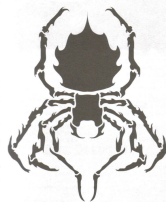


The Legend of Jub Jub Lake



An **EVERNIGHT** adventure for
SAVAGE WORLDS!

Part 1 of the *Before the Darkness* campaign



Adventure & Maps by: David (grubman) Bezio
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ABOUT THE ADVENTURE

The Legend of Jub Jub Lake is a lighthearted adventure designed for 3 Novice Player Characters (PC's), but can be modified for larger or smaller parties. Use the guidelines in the *Evernight* book to create characters.

This adventure takes place in the nation of *Valusia* in the world of *Tarth*, the setting for the *Evernight* scripted campaign published by *Great White Games*. This adventure takes place before, and leads up to, the events in *Evernight*. This adventure is self contained, and can be played by itself. It can also be used as part 1 of grubman's *Before the Darkness* campaign.

PART ONE: JUB JUB LAKE

In this part, the PC's enter Jub to find that the once prosperous fishing village faces a serious problem that threatens it's very livelihood. Not only that, but the villagers are also mysteriously plagued with frequent attacks from a Goblin clan.

Introduction

You have been traveling for 2 days. You headed due west from Old Home along a muddy trade path. You are making your way to Stoutham and then to King's Port where you will pursue a life of adventure and become famous heroes.

You chose this path rather than the main road to save a days travel, and possibly find some adventure along the southern edge of the Dread Mountains.

Ahead of you a weather worn sign reads Jub 1 Mile. Jub is a small fishing village on Jub Jub Lake famous for its succulent golden fish. After a few days of trail rations a fish dinner sounds excellent!

Have all the PC's make a common Knowledge roll (a Smarts test). The one that rolls the highest recalls hearing a tale about Jub Jub lake in a seedy tavern in Old Home. Give the Player a copy of the boxed text that follows. He can share this tale or keep it to himself.

The Legend of Jub Jub Lake

It is said in the days long gone that a giant Jub Jub bird dwelt in the cliffs above the lake. Like the ancient Dragon, the Jub Jub bird had collected a mass of wealth in his cave upon which he nested.

When the Jub Jub bird took to the sky, the gold coins and trinkets imbedded in his skin and feathers made him shine brilliantly under the glorious rays of Solace, the Sun God.

Deep in the mud of the lake below a putrid great fish, the Black Leviathan, dwelt. He watched enviously from the water every time the Jub Jub took flight.

One day, as the Jub Jub flew low over the lake, the Leviathan mustered its strength and leapt from the water and consumed the bird in one bite!

To this day, the Leviathan lies sleeping in the depths of Jub Jub Lake, digesting the bird. As he does, he passes the gold treasures into the water. This is the reason that the fish of Jub Jub lake have golden scales.

While it sounds fantastic, this tale is loosely based on an actual occurrence. Some 3000 years ago, when Jub Jub lake was much larger a small battle between two rival Sa Karans took place.

It was during this time that a few savage Elves witnessed a flying machine flying low over the lake destroyed by one of the Masters submarine like contraptions.

The Elves told their brethren what happened the best they could comprehend. 3000 years and multiple telling, the story has morphed into the tale above.

Entering the Village

You enter the small village of Jub and immediately catch the smell of fish. Through the 20 to 25 ramshackle buildings you can make out the shore of Jub Jub Lake and standing there in a huddled mass are the 35 men, women, and children that make up Jub's population.

As you near the crowd, you see that they are staring at a lone figure rowing a small boat about 600 feet off the shore. The little boat floats to a halt, and with a wave to those on shore, the man casts out a fishing line. A moment later he waves again and a cheer goes up in the little crowd.

Suddenly, from underneath the boat a dark shape rises. In a huge spray of water the boat disappears, seemingly swallowed by what looks like a huge black fish!

The crowd goes silent, and one by one disperses until the only one standing by you is a shriveled old man, who shakes his head as he fills a long wood pipe with a coarse weed.

The old man is Reginald Tankfellow. He noticed the PCs as soon as they entered town. Once an adventurer, he retired about 20 years ago in the quiet village of Jub.

Reginald loves to talk and is more than happy to share the news of what is happening in Jub. Highlights include the following:

- About 2 months ago people started to spot the Black Leviathan. Most villagers thought the legend was a fairytale. Now everyone realizes it must be true.

- The catch started getting light, so the villagers decided the Leviathan must be killed. Several of the fishermen made spears and went out on the lake looking. They never returned.

- The next day, the remaining fishermen who went out were seen consumed by the Leviathan. No one has gone out since until today.

