/6		
CHA	14 (21)	19-20 HEAD 2/7		
Move 8/10 Defense 25/30%				

Hit Points 21

Weapon	SR	Attk%	Damage	Parr%	Pts
Fist (land)	6	85%	1D3+1D6	-	-
Fist (water)	5	100%	1D3+1D6	-	-
Kick (land)	6	90%	1D6+1D6	-	-
Kick (water)	5	105%	1D6+1D6	-	-
Grapple	6	90%	Special	-	-
(land)					
Grapple	5	115%	Special	-	-
(water)					
Dagger (land)	6	65%	1D4+2	60%	12
			+1D6		
Dagger	5	115%	1D4+2	75%	12
(water)			+1D6		
Net (land)	4	100%	Entangle	100%	15
Net (water)	3	130%	Entangle	100%	15
Javelin	1	100%	1D10	55%	10
			+1D3		
Thrown	1	110%	1D4+1D3	-	-
Dagger					

SPELLS: Darkwall (2), Disrupt, Extinguish (2), Healing 6, Ironhand 4; (known by bound spirit) Befuddle, Bladesharp 2, Multimissile 3, Speedart

SKILLS: Hide in Cover 90%, Spot Hidden 85%, Swim 120%

MAGIC ITEMS: 9-point POW storage crystal, currently holding a spirit; amulet under armor — anyone attuned to the amulet (POW 10) can read, write, or speak any language at 50%. He wears an earring which gives the wearer a CHA of 21 as long as it is worn.

SPIRIT: bound spirit (in crystal) INT 15 POW 16

20b. THE ARENA

The pit is $10 \times 10 \times 5$ meters. Stairs lead from the cavern down to the arena.

HIDDEN SPOTS: A secret door in the south wall leads to a dead end corridor.

TRAPS: If the champion enters and finds the challenger gone, she will clamp the secret door shut with spikes from the outside. The character is now effectively trapped and will probably die of thirst. To push the door open requires a roll against the door's STR of 21 (this may be tried once only). If the roll is made, the door bursts open and the character sprawls into the arena (always losing his balance). At this point, the champion gets a free attack at +20%, and will kick.

DENIZENS: The champion, Regnig.

STR	13	01-04 R LEG	4/7
CON	19	05-08 L LEG	4/7
SIZ	16	09-11 ABDOM	4/7
INT	7	12 CHEST	4/8
POW	11	13-15 R ARM	4/6
DEX	21	16-18 L ARM	7/6
CHA	10	19-20 HEAD	4/7

 Weapon
 SR Attk% Damage
 Parr%
 Pts

 Fist
 5
 80%
 1D3+1D4 60%

 Kick
 5
 75%
 1D6+1D4

 Grapple
 5
 85%
 Special*

 *
 STR+DEX
 vs
 target's
 SIZ+DEX
 to

throw. If thrown, roll DEXx5 to avoid damage or take 1D6 to random hit location.

MISCELLANEOUS: Regnig has 2 point skin, plus leather over her body. Both combatants will be given 3 points of padding for their left arms to parry with — arm parries cannot block kick attacks or grapples. The fight is hand-to-hand — no weapons allowed! If the character has never before parried with his arm, he may do so at 25% + parry bonus. Remember that the character cannot cast spells while wearing the slave bracelets put on him before the challenge.

The champion will try to grapple and throw her opponent. If she succeeds, she will kick with a +20%advantage until the character rises. She will continue these tactics until she fails to throw the character twice in a row. Then she will kick and punch alternately.

21. THE WELL ROOM

This is an empty 6x6m square room.

There is a POWx5 chance that each character will look up and spot the door in the ceiling (this does not require a Spot Hidden roll). The door is about 10m off the ground. A latch releases the door to swing downwards. If the door is somehow reached and opened, the roof of the well can be seen. If the rope lader in room 22 has been found, someone could climb to the top of the well and secure the ladder to the roof top. The ladder will reach from the top of the well to the floor of the catacombs.

