

# SNAKEPIPE HOLLOW



RUNEQUEST SCENARIOS BY  
GREG STAFFORD & RUDY KRAFT



# SNAKEPIPE HOLLOW



A HIGH LEVEL SCENARIO PACK BY GREG STAFFORD AND RUDY KRAFT



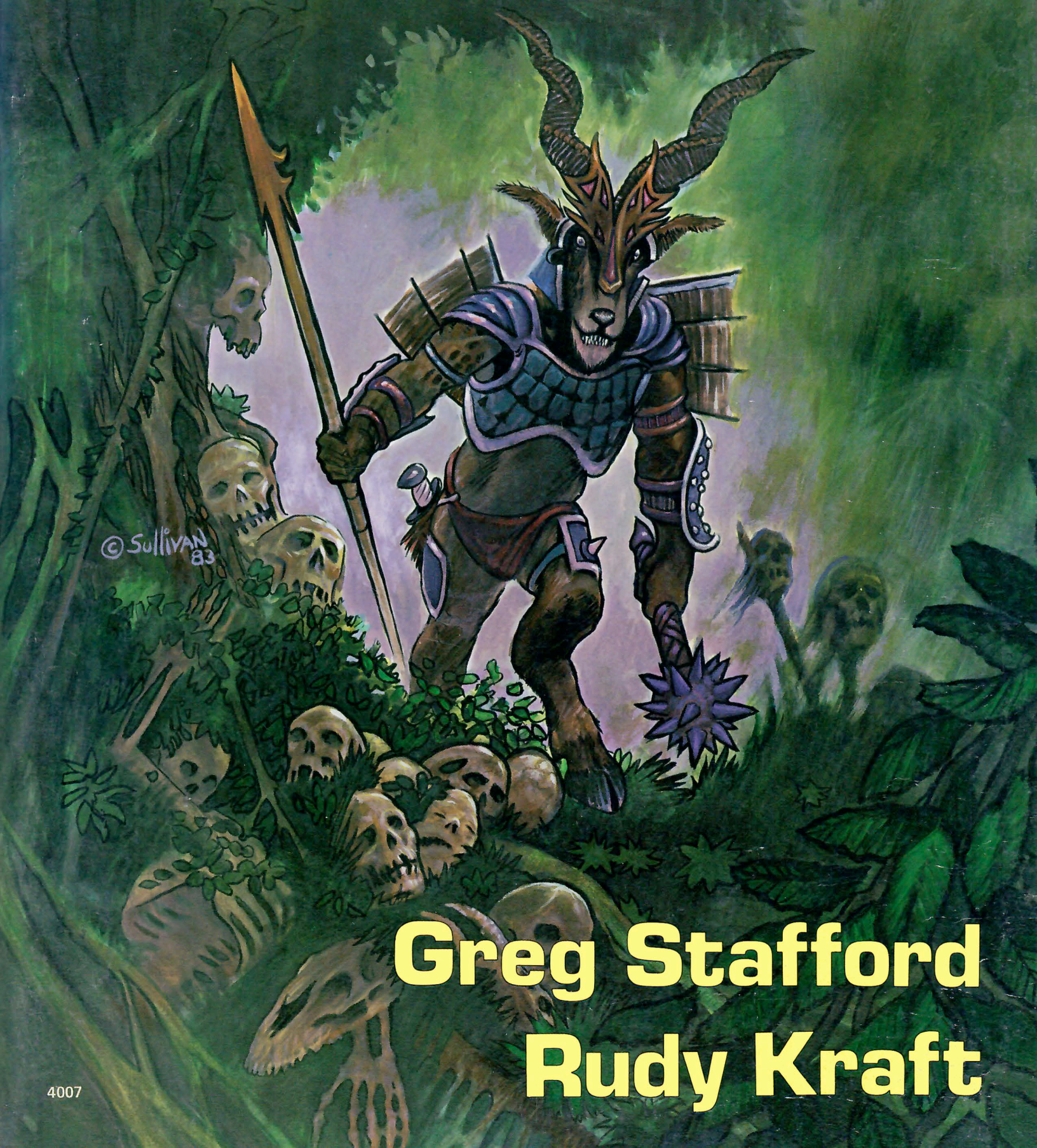
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# Snake Pipe Hollow

RUNEQUEST® ADVENTURES IN THE CAVERNS OF CHAOS



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**Greg Stafford**  
**Rudy Kraft**





# Snake Pipe Hollow

## RuneQuest Adventures in the Caverns of Chaos

GREG STAFFORD & RUDY KRAFT

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### DEDICATION

Rudy Kraft dedicates this to Eleanor Ladd and Isaac Asimov for two completely different, but identical reasons.

### INTRODUCTION

This scenario pack provides a setting, motivation, and cast of friendly and hostile characters for the referee needing or desiring to construct a *RuneQuest* adventure on short notice, or for the readers interested in Dragon Pass as a place for active fantasy.

This book presents a unique section of Dragon Pass geography in some detail. This form presents this material in the same way as we prepared and ran it in our own campaign; we believe it will fit well into many different FRP campaigns.

There are several scenario suggestions, including appropriate NPC (non-player character) stats, which offer opportunities for people to enter this wild and dangerous region. These may take them to a part or all of the sections here. Referees are urged to make up their own as well.

The scenarios are not specifically designed for any number or quality of player characters. However, due to the nature of the region, we suggest that there be a good healthy mix of types, with parties numbering six to ten player characters with NPCs tossed in to provide play balance where necessary.

This pack is designed for repeated play. It contains one wilderness and three interior maps, almost 200 monster stats and over 25,000 words of description presented in a modular and flexible format.

GOOD LUCK!

- - - Greg Stafford

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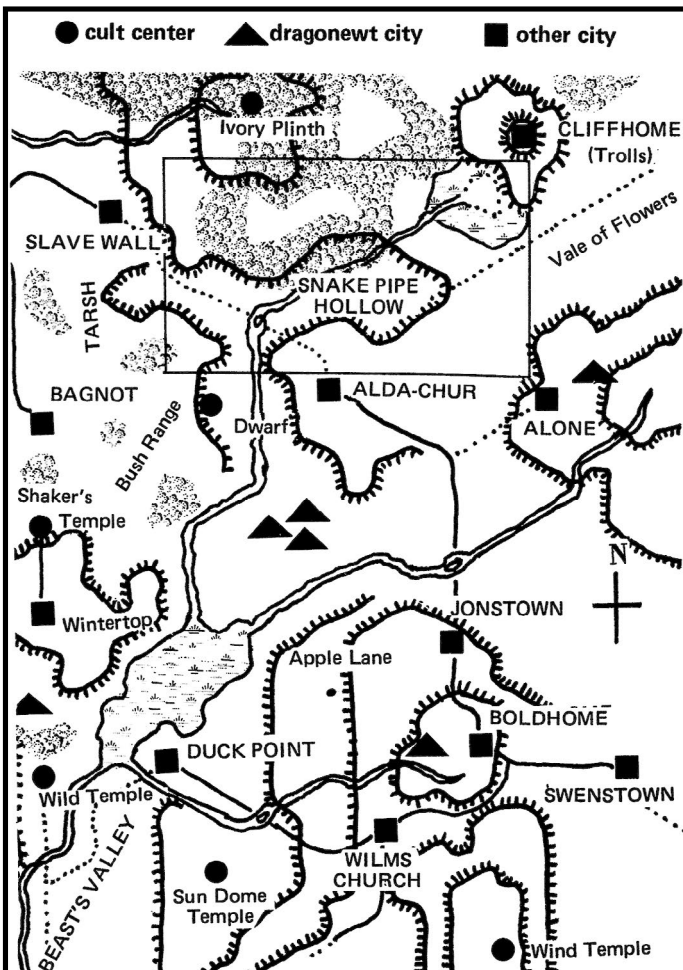
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*May Arachne Solara bless and protect this book.*



















LANGUAGES: Speak and Write Trade Talk 95%; Speak and Write Temple Tongue 90%; Speak and Write Sartar 80%; Speak Darktongue 45%; Speak and Write Lunar 40%; Speak and Write Tarsh 60%.

MAGIC ITEMS: 5 doses of Healing 6 potion.

TREASURE: He carries 100x1 D6 L. He is relatively rich at home but that doesn't really matter because he is important enough to the Grey Lords that they will pay for his ransom.

## TWO INITIATES OF CHALANA ARROY

### TROLINA

STR 12	CON 7	SIZ 14	Right Leg	(01-04)	5/3
INT 13	POW 6	DEX 12	Left Leg	(05-08)	5/3
CHA 12			Abdomen	(09-11)	6/3
			Chest	(12)	6/4
Mov 8	Hit Points 8		Right Arm	(13-15)	5/2
			Left Arm	(16-18)	5/2
DEFENSE 15%			Head	(19-20)	5/3

### NO WEAPONS SKILLS

SPELLS: Healing 6; Befuddle; Vigor; Shimmer.

RUNE MAGIC: (sacrificed for on a one use basis only) Heal Soul 2.

SKILLS: First Aid 90%; Treat Poison 15% Treat Disease 20%; Climbing 45%; Riding 25%; Listen 65%; Sense Ambush 35%; Oratory 35%.

LANGUAGES: Speak and Write Trade Talk 85%; Speak Tarsh 85%.

### SERSASHA

STR 14	CON 14	SIZ 6	Right Leg	(01-04)	5/5
INT 13	POW 11	DEX 10	Left Leg	(05-08)	5/5
CHA 11			Abdomen	(09-11)	6/5
			Chest	(12)	6/6
Mov 8	Hit Points 13		Right Arm	(13-15)	5/4
			Left Arm	(16-18)	5/4
DEFENSE 10%			Head	(19-20)	5/5

### NO WEAPONS SKILLS

SPELLS: Healing 6; Protection; Invisibility.

SKILLS: First Aid 15%; Treat Poison 90%; Treat Disease 5%; Map Making 35%; Riding 45%; Swimming 65%; Sense Ambush 65%; Tracking 45%; Hide in Cover 45%; Move Silently 50%; Oratory 20%.

LANGUAGES: Speak and Write Trade Talk 80%; Speak and Write Sartar 85%; Speak Darktongue 45%.

# THE WILDERNESS ADVENTURE

## ENCOUNTER CHARTS

Two charts are included. The first is for traversing the land in the valley. The second is for the high land above the hollow. This should be rolled for encounter once each six hours, day and night, for the time the party travels. Not everything here is stupid enough to attack an overwhelming party; some are smart enough to wait for help and some will attack even other monsters. Use the references and notes here for guidance and exercise referee discretion.

### Snake Pipe Hollow

#### D100 Result

01-15	Small snakes (see page 90 of <i>RuneQuest</i> rules)
16-35	Inhabitants of the Caves of Chaos (absent from home: referee's discretion or see Initial Set Up in Caves section)
36-40	Bigclub the Giant
41-55	A giant other than Bigclub
56-65	A walktapus
66-70	A gorp
71-75	The Left Clawed Hand
76-90	A party of ogres
91-00	The dragonewt party

Although the bulk of these adventures are set underground it is necessary to cross some wild terrain to reach them. Almost all such centers of chaos will be surrounded by an unstable zone of creepy monsters. Note that the encounter charts allow for the meeting of denizens from the cave, either simplifying or complicating the later task of the party.

The encounter charts here are suggestions and open to any amendments which the referees wish to add to their list of chaos horrors.

### Above the Cliffs of Chaos

#### D100 Result

01-20	A giant other than Bigclub
21-25	Bigclub the Giant
26-40	A party of tusk riders
41-50	A party of trolls
51-60	The dragonewt party
61-70	A walktapus
71-75	The Left Clawed Hand
76-85	Inhabitants of the Caves of Chaos (absent from home: referee's discretion or see Initial Set Up in Caves section)
86-00	A party of humans.



## SMALL SNAKES

These are the snakes mentioned on page 90 of the *RuneQuest* rules. They are always hostile.

### STAKE SNAKE 1

STR 6	CON 16	SIZ 6	POW 10	Tail	(01-06)	0/5
DEX 6	DEFENSE 0%			Body	(07-14)	0/6
Mov 4	Hit Points 15			Head	(15-20)	0/5

Spring (1D6+1) 25% SR 11

### STAKE SNAKE 2

STR 2	CON 14	SIZ 6	POW 10	Tail	(01-06)	0/5
DEX 10	DEFENSE 0%			Body	(07-14)	0/6
Mov 4	Hit Points 13			Head	(15-20)	0/5

Spring (1D6+1) 25% SR 10

### WEAPON SNAKE 1

STR 2	CON 9	SIZ 6	POW 12	Tail	(01-06)	0/3
DEX 10	DEFENSE 0%			Body	(07-14)	0/4
Mov 4	Hit Points 13			Head	(15-20)	0/3

Sword (1D6+1) 25% SR 9 Parry (12) 25%  
Fang (1D4) 35% SR 9 (injects potency 3 Blade Venom)

### WEAPON SNAKE 2

STR 1	CON 13	SIZ 4	POW 12	Tail	(01-06)	0/4
DEX 11	DEFENSE 5%			Body	(07-14)	0/5
Mov 4	Hit Points 11			Head	(15-20)	0/4

Sword (1D6+1) 25% SR 9 Parry (12) 25%

### FANG SNAKE 1

STR 6	CON 13	SIZ 5	POW 12	Tail	(01-06)	0/4
DEX 14	DEFENSE 5%			Body	(07-14)	0/5
Mov 4	Hit Points 12			Head	(15-20)	0/4

Fang (1D4) 35% SR 9 (injects potency 1 Blade Venom)

### FANG SNAKE 2

STR 2	CON 12	SIZ 4	POW 8	Tail	(01-06)	0/4
DEX 12	DEFENSE 5%			Body	(07-14)	0/5
Mov 4	Hit Points 10			Head	(15-20)	0/4

Fang (1D4) 35% SR 9 (injects potency 3 Blade Venom)

## GIANTS

### BIGCLUB THE GIANT

Bigclub occasionally leaves the caves looking for food and metal. Most parties are able to provide him with both. His usual strategy is to fight until he kills or disables one member of the party. He will then pick up the body and run away. Once he gets safely away, he will strip off all metal items and eat what is left. He then brings the metal to his friend Gir-lak who is in the process of using such metal to make a complete set of armor for Bigclub. Any treasure Bigclub finds, he will keep and put in his pile of treasure. For Bigclub's stats, see page 24.

### GIANTS OTHER THAN BIGCLUB

They will usually be encountered somewhere on the Giant's Walk between the Shade Table and Shadows Dance. If they are so encountered, there is a 75% chance that they will ignore any group which does not attack them. If they do not ignore a party,

they are almost certainly hostile (although they can frequently be bought off with a bribe).

Giants encountered off the Giant's Walk will tend to be less hostile (use the normal *RuneQuest* reaction table).

### GIANT 1 (2 meters tall)

STR 21	CON 14	SIZ 19	Right Leg	(01-04)	6/6
INT 12	POW 10	DEX 9	Left Leg	(05-08)	6/6
CHA 9			Abdomen	(09-11)	6/6
			Chest	(12)	6/7
Mov 12	Hit Points 17		Right Arm	(13-15)	6/5
			Left Arm	(16-18)	6/5
DEFENSE 0%			Head	(19-20)	6/6

Maul (4D6+2) 35% SR 3 Parry (15) 40%

CHAOTIC FEATURE: None.

TREASURE FACTOR: 14.

### GIANT 2 (4 meters tall)

STR 30	CON 17	SIZ 37	Right Leg	(01-04)	12/10
INT 9	POW 13	DEX 14	Left Leg	(05-08)	12/10
CHA 7			Abdomen	(09-11)	6/10
			Chest	(12)	6/11
Mov 12	Hit Points 24		Right Arm	(13-15)	6/9
			Left Arm	(16-18)	6/9
DEFENSE 0%			Head	(19-20)	6/10

Maul (4D6+3) 50% SR 2 Parry (15) 25%

CHAOTIC FEATURE: Very flammable.

TREASURE FACTOR: 18.

### GIANT 3 (15 meters tall)

STR 95	CON 18	SIZ 80	Right Leg	(01-04)	12/13
INT 12	POW 11	DEX 12	Left Leg	(05-08)	12/13
CHA 10			Abdomen	(09-11)	6/13
			Chest	(12)	6/14
Mov 12	Hit Points 35		Right Arm	(13-15)	6/12
			Left Arm	(16-18)	6/12
DEFENSE 0%			Head	(19-20)	6/13

Maul (4D6+10) 125% SR 3 Parry (15) 55%

CHAOTIC FEATURE: Reflects 2 pt spells.

TREASURE FACTOR: 30.

### GIANT 4 (15 meters tall)

STR 79	CON 17	SIZ 90	Right Leg	(01-04)	6/14
INT 8	POW 11	DEX 9	Left Leg	(05-08)	6/14
CHA 13			Abdomen	(09-11)	6/14
			Chest	(12)	6/15
Mov 12	Hit Points 37		Right Arm	(13-15)	6/13
			Left Arm	(16-18)	6/13
DEFENSE 0%			Head	(19-20)	6/14

Maul (4D6+10) 100% SR 3 Parry (15) 20%

CHAOTIC FEATURE: Very flammable.

TREASURE FACTOR: 30.





## GIANT 5 (9 meters tall)

STR 51	CON 26	SIZ 54	Right Leg	(01-04)	12/14
INT 9	POW 8	DEX 14	Left Leg	(05-08)	12/14
CHA 7			Abdomen	(09-11)	6/14
			Chest	(12)	6/15
Mov 12	Hit Points 37		Right Arm	(13-15)	6/13
			Left Leg	(16-18)	6/13
DEFENSE 0%			Head	(19-20)	6/14

Maul (4D6+6) 75% SR 2 Parry (15) 30%  
CHAOTIC FEATURE: +4D6 CON.  
TREASURE FACTOR: 25.

## GIANT 6 (8 meters tall)

STR 75	CON 13	SIZ 52	Right Leg	(01-04)	12/9
INT 7	POW 12	DEX 10	Left Leg	(05-08)	12/9
CHA 6			Abdomen	(09-11)	6/9
			Chest	(12)	6/10
Mov 12	Hit Points 23		Right Arm	(13-15)	6/8
			Left Arm	(16-18)	6/8
DEFENSE 0%			Head	(19-20)	6/9

Maul (4D6+7) 95% AR 3 Parry (15) 65%  
CHAOTIC FEATURE: +4D6 STR.  
TREASURE FACTOR: 24.

## WALKTAPI

The Walktapi are unintelligent and hostile creatures of chaos. They will attack any and all parties they encounter (excepting only other creatures of chaos whom they will attack only 50% of the time).

### WALKTAPUS 1

STR 29	CON 10	SIZ 28	Right Leg	(01-04)	4/5
POW 13	DEX 14		Left Leg	(05-08)	4/5
			Abdomen	(09-11)	4/5
Hit Points 14			Chest	(12)	4/6
			Right Arm	(13-15)	4/4
DEFENSE 0%			Left Arm	(16-18)	4/4
			Head	(19-20)	4/5

Tentacle (3D6) 50%  
Constrict (6D6) (if two tentacles hit same target)  
Can emit potency 10 cloud of poisonous gas in a 3 meter circle.

### WALKTAPUS 2

STR 27	CON 16	SIZ 28	Right Leg	(01-04)	4/7
POW 15	DEX 11		Left Leg	(05-08)	4/7
			Abdomen	(09-11)	4/7
Hit Points 20			Chest	(12)	4/8
			Right Arm	(13-15)	4/6
DEFENSE 0%			Left Arm	(16-18)	4/6
			Head	(19-20)	4/7

Tentacle (2D6) 40%  
Constrict (4D6) (if two tentacles hit same target)  
Can emit potency 16 cloud of poisonous gas in a 3 meter circle.

## GORP

They are always hostile.

These gorp are to be used both for the gorp which it is possible to encounter in the wilderness as well as for the gorp which derives from the severed fingers of the Clawed Hands.

### GORP 1

CON 13	SIZ 25	POW 13	Body	(01-20)	12/11
--------	--------	--------	------	---------	-------

CHAOTIC FEATURE: 12 pt skin.

### GORP 2

CON 11	SIZ 15	POW 11	Body	(01-20)	0/12
--------	--------	--------	------	---------	------

CHAOTIC FEATURE: Absorbs 1 and 2 pt spells adding POW to its own.

### GORP 3

CON 13	SIZ 25	POW 13	Body	(01-20)	0/18
--------	--------	--------	------	---------	------

CHAOTIC FEATURE: +2D6 POW

### GORP 4

CON 13	SIZ 25	POW 13	Body	(01-20)	6/12
--------	--------	--------	------	---------	------

CHAOTIC FEATURE: 6 pt skin

### GORP 5

CON 13	SIZ 25	POW 13	Body	(01-20)	0/12
--------	--------	--------	------	---------	------

CHAOTIC FEATURE: Regenerates 6 points per round.

### GORP 6

CON 13	SIZ 25	POW 13	Body	(01-20)	12/11
--------	--------	--------	------	---------	-------

CHAOTIC FEATURE: Appears harmless until engaged in melee.

### GORP 7

CON 13	SIZ 25	POW 13	Body	(01-20)	0/13
--------	--------	--------	------	---------	------

CHAOTIC FEATURE: +8 pt skin

## THE LEFT CLAWED HAND

This is the opposing hand to that found in room III-1 of the Chaos Caves. It attacks in exactly the same manner as the right hand (although it does have somewhat different chaotic features). The hand will always be hostile.