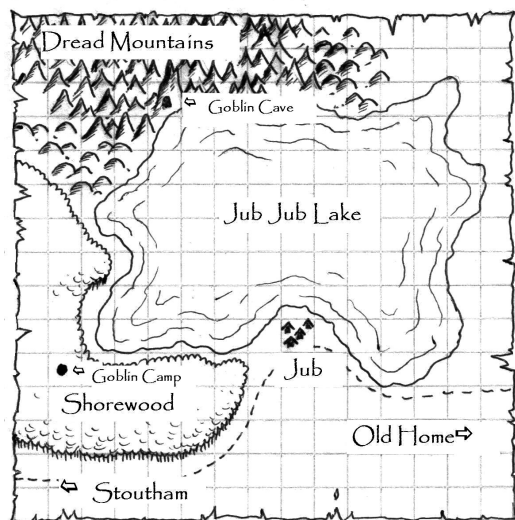
- Most of the able bodied men are now gone, and if things don't change soon the entire village population will have to pack up and move.

-The Village has only been fishing from the shore, and the take has been very light. Not only do they not have any fish to trade, but they don't even have enough to feed the village. He points over his shoulder at 2 pails of fish and says, "that's today's entire catch, and all we have to eat!"

-To make matters worse, at the same time as the Black Leviathan began to appear, the village started getting frequent attacks from Goblins. The village had never had any problems with the goblins of the Dread Mountains before. The raids seem to be mainly to steal food, but in these hard times that is fatal. Everyone hides when the goblins come, so no one has been hurt yet.

-The Village is loyal to Solace and they have been gathering to pray for deliverance every sunrise, but their prayers haven't been answered.

Map of the adventure area



Each \square = $\frac{1}{4}$ mile square.

Jub Jub Lake:

This is a spring and river (waterfall) fed freshwater lake. The lake is surrounded by a sandy shore except to the north where cliffs of the Dread Mountains rise right from the water. It drops off quickly from the shore to a depth of about 200 ft. at its center, where the water becomes murky. The lake has no threats other than the Black Leviathan.

Jub:

The village consist of 20 buildings. There are 15 residences, 1 meeting and worship hall, 1 trading post, 2 icehouses, and 1 huge shed for boat repair and fishing gear.

There are currently 35 residents in the village, 16 women of varying ages, 10 children, and 9 older men.

Shorewood:

This wood is actually just a part of the greater forest that covers most of the area. It is dark and foreboding but doesn't harbor any real threat except swarms of mosquitoes. Movement through the wood is slow (Difficult ground, half speed) and noisy (-1 Stealth). Elves and Half-Folk do not suffer the Stealth Penalty.

Goblin Camp:

This is the Goblins' new camp, described in Part Two of the adventure.

Dread Mountains:

The Dread Mountains that surround the northern side of Jub Jub Lake are a sheer cliff rising 200 ft. A thin waterfall trickles down the face into the lake. There are all sorts of beasties in the Dread Mountains, including bands of Barbarian Orcs. The adventure doesn't take us too far into these regions, but if the PC's decide to wander, you will want to throw encounters at them to make them turn back.

Goblin Cave:

The Goblins' abandoned lair, detailed in Part Three of the adventure.

PART TWO: THE GOBLINS

In this part of the adventure the PC's will fight off a goblin raiding party, trace the goblins to their camp in the woods, and travel there to confront them. There they learn more about the problems plaguing both the villagers and the goblins.

Goblins and Hobgoblins



The *Evernight* book neglects to mention one Sa Karan experiment gone bad...Goblins!

While most of the slaves were made for efficiency, one Sa Karan created Goblins out of mere curiosity.

Goblins are the result of an unholy mix of Orcs and Half-folk. The resulting creatures are small and frail with pasty lime green skin and decidedly ugly features. Beady pinprick eyes complete the impression of a totally shift creature. Much like the Half-folk, the goblins were supposed to be destroyed, but several escaped. Unlike the Half-folk, Goblins reproduce like rabbits.

Every now and then a Goblin favors the genetics of his Orc side a bit more than his brethren. These heavily muscled Goblins are called Hobgoblins. Hobgoblins are much stronger, but slightly duller than their already dim Goblin cousins.

Goblins and Hobgoblins hate the light and curse Solace, the Sun God. They are a bitter race and dislike everyone else, in fact, they don't like other Goblins much either. They protect their own, but really just want to be left alone. The only other beings Goblins like are Dire Wolves who they often ride and cohabit with.

Goblins form into loose clans, usually ruled by a King, the smartest of the lot. Hobgoblins usually fill out the bodyguard of the King.

