Legendary Adventure™

Fantasy Role Playing Game

Fish for BreakFast

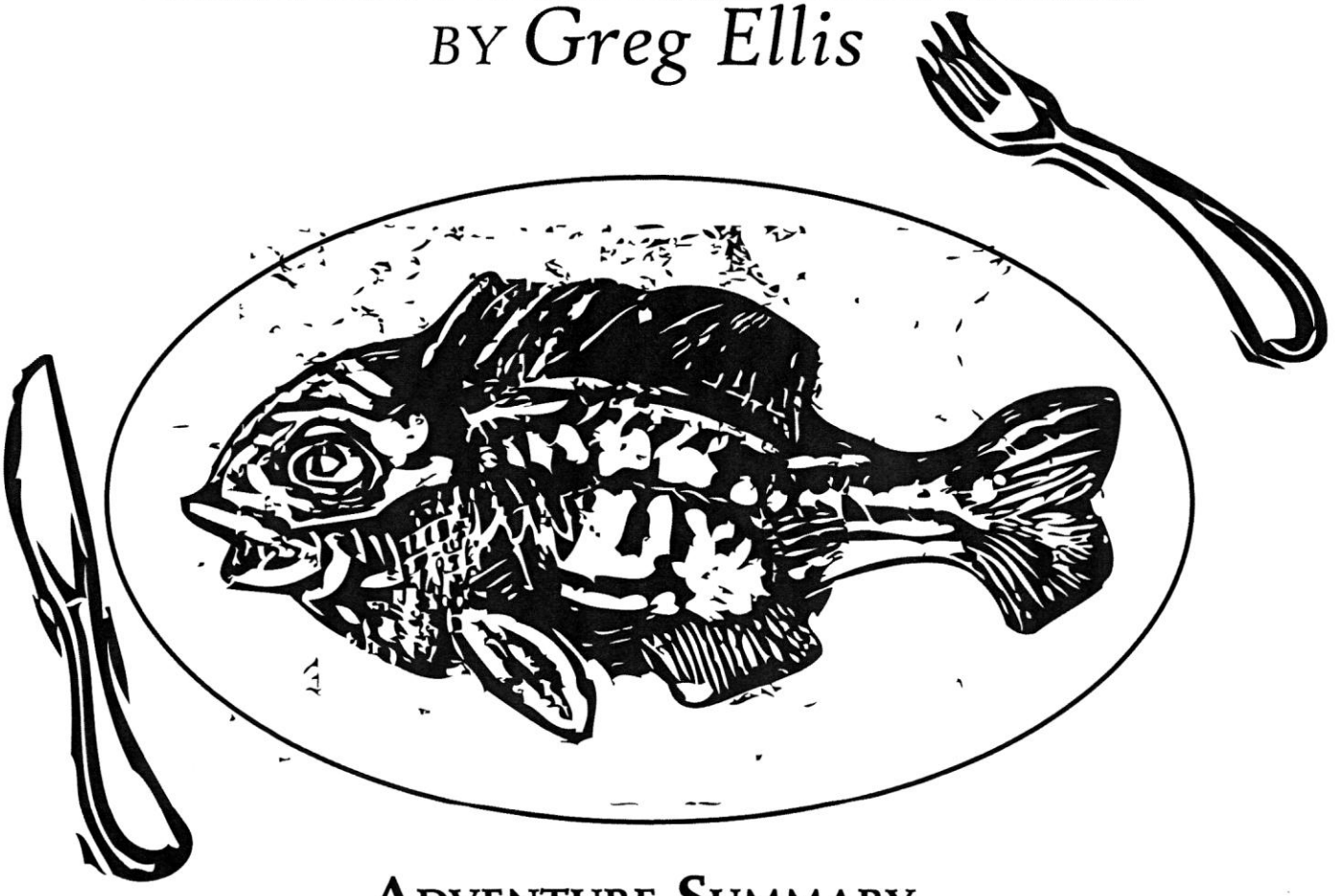


by
Greg Ellis

A LEJENDARY ADVENTURE
GAME SCENARIO FOR 3-6 BEGINNING AVATARS:

FISH FOR BREAKFAST

BY *Greg Ellis*



ADVENTURE SUMMARY

This adventure takes the Avatar party through a sequence of five environments, in roughly the following order:

1. An overnight stay in a seaside hamlet called Vasenkari, where the Avatars meet a poor farmer with a problem, enjoy some food and drink, and hear a song at the tavern that sets the background for the adventure.
2. An encounter with Goblin bandits in the woods, with a subsequent chase through the forest, across a rushing river and up a hill.
3. A plunge into underground caverns, where the Avatars face treacherous descents, enormous insects and a band of Goblin miners.
4. A trip through the abandoned lair of an ancient mage, now occupied by the Goblin bandits.
5. An overnight (or perhaps longer) stay in the farmer's hamlet, called Joenpolvi, where the Avatars meet several NAC's, receive healing, are thanked and congratulated for their triumph over the Goblins, and receive some clues for further adventure.

Some variation on the above sequence might occur, of course, depending on Avatar actions.

One or more Dwarfs (or Gnomes) in the party will prove useful,
but these characters are certainly not essential.
Abilities that may prove advantageous include:
ARCANA, ENCHANTMENT, HUNT, LEARNING, RANGING, AND SCRUTINY.

The adventure is intended to be playable using only the Lejendary Adventure Game Essentials Boxed Set. Where material from other sources is referenced, it is duplicated or paraphrased within the text. *The Chronicles of the Lejendary Earth World Setting - Gazetteer and Noble Kings and Dark Lands are also referenced, but are not essential for play.*

THE FOLLOWING ABBREVIATIONS
ARE USED FOR PAGE REFERENCES:

ER = Essential Rules
EB = Essential Bestiary
LR = Lejendary Rules for All Players
LML = Lejend Master's Lore
BOL = Beasts of Lejend

Credits

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PRONUNCIATION GUIDE

Scattered throughout this adventure are a number of Finnish words, including names for people, places and folklore heroes. What follows is a brief guide to pronunciation. The phonetic translations are not intended to be exact, but rather to offer some guidance to the Lejend Master who is unfamiliar with the Finnish language. Please feel free to apply a more correct pronunciation should you happen to know it. Some additional terms, from the *Lejendary Adventure* source books, are also listed for your convenience.

Ahto - *ACHT-oh*
Froidois - *Freud-WAH*
Groswurm - *GROSS-verm*
Gygax - *LUV-ee-thuh-VESH-hoag*
Hjalmar - *hee-YALL-mar*
Hrunji - *her-UN-jee*
Ilmarinen - *EEL-marr-ee-IN-EN*
Joenpolvi - *YOE-en-POLE-avi*
Kalle - *CALL-le*
Kantele - *CON-tell-eh*
Keomia - *key-OH-me-uh*
Kilju - *KILL-you*
Kirkko - *KEER-koe*
Mirana - *mere-ANN-ah*
Necrourgy - *neck-RO-ur-jee*
Necromancy - *Ne-KROM-an-cee*
Necromancer - *Ne-KROM-an-cer*
Niko - *NEEK-oh*
Nurslamo - *nurse-LAMB-oh*
Pellervoinen - *pell-er-VOIN-en*
Phalangida - *fah-LANG-gid-uh*
Polo - *POE-low*
Purkamo - *poor-KAH-moe*
Rauha - *ROW-ha (rhymes with COW-ha)*
Rauni - *ROW-knee (rhymes with COW-knee)*
Saarnaaja - *sar-GNAW-yah*
Sahti - *saw-tea*
Sampo - *SAMP-oh*
Satu - *SAT-oo*
Seija - *SAY-yuh*
Seppo - *SEPP-oh*
Spectrolite - *SPECK-troe-light*
Sula - *SUE-lah*
Taitonen - *TIGHT-oh-nen*
Tuija - *TWO-EE-yuh*
Tulokas - *two-LOKE-us*
Ukko - *OO-koh*
Uljas - *ULL-yass*
Utoloya - *OO-toe-LOY-yuh*
Vaino - *VIE-EE-noh*
Vainomoinen - *VIE-EE-noh-MOE-EE-nen*
Varan - *vuh-RAN*
Vasenkari - *VOSS-en-KARR-ee*
Vatija - *vot-EE-yuh*
Xargya - *ZARG-yuh*

Adventure Setting
THE KINGDOM OF KEOMIA

THIS ADVENTURE is set in the Kingdom of Keomia, the northernmost nation on the west (Lantic) coast of Varan-a continent of the Lejendary Earth World Setting. The winters are long, dark and cold in this near-Arctic region. The summers are brief, but gloriously bright and warm. The adventure opens in late summer, as the harvest is beginning. The days are long, and the weather is quite pleasant.

Further details of Varan and the Kingdom of Keomia can be found in *The Chronicles of the Lejendary Earth - Noble Kings and Dark Lands*. If you don't have that resource, imagine the rocky Atlantic coast of Norway, and the extensive coniferous forests of Sweden and Finland, with a slightly warmer climate.

Of course, if you prefer, the adventure can be easily adapted for play in any temperate coastal region sparsely populated by tiny communities of farmers. The story begins in a small port community.

A BRIEF HISTORY OF THE REGION

The early history of this area is fraught with peril and strife. The first waves of immigrants struggled extensively with predation by wolves, and with native Alfar humanoid populations. For many years, a long and bloody skirmish war was fought with the Goblin tribes who previously roamed the area unchallenged. About 100 years ago, these nasty creatures were finally driven out of the region, and a long period of peace and prosperity began.

As is typical, the local folk have short memories, and now that several generations have passed since those terrible bloody times, the Goblin war bands have slipped into the realm of folktales and children's stories. The last of the veterans from those great wars have long since passed away, some 50 years ago, so there are none left to tell the tales in truth. Some research in the more ancient sections of the libraries, in the larger cities to the south, might give the Avatars an inkling of the bloody past of the region. However, to discuss it casually with the locals, they will hear essentially nothing of the great struggles from the region's past. In fact, if they were to mention "Goblins" and similar creatures in general company, they are likely to be subjected to ridicule.

The local economy is for the most part self-sufficient, with major activities including livestock farming, hardy crops, fishing, and trapping. Fish, dairy, and eggs are present in abundance, with beef, pork, chicken, mutton and goat meat also part of the local diet. The horses in this region tend to be a smaller sort - ponies really - bred in the region surrounding the large city of Utoloya to the south. Local crops include potatoes, sugar beets, turnip, carrots, cabbage, and onions. Apples are grown in a few areas that are well protected from the chill north winds. Blueberries, strawberries, and cranberries are collected in the wild. Some farmers grow hardy strains of barley, oats, wheat and rye that make their way into flatbreads and porridge during the long cold winters. Honey is also a local food product. Vetches are the main fodder crop for winter feeding of animals.

The climate here is harsh, with a relatively short growing season, although the temperatures are somewhat moderated by the proximity of the ocean.

ENTERING THIS REGION

It is left to the Lejend Master to bring the Avatars into the region and explain why they are together, where they are going, etc. If this is the first adventure for the group, you might wish to make them natives of Keomia - perhaps citizens of the walled city at Utoloya, to the **south**, where some 20,000 people dwell.

There are a number of convenient routes into the tiny port of Vasenkari; chose one from the list below, or make up your own:

Blown far off course during a voyage on the Lantic Ocean, the Avatars find themselves in the tiny hamlet port of an unknown nation.

Traveling north from Utoloya along the coast road, seeking adventure in the great tracts of unexplored wilderness to the north, the party comes upon the pleasant little town of Vasenkari.

Hitching a ride on a small coastal barque out of the Keomian capital of Nurslamo, the party accompanies a small shipment of iron and manufactured goods to the last port of call on the northern sea route.

VASENKARI

The adventure begins in the tiny port hamlet of Vasenkari, about 50 miles up the coast road from the walled city of Utoloya.

Vasenkari is not covered in detail here, aside from a few locations, since it is simply a jumping-off point for the adventure and will not likely play a major role in the events that follow. If the Lejend Master wishes, he can add detail here to whatever extent is desired. The home base for the Avatars, once they are embroiled in the adventure, is Joenpolvi, an even smaller settlement some 10 miles inland, detailed later.

SHOPPING IN VASENKARI

If the Avatars have not yet had an opportunity to purchase additional equipment (beyond their standard "picks" during Avatar creation) you might wish to allow them to shop in Vasenkari. This will give you a good opportunity to ensure that they are well equipped for the perils that await them.

Light sources - torches, lanterns or candles - and a means of striking flame will be very useful during the adventure. Another thing that the party should have in abundance is rope - there are several climbs and descents in the underground caverns (detailed later) which will be extremely dangerous without it. Some sort of grappling hook would also be handy.

The population of Vasenkari is only about 250 people, and as such there is not a huge assortment of goods available for sale. The shops and other businesses here primarily serve the local fishermen and the farmers in surrounding area.

Items that are freely available include:

- Local meat and dairy products such as fish, chicken, pork, mutton, beef, cheese, milk, cream, and butter
- Local vegetables such as potatoes, sugar beets, turnip, carrots, cabbage, and onions
- Local fruits such as apples, blueberries, strawberries and cran berries, and small quantities of local berry-based wines, and cor responding vinegar
- Local grains such as barley, hops, oats, wheat and rye and the products (such as bread, porridge, beer and ale) made locally from these
- Local animal by-products such as pelts/furs, leather, blubber and fat products
- Nautical supplies such as rope, sailcloth and tar
- Small quantities of blankets and simple clothing, belts, bags, backpacks
- Candles, torches, tinderboxes, whale oil (for lanterns)

Items that might be purchased on a commission basis (i.e. the Avatars will need to wait for the item to be manufactured after they order it) include:

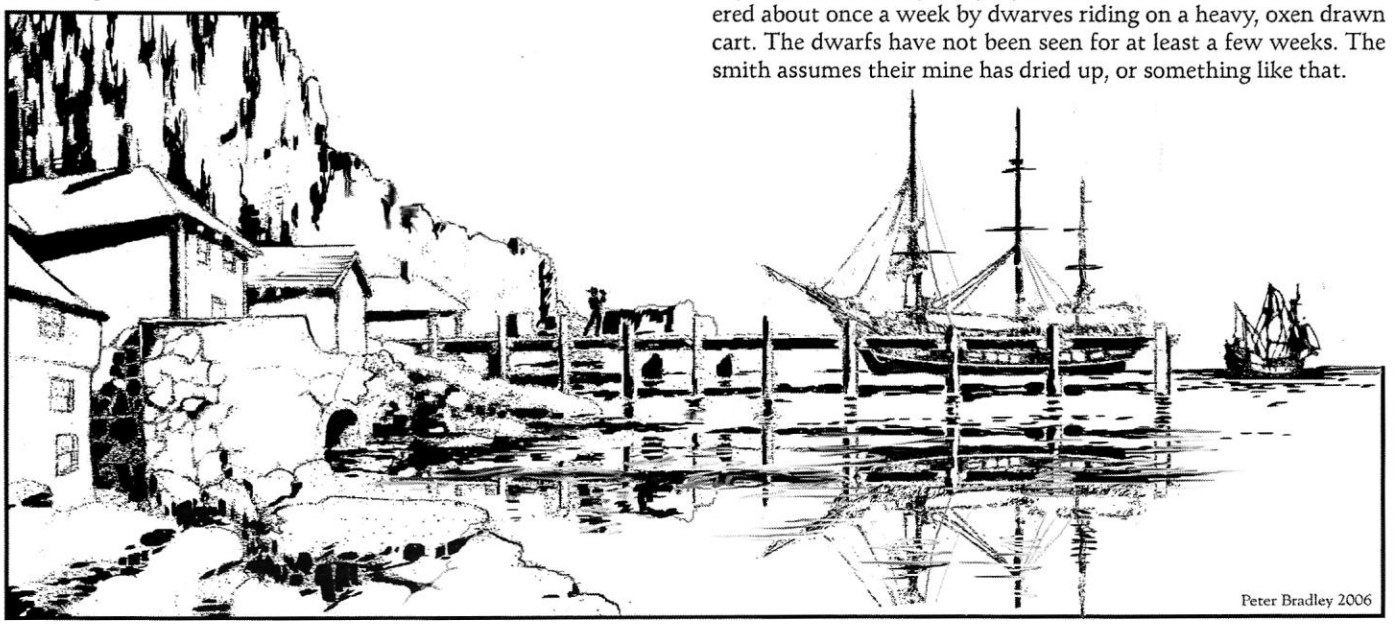
- Picks, shovels, axes, modest knives and cleavers, spears, bows and crossbows, arrows and bolts, hammers, nails, and spikes, and wooden shields (with leather covers and soft iron rims)
- Plows, carts, wagons, harness, and tack
- Boats, nets, and other fishing gear
- Boots, cloaks, fur coats and caps, skis, snowshoes, tents, and other outdoor gear

Beyond the lists shown above, the Lejend Master will need to use his judgment. Most elaborate or expensive items are simply out of reach of the locals and so are never stocked in the local stores.