22. ROPE LADDER STORAGE

A room holding only a rope ladder. The ladder looks long enough to reach the top of the well (if room 21 has been explored). The ladder's designed use is as an emergency exit.

23. AN EMPTY ROOM

An empty room.

HIDDEN SPOTS: 100% chance for a found item. It automatically comes from the third chart (covering D100 chance 81-95).

24. THE UNFINISHED CORRIDOR

INITIAL DIE ROLL:

1D100	Result
01-25	1D2 dragon snails
26-50	1D4 dragon snails
51-65	hiding adventurer
66-00	empty

A rough-walled corridor ending in stairs leading to a collapsed wall.

This room once contained a secret passage leading to the forest. The escape tunnel has since caved in.

HIDDEN SPOTS: 45% chance for a found item.

DENIZENS: See the initial die roll. The dragon snails or adventurer come from the like encounters on the forest encounters chart.

If the adventurer referred to in the initial die roll was encountered in the forest, you may recognize him, or he may even be in the party. If both adventurers from the forest encounters are in the party, the room will be empty on an initial die roll of 51-65.

25. STILL WATER RUNS DEEP

A square room filled with murky water below door level. A shelf is on the wall on the other side of the room. A box is on the shelf.

If the characters check the water's depth, it is about a meter deep by the doorway. It continues this way for about 5 meters.

HIDDEN SPOTS: 25% chance for a found item in the shallow water.

TRAPS: After the 5m of shallower water, the floor abruptly disappears and slants down at an angle of 80 degrees. The first person in line must roll DEX or less on D100 or he slips down the incline into 4m deep water. Anyone falling in must save themselves from drowning (see RuneQuest rules).

TREASURE: If anyone swims to the other side, he may remove the box from the shelf. Inside is a scroll teaching how to increase a Swim skill by 15%. It takes 4 weeks to implement the increase.

26. THE SPIRAL STAIRCASE

This room is 9x9m. In the center of the room is a spiral staircase. Six corridors lead from the room.

The doorway at the top of the staircase is locked, unless the party came that way. There is no way of opening the trapdoor from inside the catacombs. The lock is described in room 19 of the mansion.

Chances are that this is where the players will enter the catacombs. The catacombs, a complex system of tunnels and rooms, are designed to test players' awareness. The instructions and methods of play should be scrutinized before play. The catacombs are a massive system of traps: many players could be lost early, and a warning will be worthwhile.

27: THE MISTY CORRIDOR

The corridor becomes very misty. An acidic smell can be detected.

Vision is cut in half as you move down the corridor, and 1D3 points of damage to the chest is taken every 5 melee rounds from the acid mist. The corridor ends in a wall. On the ground at the end of the corridor is a locked silver chest, with an Infinity Rune on the top.

HIDDEN SPOTS: 25% chance for a found item.

TREASURE: In the chest is a bronze helm (ENC 3) fitting Sizes 13-16: it absorbs 10 points of damage and has an unmovable gem set in it. The gem can accept up to 10 points of Power from any source, but can use that Power only one way: when willed to do so, the gem will emit light equal to a 25-watt light bulb. This will drain a point of Power from the gem for every half-hour or fraction thereof that the light is left going.

28. THE ROOM OF IMMORTALITY

INITIAL DIE ROLL:

1D100	Result
01-15	two stone statues kneeling
	at a trough of liquid
16-25	one stone statue kneeling
	at a trough of liquid
26-00	a trough of liquid

On the wall above the trough is a Chaos Rune. The trough is filled with a sweet-smelling, good-tasting liquid. Above the Chaos Rune is written in Tradetalk and Darktongue, "He who drinks from this pool will become immortal." HIDDEN SPOTS: 05% chance for a found item.

TRAPS: Anyone drinking the liquid will be compelled to look at the Chaos Rune unless the player rolls his character's POW or less on D100. The liquid is cockatrice venom. The Rune possesses an inherent POW of 21 and will try to overcome the character's POW. If it succeeds, the character is turned to stone. Otherwise, it is impotent, but refreshing. Taste Analysis rolls are made at -95% from normal chances, for cockatrice venom is rarely tasted.