The Clawed Hands attack by grabbing a random victim (but never a creature of chaos) around the chest and squeezing. The first round of squeezing the hand does 1D6 damage. Each additional round, the claw will do an additional 1D6 of damage. This will continue until the victim is dead, in the last case, the claw will immediately attempt to grab another victim. Example: the claw grabs Unlucky Leron around the chest. Leron wears plate armor with 2 pts of padding for a total of 8 pts of armor. Furthermore, Leron can take 9 pts of damage in the chest (he is tough). The first round, the claw does 1D6 damage. It rolls a 2 which does not penetrate the armor so Leron is unharmed. The second round, the claw does 2D6 damage. It rolls a 10, 2 pts get through the armor so Leron is down to 7 pts in the chest. However, he can still fight or heal himself (for the purposes of this battle, we are assuming that Leron is not healed and that neither he nor any of his friends succeed in harming the claw). The third round, the claw does 3D6 damage. It rolls a 9 which means that 1 more pt of damage has penetrated to Leron so his

chest is down to 6 pts. Round four the claw does 4D6 and rolling a 14 which means 6 pts of damage have penetrated and Leron's chest is down to 0. (Note that Leron can still function at this point because he has not yet been reduced below 0). Round 5 the claw does 5D6 damage and it rolls a 13 which means that 5 pts of damage has penetrated. This reduces Leron below 0 so he is now unable to do anything but, as he is not yet dead, the claw continues attacking. Round 6 sees the claw doing 6D6 damage and it rolls a 19 which means that Leron takes 11 more pts of damage. This is more than 6 extra pts to the chest and is therefore an instant death, and also totals 25, four more than Leron's total. The claw realizes this and will next round attack someone else starting the damage cycle all over again at 1D6.

## THE LEFT CLAWED HAND

POW 21	Palm	(01-09)	10/14
	Thumb	(10-11)	10/12
Mov 12 Hit Points 30	Index	(12-14)	10/12
	Middle	(15-16)	10/12
DEFENSE 20%	Ring Finger	(17-18)	10/12
	Pinky	(19-20)	10/10

Squeeze (1D6 etc.) 95% SR 4

**CHAOTIC FEATURE:** Regenerates 1 pt per turn in location of choice; reflects 1 pt spells; appears confusing 20% Defense.

If either the thumb or any two of the claw's fingers are severed while it is squeezing someone, the claw is forced to let the person go while it regenerates. The severed member falls to the ground and becomes a gorp which will attack anyone around.

NOTE: The hand is able to fly through the air and if it is badly wounded (or killed) it will fly away and regenerate. If the party doesn't move, it will later return to the same spot and attack again.

## A PARTY OF OGRES

Snake Pipe Hollow is one of the major ogre population centers of the Dragon Pass area. Any party which ventures into the area has a very good chance of encountering a group of ogres. The group will usually be some sort of a family (complete with children).

Almost every party of ogres encountered will be hostile. They will attack without warning and will attempt to eat the dead of either side (although they will usually wait for the battle to end before beginning the feast).

This party of ogres is representative of a small ogre family group.

***OGRE 1 (27 year old male)***

STR 23	CON 14	SIZ 8	Right Leg	(01-04)	7/5
INT 9	POW 18	DEX 14	Left Leg	(05-08)	7/5
CHA 7			Abdomen	(09-11)	8/5
			Chest	(12)	8/6
Mov 8	Hit Points 14		Right Arm	(13-15)	7/4
			Left Arm	(16-18)	7/4
DEFENSE 15%			Head	(19-20)	7/5

2-handed spear (1D10+1D4) 75% SR 4 Parry (15) 60%

Broadsword (1D8+1+1D4) 65% SR 6 Parry (20) 65%

Self bow (1D6+1 50% SR 2

Medium shield (12) 60%

**SPELLS:** Mobility; Healing 2 disruption.

**SKILLS:** Move Silently 65%; Sense Ambush 50%.

CHAOTIC FEATURE: Potency 6 poison touch.

***OGRE 2 (24 year old female)***

STR 17	CON 16	SIZ 11	Right Leg	(01-04)	5/6
INT13	POW 14	DEX 10	Left Leg	(05-08)	5/6
CHA 14			Abdomen	(09-11)	6/6
			Chest	(12)	6/7
Mov 8	Hit Points 16		Right Arm	(13-15)	5/5
			Left Arm	(16-18)	5/5
DEFENSE 5%			Head	(19-20)	5/6

2-handed spear (1D10+1D4) 65% SR 5 Parry (15) 55%

Broadsword (1D8+1+1D4) 40% SR 8 Parry (20) 50%

Self bow (1D6+1) 40%

Medium shield (12) 45%

**SPELLS:** Healing 2; Harmonize.

**SKILLS:** Move Silently 45%; Camouflage 65%.

**CHAOTIC FEATURE:** Reflects up to 5 pt spells back on caster.

***OGRE 3 (23 year old male)***

STR 17	CON 18	SIZ 8	Right Leg	(01-04)	5/6
INT 10	POW 15	DEX 11	Left Leg	(05-08)	5/6
CHA 17			Abdomen	(09-11)	6/6
			Chest	(12)	6/7
Mov 8	Hit Points 17		Right Arm	(13-15)	5/5
			Left Arm	(16-18)	5/5
DEFENSE 0%			Head	(19-20)	5/6

2-handed spear (1D10+1D4) 70% SR 5 Parry (15) 45%

Broadsword (1D8+1+1D4) 70% SR 7 Parry (20) 50%

Self bow (1D6+1) 55%

Medium shield (12) 55%

**SPELLS:** Healing 3; Disruption; Demoralize.

**SKILLS:** Move Silently 55%; Ambush 70%.

**CHAOTIC FEATURE:** Appears extremely dangerous.

**OGRE 4 (21 year old male)**

STR 16	CON 17	SIZ 14	Right Leg	(01-04)	3/7
INT 13	POW 14	DEX 9	Left Leg	(05-08)	3/7
CHA 13			Abdomen	(09-11)	4/7
			Chest	(12)	4/8
Mov 8	Hit Points 18		Right Arm	(13-15)	3/6
			Left Arm	(16-18)	3/6
DEFENSE 10%			Head	(19-20)	3/7

2-handed spear (1D10+1D4) 40% SR 5 Parry (15) 45%

Broadsword (1D8+1) 35% SR 7 Parry (20) 35%

Self bow (106+1)30% SR 3 Medium shield (12) 25%

## SPELLS: Healing 2.

**SKILLS:** Move Silently 45%; Sense Ambush 45%.

**CHAOTIC FEATURE:** Leaps up to 10 meters.





Riding Demi-bird 75%; Listening 45%; Sense Ambush 70%; Tracking 60%; Ambush 15%; Camouflage 60%; Hide 60%; Move Silently 60%; Oratory 60%.  
 LANGUAGES: Speak and Write Auld Wyrnish 90%; Speak and Write Old Pavic 75%; Speak Trade Talk 60%.  
 ALLIED SPIRIT: INT 13 POW 20.

## MIIROR KILOWAN'S DEMI-BIRD

STR 29	CON 11	SIZ 22	Right Leg	(01-04)	2/5
POW 18	DEX 10		Left Leg	(05-08)	2/5
			Abdomen	(09-10)	2/5
Mov 12	Hit Points 15		Chest	(11-13)	2/6
			Right Wing	(14-15)	2/4
DEFENSE 0%			Left Wing	(16-17)	2/4
			Head	(18-20)	2/5

Peck (1D8) 50% Kick (1D12) 50% SR 7

## ERINI TELIBAM (beaked dragonewt)

STR 23	CON 13	SIZ 19	Right Leg	(01-04)	7/5
INT 12	POW 13	DEX 15	Left Leg	(05-08)	7/5
CHA 11			Abdomen	(09-11)	10/5
			Chest	(12)	10/6
Mov 7	Hit Points 15		Right Arm	(13-15)	7/4
			Left Arm	(16-18)	7/4
DEFENSE 0%			Head	(19-20)	9/5

Klanth (1D10+2D6) 30% SR 5 Parry (20) 25%  
 1-handed spear (3D6+1) 30% SR 4 Parry (15) 30%  
 Shortsword (3D6+1) 60% SR 6 Parry (20) 50%  
 Sling (1D8) 50% SR 2  
 Javelin (1D10) 50% SR 2  
 Self bow (1D6+1) 50% SR 2  
 Small shield (8) 55%  
 Medium shield (12) 25%  
 SPELLS: Healing 2; Disruption; Padding; Bladeshard 4; Repair; Binding.  
 SKILLS: Evaluate Treasure 65%; Riding Demi-bird 75%; Listen 35%; Sense Ambush 25%; Camouflage 50%; Hide in Cover 50%; Move Silently 50%; Oratory 25%.  
 LANGUAGES: Speak and Write Auld Wyrnish 80%; Speak Old Pavic 65%; Speak Trade Talk 50%.

## ERINI TELIBAM'S DEMI-BIRD

STR 28	CON 17	SIZ 21	Right Leg	(01-04)	2/7
POW 12	DEX 13		Left Leg	(05-08)	2/7
			Abdomen	(09-10)	2/7
Mov 12	Hit Points 20		Chest	(11-13)	2/8
			Right Wing	(14-15)	2/6
DEFENSE 0%			Left Wing	(16-17)	2/6
			Head	(18-20)	2/7

Peck (1D8) 45%  
 Kick (1D12) 45% SR 7

## GERONI MIKISIL (beaked dragonewt)

STR 23	CON 18	SIZ 23	Right Leg	(01-04)	3/8
INT 14	POW 13	DEX 15	Left Leg	(05-08)	3/8
CHA 6			Abdomen	(09-11)	11/8
			Chest	(12)	11/9
Mov 7	Hit Points 21		Right Arm	(13-15)	3/7
			Left Arm	(16-18)	3/7
DEFENSE 0%			Head	(19-20)	10/8

Klanth (1D10+2D6) 35% SR 4 Parry (20) 25%  
 1-handed spear (3D6+1) 45% SR 3 Parry (15) 35%  
 Shortsword (3D6+1) 70% SR 6 Parry (20) 65%  
 Self bow (1D6+1) 65% SR 2  
 Sling (1D8) 50% SR 2  
 Javelin (1D10) 55% SR 2  
 Small shield (8) 65%  
 Medium shield (12) 45%  
 SPELLS: Padding; Disruption; Mobility; Repair; Healing 2; Fireblade; Speedart 2.  
 SKILLS: Camouflage 50%; Hide in Cover 50%; Move Silently 55%; Ride Demi-bird 75%; Tracking 90%; Mapmaking 85%.  
 LANGUAGES: Speak Auld Wyrnish 85%; Write Auld Wyrnish 70%; Speak Old Pavic 40%; Speak Trade Talk 25%.

## GERONI MIKISIL'S DEMI-BIRD

STR 26	CON 16	SIZ 22	Right Leg	(01-04)	2/7
POW 10	DEX 15		Left Leg	(05-08)	2/7
			Abdomen	(09-10)	2/7
Mov 12	Hit Points 19		Chest	(11-13)	2/8
			Right Wing	(14-15)	2/6
DEFENSE 0%			Left Wing	(16-17)	2/6
			Head	(18-20)	2/7

Peck (1D8) 45%  
 Kick (1D12) 45% SR 6

## CRESTED DRAGONEWT 1

STR 8	CON 11	SIZ 6	Right Leg	(01-04)	1/4
INT 11	POW 9	DEX 13	Left Leg	(05-08)	1/4
CHA 16			Abdomen	(09-11)	1/4
			Chest	(12)	1/5
Mov 7	Hit Points 10		Right Arm	(13-15)	1/3
			Left Arm	(16-18)	1/3
DEFENSE 5%			Head	(19-20)	1/4

Shortsword (1D6+1) 40% SR 8 Parry (20) 40%  
 Self bow (1D6+1) 55% SR 2  
 Javelin (1D10) 40% SR 2  
 Sling (1D8) 30% SR 2  
 Small shield (8) 40%  
 SPELLS: Healing 3; Disruption; Mobility; Shimmer; Speedart 4.  
 SKILLS: Hide in Cover 45%; Move Silently 55%; Camouflage 35%.





## A PARTY OF TUSK RIDERS

Parties of tusk riders frequently charge out of the Stinking Forest in search of money and blood. Any party of tusk riders encountered will be a fairly well trained mercenary band. They will demand work (and pay) from anyone they encounter. To refuse them is to draw an attack. If the tusk riders are hired, they will perform the service demanded of them if it is not too much trouble, but they will, in any case, not attack their employers. (As a general rule, tusk riders will demand 1 L per 1% skill in best weapon per day. Thus a party of 5 tusk riders each at 55% with a 2-handed spear as lance will charge 275 L a day. They will of course accept more money if it is offered.)

If the party offers to sacrifice a living intelligent being to them, the tusk riders will in all cases faithfully carry out their commission. This being may not be a creature of chaos. (Note: After the sacrifice is killed—which must be done by one of the party, not by the tusk riders—the tusk riders will all take a good-sized drink of the victim's blood. They will also offer some blood to the party and will be quite friendly if anyone accepts.

## BULLGAG BLACKTUSK

Bullgag is the leader of this party of tusk riders. He is an average tusk rider in nearly all respects (although he is fairly adept with his weapons). His one exceptional characteristic is his unusually large black tusks (most tusk riders have yellow tusks). He is exceptionally proud of these tusks and will happily slay anyone who implies that they are anything but superior to the normal tusks.

STR 13	CON 12	SIZ 9	Right Leg	(01-04)	2/4
INT 12	POW 16	DEX 11	Left Leg	(05-08)	2/4
CHA 4			Abdomen	(09-11)	6/4
			Chest	(12)	6/5
Mov 8	Hit Points 12		Right Arm	(13-15)	2/3
			Left Arm	(16-18)	2/3
DEFENSE 0%			Head	(19-20)	2/4

Lance (1D10+2D6) 65% SR 3  
 2-handed spear (1D10) 60% SR 5 Parry (15) 50%  
 SPELLS: Healing 2; Bladesharp 1; Demoralize; Padding; Disruption.  
 SKILLS: Sense Ambush 30%; Riding 95%.  
 TREASURE FACTOR: 16.

## TUSKER 1

STR 25	CON 19	SIZ 25	R Hind Leg	(01-02)	4/7
POW 12	DEX 3		L Hind Leg	(03-04)	4/7
			H Quarters	(05-07)	4/9
Mov 10	Hit Points 23		F Quarters	(08-10)	4/9
			R Fore Leg	(11-13)	4/7
DEFENSE 0%			L Fore Leg	(14-16)	4/7
			Head	(17-20)	4/8

Gore (4D6) 55% SR 9  
 Trample (4D6) 80% SR 9  
 TREASURE FACTOR: 10.

## TUSK RIDER 2

STR 15	CON 14	SIZ 8	Right Leg	(01-04)	1/5
INT 16	POW 13	DEX 5	Left Leg	(05-08)	1/5
CHA 2			Abdomen	(09-11)	5/5
			Chest	(12)	5/6
Mov 8	Hit Points 13		Right Arm	(13-15)	1/4
			Left Arm	(16-18)	1/4
DEFENSE 0%			Head	(19-20)	5/5

Lance (1D10+2D6) 55% SR 5  
 2-handed spear (1D10) 45% SR 7 Parry (15) 50%  
 SPELLS: Healing 3; Bladesharp 2; Disruption.  
 SKILLS: Sense Ambush 40%; Riding 85%.  
 TREASURE FACTOR: 13

## TUSKER 2

STR 21	CON 15	SIZ 26	R Hind Leg	(01-02)	4/6
POW 13	DEX 3		L Hind Leg	(03-04)	4/6
			H Quarters	(05-07)	4/8
Mov 10	Hit Points 19		F Quarters	(08-10)	4/8
			R Fore Leg	(11-13)	4/6
DEFENSE 0%			L Fore Leg	(14-16)	4/6
			Head	(17-20)	4/7

Gore (4D6) 50% SR 9  
 Trample (4D6) 75% SR 9  
 TREASURE FACTOR: 8.

## TUSK RIDER 3

STR 14	CON 12	SIZ 9	Right Leg	(01-04)	3/5
INT 12	POW 17	DEX 12	Left Leg	(05-08)	3/5
CHA 2			Abdomen	(09-11)	5/5
			Chest	(12)	5/6
Mov 8	Hit Points 13		Right Arm	(13-15)	3/4
			Left Arm	(16-18)	3/4
DEFENSE 0%			Head	(19-20)	2/5

Lance (1D10+2D6) 45% SR 3  
 2-handed spear (1D10) 55% SR 5 Parry (15) 35%  
 SPELLS: Healing 4; Bladesharp 2; Padding; Disruption.  
 SKILLS: Sense Ambush 25%; Riding 90%.  
 TREASURE FACTOR: 13.

## TUSKER 3

STR 21	CON 17	SIZ 23	R Hind Leg	(01-02)	4/6
POW 9	DEX 4		L Hind Leg	(03-04)	4/6
			H Quarters	(05-07)	4/8
Mov 10	Hit Points 20		F Quarters	(08-10)	4/8
			R Fore Leg	(11-13)	4/6
DEFENSE 0%			L Fore Leg	(14-16)	4/6
			Head	(17-20)	4/7

Gore (4D6) 50% SR 9  
 Trample (4D6) 75% SR 9  
 TREASURE FACTOR: 8.



## TUSK RIDER 4

STR 15	CON 13	SIZ 8	Right Leg	(01-04)	2/4
INT 7	POW 16	DEX 12	Left Leg	(05-08)	2/4
CHA 4			Abdomen	(09-11)	5/4
			Chest	(12)	5/5
Mov 8	Hit Points 12		Right Arm	(13-15)	2/3
			Left Arm	(16-18)	2/3
DEFENSE 5%			Head	(19-20)	3/4

Lance (1D10+2D6) 45% SR 3

2-handed spear (1D10) 45% SR 5 Parry (15) 50%

SPELLS: Healing 4; Demoralize; Padding; Disruption.

SKILLS: Sense Ambush 15%; Riding 85%.

## TUSKER 4

STR 27	CON 18	SI Z 24	R Hind Leg	(01-02)	4/7
POW 10	DEX 5		L Hind Leg	(03-04)	4/7
			H Quarters	(05-07)	4/9
Mov 10	Hit Points 21		F Quarters	(08-10)	4/9
			R Fore Leg	(11-13)	4/7
DEFENSE 0%			L Fore Leg	(14-16)	4/7
			Head	(17-20)	4/8

Gore (4D6) 60% SR 9

Trample (4D6) 85% SR 9

TREASURE FACTOR: 10.

## TUSK RIDER 5

STR 13	CON 14	SIZ 7	Right Leg	(01-04)	2/5
INT 12	POW 18	DEX 5	Left Leg	(05-08)	2/5
CHA 4			Abdomen	(09-11)	3/5
			Chest	(12)	3/6
Mov 8	Hit Points 14		Right Arm	(13-15)	2/4
			Left Arm	(16-18)	2/4
DEFENSE 5%			Head	(19-20)	4/5

Lance (1D10+2D6) 55% SR 5

2-handed spear (1D10) 45% SR 7 Parry (15) 45%

SPELLS: Healing 3; Demoralize; Padding; Disruption.

SKILLS: Sense Ambush 30%; Riding 85%.

TREASURE FACTOR: 12.

## TUSKER 5

STR 26	CON 14	SIZ 26	R Hind Leg	(01-02)	4/6
POW 10	DEX 9		L Hind Leg	(03-04)	4/6
			H Quarters	(05-07)	4/8
Mov 10	Hit Points 18		F Quarters	(08-10)	4/8
			R Fore Leg	(11-13)	4/6
DEFENSE 0%			L Fore Leg	(14-16)	4/6
			Head	(17-20)	4/7

Gore (4D6) 60% SR 7

Trample (4D6) 85% SR 7

TREASURE FACTOR: 9.

## TUSK RIDER 6

STR 13	CON 14	SIZ 9	Right Leg	(01-04)	3/5
INT 7	POW 15	DEX 11	Left Leg	(05-08)	3/5
CHA 5			Abdomen	(09-11)	4/5
			Chest	(12)	4/6
Mov 8	Hit Points 14		Right Arm	(13-15)	3/4
			Left Arm	(16-18)	3/4
DEFENSE -5%			Head	(19-20)	5/5

Lance (1D10+2D6) 40% SR 3

2-handed spear (1D10) 55% SR 5 Parry (15) 30%

SPELLS: Healing 5; Bladesharp 1; Demoralize; Padding; Disruption.

SKILLS: Sense Ambush 30%; Riding 100%.

## TUSKER 6

STR 22	CON 16	SIZ 27	R Hind Leg	(01-02)	4/6
POW 10	DEX 8		L Hind Leg	(03-04)	4/6
			H Quarters	(05-07)	4/8
Mov 10	Hit Points 20		F Quarters	(08-10)	4/8
			R Fore Leg	(11-13)	4/6
DEFENSE 0%			L Fore Leg	(14-16)	4/6
			Head	(17-20)	4/7

Gore (4D6) 55% SR 8

Trample (4D6) 80% SR 8

TREASURE FACTOR: 9.

## A PARTY OF TROLLS

The trolls encountered in this area are most likely followers of Cragspider from the area of Sky-fall Lake. Their reasons for being in the area could vary widely but might include such things as guarding a trading caravan or journeying to the Caves of Chaos to ally a spirit or fight chaos. It is also possible to encounter groups of renegade trolls who have taken up a life of banditry. See also Scenario 7 for random encounter; the referee should use the *RuneQuest* reaction roll to determine troll feelings toward the parties they encounter.

They will react to groups encountered much as would any party of adventurers. They won't want to fight if they can avoid it (unless there seems to be a lot to gain). They will always attack dwarves and elves, however.

## DARK TROLL 1

STR 15	CON 13	SIZ 22	Right Leg	(01-04)	5/6
INT 8	POW 9	DEX 10	Left Leg	(05-08)	5/6
CHA 11			Abdomen	(09-11)	6/6
			Chest	(12)	6/7
Mov 8	Hit Points 16		Right Arm	(13-15)	5/5
			Left Arm	(16-18)	5/5
DEFENSE 0%			Head	(19-20)	5/6

Large mace (1D12+1D6) 40% SR 6 Parry (20) 45%

Small mace (2D6+1) 25% SR 7 Parry (20) 45%

Self bow (1D6+1) 25% SR 3

Large shield (16) 40%

SPELLS: Bludgeon 2; Healing 2; Counter-chaos (1 use).