Goblin

Attributes: Agility D8, Smarts D6, Spirit D6, Strength D4, Vigor D6

Skills: Climb D6, Fighting D6, Guts D4, Notice D6, Taunt D6, Shooting D8, Stealth D10, Throwing D6, Swim D6

Pace: 5; **Parry:** 5; **Toughness:** 5

Gear: Spear (Str+2), Knife (Str+1)

Special Abilities: *Infravision*, *Size -1* (Goblins stand 3-4' tall)

Hobgoblin

Attributes: Agility D6, Smarts D4, Spirit D6, Strength D6, Vigor D6

Skills: Climb D6, Fighting D8, Guts D6, Taunt D6, Shooting D6, Stealth D6, Throwing D6,

Pace: 5; **Parry:** 6; **Toughness:** 5 (6)

Gear: Short Sword (Str+2), Knife (Str+1), Leather Armor (+1)

Special Abilities: *Infravision*, *Size -1* (Goblins stand 3-4' tall)

Dire Wolf

Attributes: Agility D8, Smarts D4(A), Spirit D6, Strength D8, Vigor D8

Skills: Fighting D8, Guts D8, Intimidation D8, Notice D6,

Pace: 10; **Parry:** 6; **Toughness:** 6

Special Abilities: *Bite* (Str+2), *Go for the Throat* (with a raise hits most weakly armored spot), *Fleet-Footed* (D10 when running).

Goblin Attack!

After the PC's have had a chance to talk to Reginald, a loud horn blast is heard. The villagers drop everything and run for cover screaming "Goblins! Goblins!".

The PC's can barely take this in when they see several Goblins riding Dire Wolves come bearing down on them. From somewhere the PC's can hear a woman bawling, "The Fish, we left the Fish!".

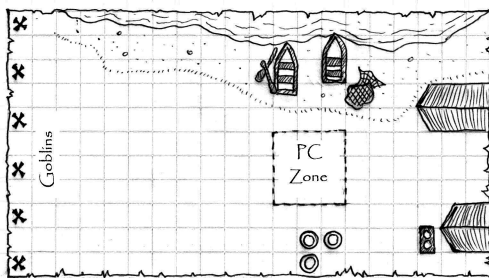
Use the tactical map on the following page to run the battle. The Goblins are attempting to grab the pails of fish and retreat as fast as possible. So far they haven't had any resistance from the villagers, so will be very surprised to find the PC's standing in their way.

The attacking force consists of **6 Goblins riding 6 Dire Wolves**. The Dire Wolves fight as trained mounts (*Savage Worlds pg. 89*). None of the Villagers will help the PC's during the fight, they are all too terrified.



The Goblins are just as desperate for the fish as the villagers, so will die trying to acquire it. Once the fish are nabbed (this takes one Goblin per pail) they will retreat.

Make a Vigor roll as per the Aftermath rules (*Savage Worlds Pg. 71*) for any surviving Goblins to determine their condition.



Each \square = 5 ft. square

The X's show the Goblin Wolf riders start zone, while the area the PC's can start is also shown. To the north is the shore of Jub Jub Lake where a few boats and a fishing net lie. To the South are a few empty barrels that reek of fish oil. To the east are two shacks. Two buckets of fish sit on a table in front of the southern shack.

The Villagers Plea

After this encounter the Villagers will beg for the heroes to help them with their plights. Hopefully the PC's will see the Goblin Raiders as the easiest threat to deal with and take care of that first.

The first thing the PC's need to do is find out where the Goblins are coming from. This can be done in two very easy ways.

First, any Goblin survivors can be questioned. They will only moan and spit broken sentences like, "We's only wants some grub! We's starving!" and "banished to da nasty forest!" or "we just wants ta go ome!". Goblins that are treated well and healed will lead the PC's back to the Goblin camp (where they assume their king will be able to handle the so called heroes), but will constantly look for chances to escape. They will be fairly silent on the trip, having nothing intelligent to add to what they have already said.

Second, the Goblins aren't too subtle and their trail is pretty easy to follow if the PC's take off fairly quickly after the attack.

What Happened to the Fishtail Clan?

These Goblins belong to the Fishtail clan, who are fairly peaceful as far as goblins go. Under the wise rule of King Grubnutz, the clan has lived in a cavern complex in the Dread Mountains for over 20 years. A lower chamber of the cavern gives the clan access to Jub Jub Lake. There the Goblins would spear enough fish to keep the clan well fed without having to seek out alternative food sources (or eat each other, which is sometimes the Goblin way!).

About 2 months ago, the Goblin clan was attacked and driven from their cave by a formidable band of Dwarves. The Goblins have tried to return, but every time they find the cavern still occupied by the Dwarves, who they are afraid to confront.

Unskilled at hunting or gathering, and unable to find adequate fish to spear close to shore, the clan has been in dire straights. Desperate to feed his people, King Grubnutz has resorted to

sending raiding parties to the village of Jub to steal food.

The Goblin Camp

What is going on, and what happens when the PC's get to the camp, is largely dependant on how and when they get there.

The camp consists of several raggedy animal hide tents, and grass lean-tos. A large fire pit is at the center of the camp and a bit to the north is the makeshift wood throne of King Grubnutz. There is nothing of real value in the camp.