29. THE ELONGATED ROOM

In this room are a lot of bones on the floor. At the north wall is a chained basilisk. The chain is iron. A few weapons and a table are on the floor.

The weapons are a short spear, a sling, and a shortsword. On the tabletop is a small iron box.

HIDDEN SPOTS: 20% chance for a found item.

TRAPS: On the iron box is carved an Air and Movement Rune. Upon opening the box lid, a sylph appears and attacks immediately.

TREASURE: The iron box is worth 650L, the iron chain 150L.

DENIZENS: A basilisk and sylph.

DA	CI	ISK	
DM	51	IJL	6 C

STR	7		01-02	RH LEG	2/5	
CON	14		03-04	LH LEG	2/5	
SIZ	9		05-07	HINDQ	2/6	
POW	15		08-10	FORE Q	2/6	
DEX	17		11-12	R WING	2/4	
Move	4		13-14	LWING	2/4	
Defen	se 10%		15-16	RF LEG	2/5	
Hit Po	oints 14		17-18	LF LEG	2/5	
			19-20	HEAD	2/5	
Weapo	on	SR	Attk%	Damage		
Glanc	e	1	100%	Death		
Claw		7	55%	1D3		

SYLPH – medium air elemental Size 54 cubic meters (3x6x3m) Hit Points 20 Strength 22 Movement 12 Attack: see RuneQuest rules.

30. THE DRAFTING ROOM

A chair, a desk, unlit torches on the wall, and paper is visible here. There is a ruler and a quill pen on the desk. The room seems quiet and good for solitude. It is set up for drafting, but there is no ink.

31. THE ESCAPE TUNNEL

The corridor ends in a wall. There is a 2x1x1.5 meter chest against the west wall.

HIDDEN SPOTS: If the party moves the chest, they will see a trapdoor beneath it. The door opens upward. After a 1.5m drop, there is a corridor. The passage slopes downward 5m and then goes west for 87m to end up below room 36. The passage grows larger and slopes upward so that the door to room 36 (which is in the ceiling) is just above the characters' heads. The passage is small and narrow – anyone SIZ 20 or more will have to crouch. The door leading into room 36 can only be opened from this side and will spring shut after the last character goes through it, preventing return.

TRAPS: The chest has a rope tied to the inside of the lid. If the lid is opened, thus pulling the rope, a stone slab will fall at 31a and the now sealed off corridor will begin to fill with water at the rate of 1m per 10 melee rounds. A successful Spot Trap roll must be made on the lid while it is opened in order to see the rope. This is difficult - the referee should determine if and how this should be rolled. If the rope is found and cut, nothing will happen. If it is pulled, the trap triggers. The rope leads out the back of the chest and into a hole in the wall. Anyone moving the chest before opening the lid will see the rope, though not know what it is for. A successful Spot Trap roll will not sight this trap. The rock slab, once fallen, is immoveable.

TREASURE: In the chest is a note in Tradetalk. It says, "Brain, not brawn, must keep you alive now."

31a. A TRAP

See 31, under Traps.

32. ARCA'S SENSE OF HUMOR

A large room. A lever protrudes from the south wall.

Upon examination, the characters can see that the west wall is divided into six sections. The sections can only be opened by pulling the lever.

HIDDEN SPOTS: 05% chance for a found item. There is a key behind the third section, but it is only visible when the wall slides open.

TRAPS: Once the door is opened, there is a two-minute delay, then a large bronze gate falls and locks.

