SNAKEPIPE HOLLOVV



RUNEQUEST

GREG STAFFORD & RUDY KRAFT

SCENARIO

SNAKEPIPE HOLLOVV

A HIGH LEVEL SCENARIO PACK BY GREG STAFFORD AND RUDY KRAFT



Snake Pipe Hollow RUNEQUEST® ADVENTURES IN THE CAVERNS OF CHAOS

Greg Stafford Rudy Kraft

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SNAKE PIPE HOLLOW RUNEQUEST ADVENTURES IN THE CAVERNS OF CHAOS

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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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COMMON KNOWLEDGE

The information contained on the pages of this section contains only facts and rumors which would be commonly known to the locals. We suggest that you allow players to read the pages marked with Common Knowledge, after warning them to stop reading at the character sheets.

THE WILDERNESS HISTORY

The map presented to the left is a section of the unclaimed lands between the kingdom of Sartar and the Lunar Empire in Tarsh. A glance at its inhabitants will explain why it is abandoned. A glance at its history will show why these things accumulate here, and where some of that odd geography comes from.

In Godtime, before the Terrible War, Dragon Pass was a place of calm and contemplation as the mighty dragons grew and matured. Long after the struggles had begun, the dragons remained aloof, even after the races of giants attacked their nests amid the pass. But the God War never opened with fights by the



mightiest. Instead, battles began with the most insignificant of their worshippers and later drew in the greater gods.

In the wars during the Lesser Dark, the dragonewts of the pass turned to aid their human, elf, dwarf, and troll friends who lived there. Due to their draconic nature, they were skilled against chaos but thereby attracted more of their foes upon them. This soon prompted aid from some lesser dragons and as the crisis grew worse, more and more of the draconic beings were involved.

Even this was not enough as the worms of chaos ate away the heart of the cosmos and a vile army of beings mustered and marched upon the peoples of Dragon Pass. The mightiest of the dragons were fighting or preparing their own escape route to foster the hatching of the cosmos into nothing. Only the least of the creatures were left to face the howling and gibbering army which advanced upon the pass. Here stood members of all the sapient races who survived the Darkness so far.

The world was falling apart. Maelstroms laden with chaos were blowing over the pass from Prax and choking the life from every body and spirit which faced the doom. Even amidst the breakup, some mortals kept their wits and directed their magics to use what they had to make chaos conquer itself. They directed the breakup in places like when the earth priests controlled the shattering of the earth and made it all collapse to form a deep pocket about the approaching army. This sinking of the land made the great and steep cliffs of the Hollow and Dwarf Run and trapped the enemy things at its end while the Forces of the Living assembled to fight back.

Everyone calls this the I Fought We Won Battle because that's what all the survivors said. Each fought alone and won, going where the deepest need compelled him to go despite any formations made by race, army, or desire. All the mortal beings had mustered for one final battle, assembling without plan or order. This disorder aided them for in the critical depths of their instinct and subconscious faith, they met chaos on its own terms and fought it to a standstill.

The howling army of destruction was broken upon the waves of mortal unity. The best of their type found cover in the deep earth and the least were left cowering on the surface. The birth of the Sun at the Dawning of Time scorched most of the old enemy away but left this place with evil memories and bad company hiding under its skin. Heroes and masters have often earned their fame by what they encountered in this valley. Its reputation over the years is constant and it periodically spawns or attracts monstrous things in great numbers.

DESCRIPTION OF SNAKE PIPE HOLLOW

This end of Snake Pipe Hollow is approximately 60 km long and about 30 km wide at its widest point. The cliffs which surround it on three sides are very steep, almost always rising sheerly vertical save where marked. They vary in height but at the lowest point are 30 meters high, and twice that at the highest.

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The variegated strata of the rock are visible. North of the hollow is the Stinking Forest. This is the name the elves have applied to it because of the proximity to some troll strongholds, especially the hated Ivory Plinth where the tusk riders come from. To the east lies the Vale of Flowers, a favorite haunt for trolls and elves, dotted by forests of huge flowers as if to amuse some sensitive giant on his walk to the pass.

To the south are the lands of northern Sartar, being the territory of the Far Point tribes allied by the city of Alda chur. To the west is an open end of the hollow which is more travelled and less wild because of it. The River winds through the center of the valley. It is about 200 meters wide (average) and is deep and calm. Troll boat traffic sometimes passes along here but must be portaged at the Highwater Falls to reach Cragspider's castle.

Several notable places are known. Whenever Heroes or rituals require that people meet certain types of beings, they can always go to the noted places.

ALTAR TO CACODEMON is a place especially sacred to ogres. DRAGONEWT PLINTHS abound here. Any person can say a prayer with his hands on these standing stones and, after two hours, will receive 1D6 pts of battle magic POW returned to them. However, these dragonewts do not like this and may teleport in if they spy someone robbing them.

- SHADE TABLE is a place where giants wait and sniff the wind for the smell of blood.
- ARROWS indicate known sites of caves. Entry into the hollow is very limited. There is always the chance to climb up and down ropes. Flying may be available. Searching parties may find a difficult route to climb down. Safe routes are common knowledge, and ambush-points as well.
- WEST END is all open, and is the most common entry point into the region.
- GIANT'S WALK is the second biggest. This is 60 meters wide and is the deliberate result of giants battering the cliff down to make it easier to reach the Shade Table. This is fairly well worn by now, and even horses can easily traverse the slope. This place also allows some monsters to crawl up-slope.
- HIGHWATER FALLS have a precarious portage along either side of the plunging river. It is a favorite place for ogres, trolls, and elves to kill each other.
- VARNA'S PATH, 22-TURNS, and DONKEYS ONLY are the names of the three twisting trails which wind down the steep faces of the rock. Despite their names, all are relatively safe for horse-sized creatures to traverse unless being attacked (especially by rocks thrown from the trail overhead) or otherwise diverted.



SCENARIOS

These scenarios represent some of the many reasons why a party of people might wish to go into this horrible terrain. These descriptions and motivations need not be slavishly followed but should be considered starting points from which people are drawn into the region. Characters should be allowed to wander and take any opportunity which presents itself but are always likely to bite off more than they can chew. Referees are urged to provide some hints and suggestions to the party before they go off to guide them on the simplest (but maybe impossible!) route to their goal.

NOTICES ABOUT TOWN

Methods for procuring assistance vary from place to place and certainly according to person and need. The following suggestions are made to give some ideas of methods and to indicate how much information should be given out before the player characters choose to investigate closer. Characters may wish to make the rounds and get an idea of several possible options before taking off. They should have a chance to get some specific ideas from various sources before they go ahead. Printed notices are left in warrior guildhalls, public walls, and occasional taverns and alleys. Others may be present, but there also are these:

(On paper, in ink. Trade Talk.)

CLEAN ADVENTURERS WANTED. Preference given to Sword Sages of Lhankor Mhy. Minimum 10 days work to accompany factfinding expeditions. Contact MIKHIL BARAN, Sage Priest, at the Blue Puppet Inn. Excellent terms. References required.

(On paper, in black ink)

FIVE OR MORE CAPABLE WARRIORS WANTED. Masters preferred, veterans only. Storm Bull and troll acceptable. Will trade armor, weapons, brass jewelry for service time. Dangerous, no resurrections. See Elontra, Brass Alley.

(On parchment, in black blood. Troll Darktongue symbols cover the right half of the page, repeated on the left side in Trade Talk) EXPEDITION FORMING. Kill chaos. Glory to Kyger Litor. See Bolargi Black Troll under East Bridge. Beware great trolls.

TEMPLES are also sources of information and possible employment. Many cults allow only a few members to become experts in martial arts. These regularly employ warriors of other cults to guard them. Further, priest and priestesses often know each other and serve in similar rituals for each other. They will know each other's problems and can direct volunteers to the right place.

The Earth Temple is looking for people who are willing to enter deep into Mother Earth in search of a hidden magic but they are unwilling to send any of their own earth-worshippers there.

The Healing Temple is looking for some volunteers to take on a frightening expedition. They would like to hire a band of Lightbringers but are reportedly very desperate.

New priests or priestesses from many temples require guidance and escorts to go on a spirit-allying venture to the hearth of enemy territory. They do not seek to fight but just to get in, get out, and stay alive.

Rumors may be picked up at any inn or tavern. These will always include hints of anything and possibly gross exaggeration. For that matter, the madness of entering Snake Pipe Hollow without an army is often noted in conversations.

1. DOING A JOB FOR THE SMITH

The local smith had gone to great lengths to order and pay for a lump of rare sea-metal to be delivered to him. Delivery was interrupted when the carrier was ambushed and killed. The smith has paid for some divination and learned that the thief is definitely in these caves. He also knows that it was stolen by either a giant, a dragonewt, or a great troll in disguise.

He would like to hire some adventurers to recover the metal for him. He is willing to trade the value of the metal in return for it. This is judged to be between 3000 to 5000 L. He will bargain and pay as little as possible. He will be glad to throw in free weapon and armor repair for returning adventurers or to sell them any weapon available in his stock for 20% off after the metal is returned.

He will be interested in anything of metal which the party might find but will demand nothing else from them.

2. SCORPION MAN EGGS FOR THE ALCHEMIST

A party of adventurers is sought after by a local alchemist who needs at least five scorpion man eggs to extract some ingredients for his latest concoction.

For returning five eggs, he will pay 3000 L. He will also offer to sell some Healing Potions and Poison Antidote to the volunteer party. He will insist that they pay regular prices before they leave, but will return 10% of the cost for all potions if the party returns with the eggs. For a list of available potions and their cost, see NPC stats.

3. FOSSILS FOR A LHANKOR MHY PRIEST

A local priest of the Cult of Knowledge is intrigued by some strange stone animals which he has occasionally found in the Dwarf Run section of the River. Through some Divination, he learned that they came originally from the caverns of Snake Pipe Hollow.

He is a learned geologist and understands that the rock below the surface of the soil is stratified in many places. He may choose to instruct the adventurers as they approach the cliffs or travel through the caverns. He will explain that he believes that these fossils are actually living creatures from the god-time and the strata where these fossils might be found will be a section of magical rock where these animals of stone (probably related to Mostal, somehow) live. They actually move through rock but at such an incredibly slow rate that it is imperceptible to mortal beings. But he, as a Priest of Knowledge, can find ways to learn its vast and timeless secrets. To do so he must go and collect some better-preserved specimens of the fossils and return with them to his study where he will retreat for as many years as he can manage until his food and money run out, whereupon he will go to the temple to live.

He is aware that there are dangers to be encountered in the field where he wishes to study, which is why he wants to hire some people to guard him. He wants to hire six or seven people and promises to provide them with food, tents, and other such supplies for the expedition. (These are loaded on two donkeys he owns. He'll tend the donkeys.) He will pay everyone 100 L in advance and 50 L per day for the trip until he releases them and he will pay when they are returned. He plans to have them escort

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him to the caves and back again and does not carry the cash save what is noted as being carried.

He believes that it is better and easier to dodge and run from trouble than to fight it and his behavior and equipment will both reflect it. Note the lack of armor and the large number of defensive spells.

However, he will not desert a party either. But his main interest will be on finding the fossils, digging them out, and returning home with them. For the appropriate strata for fossils, see section V., the Chaos Caves.

4. SEARCH

A local earth cult has been dreaming lately of a legendary statue which is known to have been in the caves before Time began but which until now has been believed lost to chaos. The cult will admit that they sent searchers but that they all failed to get far into the temple at all because of ogres, giants and trolls.

They offer a 10,000 L reward for its return. They also promise to teach each of the survivors of the mission 1000 L worth of battle magic spells.

They offer to sell the adventurers each a piece of magic quartz, shaped like an arrowhead. They cost 100 L per pt, and can be bought for up to three pts. Each pt will require one pt of battle magic POW to activate but then will add 10% to the thrown rock ability of the caster and, if it strikes a broo, it will do 1D6 damage per pt. It does only 1D4 damage against any other target no matter what its point value or amount of magic put in. The cult will allow non-members to buy one and cult members to buy two. This is a very special compensation by them and indicates the seriousness of their task.

Even after the adventurers agree to try the task, they can't get much more information. The dreams are in scraps and are broken parts of a dead song.

"Once this was a great Earth Temple but there was an invasion of chaos and it was ruined. We no longer know the temple layout nor which gods were worshipped there nor what rites were used.

"...stalked he. Copper Shield Vengeance, upon the trail of the maggot and master ...

"There are some snakes nearby that are killers! Beware!

"The place is crawling with broos but they are only in the way. "Take water for the fast route but beware snakes and turtles in the river."

Also, they give this description of the statue: it is made out of wood, covered with thick gold, worked in minute detail like flowers. It is 1.5 meters tall when standing. Its head is shaped like a huge grain of barley and each kernel is a living jewel. It has two legs, two arms, one with a copper shield and the other with "some other weapon."

The priests will instruct the party that they will be protected against the vengeance of the statue by prayers from the home temple but, before they can lay a hand on the statue, must say, "Excuse me, August sir, but I am taking you home."

The earth cult does not care at all about anything else which the people may find.

5. RESCUE!

The many priests of the Lightbringers have just learned that Erissa Marn, a priestess of Chalana Arroy, Goddess of Healing, has been captured by a gang of broos last seen dragging her deep into the cave. Her cult sisters know she is still alive but do not know how much longer that can last. Their sensitive natures recoil at the obscene horror inside the caves and they can tell that there seems to be some great evil growing there. They fear that their priestess will be sacrificed to release the horror and are looking for the most powerful band of adventurers they can find to go and rescue the priestess.

The initiates of the cult are explained in their own section among the NPCs. For this adventure, they will volunteer to have either of them go along with the party but the other must stay and pray for their mistress' return.

For payment, they cannot offer any money. Instead, they will do several things for any adventurers who return. They promise that they will treat any survivor to free room, board and sex for a year after they return with the priestess and that they will teach one additional pt of Healing for free to everyone who returns, or they will initiate anyone who worships a Lightbringer deity and give them one free Rune Spell from those listed as being among Erissa's spells. These initiates themselves will pay for the POW losses for their special friends. (This POW substitution is possible only under such extraordinary circumstances as outlined in this scenario and should not be interpreted as being generally available. The Rune Spell can be used only once.)