There is a blacksmith in Vasenkari, but he is most often called upon to create horseshoes, hardware, nails, farm equipment, boat-building tools and simple cutlery. While such a smith could probably do a decent job of metal armor and shield (up to 70% Health) or wooden shield repair, the Avatars are unlikely to find a talented sword smith or have a new suit of armor crafted anywhere closer than Utoloya, about 50 miles south along the coast.

While most of the local prices are in line with the Goods and Services section in the Essential Rules (p. 22-25), there is one exception. Should the party seek to buy anything that is forged from iron or steel, they will find that the price is 50% higher than usual. This is due to an interruption in the local supply of metals.

If the blacksmith (or anyone else selling iron items) is questioned about these prices, he will reply that local iron has become scarce, and with the smiths having to rely on imports, the cost has risen. Only a smith who actually purchases raw material will know any more than this; principally, that the local iron used to be delivered about once a week by dwarves riding on a heavy, oxen drawn cart. The dwarfs have not been seen for at least a few weeks. The smith assumes their mine has dried up, or something like that.



There is almost certainly a Theurgist in Vasenkari who cares for a shrine to Ahto, the god of the sea. There might also be an Enchanter here, perhaps running a shop that stocks a few unusual items from far-off lands in addition to more mundane travel or outdoor supplies. Such details are left to the Lejend Master to improvise, since it is unlikely that the party will turn toward Vasenkari for such resources.

THE ADVENTURE BEGINS

Vasenkari is a tiny coastal hamlet that serves as the hub of trade for this remote northern region. Farming thorpes, smaller communities than hamlets, bring their apples and potatoes to Vasenkari to trade for fish and for the manufactured goods brought here from the larger settlements to the south. Life is slow and simple here; the people are honest and hard working.

There are fishers' docks here, and a small boat-building operation, a communal mill for local grain, an abattoir, a handful of shops, and a scattering of small houses and outbuildings. The structures are wooden and weather-beaten, thatched with sod. The small windows have shutters for bad weather.

As you enter Vasenkari, the market square is closing down for the day.

Vasenkari is indeed a sleepy place - not much has happened here since the hamlet's beginnings some hundred years back. There is a minor problem at present, however, which the Avatars will discover as they read the sign tacked on the wall outside the tavern.

WANTED for HIRE -
A group of able-bodied persons to capture and bring to justice the thieving folk of Pari Forest. The Honor of Joenpolvi for their assistance. Seek Polo at The Forest-Apple.

The "Forest-Apple" is the name of a small tavern nearby - all the townspeople know it.

THE FOREST-APPLE

The Forest-Apple is a modest two-story building fronting on the town square. Wooden shutters flank the ground floor windows, currently open to allow air and light into the interior. Inside is a modest space, perhaps 25 feet by 15, with a bar on the end wall near the entrance door, and a huge fieldstone fireplace on the other end-wall. A middle-aged man behind the bar is the only person currently present.

Tulokas, the owner, is a short, stocky balding man, dressed in simple clothing with a full-length apron over top. His apron used to be white, at some point, but its color has faded significantly and is covered in stains. Tulokas is a friendly man, well-liked by the townspeople and occasional travelers alike. The Forest-Apple is primarily a food and drink operation, but Tulokas is also accustomed to hosting overnight guests, who sleep on the floor in the common room.

If the Avatars ask about Polo or mention the "WANTED for HIRE" sign, the tavern keeper will tell them that Polo is a potato farmer from Joenpolvi, a small community some 10 miles inland. Tulokas expects that Polo is likely packing up his wagon in the market square at the moment, and suggests that the party should have a drink and wait for him here at the Forest-Apple.

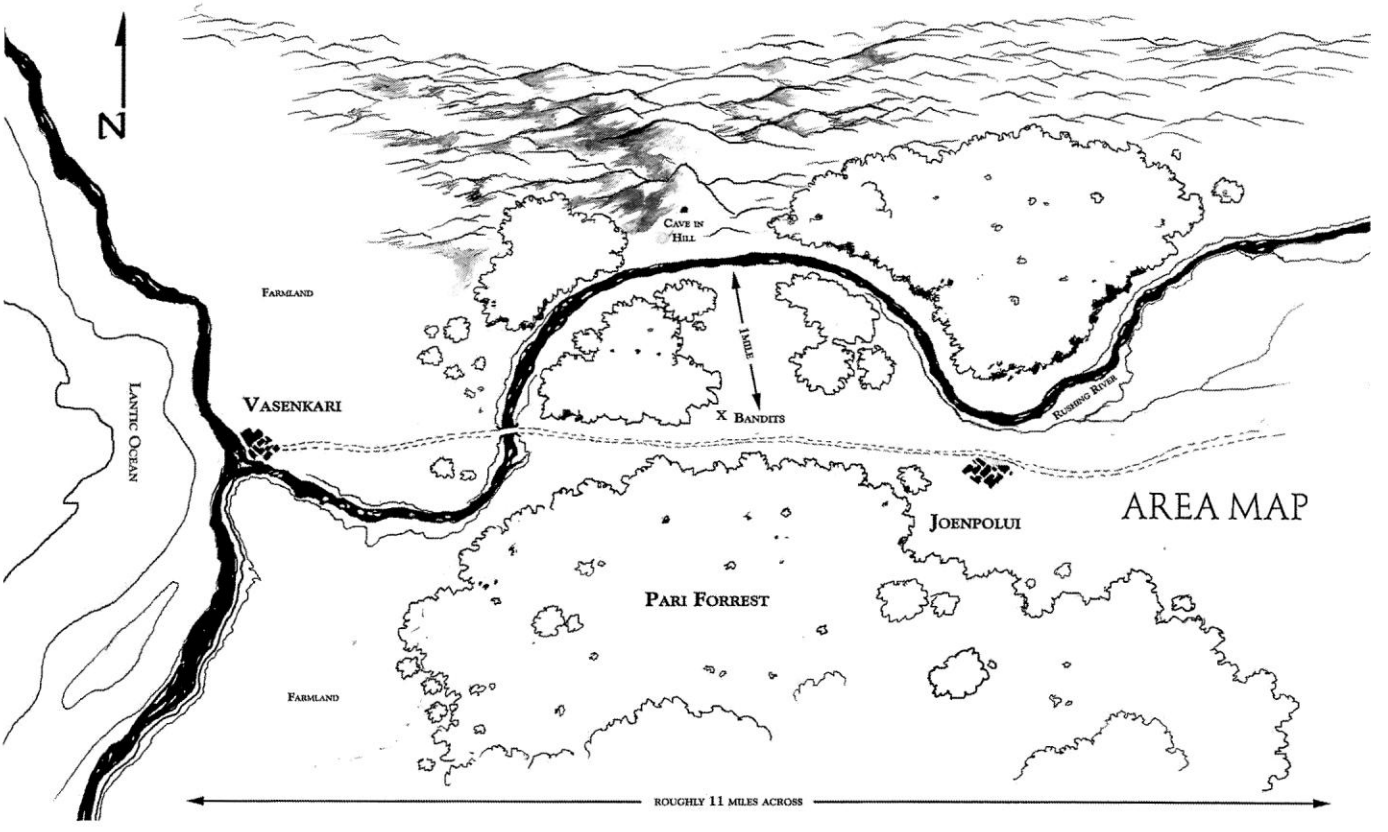
DRINKS

- Local Beer - $3 a pint or $11 for a half-gallon jug
- Local Ale - $4 a pint or $15 for a half-gallon jug
- Local Berry Wine (Blueberry/Strawberry mix) - $5 a cup or $18 for a quart flask

SNACKS

- Bread $3 a loaf
- Cheese $5 a pound

Tulokas is relatively new in Vasenkari - he moved his family here from Utoloya about a year ago when his wife died. When Polo arrives, read or paraphrase the following to the players:



AREA MAP

The door to the tavern opens, and a middle-aged man steps in and surveys the dim room. His eyes pause on you for a long moment, then he smiles and turns to the man behind the bar. The tavern keeper nods his head, and the middle-aged man steps toward your table, obviously excited, and begins to speak.

"Oh, I'm so glad you've finally come... it's been nearly three weeks already... oh, and you look to be just the perfect sort of people... we really do need to put an end to this nonsense... I can't afford to live if I give them all my money... It's never when I've got a copper or two - oh no... It's always just at the moment that my pockets are flush with coin from market day... It's downright rude if you ask me... Depriving a man of his hard-won wage... Now what were your names again?"

Polo, Farmer H31, P20, S9 Rustic 55

Once the party convinces Polo to calm down and pull up a chair, he is able to tell his story in a somewhat more coherent fashion.

The farmer's problem is simple. The road that leads inland toward his home in Joenpolvi passes through a dark wood called the Pari Forest. For the past three weeks, on his journey home after market-day, Polo has been accosted in the woods by a band of gruff and burly folk who demand his money and threaten his life.

Through conversations with other farmers, he knows that the bandits have been waylaying them as well, and always on the journey home when they've got a few coins from their market sales. A few have hired sailors and dock workers from Vasenkari to act as guards, but the farmers are barely making a living as it is, so it makes little difference whether they give their money to the guards or to the bandits.

If the Avatars question Polo about the "burly folk" in the woods, he knows the following:

1. They speak with a heavy accent, but Polo does not recognize it.
2. They wear bulky dark cloaks with hoods even on the warmest days. He has never seen their faces.
3. There are always three of them - two who stand guard and block the road, while a third approaches his wagon and demands money. The guards carry crossbows.
4. Their hands are a deep crimson color - Polo assumes that this is due to sunburn.

POLO'S PLAN

Polo has a plan to capture the bandits and put an end to the farmers' misery. He wants the Avatars to hide in the back of his wagon while he drives it through the woods. When the bandits stop the wagon, the Avatars are to leap out and capture them.

Polo has no reason to believe that the bandits are anything other than human. He wants them "brought to justice", which, in these parts, means that they will have to give back the money they've stolen and make a promise before the community that they will not steal again. Polo won't explain this in detail unless asked. If the Avatars find this humorous, or speak of killing the bandits, Polo will be quite offended, for the sanctity of human life is a major tenet of his temple (the Joenpolvi Kirkko, detailed later).

Polo has no money to offer as a reward, but in return for the party's cooperation, he promises a great feast of celebration and "the Honor of Joenpolvi". He will not offer this information unless specifically asked, but "the Honor of Joenpolvi" is simply a promise of free lodgings and food whenever the party wishes to stay in Polo's hamlet.

If the Avatars agree to help, Polo pleads with the tavern keeper to put up the "heroes" for free. He has a large bag of turnips that didn't sell today, and would prefer not to take it home if he can unload in on the tavern keeper. The discussion takes some time, but the two men are old friends, and the tavern keeper eventually agrees - provided that the adventurers pay for their food and drink.

Dinner could be fish, chicken or beef, as the Avatars prefer, with bread, potatoes, cabbage and onions, and sugar beets as sides. Tulokas will charge the Avatars enough that he, his family and Polo can eat for free (count the Avatars, add 4 more to cover the others, then multiply by the figures below to find the total cost of dinner).

Fish dinner - $6 per person
Chicken dinner - $8 per person
Beef dinner - $10 per person

Tulokas doesn't stock perishable foodstuffs. In the late afternoon, he will ask the Avatars if they will stay for dinner, and what they might like, then he will send his son Kalle to fetch the fish or meat from local sources, before they close for the day.

KALLE'S SONG

As the sun makes its way down the western sky, Tulokas brings fresh wood for the fire, and soon the common room of the tavern is flickering with warm firelight.

"Come Kalle," says Tulokas, "now is your chance to impress us with your skill. Fetch your kantele and sing us a story of the old times."

Kalle is the tavern keeper's teenage son, and he will protest, partly from shyness of strangers, and partly because he is a somewhat lazy sort.

If the party gives encouragement of any sort, proceed with the following:

Kalle retrieves his kantele, a small harp-like instrument, from a high shelf above the bar. He takes the woolen cap from his head, glances sidelong at his father, and then places it face-up on the floor in the center of the room. Tulokas only smiles and gestures for Kalle to continue. The boy seats himself on the hearth, pulls his instrument across his lap and begins to pick a haunting melody.

A little girl, perhaps six years old, enters from the kitchen and snuggles against the tavern keeper's leg.

"Yes, you can watch too, Satu," says Tulokas.

If you feel nervous or shy about singing, that's ok. Kalle is feeling very much the same way at this moment. The tune is wistful and slow. The meter has eight beats per line, with the beats paired strong-weak, strong-weak, strong-weak, strong-weak, in a style that has been used for centuries in this part of the world.