44 – Mummy Statistics

A keyhole	is v	isible,	but Lock	· Picki	ing
is at -95% skill, so it is difficult.					
If the lever is pulled, the six wall					
sections sli					
six mumm	ies,	which	h attack	imme	-
diately. A l					
13 which w	mi (open 1	the bron:	ze gate	2.
DENIZENS	: 5	ix mu	mmies T	hev h	ave
		ATL		ney n	ave
no treasure					
fought, eac	h c	haract	er must r	oll his	or
her POWx5	or	less of	n D100 o	r becc	ome
demoralize					
every five				at the	
mummies a	re	fought			
MUMMY ON	IE				
STR 28		01-04	R LEG	5/6	
CON 17			L LEG	5/6	
SIZ 7			ABDOM	5/6	
INT 12			CHEST	5/7	
POW 14			RARM	5/5	
DEX 7			LARM	5/5	
CHA 5					
CHA 5		19-20	HEAD	5/6	
Move 6 De	fen	se 00%			
Hit Points 17	1				
14/2000	~~	A	-	0 01	
Weapon			Damage		
2H Spear	6	60%		60%	15
			+1D6		
Fist	10	75%	1D6+1D6	-	-
SPELL: Repa	air (2) - u	sed to 'hea	l' dama	aged
body parts.		-,		a ciurra	aged
body purco.					
MUMMY TW	0				
STR 28	0	01 04	RIEC	E/E	
			RLEG	5/5	
CON 15			L LEG	5/5	
SIZ 12			ABDOM	5/5	
INT 7			CHEST	5/6	
POW 16			RARM	5/4	
DEX 7			LARM	5/4	
CHA 4		19-20	HEAD	5/5	
Move 6 De	fond	00%			
Hit Points 15		. 00/0			
Weapon			Damage	Parr%	Pts
Hvy Mace	9	75%	1D8+2	50%	20
			+1D6		
Mdm Shield	-	-	-	75%	12
Fist	10	75%	1D6+1D6	-	-
MUMMY TH	REE				
STR 22			R LEG	7/5	
CON 15			L LEG	7/5	
SIZ 11			ABDOM	7/5	
INT 8		12	CHEST	7/6	
POW 16			RARM	7/4	
DEX 12			LARM	7/4	
CHA 5		19-20	HEAD	7/5	
Move 6 De	fens	e 00%			
Hit Points 15					
			-		-
Weapon			Damage		
Great Axe	1	95%	2D6+2	95%	15
TE BUSE B			+1D6		
Fist	9	100%	1D6+1D6	-	-
SPELL: Repa	air (2) - th		USPC +	his
to fix damage				uaca ti	113
to fix damage	u D	out ha	1.0.		
MUMMY FO					
	UR	01.04	RIEC	2/6	
STR 30			RLEG	2/6	
CON 18			LLEG	2/6	
SIZ 10		09-11		2/6	
INT 7		12	CHEST	2/7	
POW 14		13-15	RARM	2/5	

POW 14

DEX 4

CHA 4

13-15 R ARM

16-18 L ARM

19-20 HEAD

2/5

2/6

	6 Do		se 00%		
				Damage 1D6+1D6	
SPEL	L: Iror	han	d 4		
	MY FI	VE			
STR CON SIZ INT POW DEX CHA	18 13 8 17 11 1		05-08 09-11 12 13-15 16-18 19-20	R LEG L LEG ABDOM CHEST R ARM L ARM HEAD	9/7 9/7 9/6 9/6
	6 De		se 00%		
<i>Weapo</i> Maul Fist			95%	Damage 2D8+2D6 1D6+2D6	95%
	NY SI	ĸ	1111	1900	
STR CON SIZ	12 9		05-08 09-11	R LEG L LEG ABDOM	2/4 2/4
INT POW	-			CHEST R ARM	2/5 2/3

DEX 10 16-18 L ARM CHA 1 19-20 HEAD Move 6 Defense 00% Hit Points 12

SR Attk% Damage Parr% Pts Weapon Greatsword 6 55% 2D8+1D455% 15 9 75% 1D6+1D6-Fist SPELL: Bludgeon 4

33. THE CHAMBER OF COLD

This is a small room, the floor of which is covered with a slight green mist that is about 12 cm deep.