6. ALLY A SPIRIT

Almost all of the cults nearby occasionally use the Spirit Pool inside the caves as a place to get an allied spirit. This gives them a possible chance to go and slay some chaos and thereby aid their deity in upholding the Laws of Being and also gaining fame for their bravery in doing so.

It is only necessary to go to room I-6 to ally the spirit. Only one route to room 6 is known, it is 1, 2, 3, 4, 5, and 6. It is also not uncommon for any spirit allied here to explain the story of the Deep Temple as related by the Old Warrior of room III-7 and to urge the new priest or Rune Lord to explore it.

Humans, trolls and dragonewts all use the pool for this purpose. Players may wish to have an adventure with these nonhumans as their characters.

7. TROLL ADVENTURES

Some people prefer a very simple and straightforward smash, grab, kill, run, plunder, kill some more adventures. This is typical of the semi-civilized Dark Trolls and I suggest that the NPC trolls and tusk riders can be used for that (see section IV for their stats).

Such an event, in fact, would not be uncommon especially since many troll cults urge the active destruction of chaos in all its forms. The party outfitted here has brought several one-use Rune Spells as Initiates of their cults, preparing against chaos foes they anticipate here.

8. DRAGONEWT ADVENTURES

There is a dragonewt warrior imprisoned in the caves which provides for motivation for this party of NPCs being played and entering the complex. They too, could use scenario 2, Allying a Spirit or, for that matter, be hired by the smith, alchemist or priest of Lhankor Mhy! For dragonewt stats see pages 9-11.

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9. MAKE UP YOUR OWN!

This scenario pack is provided for your enjoyment and use. Feel free to juggle, alter, add or subtract, or treat as you please. We have tried to provide for this natural creative urge in referees by making some of this modular, arranging for short expeditions into small caves rather than a long and awesome trek through underground wildernesses. Follow your own instincts and enjoy it!

NON-PLAYER CHARACTERS

THE GREY LORD FOSSIL EXPERT

MIKHIL BARON, Sage Priest (description above)

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

2-handed staff (1D12) 70% SR 4 Parry (20) 70% Shortsword (1D6+1) 45% SR 6 Parry (20) 40%

Self bow (1D6+1)40% SR 2

Medium shield (12) 70%

ALLIED SPIRIT (in staff): INT 12 POW 21.

- SPELLS; Protection; Disruption; Healing 6; Demoralize; Detect Magic; Detect Enemies; Repair (in the mind of allied spirit: Invisibility; Silence; Mobility; Mindspeech 1; Bludgeon 4; Darkwall).
- RUNE MAGIC: Shield 4; Translate; Truespeak; Mind Heal.
- SKILLS: Evaluate Treasure 65%; General Knowledge 70%; Climbing 35%; Jumping 45%; Map Making 95%; Spot Hidden 55%; Riding 45%; Listen 50%; Sense Ambush 30%; Oratory 90%; Fossils 85%; Geology 95%.
- SPOKEN LANGUAGES: Trade Talk 95%; Sartar 80%; Lunar 45%; Darktongue 65%; Auld Wyrmish 20%.
- WRITTEN LANGUAGES: Trade Talk 90%; Sartar 80%; Auld Wyrmish 20%; Some dead language 65%.
- MAGIC ITEMS: 15 pt POW storage crystal; 4 pt twice POW yielding crystal; wand with Detect Gold matrix.

THE BLACKSMITH

The blacksmith whose name is Elontra is a 39 year old man who has spent most of his life as a blacksmith. In his younger days (ages 17-23), he was a member of a mercenary company and it was there that he picked up most of his weapons skills. Since that time he has only fought when the local militia has been called up and even then he fought only rarely because he was more useful out of battle making and repairing weapons.

If he is encountered and fought in his shop, he will be wearing only his blacksmith cloths (treat as 1 pt armor) but he will have any weapon he wishes close to hand. If for some reason he is encountered on an expedition, he will be wearing the armor given in the stats (note, however, that there is no reason in the scenario for him to be on an expedition).

ELONTRA

STR 17 CON 10 S	SIZ 17	Right Leg	(01-04)	6/4
INT 12 POW 13 D	DEX 17	Left Leg	(05-08)	6/4
CHA 11		Abdomen	(09-11)	7/4
		Chest	(12)	7/5
Mov 8 Hit Points 12	2	Right Arm	(13-15)	6/3
		Left Arm	(16-18)	6/3
DEFENSE 5%		Head	(19-20)	6/4

1-handed spear (2D6+1) 50% SR 3 Parry (15) 45%

2-handed spear (1D10+1D6) 60% SR 2 Parry (15) 55%

Shortsword (2D6+1) 35% SR 5 Parry (20) 30%

Pole axe (4D6) SR 2 Parry (12) 40%

Selfbow (1D6+1) 45% SR 1

Large shield (16) 55%

- SPELLS: Repair; Healing 2; Bladesharp 2; Countermagic 1; Detect Silver; Detect Gold; Detect Spirit; Binding.
- SKILLS: Camouflage 50%; Oratory 20%; Riding 25%; Sense Ambush 50%; Spot Hidden 40%; Weapons Making 100%; Shield Making 95%; Armor Making 90%; Horse Shoeing 85%.
- LANGUAGES: Speak Sartar 80%; Speak Tarsh 80%; Speak and Write Trade Talk 60%.

MAGIC ITEMS: None.

TREASURE: He will be carrying 50 L. Hidden about his place of business is 2000 L in cash and a large variety of valuable metal and equipment.

THE ALCHEMIST

The alchemist, whose name is Srodis, is an Initiate of the Grey Lords. He is one of those Grey Lords who does little or no fighting but instead stays home and studies. If for some reason Srodis finds himself in a combat situation, he will immediately panic and try to run. If he is cornered and this is impossible, he will attempt to surrender. If that is also impossible, he will fight (while commending his soul to Lankhor Mhy). Note, however, that there is no reason for him to go in the scenario presented.

SRODIS

STR 6	CON 17	SIZ 14	Right Leg	(01-04)	2/7
INT 14	POW 16	DEX 14	Left Leg	(05-08)	2/7
CHA 13			Abdomen	(09-11)	3/7
			Chest	(12)	3/8
Mov 8	Hit Points	18	Right Arm	(13-15)	2/6
			Left Arm	(16-18)	2/6
DEFENS	SE 10%		Head	(19-20)	2/7

1-handed spear (1D6+1) 30% SR 5 Parry (15) 25%

2-handed spear (1D10) 40% SR 4 Parry (15) 35%

Large Shield (16) 35%

SPELLS: Healing 2; Demoralize; Protection.

- SKILLS: Evaluate Treasure 70%; General Knowledge 55%; Riding 35%; Sense Ambush 40%; Spot Hidden 35%; Taste Analysis 65%; Oratory 25%.
- ALCHEMY SKILLS (price per dose): Scorpion Venom Antidote potency 14 (100 L/pt); Healing 6 potion (1500 L); +20% Manipulation Raising potion (1000 L); Blade Venom potency 6 (100 L/pt); Blade Venom Antidote potency 6 (100 L/pt); Acid potency 8 (100 L/pt).

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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

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SIZ 14	Right Leg	(01-04)	5/3
DEX 12	Left Leg	(05-08)	5/3
	Abdomen	(09-11)	6/3
	Chest	(12)	6/4
8	Right Arm	(13-15)	5/2
	Left Arm	(16-18)	5/2
	Head	(19-20)	5/3
		DEX 12 Left Leg Abdomen Chest 8 Right Arm Left Arm	DEX 12 Left Leg (05-08) Abdomen (09-11) Chest (12) 8 Right Arm (13-15) Left Arm (16-18)

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 RuneQuest rules)
- Inhabitants of the Caves of Chaos (absent from home: 16-35 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
- The dragonewt party 91-00

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
- Inhabitants of the Caves of Chaos (absent from home: 76-85 referee's discretion or see Initial Set Up in Caves section)
- 86-00 A party of humans.

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SMALL SNAKES

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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%					
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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 Point	s 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.

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GIANT 5 (9 meters tall)

0	,,			
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) 12/11CHAOTIC FEATURE: 12 pt skin.

GORP 2

CON 11 SIZ 15 **POW 11** Body (01-20) 0/12CHAOTIC FEATURE: Absorbs 1 and 2 pt spells adding POW to its own.

GORP 3

CON 13 SIZ 25 **POW 13** 0/18Body (01-20) CHAOTIC FEATURE: +2D6 POW

GORP 4

CON 13 SIZ 25 **POW 13** Body (01-20) 6/12CHAOTIC FEATURE: 6 pt skin

GORP 5

CON 13 SIZ 25 **POW 13** Body (01-20) 0/12CHAOTIC FEATURE: Regenerates 6 points per round.

GORP 6

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

Right Leg	(01-04)	7/5
4 Left Leg	(05-08)	7/5
Abdomen	(09-11)	8/5
Chest	(12)	8/6
Right Arm	(13-15)	7/4
Left Arm	(16-18)	7/4
Head	(19-20)	7/5
	4 Left Leg Abdomen Chest Right Arm Left Arm	4 Left Leg (05-08) Abdomen (09-11) Chest (12) Right Arm (13-15) Left Arm (16-18)

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 vear 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)

3/7
3/7
4/7
4/8
3/6
3/6
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.

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OGRE 5 (20 year old female)					
STR 15 CON 14 SIZ 9	Right Leg	(01-04)	5/5		
INT 9 POW 20 DEX 11	Left Leg	(05-08)	5/5		
CHA 14	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 5%	Head	(19-20)	5/5		

2-handed spear (1D10) 45% SR 5 Parry (15) 35% Broadsword (1D8+1) 35% SR 7 Parry (20) 35% Self bow (1D6+1) 20% SR 3 Medium shield (12) 45% SPELLS: Disruption; Befuddle; Protection; Healing 3. SKILLS: Move Silently 55%; Hide in Cover 50%. CHAOTIC FEATURE: +2D6 POW.

OGRE 6 (14 year old female)

STR 15	CON 16	SIZ 8	Right Leg	(01-04)	2/5
INT 11	POW 8	DEX 17	Left Leg	(05-08)	2/5
CHA 13	3		Abdomen	(09-11)	2/5
			Chest	(12)	2/6
Mov 8	Hit Points	15	Right Arm	(13-15)	2/4
			Left Arm	(16-18)	2/4
DEFEN	ISE 10%		Head	(19-20)	21%

2-handed spear (1D10) 30% SR 3 Parry (15) 30% Broadsword (1D8+1) 20% SR 5 Parry (20) 20%

Self bow (1D6+1) 15%

Medium shield (12) 20%

SPELLS: None.

SKILLS: Move Silently 35%.

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

OGRE 7 (12 year old female)

STR 9	CON 11	SIZ 5	Right Leg	(01-04)	2/4
INT 12	POW 13	DEX 9	Left Leg	(05-08)	2/4
CHA 5			Abdomen	(09-11)	3/4
			Chest	(12)	3/5
Mov 8	Hit Points	10	Right Arm	(13-15)	2/3
			Left Arm	(16-18)	2/3
DEFEN	SE 0%		Head	(19-20)	2/4

2-handed spear (1D10) 20% SR 6 Parry (15) 20% Broadsword (1D8+1) 10% SR 8 Parry (20) 10% Self bow (1D6+1) 5% SR 3 Medium shield (12) 10% SPELLS: None. SKILLS: None. CHAOTIC FEATURE: Reflects 1 pt spells.

OGRE 8 (10 year old male)

STR 7	CON 15	SIZ 6	Right Leg	(01-04)	8/5
INT 5	POW 15	DEX 10	Left Leg	(05-08)	8/5
CHA 11	_		Abdomen	(09-11)	9/5
			Chest	(12)	9/6
Mov 8	Hit Points	14	Right Arm	(13-15)	8/4
			Left Arm	(16-18)	8/4
DEFEN	ISE 0%		Head	(19-20)	8/5

2-handed spear (1D10) 20% SR 6 Parry (15) 20% Broadsword (1D8+1) 10% SR 8 Parry (20) 10% Self bow (1D6+1) 5% SR 3 Medium shield (12) 10% SPELLS: None. SKILLS: None. CHAOTIC FEATURE: +8 pts of skin.

THE DRAGONEWT PARTY

This party consists of a bunch of friends of Awii Seroran, the dragonewt prisoner held in the caves. They are attempting to rescue him. They will accept aid from a party of humans or trolls but they will not go out of their way to provide any sort of aid in return. Should Awii be rescued, they will consider their job done and leave (Awii, however, will remain behind to retrieve his Klanth).

This party is in a hurry (because they want to get there before Awii is sacrificed) and they will waste no time talking to anyone. If a party spends too much time talking with them, rather than getting on with their mission, the dragonewts will simply depart rudely.

If the dragonewts encounter any creatures of chaos, they will immediately attack them (if they encounter a Walktapus, they will be sure to destroy it completely via disruption spells).

Should anyone initiate hostilities with the dragonewts, they will earn the permanent hostility of this group of dragonewts. Thus, even if they win the battle and kill all the dragonewts, the dragonewts will come looking for them after their rebirth and they will spend as many lives as proves necessary attempting to hunt them down.

NOTE: A dragonewt is in permanent mind-link with its demi-bird mount so it is able to draw upon the demi-bird's POW to cast spells.