## DARK TROLL 2

STR 21	CON 12	SIZ 21	Right Leg	(01-04)	6/5
INT 17	POW 16	DEX 13	Left Leg	(05-08)	6/5
CHA 9			Abdomen	(09-11)	7/5
			Chest	(12)	7/6
Mov 8	Hit Points 15		Right Arm	(13-15)	6/4
			Left Arm	(16-18)	6/4
DEFENSE 0%			Head	(19-20)	6/5

Large mace (1D12+2D6) 80% SR 5 Parry (20) 55%  
 Small mace (3D6+1) 95% SR 6 Parry (20) 65%  
 Self bow (3D6+1) 75% SR 2  
 Large shield (16) 70%  
 SPELLS: Bludgeon 3; Healing 3; Protection.

## DARK TROLL 3

STR 22	CON 15	SIZ 19	Right Leg	(01-04)	6/6
INT 14	POW 16	DEX 8	Left Leg	(05-08)	6/6
CHA 6		Abdomen	(09-11)	7/6	
		Chest	(12)	7/7	
Mov 8	Hit Points 17		Right Arm	(13-15)	6/5
		Left Arm	(16-18)	6/5	
DEFENSE 0%		Head	(19-20)	6/6	

Large mace (1D12+2D6) 90% SR 7 Parry (20) 70%  
 Small mace (3D6+1) 80% SR 8 Parry (20) 75%  
 Self bow (1D6+1) 45% SR 4  
 Large Shield (16) 55%  
 SPELLS: Bludgeon 4; Healing 6 protection; Counter-chaos (1 use).

## DARK TROLL 4

STR 20	CON 13	SIZ 18	Right Leg	(01-04)	5/5
INT 9	POW 13	DEX 14	Left Leg	(05-08)	5/5
CHA 12		Abdomen	(09-11)	6/5	
		Chest	(12)	6/6	
Mov 8	Hit Points 15		Right Arm	(13-15)	5/4
		Left Arm	(16-18)	5/4	
DEFENSE 0%		Head	(19-20)	5/5	

Large mace (1D12+1D6) 80% SR 6 Parry (20) 75%  
 Small mace (2D6+1) 65% SR 7 Parry (20) 55%  
 Self bow (1D6+1) 50% SR 2  
 Large shield (16) 65%  
 SPELLS: Bludgeon 2; Healing 4; Demoralize; Counter chaos (1 use).

## DARK TROLL 5

STR 18	CON 10	SIZ 13	Right Leg	(01-04)	4/4
INT 8	POW 15	DEX 8	Left Leg	(05-08)	4/4
CHA 15		Abdomen	(09-11)	5/4	
		Chest	(12)	6/5	
Mov 8	Hit Points 11		Right Arm	(13-15)	5/3
		Left Arm	(16-18)	5/3	
DEFENSE 0%		Head	(19-20)	5/4	

Large mace (1D12+1D4) 40% SR 9 Parry (20) 40%  
 Small mace (2D6+1) 50% SR 10 Parry (20) 40%

Self bow (1D6+1) 15% SR 4  
 SPELLS: Healing 2; Shimmer; Bludgeon 2

## GREAT TROLL 1

STR 25	CON 17	SIZ 24	Right Leg	(01-04)	7/7
INT 5	POW 8	DEX 12	Left Leg	(05-08)	7/7
CHA 7			Abdomen	(09-11)	8/7
			Chest	(12)	8/8
Mov 7	Hit Points 20		Right Arm	(13-15)	7/6
			Left Arm	(16-18)	7/6
DEFENSE 0%			Head	(19-20)	7/7

Great sword (2D8+2D6) 45% SR 4 Parry (15) 35%  
 Pole axe (5D6) 60% SR 4 Parry (12) 40%  
 Broadsword (1D8+1+2D6) 30% SR 5 Parry (20) 25%  
 SPELLS: Healing 3.

## GREAT TROLL 2

STR 25	CON 15	SIZ 24	Right Leg	(01-04)	7/7
INT 6	POW 12	DEX 13	Left Leg	(05-08)	7/7
CHA 8			Abdomen	(09-11)	8/7
			Chest	(12)	8/8
Mov 7	Hit Points 18		Right Arm	(13-15)	7/6
			Left Arm	(16-18)	7/6
DEFENSE 0%			Head	(19-20)	7/7

Great sword (2D8+2D6) 55% SR 3 Parry (15) 40%  
 Pole axe (5D6) 65% SR 3 Parry (12) 60%  
 Broadsword (1D8+1+2D6) 45% SR 4 Parry (20) 35%  
 SPELLS: Disruption; Bladesharp 4.

## GREAT TROLL 3

STR 19	CON 18	SIZ 22	Right Leg	(01-04)	7/8
INT 5	POW 13	DEX 9	Left Leg	(05-08)	7/8
CHA 7			Abdomen	(09-11)	8/8
			Chest	(12)	8/9
Mov 7	Hit Points 21		Right Arm	(13-15)	7/7
			Left Arm	(16-18)	7/7
DEFENSE 0%			Head	(19-20)	7/8

Great sword (2D8+2D6) 80% SR 4 Parry (15) 40%  
 Pole axe (5D6) 65% SR 4 Parry (12) 40%  
 Broadsword (1D8+1+2D6) 40% SR 5 Parry (20) 40%  
 SPELLS: Healing 2.

## GREAT TROLL 4

STR 31	CON 17	SIZ 26	Right Leg	(01-04)	7/8
INT 11	POW 15	DEX 17	Left Leg	(05-08)	7/8
CHA 9			Abdomen	(09-11)	8/8
			Chest	(12)	8/9
Mov 7	Hit Points 21		Right Arm	(13-15)	7/7
			Left Arm	(16-18)	7/7
DEFENSE 0%			Head	(19-20)	7/8

Great sword (2D6+3D6) 90% SR 2 Parry (15) 55%  
 Pole axe (6D6) 70% SR 2 Parry (12) 55%  
 Broadsword (1D8+1+3D6) 90% SR 3 Parry (20) 75%  
 SPELLS: Healing 4; Disruption; Protection.



## GREAT TROLL 5

STR 28	CON 17	SIZ 29	Right Leg	(01-04)	7/8
INT 6	POW 9	DEX 7	Left Leg	(05-08)	7/8
CHA 7			Abdomen	(09-11)	8/8
			Chest	(12)	8/9
Mov 7	Hit Points 22		Right Arm	(13-15)	7/7
			Left Arm	(16-18)	7/7
DEFENSE 0%			Head	(19-20)	7/8

Great sword (2D8+3D6) 60% SR 5 Parry (15) 30%  
 Pole axe (6D6) 60% SR 5 Parry (12) 30%  
 Broadsword (1D8+1+3D6) SR 6 Parry (20) 20%  
 SPELLS: Demoralize.

## A PARTY OF HUMANS

This is a typical party of human bandits which might be encountered in the area. This group makes its living by robbing farmers, peasants, and others unable to defend themselves. They will occasionally go after tougher-looking groups in the hopes that the potential big treasure offsets the greater risk. The group has no moral qualms, but they will try to avoid killing their victims because of the potential ransom.

Their usual battle strategy is to wait on some high land until they spot someone in the distance. They will then move to set an ambush. If the ambush goes undetected, it will first be noticed by its victims when a swarm of Multimissiled arrows comes flying in followed closely by a call to surrender.

Each of the bandits owns and rides a horse (although the horses may be hidden and left behind while they are preparing an ambush). All of the horses, except the leader's, are standard riding horses. The leader owns a war horse (see statistics).

### The Leader YOS-PHE (29 old male)

STR 16	CON 11	SIZ 9	Right Leg	(01-04)	5/4
INT 17	POW 16	DEX 11	Left Leg	(05-08)	5/4
CHA 17			Abdomen	(09-11)	6/4
			Chest	(12)	6/5
Mov 8	Hit Points 11		Right Arm	(13-15)	5/3
			Left Arm	(16-18)	5/3
DEFENSE 15%			Head	(19-20)	5/4

Broadsword (1D8+1+1D4) 80% SR 7 Parry (20) 50%  
 2-handed spear as lance (1D10+3D6) 75% SR 5  
 2-handed spear (1D10+1D4) 85% SR 5 Parry (15) 70%  
 Self bow (1D6+1) 85% SR 3  
 Large shield (16) 65%  
 SPELLS: Healing 6; Disruption; Protection; Bladesharp 3; Multimissile 3.  
 SKILLS: Lock Picking 60%; Mapmaking 45%; Riding 65%; Listen 55%; Sense Ambush 85%; Tracking 65%; Set Ambush 80%; Camouflage 65%.  
 LANGUAGES: Speak Trade Talk 90%; Speak Sartar 65%; Speak Darktongue 75%; Write Trade Talk 55%.  
 MAGIC ITEMS: 12 pt POW storage crystal; Befuddle matrix (a ring of silver worth 10 L if melted down but 1000 L as a matrix).  
 TREASURE: Carries 1000 L; if pressed will steal his band's cached common fund of 2500 L for his own ransom.

## Yos-Phe's WAR HORSE

STR 28	CON 8	SIZ 32	R Hind Leg	(01-02)	1/4
INT 2	POW 15	DEX 13	L Hind Leg	(03-04)	1/4
			H Quarters	(05-07)	3/6
Mov 12	Hit Points 13		F Quarters	(08-10)	3/6
			R Fore Leg	(11-13)	3/4
DEFENSE 0%			L Fore Leg	(14-16)	3/4
			Head	(17-20)	3/5

Kick (1D8) 45% SR 6  
 Bite (1D10) 25% SR 6  
 Rear and plunge (2D10+3D6) 35% SR 6  
 Trample (3D6) 75% SR 6

## DEKROG (24 year old male)

STR 12	CON 11	SIZ 9	Right Leg	(01-04)	4/4
INT 13	POW 12	DEX 9	Left Leg	(05-08)	4/4
CHA 11			Abdomen	(09-11)	5/4
			Chest	(12)	5/5
Mov 8	Hit Points 11		Right Arm	(13-15)	4/3
			Left Arm	(16-18)	4/3
DEFENSE 5%			Head	(19-20)	4/4

Broadsword (1D8+1) 55% SR 7 Parry (20) 35%  
 2-handed spear (1D10) 50% SR 5 Parry (15) 50%  
 Self bow (1D6+1) 45% SR 3  
 Large shield (16) 65%  
 SPELLS: Demoralize; Healing 4; Padding; Multimissile 3.  
 SKILLS: Riding 35%; Sense Ambush 35%; Spot Hidden Item 65%; Listen 65%.  
 LANGUAGES: Speak and Write Trade Talk 65%; Speak Tarsh 65%.  
 MAGIC ITEMS: None.  
 TREASURE: 15 L. Dekrog spends it as fast as he makes it.

## GRISSS (23 year old male)

STR 8	CON 7	SIZ 11	Right Leg	(01-04)	3/4
INT 14	POW 10	DEX 13	Left Leg	(05-08)	3/4
CHA 6			Abdomen	(09-11)	4/4
			Chest	(12)	4/5
Mov 8	Hit Points 7		Right Arm	(13-15)	3/3
			Left Arm	(16-18)	3/3
DEFENSE 15%			Head	(19-20)	3/4

Broadsword (1D8+1) 45% SR 7 Parry (20) 45%  
 2-handed spear (1D10) 60% SR 5 Parry (15) 45%  
 Self bow (1D6+1) 45% SR 2  
 Large shield (16) 55%  
 SPELLS: Healing 2; Bladesharp 2; Disruption; Multimissile 2.  
 SKILLS: Riding 25%; Sense Ambush 35%; Evaluate Treasure 75%; Ambush 55%.  
 MAGIC ITEMS: 9 pt POW storage crystal.  
 LANGUAGES: Speak Trade Talk 90%; Write and Speak Sartar 85%; Speak Darktongue 35%.  
 TREASURE: He carries 100 L and (like Yos-phe) has a secret cache. Griss's is worth 1500 L.

## FORTUA (23 year old female)

STR 14	CON 11	SIZ 16	Right Leg	(01-04)	4/3
INT 5	POW 9	DEX 12	Left Leg	(05-08)	4/3
CHA 15			Abdomen	(09-11)	5/3
			Chest	(12)	5/4
Mov 8	Hit Points 12		Right Arm	(13-15)	4/2
			Left Arm	(16-18)	4/2
DEFENSE 0%			Head	(19-20)	4/3

Broadsword (1D8+1+1D4) 25% SR 6 Parry (20) 20%  
 2-handed spear (1D10+1D4) 45% SR 4 Parry (15) 50%  
 Self bow (1D6+1) 30% SR 3  
 Large shield (16) 40%  
 SPELLS: Befuddle; Multimissile 2 ;Healing 2.  
 SKILLS: Sense Ambush 35%; Riding 30%; Listen 65%.  
 LANGUAGES: Speak Trade Talk 70%; Speak Sartar 45%;  
 Speak Aldryami 35%.  
 MAGIC ITEMS: None.  
 TREASURE: Carries 50 Wheels.

## HIJWYZ (21 year old male)

STR 3	CON 10	SIZ 10	Right Leg	(01-04)	3/4
INT 8	POW 8	DEX 10	Left Leg	(05-08)	3/4
CHA 6			Abdomen	(09-11)	4/4
			Chest	(12)	4/5
Mov 8	Hit Points 10		Right Arm	(13-15)	4/3
			Left Arm	(16-18)	4/3
DEFENSE 0%			Head	(19-20)	4/4

Broadsword (1D8+1) 25% SR 7 Parry (20) 35%  
 2-handed spear (1D10) 45% SR 5 Parry (15) 45%  
 Self bow (1D6+1) 25% SR 3  
 Large shield (16) 45%  
 SPELLS: Healing 2; Bladesharp 2; Multimissile 3; Disruption.  
 SKILLS: Riding 25%; Sense Ambush 25%.  
 LANGUAGES: Speak Trade Talk 65%; Speak Sartar 75%.  
 MAGIC ITEMS: None.  
 TREASURE: Carries 150 L. That is all he owns.

## IZZIM (25 year old female)

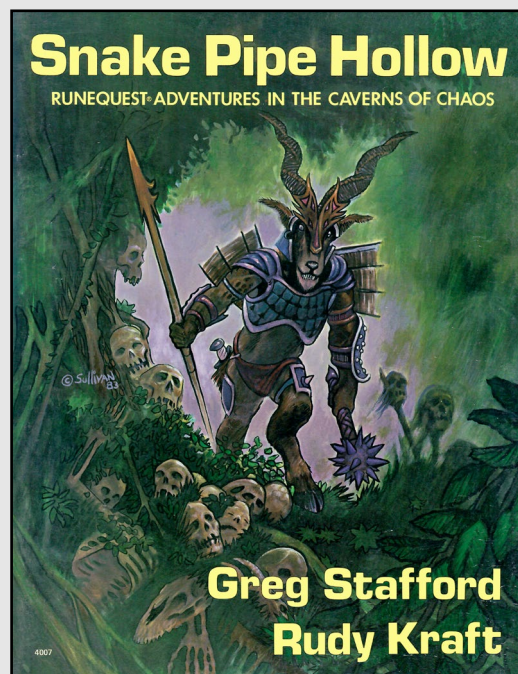
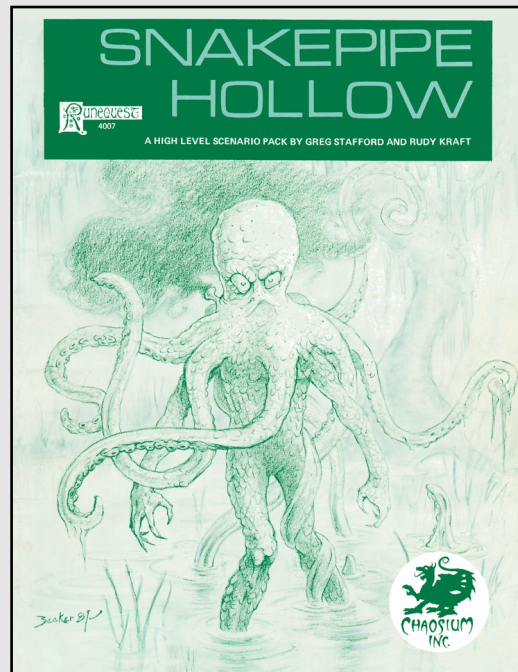
STR 11	CON 9	SIZ 9	Right Leg	(01-04)	4/3
INT 9	POW 13	DEX 14	Left Leg	(05-08)	4/3
CHA 14			Abdomen	(09-11)	5/3
			Chest	(12)	5/4
Mov 8	Hit Points 9		Right Arm	(13-15)	4/2
			Left Arm	(16-18)	4/2
DEFENSE 25%			Head	(19-20)	4/3

Broadsword (1D8+1) 40% SR 6 Parry (20) 55%  
 2-handed spear (1D10) 50% SR 4 Parry (15) 75%  
 Self bow (1D6+1) 35% SR 2 Large shield (16) 75%  
 SPELLS: Disruption; Healing 3; Shimmer; Multimissile 3.  
 SKILLS: Riding 40%; Sense Ambush 45%;Hide in Cover 65%;  
 Move Silently 70%.  
 LANGUAGES: Speak Trade Talk 80%; Speak Lunar 35%;  
 Speak and Write Sartar 80%; Speak Tarsh 20%.  
 MAGIC ITEMS: 4 pt POW focusing crystal.  
 TREASURE: Carries entire fortune of 550 L (in the form of  
 100 silver pieces and 1 jewel).

## PRODUCTION NOTES

*Snake Pipe Hollow* debuted in June of 1979 and went out of print in 1984. During that time approximately 7000 copies were sold. Unlike most other Chaosium supplements, it had three different covers, one for each of its three printings.

The three different printings have few substantial differences between them. The largest change took place between the second and first and second printings, when the maps, while unchanged in content, were redrawn to a higher standard. Below are the covers for the second and third printings.





# THE CHAOS CAVES

These caves are designed in a modular form. All three sections of the cave can be used together or separately as the referee desires. In either case, the referee must select a location for these caves from among those known cave entrances shown on the wilderness map.

## DESCRIPTION OF AREAS

Each room will be organized in the following manner:

**INITIAL DIE ROLLS:** This will have the chance of a certain event or the presence of certain creatures stated as a single 1D100 roll. Some rooms may always be empty or always have the same thing in them. Those will have “none” in this category. If a later roll contradicts results obtained in an earlier roll, the earlier roll takes priority (i.e. if a die roll has stated 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 had time to shift and could reasonably be expected to have so shifted).

**FIRST GLANCE:** It includes the size and shape of the room as well as any outstanding features. Also included here will be an indication of what type of rock the room is made of.

**CLOSER LOOKS:** Significant details, some of which will be misleading and/or unimportant.

EXITS: They will specifically state each of the possible exits from each room, where they lead to, whether they slope up or down, and any important details which need to be mentioned about the passageways between rooms (also included here are the types of rock through which these ways pass).

**HIDDEN SPOTS:** Included in this section will be the time it takes one person to search a room (see Found Items section for explanation of search procedure) and the chances of a found item being present. Also included is the existence of other items or places which can only be found via a Spot Hidden Item roll.

TRAPS: This is a description of where any traps in the room are as well as how they are set off and what effect they will have.

**DENIZENS:** This section will give the important information on what ever monsters or being live in the room. If this section says none, it means that no monster makes his regular home here but it may still be possible via the Initial Die Roll for monsters to be present.

**TREASURE:** This section describes the appearance, power and values of all treasure items found in the room (except of course the found items which are explained in their own section).

MISCELLANEOUS NOTES: Assorted odds and ends which doesn't really fit into any other category.

## FOUND ITEMS

Scattered throughout the caves are various interesting and/or useful items, now long-forgotten. If characters search a room, there is a chance that such an item will be found.

**PROCEDURE:** Under the Hidden Spots category of each room's description is listed a percentage chance of a found item being in this room as well as the time it would take one person to search the room. The referee rolls to see if a found item is present and if it is, he checks to see if the character has successfully Spot Hidden Item and therefore found it. (Note: If two people search a room it will take ½ as long, of course, but as each only searches ½ the room, only one one of them will make a Spot Hidden Item roll. The rules for a search by three or more characters are similar.

If the character fails to find anything, they may search the room again but during this second search, the chances of successful Spot Hidden Item roll are reduced to 'A normal.

If a found item is found, the referee rolls 1D20 to determine which item is found (being sure to reroll if the item rolled could not possibly be hidden in that location). No item will be found more than once.

## FOUND ITEMS LIST

- 1 A map of rooms 1 through 14 drawn on a well preserved leather scroll.
- 2 A magical copper bracelet which will serve as a matrix for a small gnome for members of any earth cult.
- 3 An magical iron arrowhead which will slay the first creature of chaos it hits. It must first be reattached to an arrow however. After one successful use, the arrowhead loses its magical properties and become just another iron arrowhead worth 500 L (which is valuable in and of itself).
- 4 An arm of a small statue. The arm is 30 cm long, magical and made of copper. The arm is very old and is heavily tarnished so that it is totally green. If the arm touches the bare skin of a person with a disease, it will cure him. The arm can only cure 1 disease a week and after curing 4 more diseases, it will have used up all its power and it will fall to pieces.
- 5 A magical gem of shimmering colors. It is a crystallized bit of chaos which has the power to provide anyone who attunes himself to it with a random chaotic feature. Unfortunately, for most people in Glorantha a chaotic feature is one of the worst possible curses. For purposes of attunement, the gem has a POW of 10.
- 6 A section of shredded and moth-eaten magical carpet. It used to be used as part of a special hunting ritual. At present, the carpet is in such bad shape that it is worthless except as a curiosity.
- 7 A bronze spear point imbedded in the wall.