Walking into the mist, a character will feel an intense cold. This will numb his feet immediately (even if armored and booted) and his movement is now halved. Five minutes later, if he is still in the mist, his legs will numb further up, and will again halve his movement class. Putting his hands in the stuff halves all percentages involving his hands.

EXITS: A secret door is in the north wall.

HIDDEN SPOTS: There is a found item in the mist and a 40% chance for a second one.

TRAPS: The numbing effect of the mist will last for at least an hour after leaving the room (and longer, at the referee's discretion).

34. THE ROOM OF HOPE

A small room with a locked chest on the floor.

TRAPS: A poison needle in the lock of the chest will prick anyone unlocking the chest without first disarming the trap. (Remember, it is

difficult to unlock a chest with armor on the hands.) The needle does 1D3+1 damage and is coated with spider venom POT 15.

TREASURE: In the chest is a bastard sword containing a Fireblade matrix, a vial of acid containing a dose of acid POT 10, and 10W.

35. A STAIRWAY

% Pts

15

-

2/3

2/4

A stairway leading down 10 meters into a corridor; the steps are quite steep. The corridor passes beneath some other corridors, then slopes up again.

HIDDEN SPOTS: 05% chance for a found item.

36. THE HIDDEN TEMPLE

Here is a glowing altar in a well-decorated room. The walls are covered with tapestries; the floor is 3/4 covered with a deep, rich red rug.

The tapestries all relate to fire deities. There is much red in the chamber. Behind the altar, a very large tapestry depcts Oakfed burning his own followers to purify them. There are also several creatures of chaos burning in Holy Fire. Behind the altar is a small one-foot-square stone slab burning with an unquenchable fire. Anything put into the fire will burn.

HIDDEN SPOTS: A sliding panel is on the altar; behind the panel is a gem and key.

TRAPS: Any chaotic creature entering the chamber will be struck by a beam of blue light from the stone slab. This beam will completely disintegrate the hit location struck. Every full melee round the creature remains, another blast is launched (always at a random hit location, but the same area is never hit twice). If more than a single creature of chaos enters, a random one will be chosen as the target each time the beam fires. Any chaotic creature touching the altar will immediately be hit by a blue flash of fire doing 4D6 points of CON damage.

DENIZENS: The Blue Ghost -**INT 18 POW 30**

The guardian spirit (the Blue Ghost) will attack anyone trying to remove or defile anything in the temple, except for Rune lords or priests of Oakfed. As non-chaotic beings enter the room, the spirit will warn them of his duty to protect the temple. He will then relate his tale, "I was an initiate of holy Oakfed exploring these catacombs at the behest of my priest. He

believed that the Chantrey gem and its key were here. Many of us came, but we were slaughtered when a demon attacked. I found this empty room containing only the gem and the key. Dying, I prayed to Oakfed and he came to me. Oakfed decided that the catacombs must be cleansed of evil, yet remain standing. He created the Eternal Flame, set up this room as a sanctuary from chaos, and appointed me as its guardian. Do not take anything or face my anger. I have fulfilled my post for 20 years."

The spirit will then fall silent. If the party tries to take anything, the spirit will attack with Holy Fire from the Eternal Flame (Holy Fire is the blue flame that destroys). If the party continues, he will attack in spirit combat. He is not bound to the room, and will follow the party until all are slain, or he is destroyed. The spirit can regain POW at the rate of a point per melee round by immersing himself in the Eternal Flame. If the party returns the stolen objects, the spirit will allow them to leave in peace.

TREASURE: There are 10 tapestries on the walls, nine of which are worth 100L each. The big tapestry behind the altar is worth 100L. The key is worth 30L, unless its power is known. The gem is the Chantrey gem which glows blue. Worshippers of fire gods (and them only) will know that, in the hands of a Rune priest of a fire god, the gem can emit a soul-searing blast to cleanse the soul. Creatures of chaos will take 2D6 points of CON damage and lose 1D6 points of STR. The gem acts as a powered crystal. It has 6 points of power and uses a point up per usage.