MIIROR KILOWAN (tailed priest)

10050		
Right Leg	(01-04)	6/7
Left Leg	(05-08)	6/7
Abdomen	(09-11)	7/7
Chest	(12)	7/8
Right Arm	(13-15)	6/6
Left Arm	(16-18)	6/6
Head	(19-20)	10/7
	Right Leg Left Leg Abdomen Chest Right Arm Left Arm	Right Leg (01-04) Left Leg (05-08) Abdomen (09-11) Chest (12) Right Arm (13-15) Left Arm (16-18)

Great axe (3D6+1D4) 75% SR 4 Parry (15) 75% Klanth (1D10+1D4) 75% SR 4 Parry (20) 75% 1-handed spear (1D6+1+1D4) 75% SR 3 Parry (15) 75% Self bow (1D6+1) 75% SR 2 Sling (1D8) 75% SR 2 Javelin (1D10) 75% SR 2 Medium shield (12) 75%

- RUNE SPELLS: Shield 4; Divine Intervention 3; Divination 4; Extension 2.
- BATTLE MAGIC SPELLS: Healing 6; Disruption; Padding; Fireblade; Mobility; Detect Magic (spells known by allied spirit kept in haft of spear: Speedart 5 ;Bladesharp 4; Binding).
- SKILLS: Climbing 45%; Jumping; Lockpicking 55%; Map Making 65%; Swimming 30%; Trap Set/Disarm 30%;

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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 Wyrmish 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)

	(0000000000000	30		
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; Bladesharp 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 Wyrmish 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
DEFEN	SE 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 Wyrmish 85%; Write Auld Wyrmish 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

SIZ 6	Right Leg	(01-04)	1/4
DEX 13	Left Leg	(05-08)	1/4
	Abdomen	(09-11)	1/4
	Chest	(12)	1/5
5 10	Right Arm	(13-15)	1/3
	Left Arm	(16-18)	1/3
	Head	(19-20)	1/4
		DEX 13 Left Leg Abdomen Chest 5 10 Right Arm Left Arm	DEX 13 Left Leg (05-08) Abdomen (09-11) Chest (12) 5 10 Right Arm (13-15) Left Arm (16-18)

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

SKILLS: Hide in Cover 45%; Move Silently 55%; Camouflage 35%.

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DEMI-BIRD 1

STR 28 CON 16	SIZ 24	Right Leg	(01-04)	2/7
POW 8 DEX 9		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

CRESTED DRAGONEWT 2

STR 6	CON 13	SIZ 8	Right Leg	(01-04)	1/4
INT 9	POW 6	DEX 11	Left Leg	(05-08)	1/4
CHA 11			Abdomen	(09-11)	1/4
			Chest	(12)	1/5
Mov 7	Hit Points	12	Right Arm	(13-15)	1/3
			Left Arm	(16-18)	1/3
DEFEN	SE 0%		Head	(19-20)	1/4

Shortsword (1D6+1) 20% SR 8 Parry (20) 20%

Javelin (1D10) 20% SR 3

Sling (1D8) 25% SR 3

Self bow (1D6+1) 20% SR 3

Small shield (8) 20%

SPELLS: Healing 2; Disruption; Mobility; Shimmer; Speedart 3. SKILLS: Hide in Cover 30%; Camouflage 30%; Move Silently 30%.

DEMI-BIRD 2

STR 26 CON 13 SIZ	19 Right Leg	(01-04)	2/5
POW 6 DEX 14	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

CRESTED DRAGONEWT 3

STR 5	CON 13	SIZ 10	Right Leg	(01-04)	1/5
INT 14	POW 8	DEX 9	Left Leg	(05-08)	1/5
CHA 15	5		Abdomen	(09-11)	1/5
			Chest	(12)	1/6
Mov 7	Hit Points	13	Right Arm	(13-15)	1/4
			Left Arm	(16-18)	1/4
DEFEN	SE 5%		Head	(19-20)	1/5

Shortsword (1D6+1) 50% SR 8 Parry (20) 40%

Javelin (1D10) 45% SR 3 Sling (1D8) 40% SR 3 Self bow (1D6+1) 50% SR 3 Small shield (8) 45%

SPELLS: Healing 4; Speedart 6; Mobility; Disruption; Shimmer.

SKILLS: Hide in Cover 55%; Camouflage 35%; Move Silently 45%.

DEMI-BIRD 3

STR 29 CON 10 SIZ 21	Right Leg	(01-04)	2/5
POW 10 DEX 10	Left Leg	(05-08)	2/5
	Abdomen	(09-10)	2/5
Mov 12 Hit Points 13	Chest	(11-13)	2/6
	Right Wing	(14-15)	2/4
DEFENSE 0%	Left Wing	(16-17)	2/4
	Head	(18-20)	2/5
CRESTED DRAGONEWT 4			
STR 5 CON 10 SIZ 4	Right Leg	(01-04)	1/3
INT 13 POW 3 DEX 18	Left Leg	(05-08)	1/3
CHA 13	Abdomen	(09-11)	1/3
	Chest	(12)	1/4
Mov 7 Hit Points 8			4 10
	Right Arm	(13-15)	1/2
WOV / Thit Folints 6	Right Arm Left Arm	(13-15) (16-18)	1/2 1/2
DEFENSE 15%	0	· /	

Shortsword (1D6+1-1D4) 30% SR 7 Parry (20) 30% Sling (1D8) 30% SR 1

Small shield (8) 30%

SPELLS: Healing 2; Disruption; Speedart 3.

SKILLS: Hide in Cover 45%; Camouflage 45%; Move Silently 45%.

CRESTED DRAGONEWT 5

STR 8	CON 15	SIZ 5	Right Leg	(01-04)	1/5
INT 17	POW 9	DEX 17	Left Leg	(05-08)	1/5
CHA 16	5		Abdomen	(09-11)	1/5
			Chest	(12)	1/6
Mov 7	Hit Points	14	Right Arm	(13-15)	1/4
			Left Arm	(16-18)	1/4
DEFEN	SE 20%		Head	(19-20)	1/5

Shortsword (1D6+1) 50% SR 7 Parry (20) 40%

Self bow (1D6+1) 45% SR 1

Sling (1D8) 40% SR 1

Small shield (8) 40%

SPELLS: Repair; Healing 4; Speedart 3; Fireblade; Mobility; Shimmer; Disruption.

SKILLS: Hide in Cover 65%; Move Silently 40%; Camouflage 45%.

CRESTED DRAGONEWT 6

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

Shortsword (1D6+1) 25% SR 7 Parry (20) 25% Self bow (1D6+1) 25% SR 2

Sling (1D8) 25% SR 2

Javelin (1D10) 25% SR 2

Small shield (8) 25%

SPELLS: Healing 3; Speedart 4; Mobility; Shimmer;

Disruption.

SKILLS: Hide in Cover 35%; Camouflage 35%; Move Silently 30%.

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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 goodsized 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
CHA4		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 DEX3	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	3 DEX 5	Left Leg	(05-08)	1/5
CHA 2		Abdomen	(09-11)	5/5
		Chest	(12)	5/6
Mov 8 Hit Poir	nts 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.

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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
CHA4			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
DEFEN	ISE 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			
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Trample (4D6) 85% SR 9 TREASURE FACTOR: 10.

TUSK RIDER 5

STR 13 CO	N 14 SIZ 7	Right Leg	(01-04)	2/5
INT 12 PO	W18 DEX	5 Left Leg	(05-08)	2/5
CHA4		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	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 SIZ9	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).

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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		
DEFEN	SE 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		
DEFEN	SE 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

SIZ 24	Right Leg	(01-04)	7/7
DEX 13	Left Leg	(05-08)	7/7
	Abdomen	(09-11)	8/7
	Chest	(12)	8/8
18	Right Arm	(13-15)	7/6
	Left Arm	(16-18)	7/6
	Head	(19-20)	7/7
	DEX 13	DEX 13 Left Leg Abdomen Chest 18 Right Arm Left Arm	DEX 13 Left Leg (05-08) Abdomen (09-11) Chest (12) 18 Right Arm (13-15) Left Arm (16-18)

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

		SIZ 26	Right Leg	(01-04)	7/8
	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
DEFEN	SE 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.

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GREAT TROLL 5

SIZ 29	Right Leg	(01-04)	7/8
DEX 7	Left Leg	(05-08)	7/8
	Abdomen	(09-11)	8/8
	Chest	(12)	8/9
s 22	Right Arm	(13-15)	7/7
	Left Arm	(16-18)	7/7
	Head	(19-20)	7/8
		DEX 7 Left Leg Abdomen Chest s 22 Right Arm Left Arm	DEX 7 Left Leg (05-08) Abdomen (09-11) Chest (12) s 22 Right Arm (13-15) Left Arm (16-18)

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)

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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
	POW 15	DEX 13	L Hind Leg		1/4
			H Quarters		3/6
Mov 12	Hit Points	13	F Quarters	(08-10)	3/6
			R Fore Leg	(11-13)	3/4
DEFEN	SE 0%		L Fore Leg	(14-16)	3/4
			Head	(17-20)	3/5
	D8) 45% SI				
Rita (11	110) 25% S	D 6			

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

DEKROG (24 year old male)

DEIIIICO	ora marc)			
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
DEFEN	SE 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. Grisss' is worth 1500 L.

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FORTUA (23 vear old female)

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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 Point	s 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
DEFEN	SE 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	s 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 a 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 1/2 as long, of course, but as each only searches ¹/₂ 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

- A map of rooms 1 through 14 drawn on a well preserved 1 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.

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- 8 A 1 meter long stone snake. It is not alive; it is just a statue.
- 9 Several finely worked pieces of brass. If any of the characters are familiar with the works of dwarves, they will recognize them as parts of a flintlock.
- 10 A small lead box with a Darkness Rune inscribed on it. The box can be used by priests of Kyger Litor to protect small valuables. If such a priest seals it with the proper spell, any other being who opens it will suffer 2D6 damage to the abdomen (armor does not provide protection). It is now armed.
- 11 A broken bronze sword with "ERAZ" carved on its hilt. Eraz is the name of the person who made sword but is not otherwise significant.
- 12 A head of a baby carved out of blue stone. The baby's tongue is hanging out. The item is not magical and it is worthless (except as a rock to throw at an enemy).
- 13 A 3 meter section of leather, braided rope tied with the Praxian knot-writing. It says "... Bronze Thorn died. Worm white big danger..."
- 14 Three brass tacks.
- 15 A shredded leather jerkin, crusted with old blood.
- 16 A person's skeletal hand, ligaments intact to hold it together but missing the final joints of all fingers.
- 17 Five dead rubble runners, half decayed but not eaten. Inspection may reveal they died from eating poison.
- 18 They letter R chiseled into the stone (i.e. Rune for magic).
- A broken dragon tooth. This is fist-sized but worth only 100 L to an alchemist.
- 20 A decorative hair ribbon, about % meter long, pale blue, in very good shape.

ROCK STRATA

The whole cave complex rises and falls through noticeably layered rock strata. Though not usually important (except to the Lhankor Mhy sage), players will ask about it. Each room and tunnel description includes a statement of rock types, referring to a specific stratum and keyed to this chart:

Туре	Depth	Color	Hardness	Notes
1	4 m	brown, white streaks	very hard	none
2	8 m	pale brown	soft	crumbles if struck
3	2 m	red-orange	medium	spots of green in it
4	6 m	chocolate brown	medium	slight Oder of tar
5	8 m	pale brown	medium	shale
6	8 m	reddish	soft	sandstone
7	4 m	yellow	soft	sandstone
8	4 m	brown	hard	shale, scaly
9	8 m	green, variegated	hard	jade
10	4 m	yellow	medium	smells of acid
11	4 m	pale yellow	medium	shale
12	2 m	brown	soft	sandstone
13	2 m	dark brown	soft	sandstone
14	4 m	white/yellow	very hard	silver-flecked quartz
15	8 m	grey, variegated	hard	granite
16	12m	light grey	hard	granite
17	4 m	dark grey	hard	sea-metal traces

FOSSIL HUNTING

The following methods are suggested to determine the availability of fossils and the time needed to dig them out. If non-specialists are looking, they are likely to start hunting once they find any and continue on. Mikhil Baran the sage priest will know better if he makes his Fossils roll.

First, a character looking over the rock face must make their Spot Hidden Item roll to see if he finds anything at all. Once one is found a closer search may be instituted using double the character's normal Spot Hidden Item ability once each hour spent searching. All findings are based on one person searching the wall for one hour under moderate light (torches, lantern)

Once they are found, each character must make their Fossil roll (base is 05%) to see if they can tell the type. Note that some of the strata are of no interest to the sage. Encumbrance for these items can be judged at five fossils per ENC pt, presuming the exposed portions not to have been delicately removed but that it comes with much rock around it.

Fossil	Strata	Strata	Strata	Strata	Strata	Strata
Туре	5	6	7	11	12	13
Worms Coral Snail Trilobite Fish	01-02	01-03 04-22 23-29 30-35 36-42	01-04 05-30 31-37 38-45 46-51	01-03 04-22 23-44 45-65 66-69	01-04 05-10 11-19 20-23	01-05 06-19 20-39 40-55
Large fish Newt	·· .	43-44	52	00 05		
Tadpole Other None Digging	39-42 43-58 59-00	45-57 58-00	53-68 69-00	70-85 86-00	24-50 51-00	56-70 71-00
Time	2	4	4	2	4	5

NOTES

OTHER: This category normally contains plants but some will just be unrecognizable even by the sage making his best Fossil roll. Note also that in strata 12 there are many other types and that most of these are not plants.

DIGGING TIME: This number represents the number of fossils which can be chipped out of the stone in an hour after they have been located. This also presumes the use of a metal or hard stone tool used for digging.

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 ¹/₂ 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).

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4. THE BATHS

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

FIRST GLANCE: This is a roughly oval shaped room 7x 15x4 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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5. THE HEMISPHERE

INITIAL DIE ROLLS:	01-60	Nothing
	61-90	1 Giant Snake
	91-00	1D2 Dragon Snails

FIRST GLANCE: This room is a perfect hemisphere 6 meters in diameter. Its wall and the floor are made of rock type 7 except that it is highly polished.

The four statues are completely intact and made of the same white glowing rock as the walls. The statues are of 4 nearly identical nude women who appear to be in the process of praying.

CLOSER LOOKS: There is a crystal set in the ceiling center. It glows dimly and is magical but cannot be removed.

EXITS: The West exit is a stairway ascending to room 4, passing through layers of rock types 9, 8, 7, and 6. The East exit is a stairway ascending to room 6 passing through layers of rock types 9, 8, 7, and 6. The South exit is really not an exit at all. After going down for about 10 meters, the stairs are blocked with loose rubble which will take 1 man-year to clear. If cleared, it will lead (eventually) to the rubble filled remains of room III-17.

HIDDEN SPOTS: This room will take 15 minutes to search thoroughly and nothing of interest will be found in the search.