Brave settlers came into this land
To find a place to call their own
To reap the riches of the land
In fathers' fathers' fathers' time

Though dark and cold the winters were
And tough the land to till for grain
We prayed to sweet Pellervoinen
Come sow our fields, here spread your seeds

We prayed for help from Sampo sweet
To help us plant, to help us sow

From spring to summer days of sun
Rauni's warm rain, it blessed us all
Embraced our new-found home with love
In fathers' fathers' fathers' time

But from dark mountains to the east
Came fearsome beasts of tooth and claw
Great packs of wolves and worse than that
Enormous cats and bears a-hunt

From the dark east mountains they came
The cats and bears and wolves and worse

Vainomoinen, hero, save us!
Give us the strength to overcome
Lay low these beasts of fearsome ilk
Protect our flocks, our crops, our souls

He taught us well, to guard ourselves
To drive the beasts back whence they came
Brave Vainomoinen taught us well
In fathers' fathers' fathers' time

Then came the hideous man-beasts
Goblin-kin foul of tongue and deed
They slayed our men and took our girls
Dragged them to unhappy endings

We prayed again, Vaino guide us!
In answer came Ilmarinen
To teach our smiths to forge the steel
Of deadly arms that we might fight
He trained our people to resist
To clove the skulls of beast-men dark
To drive them back to mountains stark
In fathers' fathers' fathers' time

And when the plague of beasts was done
Vaino chose old and wisest men
To watch and wait for beasts' return
To warn of danger should it come
From hidden places, known to none
Wise watchers waited guarding us
They kept a vigil that we might
Live long and prosper in our homes

Long ago but not forgotten
Noble fighters, wise old watchers
Beasts from mountains, beast-men also
Driven back with arms of iron
In fathers' fathers' fathers' time
In fathers' fathers' fathers' time

Kalle will be thrilled if the Avatars applaud his efforts, and absolutely beside himself if they contribute a couple of copper coins to his cap. He's quite proud of the song, which he has cobbled together from the bits of songs and stories told by other visitors to the tavern. If the Avatars ask him (or Tulokas) about the details, he knows that Vainomoinen and Ilmarinen are popular folk heroes, demi-deities in this region. He thinks the early settlers here probably did have some problems with wolves, but the parts about "beast-men" and "hidden watchers" seem pretty far-fetched to him.

THE NEXT MORNING

The slap and clack of wood on wood awakens you as the shutters are thrown open to greet the morning sun, already high in eastern sky. There's a sound of sizzle in the background, and the scent of something cooking on the air.

"Rise and shine like a summer sun," quotes Polo, already up and about.

The tavern keeper's tiny daughter Satu comes teetering into the room with a heavy jug, and places it on the largest table with a thunk. She starts to drag the chairs into position around this table - apparently breakfast is coming!

Give the Avatars a moment to get up off the floor and make their way to the table. If they want to chat with Polo, let them.

Tulokas appears, a plate in each hand, smiling and nodding a greeting. He drops the plates on the table with a clunk - each one holds a steaming fish, complete with head and tail.

"Lots more where these came from," he grins, and trudges back into the kitchen.

After breakfast, Polo asks the Avatars if they are ready to go. If the party wishes to purchase additional equipment, now is a good time to do it. Refer to the "Shopping in Vasenkari" section, above.

As mentioned earlier, rope will be especially useful during this adventure. If the party tries to leave town without it, you might have Polo inquire whether they have "plenty of rope to tie up the bandits."

When the party is ready to depart, Polo leads the Avatars to his wagon, which they may ride, or walk alongside, for the first stretch of the journey.

Outside Vasenkari, the road winds through farmland for a couple of miles. Sheep and cattle graze in the meadows. Grain crops ripple in the gentle breeze. A few high clouds are scudding across the sky, riding inland, as you are, away from the sea. To the east you can make out the mass of green that must be the forest Polo mentioned, and beyond, in the far hazy distance, are the jagged peaks of a dark mountain range.

After a time, cleared farmland gives way to tangled scrub and scattered trees. Ahead is a simple wooden bridge, spanning the rushing river that crosses your path. Horse hooves clatter on the stout wooden planks as you make the crossing. On the far side, Polo halts the wagon and calls you together.

"We are entering the forest now. It would be a good time to conceal yourselves."

Polo will suggest that the Avatars lie down in the back of the wagon, where he will cover them with old sacks.

BANDITS IN THE FOREST

About halfway through the forest, where the trees are thickest and the light is dim, there waits a band of Goblins, dressed in black capes with the hoods pulled forward to hide their faces. Although Polo has only noticed three bandits in the past, there are in fact six of the Goblins waiting in the woods.

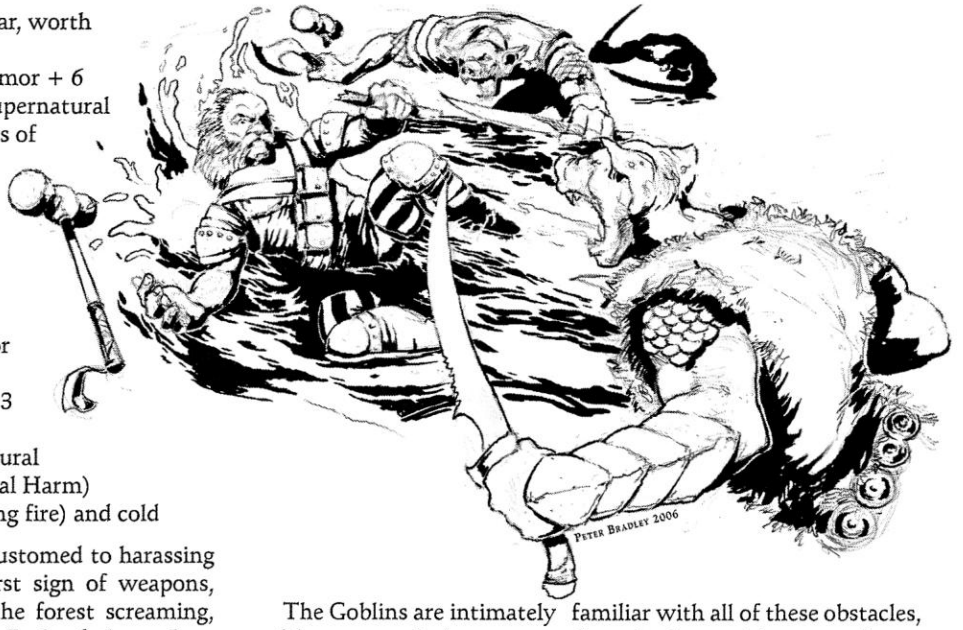
A note to the Lejend Master: Goblins are not common in these parts, and if your group is composed of new (or relatively new) Avatars, it is likely that the party has never encountered Goblins either. You may find it more interesting to hold back the identity of these creatures, using only their descriptions and referring to them as "beasts" or "creatures" or "Alfar humanoids". If the party speaks of Goblins to others in this region, they will get an amused smirk as a response in most cases. Goblins are creatures from children's stories of olden times, aren't they?

The Goblins watch the wagon approach, and if nothing seems amiss, three of them step out of the woods and approach Polo - two from the front, wielding crossbows, to block the road, and one from the north (Polo's left) side to get the money. Three more Goblins remain hidden in the brush, with crossbows, about 30 yards off the north edge of the road.

GOBLIN LIEUTENANT (1) ["Harasser", EB p.25-26]
H60, P60, S15 (13.5 adjusted for armor)
Stealth 80, Waylaying 80, Physique 50
Extraordinary Enchantment-like Power (once per day):
Can cause an oncoming individual within 20 feet to stumble and fall in one second.
Attack: Curved Cutting Sword at 60+10 (70) for 3-20 Harm + 5

due to Physique. The sword is a crude scimitar, worth only $5000 or so.
Defense: 12 + buckler (6 for Half-Leather armor + 6 Preternatural energy protects against even Supernatural Harm). The buckler provides another 6 points of protection against 1 attack per ABC.
Special: 5 points of protection vs. heat (including fire) and cold

COMMON GOBLINS (5) [EB p.25-26]
H55, P45, S13 (12 adjusted for armor)
Stealth 80, Waylaying 80, Physique 30
Attack: Light Crossbow at 45 (45+10 [55] for short range, up to 75 feet) for 2-20 Harm; or Long Dagger at 45+10 (55) for 1-20 Harm + 3 due to Physique
Defense: 8 (4 for Leather Garb + 4 Preternatural energy that protects against even Supernatural Harm)
Special: 5 points protection vs. heat (including fire) and cold



The Goblins are not stupid. They are accustomed to harassing simple farm folk, not warriors, and the first sign of weapons, armor or magic sends them hurtling into the forest screaming, "Trickery... trickery!" to their compatriots. Each of the archers hiding off the road fires a single shot, attempting to pick-off the leading or most threatening-looking Avatars, before high-tailing it.

THE CHASE:

It's important to get the party to the Goblin lair at the end of the chase. This could occur in a number of ways - the Avatars stay hot on the heels of the Goblins and chase them right into the lair, or the Avatars fall so far behind they are forced to track their foes to the lair, or anything in between.

The following uses a highly simplified version of the LA movement system to handle the chase scene. If you feel that it is over-simplified, go ahead and use whatever game mechanics work for you.

As indicated above, the Goblins will flee at top speed. Running movement is approximated as 20 yards per ABC-the Goblin leader moving about 35 yards per ABC is hard-pressed. The LM's job during this chase scene is to track how far apart the various parties are (2 sets of Goblins, plus the Avatars who may get separated from one another as the chase goes on).

You can track the chase on paper, but it might be easier to use counters of some sort (spare dice will work if you have enough), with one counter between two parties indicating one full ABC of running movement (i.e. approx 20 yards) of distance.

Start the chase with the Goblins by the road in the same spot as the Avatars, and the Goblin archers (in the woods) one full ABC of movement ahead of the rest.

All of the Goblins move at full running rate right from the start. If the Avatars use their first ABC to attack, then all of the Goblins gain 20 yards distance, while the Avatars stay (essentially) still.

Avatars with an adjusted Speed of greater than 13.5 are faster than any goblin. Those with adjusted speed of 12 move at the same rate as the average goblins. Those Avatars with adjusted Speed below 12 are slower than any Goblin.

As the chase progresses, the Goblins will lead the Avatars through some tricky sections of the woods that they know from their previous journeys to and from their lair. There are four such "traps" - introduce each of them at whatever stage of the chase feels best.

1. Twisted roots protruding from the dirt (tripping risk)
2. Low-hanging branches (possible collision)
3. Brambly raspberry bushes (possible collision)
4. Broken, rocky ground (tripping risk)

The Goblins are intimately familiar with all of these obstacles, and know exactly how to get through them with no penalty to their movement rate.

The Avatars, on the other hand, will fall behind by entire ABC's worth of running movement, depending on how they approach the obstacles:

1. Avoid the obstacle by "finding a way around it" = lose 3 ABC's of running movement
2. Slow down to negotiate the obstacle = lose 2 ABC's
3. Try to pass the obstacle at full speed and risk tripping/falling or collision.

Avatars can roll against Hunt, Minstrelsy, Ranging, Savagery, or Swashbuckling to successfully pass these obstacles at full running speed. Others may try at Speed x 2. Any failure indicates a trip or collision, which has two consequences - loss of 3 ABC's movement and 1-6 Harm of an appropriate sort (twisted ankle, thump on the head, scratches, etc.). Certain types of armor or helmet might offer some protection against the scratches (raspberry bushes) or the low-hanging branches at the LM's discretion.

Let your players lead the way in terms of how their Avatars deal with the obstacles - try not to coach them, or reveal the penalties associated with the various choices before it is necessary to do so.

It should also be noted that an Avatar launching any sort of attack (melee, missile or activation) will need to slow down in order to do so, losing at least one ABC of running movement in the process.

Visibility in the woods is not great. At 50 yards gap between parties, the pursuers will see their prey often enough to maintain course. At 100 yards, this will be reduced to "occasional glimpses" through the trees and undergrowth. Avatars without Hunt, Ranging, or Scrutiny Abilities are 50% likely to lose track of the fleeing Goblins at this distance. At 200 yards, the Avatars no longer know where the Goblins are. They may chose to continue their present direction of travel, of course, and will eventually emerge somewhere along the riverside (d10 x 20 yards from the crossing point, flip a coin for upstream vs. downstream). Since the climb up the hillside is at a reduced rate of speed, it is still possible for a party who lost track of the Goblins in the woods to spot them climbing the hill on the far side of the river. It will take the Goblins about two minutes (or 40 ABC's) to climb the hill.

"Tracking" requires that the Avatars reduce their speed considerably, i.e. they are no longer running. The party shouldn't have too much trouble following the trail, since the Goblins are tram

pling the brush and breaking small branches as they go. Hunt or Scrutiny will help, of course.

The trip from the road to the river is about one mile.

THE RIVER CROSSING

You break out of the woods near the banks of a fast-running river. On the far bank is a steep rocky hill, rising some 500 feet above you. Partway up you can see a dark opening in the rock.

The river swirls around a number of large boulders here, throwing up spray and foam.

If the Avatars are reasonably close behind, then the Goblins can be seen climbing the hill, deliberately leading the party into the opening with hopes of catching them in the pit trap. Otherwise, the only clues of the Goblins' passage are some wet marks (footprints?) on the rocks in and around the river, and the obvious "cave" high up on the hillside.

The river is about 10 feet deep, and about 10 yards across, with a raging current. There are many large boulders in the river at this point, allowing the characters to leap from one to the next to get safely across. The rock in the middle is somewhat unstable, and will move when an Avatar jumps onto it. The Avatar must succeed in a roll against Speed x 4 (to keep his balance) or fall into the river. You might wish to allow an Avatar with Minstrelsy or Swashbuckling to use that Ability instead of Speed x 4.

If an Avatar examines the rock before jumping to it - using Scrutiny (or optionally Savagery or Tricks) - he will note a large wet area that suggests that the rock tips toward the downstream side (and has done so recently). Any Avatar that has foreknowledge that the rock is unstable (through examination as above, or by watching others or receiving warning from others) can add a bonus of 30 to his check.

Any Avatar who fails the roll falls into the river.

Note: this section uses optional rules for swimming and drowning. The LM should feel free to apply alternate methods for handling these game events, as suits his preference.

For each AB (12 seconds) that any Avatar spends in the water, apply 3-5 points of Harm for crashing into boulders, and move the Avatar 40 yards downstream (west). A successful check against an Ability that allows for swimming (Hunt, Minstrelsy, Ranging, Rustic, Savagery, Unarmed Combat, or Waterfaring; use the highest Ability score that applies), allows the character to keep his head above water, avoid the Harm, and make progress toward the shore. Three successful swimming attempts are required to reach either shore. They need not be sequential. Note that the downstream movement occurs regardless of the success or failure of the swimming check. Harm applies on any failed swimming check.

Treat any Avatar wearing metal armor, or carrying more than half his body weight in gear as "heavily encumbered". Such characters will need to let loose their burdens in order to avoid sinking. Swimming is not possible while heavily encumbered. The Harm due to boulders and the downstream motion are automatically applied in this case. It will take a typical Avatar about 1 minute (5 AB's) to get out of his armor.

An Avatar can hold his breath for a number of seconds equal to Current Health BR + Unadjusted Speed BR.

For a typical Avatar, this will result in a duration of approximately 60-75 seconds, or 5-6 AB's. An Avatar who stays submerged for this long (due to failed swimming checks, or excess encumbrance) will begin to drown. After one more AB, the Avatar is dead.

Optional Rule - Resuscitation:

If the Avatar is drawn from the water and his/her lungs are cleared of water within 5 minutes after death by drowning, artificial respiration applied thereafter has a base 90% less 10 per minute of being drowned chance of restoring the Avatar to life. If the one attempting resuscitation has Learning, Luck, or Waterfaring Ability, 10% of that score may be added to the success chance.