During the evening, night, and early morning hours the camp is active. The fire pit is roaring with flame and the 20 male and female Goblins go about their chores (cooking what little they have, repairing shelters, sharpening weapons, ect.), while the 10 Goblin children roll in the dirt with the 8 Dire Wolves. King Grubnutz sits in council with Zahaz (the clan Shaman) while his 4 Hobgoblin bodyguards stand about him.

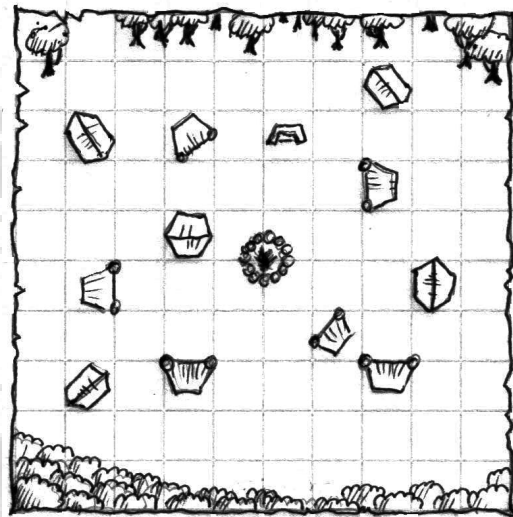


During the day the clan sleeps, but 4 Goblins mounted on Dire Wolves take shifts guarding the outskirts of the camp, while another 2 make wide patrols in the surrounding wood.

If the PC's engage the Goblins in combat, every adult Goblin and Dire Wolf will join in the fight. They will fight until $\frac{1}{2}$ of their number is killed or wounded (there are 26 adult Goblins, so when 13 are incapacitated) or until King Grubnutz falls. If this happens, they disperse into the woods. The clan will then regroup at a different location and set up another camp in a day or two.

If the PC's approach peacefully, and have treated any captive Goblins (from the raid at Jub) fairly, King Grubnutz will be more than happy to listen to what they have to say. After all, they greatly outnumber the PC's and can kill them at any time of their choosing. If the right questions are asked Grubnutz will gladly divulge the information of what has befallen his clan and will accept the PC's offer to help. He will even give directions to the Goblin Cave, and perhaps provide a guide.

All of the above will rely on role-playing. The GM may require a few Persuasion rolls if he chooses, or if the PC's are doing particularly bad. In any case, the Goblins will not accompany the PC's to the Cave, they have already lost too many of their brethren in the fights with the Dwarves. King Grubnutz will offer a single Goblin Guide to the Cave, if specifically asked, and the PCs make a Persuasion roll with a raise.



Each \square = 5 ft. square



King Grubnutz

Attributes: Agility D8, Smarts D8, Spirit D8, Strength D4, Vigor D6

Skills: Climb D6, Fighting D6, Guts D6, Notice D6, Taunt D6, Shooting D8, Stealth D10, Throwing D6, Swim D6

Pace: 5; **Parry:** 5; **Toughness:** 5

Gear: Short Sword (Str+2)

Special Abilities: *Infravision*, *Size -1* (Goblins stand 3-4' tall)



Zahaz

Attributes: Agility D8, Smarts D8, Spirit D6, Strength D4, Vigor D6

Skills: Climb D6, Fighting D4, Guts D4, Notice D6, Taunt D6, Shooting D8, Stealth D10, Throwing D6, Swim D6, Spellcasting d8

Pace: 5; **Parry:** 4; **Toughness:** 5

Gear: Knife (Str+1)

Special Abilities: *Infravision*, *Size -1* (Goblins stand 3-4' tall), *Arcane Background* (magic), *Power Points* 10, *Spells:* Armor, Bolt

PART THREE: THE LAIR OF THE BLACK LEVIATHAN

In this part of the adventure the PC's go to the Goblins cave to confront the Dwarves there. In the process they learn the Dwarves secret, and possibly the secret of the Black Leviathan. If the PC's are successful in this part they will have cured the ills of both the villagers of Jub and the Goblins...and be on their way to becoming heroes!

What Went Before

The Dwarf, Boros Axenhander, would have gained the status of hero long ago if it wasn't for his greed. Never did he help the weak or helpless, he only did great deeds for gold and treasure. His reputation did, however, attract likeminded dwarfs to his company, and soon he had a merry band of warriors.

It was with this motley crew that Boros made his way into the Dread Mountains about 3 months

ago. He had obtained faulty information that an ancient hidden temple filled with gold lay somewhere north of Jub.

Deep in the mountains he found a cave that led to what appeared to be some sort of ancient building. Once inside Boros marveled at the workmanship of the stone, which seemed even more advanced than Dwarven craftsmanship.

While Boros didn't find any gold in the cavern he did find something even more marvelous. He found something that should have remained hidden, an ancient machine of the Sa Karan. In fact it was one of the same submarine-like contraptions that spawned the Legend of Jub Jub Lake. The technology was far beyond Boros, but his brother Grigby was an Engineer by trade. Grigby quickly determined what the marvelous machine was...and what it could do.