TRAPS: None.

DENIZENS: None.

TREASURE: None (although if someone can remove one of the statues, it can be sold for 10,000 L. The difficulty is that each of the statues weighs a ton, literally).

6. THE SPRING ROOM

INITIAL DIE ROLLS:

01-50 Nothing 51-95 1 Giant Snake 96-00 A Spirit (INT3D6; POW 3D6+6) attacks the first person into the room in spirit combat (see also

Denizens).

FIRST GLANCE: This room is roughly rectangular shaped with its long dimension running NE-SW. It is 18x9x4 meter high ceiling. The walls, floor, and ceiling are all of rock type 6. In the center of the room is a pool of still water 5x3 by at least 3 meters deep.

There are seven statues in this room. All are of type 9 stone and variously marred and broken. Five of them (A through E) are statues of men or women in armor fleeing in panic from the southern wall of the room. Statue F is located in the center of the pool and is of Barbeester Gor (the Earth War Goddess). She is in a defiant pose facing the room's southern wall. Unlike the other other statues in this room, she is made of copper (wearing iron armor) and is completely undamaged (she isn't even scratched). Statue G is another of the armored men but it is lying face down in the pool.

CLOSER LOOKS: In the SW corner of the room, the floor and the wall are both rippled as though they were made of water which froze so quickly that its surface didn't have time to become smooth. Looking closely at the wall, one can see the outlines (in black-looking something like fossils) of a variety of beings

(most of them human). If one listens carefully, a knocking will be heard from the far side of the wall.

EXITS: The NW exit is a staircase leading down to room 5 passing through rock types 6, 7, 8, and 9 on the way.

The NE exit slopes up into location 7.

The SE exit slopes down through rock types 7 and 8 to room 8.

HIDDEN SPOTS: A thorough search of this room will take 20 minutes and there is a 15% chance of a found item.

TRAPS: None.

DENIZENS: The Pool in this room is a holy place which attracts spirits. If anyone uses a detect magic, the entire pool of water will glow brightly (because the water is highly magical). The water otherwise appears normal in all ways. However, it is not. Touching or in any other way disturbing the water is the equivalent of challenging one of the spirits to spirit combat. The spirits are normal random spirits (INT 3D6; POW 3D6 +6) and if they get the chance, they will attempt to possess the body of their opponent. If a character wishes to break off combat, he may flee to rooms 5 or 8 (but not to room 7).

TREASURE: There is no normal treasure here but if someone removes some water from the pool, that water can be used to hold the spirit that attacks him (if the character succeeds in binding the spirit). The spirit can be held for as long as the water is kept. If the water spills or evaporates, the spirit escapes.

7. THE EAST TUNNEL

INITIAL DIE ROLLS: 01-75 Nothing 76-00 1 Giant Snake

FIRST GLANCE: This is a dead end tunnel which extends a total of 27 meters from room 6. The tunnel slopes upward for its entire length and its floor, walls, and ceiling are made of rock type 6 at the beginning of the tunnel and rock type 2 at the end. The ceiling at the very end of the tunnel is made of rock type 1. The ceiling is 6 meters high (although toward the end it lowers to 4 meters).

CLOSER LOOKS: Nothing special shows up after a closer look.

EXITS: There is only one (to room 6). It is explained above. HIDDEN SPOTS: The entire tunnel will take 20 minutes

to search thoroughly and there is a 10% chance of a found item. TRAPS: None.

DENIZENS: None, but note that if a snake is found here there is a 70% chance it will be curled up asleep and will not notice intruders if it is left alone.

TREASURE: None.

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8. THE STATUE ROOM

INITIAL DIE ROLLS:	01-60	Nothing
	61-70	Turtle on beach

- The Stone Snake 71-80
- 81-00 1 Giant Snake

FIRST GLANCE: This room is an irregularly shaped 13x 7 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 CON 12 DEX 13 S	POW 9 IZ9	Head Left Arm Right Arm	(19-20) (16-18) (13-15)	6/4 6/3 6/3
Mov 5 Hit Points	12	Chest	(12)	6/5
		Abdomen	(09-11)	6/4
Claw (1D6+1D4) 4	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% S	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% S	R 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 90 91-00	Nothing The Giant Bigclub Bigclub, Gir-lak and bodyguard (Note: if Bigclub is not currently in the caves, this room will be empty)
		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 $\frac{1}{2}$ 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.

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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 Girlak 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

So Room is empty	
-70 Gir-lak and Mu-rda	
-80 Gir-lak and Heri-tik	
-00 All the Ogres	
-	80 Gir-lak and Heri-tik

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 (Girlak 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 themself to it will lose one pt. of POW permanently.

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13. THE SMITHY

01-40

41-00

INITIAL DIE ROLLS:

Nothing

Gir-lak and Mu-rda working on some weapons or armor.

FIRST GLANCE: This is an irregularly shaped room 14x 8 meters. The walls, floor, and ceiling are made of type 4 rock. In the NE corner of the room is a forge (there will be a fire if Gir-lak is in the room). Near the North wall is a 1 meter wide hole in the floor which is 35 meters deep and is used by Gir-lak as a well. The rest of the room is filled with assorted types of equipment necessary to the maker of armor, shields, and weapons. There are also many half-made weapons and shields lying around (anyone trying to use them in combat will find out that they are defective).

CLOSER LOOKS: Hidden in various recesses are supplies of various metals. The only ones of unusual value are the lump of iron (which is enough to make one sword) and the rare Sea Metal sought by the smith in Scenario 1.

EXITS: There are two exits. There is a chimney. The climb up the chimney is of 20% difficulty but it is a long climb and the climbing roll must be made 12 times. If the roll is failed after the second time, the character will fall to his death. The exit to the SW leads down through rock types 4 and 5 to room 12.

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

TRAPS: None.

DENIZENS: See Ogre section of Inhabitants.

TREASURE: In addition to the above mentioned metals, there is valuable metal-working equipment worth 5000 L. There are also many metal ingots.

BRONZE	500 Clacks/ingot
TIN	1000 Clacks/ingot
COPPER	100 Clacks/ingot
LEAD	10 Clacks/ingot

Roll 1D10 to determine the number of ingots for each type. Each ingot weighs an equivalent of 1 encumbrance pt. or 100 Clacks.

14. THE SNAIL HAVEN

INITIAL DIE ROLLS:	01-40	1 Dragon Snail
	41-70	1D4 Dragon Snails
	71-90	2D4 Dragon Snails
	91-00	The Giant Bigclub

FIRST GLANCE: This is an irregularly shaped room 8x 11x13 meter high ceiling. The floor and lower walls of this room are made of type 9 rock. The ceiling and upper walls are made of rock type 8.

The floor of the room is covered with a slippery, green ooze mixed with broken shells. There is a strong stench of decaying flesh.

CLOSER LOOK: Scattered in with the green ooze and the broken shells is the treasure mentioned below.

EXITS: To the West are three 1 meter wide and 3 meter high tunnels. Two of them jog to the NW and intersect the stream which runs through room 16. The third ends in a pool of water (which links up to the stream via an underwater opening).

The North exit leads to room 16. The South exit slopes steeply upward through rock types 9 and 8 to room 9. The exit slopes down through rock types 10, 11, 12, 13, and 14 to room 15.

HIDDEN SPOTS: It will take 45 minutes to search this room and it will be a messy and disgusting job to look through all the slimy muck. There is a 25% chance of a found item plus the treasure (described below).

TRAPS: None.

DENIZENS: See Snail list.

TREASURE: There are 147 loose coins scattered in the muck (52 Wheels and 95 L). There is also a jeweled necklace worth 432 L.

15. BLACK BOG PIT

INITIAL DIE ROLLS: 01-70 71-00

Nothing 1D2 Dragon Snails (usually found in entrance tunnel)

FIRST GLANCE: The room is a 5x3 meter oval shaped area with rock type 1 walls and ceiling. The floor is entirely covered with a thin black substance.

CLOSER LOOKS: Nothing (but see Hidden Spots).

EXITS: The one exit is an upward sloping tunnel leading to room 14. The tunnel passes through rock types 14, 13, 12, 11, 10 and 9.

HIDDEN SPOTS: A character who peers at the bottom of the pool and makes his Spot Hidden will see the skeletal remains of two men, and the treasure.

TRAPS: There are no traps per se but the pool might as well be one. It is infected with a rare disease. Anyone whose skin touches the surface of the pool is exposed to a disease which attacks CHA (see page 97 of the RuneQuest rules for an explanation of diseases but notice that this is a new disease). This disease manifests itself as a black splotchy substance which creeps from the point of contact to cover the entire body. In addition to the CHA loss caused by the disease, anyone infected with the disease has their CHA temporarily lowered to 2.

DENIZENS: None.

TREASURE: (Note: in order to find this treasure, it is necessary to wade through the pool which will insure contracting the disease) 78 Wheels; 712 L.

There is also an aluminum sword which can be sold to any Water cult for 1500 L (or the smith in scenario 1 for 1000 L). The sword is in a heavily jeweled scabbard which is worth another 1500 L.

16. THE MOSSY ROOM

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FIRST GLANCE: This room is covered by a fluffy green moss. Beneath the moss, the room is made up type 9 stone. The

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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 1/2 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.

DECENT 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

Z 24 R. Hindleg	(01)	4/7
e	(02)	4/7
R. Foreleg	(03)	4/7
L. Foreleg	(04)	4/7
Body	(05-17)	9/9
Head	(18-20)	4/8
	EX 17 L. Hindleg R. Foreleg L. Foreleg Body	EX 17 L. Hindleg (02) R. Foreleg (03) L. Foreleg (04) Body (05-17)

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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 unbribable 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

Right Leg	(01-04)	22/10
3 Left Leg	(05-08)	22/10
Abdomen	(09-11)	16/10
Chest	(12)	16/11
Right Arm	(13-15)	16/9
Left Arm	(16-18)	16/9
Head	(19-20)	16/10
	3 Left Leg Abdomen Chest Right Arm Left Arm	3 Left Leg (05-08) Abdomen (09-11) Chest (12) Right Arm (13-15) Left Arm (16-18)

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, Girlak 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
DEFEN	SE 10%		Head	(19-20)	7/6



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2-handed club (1D12+1D6) 70% SR 6 Parry (20) 65% 1-handed club (1D8+1D6) 55% SR 7 Parry (20) 65% Composite bow (1D10) 50% SR 2

Large shield (16) 65%

SPELLS: Bludgeon 4; Healing 3; Disruption; Padding. SKILLS: Disguise 80%; Move Silently 55%.

CULACTIC FEATURE D. C. 11

CHAOTIC FEATURE: Befuddle one opponent per turn.

SES-I (16 year old male)

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

2-handed club (1D12+1D4) 30% SR 8 Parry (20) 30% 1-handed club (1D8+1D4) 30% SR 8 Parry (20) 30% Selfbow (1D6+1) 10% SR 3 Large shield (16) 25% SPELLS: Disruption; Healing 1; Bludgeon 1. SKILLS: Disguise 40%; Move Silently 30%. CHAOTIC FEATURE: 12 pt. skin.

GER-LI (12 year old female)

STR 16 CON 10 SIZ 7	Right Leg	(01-04)	4/3
INT 12 POW 13 DEX 13	Left Leg	(05-08)	4/3
CHA 10	Abdomen	(09-11)	4/3
	Chest	(12)	4/4
Mov 8 Hit Points 9	Right Arm	(13-15)	4/2
	Left Arm	(16-18)	4/2
DEFENSE 5%	Head	(19-20)	4/3

2-handed club (1D12) 25% SR 9 Parry (20) 25% 1-handed club (1D8) 25% SR 9 Parry (20) 25% Selfbow (1D6+1) 5% SR 2 Large shield (16) 20%

SPELLS: None.

SKILLS: Disguise 25%; Move Silently 30%.

CHAOTIC FEATURE: Reflect up to 4 pt. spells.

ME-NIE (21 year old male)

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

2-handed spear (1D10+1D6) 45% SR 4 Parry (15) 45%

2-handed club (1D12+1D6) 60% SR 6 Parry (20) 60%

Selfbow (1D6+1) 20% SR 2

Large shield (16) 35%

SPELLS: Bludgeon 3; Healing 3; Multimissile 2; Disruption.

SKILLS: Tracking 50%; Hide 65%; Move Silently 75%; Sense Ambush 50%.

CHAOTIC FEATURE: SIZ +2D6 (8).

ERR-AA (40 year old female)

STR 20 CON	N 15 SIZ 17	Right Leg	(01-04)	7/6
INT 11 POW	V 15 DEX 17	Left Leg	(05-08)	7/6
CHA 16		Abdomen	(09-11)	8/6
		Chest	(12)	8/7
Mov 8 Hit F	Points 17	Right Arm	(13-15)	7/5
		Left Arm	(16-18)	7/5
DEFENSE 09	70	Head	(19-20)	7/6

Greatsword (2D8+1D6) 85% SR 3 Parry (15) 85%

2-handed spear (1D10+1D6) 80% SR 2 Parry (15) 80%

Selfbow (1D6+1) 60% SR 1

SPELLS: Bladesharp 4; Multimissile 3; Healing 4.

SKILLS: Spot Hidden 65%; Camouflage 65%; Sense Ambush 45%.

CHAOTIC FEATURE: Undetectable by use of magic.

HERI-TIK (25 year old female)

STR 20 CON 16 SIZ 1	6 Right Leg	(01-04)	7/6
INT 14 POW 14 DEX	13 Left Leg	(05-08)	7/6
CHA 16	Abdomen	(09-11)	8/6
	Chest	(12)	8/7
Mov 12 Hit Points 17	Right Arm	(13-15)	7/5
	Left Arm	(16-18)	7/5
DEFENSE 10%	Head	(19-20)	7/6

2-handed club (1D12+1D6) 65% SR 6 Parry (20) 60%
Broadsword (1D8+1+1D6) 45% SR 5 Parry (20) 40%
Selfbow (1D6+1) 45% SR 2
Large shield (16) 55%
SPELLS: Multimissile 3; Padding; Healing 1; Bludgeon 4; Binding; Mobility.
SKILLS: Disguise 65%; Listening 75%.
CHAOTIC FEATURE: Mov 12.