THE HILL

The hill is fairly steep (about 45 degrees) and rocky. The party will have to cover the 350 feet of rock at about one-third of normal speed (it will take approximately two minutes to climb the hill to the plateau). There is little cover available on the hillside, so the Avatars are exposed during the climb, but the Goblins are waiting inside, and do not attack.

About half-way up, the hillside flattens into a semi-circular plateau, perhaps 30 feet across. As you climb toward that spot, you see two large, mangy mutts prowling the area, sniffing the ground and the air. When they spot you they begin growling, baring their teeth and barking down at you from the edge of the plateau.

LARGE HUNTING DOGS [EB p.6,13]
H25, P30, S17
Attack: Bite for 1-10 + 1 Harm
Defense: 3

These hunting dogs belong to Uljas (see the **Stairs** and also **Joenpolvi**), who came here yesterday morning searching for the bandits. He fell into the trap in the entrance tunnel, and the dogs have been prowling the area, searching for him, ever since. They are tired, hungry and suspicious.

A clever party may find a way to befriend the dogs, or at least pass them without combat. A successful Evaluation check will indicate that the dogs are not particularly interested in harming the party, only frightened and hungry. An Ilf Avatar could use his natural affinity with normal animals to calm or control the dogs. Hunt, Nomadic, or Rustic backgrounds that include the handling of dogs could also be applicable here. Base the dogs' reaction on the party actions. If the Avatars attack the dogs, they will most certainly fight back. They do not wish to leave this area until they have been reunited with their master.

The dogs will react fearfully if the party tries to bring them into the Entrance Tunnel. They watched their master disappear here, and so are very wary of this particular spot.

In the hillside beyond this plateau is a natural-looking cave-mouth, a roughly triangular shape perhaps 10 or 12 feet wide at the base, and 15 feet high.

THE ENTRANCE TUNNEL

The rough-looking cave-mouth narrows into a curiously smooth and square passage, leading straight into the hill. After the bright sunlight outside, your eyes have some trouble making out the details, but the tunnel looks to be about five feet wide and 10 feet high, running about 35 feet straight into the hillside.

The walls of this area (and those in the rest of the mage's lair, detailed later), are perfectly smooth and featureless - cut out of the living rock by Extraordinary means.

The entire floor of the entrance tunnel is a pit trap, designed to dump intruders into a chute beneath, where they will slide down to the **Cave of Muck** in the underground caverns.

An Avatar who carefully examines the floor using Scrutiny Ability successfully will notice the tiny seams at the juncture between the passage walls and the floor throughout the entire length of the passage. If the Avatars decide to "thump" on the smooth floor of the passage, they might (20% chance) detect that there is a hollow void beneath the floor. If an Avatar has superior hearing, increase the base chance for hearing the noted.

At the far end of the hallway, a Goblin is watching the group through a "peep-hole", preparing to pull a lever that will open the pit trap beneath them. The Goblin waits patiently, hoping to have the entire party is over the pit trap before throwing the switch.

The corridor ends in a blank wall, with no obvious way to continue onward.

There is a secret door here, on the right-hand wall, activated by a pressure plate on the ceiling. The Goblins have discovered the mechanism, but are too short to reach it, so they have been pushing on the plate with the tips of their weapons. Any Avatar searching the ceiling will certainly notice the scratches - let the characters take it from there. The inner side of the door has a simple handle at waist height (for humans) that opens the latch.

An Avatar searching the blank wall that ends the tunnel might notice the peep-hole. Should the party attempt to attack through the peep-hole, or plug it in some way, the Goblin inside will likely throw the switch that opens the pit trap, regardless of how many Avatars are standing in the entrance hall.

If the party is caught in the pit trap (after standard Disaster Avoidance checks), read the following:

With a piercing shriek of rusty hinges, the floor of the tunnel falls out from under you, and you plunge downward into darkness. After a moment of free fall, you find yourselves sliding rapidly down a slick stone chute, deep into the earth. The ride ends with a lurch as you land in something wet and sticky...

If the entire party is caught in the trap, the Goblin will start cranking the wheel that closes it immediately. It takes one AB (12 seconds) to close the trap. If only some of the Avatars fell in, the Goblins will leave the trap open for a while, hoping that the remaining characters will voluntarily follow their friends into the pit. The LM will need to play this by ear. Obviously it is much simpler to keep the party together, rather than splitting them into two groups.

THE UNDERGROUND CAVERNS

All of these caves are cool and somewhat damp. There is no natural light here, although a keen observer might notice a faint glow seeping in from the outdoors through narrow airshafts in a few areas. The wind blows predominantly from the west, so the Avatars may notice a slight draft, moving in an easterly direction, in certain areas. The caverns are natural in origin, and hence the floors are uneven and travel is slow. Attempts by the Avatars to increase their speed will be dangerous. Tripping and falling will be a mere inconvenience in many areas, but much more disastrous in some.

Falling onto a hard surface (Shock Harm) [LML p.136-137]:

10 feet = 1d20	50 feet = 15d20
20 feet = 3d20	60 feet = 21d20
30 feet = 6d20	70 feet = 28d20
40 feet = 10d20	80 feet = 32d20

Normal protection (armor included) reduces Harm on the first die only. Extraordinary protection extends to all dice, but only the Extraordinary component of such protection is applied in this way.

Any roll of 20 (on any of the d20 Harm dice) indicates a miraculous avoidance of any harm from that particular die.

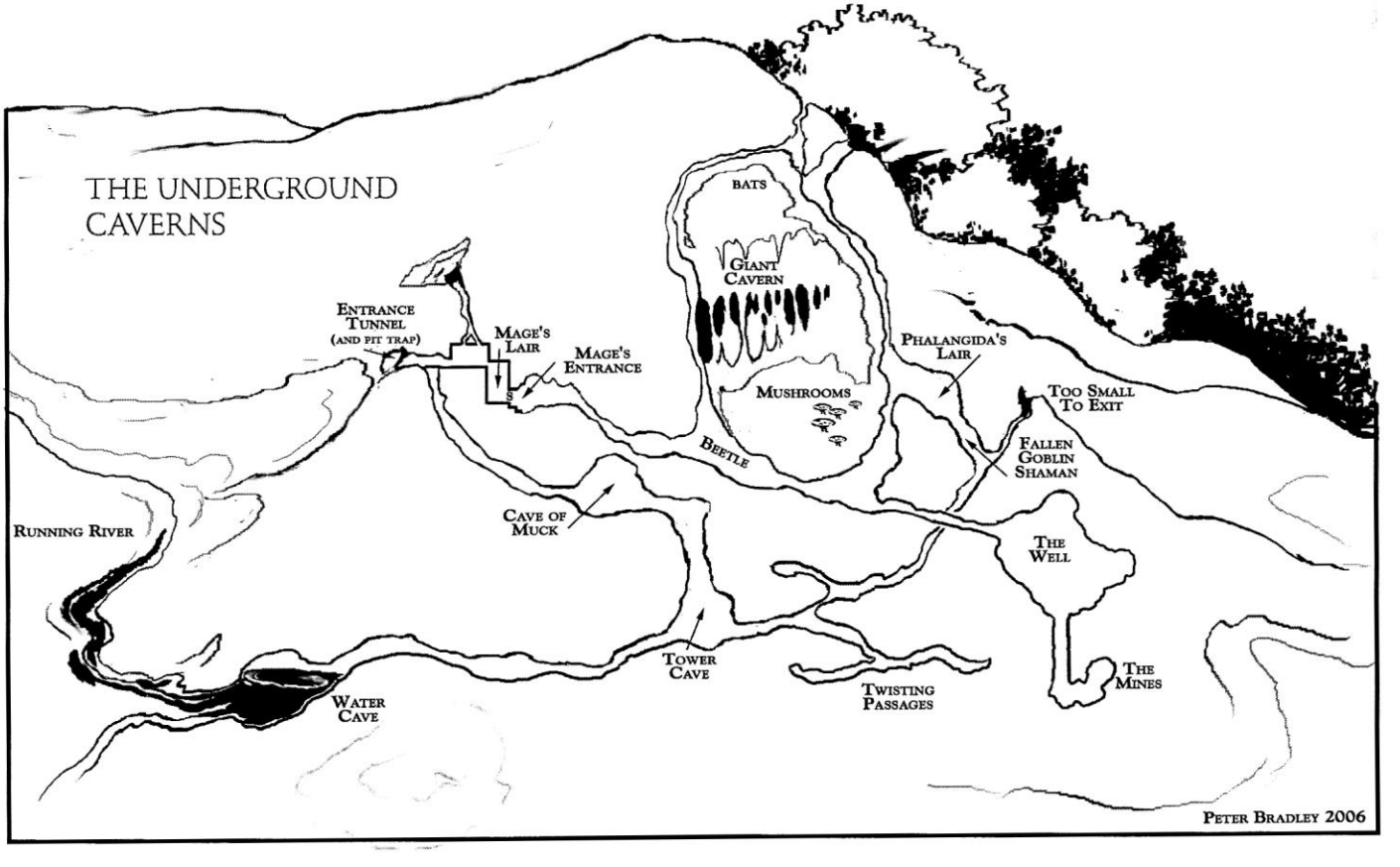
Any roll of 19 counts toward total Harm and also adds the following (roll a d20 to determine the additional effect):

1-4 = no harm
5-12 = roll an additional d20 Harm
13-16 = arm or leg sprained
17-20 = arm or leg broken

Use a random d4 roll (left arm, left leg, right arm, right leg), where applicable.

THE CAVE OF MUCK

Characters caught in the pit trap will have quite a ride ahead of them, as the chute drops about 100 feet from the entrance hall. Once they've regained their bearings, read the following:



Your ride down the chute has landed you with a thump in a pile of muck. It's dark and wet in here. Only a faint glimmer of light is barely visible from the top of the chute.

Once the Avatars have a light source (or can see in the dark as per racial capacities):

The cavern is fairly large, about 40 feet high, and maybe 50 feet across. The surfaces are rough natural stone, aside from the obviously engineered shaft that brought you here.

There is little else of note here, aside from the three feet of mucky "goop" that broke the party's fall. On the far side of the cavern is a narrow twisting passageway that slopes sharply downward.

Should the Avatars try to climb back up the chute, they will find it difficult for the bottom section and impossible for the upper where the chute is nearly vertical. If the trap is still open, Avatars above ground might be able to pull their companions up using rope, but it is likely that the Goblins will shut the trap if they notice this sort of activity.

THE TOWER CAVE

The passageway ends quite abruptly as the floor and ceiling drop away at severe angles. Above you, the ceiling rises to a height of about 20 feet above your heads, while at your feet, a narrow ledge is all that separates you from a sheer cliff. The air is cool and damp here.

The "cliff" runs some 100 feet down (I hope they brought some rope!) to the floor of this cave. At the bottom, the floor is damp and rocky.

An Avatar who attempts to climb down the cliff without a rope is in serious danger of a fall. The cliff surface is rough, providing decent hand and footholds for an experienced climber, but it is also cold (which will numb the hands) and damp (which makes it slippery). An Avatar who takes the time to evaluate the cliff will certainly be aware that it is an exceedingly dangerous climb.

Climbing [LML p.123] - Minstrelsy, Physique, Ranging, Rustic, Savagery, Stealing, Stealth, Swashbuckling, and Waterfaring convey good climbing Ability. For this particular climb, allow an Avatar to use his best score from amongst these abilities, but at a penalty of +10 to rolls due to the difficulty of this cliff. Other Abilities which require physical activity (Archery, Hunt, Mechanics, Metallurgy, Nomadic, Tricks, Unarmed Combat, Waylaying, or Weapons) also convey a moderate climbing skill - allow the Avatars to use these skills at a penalty of +30 on this particular slope. Check climbing success (up or down) for every 10 feet. A failure indicates a fall from whatever height the Avatar is currently at.

A fall from any point on the cliff will result in significant Harm ***(see the introduction to the Underground Caverns section, above).***

There is a skeleton here, at the base of the cliff. It has been here for a very long time (**100 years or so**), and all remnants of clothing have long since rotted away. A detailed search of the bones will reveal a few buckles (from belts and boots), a dagger that is rusted away to nothing, and a smooth flat stone with some pictograms etched in the surface. An Avatar familiar with the criminal element might recognize these as a primitive form of writing used by some illiterate thieves. A successful Learning or Minstrelsy check could also reveal this information. The pictograms mean Target, Old Man, **East** from Town, Left at the Bridge, Cave in the Hill, Magic Books.

There is also a chance for the Avatars to detect fresh blood here, in a slightly different spot from the skeleton, but still at the base of the cliff. The blood was left by Uljas (owner of the dogs) who lay bleeding here for a while after he fell from partway down the cliff.

There are two exits to this area. A large and obvious tunnel leads **southwest** toward the **Water Cave**. A smaller opening, about seven feet off the ground on the **east** wall, will only be noticed after a careful search. The smaller opening leads into the **Twisting Passages.**

THE WATER CAVE

The tunnel slopes generally downward for about 250 feet, then opens into a larger chamber. Aside from a narrow ledge at your entry point, this cavern is filled by a pool of water. The roof rises here to about 25 feet above the surface of the pond. The water is still and black.

If the Avatars are not using torches or lanterns, they may notice a dim light filtering through the water from the outside. The characters can swim underwater here to escape the caves, but they will find themselves in the raging river with all of its hazards ***(see The River Crossing, above).*** Give fair warning (*You start to feel the tug of a strong current...*) and a chance to turn back to any Avatar who attempts to escape the caves by this route.

Groswurm [BOL p.41-42]
H40, P50, S20
Attack: Bite for 1-20 + 1-10; a successful bite means that the Groswurm has managed to attach to its victim. On subsequent ABC's, the Groswurm's bite will automatically succeed, and all Harm from such attacks will ignore armor. An attached Groswurm will continue to attack until either the victim or the Groswurm is dead.
Defense: 4
A Groswurm is an enormous (20 foot long) fresh water lamprey eel. This one uses the **Water Cave** as a safe haven, swimming out into the river to hunt for food. A successful use of **Scrutiny Ability** might reveal the presence of this creature lurking in the depths of the pond.

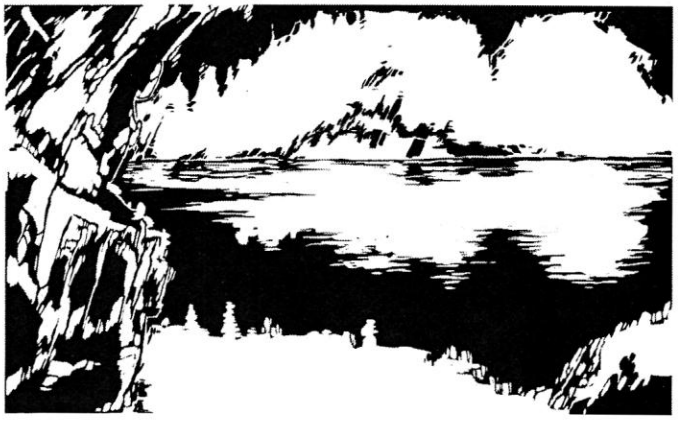
TWISTING PASSAGES

The going is tough in this area. The Avatars will often have to squeeze through narrow sections, and clamber up and down the damp rock walls and floors of these tunnels.