## I. THE OUTER CAVES

## 1. THE CAVE MOUTH

**INITIAL DIE ROLLS:** There is always a 30% chance that there will be smoke coming out of a crack in the rock over the cliff. There is not much smoke but it will be visible. It comes from the forge inside.

FIRST GLANCE: The cliff top above is about 20 meters high here. The face of the cliff here is similar to the cliff all about, and the stratae of the rocks are plain to see. Rock stratae visible are types 1 high up (and with another repetition of the types 17 beginning there and going up) to 6 at ground level. Cut into the stone is an opening which is roughly ovoid in shape, evidently worked to that shape because behind it the cave gets rougher.

All about the area before the cave, as at the foot of the cliffs everywhere, are piles of various types of stone. There are no paths evident among them, and there are many places for creatures to hide and ambush.

**CLOSER LOOKS:** Investigation of the area will show that it is travelled by creatures, but paths are irregular. Giant footprints can be found. Bits of slime and debris will indicate presence of chaotic beings.

**EXITS:** Not applicable.

**HIDDEN SPOTS:** There is 20% chance of a found item. It will take 1 hr. to search the whole area. Many bones will show up.

TRAPS: None.

DENIZENS: None.

**TREASURE:** None.

## 2. THE ENTRANCE

INITIAL DIE ROLLS: None.

FIRST GLANCE: A roughly circular shaped room about 10 meters in diameter with the walls and floor made of rock type 6. The ceiling is made of rock type 5. The floor is uneven and covered with small stones (of rock type 6). On the eastern wall are signs written in a variety of languages (Sartar, Tarsh, Trade Talk, and Darktongue). Each of the signs says the same thing, "Go away! You are not wanted here and you are in great danger. If you proceed any further you will be killed."

**CLOSER LOOKS:** If someone examines the NE area of the wall carefully, they will find that some of the white specks in the stone outline the shape of an eagle. Attempts to deface this will be unsuccessful.

EXITS: There are two exits from this room.

The NW exit leads outside (see description of area 1).

The SE exit leads into room 3.

**HIDDEN SPOTS:** A thorough search of this room will take 10 minutes and will turn up nothing special although there is a 5% chance of a found item.

TRAPS: None.

DENIZENS: None.

**TREASURE:** None.

### 3. THE TURTLE CHAMBER

INITIAL DIE ROLLS:	01-20	Nothing
	21-55	Turtle—Underwater
	56-75	Turtle—Floating
	76-85	Turtle—Banked
	86-90	1 Giant Snake
	91-00	The Giant Bigclub

FIRST GLANCE: The chamber consists of a sandy beach measuring 6x6x9 meter triangle. It is littered with broken snail shells. The long side of the beach borders on a slowly moving stream. The stream is 6 meters wide. The ceiling of the chamber is 7 meters high and is, along with the walls, made of type 6 rock.

There are two statues located at either side of the NW exit of the chamber. Both of them are broken piles of rubble with only the feet and legs remaining intact.

**CLOSER LOOKS:** There is a rock bridge which arcs from the west end of the beach, rising over the water and disappearing into the far wall. From the foot of the bridge an entrance is visible at the far end.

There is an island in midstream to the NE corner of the cave. It is big enough to hold one person standing.

**EXITS:** There are three exits from this room (excluding those underwater exits usable only by the turtle and dragon snails).

The NW exit leads to room 2.

The East exit is the crack in the wall visible across the river (see Hidden Spots below).

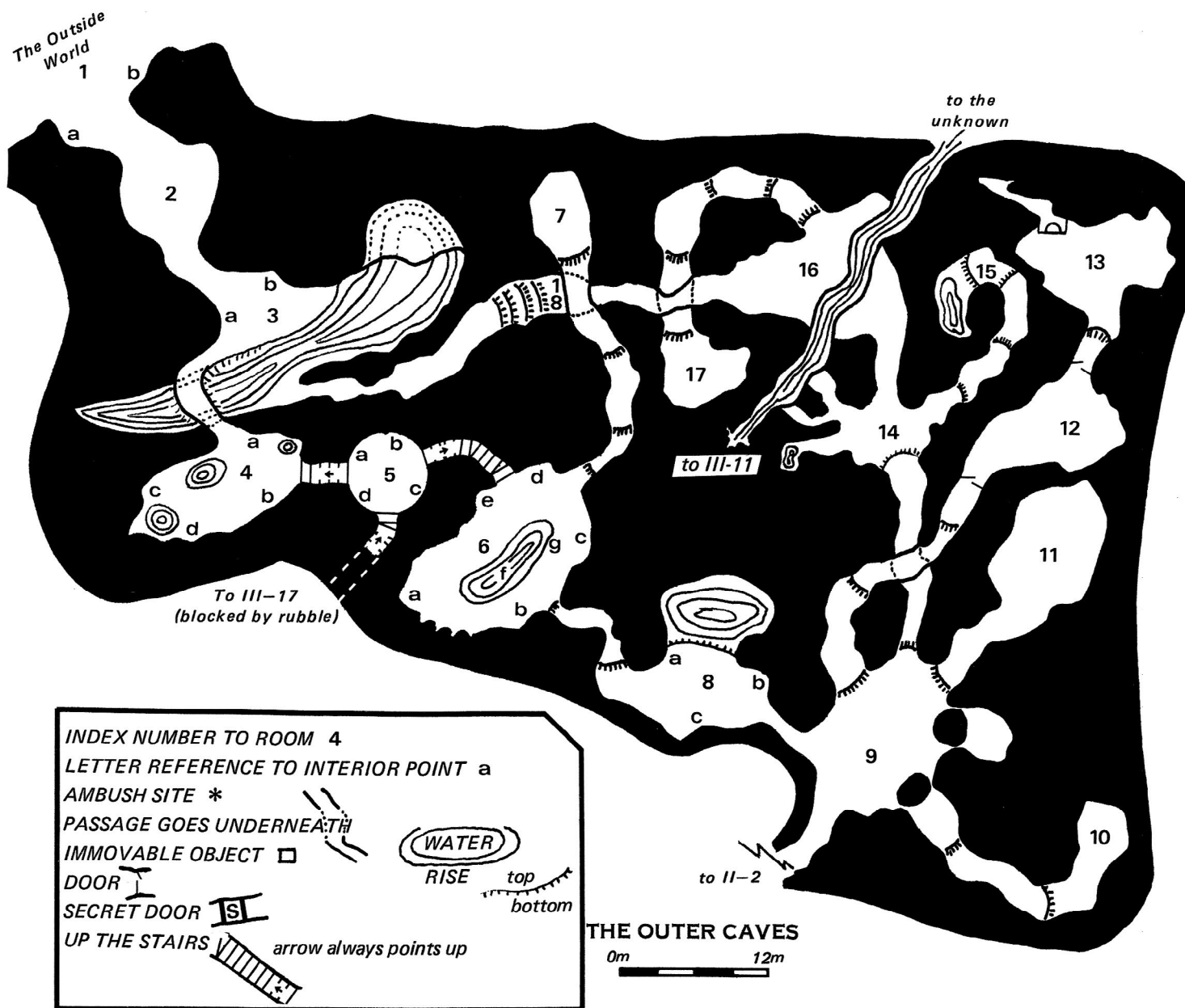
The exit to the South is reached by crossing the bridge and it leads to room 4.

**HIDDEN SPOTS:** Characters who successfully make a Spot Hidden while peering across the river will notice a fold in the rocks which appears to be deeper than the rest. It looks like a large vertical crack. There is no found item.

**TRAPS:** There are no traps here, but persons walking upon the bridge must make a DEXx5 roll because of the slippery, water-worn surface.

**TREASURE:** No treasure is here, nor is there a chanced found item. The only items of value are hidden in an underwater cave where the turtle occasionally hides. This includes: a very corroded SIZ 14 suit of brass armor, plate on chest, abdomen, and shins. No helm. These may be cleaned and used, but absorb only ½ their normal damage. A pure silver sword holds a Bladesharp 3 matrix, with 3 pts. of stored POW. It is in good condition. He also holds a bag of ancient coins (whose type is unrecognizable by most people) equivalent to 424 Wheels, and two worked jewelry pieces, one a ruby bracelet of silver worth 1400 L, the other a huge emerald necklace on a gold setting and chain which is worth 8000 L. He also has pocket change of 14 L and 43 C.

This treasure can only be found by someone underwater or be given over by the turtle for whoever finishes his quest (see Turtle).



## 4. THE BATHS

INITIAL DIE ROLLS: 01-40 Nothing  
 41-65 1D2 Dragon Snails  
 66-00 1 Giant Snake

**FIRST GLANCE:** This is a roughly oval shaped room 7x15x4 meter high ceiling. The walls are made of type 6 rock. In the room are three circular holes, each 1 meter in diameter which are filled with murky water. There are 4 statues in the room, each broken and damaged. Statue A is in the best condition missing only a head and a left arm. Statues B and C are both broken up so badly that they are nothing more than feet amidst a pile of rubble. Statue D is in somewhat better condition as it is intact all the way up to the chest and both of its arms are intact and laying at its feet. All the statues are of men dressed in armor and made out of rock type 9.

**CLOSER LOOKS:** In one of the baths (the water filled holes) a dark form can be seen to be moving. It is a gorp (see Denizens).

**EXITS:** There are two exits.

The NW exit leads across the bridge to room 3. The East exit leads through a cut doorway and staircase down to

The stairs pass through layers of rock types 6, 7, 8, and 9. The stairs travel a total distance of 12 meters down and 8 meters East.

**HIDDEN SPOTS:** There is a 10% chance of a found item. This room will take 20 minutes to search thoroughly.

**TRAPS:** None.

**DENIZENS:** ONE GORP POW 8 CON 14 SIZ 27 Hit Points: 18 Envelopes (8 pts. of acid damage) 100% SR 1 CHAOTIC  
**FEATURE:** Explodes when it dies doing 3D6 damage to all within 3 meters.





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## 8. THE STATUE ROOM

INITIAL DIE ROLLS:	01-60	Nothing
	61-70	Turtle on beach
	71-80	The Stone Snake
	81-00	1 Giant Snake

**FIRST GLANCE:** This room is an irregularly shaped 13x7 meter room. The walls, floor, and ceiling of the room are made of rock type 8. At the bottom of a small ledge on the North edge of the room is a 9x4 meter pool of water which appears to be constantly in motion (the pool has an underwater source, and is also Stoneshell's access to this room).

There are three statues in this room.

**CLOSER LOOKS:** The statues in this room are really motionless gargoyles made of rock type 7 who will spring to life and attack any chaotic creature which enters the room. They will also fight back against anyone who attacks them, or who tries to remove them.

**EXITS:** The NW exit slopes upward through rock types 7 and 6 to room 6. The SE exit leads into room 9.

**HIDDEN SPOTS:** This room will take 15 minutes to search thoroughly and there is a 25% chance of a found item.

**TRAPS:** None.

**DENIZENS:**

### STONEFACE (a)

STR 22	INT 1	POW 9	Head	(19-20)	6/4
CON 12	DEX 13	SIZ 9	Left Arm	(16-18)	6/3
			Right Arm	(13-15)	6/3
Mov 5	Hit Points 12		Chest	(12)	6/5
			Abdomen	(09-11)	6/4
Claw (1D6+1D4) 40% SR 7			Left Leg	(05-08)	6/4
			Right Leg	(01-04)	6/4

### STONEARM (b)

STR 22	INT 3	POW 11	Head	(19-20)	6/5
CON 14	DEX 15	SIZ 12	Left Arm	(16-18)	6/4
			Right Arm	(13-15)	6/4
Mov 5	Hit Points 14		Chest	(12)	6/6
			Abdomen	(09-11)	6/5
Claw (2D6) 40% SR 7			Left Leg	(05-08)	6/5
			Right Leg	(01-04)	6/5

### STONETOES (c)

STR 29	INT 3	POW 11	Head	(19-20)	6/5
Con 11	DEX 13	SIZ 17	Left Arm	(16-18)	6/4
			Right Arm	(13-15)	6/4
Mov 5	Hit Points 13		Chest	(12)	6/6
			Abdomen	(09-11)	6/5
Claw (3D6) 50% SR 7			Left Leg	(05-08)	6/5
			Right Leg	(01-04)	6/5

**TREASURE:** None.

**MISCELLANEOUS NOTES:** The Stone Snake is responsible for the presence of the Gargoyles in this room. When it succeeds in turning someone to stone, the snake will bring the statue into this room. Any such statue becomes a gargoyle which will operate in the same way as those already in the room. Also, the chaotic creatures deeper in the cave know about

the gargoyles here and tend to stay out unless they are in hot pursuit or with their leaders (who are not afraid).

## 9. THE GIANT'S CHAMBER

INITIAL DIE ROLLS:	01-10	Nothing
	90	The Giant Bigclub
	91-00	Bigclub, Gir-lak and bodyguard (Note: if Bigclub is not currently in the caves, this room will be empty.)

**FIRST GLANCE:** This is an oval shaped room 16x14 meters wide at its widest point. There are two huge boulders against the East wall. The floor and the lower part of the walls are made of rock type 8 while the upper parts of the walls and the ceiling (which is 14 meters high) are made of rock types 7 and 6.

**CLOSER LOOKS:** The floor of this room is uneven and covered with lots of small stones (of both type 6 and 7 rock) and the big boulders are both made of type 7 rock.

**EXITS:** The NW exit is a steeply sloping cave leading up through rock types 7 and 6 to room 12. The NE exit slopes up through rock type 7 to room 11. The East exit is blocked by a boulder of SIZ 87. It really isn't an exit but is instead the hiding place for Bigclub's treasure. The North exit leads to a steeply sloping downward passage passing through rock type 9 and into room 14. The West exit leads to room 8. The South exit leads to room II-2 and is just wide enough for Bigclub to squeeze through (as is the North exit).

**HIDDEN SPOTS:** This room will take 20 minutes to search thoroughly (not including the areas behind the boulders) and there is a 20% chance of a found item.

**TRAPS:** None, but Bigclub will trap anyone going into 10.

**DENIZENS:** See Bigclub the Giant. Bigclub will charge parties for his permission to use any of the exits from this room (except for the exit they came in and the one that leads to his treasure—the first is free and the second is not available without killing Bigclub). The North, NE, West, and SE exits cost 50 Wheels and the South and NW exits cost 100 Wheels. If Gir-lak happens to be in the room with Bigclub when the party arrives, there will be no negotiating over the price. Either the party leaves immediately or they will sound the alarm and attack.

**TREASURE:** (Behind the boulder) There is a huge snake's skull leaning against the boulder. It is there in the hope that it will scare anyone who tries to move the boulder. As moving the boulder is a slow process for anyone but the giant, the referee should be careful to describe the action properly. As the boulder begins to move, the party will notice that there is something moving behind it. It is propped up by a stick with a rope held down by the boulder. When the boulder is more than 1/2 way, the skull will fall down as if biting. It is also possible for a character to trip on the rope and spring the trap. As it moves some more, they will notice that it looks like a giant skull. It is only when the boulder is completely out of the way that they will realize that it is a harmless dead skull. (See room 10 Miscellaneous Notes for boulder-moving procedure)

2880 Clacks; 3320 Lunars; 376 Wheels; 7 gems worth 720 L, 140 L, 1700 L, 78 L, 14 L, 7000 L, and 400 L.





## 10. BIGCLUB'S LITTLE JOKE

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is a tunnel 28 meters long, 3 meters wide and 4 meters high. It slopes downward and passes through rock type 9.

CLOSER LOOKS: The floor of this cave is covered with small broken stones (also made of type 9 rock).

EXITS: There is only one exit from this tunnel. It is to the NW into room 9. The exit is usually blocked by a boulder.

HIDDEN SPOTS: This area will take 25 minutes to search and there is a 5% chance of a found item.

TRAPS: None except that this whole section is a trap. About the only way anyone will ever end up here is if they pay Bigclub to move the boulder for them. After entering the tunnel, they'll find that Bigclub has blocked the entrance.

DENIZENS: None.

TREASURE: None.

MISCELLANEOUS NOTES: If a party should be trapped in here, they may try to push the boulder out of the entrance to enable their escape (note: when and if they do succeed in this, they will find that Bigclub has called out the guards and that there will be at least one group of Broos waiting for them in room 9). The procedure for moving the boulder is as follows. Total the SIZ and STR of the three party members who will attempt to push it. Add to that total the roll of D100. If the new total is more than twice the SIZ of the boulder, then it has been moved 1 meter. The process must be repeated once more in order to provide enough room for a normal man to exit (note: if Bigclub so desires, he can hold the boulder in position and thereby make it impossible for the party to move it at all. He will usually not do this Fil-ith would prefer their release into his custody so that he can sacrifice them at altars.

Close inspection of the boulder will show that it is actually made of smaller rocks molded together and held together by some natural adhesive. The rock chips away at the rate of 1 meter/40 pts. of damage to the rock. It will take a total digging of 3 meters to make a hole which is man-sized. Note that digging with weapons will do one pt. of damage to the weapon for each blow struck.

## 11. THE OGRE QUARTERS

INITIAL DIE ROLLS: 01-25 Ger-li and Ses-i  
26-80 All Ogres except Gir-lak and Mu-rda  
81-00 All Ogres

FIRST GLANCE: The room runs 10 meters North/ South and 5 meters East/West. The walls, floors and ceiling are all of rock type 7. There is a pile of assorted quality bedrolls stacked in the SE corner (some of them might be out and in use). There some food, old rags, bones and general litter all about.

CLOSER LOOKS: If the bed rolls are searched, 647 L will be found.

EXITS: The exit is to the South and leads into room 9.

TRAPS: In the center of the 3 meter wide entrance passage is a 1 meter diameter pit hidden by a thin layer of dirt over some weak supporting branches of wood. Anyone who walks over this section will fall into the pit (note: the ogres

and the broos, but not the scorpion men, all know about this pit and will avoid it by walking next to the walls). The pit is 4 meters deep and the bottom has several sharp bronze spikes. The person falling into the pit will be hit by 1D4 of these spikes, each of which does 1D10 to a random hit location.

HIDDEN SPOTS: This room will take 15 minutes to search and there is a 5% chance of a found item. Also in the ceiling there is a .1 meter diameter hole which leads to room 12, the communications hole between Gir-lak in his room and the minion ogres in their room. Seeing it requires a successful Spot Hidden while scanning the ceiling.

DENIZENS: See the ogre list in the Inhabitants section.

TREASURE: The 647 L. mentioned in Closer Looks.

## 12. THE OGRE CHIEF'S QUARTERS

INITIAL DIE ROLLS: 01-30 Room is empty  
31-70 Gir-lak and Mu-rda  
71-80 Gir-lak and Heri-tik  
81-00 All the Ogres

FIRST GLANCE: The outside door is well-made and always locked. This room is a roughly square room 8x8 meters. The walls, floor, and ceiling are made of rock type 5. The room is well furnished and surprisingly enough for this place, the furniture is in very good condition. (None of it is particularly valuable though.)

CLOSER LOOKS: Gir-lak's treasure is in his mattress.

EXITS: The SW exit is a door which is always locked (Gir-lak has the only key). Beyond the door is a passage which leads down through rock types 6 and 7 to room 9. The North exit is also blocked by a door which is always locked and to which only Gir-lak has a key. Beyond that door, the passage leads up through rock type 5 and 4 to room 13.

HIDDEN SPOTS: This room will take 60 minutes to search thoroughly and nothing will be found except the treasure and an 0.1 meter wide hole in the floor to room 11.

TRAPS: On the outside of the SW door is a trap. It is a crossbow set to shoot the first person who enters the room after turning the door knob (the proper way to enter this room is to push on the door after unlocking it—turning the door knob will set off the trap. Due to the nature of this trap, it can't be too accurate and it will only hit 45% of the time.

DENIZENS: See list of ogres and Gir-lak in the Inhabitants section.

TREASURE: In mattress—450 Wheels, 1 gem worth 500 L. One defective powered crystal which is worth one pt. of POW for attunement purposes. Anyone who attunes himself to it will lose one pt. of POW permanently.





room is roughly square shaped, 10x10x11 meter high ceiling. Flowing from the SW corner of the room to the NE corner is a stream 2 meters wide.

**CLOSER LOOKS:** There are some small fish in the water which dart around. These fish are brown with white stripes (should anyone decide to attack them they have 1 hit pt. and are very hard to hit—treat as 85% Defense).

**EXITS:** The West exit leads to room 18. The North exit leads down through rock types 10, 11, 12, 13, 14 and 15 to room 17. The South exit leads to room 14.

**HIDDEN SPOTS:** It will take 60 minutes to thoroughly search this room (including the bottom of the stream). There is a 20% chance of a found item on the bottom of the stream (re-roll if an item is rolled which could not possibly survive for very long in water).

**TRAPS:** None.

**DENIZENS:** None (except for the fish in the stream).

**TREASURE:** None.

## 17. THE SERPENT PIT

**INITIAL DIE ROLLS:**

01-30	1 Giant Snake
31-60	1D3 Giant Snakes
61-00	1D6 Giant Snakes

**FIRST GLANCE:** This room is roughly circular—5 meters in diameter with a 6 meter high ceiling. The walls, floor, and ceiling are made up of type 15 rock but the floor is covered with a 5 cm layer of a strange greenish-gray powder.

**CLOSER LOOKS:** In the SW corner of the room are 2 leathery eggs each about a ½ meter long.

**EXITS:** The only exit is to the North and it leads up through types 14,13,12, 11, 10 and 9 rock into room 16.

**HIDDEN SPOTS:** Searching this room thoroughly (including sifting through all the powder) will take 45 minutes. If a successful Spot Hidden roll is made, a small hole in the SE corner of the room is found. The hole contains the treasure and 1 found item.