THE OGRE ANCESTRAL SPIRIT

The ogre ancestral spirit manifests itself as an exceptionally strong, but otherwise normal appearing, ogre. Its relationship with Gir-lak, its summoner, is one of "I'll help you if you will help me." Up to now, Gir-lak has done most of the helping because he rescued this spirit from oblivion and began to worship it. The spirit will cooperate with Gir-lak as long as such cooperation does not jeopardize its existence.

If the spirit is killed through hit pt. damage, its body fades away and it cannot be summoned again for 1D6 weeks. If its POW is reduced to 0, the spirit is gone beyond recall. When the spirit arrives, Gir-lak will usually put himself in mind-link with it in order to facilitate communication in a combat situation.

STR 34 CON 15	SIZ —	Right Leg	(01-04)	12/7
INT 18 POW 21	DEX 15	Left Leg	(05-08)	12/7
CHA 14		Abdomen	(09-11)	12/7
		Chest	(12)	12/8
Mov 12 Hit Points	18	Right Arm	(13-15)	12/6
		Left Arm	(16-18)	12/6
DEFENSE 35%		Head	(19-20)	12/7

Bite (1D4+2D6) 95% SR 8 Claw (1D6+2D6) 85% SR 8

CHAOTIC FEATURES: Regenerates 1 pt. per turn in location of choice; Reflects 1 and 2 pt. spells back on caster; 12 pt. skin; Befuddle one opponent per turn in addition to other attacks; Mov 12.

SUMMONING THE OGRE ANCESTRAL SPIRIT

Gir-lak takes any living intelligent being and kills it while sacrificing 3 pts. of POW (temporarily as with a battle magic spell). The spirit comes down and manifests itself in the body of the sacrifice victim. The spirit uses all of its own characteristics and abilities except that it must use the SIZ of the body with which the sacrifice was performed. This is usually done in room 11 or 12 but can be done anywhere.

THE DRAGON SNAILS

There are eight dragon snails of varying sizes living in these caves. When one or more snails are encountered, the referee should select them from this list more or less at random. If a snail which has been wounded in a previous encounter is encountered once again, it will still be wounded (unless a sufficient number of days have gone by for the wounds to heal normally). The snails are able to roam freely throughout rooms 2 through 13 (with the exception of rooms 6, 7,8, and 11). The snails and the snakes are enemies and when they meet, they will always fight even if they both have other enemies present.

SNAIL NUMBER 1

STR 28 CON 6 S	SIZ 21	Shell	(01-08)	8/4
POW 8 DEX 7		Forebody	(09-14)	4/3
Mov 3 Hit Points 9		Head	(15-20)	4/3
Bite (3D6) 40% SR 8	3			
CULA OTIC EE ATUD	E. D. A	1		

CHAOTIC FEATURE: Reflects 1 pt spells.

SNAIL NUMBER 2

STR 24 CON 8 SIZ	33 Shell	(01-08)	16/6
POW 9 DEX 6	Forebody	(09-14)	12/5
Mov 3 Hit Points 14	Head	(15-20)	12/5
Bite (4D6) 35% SR 8			
CHAOTIC FEATURE	+8 pt. skin.		

SNAIL NUMBER 3

STUILLITENIBLITE					
STR 16 CON 10 SIZ 19	Shell	(01-08)	8/5		
POW 6 DEX 7	Forebody	(09-14)	4/4		
Mov 3 Hit Points 12	Head	(15-20)	4/4		
Bite (2D6) 25% SR 9					
CHAOTIC FEATURE: Highly flammable					

AOTIC FEATURE: Highly flammable.

SNAIL NUMBER 4

STR 19 CON 13	SIZ 9	Shell	(01-08)	8/6	
POW 14 DEX 12	Forebody	(09-14)	4/5		
Mov 3 Hit Points	13	Head	(15-20)	4/5	
Bite (1D6+1D4) 35% SR 9					
CHAOTIC FEATURE: +2D6 CON (4).					

SNAIL NUMBER 5

STR 12 CON 9	SIZ 12	Shell	(01-08)	8/4
POW 10 DEX 6		Forebody	(09-14)	4/3
Mov 3 Hit Point	s 9	Head	(15-20)	4/3
Bite (1D6) 25% S	R 11			

CHAOTIC FEATURE: Befuddle one opponent per turn in addition to normal attack.

SNAIL NUMBER 6

STR 6 CON 14 SIZ 7 POW 5 DEX 9	Shell Forebody	(01-08) (09-14)	8/6 4/5
Mov 3 Hit Points 13	Head	(15-20)	4/5
Bite (1D6) 30% SR 9			
CHAOTIC FEATURE: Appea	re avtramaly	langerous	

CHAOTIC FEATURE: Appears extremely dangerous.

SNAIL NUMBER 7

STR 9 CON 11 SIZ 6	Shell	(01-08)	8/5	
POW 11 DEX 10	Forebody	(09-14)	4/4	
Mov 3 Hit Points 10	Head	(15-20)	4/4	
CHAOTIC FEATURE: Reflects 1 and 2 pt spells.				

SNAIL NUMBER 8

Si il ma il cimpant o					
STR 29 CON 13 SIZ 28	Shell	(01-08)	16/8		
POW 11 DEX 10	Forebody	(09-14)	12/7		
Mov 3 Hit Points 17	Head	(15-20)	12/7		
CHAOTIC FEATURE: +8 pts. skin.					



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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 Wyrmish at 52%.

Encounter Table Reaction Table

 Stone Snake Poison Snake Magician Snake 	01-55 Snake Attacks 56-90 Snake Ignores Party Unless 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) 10/7
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.)

STR 21	CON 8 SIZ 2	8	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	5 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)

6. HISS (8 meters long, light grey wth blue splotches)			
Bite (3D6) 25% SR 7	Constrict (2D6) 40% SR 9		
Mov 9 Hit Points 19	Head (15-20) 6/7		
INT 2 POW 9 DEX 10 CHAS	Body (07-14) 6/8		
STR 23 CON 13 SIZ 33	Tail (01-06) 6/7		

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

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II. THE INNER CAVES

INTRODUCTION TO SECTION II

Section II is inhabited by 14 broos (one of them Fil-ith the Rune Lord of the Mallia cult) and 13 scorpion men (one of them the weapons master Kzwmp). These creatures are the primary inhabitants of the caves. They are the ones the characters will have to defeat.

Each of the two racial groups has its own leader but the overall boss is the broo Fil-ith. Although they do not always agree on everything (see their individual descriptions for details), the two groups will cooperate in the defense of these rooms.

Usually several of the inhabitants will be in room 2 (the temple) when the intruders arrive (see Initial Die Rolls section of room 2). If this is the case, they will attempt to delay the intruders at the entrance while sending one of their number for help (this delay can take the form of talking or fighting which ever they think will work). Fil-ith wants any battles to be fought in room 2 if possible. He feels that his people will fight better if they are in view of their gods. Besides, in an emergency they can sacrifice one of their prisoners (see room 4) and obtain divine aid.

If the intruders break through (or if no one discovers them until after they have penetrated room 2) the defense plan changes. Fil-ith and his minions will take advantage of their superior knowledge of the cave's terrain to attack the intruders at advantageous times. The only room Fil-ith considers essential that the intruders not enter is the treasure room (room 12) but he will usually count on the secret door to protect it.

This strategy could lead to a game of cat and mouse where the characters are wandering around the caves being attacked at odd times from unsuspected hiding places. If at any time Fil-ith captures a living intruder, he will take him off to the alters to be sacrificed immediately.

NOTE: With the obvious exception of room 2, the Initial Die Rolls sections of these rooms assume that the intruders have successfully penetrated the area without causing the alarm to be sounded. If that is not the case, the referee will have to run each group of cave inhabitants separately determining where they will be and what they will be doing.

1. THE ROTTEN CORPSES

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is a roughly rectangular room running 7 meters East/West and 4 meters North/South. The walls and floors are made of rock type 10. The room is filled with rotting bodies of various creatures. The smell is very bad. Anyone who enters this room will be disabled by the smell for 2D6 melee turns while they they throw up (creatures of chaos and dragonewts are not affected).

CLOSER LOOKS: Anyone who stays in the room long enough to take a closer look will be exposed-to a random disease (see page 97 RuneQuest rules). Most of the bodies in this room have been mutilated in a variety of ugly and disgusting ways. Some have obviously been chewed on.

EXITS: The exit to the North goes up through layers of type 9 and 8 rock to room 2. The second exit is known only to the scorpion men who have kept its existence a secret from the other inhabitants. The exit to the South is accessible only through secret doors (roll successful Spot Hidden to find) and it goes up through layers of rock types 9 and 8 to room 7.

HIDDEN SPOTS: It will take 1 hour to thoroughly search this room. There is one found item in it and the secret door to room 19. However, anyone who spends up to 15 minutes in this room will have caught 4D6 diseases and probably have long since died. If someone happens to have immunity to diseases of some sort, then they could safely search.

TRAPS: None.

DENIZENS: None really but when summoned, the spirits of disease do enter room 15 from this room.

TREASURE: None.

2. THE GREAT TEMPLE

INITIAL DIE ROLLS:

- 01-50 1 group on guard duty (roll 1D6 to determine which group; if 6, no one present)
 - 51-90 1D3 groups practicing weapons*
 - 91-00 Service for Mallia in progress**

*Fil-ith will always be present leading in the weapons training. **Fil-ith, Kzwmp, and all the broos and scorpion men are present. There is also a 10% chance that one of the spirits of disease will be present.

FIRST GLANCE: This is an irregularly shaped room running 25 meters NE/SW and 22 meters NW/SE. The NW corner of the room (an area 6x12 meters) is a raised ledge 8 meters above the level of the floor. In the SE section of the room, there is a raised area roughly 4 meters in diameter. The main floor area of the room is made of rock type 8 but the tops of two raised areas extend into the zone of rock type 7. The ceiling is 15 meters above the main floor and it is made up of rock type 6.

CLOSER LOOKS: On both of the raised areas are small stone altars (rock type 9) dedicated to Mallia. Each altar is stained with blood and unspeakable things. Both stink. Behind the NW altar is a small $(1\frac{1}{2} \text{ m})$ hole opening into room III-6.

From the tunnel leading off to the South comes a very foul smell as though all the dead since time began have lain there rotting for thousands of years. Anyone who comes within 4

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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.)
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THE SPIRITS OF DISEASE

These are abnormal spirits, able to be summoned by a priest or lord of Mallia. Their significant differences from normal spirits are: 1. Their semi-physical appearance; 2. The effects of possession, or binding.

They appear to be translucent stick-like figures with wavering outlines and gaping holes where mouth and eyes might be. They are 4 meters tall by 1 meter wide, and vary in color: yellow for Wasting, blue for Brain Fever, red for Soul Waste, green for the Shakes, and black for the Creeping Chills.

Their semi-physical appearance is caused by a vague connection with the physical plane which allows the spirits to directly interact with the appropriate parts of the victims. They can actually be killed (usually by arrow fire) if they receive more than 100 pts of total damage. If slain, they disperse into a cloud which will remain like a pillar for 1D10 melee rounds and anyone who passes through, as in normal RuneQuest rules.

They move at rate 4. They will engage whomever Fil-ith directs them in spirit combat, trying to possess the victim.

Possession by a Disease Spirit is slightly different. If they succeed in their possession attempt, the victim's spirit will not be expelled but rather the victim will have caught the appropriate disease. The spirit will remain in the victim until he either recovers from the disease or dies from it. At that time, the spirit returns to Mallia and is once again available for summoning.

If the spirit combat goes against the spirit and as a result, the spirit is bound is a character, a special situation results. The character must roll less than his current POWx5 or less on D100 to retain control over the spirit. If he succeeds in this, not only does he have a bound spirit but as long as he has this spirit, he is immune to its disease. If he fails to make this roll, the spirit escapes and is not free to attack someone else.

THE SPIRITS	INT	POW
WASTING DISEASE	4	17
BRAIN FEVER	10	15
SOUL WASTE	10	16
THE SHAKES	10	14
CREEPING CHILLS	9	17

3. THE COMMON ROOM

INITIAL DIE ROLLS: None although this room is so directly connected to room 15 that the Initial Die Rolls for that room should be considered.

FIRST GLANCE: This room is really a long wide corridor (21x6 meters). The whole thing is made of type 8 rock although the walls are covered with soot. In the center of the corridor toward the SW end is a pile of ashes with looks like the source of all the soot on the walls.

CLOSER LOOKS: Not much to be seen by looking closer.

EXITS: The NE exit leads to room 2. The SE exit leads down through rock type 9 and then up through rock types 8 and 7 to room 7. The South exit is corridor 9. The SW exit leads up through rock type 7 to room 6. The West exit is a locked door (built by Gir-lak) which leads to room 4. The only keys are held by Fil-ith and Gir-lak.

HIDDEN SPOTS: This room will take 15 minutes to search thoroughly and there is a 10% chance of a found item. Also the pile of ashes is really a gorp and is the gorp familiar belonging to Fil-ith.

TRAPS: The gorp familiar. DENIZENS: The gorp familiar.

THE GORP FAMILIAR

CON 13 SIZ 30 INT 10 POW 16 Hit Points18

Envelope (8 pts. acid damage) 100% SR 1

CHAOTIC FEATURE: Appears harmless (usually as a pile of ashes in room 20).

NOTE: Also can use all of Fil-ith's spells and power. TREASURE: None.

4. THE PRISON

INITIAL DIE ROLLS: 01-40 No Guards

41-80 1 Scorpionman on guard duty

81-00 1 Group of Scorpionmen on duty

If a service is occuring, there will be no guards unless they are fetching a sacrifice victim.

FIRST GLANCE: This is an irregularly shaped room 18x 8x6 meter high ceiling. The room is divided into three major sections, each of which is used to isolate prisoners from each other. The room is made of rock type 8.

CLOSER LOOKS: Each of the prisoners are chained to the wall. These chains each have their own separate lock with their own separate key (both Gir-lak and Fil-ith each have a copy of each key).