This passage is tight and twisting. Many times you need to clamber over rocks and squeeze through tight sections. After a time you come to an intersection. One narrow path slopes upward. A hint of fresh air wafts toward you from this tiny opening. Another path continues flat. The third and largest passage slopes downward.

The upward sloping branch, which exits the hill to the **east**, becomes progressively smaller until not even the tiniest of characters can squeeze through. The party might make it within 20 feet or so of the outside, noticing daylight and fresh air at the exit, but will be unable (without Extraordinary means) to make their exit by this route.

The largest and downward sloping passage leads toward the Water Cave and is likely the route by which the party arrived at this intersection. The path that continues flat leads toward the **Phalangida's Lair,** and ends at a steep climb up into that cham-



ber. Lying on the passage floor, at the base of this final climb into the Phalangida's Lair, is the body of a fallen Goblin Shaman.

You come upon the corpse of a fallen humanoid, this one clothed in a brightly-colored cloak over simple leather armor. A weapon of some sort lies on the ground beside the body. The face is contorted in an expression of terror, the glassy eyes staring and the mouth wide open as if to scream.

Dead Goblin Shaman's Items

- Half-leather armor
- Brightly-colored cloak
- Preternatural Flail (+5 precision, + 6-8 Harm that ignores normal armor)
- Shielding Ring 10% (2 points of armor) vs. 2 opponents, worn on left hand
- Shoulder pack, old well-worn leather.

The pack, should the Avatars obtain it, contains a number of interesting items: Tablet with **3 Necrourgy Activations** (two rituals and a general power):

- Ritual of the Living Death (Strong) [LR p.137]
- Spell of Creating the Unwilled, Living Dead (Strong) [LR p.138-139]
- Desecrate Consecrated (Extreme) [LR p.144]

These activations are specific to Necrourgy, an Extraordinary Power which deals with the Living Dead. While the Avatars are unlikely to be able to use these Powers, someone with Arcana, Enchantment, Evaluation, Learning or Theurgy ought to be able to get the gist of their use and purpose. The Ritual of Living Death is used to establish communication and control with the Living Dead. The Spell of Creating makes Zombies or Skeletons from human (or humanoid) remains. The Desecrate Power strips a person or place of any Theurgical protections. It should be fairly obvious that this fallen Shaman was involved in some pretty nasty stuff.

Poison Placebo, Moderatus (5 in a small pouch) [LML p.76-77]:

These are large capsules that contain ingredients which are toxic and harmful to Health. Immediately after consuming one, an individual feels stronger and more fit, but in 3 minutes time thereafter, the baneful effect is felt. In the "Moderatus" strength, a single capsule inflicts 2-8 points of Harm to Health.

Plaque of Energy Storage, Moderate [LML p.76]:

This is a magically energized miniature memory tablet, made from a broad, flat section of the shoulder blade of some humanoid (or perhaps a human?). This particular plaque stores 20 points of Activation Energy (20 AEPS) which are released for use by any Activator when the plaque is snapped in half.

Large Spectrolite Gem

This is a large and heavy (10 inches long, 2 inch diameter) piece of polished stone, sculpted into an elongated egg shape. The stone is a rainbow-colored mineral called **Spectrolite** that is native to Keomia and practically unknown elsewhere. Unless the Avatars are natives of this region, it is unlikely that they will recognize this semi-precious stone, or know its name. Learning, Arcana or Alchemia might possibly bring some knowledge that Spectrolite is prized for its live-giving qualities. Learned people in the community - Rauha in Joenpolvi, for instance, will almost certainly recognize this stone, and will know of its (folklore) association with healing and the restoration of life. Un-worked Spectrolite is worth only about one copper per ounce, i.e. its weight in pure copper.

The fallen Goblin is now host to a growing swarm of beetle larvae, who have been maturing inside his body for several days now, feasting on his flesh from the inside out.

Allow the Avatars a couple of ABC's to search the body and begin to remove his belongings before the following:

You notice a bit of movement by the gaping mouth of the corpse. A tiny beetle larva emerges, and crawls down the corpse's chin. Another follows, and another. The chest cavity appears to be surging up and down now, and a steady stream of beetle larvae starts to pour out from the mouth of the corpse.

SWARM OF TINY BEETLE LARVAE:
400 individuals, approximately 1/4 inch in size, acting together as a single swarm in a space approximately 5 feet square
H80 total for the swarm, P100, S5
Attack: A swarm attack inflicts 1-20 Harm (representing 10-200 tiny bites). The larvae are small enough to slip past any shield or armor, so their attack ignores all such protection, including the Extraordinary sorts. Protection that is not based on **physical** armor (e.g. Eel Skin or Personal Armor Activations) is likely (at the LM's discretion) to be effective against this sort of attack.
Defense: The beetle larvae swarm has 18 points of protection against slashing and penetration weapons, and 14 points against weapons that inflict shock harm. They are vulnerable to (no protection from) fire, cold, acid and other similar attacks, provided that these are wielded in a manner that affects an area, rather than an individual target.
Special: When the swarm's Health BR falls to 40 (200 individuals remaining), reduce the potency of its attack to 1-10 Harm. Once the swarm is reduced to 20 Health, the remaining 100 beetle larvae will scatter and flee.

The last 20 feet or so of the route to the **Phalangida's Lair** is a tight squeeze, and it is nearly vertical, so the Avatars will have to use both hands and both feet as they shimmy up. There are ample handholds, however, so it is a relatively easy climb.

Avatars can use Minstrelsy, Physique, Ranging, Rustic, Savagery, Stealing, Stealth, Swashbuckling, or Waterfaring at +10 score, or Archery, Hunt, Mechanics, Metallurgy, Nomadic, Tricks, Unarmed Combat, Waylaying or Weapons at -10 score. Check twice, with a failure in the lower portion of the climb representing a safe fall (no Harm) and a failure in the upper segment treated as a fall from 10 foot height.

THE PHALANGIDA'S LAIR

This area off the Giant Cavern is the lair of a enormous creature we would recognize as a "Harvestman" or "Daddy Long Legs". This spider-like creature has a small barrel-shaped body (about three feet long), and extremely long (15 feet) skinny legs. It does not spin webs, nor does it possess a poisonous bite, but it does have a special defense (see below) which it will use if the battle is turning against it. The Phalangida normally stalks the bats that live in the **Giant Cavern**, but will probably consider the Avatars to be appropriate food.

It's a treacherous climb up into this area. As you clamber over the lip, you find yourselves in a natural chamber some 50 feet across. The ceiling is perhaps 25 or 30 feet above you. As in all of the caves so far, it's black as ink in here.

The Avatars, distracted by the climb into this area, are 65% likely to be surprised by the Phalangida, which gains a full ABC of free action in this case. If the party enters this cavern without a light source, increase the chance of surprise to 85% and give the Phalangida two such ABCs of free action before the Avatars can respond.

The Phalangida attacks by flexing its long legs to bring its compact body toward its prey and bite.

GIANT PHALANGIDA H35, P70, S15
Attack: Bite for 6-8 Harm
Defense: 6
Special: Once per day the Phalangida can release a noxious

gas from its "stink glands" that fills an area up to 20'x20'x20'. This gas has effects quite similar to the Necrourgy Activation **Swoon-Stench** [LR p.148] - the victims lose 3-5 Health disregarding armor/protection and automatically slow to one-half normal speed in action and reaction during that ABC. Each subject who does not succeed in a check against Speed x 2 will fall into a swoon (i.e. faint) from the stench and remain unconscious for 3-6 ABC's. Those who succeed in the check are merely slowed to one-half normal action/reaction for 4-9 ABC's. The stench dissipates after 4 ABC's so new parties entering the area after that period of time will not be affected.

If the party looks out from this cave into the **Giant Cavern**, read the following:

An arched opening looks into an enormous cavern here - large enough that you cannot see its farthest extents. The ceiling rises far out of sight above you. Looking down you see that the archway you stand in is raised some 60 or 80 feet off the floor of this enormous cavern. It's a sheer drop to the cavern floor, although a nimble climber might find hand and footholds in the uneven rock.

Apply the same climbing rules used in the **Tower Cave**. This climb (up or down) is of the same difficulty as that one.

THE GIANT CAVERN

This area is quite huge - over 100 feet across and nearly 250 feet high. Near the ceiling, far out of sight of a party using torches or lanterns, lives a colony of normal bats, which fly out at night through small shafts in the cave's roof. A very quiet party might notice a faint rustling far above them. Gentle currents of air might also be noticed. If the Avatars extinguish their lights and allow their eyes to acclimate to the dark, they will see a faint glow of daylight seeping in through tiny ducts in the hill top.

On the north side of the cavern, beneath the bats' nesting site, there is a thick bed of fertile bat guano. An Avatar investigating this area will discover a number of peculiar mushrooms growing in the guano (10-12 in total). These have a most extraordinary effect on insects, but will also affect humans and Alfar to a certain extent.

Mushrooms of Monstrous Growth:

Each mushroom ingested by an Avatar causes him to grow 50% taller (and correspondingly heavier) and also adds 20 points to Health BR and 30 to Physique (the Avatar receives Physique Ability at 30 points if he does not already possess this Ability). Normal clothing, armor and equipment carried are likewise affected. Eating two of the mushrooms produces an additive effect, bringing the Avatar to twice his normal height, and adding a total of 40 points to Health and 60 to Physique. The effect last for 13-16 minutes, after which the Avatar reverts to his normal size and any excess Health remaining beyond his normal total disappears. Eating a third mushroom while the first two are still active causes overwhelming nausea and violent retching, rendering the Avatar helpless and inactive for a period of two to three minutes. A fourth mushroom ingested within the same 13-16 minutes period is fatal.

An example of the mushrooms' effect on insect life is found in the small area at the western end of the cavern - a giant oil beetle.

GIANT OIL BEETLE (12' long) H25, P65, S15
Attack: Bite for 1-20 + 6-8 Harm, or (once per day) spit acid (in a cone shaped spray, 5' wide, 5' long), causing 13-16 Harm that ignores and also Harms all armor not specifically proof against Supernatural acid.
Defense: 10 points due to chitinous shell.

There are three ways out of this area - the Avatars can climb up to the **Phalangida's Lair** high on the east wall, exit through the upward sloping passage to the west where the beetle is (toward the **Mage's Entrance**), or continue southeast through a narrow, downward-sloping passage that leads to **The Well**.

THE WELL

The downward sloping passage opens into a roughly circular natural cavern, perhaps 50 feet across. In the center of the floor is something clearly unnatural - a perfectly flat section, surrounding a perfectly round opening, about three feet across, leading straight down through the floor of the cavern.

When the party investigates the opening in the floor, read the following:

It's a perfectly round shaft, leading straight down, at least 50 feet or more. Shallow niches cut into the stone wall of the shaft form a sort of ladder.

If someone asks, the stonework here looks remarkably similar to the walls and floor of the **Entrance Tunnel** leading into the hillside. Both areas were carved by Extraordinary means, although the Avatars may not necessarily recognize that fact. Transit down (or up) the shaft is without peril, due to the ladder-like excavations. If an Avatar is badly wounded, crippled, or being carried, that's another story, of course. Feel free to improvise whatever climb checks or other potentially dangerous scenarios that you feel are appropriate.

THE MINES

At the bottom of the shaft, a twisting passage heads north. This is rough, natural rock. On average, the tunnel is perhaps eight feet wide and 10 feet high, although it varies considerably, opening wide here, and pinching in tight in other spots.

As the Avatars make their way northward, they will encounter a number of excavations, some only a few inches or a couple of feet deep, and others which extend 10 feet or more into the rock walls of the passage. These are cuts into the walls of the passage where prospectors have excavated, following veins of gem-bearing ore, searching for Spectrolite. Initially, these mines were worked by Dwarfs, but more recently, the Goblins have been working here.

An Avatar with a background in mining will instantly recognize the piles of rock debris on the tunnel floor, and the shape of the incisions into the rock as being exploratory mining, and perhaps will even associate the pattern of excavation with the mining of gems.

There aren't any particular Abilities that confer a mining background, although it is assumed for Dwarf and Gnome Avatars - this will be more of a character history issue. If a player suddenly "discovers" at this point that he has a background that includes some experience with mining, be sure he makes a note of that element of his background and how it came about, on his Avatar record sheet.

A tapping or hammering sound comes faintly down the passageway from far ahead of you. It's the sound of steel slamming into rock. Clank... clank... clank... clank... There's a faint glimmer of light flickering on the wall of the twisting passage ahead.

If the Avatars proceed to the next bend in the passage with a minimum of noise, they will be able to peek around the corner and discretely observe the Goblin mining operation from a distance of about 50 feet.

There are a number of short, burly humanoids at work here, digging into the rock with shovels and picks. They look different, somehow, from the others who stand behind them, holding torches high so the workers can see.

The workers are Dwarfs, enslaved by the Goblins and put to work here in the mines. The torch-holders are Goblins. If the Ava

tars leap immediately into action, they might find themselves with some new Dwarf allies. Refer to the **Dwarf Miner/Worker** entry [EB p.20], removing weapons, armor and wealth as required. It is more likely that the Avatars will observe for a few moments, in which case the following occurs:

After a time, there is an ominous BOOM, and the passage begins to shake all around you. The torch-holders ahead cry out and point, some of them backing away from the section being mined. With a rumbling crash, a load of solid rock drops on the workers from above. Choking dust fills the air, obscuring vision.

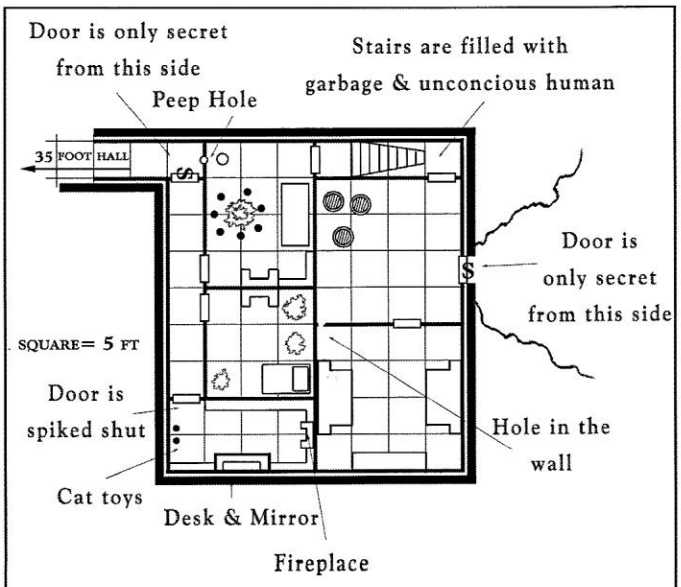
The cave-in crushes the miners, and blocks the tunnel completely. There are several Goblin survivors, some moderately wounded. In the moments following the cave-in, there is a great deal of shouting and moving about, as the survivors try to rescue their crushed companions.