The key is used with the gem. If the key is placed in a lock in contact with the gem and a point of POW is sacrificed to it, a blast of fire will be emitted which will destroy and open any lock. The key only functions when actually placed in a lock.

37. THE ARCHWAY TO FOREVER INITIAL DIE ROLL:

1D100 Result

- 01-20 A random dwarf from the woods encounter group is here acting out a charade
- 21-00 empty

A well-ornamented archway before a small room. The archway is inscribed with Runes. In order to read the Runes, one must step into the archway. Once there, he must roll POWx3 or less on D100, or he sees the Runes of Fertility and Truth. Characters seeing these Runes must roll INTx2 or less or be forced in their minds to enter the room.

Those who roll POWx3 or less will see the true Runes, Illusion and Luck. They will have to roll INTx6 or be forced to enter the room.

Once inside the room, a character will not want to leave, and will believe himself immortal. He will see old, even dead, friends, loved ones, and will be treated like a king.

Anyone successfully making both the POW roll and the INT roll may enter of their own free will. The magic will not work on them, and they will see 1D6+3 skeletons on the floor after entering.

TRAPS: Those forced to enter the room by failing their INT roll must stay for at least a few rounds. At that point, they may try to roll their INT+POW or less on D100. If they fail this, they will drop their weapons, remove their armor, and act as if being pampered. The only way to break the spell is to remove the afflicted characters from the room. Once on the outer side of the archway, it takes 2D10 rounds for the character to recover. Until then, they will fight to remain in the room. If they do remain inside, they will be given food and drink. Unfortunately, the food and drink is as insubstantial as their friends. The characters will die in three to four days from lack of water, but will believe themselves in paradise for that time

This little trap was left here by a group of three Puppeteer Rune priests who were left in the catacombs to die by Hubert. They died in this room.

TREASURE: Among the skeletons is 100C, 23L, 30W, and a 9-point POW storage crystal. There are also 1D6+3 weapons (determined by referee) and 1D3 random sizes and types of armor.

38. THE NARROWING STAIRWAY

A stairway leading down, it narrows so that the characters must walk single file. At the bottom of the staircase, it widens to a 3m corridor (this stairway goes beneath the entrance to room 39.)

39. THE ART GALLERY

INITIAL DIE ROLL:

1D100	Result
01-30	demon
31-50	three dragonsnails
51-60	demon plus three dragon- snails
61-00	empty

This is a large room. The walls taper out at the sides. Directly before the doorway, and 18 meters away, are six statues. They are lined up three meters apart from each other. The floor is a mosaic, and paintings and tapestries are on the walls.

The three paintings show scenes from the Godswar. The three tapestries show the Lightbringers' Quest to find Yelm. The mosaic in the floor shows the Storm Bull crawling from his battle with the devil to be healed. The statues are of the Lightbringers statue A is Orlanth in a defiant pose carrying the sword Death; B is Chalana Arroy, wounded and wearing a silver ring; C is Lhankor Mhy, who appears perplexed, as does statue C, Issaries; Eurmal, statue E, points to Orlanth's sword; and F, Flesh Man has a terrible wound and wears a silver ring with a black stone.

HIDDEN SPOTS: 20% chance for a found item.

TRAPS: There is a pit trap in front of each statue, each opening to a 5m fall. Those falling take 2D6 damage to a hit location.

DENIZENS: See initial die rolls. Sounds of battle will draw creatures from room 40 into this room.

TREASURE: The paintings are worth 2500L each. The tapestries are worth 750L, 1000L, and 3000L to a Lightbringer cult. Others would pay 500L for each tapestry.

Chalana Arroy's ring is magical. When struck onto a rock, the gem in the ring causes 8 liters of water to appear. After three uses, the gem will crumble and become useless.