EXITS: There are two exits. The East exit is a locked door to room 3. The keys are in the possession of Gir-lak and Fil-ith. The West exit slopes downward through rock types 9 and 10 to room 5.

HIDDEN SPOTS: None. It will take 10 minutes to search each part of this room thoroughly.

TRAPS: None.

DENIZENS: See the descriptions of the prisoners.

TREASURE: None.

PRISONERS: Currently there are 5 beings imprisoned awaiting their turn to be sacrificed. There are 3 humans, 1 elf, and 1 beaked dragonewt. All are naked and chained to the wall. All will be grateful for rescue, but see reactions below.

AWII SERORAN (beaked dragonewt) 4a

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

Klanth (1D10+2D6) 30% SR 6 Parry (20) 25% Spear (3D6+1) 30% SR 4 Parry (15) 25% Medium shield (12) 25% Sling (1D8) 65% SR 3 Bow (1D6+1) 65% SR 3 Javelin (1D10) 65% SR 3 Short sword (3D6+1) 65% SR 7 Parry (20) 60%

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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 Wyrmish 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 1	7 POW 17	Head	(19-20)	0/4
CON 12 DEX	18 CHA 12	Left Arm	(16-18)	0/3
SIZ8		Right Arm	(13-15)	0/3
		Chest	(12)	0/5
Mov 9 Hit Po	ints 12	Abdomen	(09-11)	0/4
		Left Leg	(05-08)	0/4
DEFENSE 359	0	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

6 POW 18	Head	(19-20)	0/3
13 CHA 17	Left Arm	(18-16)	0/2
	Right Arm	(13-15)	0/2
	Chest	(12)	0/4
ints 9	Abdomen	(09-11)	0/3
	Left Leg	(05-08)	0/3
6	Right Leg	(01-04)	0/3
		13 CHA 17 Left Arm Right Arm Chest ints 9 Abdomen Left Leg	13 CHA 17 Left Arm (18-16) Right Arm (13-15) Chest (12) ints 9 Abdomen (09-11) Left Leg (05-08)

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.)

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LEANA THE LUCKY (Human-female) 4a

STR 14 INT 17	POW 16	Head	(19-20)	0/5
CON 14 DEX 19	CHA 16	Left Arm	(16-18)	0/4
SIZ 16		Right Arm	(13-15)	0/4
		Chest	(12)	0/6
Mov 9 Hit Points	15	Abdomen	(09-11)	0/5
		Left Leg	(05-08)	0/5
DEFENSE 25%		Right Leg	(01-04)	0/5

Rapier (1D6+1D4+1) 90% SR 4 Parry (15) 80%

Main gauche (1D6+1D4) 90% SR 5 Parry (20) 80%

Greatsword (2D8+1D4) 60% SR 2 Parry (15) 55%

Bow (1D6+1) 75% SR 1 Parry (9) 35%

Large shield (16) 80%

Heavy mace (1D12+1D4) 65% SR 3 Parry (20) 60%

- SKILLS: Evaluate Treasure 65%; Hide Item 55%; Lock Picking 75%; Riding 75%; Trap Set/Disarm 65%; Listen 55%; Sense Ambush 45%; Spot Trap 65%; Tracking 65%; Ambush 85%; Camouflage 75%; Hide in Cover 45%; Move Silently 50%; Pick Pockets 85%; Disguise 45%; Oratory 80%; Speak and Write Trade Talk 90%; Speak Darktongue 35%; Speak and Write Sartar 85%; Speak and Write Lunar 65%; Speak Godtongue 15%.
- SPELLS: Healing 6; Invisibility; Protection; Detect Silver; Detect Traps (Leana has a spirit bound into an eagle. It is waiting outside for her to give it instructions but as of yet there has been nothing it could do to help her. The spirit has INT 11 and POW 18 and knows the following spells: Repair; Befuddle; Harmonize; Multimissile; Bladesharp 4).

Leana the Lucky is an experienced fighter who has been wandering around the Dragon Pass area for many years. She is called the Lucky because she has been in bad spots many times in her life but has always escaped all but unscathed. She has come to believe in this luck as a real asset which she can always count on; therefore she will not be all that grateful for her rescue because she has been expecting it. If pressed, she will pledge a rather sizable ransom (10,000 L). She can really afford to pay this because she is very wealthy back home (she comes from the Holy Country). The trick however, is to hold on to her until the money arrives. She is not particularly honest so if she is released pending payment on the money, she will simply leave town. She will keep the existence of her eagle /spirit a secret (as it might aide in her escape).

Leana will make no claim in any of the treasure as she didn't have anything of value when she was captured. In fact, Leana rarely carries anything of value because she gets captured so often that it isn't worth the risk. If Leana ever obtains anything of value, she will immediately make arrangements to get it safely home. When Leana leaves the party (whether she has had to pay a ransom or not) she will attempt to rob them. The attempt will be a skillful one (because she has had a lot of experience in this

FURTHER POINTS REGARDING ROOM 4: If a sacrifice is needed, it will be chosen at random unless it is an emergency. In that case, either Fola Rund or Greenleaf will be chosen because they are the least likely to try to escape.

sort of thing) but she will not be afraid to take some risks because her luck will protect her. If caught, she will run or surrender depending on which appears safer. If she surrenders, she will offer another ransom.

Gamemasters should note that Leana really has no special luck. If the dice indicate that she has had her head chopped off, then her head is chopped off.

A BASILISK 4c

STR 6 CON 12	R Hind Leg (01-02) 2/4
SIZ 8 POW 13	L Hind Leg (03-04) 2/4
DEX 5	Hindquarters (05-07) 2/5
	Forequarters (08-10) 2/5
Hit Points 11	Right Wing (11-12) 2/3
	Left Wing (13-14) 2/3
	R Fore Leg (15-16) 2/4
	L Fore Leg (17-18) 2/4
	Head (19-20) 2/4

Glance (Death) 100% SR 1

Claw (1D3) 25% SR 10

The basilisk is chained to the wall but it is still able to attack with its glance. It will attack anyone who enters.

5. THE SIEGE WELL

INITIAL DIE ROLLS: None.

FIRST GLANCE: This room contains a pool of semi-fresh water which is used as a source of water in an emergency. The room is 8x6 meters being made of rock type 10.

CLOSER LOOKS: Nothing special.

EXITS: The North exit leads up through rock types 9 an 8 to room 4. The NE exit is a secret door (must Spot Hidden to find) which leads to a crawl way (area III-16).

HIDDEN SPOTS: It will require 15 minutes to search this room (including the pool of water) and there is a 20% chance of a found item. Also the secret door requires a successful Spot Hidden roll to be found.

TRAPS: None. DENIZENS: None. TREASURE: None.

6. THE BROOS PLEASURE NEST

INITIAL DIE ROLLS: See the Initial Die Rolls section of room 2. If a service to Mallia or weapons practice is in progress, this room will be empty (as it will be if Fil-ith is out of the caves). Otherwise roll on this table:

01-25	Nothing
26-75	Fil-ith
76-90	Fil-ith and 1 group of broos
91-00	Fil-ith, Gir-lak, Kzwmp holding pow-wow

FIRST GLANCE: This is a roughly circular room 10 meters in diameter made of type 7 rock. The room is well furnished with relatively expensive furnishing but as Fil-ith is a messy sort, they have long since been ruined.

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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 if 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.

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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 Girlak. 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
$C_{10} = (4D6) 8507$	CD 5			

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.

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7. Dragonewt Weapons: A Klanth with a Bladesharp 2 matrix which was the property of Awii Seroran before his capture. As is stated in the section about about room 10, Awii wants it back.

A suit of chainmail armor made for a beaked dragonewt of SIZ 18 (Awii again). As there is nothing special about this armor, Awii doesn't want it back as badly as he does the Klanth. On the other hand, as it is worthless to anyone but a SIZ 18 dragonewt, it might as well be given to him anyway.

8. A Bronze Rod with a white gem at its end (1): It is a Detect Chaos matrix, and the spell requires 4 pts of POW. It has a range of 30 meters, and when cast will cause any chaos tainted thing to glow.

9. A Medicine Bundle (1): This is a roll of soft leather, stitched with beads, and with twigs sticking out one end and a bone out the other. It is tied with a pink silk ribbon. It is 1/4 meter long, a fist wide. It is useless except to the Chalana Arroy priestess, who can use it for a Power Storage Crystal with 5 pts of POW.

10. A Backpack (1): This holds normal camping gear, plus some women's clothes which can be recognized as a healer's clothes. It also contains four bottles of potion, each with 1D4 doses in it. They are marked in Trade Talk as being of Cure Blade Venom 10, Cure Scorpion Poison 10, Healing 4, and Water.

THE GEMS

There are a total of 20 gems scattered about the various places in the treasure. To find the value of them, roll 1D20 on this table:

- A pretty red stone. 2 L. 1.
- 2. A nicely worked gold ring. 1600 L.
- 3. A large silver ring, no stone. 162 L.
- 4. One ruby earring. 158 L.
- 5. A pearl. 62 L.
- A pearl. 64 L. 6.
- 7. A mashed silver finger band. 8 L.
- 8. A ruby pendant. 800 L.
- 9 48 artificial glass beads on a silver chain. 100 L.
- 10. A set of gold bird head earrings with diamond chips for beaks. 194 L.
- 11. A bronze pendant, finger size, of the god Orlanth. 18 L.
- 12. A green pretty stone. 1 L.
- 13. An ornate arm band, with a gold and silver serpent entwined, and laced with silver veins and grape leaves, with a cluster of small pale emerald like grapes. 1200 L.
- 14. A small gem, 350 L., magical, with a favorable flaw, a 2 pt Sensitivity Crystal multiplying the distance range of all spells cast by a factor of 10.
- 15. A black pearl, which will crumble to dust if touched by a non-human. 50 L.
- 16. A pretty jade stone. 15 L.
- 17. A rock eyeball. 215 L.
- 18. A tiny carved fertility statue. 57 L.
- 19. A marble trilobite fossil. 43 L.
- 20. An emerald. 612 L.

14. THE INNER TREASURE CHAMBER

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is an 8x3 meter room made of rock type 7. There is a bird cage hanging from the ceiling and some gold on the floor.

CLOSER LOOKS: There is something moving in the bird cage and there is one jewel among the gold on the floor.

EXITS: One exit is a secret door to room 12.

HIDDEN SPOTS: This room will take 15 minutes to search thoroughly and there is a 5% chance of a found item. Also the secret door requires a Spot Hidden to find (unless its location is already known-which will most likely be the case on the way out).

TRAPS: None. DENIZENS: None. TREASURE: 1000 Wheels and 1 Jewel worth 13,000 L.

There are also the following special items:

Hanging from the ceiling is a heavily jeweled golden bird cage. It is an ancient treasure which belonged to one of the noble families of the Empire of the Wyrm's Friends. It is not known how it got here. It is worth 85,000 L but it will be difficult to find a buyer unless one goes to a big city either in the Holy Country or in the Lunar Empire. It is unlikely that more than 35,000 L can be gotten locally. If the party does journey to a big city to sell the cage they had better be careful because traveling with an item this valuable is dangerous. Needless to say the danger will be reduced if they never show anyone else the cage.

Inside the cage is a tiny white mouse. If anyone who is not of chaos sticks his finger in the cage or lets the mouse out of the cage, it will attempt to bite someone. The mouse can't bite through armor but if anyone has any exposed skin, they will be bitten. After it bites someone, the mouse will run and hide. About 2 minutes after being bitten, the person bitten will discover that he is in mind link with the spirit inhabiting the mouse's body (INT 7 POW 6). The spirit is completely friendly and behaves in all ways like an allied spirit. This spirit has no effect on any other allied spirits a character might receive from his cult. In addition to the normal powers of a spirit, this one can sense an aura of chaos.

DODDO THE INHABITANTS DODDO

FIL-ITH

Fil-ith is a powerful and intelligent broo Rune Priest of the Cult of Mallia. As a devoted Mallia worshipper, Fil-ith's primary goal in life is the spreading of disease. To this end, he has sought out and exposed himself to the most virulent spirits of disease (see page 32 of Cults of Terror or page 97 of RuneQuest). As a result, anyone who fights Fil-ith in hand-to- hand combat will be randomly exposed to one of these diseases.

Fil-ith makes his home in these caves to use them as a base from which to conduct raids on nearby populations of elves, trolls, and men. These raids are for the purposes of capturing sacrifice victims and furthering the spread of disease.

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Fil-ith considers himself the absolute master of the caves and he expects his every order to be carried out to the letter. So far they always have been.

Kzwmp obeys Fil-ith because he fears him and will not risk opposing him until the time is ripe and there is a very good chance of success. That time is far away.

Gir-lak has less reason to faithfully obey Fil-ith because anytime Fil-ith gets too pushy, Gir-lak can move out and rejoin human society (if the humans knew what Gir-lak really was, he would not be accepted but by this time Gir-lak has become very adept at concealing his true nature). Fil-ith is aware of Gir-lak's options and for that reason is less likely to give him objectionable orders.

Fil-ith will always be hostile toward intruders but that is not to say that they are not welcome. Fil-ith looks upon all uninvited intruders as sacrifice victims who have elected to save him the trouble of capturing them. In combat Fil-ith will always try to disable opponents rather than kill them outright. The other broos are also under orders to do the same. Needless to say these orders do not apply to situations where allowing the enemy to live will endanger the broos' chances of survival. The wounded foes will be rounded up and put into the prison. If there are a lot of prisoners at once, some may be immediately sacrificed in a special victory celebration.

Fil-ith has allied a spirit of disease, and has controlled a gorp found in the Hollow. This gorp has the chaotic ability of appearing harmless, usually as a pile of ashes. Fil-ith also has one broo, Bloodlicker, permanently assigned to him as a personal bodyguard. Bloodlicker will follow Fil-ith everywhere unless specifically ordered not to.