**TRAPS:** None.

**DENIZENS:** See Snake list.

**TREASURE:** A small statue with no recognizable features other than general humanoid form. It is slick and wet. Professional analysis will reveal it was a statue of Issaries, God of Speech. Experience, possibly risked after characters see snakes do it, will reveal that a taste of the statue will give 1 day's ability to speak to any one species of living beast different from the licker. It is worth 300 L generally. Any Issaries priest will pay 600 L for it. Its speech powers are generally unknown. Also, though of SIZ 3 it weighs an equivalent of 7 encumbrance pts.

## 18. THE GIANT'S CLIFF

**INITIAL DIE ROLLS:**

01-40	Nothing
41-80	1D2 Giant Snakes
81-95	1D2 Dragon Snails
96-00	The Giant Bigclub

**FIRST GLANCE:** This is an 18 meter high cliff with the high part to the West and low part to the East. The tunnel above

the cliff is 5 meters wide and 6 meters high and made of rock type 6. The tunnel below the cliff is 6 meters wide and 24 meters high (although it slopes downward to only 13 meters high by the time the tunnel enters room 10). The cliff itself shows several layers of rock. From top to bottom, they are types 6, 7, 8 and 9. At the base of the cliff is a pile of rubble made up of rocks of all four types.

**CLOSER LOOKS:** The lip of the cliff is well worn as though someone frequently knocks pieces off it.

**EXITS:** To the West, the tunnel becomes the hidden crack across the river from room 3. To the East, the tunnel slopes into room 16.

**HIDDEN SPOTS:** It will take 30 minutes to thoroughly search this area. A search of the pile of rubble below the cliff will take only 15 minutes and will turn up a couple of skeletons of people as well as one found item (if Spot Hidden roll is made).

**TRAPS:** None.

**DENIZENS:** None.

**TREASURE:** None.

**MISCELLANEOUS NOTES:** The Giant's Cliff is of 40% climbing difficulty (reduces a character's climbing ability by 40% before rolling).

This area gets its name because it is the route the Giant Bigclub (from room 14) uses as his exit from the caves. The area is clearly not big enough for the Giant to walk out of but there is plenty of room for him to crawl. The pile of rubble at the base of the cliff is caused by the Giant pulling himself up the cliff and occasionally breaking off pieces.

## THE INHABITANTS

### STONESHELL, THE ANCIENT TURTLE

Stoneshell claims to remember before time began, but he does not speak of it much to humans or anyone else. He is generally content to wait quietly and eat dragonsnails, waiting for the occasional broos or people to fall or walk into the water to supply him with a fresh bite of warm meat. He bears no malice towards either, but suits his appetite.

However, there is a 25% chance that he will be friendly to people or broos or anyone if they find him on the beach. His only interest is to tell them that he knows a secret treasure, and he will give it to anyone who will bring him back the head of Termain Osboropo. He will say it is recognizable by the horns over the eyes, but won't tell any more. He will say it has to do with personal matters. He will instruct them to throw the head into the water if they find it, and then await results. He will then retire to the water. He does not remember friendships with individuals.

### STONESHELL

STR 36	CON 15	SIZ 24	R. Hindleg (01)	4/7
INT 11	POW 14	DEX 17	L. Hindleg (02)	4/7
CHA 12			R. Foreleg (03)	4/7
Hit Points 18			L. Foreleg (04)	4/7
			Body (05-17)	9/9
Bite (5D6) 70% SR 5			Head (18-20)	4/8

## BIGCLUB THE GIANT

Bigclub is a 9 meter tall giant who wears plate armor on his legs and wields a huge maul in combat. As giants go, Bigclub is fairly good looking and he is proud of it. He does not hesitate to show off his muscles and people who are not properly impressed (or even worse, refer to him as an ugly giant or anything else which reflects poorly on his looks) or immediately attacked.

Bigclub is employed by Fil-ith the Broo Rune Lord as a guard for the temple in room 15. Bigclub's job is to keep out the uninvited and Fil-ith pays him 5 Wheels a week to do this. Fil-ith realizes that such a salary, while pleasant, is not enough to make Bigclub unbribeable so Fil-ith agreed that Bigclub could allow people through if they paid a high enough bribe. The agreed upon rates are covered in the section about room 14 but a few further points should be made here. Bigclub is comparatively loyal to Fil-ith and he will attempt to talk people into going into corridor 14a (which he then blocks with a boulder). In fact, one of his favorite tactics is charging visiting parties for his advice on which direction to go and then sending them into this trap.

Bigclub doesn't get on too well with the other inhabitants of the caves (with the exception of Gir-lak who he likes very much and in fact they are frequently found together talking).

If Bigclub gets into a fight, he is smart enough to yell for help. He is also smart enough to fight with his back to a wall so that his enemies can not surround him to attack from all sides.

**BIGCLUB**

STR 75	CON 14	SIZ 69	Right Leg	(01-04)	22/10
INT 16	POW 14	DEX 13	Left Leg	(05-08)	22/10
CHA 16			Abdomen	(09-11)	16/10
Mov 12	Hit Points 28		Chest	(12)	16/11
CHAOTIC FEATURE:			Right Arm	(13-15)	16/9
+10 pts. skin			Left Arm	(16-18)	16/9
			Head	(19-20)	16/10

Maul (2D8+7D6) 90% SR 3 Parry (25) 50%

Thrown Rock (3D6) 60% SR 2

## GIR-LAK AND THE OGRES

Gir-lak is a Rune Priest (or Talon) of the Cacodemon cult. He does not worship Cacodemon directly but uses the cult as a focus to worship the spirit of a powerful ancestor.

Gir-lak lives in these caves because he is able to worship his ancestral spirit without being bothered either by normal humans who hate anything which stinks of chaos or by the regular members of the Cacodemon Cult (who prefer to worship Cacodemon directly). As long as this freedom continues, Gir-lak will remain here and obey Fil-ith's orders (including such orders as his command that Gir-lak work to supply everyone in the caves with plate armor). If Fil-ith gets too bossy or attempts to enforce worship of Mallia, Gir-lak will move out.

Gir-lak doesn't like Kzwmp. He thinks of him as a weak and ineffectual fool. Gir-lak is particularly amused by the fact that neither Cacodemon or Mallia would accept Kzwmp as a Rune Priest. Gir-lak gets along very well with Bigclub the Giant and they can frequently be found having long conversations. No one is quite sure why they are such good friends but Gir-lak must really like Bigclub because he has threatened to kill Fil-ith if he ever harmed him for any reason.

Gir-lak is always accompanied by a bodyguard/mistress, Mu-rda. She will always be found with Gir-lak. All of the other ogres are very loyal to Gir-lak and will obey him in nearly all situations. The one major exception is Err-aa. She will undertake to protect her two children, Ses-i and Ger-li, even if that requires that she disobey Gir-lak.

When Gir-lak encounters intruders, he will attempt to capture them as per Fil-ith's orders. However, capturing sacrifice victims is a much lower priority with him and if the circumstances warrant it, he will not hesitate to kill five members of a party and let only the sixth live.

**GIR-LAK**

STR 17	CON 18	SIZ 12	Right Leg	(01-04)	7/7
INT 18	POW 18	DEX 21	Left Leg	(05-08)	7/7
CHA 14			Abdomen	(09-11)	8/7
			Chest	(12)	8/8
Mov 8	Hit Points 19		Right Arm	(13-15)	7/6
			Left Arm	(16-18)	7/6
DEFENSE 35%			Head	(19-20)	7/7

Greatsword (2D8+1D4) 85% SR 3 Parry (15) 70%

2-handed spear (1D10+1D4) 90% SR 2 Parry (15) 65%

2-handed spear (1D6+1+1D4) 75% SR 3 Parry (15) 50%

Maul (2D8+1D4) 55% SR 3 Parry (15) 50%

2-handed staff (1D12+1D4) 85% SR 4 Parry (20) 80%

Large shield (16) 75%

POWER: Gir-lak 18; Allied Spirit 22; Power Crystal 16

**SPELLS:** Bludgeon 4; Bladesharp 4; Protection; Disruption; Repair; Harmonize; Befuddle; (spells known by spirit in staff) Healing 6.

**SKILLS:** Evaluate Treasure 50%; Climbing 65%; Hide Item 75%; Jumping 60%; Lock Picking 60%; Map Making 40%; Trap Set/Disarm 50%; Shield Making 90%; Armor Making 90%; Weapon Making 90%; Listening 75%; Sense Ambush 45%; Spot Trap 60%; Tracking 60%; Ambush 65%; Camouflage 55%; Hide in Cover 50%; Pick Pockets 75%; Disguise 95%; Oratory 35%; Locksmith 95%.

**LANGUAGES:** Speak Tarsh 95%; Speak and Write Tradetalk 65%; Speak Lunar 45%; Speak Darktongue 35%.

**CHAOTIC FEATURE:** Regenerate 1 pt. per turn in location of choice.

**TREASURE:** 16 pt. power storage crystal worth 35 Wheels.

RUNE MAGIC: Shield 4; Multispell 1; Concealment; Mindlink 3; Extension 1; Multispell 2.

ALLIED SPIRIT (placed in staff) INT6 POW 22

***MU-RDA (29 year old female)***

STR 24	CON 16	SIZ 15	Right Leg	(01-04)	7/6
INT 13	POW 15	DEX 13	Left Leg	(05-08)	7/6
CHA 14			Abdomen	(09-11)	8/6
			Chest	(12)	8/7
Mov 8	Hit Points 17		Right Arm	(13-15)	7/5
			Left Arm	(16-18)	7/5
DEFENSE 10%			Head	(19-20)	7/6









## THE GIANT SNAKES

There are eight giant snakes which live in these caves. They roam freely throughout rooms 2 to 10, but they make their home in room 11 and at least one snake will always be found there. Unlike most of the inhabitants of these caves, the snakes are not creatures of chaos. They are the only survivors of the Earth Temple which was here before the forces of chaos came. They do not like chaos and they will attack any chaotic creature on sight. Their reaction to characters will depend on the circumstances of the encounter and the luck of the die (see Snake Reaction Table) but one snake, the Stone Snake, will always attack and another, the Friendly Snake, will always be friendly (unless, of course, the characters attack it).

When an encounter with a snake is determined to have taken place, the referee rolls 1D8 to determine which snake has been encountered. Any snake that has been previously killed will not, of course, be encountered later. However, any snake which has been wounded but not killed will reappear at full strength (as guardians of this temple, they have access to some special healing abilities-note however that these abilities are not usable in a melee situation).

The first four snakes are all intelligent creatures and can speak their own cult tongue (Earth Speech) at 85%, Tradetalk at 70%, and Auld Wyrmmish at 52%.

### Encounter Table Reaction Table

1. Stone Snake	01-55 Snake Attacks
2. Poison Snake	56-90 Snake Ignores Party Unless
3. Magician Snake	Attacked
4. Friendly Snake	91-00 Snake Is Friendly (If party is
5. Fang	already accompanied by the Friendly
6. Hiss	Snake, add 45 to die roll.)
7. Crush	
8. Chomp	

**1. STONE SNAKE (9 meters long, grey and stony)**

STR 23	CON 11	SIZ 33	Tail	(01-06)	10/6
INT 10	POW 21	DEX 8	CHA 7	Body	(07-14)
Mov 7	Hit Points	12	Head	(15-20)	10/6

Gaze (POW vs. POW or turn to stone) 100% SR 4

(This snake will always attack. If it succeeds in turning one person to stone, it will pick up the body in its coils and cart it off to room 8. If it is left alone while doing this, it will leave the rest of the party along. Once the statue is placed in room 8, it becomes another gargoyle and can only be returned to its former status through divine intervention.)

**2. POISON SNAKE** (6 meters long, green and scaly)

STR 21	CON 8	SIZ 28	Tail	(01-06)	6/4	
INT 11	POW 17	DEX 13	CHA 9	Body	(07-14)	6/5
Mov 8	Hit Points 12		Head	(15-20)	6/4	

Breath (Potency 8 poison gas) 65% SR 6

(This snake breathes a jet of poison gas 1 meter wide and 8 meters long of potency equal to its CON.)

**3. MAGICIAN SNAKE (7 meters long, brown with yellow stripes)**

STR 33	CON 7	SIZ 30		Tail	(01-06)	6/4
INT 16	POW 20	DEX 11	CHA 10	Body	(07-14)	6/5
Mov 8	Hit Points 12			Head	(15-20)	6/4

Bite (4D6) 60% SR 7

**SPELLS:** Protection; Healing 6; Disruption; Befuddle; Invisibility; Mobility.

(This snake knows some spells. If the Snake Reaction Table indicates a hostile reaction for this snake, it will fight until low on POW then it will turn invisible and attempt to escape.)

**4. FRIENDLY SNAKE (6 meters long, dark black)**

STR 27	CON 5	SIZ 10	Tail	(01-06)	6/4	
INT 10	POW 15	DEX 7	CHA 15	Body	(07-14)	6/5
Mov 8	Hit Points 10		Head	(15-20)	6/4	

Bite (3D6) 35% SR 8

(This snake will always be friendly to any party which has no chaotic members. It will willingly accompany the party and protect it throughout room 2 to 10 (although it will not let them enter room 11). If the party is accompanied by this snake, it improves their chances of getting a friendly reaction from the other snakes by 45%.)

The next four snakes are significantly less intelligent. They are not capable of speech. They will show friendship merely by not attacking and hostility by attacking immediately. They will always obey the orders of any one of the first four snakes.

**5. FANG (8 meters long, brown with red streaks)**

STR 23	CON 13	SIZ 33	Tail	(01-06)	6/7	
INT 2	POW 9	DEX 10	CHA 8	Body	(07-14)	6/8
Mov 9	Hit Points 19		Head	(15-20)	6/7	

Bite (3D6) 25% SR 7

Constrict (2D6) 40% SR 9

**6. HISS (8 meters long, light grey wth blue splotches)**

STR 23 CON 12 SIZ 28	Tail	(01-06)	6/6
INT 7 POW 10 DEX 11 CHA 4	Body	(07-14)	6/7
Mov 9 Hit Points 16	Head	(15-20)	6/6

Bite (3D6) 30% SR 7

Constrict (2D6) 45% SR 9

**7. CRUSH (10 meters long, alternating bands of red, white and green)**

STR 28 CON 9 SIZ 34	Tail	(01-06)	6/5
INT 2 POW 7 DEX 6 CHA 10	Body	(07-14)	6/6
Mov 9 Hit Points 15	Head	(15-20)	6/5

Bite (4D6) 25% SR 8

Constrict (3D6) 40% SR 10

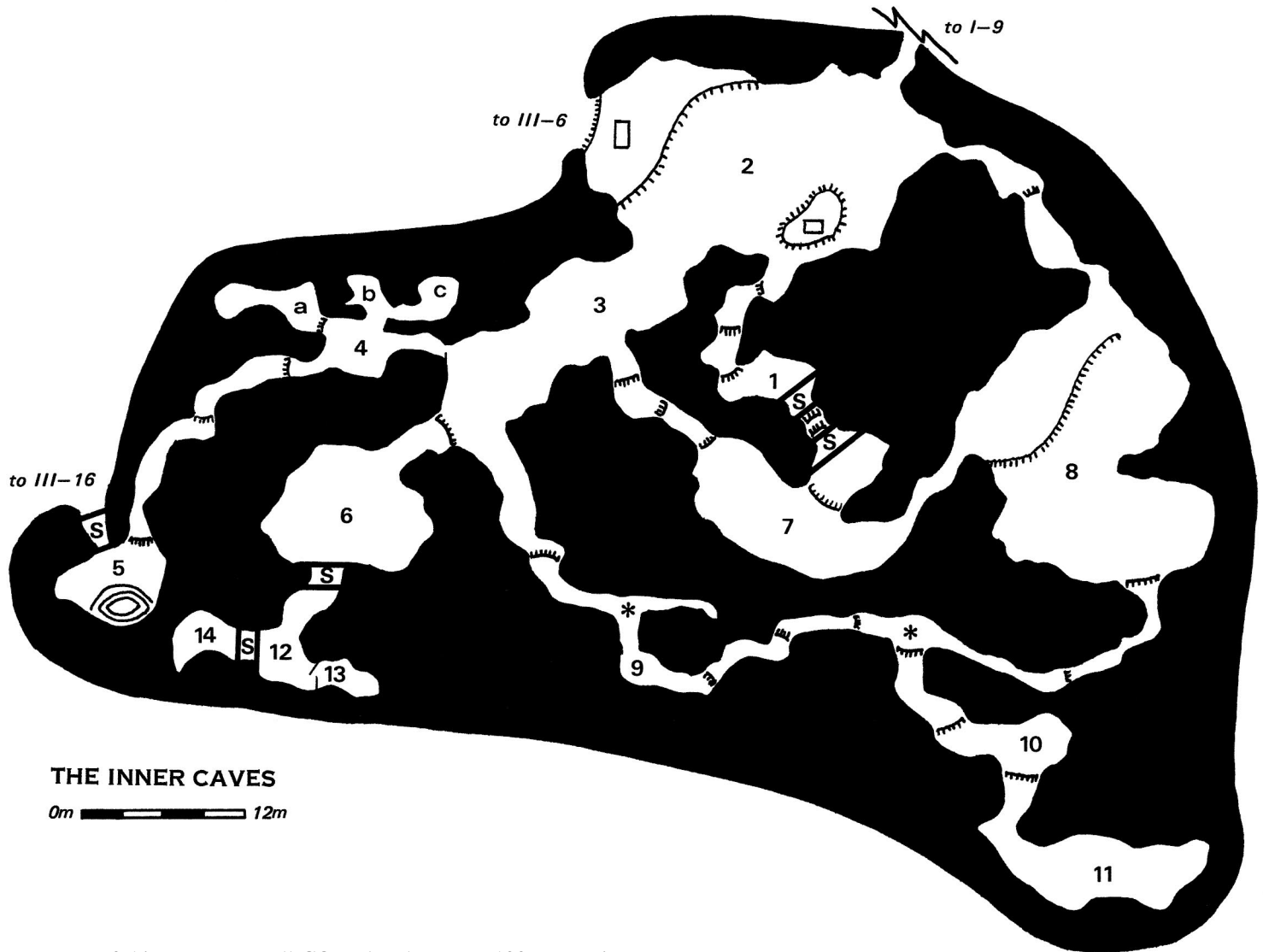
**8. CHOMP (5 meters long, yellow with green stripes)**

STR 31 CON 13 SIZ 23	Tail (01-06)	6/6
INT 5 POW 8 DEX 12 CHA 5	Body (07-14)	6/7
Mov 9 Hit Points 16	Head (15-20)	6/6

Bite (3D6) 40% SR 7

Constrict (2D6) 55% SR 9





meters of this area must roll CONx5 or less on D100 or vomit for 1D4 melee turns. Anyone so struck will be incapacitated and unable to defend himself for that length of time.

There is a small stair case leading up to the NW ledge located against the SW wall. The walls of this room can be observed to have once been painted {if one looks real closely, the paintings can be made out to be of such things as trees, plants, and animals). These paintings have mutilated in a variety of ways (scraped off, covered with blood, etc.).

**EXITS:** To the NW there is the already mentioned VA meter hole to room III-6. To the NE is a 3 meter wide opening leading to room I-9. To the East is a 2 meter wide corridor which leads up to room 8 through rock type 7. To the SW is a large (7 meter wide) opening which leads directly to room 3. The South exit (the one with the stink) leads down through rock type 9 and 10 into room 1.

**HIDDEN SPOTS:** It will take 1 hour to thoroughly search this room and there is a 5% chance of a found item.

**TRAPS:** None.

**DENIZENS:** See whatever inhabitants are called for by the Initial Die Roll.

**TREASURE:** None.

**MISCELLANEOUS NOTES:** This temple is dedicated to Mallia, Mother of Diseases. The religion requires explanation.

**MALLIA:** Mallia is the mother of diseases. The cult delights in the spreading of diseases and works tirelessly to this end. In this temple, the services to Mallia are presided over by the Rune Lord Fil-ith. The normal procedure for a service involves the sacrificing of a living intelligent being (it is for this purpose that prisoners are kept in room 4. When the sacrifice is performed by Fil-ith with the entire Broo congregation present, then 1D3 spirits of disease will respond to the call and the whole lot (broos, spirits, and scorpion men, if any) will begin a disgusting ceremony filled with all sorts of debauchery. Note: If Fil-ith performs the sacrifice all by himself (he will usually do this in an emergency to help repulse intruders), only 1 spirit will respond and the disgusting ceremony is usually dispensed with in favor of joining battle. To determine which spirit(s) appear, roll randomly from among the five available. (For description of spirits and their powers see the Inhabitants section.)





**SPELLS:** Healing 2; Disruption; Padding; Mobility; Repair; Bladesharp 3; Speedart 2; Shimmer; Binding.  
**SKILLS:** Evaluate Treasure 55%; Hide Item 35%; Lock Picking 70%; Ride Demi-Bird 80%; Trap Set/Disarm 50%; Listen 55%; Spot Traps 50%; Spot Hidden Item 45%; Camouflage 50%; Hide in Cover 50%; Move Silently 50%; Speak Auld Wyrnish 95%; Speak Trade Talk 75%; Speak Sartar 60%.

Needless to say Awii Seroran does not begin with any of the weapons he is skilled with. If he is freed, he will fight with his rescuers against the chaos creatures but must be provided with weapons (note: the magical Klanth in the treasure was taken from him and he will attempt to claim it if it is recovered). Awii would very much like to be rescued but as he will be reborn even if he is killed, he will not ransom himself as highly as would otherwise be expected. If his Klanth is returned to him, he will pay either 2000 L or if really pressured will offer to accompany and aide his rescuers for the duration of this life. Awii will not automatically make this offer, and if the party seems happy to release him without payment he will not force a reward upon them. If treated well (and his Klanth returned to him), he will faithfully help the party through the rest of this expedition. Under no circumstances will he offer the Klanth as ransom, and if kept from him he will spend this life and whatever additional lives necessary to recover it.