What happens next depends on the party. If left undisturbed, the Goblins will attempt to dig their way through the cave-in. If attacked, they will fight back as best they can, using picks and shovels as weapons. Most of the Goblins also have knives.

COMMON GOBLINS (4 Healthy and 4 Injured) [EB p.25-26]
H50 (or injured at 25), P40, S12
Stealth 80, Waylaying 80, Physique 30
Attack: At 40, using a Shovel for 1-10 + 3, Miner's Pick for 1-20 + 3, or Knife for 1-20 + 3 Harm
Defense: 4 (Preternatural energy that protects against even Supernatural Harm)
Special: 5 points of protection vs. heat (including fire) and cold

If the party defeats the Goblins, they will find several small piles of the rainbow-colored mineral called **Spectrolite** that is native to this region (see the **Twisting Passages** for more information). There are perhaps four or five pounds of this material, in small chunks of 100 to 200 carat size (approx one ounce per rough stone). As previously noted, rough Spectrolite has a value of only $16 a pound.

If the Avatars wish to continue the digging-out process, they might be able to clear the cave-in and continue through the mines. This would take the better part of two days for a team of six. The mines eventually connect to a dwarven mining community (not detailed in this adventure) that is currently under Goblin control.



THE MAGE'S LAIR

THE MAGE'S ENTRANCE

This small cave is unremarkable. Avatars who approach from the Giant Cavern will notice that they have been climbing steadily for some distance to reach it. A thorough investigation of the **west** wall will reveal that a portion of it is artificial. There's a secret door hidden in that section of the wall that opens into the **Storeroom.**

The other exit is down a sloping passageway toward the **Giant Cavern**.

THE MAGE'S LAIR

This section of the adventure takes place in the lair of a long-dead mage, one of the "old and wisest men" chosen a century ago to "watch and wait for beasts' return, to warn of danger should it come" as explained in Kalle's Song.

The Goblins have recently been using this place as a base of operations for their activities within the region.

THE STOREROOM

This is a simple square room, perhaps 20 feet in each dimension. The remains of a few old crates and barrels are scattered, broken, across the smooth, stone floor. These probably contained foodstuffs such as grains and potatoes at some long ago time. There is a plain wooden door in the **north** wall. The **east** wall contains what appears to be a door made of stone.

The majority of the stonework in this room is very smooth and featureless, but the **south** wall has quite a different appearance. It appears to be a masonry structure, built from large stone blocks of a reddish hue, quite distinct from the flat grey stone that composes the other walls.

In the center of the **south** wall is a stout wooden door banded with iron straps. A hand-sized iron plate with a small hole in it testifies that this door is probably locked.

The plain door near the **northeast** corner leads to the **Stairs**. The stone door in the **east** wall is the visible side of the secret door in the **Mage's Entrance**.

The **south** wall does indeed look different from the rest, and was built later, as an afterthought, to separate a section of this once-rectangular room. The door in the center of the south wall is magically sealed by means of a **Conjured Closure Activation**.

Conjured Closure (Minimal Enchantment) [LR p.71]

This is a Preternatural Power that causes an opening of up to about 100 square feet in size to be instantly closed, by not only any normal material there for such a purpose, but to be also sealed by energy. The latter effect makes the opening impassable even to spirits. The energy is such that it absorbs Harm of 2,000 points of normal sort, 500 of general Preternaturally engendered Harm, or 250 of Supernaturally engendered kind before being destroyed. Although the energy is persistent, the Enchanter activating it is able to "open" it at will, "re-close" it likewise, or else cause it to dissipate.

To make matters worse, anyone touching the door, doorframe or lock plate will trigger a **Hrunji's Horrific Beast Enchantment** (ER p.44) with the following sequence:

AVERAGE FIREDRAKE [EB p.14-15] 60 feet long
H75, P80, S16
Attacks:
1. 60-foot Flame Exhalation for 21-25 Harm that ignores armo not specifically proof against Supernatural flame
2. Bite for 5-20 + 10 Harm and Strike with Claws for 2-16 + 4 Harm (Physique bonus ignores armor).

1st ABC

The door swings suddenly inward, and you find yourselves staring directly into the face of an enormous reptilian creature covered in bright red scales trimmed in yellow. As the huge fiery gold eyes stare out at you, the mouth opens and a deep rumbling voice asks:

"Who dares to disturb my sleeping?
Get thee gone this instant, robbers!
Or I'll roast you where you're standing,
And chew the burnt flesh from your bones!"

And with that, you feel the air in the room rushing toward the beast as it draws a very deep breath...

Give the Avatars one ABC to react.

Note that an Avatar attempting to rush inside the door when it is open, or trying to pull the door shut after it opens, will find that he cannot do either of these things. The door is not actually open at all - it's all part of an illusion created by the **Hrunji's Horrific Beast** Activation.

2nd ABC

The beast breathes out, filling the entire storeroom with fire. The scraps of old wooden barrels and crates in the room will ignite and burn for the remainder of the encounter. The wooden door (to the Stairway) will char, but it won't burn.

As per the **Hrunji's Horrific Beast** description, each Avatar who can roll Speed x 4 or under will not suffer any real Harm. Those who fail the roll will suffer as if this were a real Firedrake. To maintain suspense, try to depict the "narrow escapes" of those who roll well as "ducking out of the way" or something similar. Repeat the check each time the Drake attacks.

When the Avatars act, remember that "touch cannot affect the scene, nor can any form of attack". The **Horrific Beast** will continue to act as programmed, no matter what.

3rd ABC

If any are still in the room (and conscious) to see it, use the following description. If they have fled to another spot, you can extract the relevant bits (such as sounds) for your description.

The head of the fearsome beast comes crashing through the open doorway, knocking bricks and mortar everywhere as it shoves through the too-narrow opening. The jaws gape wide then snap shut with deadly strength. As more bricks fly, the forelegs crash through the wall, one set of talons sweeping through the east half of the room and the other one the west side.

If any Avatars are still present in the room, subject them to the bite and claw attacks (the bite affects the center of the room, while the claws sweep through the areas near the east and west walls).

4th ABC and thereafter

The illusionary Drake will cycle through the following actions three times:

Bellow loud enough to shake the walls (1ABC)
Repeat the claw and bite attacks (1ABC)
Make chewing and crunching noises (1ABC)

Then the beast will withdraw into the blackness beyond the door, and the room will fall silent. All of the apparent destruction (smoldering bits of wood, scorch marks from the fire) will remain for an additional 10 ABCs (30 seconds) and then vanish. The room will become just as it was before the Avatar touched the door. The entire scene will repeat if the Avatars touch the door again.

If any Avatar even casually searches near the **southwest** corner of the room, they will find a spot where the masonry wall has eroded, leaving a narrow tunnel through the bottom section of the brick wall. It's a very tight squeeze, a triangular opening about one foot on a side, but it can easily be enlarged if required, with the right sort of digging tools or sturdy weapons such as hammers and picks. **The Conjured Closure Enchantment** does not extend to cover the entire masonry wall, only the door.

An Avatar who sticks his head into the opening, or tries to crawl through, may (50%) find himself face to face with an angry Robust Blackrat (see **The Workshop**).

THE WORKSHOP

This room is perhaps 20 feet wide and 20 feet long. Workbenches run down the side walls. On the west side, above the bench surface are shelves full of broken bottles and flasks. Above the bench on the east wall is a grid of pigeonholes stuffed with papers and other items. There's a table against the back (south) wall with some items scattered across it.

In the southeast corner is a rats' nest. They've been living undisturbed here for quite some time, tearing up scrolls to build their nest, and feeding on the remnants of the foodstuffs from the storeroom as well as the bits of Goblin garbage they've been able to access on occasions when the door to the stairs has been left open. The rats will attack as soon as they feel that their home is threatened.

ROBUST BLACKRATS (25) [BOL p.29] H4, P20, S13
Attack: Bite for 1-2 Harm that ignores shield protection and bypasses armor if a d20 roll exceeds the target's armor protection.
Defense: 2 points due to small size
A robust blackrat is a rat of largest size, and weighs more than 10 pounds, in many cases.

On the **west** wall, above the bench surface are shelves full of bottles and flasks, mostly dried up, empty, or broken. Two flasks are still intact, each containing a single dose of an Extraordinary Nectar:

Mirana's Health Restorative (Moderate) [LML p.72]

A liquid that, if consumed in a one-ounce draught, imbues the drinker with potent energy that will either destroy any active disease, infection or toxin in his body, or (if he is not affected by any such dangers) supply him with from 21 to 40 points of lost Health. Note that Health restored thus can never exceed the full normal Health base rating of the individual.

Froidois' Activation Energy Elixir (Strong) [LML p.71]

A liquid that, if consumed in a one-ounce draught, provides from 30 to 60 (d4 x 10 + 20) points of additional Activation Energy. These added points are noted separately from existing scores and are used first in any activity requiring the use of AEPs.

On the **east** wall, above the bench surface, are pigeonholes stuffed with scrolls and clay tablets. The rats have used much of the paper materials for nest-building, dropping and smashing the tablets in the process. There is one clay blank memory tablet still intact, in the highest slot on the wall.

On the **south** wall of the room is a workbench with a few items scattered across it.

A featureless cylinder of tarnished silver, very slender and about 10 inches long

A foot-long baton of one inch pine, carved as intertwining serpents

A gnarly twig of oak, about 8 inches long

A stick of dark wood (ebony, if the Avatars know what that is) with arrows carved in the sides

All of these are failed experiments, and only the twig of oak has any useful Extraordinary power. That one is a **Lesser Preternatural Wand**, which adds 10% to the Enchantment Ability of the one who wields it, and can store three specific Enchantments which

were designated when the wand was constructed - **Energy Explosion, Flame Fan and Xargya's Military Fork**. Storing a power in the wand has all the same prerequisites - and consumes as much time and AEP - as activating that power normally. The wand is currently empty.

THE STAIRS

The stairs in this area run between the kitchen above and the storeroom below. There is a five-foot square landing at both the top and the bottom of the stairway. When the Avatars open either of the doors that access the stairs read the following:

There are stairs here, covered in a stinking, rotting mess of meat and vegetable matter, broken bits of wood and who knows what else. The nauseating stench in this place is unbearable.

Avatars that proceed into the area must succeed every ABC in a roll against their current Health BR, or become nauseated for as long as they remain in the staircase area, plus 1-4 ABCs thereafter. An Avatar who is nauseated performs all Abilities including combat at half his normal chance for success.

Give a bonus on these checks for any preventative measures (holding breath, plugging nose, covering face with cloth, etc.) that the Avatars might utilize. A bonus of 10-20 (or more, depending on how effective their method is) might be appropriate.

The "rotting mess" is garbage thrown into the stairway from the kitchen above. It includes pieces of crates and barrels, potatoes, turnip and onions, pots and pans, ashes from the Goblin's bonfires, soiled straw from the bedroom, half-eaten hunks of deer meat, and the other detritus of Goblin existence. The result is a foul-smelling, decaying mass of junk that coats the stairs.

The stairs are quite slippery - any Avatar who tries to run up or down must succeed in a roll against Speed x 2 or slip and fall at the midpoint, suffering 1d20 Shock Harm in the process, and perhaps (10% chance, 20% if in metal armor) alerting the Goblins in the kitchen. That Avatar's "nausea check" will automatically fail in the ABC during which he falls.

Any character with the stomach to search through the trash will find all of the items mentioned above, as well as a few warped and blackened leather book covers - evidence of the Goblins' earliest campfire fuel. A few of the titles are still decipherable if you wish (and are inventive), but the characters will have to get away from this repulsive stench before attempting to puzzle them out.

Also buried in the trash, partway up the stairs, is a young man from Polo's hamlet of Joenpolvi. His name is Uljas, and he came here to the Goblin complex on market day morning, searching for the bandits in the wood. Uljas is the owner of the dogs that the party encountered on their way up the hill.

Uljas is so thoroughly buried in garbage that an Avatar who is not specifically searching the trash heap is only 40% likely to notice the shape of a body amongst the other refuse (modify the chance upward for Avatars who possess the Scrutiny Ability, if you wish).

ULJAS
H50 (currently 2), P52, S10 (9 adjusted for armor)
Defense: 8 points of armor (Full Leather) + shield (currently in the Goblins' possession)

Uljas is in no shape to fight or to do anything else that is strenuous, even if the Avatars treat him with curatives. He has been through a lot, and will need several days of rest and care to recover.

If the Avatars can get him out of the trash heap and give him some form of first aid, Uljas is able to tell his story:

I found the cave in the side of the hill around mid-morning. As I made my way into the tunnel the floor fell out from beneath me and I was plunged into darkness. I had no candle nor tinderbox with me, so I had to grope my way along in the pitch dark. I came to a cliff and tried to climb down, but I must have slipped and fallen. I remember waking up all sticky and sore. I hauled myself up and kept moving as best I could, never really sure which direction I was heading or how long I'd been traveling. I came to a big space that echoed, with a hint of glowing far above and something attacked me in the dark. My skin was burning as I tried to get away, and the thing was clicking and creaking at me as I ran. I finally found my way here and crawled up the stairs but some ugly fellows clubbed me and took my things, and threw me back down the stairs. I've been lying here since - who knows how long? I just couldn't move any more. Thank the gods you've come, I was starting to believe that I would die here.

Uljas can travel, very slowly, if required. It would probably be better if the Avatars could carry him somehow. He can show them the way to Joenpolvi, assuming he can stay conscious after his ordeal.

The stairway is closed at the top and bottom with plain wooden doors. The bottom one opens into the **Storeroom**, while the top one accesses the **Kitchen**.

KITCHEN

The Goblin Captain is in this room with his troops and any healthy surviving Goblins from the encounter in the woods. Goblins that were injured during the forest encounter are asleep, recovering, in the bedroom next door.

The Goblins in the kitchen are probably roasting chunks of venison over an open fire in the middle of the floor. In the course of the ensuing combat, be aware of the open fire as a hazard. Anyone who ends up in the fire for whatever reason will suffer 3-6 Harm for each ABC that they stay there (this harm ignores any armor that is not specifically resistant to fire).

GOBLIN CAPTAIN (1) ["Great Goblin", EB p.25-26]
H80, P85, S13
Physique 90, Stealth 80, Waylaying 80
Extraordinary Enchantment-like Powers (each once per day):
1. Can extinguish a small fire (e.g. campfire) within sight and within 80 foot distance, in one second.
2. Can reverse, in one-tenth of a second, the flight of one normal missile in sight and within 100 feet distance so as to send it back at its launcher (with the Goblin's Precision in regards to hitting).

Attacks:
1. Preternatural Hatchet at 85+5 (90) for 2-20 Harm + 3-5 Preternatural + 9 more for Physique, 60' range
2. Short Spear at 85+5(90) for 2-20 Harm + 9 more for Physique

Defense: 16 + Wooden Shield (6 points for half-leather with horn plates + 10 for Preternatural Energy). The shield provides another 8 points of protection against 2 attacks per ABC.