FIL-ITH

Right Leg	(01-04)	10/7
Left Leg	(05-08)	10/7
Abdomen	(09-11)	11/7
Chest	(12)	11/8
Right Arm	(13-15)	10/6
Left Arm	(16-18)	10/6
Head	(19-20)	13/7
	Left Leg Abdomen Chest Right Arm Left Arm	Left Leg (05-08) Abdomen (09-11) Chest (12) Right Arm (13-15) Left Arm (16-18)

2-H Large Mace (1D8+2+1D6) 120% SR4 Parry (20) 85%

1H Large Mace (1D8+2+1D6) 95% SR4 Parry (20) 80%

2H Spear (1D10+1+1D6) 95% SR 1 Parry (15) 70%

1H Spear (1D8+1+1D6) 110% SR 2 Parry (15) 80%

Butt (2D6) 105% SR5

- SPELLS: Disrupt, Harmonize, Invisibility, Healing 6, Shimmer, Spirit Binding, Detect Life, Repair, Befuddle, Demoralize, Silence, Detect Traps; (known by allied spirit) Dispel Magic 6, Bladesharp 2, Xenohealing 2.
- RUNE MAGIC: Cause Brain Fever 3, Cause Chills 2, Cause Wasting Disease 2, Cure Brain Fever 1, Cure Creeping

In a combat situation both Fil-ith and Bloodlicker will have Blade Venom 10 on their spears. Bloodlicker's job is to protect Fil-ith's back so that he won't have to fight more than one or two opponents at any one time.

Chills 1, Cure Brain Fever 1, Cure Creeping Chills 1, Cure Wasting Disease 1, Minor Infection 1.

- SKILLS: Evaluate Treasure 60%, Climbing 70%, Hide Item 70%, Jumping 100%, Lock Picking 75%, Map Making 60%, Trap Set/Disarm 60%, Listen 65%, Spot Hidden 55%, Tracking 105%, Camouflage 30%, Hide In Cover 70%, Move Silently 50%, Pick Pockets 45%, Oratory 45%, Blade Venom 13, Systemic Poison 12, Prepare Disease Potion 115%, Spread Disease 90%, Identify Disease 95%.
- LANGUAGES: Speak and Write Trade Talk 65%; Speak Mallia Cult Tongue 100%; Speak Darktongue 75%.
- CHAOTIC FEATURE: +D6 INT (already included above). TREASURE: 4 pt Power Enhancing Crystal; bronze mace with a Bludgeon 4 matrix, when held this mace automatically detects creatures of chaos and their chaotic feature at a range of 10 meters.

POW: Fil-ith 18, Spirit of Disease 24, gorp 16.

SPIRIT OF DISEASE: carries the diseases Creeping Chills, Shakes, Soul Waste.

BLOODLICKER (Fil-ith's Bodyguard)

STR 14 CON	15 SIZ 15	Right Leg	(01-04)	4/6
INT 17 POW	13 DEX 14	Left Leg	(05-08)	4/6
CHA 5		Abdomen	(09-11)	5/6
		Chest	(12)	5/7
Mov 9 Hit Po	oint 16	Right Arm	(13-15)	3/5
		Left Arm	(16-18)	3/5
DEFENSE 209	%	Head	(19-20)	3/6

1-handed spear (1D6+1D4+1) 75% SR 3 Parry (15) 60% Club (1D8+1D4) 50% SR 6 Parry (20) 35% Butt (1D6+1D4) 60% SR 7 CHAOTIC FEATURE: Reflects 1 and 2 pt spells.

KZWMP

Kzwmp is the leader of the 10 scorpion man inhabitants of this place. The other 9 scorpion men are totally loyal to him (in so much as creatures of chaos can be totally loyal to anyone) and will obey his orders without hesitation.

Kzwmp's relationship with the other cave inhabitants is not so favorable. Both Fil-ith and Gir-lak look down upon the scorpion men and take any chance to insult them. Kzwmp is aware of this and plots his revenge. But for the moment he needs the other denizens more than they need him.

Kzwmp and the other scorpion men participate in the service of the cult headquartered here. Kzwmp already has qualified for Rune Priest status, but when he sought out a high priest in an attempt to join Mallia, she turned him down-this gave the broos and the ogres yet another reason for insults.

Kzwmp's plate armor was made for him by Gir-lak (their feeling for each other didn't interfere in this transaction because Fil-ith has ruled that Gir-lak must move to equip all the inhabitants in the best possible armor starting with the leaders and proceeding on down to the lowliest residents of the caves).

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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
DEFENS	SE 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

NLAWI					
STR 20	INT 4	POW 9	Head	(19-20)	15/3
CON 6	DEX21	CHA 9	Left Arm	(17-18)	15/2
SIZ21			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
DEFEN	ISE 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

NLIME				
STR 16 INT 8	POW 19	Head	(19-20)	3/3
CON 6 DEX 15	5 CHA 11	Left Arm	(17-18)	9/2
SIZ 19		Right Arm	(15-16)	9/2
		Chest	(13-14)	3/4
Mov 8 Hit Poir	nts 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.

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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
DEFEN	SE 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
C1 1 (1T					

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 F	oints 14	Thorax	(11-12)	3/5
		Tail	(09-11)	3/5
DEFENSE 09	6	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
CT 1 (1 D 10			-	

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	Z 19	Right Leg	(01)	9/3
INT 6 POW 5 DE	EX 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
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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 VATIMD

KALUM	r				
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
DEFENS	SE 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

MADUN	11				
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
DEFEN	SE 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	i		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
DEFEN	SE 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.

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GROUP FOUR: 3 BROOS TOTIT

GUTGLUT				
STR 17 INT 5	POW 6	Head	(19-20)	3/6
CON 16 DEX 13	CHA6	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

POW 16	Head	(19-20)	3/6
CHA 18	Left Arm	(16-18)	2/5
	Right Arm	(13-15)	2/5
	Chest	(12)	3/7
s 16	Abdomen	(09-11)	3/6
	Left Leg	(05-08)	6/6
	Right Leg	(01-04)	6/6
	POW 16 CHA 18	CHA 18 Left Arm Right Arm Chest 5 16 Abdomen Left Leg	CHA 18 Left Arm (16-18) Right Arm (13-15) Chest (12) 5 16 Abdomen (09-11) Left Leg (05-08)

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	n (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 coper-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
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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.
- A small blob (3 cm by 5 cm) of blue fungus on a 6. 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.

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CHAOTIC FEATURES: Regenerates 1 pt per turn in location of choice; Absorbs 1 pt spells adding the pt to its own POW; Befuddle one opponent per turn in addition to normal attack.

For details of how this hand fights, see the explanation of the Left Clawed Hand in the *Wilderness Encounter Section*. Note, however, that when this hand loses a thumb or finger, it will fly through the black hole and regenerate. When it has fully recovered, it will return and attack again. If it is killed (rather then merely losing a finger) it will fly into the hole and not return for 1 hour. It will not attack anyone unless they are in its room but anyone who is currently being squeezed by it will be unable to flee.

TREASURE: None.

2. THE GORP MUCK

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is a section of worm tunnel 18x3 meter wide. The walls and ceiling are made of rock type 6. The floor is covered with a reddish muck which is constantly rippling and swishing.

CLOSER LOOKS: Within the muck can occasionally be seen some moving dark shapes. These are gorps. The rock is covered with red specks.

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.

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HIDDEN SPOTS: It will take 45 minutes to search this room thoroughly (including a thorough search of the muck) anyone doing so will find nothing, but will be exposed to "The Shakes," a disease, 45% of the time.

TRAPS: None.

DENIZENS: The three gorps.

GORP 1

CON 9 SIZ 11 POW 22	Body	(01-20)	0/11
CHAOTIC FEATURE: +2D6	6 POW.		

GORP 2

CON 11 SIZ 26 POW 13	Body	(01-20)	12/15
CHAOTIC FEATURE: 12 pt	skin.		

GORP 3

CON 5 SIZ 21 POW 11 (01-20)Body 0/8CHAOTIC FEATURE: Regenerates 1 pt per round in location of choice.

Remember that gorps are immune to everything but fire and magic and these gorps are effectively immune to fire because they will remain below the surface of the muck when they attack.

TREASURE: None.

3. KZWMP'S TRAP COLLECTION

INITIAL DIE ROLLS: 01-85 Nothing 86-00 1 group of 3 scorpion men

FIRST GLANCE: This is a section of worm tunnel 4 meters wide made up of rock type 6.

CLOSER LOOKS: The walls, floors, and ceiling have red specks on them.

EXITS: There are three exits. The SW exit goes up through rock type 5 and then down into area 2. The East exit (which was dug out-along with room 4-by Kzwmp and the scorpion men) is only 1¹/₂ meters wide and leads to room 4. The NE exit leads into area 5.

HIDDEN SPOTS: This area will take 10 minutes to search thoroughly and there is nothing to be found.

TRAPS: There are two traps here. One is a trip wire between this room and room 5. Only scorpion men know the location of the wire. If someone is unaware of the wire's location, that person has a 30% chance of setting it off when he crosses it. If the wire is set off, it releases a large rock which has been concealed at the ceiling, the rock will hit the victim in the head for 3D6 damage.

The other trap is a small concealed pit blocking the entrance to room 4. Again its location is known only to scorpion men. Anyone who attempts to enter room 4 without knowing the location of the pit has a 60% chance of falling into it. The pit is 1 meter deep and the bottom of it has spikes covered with potency 14 Blade Venom. Each person falling in will be hit by 1D2 spikes in each foot. Each spike does 1D4 damage (with chance of impalement being 15% and a 3% chance of a critical hit) plus whatever damage the Blade Venom does.

DENIZENS: None.

TREASURE: None.

4. KZWMP'S REVENGE

Nothing
The 3 scorpion men children
The children plus 3 scorpion men
The children plus 6 scorpion men
All the scorpion men

FIRST GLANCE: This is an oval shaped room 10x4 meters. It is made of type 6 stone. The floor is covered with filth (dead rats, half eaten things, scorpion man excrement, etc.).

CLOSER LOOKS: In the North part of the room are 17 scorpion man eggs. Six of them are crack and smell foully.

EXITS: There is only one exit. It is to the West and is $1\frac{1}{2}$ meters wide and leads to area 3.

HIDDEN SPOTS: This room will take 20 minutes to search and nothing will be found except the treasure.

TRAPS: None.

DENIZENS: See the scorpion men list in Cave Section II.

TREASURE: There are 127 Wheels hidden here as well as a necklace which can be sold for 1500 L to most jewelers, but is worth 25,000 L to representatives of the elves from the Stinking Forest. It is a valuable heirloom which they lost many years ago. No one but an elf from the Stinking Forest would know of the necklace's true value.

MISCELLANEOUS NOTES: This area was dug by Kzwmp a while back and he is keeping it secret from Fil-ith and the others. He plans to build up his strength here and when the time is ripe, attack Fil-ith with an unsuspected force of scorpion men.

5. THE SPIRAL TUNNEL

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is a section of worm tunnel which spirals downward through rock types 6 and 7. It is 3 meters wide throughout and it makes one complete loop and just starts another before the corridor straightens out.

CLOSER LOOKS: The walls are covered with red specks.

EXITS: There are two exits to this section. The South exit is the higher exit and it leads to area 3. The North exit is the lower exit and it is also a continuation of worm tunnel leading through rock type 8 to area 6.

HIDDEN SPOTS: It will take 20 minutes to search this area and nothing will be found.

TRAPS: None. DENIZENS: None. TREASURE: None.

6. THE SPOT BEHIND THE HOLE

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is a section of 3 meter wide worm tunnel made of type 8 rock. The East wall has a 11/2 meter wide hole in it which leads to the Great Temple (II-2).

CLOSER LOOKS: The walls in this area are covered with red specks.

EXITS: There are three exits. Two of them are continuations of the worm tunnel. To the North the tunnel runs through rock

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types 9 and 10 as it curves its way down and West until it passes through room 7. To the South the tunnel leads to area 5. The East exit is the above mentioned hole into the temple (room II-2).

HIDDEN SPOTS: This area will take 15 minutes to search thoroughly and nothing will be found.

TRAPS: None. DENIZENS: None. TREASURE: None.

7. THE ALTAR ROOM

INITIAL DIE ROLLS: None.

FIRST GLANCE: The chamber measures 6x6 meters made of type 9 rock but the SW corner is eaten away by the worm tunnel. In its center is a large, raised stone altar, and burning above it is a blue ghost which appears to be a warrior hovering over the stone, carrying a large sword.

"Halt," the spirit will command to anyone who steps from the worm track. 'This is the Tomb of the King, and is protected by the Sword of Humakt." (Voice is clearly male.)

The walls are covered with mosaic frescoes of people doing everyday things (washing clothes, planting, hunting, and so on) but the faces are all turned away, looking into the wall.

CLOSER LOOKS: The altar will be seen to hold brass fittings which grave robbers will recognize as casket fittings. About the bottom of the stone are carved some forms, but they have been melted and are unrecognizable on the sector facing the worm track. The other three sides will show women escorting a crowned man among flowers and grain fields, with the same scene on each side.

There is a skeleton, still wearing some stones and rags, crumpled backward against the alter and draped over it.

EXITS: There are three exits from this room. Two of them are created by the worm tunnel. To the West, the tunnel enters room 8 while to the East, the tunnel runs up through rock types 10, 9 and 8 to area 6. The other exit is the corridor which the worm tunnel has cut off from the rest of the room. The corridor is made of type 9 rock and it runs West (with a South branch which is room 11) joining the King's Corridor.

HIDDEN SPOTS: This room will require 15 minutes to search and the only hidden spot is a secret chamber beneath the bier.

TRAPS: In the chamber beneath (in addition to the treasure) is a small pile of red thread. Hidden in this thread is a very sharp poison covered (potency 18) razor. Anyone who attempts to pick up the thread with an unprotected hand will be cut and poisoned. Note that attempting to pick up the thread with a metal gauntlet on will be clumsy at best.

Also, the spirit will attack any unauthorized person who touches the bier or skeleton.

DENIZENS: The Blue Ghost.

This protective spirit will state these things to people (including elder races): 1. His warnings; 2. His story; and 3. His orders.

1. HIS WARNINGS will be repeated to everyone. The first lines are repeated here, followed by others.

"Halt! This is the Tomb of the King and is protected by the Sword of Humakt.

"I am the Sword of Humakt. I will slay any who touch this holy bier.

"My magical flame will scorch anyone who touches the skeleton. It will melt weapon or tool that touches my wards."