Flesh Man's ring is also magical. When worn, the wearer will be invisible to all but creatures with Darksense. To all others, he blends perfectly into any available shadow. Only defensive spells may be cast while wearing the ring. Offensive ones cost normal POW, but always fail.

Removing the mosaic floor would take about 200 knowledgeable

dwarves a year to excavate and code the 200,000 tiles. It would take them six months to reassemble it properly. The mosaic would be worth 30,000 lunars to an interested Storm Bull temple.

40a. THE DEMON'S ROOM

INITIAL DIE ROLL:

1D100	Result
01-50	three dragonsnails
51-75	three dragonsnails and an
76-00	ogre three dragonsnails, an

ogre, and the demon

A rectangular room with three stone pillars of three meters length and 30 centimeters in width extend to the ceiling in no pattern. Inscribed on these slabs are Chaos Runes. It is a good idea to sketch the pillars on the diagram in a clear way so that they can be used in battle strategy. This room was once known as "the temple to all deities." Its name has since been changed by the few adventurers leaving it alive. It has long since been defiled.

DENIZENS: See initial die rolls. All the monsters not killed or encountered in room 39 are here.

DRAGONSNAIL ONE

STR	31	01-08 SHELL 16/9		
CON	15	09-14 BODY 12/8		
SIZ	30	15-20 HEAD 12/8		
POW	16	Move 3		
DEX	10	Defense 30%		
Hit Po	oints 2	0		
Weapon SR Attk% Damage				

Bite 7 55% 1D6+3D6

CHAOTIC FEATURES: Indetectable by use of magic; reflects up to 5-point spells back at caster; appears very confusing, giving it a 30% Defense; and has +8 point skin

DRAGONSNAIL TWO

STR	27		01-08 SHELL 8/9
CON	13		09-14 BODY 4/8
SIZ	30		15-20 HEAD 4/8
POW	20		Move 3
DEX	8		Defense 00%
Hit Po	ints 19	1	
Weapo	n	SR	Attk% Damage
Bite		8	60% 1D6+3D6

CHAOTIC FEATURES: + 6 POW; regenerates 1 hit point to 1 location/round til dead; invisible until it attacks

DRAGONSNAIL THREE

STR	25		01-08	SHELL	8/8	
CON	12		09-14	BODY	4/7	
SIZ	25		15-17	R HEAD	4/7	
POW	18		18-20	L HEAD	4/7	
DEX	10		Move	3		
Hit Po	oints	17	Defen	se 00%		
Weand	n	SR	Attk%	Damage		

 Weapon
 SR Attk% Damage

 R Head Bite
 8
 70%
 1D6+2D6

 L Head Bite
 8
 60%
 1D6+2D6

CHAOTIC FEATURES: Spits POT 9 acid once daily with a range of 6 meters; +4 DEX, appears extremely dangerous.

OGRE				
STR 19	01-04	R LEG	6/6	
CON 16	05-08	L LEG	6/6	
SIZ 16	09-11	ABDOM	6/6	
INT 12	12	CHEST	6/7	
POW 16	13-15	RARM	6/5	
DEX 16	16-18	LARM	6/5	
CHA 11	19-20	HEAD	10/6	
Move 8 De Hit Points 17				
Weapon	SR Attk%	Damage	Parr%	Pts
Poleaxe	3 70%	3D6+1D6	70%	12
Bastard	4 60%	1D10+1	60%	20
Sword		+1D6*		
H Crossbow	1 75%	2D6+2	30%	10
* coated with	Blade Ve	nom POT	10	

SPELLS: Bladesharp 4, Healing 6, Repair (2); (known by bound spirit) Befuddle, Countermagic 3, Disruption, Invisibility (3), Protection 4, Speedart

SKILLS: Disguise 80%, Move Silently 85%

SPIRIT: bound spirit (in hidden mole) INT 13 POW 16

The Demon

The demon demoralizes all who gaze upon it unless they can roll their POW x5 or less on D100 (due to its low CHA). It can attack three times per round, with either 3 claws, or twice with claws and a bite. The demon will not go into functional shock until two hit locations have been destroyed. Any and all spells that must overcome the demon's POW in order to work automatically fail. The demon injects poison POT 18 when it bites. Mineral poison antidote has half normal effectiveness against it, and no other antidotes work at all.