Tactics: The Goblin Captain keeps a **Preternatural Enchanted Hatchet** stuffed in his belt that adds 5 to Precision and 3-5 to Harm and has double normal throwing range. He is likely to throw this weapon as a first attack. Uljas's short spear and wooden shield are leaning against the wall behind the Goblin Captain - he will snatch these up (in 1 ABC) and use them thereafter.

COMMON GOBLINS (6 + healthy survivors from the forest) [EB p.25-26] H55, P45, S13
Stealth 80, Waylaying 80, Physique 30
Attack: Light Crossbow at 45 (45+10 [55] for short range, up to 75 feet) for 2-20 Harm; or Long Dagger at 45+10 (55) for 1-20 Harm + 3 due to Physique
Defense: 8 (4 for leather garb + 4 Preternatural energy that protects against even Supernatural Harm)

Special: 5 points protection vs. heat (including fire) and cold
Tactics: If the Avatars manage to get past the door and into melee, these Goblins will pick up their crossbows in 1 ABC, shoot once, then discard their crossbows and switch to long daggers, attempting to flank their foes (or attack from behind) as much as possible. If the Avatars are pinned down in a doorway, a significant proportion of the Goblins will continue to use their crossbows instead.

Once the combat is through, read the following:

The inhabitants of this place have apparently ignored the fireplace on the south wall of this room, with its large wrought iron cooking grate, in favor of an open bonfire in the middle of the floor. The upper parts of the walls and ceiling are caked with soot. Crates and barrels of various foodstuffs sit on the floor, around and beneath a large table shoved against the east wall. Many of the lids are missing and several of the crates have apparently been broken open. There are stone shelves hewn into the walls in the southeast corner beside the fireplace.

There are two doors in the room, one near the northeast corner, and another in the southwest. On the floor by the west door are two wooden buckets, each half-filled with water. There is a short round keg near the wall in the northwest corner of the room.

The crates and barrels were plundered from farmers before the Goblins figured out they should wait until after market day to rob the farmers. The table and the shelves are empty. The Goblins took offense to the mage's cooking utensils, pots and pans, and various herbs, and decided to throw these down the stairs, along with the rest of their garbage (see the **Stairs** for details).

Hanging over the table is an unusual **globe of dark stone,** suspended from the ceiling on a chain such that it hangs about seven feet off the floor. This is a magical item which is enchanted to give off a warm sunny glow when it is switched on at the touch of a finger (flesh must be exposed). A second touch switches it off. The globe is solid stone, and weighs approximately 150 pounds. It would be quite inconvenient to carry around, but the Avatars might find a buyer who had a stationary application for this item. They should be able to get **approximately $1,100-$2,000** for this item from the right buyer.

Near the **northwest** corner of the room is a "peep hole" which looks into the **Entrance Tunnel** where the pit trap is. The short round keg mentioned in the room description is positioned in such a way that one can sit on it and watch the entrance through the peep hole. The hole is actually cone-shaped, with the large end of the cone on this side of the wall, and thus is fairly obvious to any who search the area from this side of the wall. The hole is much more difficult to find from the exterior. There is a lever mounted in the wall here, which releases the floor in the **Entrance Hall**, and a wheel about 10 inches across which, when rotated, will return the **Entrance Hall** floor to its normal position.

THE HALLWAY

This passageway is long and slim - maybe 30 feet long but only five feet wide. There is a pair of doors just a few feet apart near the middle of the east wall. At the north end is a wall of stone with some sort of handle in it. At the south end is another closed door.

The door at the north end leads out to the **Entrance Tunnel.** The two doors in the east wall lead to the **Kitchen** and the **Bedroom.**

When the Avatars get near the **south** door, they will notice that it is spiked shut from the hallway side. The Avatars will have to spend a few AB's prying out the spikes, or else attempt to break down the door. A character with an axe can probably cut through the thick wooden door in a couple of minutes. It's very old. This door leads to **the Study.**

THE BEDROOM

If any Goblins were injured during the initial encounter with the Avatars (on the road, or during the chase that followed) they will be resting in this room, likely asleep. Unless the Avatars make a lot of noise in entering this room, they will surprise any Goblins resting here.

Strewn about the floor of this room are low piles of dried leaves and grass, with large bits of torn cloth interspersed. A fireplace occupies the north wall, half obscured by the pile of wood that may once have been some sort of furniture. The remains of an old wooden bed lie in the southeast corner.

The Goblins have used this room as a bedchamber and a treasure vault. The treasure (the coins stolen from the farmers in the woods) is stashed in the unused fireplace, concealed by a large chunk of what used to be the door to the mage's wardrobe.

The Goblins' treasure consists of many small pouches, each containing a few coins - there is about **$3000 here in total, in mixed copper and silver coins**. In addition, here are bronze candelabra from this room and from the study (four in total, worth **$150 each**). The fireplace also holds a large sack of equipment, including a rusty hammer with several iron spikes, a dull hatchet and a long (100 foot) rope with a crude hook on its end.

THE STUDY

The door to this room is spiked shut from the outside, see the **Hallway.**

This room appears to be some sort of study. There is a huge wooden desk pushed against the south wall. On the wall above the the **Hallway.**

This room appears to be some sort of study. There is a huge wooden desk pushed against the south wall. On the wall above the



desk is a large mirror. There are several tall bookcases in the room, surrounding a modest fireplace on the east wall. A pair of small wooden bowls lies on the floor just inside the door.

Suddenly, there is a horrible hissing sound, and a small furring something leaps from an unseen spot high on the wall to attack.

This creature is the remains of the mage's cat, now an Animort, a form of Living Dead.

SYLVESTER, Animort Cat [EB p.41] H15, P25, S12
Attack: Claw or Bite for 1-2 + VT 9-12 that bypasses armor or other protection
Defense: 12 (An unnatural energy provides 12 points of protection against all attacks, except those of blessed oil or water, those with continuing Harm such as acid and fire, and Theurgy Ability Powers specifically attuned to affect the living dead. Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 3-5 Harm to an Animort that disregards the creature's Extraordinary protection and restoration permanently.)
Special: Unless the Animort is so harmed as to be at -30 or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seeming to collapse, destroyed, the animating force begins restoring one point of Health each second thereafter, until the Health Base Rating has reached its full state, at which point the creature arises and functions again.

The cat will fiercely defend this room, its last piece of territory. In addition to the long-empty pair of bowls on the floor - one for food and one for water - the Avatars might also notice a ball of wool and a bit of old leather twisted and tied into a mouse-like shape.

If the Avatars are extremely creative, and recognize this creature for what it is, you might allow them to befriend the twisted, shrunken little beast. It would certainly fight alongside with them if any Goblins remain in the area. Under no circumstances will the cat follow the party or allow itself to be carried beyond the extents of the mage's abode.

On the wall above the desk is a **"Scenic Mirror"**, an Extraordinary item which, when activated by touch, acts as a one-way window on a specific location. The mage who lived here long ago chose to have the mirror look out over the surrounding area, as if it were an actual window on the **south** side of the hill.

If an Avatar touches the mirror, read the following (adjust for time of day as required):

A bright light appears in the center of the mirror, spreading outward toward the edges. The warm light of the sun floods into the room, and a sylvan scene appears, with a rocky hillside dropping to a rushing river, and a forest of pine and spruce beyond. The scene is oddly familiar...

Lying on the floor in the **northeast** corner are pair of half-burnt candles, thrown here when the Goblins took the candelabra from the desktop.

The desk has four drawers, two on each side. The top drawers hold various types of feathers with the ends cut for writing, and a few bottles of ink. One of the quills is Extraordinary.

Feathery Dart

This item appears to be a normal tail-feather from a large bird such as an eagle, and can be used normally as a writing implement. If the feather is ever aimed and thrown (as a dart) it flies and strikes as per a **Dazzling Dart** [LR p.71], becoming a bolt of scintillating silver that strikes a target up to 240 feet distant so as to inflict 17-20 points of Harm upon it, ignoring all armor protection except for the Supernatural sort. Using it thus destroys the quill, of course.

Most of the inks are common, and worth about **$2 a bottle**. One or more of them may be rare and valuable in your campaign if you wish. **Octopus ink at $250 a bottle** might be a good option.

The lower drawers hold large sheaves of parchment **(100 sheets in all, worth about $1-2 per sheet)**, a few drawing tools (compass, ruler, protractor), a tinderbox and a few extra candles for the candelabra.

Jammed in the very back of the bottom right drawer (Avatars removing the parchment will hear a "clink") are two flasks, one contains **Hard Water** [EB p.67] and the other **Soft Soap** [EB p.69].

OUTDOOR ENCOUNTERS IN THE AREA

If the Avatars spend any significant time in the woods near the hill, you might want to use one of the following encounters. The **Raccoons** encounter is best as a nighttime event, if the Avatar party decides to camp out under the stars. The Bears are more appropriate for daytime, perhaps while the party is leaving the vicinity of the hill. The Fortune Teller encounter might occur at any time of the day or night, but always on a travel route - a road or a river. Each of these encounters will happen only once, if at all.

Raccoons in the Night

In the camp, while the Avatars are sleeping (or resting at least), a family of raccoons happens by, seeking food. There is a family of four, two adults and two young. Initially, the raccoons are very quiet, cautiously scouting the camp and trying to determine exactly where the food is and how they might get to it.

Any Avatars "on watch" might detect the raccoons, depending on light conditions, and how close the Avatar's watch position is to the most obvious food supply. Scrutiny is appropriate here. Hunt or Savagery might also be applicable at a slight penalty (5-10). Avatars that are sleeping will have no chance at all to detect the raccoons until they make quite a lot of noise. Keep in mind the cunning and resourcefulness of these animals - they will stop at nothing to find their way to food once they've scented it. The raccoons will get louder, chattering to one another, if their level of frustration rises (depending on what sort of measures the Avatars may have taken to protect their food).

RACCOON ADULT H15, P25, S15
Attack: Bite for 2-4 Harm
Defense: 4

RACCOON YOUNG (2) H5, P15, S18
Attack: Bite for 1 Harm
Defense: 5

Bear Cub Crying in a Tree

This encounter occurs while the party is traveling through the woods, likely on their way between the Goblin's hideout in the hill and Joenpolvi. The party hears the encounter before they see it - a frightened "mewling" sound comes plaintively from somewhere high in a tree, probably by the side of the river. Try to position the encounter so that a party facing the tree (and hence the river) have their backs to the forest.

Closer examination reveals that it's a black bear cub crying in the tree, plainly frightened, and desperate to find a way down. Give the party a moment to decide what to do, and then set up the mother bear's arrival, coming at a run, from deep in the woods. She heard her baby crying, and caught the scent of strange creatures on the breeze, so she's not in a very good mood now. An Avatar with keen hearing might notice something approaching at high speed through the underbrush with an ABC or two to spare before the mother arrives. As the mother emerges from the trees, some 30 yards from the tree, she will roar. If the Avatars are still between the mother and her cub, she will certainly charge and attack. If the Avatars have found a way to retreat more than 30 yards, they are probably safe for the moment, assuming they continue to move away from the area. For anything in between, use your judgment.

BLACK BEAR [BOL p. 5, 9] H60, P35, S15
Attack: Strike for 3-20+6 Shock Harm or Bite for 6-8 Penetration Harm
Defense: 5

BLACK BEAR CUB H30, P25, S12
Attack: Claw or Bite for 3-5 Penetration Harm
Defense: 6

Fortune Teller

This old woman is always encountered "in transit" from one place to another, paddling a canoe down a river, walking down a path, riding a pony or a donkey down a road. She is evasive about where she has come from and where she is going. She is always traveling in the opposite direction to the Avatars.

The old woman is wearing local peasant garb, rough cloth in many layers and multiple colors. Her eyes sparkle as her face lights up in a smile. There are at least a few teeth left in that crooked grin.

Some things I know from far away.
Some things close, but not clear to see.
Things that happened long ago time.
Things that come in the tomorrows.
One piece of silver is not so much
To know a thing that no one knows.

This woman has the power of **Divination [ER p.14]** and will sell it if she can. A silver piece of $10 value per question is her lowest rate, regardless of successful use of her Ability.

FORTUNE TELLER H10, P10, S9Divination 59

Her favored method is gazing into fire - she will pull a hand-sized piece of birch bark from her sack and light it using any handy source of flame. She will pull flint and steel from the same pouch if she has to. Once the birch bark is burning, she will hold it at arm's length, staring into the flame as she discerns the answer to the Avatar's query.

If asked a second question, she will pull a shiny transparent bead on a thong from around her neck and hold it up so that some light source (sun, moon, campfire or torch) passes through the crystal. She will peer into its depths to discern the answer.

For a third question, she will pull out a small sack of chicken bones, and cast them onto the ground. She will first remove any bones that are touching others, and then check the position of the sun (or the moon, or the stars) in order to properly interpret the remaining bones before she answers.

As a fourth method, she will first ask the Avatars for water. If they have some, she will retrieve a pinch of dried leaves from a pouch and drop it into her tin cup. She will ask the Avatar who has a question to add water to the cup and stir it with his finger. She will then ask the Avatar to speak his question and drink the contents of the cup. The water has a faint minty taste. To discern the answer, she will read the pattern in the bits of dried leaves that remain in the cup.

For a fifth question, the old woman will ask for assistance to lower herself into a cross-legged position on the ground. Then she will extend her arms to the sides and close her eyes. She will slowly rock forward and back, muttering under her breath until a vision comes to her.

Remember that only a "yes" or "no" answer can be given to a question. Roll for each question. If the roll comes up as 5 (i.e. 10% of the Fortune Teller's Divination score) or less, then the Fortune Teller may use that same method again to seek an answer to another query. Barring such a favorable dice result, the old woman can answer no more than five questions in a single day.

JOENPOLVI

As indicated early in the adventure, Polo is a resident of Joenpolvi. Should the Avatars return to the Forest-Apple in Vasenkari, the tavern keeper will direct them here.

What sort of reception they get will depend on when they arrive and what has happened so far. Some parties may turn back after failing the **Chase,** or escape early from the **Water Cave** with no knowledge of Uljas and no treasure to restore to the farmers. Others might not come here until the adventure is essentially complete. Some guidance is given on how the Non-Avatar Character reactions might change for different circumstances, but much is left for the LM to improvise.

Joenpolvi is a little rural settlement, centered on a Kirkko (temple). A simple wooden palisade surrounds the compound, encompassing the Kirkko, an alehouse, a blacksmith's shop, a woodworker's place and a few small dwellings. Farmers in the surrounding area come to Joenpolvi for community gatherings, religious services, socialization and a few basic goods and supplies. They also come to the Kirkko when disputes need to be resolved. Everyone knows everyone in this tight-knit community.

There is no real market here - the farmers and hunters generally travel to Vasenkari when they need to sell their goods or buy supplies. Most folks in the area make their own garments, tools, and furniture; grow (or catch) a substantial portion of their own food, do their own cooking and mending, cut their own firewood, and slaughter their own livestock (or take any excess to Vasenkari alive to be sold and slaughtered there). Some degree of trading occurs between individuals and families, but not in a market setting.

Local products (from the smith and the woodworking shop) are created almost exclusively by commission. Since there is no traffic to speak of here, the craftsmen cannot afford to carry an inventory of any but the most common items.