2. HIS STORY will be told to anyone who does not come closer or who asks who put him there, who the King or related questions. His story follows:

"I am Broadblade Blue, Sword of Humakt and guardian to King Varalz. Since his birth I have guarded him, in love and in war. My father is a god, I cannot fail. I was friend to the King, keeper of his health. He lay here, deep in mystic travels to seek help against chaos. There were rumors of invasion, of the return of Termain Osboropo, and like a good leader he sought aid for his race. He was away when the invaders came.

"It was a great foul maggot which ate through rock. We heard it coming through the stone, and we prepared to meet it. I was one of many, and when it came through the wall we blasted it. But it came on even after my King leapt up from his sleep to fight it. Then it was that Termain Osboropo showed he too controlled the New Power of Death which my father had found. He blasted King Varalz back, sent his spirit careening through the spirit planes without guidance or skill. Only I survived, bound by the vows my father had made to me, making me remain with the King. That is all that remains. I cannot leave but through death, and even that may not take me."

3. HIS ORDERS will be revealed only to a priest of Humakt. They are: "To remain with the King, until the King is no more, and to use all of your skills to keep him. Use your flame on all who touch him without permission. Use your sword to protect his belongings. Send me the souls of the conquered. Do not fail."

STATS: INT 16 POW 35. The spirit is one with some powerful magic. His flame is a magical one which is capable of melting down armor or burning people. He can cast this spell until his POW is gone at a rate of 3 pts per casting.

His spirit severing sword is also unique. It will strike through armor, and will subtract 1D8 of POW from the victim. The spirit has an 85% attack, and the only thing which will protect the target is his Defense roll, plus any magical protection (Padding, Protection, Countermagic, Shield, Absorption) which covers him.

As a final resort, he can engage in normal spirit combat, but he will prefer not to. If attacked by another spirit, he can parry with a magic shield which will drain 1D6 POW from the attacker if parried. His parry ability is 65%.

TREASURE: The treasure under the bier is a single pipe carved from glass and shaped like a snake. It hisses when blown. It will mesmerize 1D4 snakes when blown, and for fifteen minutes they will obey any command.

If played around a dead snake, the serpent will come alive again, as long as it hasn't been dead more than 24 hours. However, it can only do this 3 times before shattering. The player should not know this, but may be told that it will resurrect dead snakes. This includes all snakes, including familiars. (This is, in fact, the Snake Pipe which the hollow was named after. It would have greater powers to any deity, and if a person voluntarily gives it to his god then they will go up 1 pt in characteristic POW.)

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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, 1/2 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 attacked 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

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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 Varalz 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.

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TRAPS: None. 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

01-20 INITIAL DIE ROLLS: 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 31/2 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 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.

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16. THE ESCAPE TUNNEL

INITIAL DIE ROLLS: None.

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FIRST GLANCE: This is a 25 meter long crawl way which slopes slightly downward through type 9 and 10 rock to room II-5. The crawl way is 1 meter wide.

CLOSER LOOKS: In several places, the tunnel is blocked by the skeletons of people who didn't have the power to make it through here (see Traps). Some of these skeletons may have items of value on them.

EXITS: There are two exits to this area. They are both through secret doors but neither of the doors is hidden from those in the crawl way. One exit is to room 14, the other is to room II-5.

HIDDEN SPOTS: The entire crawl way will take 1 hour to search. There is 1 found item here for certain and a 50% chance for another.

TRAPS: Anyone who travels through this crawl way will have POW drained from him. Every 5 meters of tunnel traversed costs 1 pt of POW (lost temporarily as a battle magic spell-but any who has POW lowered to 0 is dead). POW is lost no matter which way the tunnel is traversed so if someone goes 15 meters down the tunnel (losing 3 pts of POW) and then turns around and comes back, their total POW loss will be 6 pts. The POW drained from here originally went to the gods worshipped in this temple but as they are long gone, the POW will now go to their only remaining representative. Nurse (see room 8).

DENIZENS: None.

TREASURE: 5 bronze broadswords;3 medium bronze shields; 451 L; 231 Wheels; 5 pt Power Storage Crystal.

17. THE RUBBLE ROOM

INITIAL DIE ROLLS: 01-45 Nothing 46-00 1D6 rubble runners

FIRST GLANCE: This was originally a 6x9 meter room made of type 9 rock but the worm tunnel passed through it and collapsed the ceiling completely. Now the only part of the room which can be entered is the worm tunnel section.

CLOSER LOOKS: In addition to the type 9 rock rubble there are some rocks of type 8 and 7.

EXITS: There are three exits to this room. To the West there is an opening into room 8. To the East the worm tunnel continues and slopes steeply up to room 18. The last exit is totally blocked by rubble and will take 1 man-year to clear. If this is done, they will lead up the staircase to room I-5.

HIDDEN SPOTS: This will take 1 month to search thoroughly (that is to clear out all the rubble) and there is a 90% chance of a found item. If only the easily accessible parts of the room are searched, it will take 1 hour and there is only a 10% chance of a found item.

TRAPS: None. DENIZENS: None. TREASURE: None.

18. THE BATTLE SCAR

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is a wide and misshapen section of worm tunnel roughly 9x8 meters. In the SE corner there is a 2 meter hole straight down. The rock of this room is of type 6 and the ceiling is 5 meter high.

CLOSER LOOKS; A section of the North wall of this area is deformed. Both the floor and the wall are rippled as though they were made of water which froze so quickly that its surface didn't have time to become smooth. Looking closely at the wall, one can see the outlines (in black-looking something like fossils) of a variety of beings (most of them human). If one listens carefully at the wall, a knocking sound can be heard, apparently from the far side of the wall. All walls are covered with red specks.

Here, too, is the skeleton of Termain Osboropo, whose skull is sought by Stoneshell, the turtle in room I-3. It is recognizable by the horns over the eyes. It is harmless.

EXITS: There are two exits to this area. One of them is the hole in the SE corner which extends straight down through rock types 6, 7, 8, 9, 10, 11, 12 and 13 to area 19. Requires a successful Climbing roll to traverse safely. The other is the partially blocked worm tunnel which slopes down to room 17.

HIDDEN SPOTS: This room will take 10 minutes to search and there is a 5% chance of a found item.

TRAPS: None.

DENIZENS: None.

TREASURE: None.

MISCELLANEOUS: Here the hero Baroshi fought and he was aided by Barbeester Gor from beyond the wall who sent many spirits to bolster the wall. Baroshi killed the chaos demon and wounded the maggot, who made a sharp turn and fled straight down.

19. THE RED WORMS

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is a 3 meter section of worm tunnel just beneath the hole from room 18. It is made of type 13 rock. In the center is a 3x3 meter pit, 15 meter deep, whose bottom is covered by a foul disgusting yellow muck. Crawling throughout this muck are thousands of small red worms.

CLOSER LOOKS: Walls are covered with red specks.

EXITS: There are two exits. One is to the SW and is the continuation of the worm tunnel to area 20. It is sloping downward and passes through rock types 14 and 15. The second is the hole to room 18 which requires a successful Climbing roll to traverse.

HIDDEN SPOTS: It will take 45 minutes to search this area thoroughly and in so doing the searcher will automatically contract a case of brain fever. There is a 25% chance of a found item in the muck.

TRAPS: None really but anyone running through the muck must roll DEX times 4, or slip and fall.

DENIZENS: The red worms are all infected with brain fever. Anyone who stands still (even for an instant) in this area will automatically be infected with it too. This also applies to anyone who slips and falls in this room as well as anyone who takes the time to search the room. The number of red worms is ●WRV2AOT:∞Ya RuneQuest ##¥GID*XAIII20

practically unlimited so any attempts to kill them off will fail (although they may very well succeed in killing several hundred of them).

If some of the red worms could be brought to the right Grey Lord, he might discover that these worms are an amorphous mass whose tendrils rise to life, devour each other, and then dissolve to form many smaller ones again. Unfortunately, it is next to impossible to capture them because they can eat their way through most any container.

TREASURE: None.

20. MORE RED WORMS

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is a 3 meter wide section of worm tunnel with a 10 meter deep pit in its center. At the bottom of the pit is a disgusting yellow muck which is crawling with small red worms. The tunnel is made of type 15 rock.

CLOSER LOOKS: The walls are covered with red specks.

EXITS: There are two exits to this area. To the NE the worm tunnel heads up through rock types 15, 14 and 13 to area 19. To the SW, the tunnel slopes downward through rock type 16 to area 21.

HIDDEN SPOTS: This area will take 35 minutes to search and anyone doing so will automatically contract wasting disease. There is a 5% chance of a found item.

TRAPS: None.

DENIZENS: The red worms here are the same as those in area 19 except that they give the wasting disease.

TREASURE: None.

MISCELLANEOUS: These worms were caused when Baroshi attacked and wounded the Mother Maggot.

21. EVEN MORE RED WORMS

INITIAL DIE ROLLS: None.

FIRST GLANCE: This is a 3 meter wide section of the worm tunnel blocked by a 5 meter deep pit filled with yellowish muck crawling with red worms. It is of type 16 rock.

CLOSER LOOKS: The walls are covered with red specks.

EXITS: There are two exits. To the SW the worm tunnel continues down through rock types 17 and 18 to area 22. To the NE the tunnel continues upward through rock types 16 and 15 to area 20.

HIDDEN SPOTS: This area will take 25 minutes to search and anyone doing so will automatically contract the disease "the shakes." No chance of a found item.

TRAPS: None.

DENIZENS: The red worms here are the same as those in area 19 except that the disease they give is "the shakes."

TREASURE: None.

22. THE MOTHER MAGGOT

INITIAL DIE ROLLS: None.

FIRST GLANCE: This area is a long and winding corridor which extends for a total 22 meters from area 21. The corridor slopes downward through rock type 17 and ends in rock type 18. At the end of the corridor is the tail end of an ugly, pale white giant worm.

CLOSER LOOKS: The walls are specked with some red substance.

EXITS: In one sense there are no exits from this area. As soon as a party has travelled far enough down the corridor to see the worm they have travelled far enough into chaos that their return entails some danger. Instead of returning to room 21 the party will end up in a random room of section II (roll 2D6 to determine room number). The party will arrive in the center of the room and all members of the party will be Befuddled for two melee turns (thus giving any enemies in the room time to arm or attempt a couple of free strikes).

HIDDEN SPOTS: It will take 25 minutes to search this entire corridor and there is a 5% chance of a found item.

TRAPS: None.

DENIZENS: The giant worm is for all practical purposes invulnerable to damage from any weapon the party is likely to be carrying. If a character chops at the worm, he will find that his weapon penetrates easily and the worm will start to bleed lots of little red worms (like those from room 21). Most of these worms will fall to the floor, but a few will start to crawl up the weapon towards its wielder. The character must drop the weapon and retreat immediately, or he will get brain fever.

TREASURE: None.

DECOD THE INHABITANTS

THE VERALZI THE PALE HUMANOIDS

These creatures' origins are explained within the text, as related by the spirit on the cube in room III-8. Their stats are given below.

They appear on the Initial Die Rolls as appearing in certain numbers. These creatures will not attack, though, unless they have at least four to one odds or are attacking a badly wounded party. Thus those discovered in a room will follow the party and gradually build up in numbers. The referee should be sure to roll a percentile for the party of monsters. One roll is sufficient, and if some of the creatures did not make their Move Silently roll then the referee announces where and how many noises there were.

These beings are not interested in killing or eating the party. Once they escape with a paralyzed victim, they will carry it to room 8 and place the paralyzed body in the cradle there to appease their guardian spirit, which is Nurse as explained in the story.

If the statue of Baroshi is returned to them or placed in the cradle, the remaining members of this race will be loyal followers of whoever does that and even be willing to die for him. The Nurse will stay behind and ask to have her children treated nicely, if they leave. But they'll never leave if the statue is not returned to Nurse.

These creatures are the remnants of the beings who once inhabited this temple before the fight with chaos. Over the years they have deteriorated in form and abilities as they await the delivery or return of their long-lost god.

Varalzi general statistics are STR 2D6, CON 3D6, SIZ 4D6, INT 2D6, POW 3D6, DEX 4D6, CHA 2D6.

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

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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
DEFEN	SE 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
DEFEN	SE 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.

VERALZI3

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
DEFEN	SE 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
Mov 10 Hit Points 8			Chest	(12)	3/4
			Right Arm	(13-15)	3/2
			Left Arm	(16-18)	3/2
DEFEN	SE 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.

VERALZI5

, 131011					
STR 7 INT 3	CON 10 POW 15	SIZ 18 DEX 13	Right Leg Left Leg	(01-04) (05-08)	3/4 3/4
CHA 11		DLA 15	Abdomen	$(09 \cdot 00)$ (09 - 11)	3/4
CIIIIII			Chest	(12)	3/5
Mov 10	Hit Points	12	Right Arm	(12) (13-15)	3/3
1010 10	int i onto	12	Left Arm	(16-18)	3/3
DEFEN	ISE 0%		Head	$(10 \ 10)$ $(19-20)$	3/4
Thrown	rock (1D4)) 25% SR 2			
	D6+1D4) 20				
Fist (1D	03+1D4) 30	% SR 7			
SPELLS	S: Binding;	Extinguish.			
VERAL	.ZI 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

3/4

3/5

(16-18)

DEFENSE 0% Head (19-20)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
DEFEN	SE 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	
DEFEN	ISE 5%		Head	(19-20)	3/5	
Thrown	rock (1D4)) 50% SR 1				
Bite (1D6) 30% SR 7						
Fist (1D3) 25% SR 7						
ODDUT	D' 1'	D ·	T T			

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

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VERALZI9

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
DEFEN	SE 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	3		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
DEFEN	ISE 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	5		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
DEFEN	ISE 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

POW 12 DEX 17 Mov 6 STR 4 CON 11 SIZ 2 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

POW 10 DEX 15 Mov 6 STR 4 CON 10 SIZ 3 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

POW 9 STR 6 CON 15 SIZ 3 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

POW 8 DEX 8 STR 3 CON 11 SIZ 4 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%

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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, sadddle-stitched to lay flat while in use, $8\frac{1}{2}\times11$, 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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SNAKEPIPE

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