## **GREENLEAF (Elf-male) 4a**

STR 7	INT 17	POW 17	Head	(19-20)	0/4
CON 12	DEX 18	CHA 12	Left Arm	(16-18)	0/3
SIZ 8			Right Arm	(13-15)	0/3
			Chest	(12)	0/5
Mov 9	Hit Points 12		Abdomen	(09-11)	0/4
			Left Leg	(05-08)	0/4
DEFENSE 35%			Right Leg	(01-04)	0/4

Bow (1D8+1) 70% SR 1 Parry (6) 25%  
 Spear (1D6+1) 55% SR 3 Parry (15) 45%  
 Javelin (1D10) 45% SR 1  
 Short sword (1D6+1) 50% SR 7 Parry (20) 45%  
 Small Shield (8) 60%  
**SPELLS:** Healing 6; Speedart 4; Detect Life.  
**SKILLS:** Evaluate Treasure 30%; Climbing 65%; Jumping 50%; Listening 75%; Sense Ambush 55%; Spot Hidden Item 45%; Tracking 35%; Ambush 35%; Camouflage 65%; Hide in Cover 70%; Move Silently 70%; Speak Aldryami 95%; Speak Trade Talk 55%; Speak Sartar 65%.

Greenleaf is in constant terror, and will welcome any rescue (including that by Death). He will be forever grateful to the party releasing him. This gratitude has mundane aspects, including the availability of his Healing 6 spell for the rest of the adventure. Given weapons, he will fight for the party.

Greenleaf's home is among a small colony of elves and dryads in the nearby woods. Once rescued, he'll return there, but will aid his new friends on future expeditions so long as they do not kill trees or associate over-much with dwarves or trolls. If he must give a monetary ransom, he'll have no more than 1D6 times 100 L. Having given the money, he will not have good feelings toward his rescuers.

## **FOLA RUND (Human-female) 4b**

STR 10	INT 13	POW 10	Head	(19-20)	0/4
CON 11	DEX 11	CHA 15	Left Arm	(18-16)	0/3
SIZ 12			Right Arm	(13-15)	0/3
			Chest	(12)	0/5
Mov 9	Hit Points 11		Abdomen	(09-11)	0/4
			Left Leg	(05-08)	0/4
DEFENSE 5%			Right Leg	(01-04)	0/4

Dagger (1D6) 40% SR 9 Parry (10) 35%  
 Club (1D8) 30% SR 8 Parry (15) 25%  
 Large shield (16) 35%  
**SKILLS:** Climbing 45%; Jumping 35%; Riding 35%; Tracking 25%; Speak Sartar 85%; Speak Trade Talk 55%.

Fola Rund is a daughter of a couple of local farmers. She was married at the age of 16 but her husband was killed by a Lunar patrol three years ago. Now 21 she has been living with her parents since the death of her husband. She will be grateful if rescued but she owns absolutely nothing and will not be able to pay. She also hates the Lunar Empire with a passion and if any Lunars are in the party she will attempt to kill them. Fola is not stupid so the attempt will be subtle (i.e., she might stab someone in his/her sleep some night). If there are no Lunars in the party, Fola will be completely trustworthy.

## **ERISSA MARN (Human-female) 4b**

STR 9	INT 16	POW 18	Head	(19-20)	0/3
CON 7	DEX 13	CHA 17	Left Arm	(18-16)	0/2
SIZ 12			Right Arm	(13-15)	0/2
			Chest	(12)	0/4
Mov 10	Hit Points 9		Abdomen	(09-11)	0/3
			Left Leg	(05-08)	0/3
DEFENSE 35%			Right Leg	(01-04)	0/3

**BATTLE MAGIC:** Healing 6; Protection; Befuddle, Xenohealing 4; Sleep 3.  
**RUNE MAGIC:** Shield 4; Brain Heal 2; Heal Area 4; Heal Chaos 2; Seal Spirit 3.  
**SKILLS:** Evaluate Treasure 35%; First Aid 95%; Treat Poison 90%; Treat Disease 90%; Climbing 45%; Map Making 55%; Riding 65%; Listen 75%; Sense Ambush 80%; Spot Hidden Item 60%; Tracking 40%; Hide in Cover 45%; Move Silently 65%; Oratory 70%.  
**LANGUAGES:** Speak and Write Sartar 90%; Speak and Write Tradetalk 90%; Speak Darktongue 45%; Speak Lunar 40%.

Erissa is a well-known and respected priestess of Chalana Arroy. She was captured by the Broos very recently and will not be the first one they sacrifice. She will be grateful to anyone who rescues her, and offer them free healing in payment. If the Adventurers are here to rescue her, they will not be offered special payment because it would be available to them already. Once rescued, Erissa will take an active part in the adventure, but she will not fight and she will encourage others not to fight, but instead to make their escape from the caves. (Her allied spirit was in an animal killed when she was seized.)





**CLOSER LOOKS:** Upon closer examination, one realizes that there is a chance one of the chairs (a valuable antique) can be salvaged—present value 2000 L.

**EXITS:** The NE exit leads down into room 3. The South exit is a secret door which requires a successful Spot Hidden to find. It leads to room 12.

**HIDDEN SPOTS:** It will take 15 minutes to search this room and such a search will turn up nothing except filth and the secret door. There is an 80% chance of a found item.

**TRAPS:** In the passageway between the room and room 3, there is a tripwire connected to a dead weight. All the residents are aware of the location of the trip wire and are careful to step over it. Anyone who enters this room without knowing about the trip wire has 25% chance of setting it off. If they set it off, the weight will fall on them doing 4D6 damage on their head.

**DENIZENS:** See descriptions in the Inhabitants section.

**TREASURE:** None.

## 7. THE SCORPION DEN

**INITIAL DIE ROLLS:** See Initial Die Rolls for room 2. If the scorpion men are not away from the caves or attending services or weapons practice in room 2, then consult the following table:

01-25	Nothing
26-50	All scorpion men except Kzwmp
51-00	All scorpion men

**FIRST GLANCE:** This is an irregularly shaped room 12x 10 meters. The walls, ceiling and floor are made of type 7 rock. The room slopes down to the North and the floor of a 3 x5 meter area is of rock type 8. This room is filled with assorted garbage (although it does not compare with room 8 in the filth department).

**CLOSER LOOKS:** There is nothing special to be seen.

**EXITS:** The East exit leads to room 9. The NW exit leads down through rock types 8 and 9 and then up through rock type 8 to room 3. The secret door to the North leads down through rock types 9 and 10 to room 1. The secret door is known only to the scorpion men.

**HIDDEN SPOTS:** It will take 10 minutes to thoroughly search this room and there is a 15% chance of a found item. There is also the secret door which requires a successful Spot Hidden roll to find.

**TRAPS:** None.

**DENIZENS:** See the scorpion men section of Inhabitants.

**TREASURE:** 500 Wheels kept behind secret door to room 1.

## THE BROOS NEST

**INITIAL DIE ROLLS:** None but see Initial Die Rolls for room 2. All broo groups not in room 2 (or already encountered somewhere else) will be found here.

**FIRST GLANCE:** There are smoldering torches lighting the room. This is a large irregularly shaped room running 21 meters North/South and 19 meters East/West. A section 6x15 meters in the NW corner is a ledge 8 meters above the rest of the room. The main area of the room is made of type 8 rock but the ledge extends into the layer of type 7 rock. The ceiling which is 14 meters above the level of the main floor is made of type 6 rock.

The floors of this room are very messy (as would be expected of the lair of broos). They are covered with half eaten bones, broo excrement, and unknown substances. This room smells, though not as strongly as room 1.

**CLOSER LOOKS:** Along the walls of this room are many torch holders, some of which are in use.

**EXITS:** The North exit leads down through rock type 8 to room 2. The West exit leads to room 7. The South exit is corridor 9.

**HIDDEN SPOTS:** This room will take 20 minutes to search and there is a 20 chance of a found item and a 30% chance of contracting a disease.

**TRAPS:** None.

**DENIZENS:** See the Inhabitants section for the list of broos.

**TREASURE:** None.

## 9. THE LONG PASSAGE

**INITIAL DIE ROLLS:** None.

**FIRST GLANCE:** This long tunnel extends 72 meters. Its width varies from 2 to 5 meters, averaging 3 meters most of its length. The West exit to the tunnel is in room 3; from there it slopes down and up through rock types 8,9,8,9,10,9,8 until it reaches its Eastern exit to room 8.

**CLOSER LOOKS:** The asterisks on the map indicate places along this tunnel where Fil-ith and the broos will set ambushes for invading parties. They will camouflage the exits or branches) off passage 9 to the best of their ability, and hide some broos there while the rest go before the invaders. When the party passes the hidden exit, the broos will jump out and attack the party from both sides.

**EXITS:** There are three exits. The West exit (described above) leads to room 3. The East exit (also described above) leads to room 8. The South exit leads downward through rock type 9 to room 10.

**HIDDEN SPOTS:** This corridor will take 1 hour to search thoroughly and there is a 15% chance of a found item.

**TRAPS:** None.

**DENIZENS:** None.

**TREASURE:** None.

## 10. THE DEEP TUNNEL

**INITIAL DIE ROLLS:** None.

**FIRST GLANCE:** This is a downward sloping tunnel which passes through rock types 11, 12, and 13. The total length of the tunnel is 21 meters.

**CLOSER LOOKS:** This area is protected by a Warding spells with the four props located such that anyone passing through this room into room 11 and back will get hit by the Warding twice.

**EXITS:** The North exit leads up into corridor 9. The South exit slopes down into room 11.

**HIDDEN SPOTS:** This area will take 20 minutes to search and there is a 15% chance of a found item.

**TRAPS:** The Warding may be considered a trap, (note:

**DENIZENS:** None.

**TREASURE:** None.

## 11. THE PIT OF EVIL

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is an irregularly shaped room 16 meters long and 8 meters wide at its widest point, made of type 14 rock. Chained to the South Wall is a horrid creature.

**CLOSER LOOKS:** The creature is chained with some valuable-looking iron links. They don't look difficult to remove but there clearly is no way to do so without freeing the beast.

EXITS: There is one exit to the North which leads immediately into area 10.

**HIDDEN SPOTS:** It will take 15 minutes to search this room and there is a 10% chance of a found item.

TRAPS: None.

DENIZENS: The monster is a creature of chaos, so dangerous that it has been imprisoned here by Fil-ith and Gir-lak. While the monster is held by the iron chains and spikes it is harmless (although it too cannot be harmed). If released, it will kill everything it sees, then wander randomly until it finds something more to kill.

The creature has sickly green skin and three legs each of which is a different length. It has three arms one of which is growing straight out of its head.

STR 43	CON 14	SIZ 15	Rear Leg	(01-03)	15/5
INT 3	POW 11	DEX 28	Right Leg	(04-06)	15/5
CHA -5			Left Leg	(07-09)	15/5
			Body	(10-13)	18/7
Mov 12	Hit Points 15		Right Arm	(14-15)	15/4
			Left Arm	(16-17)	15/4
DEFENSE 20%			Head	(18-19)	15/5
			Head Claw	(20)	20/4

Claws (4D6) 85% SR 5

Bite (1D8+3D6) 85% SR 5

Kick (1D4+3D6+2) 80% SR 5

Head Claw (1D10+3D6) 80% SR 4 (can impale)

**CHAOTIC FEATURES:** +3D6 DEX (already included above);

Reflects 1 and 2 pt spells; Regenerates 3 pts per turn in location of choice; apparently invincible (shows no damage until dead); +14 pts of skin; movement class 12; confuse 20% Defense.

Its usual attack is to gore with the head claw while biting and kicking. It can make three attacks per melee turn.

**TREASURE:** None, save the iron chains worth 1200 L.

## 12. THE SECRET TUNNEL

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is a chamber approximately 10 meters around and 30 meters long made up of rock type 7. At the SE end is a well made door and stout frame set snugly into the stone. It is reinforced with brass bands and rivets and has an excellent lock (only Fil-ith and Gir-lak have keys on their persons).

**CLOSER LOOKS:** The door is very well made, reinforced by brass bands and rivets. There is an ogre-made lock, of excellent quality, on the door (25% Difficulty).

EXITS: The North exit is through a secret door to chamber 6. The East exit is through the locked door to room 13. The West exit (secret) goes to room 14.

**HIDDEN SPOTS:** There is a secret door on the West side of the South end of the tunnel, opposite the brass-bound door. It is well concealed (50% ability).

TRAPS: None.

DENIZENS: None.

TREASURE: None.

## 13. THE TREASURE ROOM

INITIAL DIE ROLLS: None.

**FIRST GLANCE:** This is a room full of treasure.

CLOSER LOOKS: It is about 10x20 meters large of rock type 7.

**EXITS:** Only the brass door to tunnel 12.

**HIDDEN SPOTS:** Beyond the treasure, there is nothing unusual here. Search time: 30 minutes.

TRAPS: One in a treasure box.

DENIZENS: None.

TREASURE: It will take 6 hours to completely count all the treasure. There are 10 separate items of treasure, plus a large amount of loose coinage. In the description below, the number in parenthesis is the encumbrance of the item.

LOOSE COINS (20 total): 40,000 Clacks; 6000 L; 6 gems.

**1. Sack 1 (10):** 10,000 Clacks; 2000 L; 3 gems.

**2. Sack 2 (1):** 3 gems.

**3. Sack 3 (2):** 50 Clacks; 50 L; 50 Wheels.

**4. Chest 1 (4):** Locked and trapped.

The trap is a poison potency 14 needle which will shoot at the hand of anyone attempting to pick the lock. It will hit 75% of the time. Defense bonuses do apply. It may be disarmed by making proper roll. If the disarming fails, the needle will strike whoever tried to disarm it. There are two poison needles in it so it will work twice. It cannot be bashed apart, even though it can be cracked and disfigured. Inside are 2000 L, 500 Wheels, and 5 gems. The box itself is worth 300 L on the market.

**5. Chest 2 (2): Locked.**

A simple wooden box, very nicely but unpretentiously carved with pictures of dragons. Inside is a magic necklace. Its cash value will be evaluated as 60 L if its magical nature is not known. It is a relic from an ancient hero who dedicated such things, it is nearly impossible to destroy (which is why the broos prefer to capture and hold it, but cannot destroy it).

The first time it is put on a person it will take away 3 pts of POW from their basic characteristic. The necklace will afterwards add 6 to the STR of the character as long as it is kept on. This may allow that characteristic to raise beyond the species maximum.

**6. A Helmet:** It is made of iron, lead, copper, silver, gold, tin, and aluminum. It is magical in nature. When worn by a Rune Priest or Lord (fits SIZ 12-14 only) it will absorb 10 pts of damage, and also serve as a permanent Lightwall matrix. It also glows all the time well enough to be seen, but not to see by in the dark. It will count as a showy magical item for raising CHA one pt.







## KZWMP

STR 24	CON 13	SIZ 18	Right Leg	(01)	3/5
INT 17	POW 25	DEX 17	Right Leg	(02-03)	3/5
CHA 17			Right Leg	(04)	3/5
			Left Leg	(05)	3/5
Mov 8	Hit Points 18		Left Leg	(06-07)	3/5
			Left Leg	(08)	3/5
DEFENSE 35%			Tail	(09-10)	3/7
			Thorax	(11-12)	3/7
			Chest	(13-14)	11/8
			Right Arm	(15-16)	10/6
			Left Arm	(17-18)	10/6
			Head	(19-20)	10/7

Broadsword (1D8+2D6+1) 95% SR 3 Parry (20) 90%  
 Club (1D10+2D6) 95% SR 4 Parry (20) 90%  
 Sling (1D8) 75% SR 1  
 Sting (1D8+2D6) 85% SR 6 (injects potency 13 poison)  
 Large Shield (16) 80%

SPELLS: Disruption; Healing 6; Protection.

SKILLS: Evaluate Treasure 35%; Climbing 60%; Hide Item 75%; Jumping 65%; Lock Picking 70%; Map Making 80%; Trap Set/Disarm 50%; Listen 70%; Sense Ambush 45%; Spot Hidden Item 35%; Spot Trap 45%; Tracking 45%; Oratory 40%.

LANGUAGES: Speak Trade Talk 95%; Write Trade Talk 50%.  
 CHAOTIC FEATURES: +3D6 POW and +2D6 INT both already included above.

TREASURE AND MAGIC: 50 Wheels; a bronze broadsword with a Bladesharp 3 matrix; two Power Storage Crystals, one stores 12 pts and the other stores 6 pts.

POWER: Kzwmp 25 Crystal one 12 Crystal two 6.

## THE GUARDS

The following creatures are divided into five groups. These are the groups to be considered when rolling to determine which monsters are present and which away in the Initial Die Rolls section, room 2 above.

### GROUP ONE: 3 SCORPION MEN

#### KZAMP

STR 20	INT 4	POW 9	Head	(19-20)	15/3
CON 6	DEX 21	CHA 9	Left Arm	(17-18)	15/2
SIZ 21			Right Arm	(15-16)	15/2
			Chest	(13-14)	15/4
Mov 8	Hit Points 9		Thorax	(11-12)	15/3
			Tail	(09-10)	15/3
DEFENSE 0%			Left Leg	(08)	15/1
			Left Leg	(06-07)	15/1
			Left Leg	(05)	15/1
			Right Leg	(04)	15/1
			Right Leg	(02-03)	15/1
			Right Leg	(01)	15/1

Club (1D10+2D6) 55% SR 2 Parry (15) 55%  
 Sling (1D8) 45% SR 1  
 Sting (3D6) 55% SR 5 (injects potency 6 poison)  
 SPELLS: Healing 2.  
 CHAOTIC FEATURE: +12 pt skin.

## KZEMP

STR 15	INT 5	POW 10	Head	(19-20)	3/7
CON 17	DEX 17	CHA 7	Left Arm	(17-18)	3/6
SIZ 18			Right Arm	(15-16)	3/6
			Chest	(13-14)	3/8
Mov 8	Hit Points 19		Thorax	(11-12)	3/7
			Tail	(09-10)	3/7
DEFENSE 0%			Left Leg	(08)	3/5
			Left Leg	(06-07)	3/5
			Left Leg	(05)	3/5
			Right Leg	(04)	3/5
			Right Leg	(02-03)	3/5
			Right Leg	(01)	3/5

Club (1D10+1D6) 60% SR 3 Parry (15) 60%  
 Sling (1D8) 55% SR 2  
 Sting (2D6) 60% SR 7 (injects potency 13 poison)  
 SPELLS: Disrupt.

CHAOTIC FEATURE: Absorbs 1 and 2 pt spells adding the POW to its own.

## KZIMP

STR 16	INT 8	POW 19	Head	(19-20)	3/3
CON 6	DEX 15	CHA 11	Left Arm	(17-18)	9/2
SIZ 19			Right Arm	(15-16)	9/2
			Chest	(13-14)	3/4
Mov 8	Hit Points 8		Thorax	(11-12)	3/3
			Tail	(09-10)	3/3
DEFENSE 0%			Left Leg	(08)	3/1
			Left Leg	(06-07)	3/1
			Left Leg	(05)	3/1
			Right Leg	(04)	3/1
			Right Leg	(02-03)	3/1
			Right Leg	(01)	3/1

Club (1D10+1D6) 50% SR 4 Parry (15) 50%  
 Sling (1D8) 50% SR 2  
 Sting (2D6) 55% SR 7 (injects potency 6 poison)  
 SPELLS: Disrupt; Befuddle.

## GROUP TWO: 3 SCORPION MEN

### KZUMP

STR 23	INT 8	POW 5	Head	(19-20)	3/3
CON 7	DEX 17	CHA 10	Left Arm	(17-18)	3/2
SIZ 18			Right Arm	(15-16)	3/2
			Chest	(13-14)	3/4
Mov 8	Hit Points 9		Thorax	(11-12)	3/3
			Tail	(09-10)	3/3
DEFENSE 0%			Left Leg	(08)	3/1
			Left Leg	(06-07)	3/1
			Left Leg	(05)	3/1
			Right Leg	(04)	3/1
			Right Leg	(02-03)	3/1
			Right Leg	(01)	3/1

Club (1D10+2D6) 70% SR 4 Parry (15) 70%

Sling (1D8) 45% SR 3

Sting (3D6) 50% SR 7 (injects potency 7 poison)

CHAOTIC FEATURE: Undetectable by means of magic.

### KZOMP

STR 21	INT 6	POW 10	Head	(19-20)	3/5
CON 13	DEX 14	CHA 16	Left Arm	(17-18)	3/4
SIZ 16			Right Arm	(15-16)	3/4
			Chest	(13-15)	3/6
Mov 8	Hit Points 14		Thorax	(11-12)	3/5
			Tail	(09-11)	3/5
DEFENSE 0%			Left Leg	(08)	3/3
			Left Leg	(06-07)	3/3
			Left Leg	(05)	3/3
			Right Leg	(04)	3/3
			Right Leg	(02-03)	3/3
			Right Leg	(01)	3/3

Club (1D10+1D6) 60% SR 4 Parry (15) 65%

Sling (1D8) 50% SR 1

Sting (2D6) 45% SR 6 (injects potency 17 poison)

SPELLS: Disrupt.

CHAOTIC FEATURE: Regenerates 1 pt per round in location of choice until dead.