It didn't take Boros long to recall the Legends of Jub Jub Lake, and come to the conclusion that if one part of the Legend was true, so must the other! The bottom of the lake must be littered with the golden treasure of the Jub Jub bird.

Boros and his men relocated the Leviathan to the lake, but needed somewhere to work from. The Goblin Cave proved to be an efficient base of operations. He hadn't planned on involving the villagers of Jub, but when they attempted to destroy the Black Leviathan when it emerged, he realized he would have to take them out of the picture until he found his fortune. Soon he began to enjoy the "sport" of swallowing villagers with the Leviathan. So far Boros has found no treasure and is getting irritable.

How much of this the PC's are informed of or find out depends on how this part of the adventure plays out.

The Goblin Cave

The entrance to the Goblin cave is literally a hole in the ground on a small plain between three mountains. The plain is covered with burdock bushes and Dandelions. Several piles of dried Goblin droppings can also be found around the clearing (if the PC's are so inclined to search for them.).

Just outside the cave entrance an Ogre skull is

skewered on a large wooden spike. This is meant to ward off any would be trespassers (In actuality the Goblins of the Fishtail clan found the skull). Below the skull is a large rock upon which a Dwarf sits with a axe across his lap and a large bell on a stick slung over his shoulder.

Dwarf Guard

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D8, Vigor D8

Skills: Fighting D8, Guts D6, Knowledge (Drinking games) D6, Notice: D6, Shooting D6,

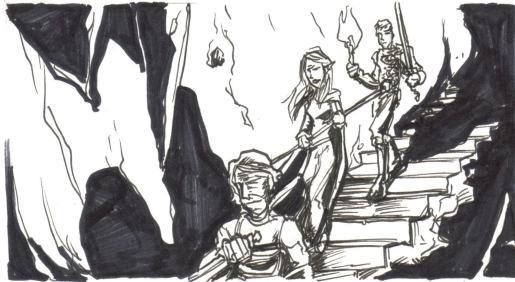
Pace: 5; **Parry:** 6; **Toughness:** 6 (7)

Gear: Battle Axe (Str+3), Leather Armor (+1), Large Bell, 20 Golden Suns in belt pouch

Special Abilities: *Low light vision* (ignore penalties for darkness), *Tough*

The Dwarf guard is supposed to ring the bell then run below if any of the Goblins (or other threats) return. Needless to say the PC's may come up with several ways to prevent this depending on how they approach the encounter area. If the Dwarf drops the bell, however, it will roll into the hole and down the stairs...basically having the same effect as if he rang it.

The hole opens to a set of roughly hewn stairs going steeply down into unlit depths.



Map Key to the Goblin Cave

1) The Great Chamber

The rough hewn stair goes down about 150 ft. before opening into the great chamber.

The vast room before you measures about 45 ft. wide by 35 ft. deep with a ceiling 25 ft. high. It is damp even with the small fire that burns in a large fire pit in the center of the chamber, behind it rests a "throne" much like the one the

Goblin king sat on in the woods. The smell of Goblin Dung is like menthol in your nostrils and makes your eyes water.

As you look you see that the cavern is naturally formed with some areas that look to have been chipped away. Stalactites cover the ceiling. Stalagmites litter the floor. Two pairs have grown to meet, forming massive pillars.

At a glance you notice several small exits from the cave at different levels. Each of these has a rope, tied to a stalactite above, in front of it.

There are 2 ledges rising about 10 ft. on either side of the room that you can't see the top of from this angle.

There are 5 Dwarf Warriors standing guard in this room.

5 Dwarf Warriors

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D8, Vigor D8

Skills: Fighting D8, Guts D6, Knowledge (Drinking games) D6, Notice: D6, Shooting D6,

Pace: 5; **Parry:** 6; **Toughness:** 7

Gear: 3 of the Dwarves are armed with War hammers (Str+2, AP1 vs. Plate armor), and 2 are armed with Crossbows (15/30/60, 2D6, AP2, Requires 1 action to load).

Special Abilities: *Low light vision* (ignore penalties for darkness), *Tough*

If the PC's managed to sneak in without alerting them, they will be sitting around the fire warming their hands and complaining about the smell of the Goblin cave. Have each one make a notice roll if any PC comes into sight. This includes taking a peak around the corner. The Dwarves have orders to instantly attack any intruders.

If they are alerted to the PC's presence 2 will hide behind the large pillars while 1 hides behind the throne. The other 2 will climb to the top of the ledges via rough hewn foot and handholds and lay down there. They will await till the PC's approach the best ambush position and the two on the ledges will start firing their crossbows (unwary of their companions below) while the others jump out to confront the PC's in melee.