DEMC	N					
STR	36		01-02	R LEG	12/8	
CON	18		03-04	CLEG	12/8	
SIZ	9		05-06	L LEG	12/8	
INT	3		07-08	ABDOM	12/8	
NOA	(none)		09-10	LR ARM	12/7	
DEX	18		11-12	LL ARM	12/7	
CHA	-2		13-14	CHEST	12/9	
Move	8		15-16	UR ARM	12/7	
Defen	se 55%		17-18	UL ARM	12/7	
Hit Po	ints 22		19-20	HEAD	12/8	
Weapo	n	SR	Attk%	Damage		
Bite		7	85%	1D6+5D6		
		+ p	oison l	POT 18		
Claw		7	95%	1D4+1+5	D6	
	. main and					

CHAOTIC FEATURES: +20 STR; indetectable by use of magic; reflects up to 2-point spells back at caster; appears very confusing (as per 40% Defense).

40b. THE DEMON'S LAIR

This room is smaller than 40a. The walls are splashed with bloody Chaos Runes. All intruders will have been encoutered before they can enter either this room or the treasure room. 40c. THE DEMON'S TREASURE CHAMBER

On a pile of treasure sits an unusually large snake.

DENIZENS: The Guardian Snake.

SNAK	E	
STR	19	01-06 TAIL 6/7
CON	16	07-14 BODY 6/8
SIZ	14	15-20 HEAD 6/7
POW	25	Move 7
DEX	15	Defense 20%
Hit Po	ints 20	
Maana		Atthe Domogo

roupon	0		
Bite	8	75%	1D10+1D6
			+ poison POT 16
Breath	2	100%	12 point flame

CHAOTIC FEATURES: +15 POW, +13 STR, +8 SIZ, breathes 12-point fire five times daily with 6m range, 6-point skin

TREASURE: 7000C, 2000L, 500W, a scroll, a ring, and 10 potions. The potions are all spoiled: 5 of them attack CON as per mineral poison POT 7; 3 taste awful, with no other effects; 1 reduces SIZ by 2 points, and increases INT by the same amount; and the last causes the permanent loss of 2 points of POW.

Anyone touching the scroll is tainted with chaos. Only Divine Intervention will reverse this. It is written in Tradetalk. This can happen to any number of readers. The scroll states what the effects are.

The ring, once put on, cannot be removed. It has no other effect.

41. THE ESCAPE ROUTE

There are dead leaves on the floor and no apparent exit.

HIDDEN SPOTS: A secret door in the north wall leads to room 39. There is another secret door leading out of the catacombs and up into the tool shed. The secret door leading to room 39 cannot be found from room 39.

After the Adventure

Now that the heir has the deed, what will he do with it?

Is he ready to give up adventuring and settle down in Skyppen Castle? It's a nice property, particularly if he has a core of faithful retainers and warriors to keep off the chaos beasts from the forest. He will also need to clean out the sections of his basement he didn't get to before finding the deed.

Alternately, if he doesn't have the men or money to maintain a frontier keep, Humphrey Jones can put him in touch with Lord Carlin of Smythe, who would be happy to gain a new foothold in the Chaos Woods. Lord Carlin is not rich, but has many outstanding debts owed him, and can arrange for about 20,000L worth of skill training and spell teaching for the castle deed.

Of course, the heir can just let the castle sit until he is ready to move in, though it may have new unwelcome guests by the time he gets back to it. Perhaps he could lease it to Lord Carlin, with the understanding that the heir would reclaim it when the time came. Lord Carlin would not have to pay any money for the lease, of course, since he is doing the heir the favor of keeping it safe and paying out money for the troops to garrison it.

Other possibilities should be determined by the referee in conjunction with the players.





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