### KZYMP

STR 19	CON 13	SIZ 19	Right Leg	(01)	9/3
INT 6	POW 5	DEX 9	Right Leg	(02-03)	9/3
CHA 10			Right Leg	(04)	9/3
			Left Leg	(05)	9/3
Mov 8	Hit Points 15		Left Leg	(06-07)	9/3
			Left Leg	(08)	9/3
DEFENSE 0%			Tail	(09-10)	9/5
			Thorax	(11-12)	9/5
			Chest	(13-14)	9/6
			Right Arm	(15-16)	9/4
			Left Arm	(17-18)	9/4
			Head	(19-20)	9/5

Club (1D10+1D6) 50% SR 4 Parry (15) 50%

Sling (1D8) 45% SR 2

Sting (2D6) 50% SR 7 (injects potency 13 poison)

SPELLS: Healing 2.

CHAOTIC FEATURE: +6 pt skin.

## GROUP THREE: 3 SCORPION MEN

### KAZUMP

STR 19	CON 8	SIZ 18	Right Leg	(01)	3/2
INT 9	POW 15	DEX 16	Right Leg	(02-03)	3/2
CHA 10			Right Leg	(04)	3/2
			Left Leg	(05)	3/2
Mov 8	Hit Points 10		Left Leg	(06-07)	3/2
			Left Leg	(08)	3/2
DEFENSE 0%			Tail	(09-10)	3/4
			Thorax	(11-12)	3/4
			Chest	(13-14)	3/5
			Right Arm	(15-16)	3/3
			Left Arm	(17-18)	3/3
			Head	(19-20)	3/4

Club (1D10+1D6) 65% SR 6 Parry (15) 65%

Sling (1D8) 40% SR 1

Sting (2D6) 40% SR 2 (injects potency 8 poison)

SPELLS: Disruption.

CHAOTIC FEATURE: If dead, explodes 3D6 dam. w/in 3 m.

### KADUMP

STR 19	CON 11	SIZ 21	Right Leg	(01)	3/3
INT 5	POW 8	DEX 21	Right Leg	(02-03)	3/3
CHA 16			Right Leg	(04)	3/3
			Left Leg	(05)	3/3
Mov 8	Hit Points 14		Left Leg	(06-07)	3/3
			Left Leg	(08)	3/3
DEFENSE 0%			Tail	(09-10)	3/5
			Thorax	(11-12)	3/5
			Chest	(13-14)	3/6
			Right Arm	(15-16)	3/4
			Left Arm	(17-18)	3/4
			Head	(19-20)	3/5

Club (1D10+1D6) 45% SR 2 Parry (15) 50%

Sling (1D8) 70% SR 1

Sting (2D6) 55% SR 4 (injects potency 11 poison)

SPELLS: Healing 2; Demoralize.

CHAOTIC FEATURE: Leaps up to 10 meters.

### KARUMP

STR 20	CON 10	SIZ 17	Right Leg	(01)	3/2
INT 8	POW 10	DEX 18	Right Leg	(02-03)	3/2
CHA 13			Right Leg	(04)	3/2
			Left Leg	(05)	3/2
Mov 8	Hit Points 10		Left Leg	(06-07)	3/2
			Left Leg	(08)	3/2
DEFENSE 0%			Tail	(09-10)	3/4
			Thorax	(11-12)	3/4
			Chest	(13-14)	3/5
			Right Arm	(15-16)	3/3
			Left Arm	(17-18)	3/3
			Head	(19-20)	3/4

Club (1D10+1D6) 65% SR 4 Parry (15) 45%

Sling (1D8) 45% SR 1

Sting (2D6) 55% SR 6 (injects potency 10 poison)

SPELLS: Befuddle; Healing 2.

CHAOTIC FEATURE: Appears invincible until dead.



## GROUP FOUR: 3 BROOS

### GUTGLUT

STR 17	INT 5	POW 6	Head	(19-20)	3/6
CON 16	DEX 13	CHA 6	Left Arm	(16-18)	3/5
SIZ 12			Right Arm	(13-15)	3/5
			Chest	(12)	7/7
Mov 9	Hit Points 16		Abdomen	(09-11)	7/6
			Left Leg	(05-08)	4/6
DEFENSE 30%			Right Leg	(01-04)	4/6

Spear (1D6+1D4+1) 45% SR 4 Parry (15) 50%  
 Club (1D8+1D4) 50% SR 7 Parry (15) 55%  
 Butt (1D6+1D4) 65% SR 8  
 CHAOTIC FEATURE: Appearance confusing; 30% Defense.

### BLABLU

STR 17	INT 15	POW 12	Head	(19-20)	3/7
CON 17	DEX 17	CHA 16	Left Arm	(16-18)	2/6
SIZ 17			Right Arm	(13-15)	2/6
			Chest	(12)	2/8
Mov 9	Hit Points 19		Abdomen	(09-11)	2/7
			Left Leg	(05-08)	5/7
DEFENSE 10%			Right Leg	(01-04)	5/7

Spear (1D10+1D6) 55% SR 2 Parry (15) 45%  
 Butt (2D6) 65% SR 6  
 Large shield (16) 55%  
 CHAOTIC FEATURE: Spits potency 3 acid three times a day.

### EYESUCKER

STR 13	INT 14	POW 15	Head	(19-20)	3/13
CON 37	DEX 13	CHA 12	Left Arm	(16-18)	3/12
SIZ 10			Right Arm	(13-15)	3/12
			Chest	(12)	5/14
Mov 9	Hit Points 37		Abdomen	(09-11)	5/13
			Left Leg	(05-08)	2/13
DEFENSE 10%			Right Leg	(01-04)	2/13

Spear (1D6+1) 45% SR 4 Parry (15) 40%  
 Club (1D8) 55% SR 7 Parry (15) 50%  
 Butt (1D6) 60% SR 8  
 CHAOTIC FEATURE: +4D6 CON (included above).

## GROUP FIVE: 3 BROOS

### GOREREAPER

STR 12	INT 12	POW 16	Head	(19-20)	3/6
CON 16	DEX 17	CHA 18	Left Arm	(16-18)	2/5
SIZ 11			Right Arm	(13-15)	2/5
			Chest	(12)	3/7
Mov 9	Hit Points 16		Abdomen	(09-11)	3/6
			Left Leg	(05-08)	6/6
DEFENSE 10%			Right Leg	(01-04)	6/6

Spear (1D6+1) 50% SR 3 Parry (15) 50%  
 Maul (2D8) 40% SR 4 Parry (15) 40%  
 Butt (1D6) 55% SR 7  
 CHAOTIC FEATURE: Reflects spells up to 6 pts back at caster.

### STAGSTABBER

STR 16	INT 11	POW 13	Head	(19-20)	3/6
CON 16	DEX 9	CHA 11	Left Arm	(16-18)	6/5
SIZ 16	Right Arm (13-15)		6/5		
			Chest	(12)	5/7
Mov 9	Hit Points 17		Abdomen	(09-11)	5/6
			Left Leg	(05-08)	4/6
DEFENSE 0%			Right Leg	(01-04)	4/6

Club (1D8+1D4) 45% SR 7 Parry (15) 45%  
 Butt (1D6+1D4) 50% SR 8  
 Spear (1D6+1D4+1) 35% SR 4 Parry (15) 35%  
 SPELL: Protection 4.  
 CHAOTIC FEATURE: None.

### FILTHHOLDER

STR 24	INT 14	POW 10	Head	(19-20)	3/6
CON 16	DEX 13	CHA 9	Left Arm	(16-18)	3/5
SIZ 15			Right Arm	(13-15)	7/5
			Chest	(12)	5/7
Mov 9	Hit Points 17		Abdomen	(09-11)	5/6
			Left Leg	(05-08)	3/6
DEFENSE 10%			Right Leg	(01-04)	3/6

Club (1D8+1D6) 55% SR 6 Parry (15) 45%  
 Butt (2D6) 55% SR 7 Arm Parry (20) 50%  
 CHAOTIC FEATURE: None.

# III. THE DEEP TEMPLE AND THE WORM HOLE

## INTRODUCTION TO SECTION III

This section consists of two types of underground terrain. One is an immense temple, long in ruin, while the other is a maggot hole through the earth.

The maggot tunnel has many characteristics which are constant, no matter which rock level is being penetrated. It is always cylindrical in shape, and its diameter is always between 2 and 5 meters wide. In every rock its passed, the maggot left red specks in the stone.

Where the maggot entered the world at one end lies a monstrous source of misery for anyone who approaches the void so closely. At the other lies the worm itself, seemingly harmless. In between are points of destruction wherever it touched life, as is shown by the array of blasted deities turned into skeletons, statues, and whimpering ghosts.

In general, the tunnel of the worm starts high and drops quickly through the spiral to link up with II-2 where Termain Osboropo the Chaos God began following it and directing its path. It went lower, reached the temple level, and began working its way through it. It finally left through room 17, collapsing the stairway upward and cutting this temple off from the surface. At 18 it was attacked by the souls directed by Barbeester Gor (the copper-armored statue in room I-6) while Baroshi, the Avenging Son, fought with and slew Termain Osboropo, then turned and wounded the worm. It dug straight down, then angled off and continued downward to its present point where it continues onward.

The temple also has many things which are always the same. In general, all walls, floors, and ceilings are made of rock type 9, which is variegated jade. All corridor ceilings are 4 meters high. The statues are all of petrified wood unless otherwise noted.

Wherever the passage of the worm cut through the floor of the jade temple, it went deep enough to expose the yellow layer underneath. The yellow rock is flecked with red.

The floors of all the temple rooms are covered with a thin layer of grime and dirt. There is also loose dust about which is regularly stirred by the Veralzi as they hunt daily for all rubble runners. All chambers also have litter in small heaps about, sometimes recognizable as the shape of a table or a part of a bedpost. Touching these things reveals that they are rotten, corroded, and often will crumble into dust.

## 1. THE HOLE INTO THE VOID

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is an area of worm tunnel which extends for a total distance of 8 meters. The tunnel is 3 meters wide throughout and the tunnel runs from the SE to the NW but

it bends after 6 meters and heads NE. The SE end of the tunnel is a dead end but instead of the expected stone, there is instead a dark black hole. The rock here is all of type 5.

**CLOSER LOOKS:** The wall is covered with red specks.

The hole is completely dark and nothing can be seen within it. Some sort of invisible barrier blocks it, and nothing can penetrate it except the Right Clawed Hand.

**EXITS:** There is only one exit. It is the continuation of the worm tunnel sloping down into area 2.

**HIDDEN SPOTS:** It will take 10 minutes to search this area and there is nothing to be found in so doing.

TRAPS: None.

DENIZENS: The Right Clawed Hand is located here.

## THE RIGHT CLAWED HAND

POW 21	Palm	(01-09)	10/14
	Thumb	(10-11)	10/12
Mov 12 Hit Points 30	Index	(12-14)	10/12
	Middle	(15-16)	10/12
DEFENSE 0%	Ring Finger	(17-18)	10/12
	Pinky	(19-20)	10/12

Squeeze (1D6 etc.) 95% SR 4

### FOUND ITEM LIST FOR SECTION III

## D10

1. A map of section III which is inscribed on an animal skin. The map does not include either room 15 or any of the worm tunnel.
2. 1 copper axe with a Bladesharp 3 matrix. It will be useable only by an Earth Rune Lord. It can be sold for 4000 L to any Earth cult.
3. 1 copper arrow head. It is worth 5 L.
4. 3 brown, polished, spherical stones. They have no significance.
5. A green gem worth 500 L.
6. A small blob (3 cm by 5 cm) of blue fungus on a wall. The fungus is alive. If touched or eaten, it acts as an acid of potency 8.
7. A copper ring which is a defective Healing 2 matrix. It heals normally but in addition to taking 2 pts of POW from the caster of the spell, it also takes 2 pts of POW from the person who is healed. If they are the same person, it will take 4 pts of POW.
8. A white stone foot from some long forgotten statue.
- 9-10. Roll on the regular found item table.



0m  12m

EXITS: There are two exits from this area. The SW exit is a continuation of the worm tunnel into area 1. The NE exit is also a continuation of worm tunnel which heads up through rock type 5 and then down into area 3.







## 8. A CHAMBER

INITIAL DIE ROLLS:	01-70	2D4 Veralzi
	71-90	1D10 rubble runners
	91-00	Nothing

**FIRST GLANCE:** This is a huge cubiform chamber made of rock type 9 measuring 24x21 meters. The NE and NW corners are covered with rubble which has fallen from the ceiling when two columns were collapsed by the maggot eating its way past. This rubble has filled part of the tracks.

The are six columns remaining here.

There is a cube of stone, being white streaked grey marble, 3 meters per side, in the center of the room. There are three statues in this room. The two against the West wall, a and b, are both of beautiful women praying. The third, c, is against the East wall and is of a strong man in great pain praying.

CLOSER LOOKS: Atop the cubicle can be seen a very dark, stained cradle which is 1 meter long, ½ meter high and wide. It rocks.

EXITS: There are six exits from this room. To the West is a worm tunnel partially blocked by collapsed rubble. It runs SW and passes into room 9. To the South are four exits. The one furthest West is a corridor. The East part of the South wall has three exits bunched together. One of them is another corridor; the other two are portions of worm tunnel. One runs SW into room 10, while the other runs SE into room 7. The East wall has an 8 meters wide opening partially eaten away by worm tunnel and leads to the rubble-filled room 17.

HIDDEN SPOTS: Only by climbing atop the cube can more details there be seen. The cradle rocks. It is filled with straw made of spun gold. There is a silver mantle, and a brass rattle like a rattlesnake's rattle measuring a hand in length, hand long.

Also, anyone climbing on to the top of the stone will be able to see the spirit. Nurse, standing there and watching him. If they speak to Nurse, then she will return the conversation in a friendly way. If anyone touches anything in the cradle then they will be attacked by Nurse.

TRAPS: None.

DENIZENS: The Nurse.

*NURSE, The Lonely Old Spirit*

INT 11 POW 19 — Attacks by spirit combat.

This is a being who once was a servant of the gods who lived in this temple. She will tell that their names were Varalz and Enori, but they were usually called King and Queen. Nurse will address them as King and Queen at all times. She has also forgotten her own name.

Nurse is very willing to talk, as long as no one tries to disturb the contents of the cradle. She will always ask if the people have found Baroshi, her ward, to return him to her.

When the Varalzi bring a paralyzed person to her, she will place the person in the cradle to see if it “fits.” It will not fit any living person, only the statue of Baroshi will do. (This, by the way, is the only chance which a person will have to steal some of the straw. Only one person at a time goes into the cradle which will instantly unparalyze them if they were paralyzed. If they make a successful Pick Pocket roll, and then Hide Item, they can

make off with 1D6 pieces of straw, each worth 10x1D6 L. If any other of the items are taken the Nurse will notice.)

She has a part of the story of what happened here long ago.  
It follows:

“The age was bad, and the earth itself shook with agony as the laws shattered and chaos moved about. We were beset here, besieged until our power ran low, and then attacked by the foul maggot of chaos which chewed into our realm. The King and his warriors tried to stop it, but they fell in his chamber. My Queen wept and would have gone to help her beloved husband, but was child-bound and could not. Even so the sheer power of her radiant birth was enough to drive back the worm and the evil lord who drove it onward. They came into this room, but were pushed back by our love.

“Baroshi was the child born. He of the golden hair, red gold skin, and emerald eyes. An infant, mewling and wailing, protected here by us as the evil god stalked about with blood and death. At last the Queen could take no more agony as her loyal followers died so easily. She left me with the child to tend while she went and confronted the invader. I saw her go down the corridor to my right, where I later heard the sounds of battle and the shrieks of terror as my Queen was killed.

"I kept the child here, still able to tend it even when the evil worm began collapsing the temple about my ears. Osboropo turned the maggot higher, to wreak havoc on the upper levels of the temple.

“Then my gentle ward, my godling Baroshi rose from the cradle and stalked after the monster. He said farewell, but briefly, and went upon the trail of the monster.

“Later he returned, and I saw him walk down the corridor to my left. He has not returned, and I await him still, aided by these simple creatures of darkness.

“They worship me, for I am their tender, just as I worship Baroshi. Aid me, help me. Return him to me and all which I own will be yours.”

TREASURE: As mentioned above, the only thing which may be taken and is of value is the straw in the cradle, and the conditions for stealing it are mentioned there.

## 9. MINOR ACOLYTES ROOM

INITIAL DIE ROLLS:	01-75	Nothing
	76-90	1D3 Veralzi
	91-00	1D6 rubble runners

FIRST GLANCE: This was originally a 3x9 meter room made of type 9 rock. The worm tunnel runs North/South through the East part of the room. The floor of the room is covered with tatters of cloth and broken stones.

In the SW corner of the room is a intact statue of a woman wearing a copper belt.

**CLOSER LOOKS:** Scattered in among the rubble are 4 bent pieces of copper. The belt on the statue shows small pieces of cloth attached to it as though it once held some clothes onto the statue which have long since rotted away.

EXITS: There are three exits to this room. Two of them are created by the worm tunnel. To the North, the tunnel runs slightly East until it enters room 8. To the South the tunnel angles



eastward and enters room 13. The normal exit is a corridor which runs 6 meters and joins the Queen's Corridor.

**HIDDEN SPOTS:** This room will take 35 minutes to search and there is a 10% chance of a found item.

**TRAPS:** None.

**DENIZENS:** None.

**TREASURE:** None except for the copper belt which is worth 50 L to a smith and the 4 broken pieces of copper which are worth a total of 5 L.

## 10. THE PREPARATION ROOM

**INITIAL DIE ROLLS:** 01-60 Nothing  
61-80 1D4 Veralzi  
81-00 2D4 rubble runners

**FIRST GLANCE:** This is a 6x10 meter room made of rock type 9. The worm tunnel cuts across the NW corner of the room.

In the southern section of the room are two statues both of which are completely intact and show men in armor looking into the distance.

**CLOSER LOOKS:** There is nothing in particular to be seen by looking closer.

**EXITS:** There are three exits to this room. Two of them are parts of the worm tunnel. To the North the tunnel runs into room 8 while to the West, it runs through the Queen's Corridor which joins the King's Corridor.

**HIDDEN SPOTS:** This room will take 15 minutes to search thoroughly and there is a 15% chance of a found item.

**TRAPS:** None.

**DENIZENS:** None.

**TREASURE:** None.

## 11. THE LONG CORRIDOR

**INITIAL DIE ROLLS:** None.

**FIRST GLANCE:** This is a long corridor, 3 meters wide, which turns twice and has two sets of stairs down which pass through rock type 10 and end in type 11. It is 4 meters high, and by sections 6, 15, and 9 meters long respectively. The last section ends by protruding over the water. Two statues of men in armor stand in the hallway; a magical boat is moored in the water.

**CLOSER LOOKS:** The two statues are identical. Both are humanoid, with one foot in front of the other, hands by their sides, and with dolphin heads. They have a single fin jutting from the back of the neck, and both hands and feet are webbed.

**EXITS:** The West end empties into a short corridor. From the stairs there a person could see (with light) into the King's Corridor, or (without light) into room 7.

The other end ends overlooking the water in the chamber. The only exit from here, without going underwater, is upriver to I-16.

**HIDDEN SPOTS:** Close inspection will show that there are skeletons in the river below.

**TRAPS:** The two statues in hallway are a trap. If anyone tries to tear off jewels from the boat, and then passes down this corridor between statues, they will be attacked by the statues, as explained below.

**DENIZENS:** The statues are denizens, though not living ones. As explained in Traps, they will attack anyone who tries to rob their boat. They attack with a double damage Disruption spell, as if they had a current POW of 15. They both attack the same target, and both may attack only once.

**TREASURE:** In boat (see boxed text).

## 12. THE PRINCESS'S ROOM

**INITIAL DIE ROLLS:** 01-75 Nothing  
76-80 1D3 Veralzi  
81-00 1D6 rubble runners

**FIRST GLANCE:** This was originally a 9x3 meter room made of rock type 9. The worm tunnel (here only 2 meters wide) has cut off the SE portion of the room. The room is empty except for the broken statue of a small girl in the NW corner of the room.

**CLOSER LOOKS:** If anyone stays in this room long enough for a closer look, they will hear a whispering voice of a little girl saying "Help me, I am Serisha, the daughter of Veralzi and Enori, and I have been trapped here since time began. I beg of you, heal my spirit before it is too late."

If examined closely, the statue in the NW corner of the room will reveal these details: it is about 1 meter tall and badly broken. It appears to be tarnished silver, but examining the damaged parts shows there is wood underneath. The shape of the head might once have been a rose but most of the petals are bent. If some dirt and tarnish is scraped off, it can be seen that there is a pattern of barley grains stamped on the silver. The left arm and leg are broken off, but the right arm holds a copper mirror, very tarnished.

**EXITS:** There are two exits to this room. The worm tunnel runs out the SE side looping around to room 13. The other exit used to be a short corridor which joins the Queen's Corridor but now it is a 4-way intersection. Three of the branches are worm tunnels which head North to room 9; South to room 13; and NE through the Queen's Corridor to room 10. The fourth is the remains of the corridor which still leads to the Queen's Corridor.

**HIDDEN SPOTS:** This room will take 10 minutes to search and there is nothing to find.

### LONG CORRIDOR TREASURE

*THE BOAT is a barge which glows with a dull yellow-orange light. It is canopied, has a flat bottom, and in its center rests a throne. The sternpost is carved with a river-dolphin head like the statues.*

*The boat has 11 random jewels on it, but they will crumble to dust if pulled from their settings. There are also many ornate silver and gold workings on it, also unremovable. The canopy is of silk, and is the color of the light.*

*There are only two items on it which can be moved. The first is an aluminum whistle. If tooted then it will summon the boat wherever it can sail. In practical terms it means that it will sail, by itself, to wherever the whistle is blown between III-11 and I-16, and wherever beyond it may reach. Also, by playing it a person can control movement of the boat.*

*The other item is a magical statue. If it gets wet it will turn into a being (identical to the statues) who will do its utmost to escape. If it is in the water it can swim easily. It cannot speak, has no memory, and is useless except to escape.*



## DENIZENS: The Spirit.

## THE SPIRIT OF PRINCESS SERISHA

It is INT 8 and POW 2. Every time it whispers its plea for help, there is a 25% chance that the strain of action is too much, and it destroys itself. Should the spirit survive the plea, it will not say or do anything more unless the party heals it.