The ropes tied in front of the entrances to rooms

2 and 4&5 are tied to stalactites and used by the Goblins to scamper up to these caves (10 to 20 ft. above this chamber). They can easily support the weight of Half-folk and Elves, but any Humans, Half-Orcs, or Dwarves that attempt to climb them have a 1 in 20 chance of dislodging the stalactite. The fall does 1D6 Damage, and the PC must make an Agility test at -1 or the stalactite falls on his person for another 1D6 damage (damage rolled separately).

The secret door concealing the stair to the lower level was crafted by the Dwarves and is quite good. The PC's will have to be actively looking and make a notice roll to find it. Once found it is easy to open, swiveling on a center hinge. If the PC's can't find it (or don't even look) and you feel like being generous do the classic, "you lean against the wall and suddenly it gives way, and you fall into a secret passage!" line.

2) Sleeping Chambers

You thought the room below smelled bad, this one raises the bar to a new level!

This room is littered with straw, dung, and trinkets such as pots, rags, dirty hide pillows, and pipes that smell of dubious weeds and herbs.

These are the sleeping chambers of the Goblins, and try as they might, the PC's can't find anything of value here.

However, any PC who digs around in the room has a 1 in 6 chance of catching flees! This is mostly annoying, but will lower the PC's Charisma by -1 till he can get to a hot bath and have his clothes washed.

3) The Giant Spiders Lair

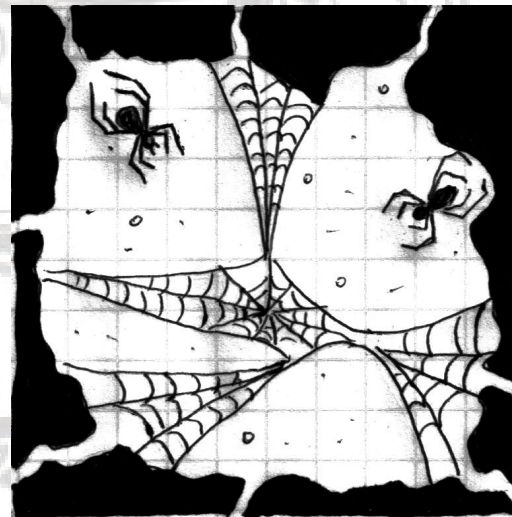
The floor level entrance to this cavern has obviously been sealed off for some time. The entranceway is blocked with dirt, stones, and sticks, and plastered together with more, you guessed it, Goblin droppings! It will take a good 4 man hours to clear an opening large enough to crawl through.

The room beyond is dirty and dark. The PC's can hear a disturbing clicking noise echoing from somewhere nearby. In the center of the room the floor has fallen away to reveal a large chasm.

This is the reason the Goblins sealed off the room.

Any PC who gets close enough to the edge of the chasm to look into it causes a section of the floor to cave in. He must make an Agility check (-2) to avoid falling to the depths below.

The good news is he lands safe and sound 15 feet below. The bad news is, it's because he has fallen into the web of a giant spider who feeds on cave rats...usually! (see "Webbing" in the monster description below).



Each □ = 5 ft. square

Place the fallen PC anywhere on the web you like.

Once the first PC has fallen into the spiders lair the floor is stable. Other PC's have a clear view of the chamber below and can shoot from the rim of the chasm or jump to the room below.

Giant Spiders (2)

Attributes: Agility D10, Smarts D4(A), Spirit D6, Strength D10, Vigor D6

Skills: Climbing D12+2, Fighting D8, Guts D6, Intimidation D10, Notice: D8, Shooting D10, Stealth D10

Pace: 8; **Parry:** 6; **Toughness:** 5

Special Abilities: *Bite* (Str+1), *Poison* (Instant paralysis to those who fail a vigor roll (-4), lasts for 2D6 minutes.), *Webbing* (cast webs the size of the small burst template 3/6/12. Anyone caught must break free (toughness 7). Webbed characters can still fight, but all actions are at -4.)

4) The King's Chamber

This chamber is surprisingly clean compared to others in the cave with no Goblin droppings to be seen. The floor is covered with the furs of a variety of animals. Atop them all is the hide of a Chinook, head and claws intact (see Evernight Page 132). Its glass eyes stare evilly at you .

This is the room of King Grubnutz. Among the furs are various odds and ends, a dented helm, an iron chalice, a half filled wine skin (Goblin wine, yeeech!), a jar of what might be pickled pigs feet...or might not be.

If the PC's move aside all the furs, they will find a small hole in the floor covered by a rusty broken shield. In the hole are 27 Gold Suns, and a pair of small fancy boots, this is the entire Goblin coffer.

The boots are small, designed for a Half-Folk. They are magical and grant a +1 to any Stealth trait checks while they are worn. Grubnutz will immediately recognize them with a Notice check if he sees them again, and will ask for them back.

5) Shamans Room

This room reeks of incense, which isn't much of an improvement over the smell of the rest of the cavern. A large sleeping fur covers the floor in the southern half of the room. There is a small fire pit near the center of the room and the ceiling above it is darkened black with soot. The Northwest portion of the room is covered with a shelf that has several bottles filled with dubious contents such as "spider eggs" and "bird feet". There are several rolled pieces of parchment on the top shelf.

Almost all of the stuff in this room is useless crap. The "spell components" are used for charms and ointments that seldom work. The rolled up papers are from various works of literature, or posters that Zahaz just happened to find, and thought looked impressive. He can't read anyway.

There is one small intricate bottle of Ancient make that holds 2 doses of a pink liquid. This is a rare Sa Karan Potion of Healing. Each dose instantly heals 1D4 wounds.

6) The Lair of the Black Leviathan

The long stair to this room opens onto a vast chamber. The PC's will realize that daylight is coming from the room beyond the tunnel when they get within 50 ft. of the opening. PC's can cautiously look into the room without much difficulty, as the Dwarves aren't expecting any Intruders.

The stair opens up into a vast cavern. A large opening on the opposite wall lets in daylight as well as Jub Jub Lake which fills the chambers center. A sheet of water, from a waterfall, pours over the opening, concealing it from the outside. The dull light reflecting on the rippling water casts moving shadows and lights on the wall.

The first thing to catch your eye is a large dark metallic object shaped like a gigantic fish that floats in the chambers pool. It is tethered to a long wooden dock upon which paces an angry looking well muscled Dwarf. Behind him on the East wall are 7 bunk beds around which loiter 6 Dwarves playing dice games, dozing, or inventorying equipment.

Glancing to the west side of the chamber you see what appears to be a prison gate with a padlock on the door, next to it lie a stack of boards. Beyond the door you think you can make out several bedraggled figures sitting about a dark cell. Further south you see what looks to be a small chamber off of the main one. From this side chamber an artificial light, probably a lantern, glows.

Needless to say the Giant Black fishlike thing is the ancient submarine machine of the Sa Karans, and the Black Leviathan.

The Dwarf pacing is Boros. He is quite perplexed and frustrated that he has yet to find any gold on the bottom of Jub Jub Lake.

The 6 Dwarves are the remainder of Boros's followers. They are currently "off duty" so have no armor on. Weapons are always on hand though.

The bunk beds are the Dwarves personal spaces during this mission. They keep a few spare clothes, armor, and weapons underneath. Scattered among the belongings are a total of 56

Gold Suns, and a thin chain necklace with a small silver symbol of Solace.

6A) There are 6 villagers of Jub inside the cell. These are the few survivors of the attacks by the Black Leviathan. Not knowing what to do with them Boros threw them in this cell until his search of the lake is over. The villagers are weak and unhealthy, but more than willing to fight the Dwarves for their freedom...if only they could escape! In fact they have done little else for two months than think of their families and loved ones suffering at the hands of the Dwarves, not to mention their brother fishermen who Boros killed with the Black Leviathan. If freed they will arm themselves with the boards (some of them with protruding nails!) that the Dwarves have carelessly stacked next to the cell. The boards do Str+1.



6B) This little alcove has been set up as a workshop for Grigby. There is a workbench littered with springs, hoo-hoo's, gidgets, and sprankdoodles, all things that have fallen off the Black Leviathan. There is a shelf with several scrolls on it. The scrolls document the systematic search of the lake's bottom, as well as Grigby's attempts to make sense of the Leviathan and its workings. Grigby is here contemplating the latest wingziggie by lamplight. If a fight breaks out he will try to sneak out up the stair with as many bits as he can grab. He's a tinkerer, not a fighter! If caught he will surrender, but look for a chance to escape.



Boros Axenhandler

Attributes: Agility D6, Smarts D6, Spirit D8, Strength D8, Vigor D10

Skills: Boating D10, Fighting D8, Guts D8, Intimidation D8, Notice D6, Shooting D8,

Pace: 5; **Parry:** 6; **Toughness:** 7

Gear: War hammer (Str+2)

Special Abilities: *Command* (+1 to followers spirit roll when recovering from being shaken), *Combat Reflexes* (+2 to his own spirit roll when attempting to recover from being shaken.), *Low light vision* (ignore penalties for darkness), *Tough*

Grigby Axenhandler

Attributes: Agility D6, Smarts D10, Spirit D6, Strength D6, Vigor D6

Skills: Fighting D4, Knowledge (Engineering) D10, Knowledge (Machinery) D10, Notice: D8, Repair D10, Shooting D6,

Pace: 5; **Parry:** 4; **Toughness:** 5

Gear: Pistol (5/10/20 2D6+1, Reload 2), Large bag of tools, 20 Golden Suns in belt pouch