Except for certain Chalana Arroy healers, the methods of healing sick spirits is not known to mortals.

**TREASURE:** None.

## 13. THE SHOUTING CHAMBER

INITIAL DIE ROLLS: 01-20 Nothing  
21-00 2D6 rubble runners

FIRST GLANCE: This was originally a 9x9 meter room made of type 9 rock. It has been badly chewed up by the worm's runnel and is now filled with lots of jumbled rubble.

There is an iron statue 3½ meters long of a badly wounded female. She has had her face, chest and abdomen chewed out. The statue cannot be moved or further damaged.

**CLOSER LOOKS:** The statue can be heard to be moaning very quietly but if anyone or anything touches her, she will shout in pain. The shout will attract the attention of 1D6 Veralzi who will arrive and wait outside the room, whimpering loudly. They will not enter this room but they will attack anyone who leaves the room after causing a shout.

In the SE corner of the room is a rubble runner nest. It is here the 2D6 rubble runners will be found.

EXITS: There are three exits to the room. Two of them are worm tunnels. One leads out of the SW corner of the room and loops into room 12. The other leads out of the NW corner and intersects the 5-way intersection of worm tunnels and corridor which lies just outside room 12. The third exit is to the North and opens right up on the Queen's corridor.

**HIDDEN SPOTS:** This room will take 30 minutes to search thoroughly and the rubble runners will not appreciate it. There is nothing to be found here other than the rubble runners treasure.

TRAPS: None.

DENIZENS: See list of rubble runners.

**TREASURE:** The rubble runner treasure consists of 4 gems (3 pretty stones and one worth 500 L), 234 L, 129 Clacks, and 1 found item.

## 14. THE WHISPERING CHAMBER

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is a 9x9 meter room made of type 9 rock. It is undamaged by the worm tunnel.

There are two statues against the North wall of the room. Both are of identical men dressed in robes talking to each other.

**CLOSER LOOKS:** If anyone makes 1/10 their Listening roll, they will hear a whispering voice mention the existence of the secret door in the center of the room's floor.

EXITS: There are two exits to the room. One is the secret door in the center of the room which leads to a crawl way (area

16). The other is a 3 meter wide exit to the North which opens onto the King's Corridor.

**HIDDEN SPOTS:** It will take 15 minutes to search this room thoroughly and the only thing which will be found is the secret exit (which requires a roll of Spot Hidden minus 40% if the searcher has not overheard the whisper).

TRAPS: None.

DENIZENS: None (unless you count the whispers).

**TREASURE:** None.

## 15. THE HIDDEN CHAMBER

INITIAL DIE ROLLS: None.

**FIRST GLANCE:** This room is a 6x6 meter room attached to a 3 meter wide North/South corridor which turns West and ends at the secret door to the King's Corridor. The room is not at all cluttered and the undisturbed dust shows clearly that the room hasn't been disturbed in a very long time (do not tell the players this if they charge into the room in such a way as to disturb the dust themselves).

**CLOSER LOOKS:** Standing in the SE corner of the room is the statue they are looking for in Scenario 6. It is in perfect shape. It is 1.5 meters tall. Its head is shaped like a grain of barley and each grain is a drop like amber which, if viewed closely, will reveal a tiny spark wriggling about inside. The eyes are emeralds. No mouth is visible. The “hairs” of the barley are gold. The body is covered with gold and, if scrutinized, will show that it is stamped with patterns of roses and apple blossoms. It stands on two legs, and the feet are wearing iron boots. Its left hand holds a copper shield which has the skull of a horned monster scratched into it as a design. The right hand is holding a piece of sharply cut red obsidian which gives off silent sparks. This is a sacred Thunderstone and everyone present will know not to even touch it. If they do, and they are not Heroes, they will lose 1D6 POW and 1D6 CON from their characteristics each time they try.

The party must say “Excuse me August Sir, but I am taking you home,” or else they will be attacked by the statue. If they do not say this but try to move it then the statue will begin attacking and strike each round of melee at a random person in range. The Thunderstone does 3D10 damage each time it strikes, and the godling has a 150% attack ability.

He also has spells worth 12 pts of armor and 36 hit points. If the party is driven out of the room, the door will close behind them and, if attempted again, will appear exactly as when they first opened it.

EXITS: There is only one exit to this room. It is the secret door to the King's Corridor.

**HIDDEN SPOTS:** It will take 15 minutes to search this room and nothing will be found except the treasure which was plainly visible to begin with.

From the outside, the door is minus 20% difficulty to find.

TRAPS: None.

DENIZENS: None.

**TREASURE:** A found item and the statue.









SPELLS: Dispel Magic; Extinguish; Binding; Disrupt. They attack with Ghouls' paralysis. Varalzi are blind, use radar, and have big ears.

## VERALZI 1

STR 11	CON 19	SIZ 23	Right Leg	(01-04)	3/8
INT 4	POW 11	DEX 10	Left Leg	(05-08)	3/8
CHA 11			Abdomen	(09-11)	3/8
			Chest	(12)	3/9
Mov 10	Hit Points 22		Right Arm	(13-15)	3/7
			Left Arm	(16-18)	3/7
DEFENSE 0%			Head	(19-20)	3/8

Thrown rock (1D4) 30% SR 3

Bite (1D6+1D4) 30% SR7

Fist (1D3+1D4) 15% SR 7

SPELLS: Binding; Disruption.

## VERALZI 2

STR 9	CON 15	SIZ 12	Right Leg	(01-04)	3/5
INT 7	POW 10	DEX 12	Left Leg	(05-08)	3/5
CHA 9			Abdomen	(09-11)	3/5
			Chest	(12)	3/6
Mov 10	Hit Points 15		Right Arm	(13-15)	3/4
			Left Arm	(16-18)	3/4
DEFENSE 0%			Head	(19-20)	3/5

Thrown rock (1D4) 30% SR 3

Bite (1D6) 20% SR 9

Fist (1D3) 35% SR 9

SPELLS: Dispel Magic 4; Binding; Extinguish.

## VERALZI 3

STR 3	CON 8	SIZ 14	Right Leg	(01-04)	3/3
INT 7	POW 12	DEX 16	Left Leg	(05-08)	3/3
CHA 8			Abdomen	(09-11)	3/3
			Chest	(12)	3/4
Mov 10	Hit Points 9		Right Arm	(13-15)	3/2
			Left Arm	(16-18)	3/2
DEFENSE 0%			Head	(19-20)	3/3

Thrown rock (1D4) 20% SR

Bite (1D6) 20% SR 8

Fist (1D3) 30% SR 8 2

SPELLS: Disruption; Binding; Extinguish.

## VERALZI 4

STR 11	CON 7	SIZ 16	Right Leg	(01-04)	3/3
INT 8	POW 9	DEX 14	Left Leg	(05-08)	3/3
CHA 11			Abdomen	(09-11)	3/3
			Chest	(12)	3/4
Mov 10	Hit Points 8		Right Arm	(13-15)	3/2
			Left Arm	(16-18)	3/2
DEFENSE 0%			Head	(19-20)	3/3

Thrown rock (1D4) 40% SR 2

Bite (1D6) 25% SR 7

Fist (1D3) 25% SR 7

SPELLS: Disruption; Binding; Dispel Magic 4.

## VERALZI 5

STR 7	CON 10	SIZ 18	Right Leg	(01-04)	3/4
INT 3	POW 15	DEX 13	Left Leg	(05-08)	3/4
CHA 11			Abdomen	(09-11)	3/4

Chest (12) 3/5

Mov 10 Hit Points 12 Right Arm (13-15) 3/3

Left Arm (16-18) 3/3

DEFENSE 0% Head (19-20) 3/4

Thrown rock (1D4) 25% SR 2

Bite (1D6+1D4) 20% SR 7

Fist (1D3+1D4) 30% SR 7

SPELLS: Binding; Extinguish.

## VERALZI 6

STR 9	CON 13	SIZ 14	Right Leg	(01-04)	3/5
INT 6	POW 11	DEX 10	Left Leg	(05-08)	3/5
CHA 8			Abdomen	(09-11)	3/5

Chest (12) 3/6

Mov 10 Hit Points 14 Right Arm (13-15) 3/4

Left Arm (16-18) 3/4

DEFENSE 0% Head (19-20) 3/5

Thrown rock (1D4) 20% SR 3

Bite (1D6) 20% SR 9

Fist (1D3) 20% SR 9

SPELLS: Binding; Disruption; dispel Magic 3.

## VERALZI 7

STR 7	CON 9	SIZ 10	Right Leg	(01-04)	3/3
INT 9	POW 16	DEX 17	Left Leg	(05-08)	3/3
CHA 12			Abdomen	(09-11)	3/3

Chest (12) 3/4

Mov 10 Hit Points 9 Right Arm (13-15) 3/2

Left Arm (16-18) 3/2

DEFENSE 10% Head (19-20) 3/3

Thrown rock (1D4) 50% SR 1

Bite (1D6) 35% SR 7

Fist (1D3) 45% SR 7

SPELLS'. Binding disruption; Extinguish dispel Magic 5.

## VERALZI 8

STR 2	CON 15	SIZ 12	Right Leg	(01-04)	3/5
INT 11	POW 7	DEX 16	Left Leg	(05-08)	3/5
CHA 6			Abdomen	(09-11)	3/5

Chest (12) 3/6

Mov 10 Hit Points 15 Right Arm (13-15) 3/4

Left Arm (16-18) 3/4

DEFENSE 5% Head (19-20) 3/5

Thrown rock (1D4) 50% SR 1

Bite (1D6) 30% SR 7

Fist (1D3) 25% SR 7

SPELLS: Binding; Disruption; Extinguish; Dispel Magic 6.



## VERALZI 9

STR 7	CON 12	SIZ 11	Right Leg	(01-04)	3/4
INT 5	POW 7	DEX 14	Left Leg	(05-08)	3/4
CHA 8			Abdomen	(09-11)	3/4
			Chest	(12)	3/5
Mov 10	Hit Points 12		Right Arm	(13-15)	3/3
			Left Arm	(16-18)	3/3
DEFENSE 0%			Head	(19-20)	3/4

Thrown rock (1D4) 25% SR 2

Bite (1D6) 25% SR 8

Fist (1D3) 45% SR 8

SPELLS: Extinguish; Binding; Disruption.

## VERALZI 10

STR 9	CON 11	SIZ 14	Right Leg	(01-04)	3/4
INT 7	POW 11	DEX 11	Left Leg	(05-08)	3/4
CHA 18			Abdomen	(09-11)	3/4
			Chest	(12)	3/5
Mov 10	Hit Points 12		Right Arm	(13-15)	3/3
			Left Arm	(16-18)	3/3
DEFENSE 0%			Head	(19-20)	3/4

Thrown rock (1D4) 20% SR 3

Bite (1D6) 50% SR 9

Fist (1D3) 20% SR 9

SPELLS: Dispel Magic 4; Binding disruption.

## VERALZI 11

STR 6	CON 12	SIZ 13	Right Leg	(01-04)	3/5
INT 6	POW 12	DEX 16	Left Leg	(05-08)	4/5
CHA 15			Abdomen	(09-11)	4/5
			Chest	(12)	3/6
Mov 10	Hit Points 13		Right Arm	(13-15)	3/4
			Left Arm	(16-18)	3/4
DEFENSE 0%			Head	(19-20)	3/5

Thrown rock (1D4) 55% SR 2

Bite (1D6) 25% SR 8

Fist (1D3) 55% SR 8

SPELLS: Disruption; Binding; Dispel Magic 4.

## VERALZI 12

STR 11	CON 10	SIZ 13	Right Leg	(01-04)	3/4
INT 10	POW 12	DEX 14	Left Leg	(05-08)	3/4
CHA 13			Abdomen	(09-11)	3/4
			Chest	(12)	3/5
Mov 10	Hit Points 11		Right Arm	(13-15)	3/3
			Left Arm	(16-18)	3/3
DEFENSE 5%			Head	(19-20)	3/4

Thrown rock (1D4) 35% SR 2

Bite (1D6) 30% SR 8

Fist (1D3) 25% SR 8

SPELLS: Disruption; Binding; Extinguish.

## RUBBLE RUNNERS

These rubble runners always run away when they are wounded for the first time. All of them have 2 pt skin.

### RUBBLE RUNNER 1

STR 2	CON 12	SIZ 2	POW 8	DEX 12	Mov 6
Bite (1D6) 20% SR 10 Def 5%					

### RUBBLE RUNNER 2

STR 4	CON 11	SIZ 2	POW 12	DEX 17	Mov 6
Bite (1D6) 30% SR 8 Def 15%					

### RUBBLE RUNNER 3

STR 3	CON 8	SIZ 4	POW 12	DEX 14	Mov 6
Bite (1D6) 25% SR 9 Def 10%					

### RUBBLE RUNNER 4

STR 4	CON 12	SIZ 4	POW 9	DEX 16	Mov 6
Bite (1D6) 25% SR 9 Def 10%					

### RUBBLE RUNNER 5

STR 2	CON 7	SIZ 3	POW 11	DEX 14	Mov 6
Bite (1D6) 25% SR 9 Def 10%					

### RUBBLE RUNNER 6

STR 4	CON 10	SIZ 3	POW 10	DEX 15	Mov 6
Bite (1D6) 25% SR 9 Def 15%					

### RUBBLE RUNNER 7

STR 6	CON 11	SIZ 2	POW 11	DEX 10	Mov 6
Bite (1D6) 25% SR 10 Def 5%					

### RUBBLE RUNNER 8

STR 6	CON 15	SIZ 3	POW 9	DEX 11	Mov 6
Bite (1D6) 25% SR 10 Def 5%					

### RUBBLE RUNNER 9

STR 1	CON 11	SIZ 3	POW 10	DEX 12	Mov 6
Bite (1D6) 20% SR 10 Def 5%					

### RUBBLE RUNNER 10

STR 5	CON 11	SIZ 1	POW 11	DEX 11	Mov 6
Bite (1D6) 25% SR 10 Def 5%					

### RUBBLE RUNNER 11

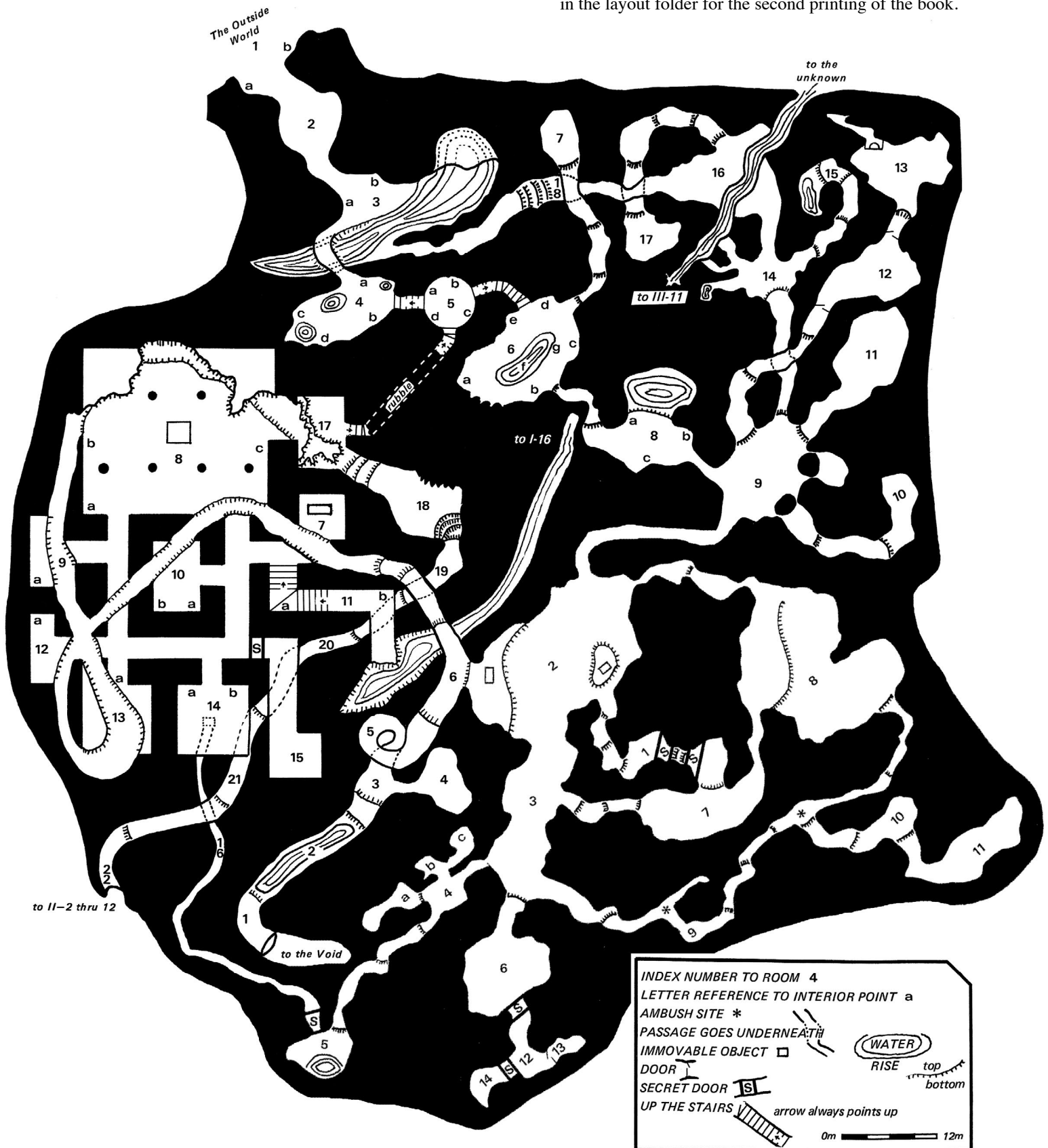
STR 3	CON 11	SIZ 4	POW 8	DEX 8	Mov 6
Bite (1D6) 15% SR 11 Def 0%					

### RUBBLE RUNNER 12

STR 4	CON 12	SIZ 4	POW 11	DEX 12	Mov 6
Bite (1D6) 20% SR 10 Def 5%					



This combined map is based on a Chaosium mock-up found in the layout folder for the second printing of the book.



# 2016



# SNAKEPIPE HOLLOW



STAFFORD  
& KRAFT



*"In the Godtime, before time began, Snakepipe Hollow was wrought as a trap for the forces of Chaos, where the howling, gibbering army was broken by mortal beings' faith in life, and a remnant left pocketed below the earth, concealed from the scorching sun. Occasionally, for Chaos knows no rhythm, the subterranean cells and caverns spawn or summon monstrous things...."*

Snakepipe Hollow is a large and flexible RuneQuest scenario pack, designed to supply dozens of adventures for a band of adventurers. Eight "starting points" supply different motives and rationales for expeditions, as well as necessary non-player character statistics. A WILDERNESS ENCOUNTER section provides background data, a map of the Hollow, NPC stats for a variety of individuals and parties roaming in or passing through the area, and extensive notes on the intent or motivation of the beings. The underground adventures are divided into three interlocking lengthy caverns, each of which will require more than one expedition to thoroughly explore. The halls and courts of this great complex are presented in a uniquely structured fashion which allows referees to reveal major and minor details separately, without misplaced emphasis, depending on how the players themselves pace their activities. Each element possibly existing in an area is always presented in the same sequence and clearly identified, so that maximum use may be gotten from the material.

This scenario is built for parties of mixed abilities: rune lords and beginning characters can be included in the same group without difficulty, and everyone will be of value in meeting the challenges to reason and existence. These adventures are frequently more aided by wit than by flashing swords (though there is enough of that), and the rewards for the risks are often more long-term and subtle than simple loot. Players will be shown beauty as well as barbarity, and they will encounter role-playing of more realism and quality than possibly before.

Snakepipe Hollow is typeset, saddle-stitched to lay flat while in use, 8½x11, with 48 interior pages and a color cover. There is an introduction, 4 major sections, and over 140 NPC statistics included.

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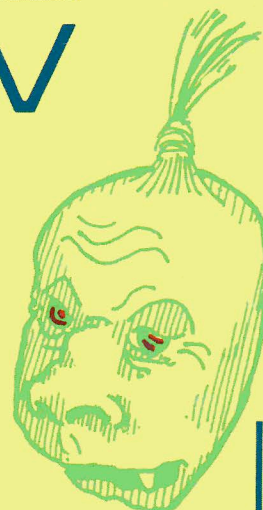
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*In the Godtime, before Time began,  
Snake Pipe Hollow was wrought as a trap for the forces of chaos,  
where mortal beings' faith in life broke the howling, gibbering armies  
and left the remnant pocketed below the earth, concealed from the scorching sun.  
Occasionally, for chaos knows no rhythm,  
those subterranean cells and caverns spawn or summon monstrous things.*

# Snake Pipe Hollow

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The underground adventures are divided by three interlocking caverns, each of which will require more than one expedition to thoroughly explore. The halls and courts of this great complex are presented in a uniquely structured fashion which allows gamemasters to reveal major and minor details separately, without misplaced emphasis, as determined by the characters themselves in the pace of their movement. Each element of every area is presented in the same sequence and clearly identified, so that the material has maximum utility.

These adventures are built for parties of mixed ability: Rune lords and beginning characters can be included in the same group without difficulty, and everyone will be of value in meeting the dark challenges to reason and existence. These adventures frequently are more aided by wit than by flashing swords (though there is enough of that), and the rewards for the risks are often more long-term and subtle than simple loot. Players will be shown beauty as well as barbarity, and they will encounter role-playing of more realism and depth than possibly before.

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