Special Abilities: *Low light vision* (ignore penalties for darkness), *Tough*

6 Dwarf Warriors

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D8, Vigor D8

Skills: Fighting D8, Guts D6, Knowledge (Drinking games) D6, Notice: D6, Shooting D6,

Pace: 5; **Parry:** 6; **Toughness:** 6

Gear: Short Sword (Str+2), 20 Golden Suns in belt pouch

Special Abilities: *Low light vision* (ignore penalties for darkness), *Tough*

6 Fishermen from Jub

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D6, Vigor D6

Skills: Boating D10, Fighting D4, Guts D6, Knowledge (Fishing) D10, Notice: D4,

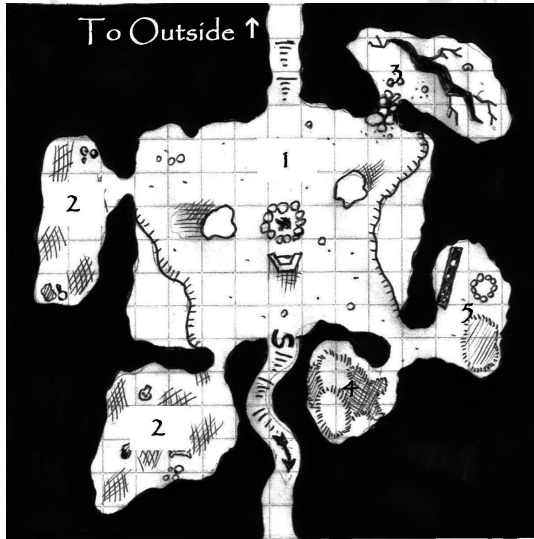
Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Boards, some with nails! (Str+1)

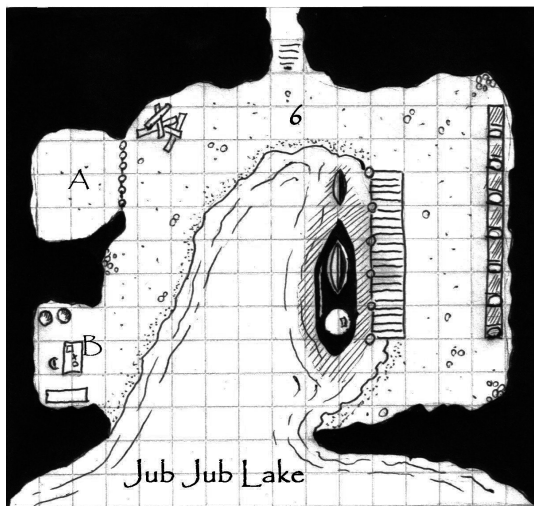
Special Abilities: *Revenge with a Passion!* (While poor fighters, the Fishermen of Jub have done nothing for 2 months but think about their families and friends suffering at the hands of the Dwarves. This gives them a +2 to their attack and damage roll, but a -1 to their Parry)

Map of the Goblin Cave

Each \square = 5 ft. square

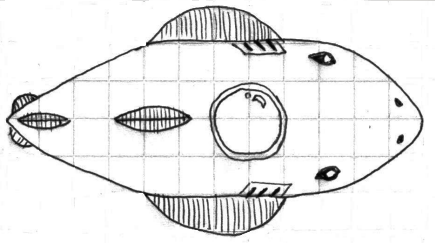


500 feet



Jub Jub Lake

Diagram of The Black Leviathan



Each \square = 2 1/2 ft. square

The Black Leviathan

The Black Leviathan is an undersea vessel used in the past by the Sa Karan to do various chores. Some were even used during wartime and were armed with weapons.

This small one man model was used to skim the bottom of lakes for recovery or mining. The "mouth" opens up to scoop up dirt where it is filtered and drained.

It is designed to look like a fish for purely aesthetic reasons. The glass observation dome doubles as the entry hatch.

The power cell that runs the Leviathan is a wondrous thing! It is a small round green glowing sphere about 1" in diameter. It is fused with arcane power and can be used to power Weird Science devices. Any wielder of Arcane Magic who possesses the sphere on his person has 5 additional power points, just like the Power Points edge. Any wizard who nears the Leviathan will sense the power and be able to learn how to harness it with the expenditure of a bennie.

Conclusion

The battle with Boros and the discovery of the truth behind the Black Leviathan is the climax of the story. Everything past this is just for closure, let the PC's proceed as they like.

The Goblins can move back to their cave and stop harassing the villagers. The Villagers can go back to fishing and their normal way of life.

The PC's are one step closer to becoming heroes!

Award Experience Points via the guidelines in the *Savage Worlds* revised rulebook Page 57.

The End

Design Notes from grubman

This is the first in a series of adventures I'm writing. Each adventure is independent and designed to fit in 1 or 2 game sessions. Readers will notice my adventures take their cue more from 80's Saturday morning cartoons and comic books than classic works of fantasy or realism. Just my style, I hope others appreciate it.