There is a "general store" of sorts, run from the back of one of the houses within the compound, but it is not often open. The merchant Onni, who runs it, spends most of his time traveling, obtaining items that are not made locally (rope, fishhooks, needles, candles, etc.). Like the smith and the woodworker, he works primarily on behalf of the locals, seeking items they have specifically requested. This merchant has some ties with the coastal traders who port in Vasenkari, and might be interested in purchasing some of the more practical Extraordinary items that the Avatars recover during their adventures, offering about half value.

The locals support the Kirkko primarily with foodstuffs (local crops, eggs, meat, furs, etc.) and in accordance with their capacity to pay. The local craftsmen support the Kirkko by donation of their talents and finished goods.

ULJAS

H50 (might be reduced currently), P52, S10 (9 adjusted for armor only, 7 with armor and shield)
Attack: Short Spear (taken by Goblins) at 52+5 (57) for 2-20 Harm
Defense: 8 points of armor (Full Leather) + Wooden Shield (taken by Goblins) for 8 points more vs. 2 attacks per ABC

Uljas, who the Avatars will likely encounter on the Stairs in the mage's lair, is the son of a local farming family. His parents died last winter due to illness. Uljas is not much of a farmer, really, although he still inhabits the family farm just outside Joenpolvi. Spear and shield are his chosen weapons, commissioned by Hjalmar (captain of the guard, detailed later) from the local craftsmen (Seppo and Taitonen, detailed later). Hjalmar has adopted Uljas and convinced Saarnaaja Rauha to pay him a modest wage to "fill in" a couple of days a week as a guard. Uljas is still saving up for his first suit of armor.

After his ordeal with the Goblins and (assuming the party gets him back to Joenpolvi) his gradual return to health and vigor, Uljas is likely to give up the soldiering life and donate his finely crafted short spear and shield to the Avatars as a gift of thanks for his rescue. Both are quality work with pleasant decorative touches. **The spear might fetch $500** from the right buyer. **The shield is worth about $1000.**

APPROACHING JOENPOLVI

On the Avatars first approach to Joenpolvi, use the following description:

Rounding a bend in the forest road, you see something perhaps 100 yards ahead. There the road passes some sort of compound surrounded by a high fence - a man-high wooden palisade built from sharpened tree trucks stuck on-end into the ground. There is an open gate in the palisade, facing the road, and a soldier or guard is standing in the opening, looking first one way and then the other down the road. He peers in your direction for a moment, shielding his eyes from the sun, and then ducks behind the wall for a moment. Carried faintly on the wind is the metallic clang of some sort of signaling device rung six times - Clang-clang-clang-clang-clang-clang. The guard reappears and is shortly joined by another man, this one wearing a tall helmet. The newcomer takes a few steps down the road towards you, and stands waiting, arms crossed.

VARTIJA, Guard at the Gate

H35, P40, S11 (8 adjusted for armor and shield)
Attack: Short Spear at 40+5 (45) for 2-20 Harm
Defense: 8 points of armor (Full Leather) + Wooden Shield for 8 points more vs. 2 attacks per ABC

HJALMAR, Captain of the Guard

H71, P57, S10.5 (6 adjusted for armor and shield)
Weapons 59, Planning 58, Ranging 44, Physique 40, Rustic 10
Attack: Battle Axe at 59+5 (64) for 7-20 + 4, or Throwing Daggers (2) at 59 for 1-20 + 4, 40 foot range
Defense: 11 points of armor (Full Steel Mail) + Wooden Shield for 8 points more vs. 2 attacks per ABC

Hjalmar is captain of the guard for this tiny community. His primary duty is to protect the Kirrko and its staff, but he is also involved in repelling carnivorous wildlife (generally wolves) should they become a problem for the hamlet or its surrounding farms.

Hjalmar is prone to jump to conclusions, especially when someone he loves is threatened or appears to be so. Rauha is very dear to him, and so is Uljas.

If the Avatars arrive in Joenpolvi with Uljas's spear, shield and/or dogs but without Uljas himself, Hjalmar will suspect that they are the bandits in the woods. He will act aggressively, not attacking, but attempting to control the party, and to get them to Rauha (under guard) for questioning. He knows that Rauha can see through any lies they might wish to tell. After Rauha's questioning, Hjalmar will insist that the Avatars lead him to the exact spot where they found any of Uljas's things.

If the Avatars arrive with Uljas in tow (probably carrying him) Hjalmar's reaction will be considerably different. He will run toward them on the road as soon as he spots Uljas, and focus intently on the young man's condition, speaking primarily to him whether he is conscious or not.

Hjalmar wants to know the following (choose questions based on circumstances):

Who are you? Why are you here?

Where did you get this spear/this shield/these dogs? Why were you in that location?

Where did you find Uljas? What's wrong with him? Who did this to him? Why?

If he is questioned about the bandits in the forest, he is certainly aware of the situation. He has tried to resolve the problem through numerous means. Hjalmar has accompanied several farmers along the route to Vasenkari and back, but there was no sign of any robbers during these trips. He has also searched the woods along the roadsides to no avail.

He doesn't know that Uljas set out on market-day morning to search for the bandits. He knows only that Uljas has been missing since that time.

Hjalmar is certainly familiar with Polo, but he knows nothing about Polo's arrangement with the Avatars. It is Hjalmar's opinion that Polo has no authority to arrange such a thing, and is clearly in the wrong for doing so. Should the topic of Polo come up, Hjalmar will send another of his men, Niko, to fetch Polo from his farm. Niko is on foot and it will take him a couple of hours to return with the farmer.

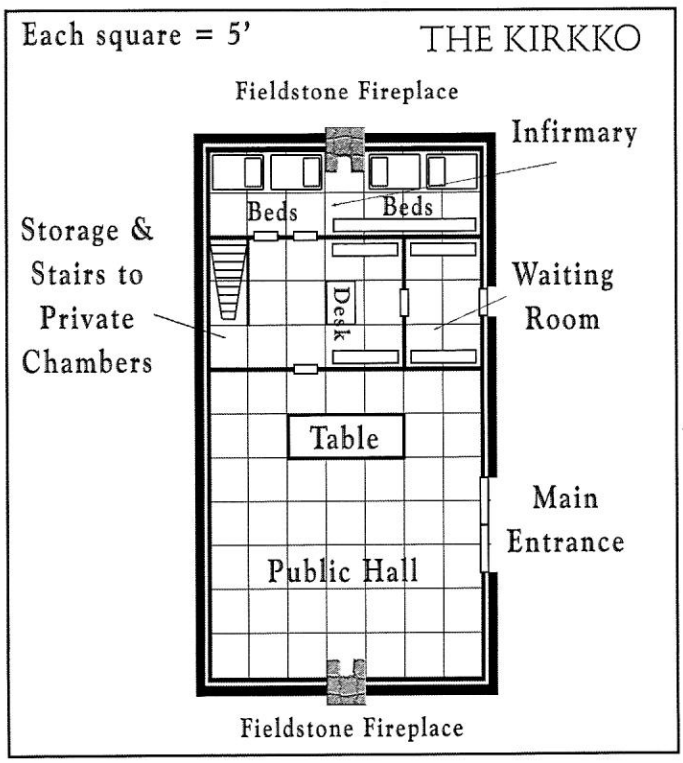
NIKO, Guard of the Kirkko H30, P35, S10.5 (10 adjusted for armor)
Attack: Long Dagger at 35+10 (45) for 1-20 +2 Physique Ability Harm, or Throwing Hatchet at 35 for 2-20 +2, 30 foot range
Defense: 6 points of armor (Half-Leather)

THE KIRKKO

Hjalmar leads the Avatars to the Kirkko, and leaves them in the waiting room while he goes in ahead to speak with Rauha.

The Kirkko is clearly the largest structure in the compound, perhaps 35 feet wide and 60 feet in length. It's tall enough to suggest a second floor exists. A large set of double doors appears to be the public entrance to the building, but this is not where Hjalmar leads you. Instead, he takes you to a smaller single door.

The temple building does have two floors, but only in the rear section of the building, where there are private chambers for the Saarnaaja and her students above the infirmary and the Saarnaaja's offices. The public section of the building is a large chamber with a high ceiling, used for ceremonies, worship, and community gatherings.



RAUHA'S WAITING ROOM

This chamber is sparsely furnished, and impeccably clean. There are simple wooden benches spanning the length of the right and left walls, with a door to the outside behind you and another leading onward ahead. Hjalmar bids you to sit and wait as he knocks and then proceeds through the further door, closing it behind him. The room is decorated with scenes of woodlands and wildlife, cropland and livestock grazing, often with faces peering down from the clouds in the sky. One such decoration has a long inscription of verse beneath it.

If Uljas is with the party, Hjalmar will take him through Rauha's office to the infirmary before returning to explain to Rauha what has happened. Either way, the Avatars will be asked to wait here.

There are three different pieces of art on the walls with inscriptions. If the party wants to read them, make sure you know exactly which Avatar is reading each piece:

1. Ukko, sky lord, bring your gentle
Rain upon us, graceful cloud king.

2. Sweet Pellervoinen, sow our fields,
Spread bounty here, come sow your seeds.

3. Grant us wisdom, and compassion
Let us think of those who have less
We are blessed with great abundance
Let us share it with those who need
Grant us wisdom, and compassion
Let us meet with best intentions
Arms out to greet, not raised to strike
To share our lot, in Ukko's grace.

The last inscription is a Fortune Plaque (Bit of Luck, 75 General Merits granted to an Avatar who reads it completely, the plaque vanishes afterward) [LML p.57-58]. An Avatar must read the plaque in full in order to gain the benefit.

RAUHA'S STUDY

The door opens and Hjalmar re-appears, beckoning to all of you. He stands aside holding the door open. The room beyond appears to be some sort of office, perhaps 15 feet square. A large wooden desk faces the door, and behind it is a middle-aged woman, garbed in a rough-woven white robe that covers her almost completely. Smiling, she rises slightly from her chair and extends both hands toward the benches that flank the door. "Please sit," she says, "and make yourselves comfortable. I am Rauha, Saarnaaja of Joenpolvi Kirkko. Please tell me your names..."

SAARNAAJA RAUHA, Religious Leader of the Community
H60, P53, S14
Theurgy 57, Scrutiny 43, Physique 37, Learning 25, Weapons 15
Attack: Common Sling and Preternatural Sling Stones (8) at 15+10 for 3-20 Harm + 5 Preternatural, short range is 50 feet
Defense: Unarmored; Shielding Ring 20% (4 points) against up to 3 opponents per ABC
Ecclesiastic in the Order of Service and Care.
Invocation: Invocation of Service (Extreme)
Rites: Aegis (Major), Restore Body (Major)
Powers:
Confer Righteousness (Very Minimal)
Nullify Burns (Moderate)
Nullify Toxins (Moderate)
Nullify Traumas (Moderate)
Preternatural Vigor (Very Good)
Rebuke (Moderate)
Uphold Faithful (Extreme)
General Powers:Banish Sickness (Good)
Cleanse (Low Moderate)
Dismiss Influence (Minimal)
Exterminate Insect Pests (Very Minimal)
Exterminate Internal Parasites (Moderate)
Heal (Low Moderate)
Undo Activation (Major)

Rauha is the Saarnaaja (preacher) in this small settlement. In addition to her role as spiritual advisor, she is the community leader, officiator of justice and chief healer. She is a friend to all and a wise, gentle officiant.

The locals refer to her as "The Saarnaaja" and address her as "Saarnaaja" or "Saarnaaja Rauha". Only Hjalmar feels familiar enough to call her "Rauha" and even then he will not generally do so in public.

Rauha's desk is situated in such a way that she can see the Fortune Plaque in the waiting room through the open doorway. If the plaque is missing, she will notice, and will take this as an encouraging sign of the party's goodwill.

Rauha has an **Icon of Insightful Interview** on her desk, and she will use it if she suspects that the Avatars are lying, leaving things out, or exaggerating the truth. She activates the item by singing (quietly, under her breath) and touching the icon, which is an eagle feather sculpted from a block of bronze, about 10 inches long and maybe 2 inches wide.

Icon of Insightful Interview:

This item can be activated once per day for a period of one hour, during which time the owner becomes aware of any lies, evasive answers, or withholding of relevant information that occur within her presence. The Icon does not compel others to tell the truth, nor does it give the owner any specific knowledge of what the truth might be, it only grants the Ability to identify falsehoods and other deceptions as noted above.

Rauha's primary interest is in maintaining peace for the community, and resolving whatever disputes may have arisen in the wake of the Avatar's arrival. Assuming that the Avatars are respectful and forthcoming, she will treat them fairly.

The topic of "**Goblins**" will be met with mild amusement - she knows of such creatures only as elements of old stories, and has no reason to believe that the bandits in the forest are anything other than human.

Rauha is also somewhat familiar with the mineral **Spectrolite** that the party may have recovered from the mine. She knows it is used to make trinkets which are supposed to bring health to the sick and dying, but believes this to be simple superstition, with no basis in fact or faith. She can tell the Avatars they have a chance of selling the Spectrolite for a modest price, either to the trader Onni or in the port town of Vasenkari.

If the Avatars deliver the stolen funds, or promise to make good on their bargain with Polo to pursue the "bandits", she will offer them accommodation for the night at the local alehouse, no charge (as per the spirit of Polo's arrangement). She will defer any long-term plans until she has had an opportunity to meet with Polo and hear his side of the story.

If the Avatars brought Uljas to Joenpolvi, Rauha will be concerned about his condition, and will go the Infirmary to see to him as soon as possible after her interview of the Avatars. They can accompany her if they so desire. She will also offer to treat any Avatars who have been injured.

THE INFIRMARY

The Saarnaaja has two students of Theurgy in her care - Seija and Tuija - both beautiful young maidens who are learning the ways of the Kirkko, and the healing arts that the Saarnaaja has mastered.

The infirmary is a long narrow room, with several beds along the wall. On a counter-top opposite the beds are various fabric bandages, sparkling knives, flasks of clear and colored liquids, bundles of dried herbs and other medical supplies. Two lovely young women look up from their work organizing the supplies and smile at your group.

SEIJA AND TUIJA H 45, P 30, S 12 (48 AEPs)
Theurgy 45, Learning 25
General Powers:
Banish Sickness (Good)
Cleanse (Low Moderate)
Exterminate Insect Pests (Very Minimal)
Exterminate Internal Parasites (Moderate)
Heal (Low Moderate)

Rauha's students are responsible for the Infirmary, and generally take care of the simpler health care issues that arise. They are capable of treating a variety of minor conditions, and will attend to the Avatars in whichever way the Saarnaaja instructs.

The following items are available in the Infirmary, and might be available for the Avatars to carry away, if Rauha is convinced that they're working in the best interest of Joenpolvi:

Preternatural Wound Dressings (3) [LML p.101]
An enchanted bandage that must be applied to any wound - abrasion, burn, contusion, cut or puncture - in order for its power to function. When held or affixed to the said area, the wound dressing stops any continuing harm, such as venom active in the individual, and restores, after 2 ABCs have elapsed, 9-12 points of lost Health.

Bolus of Health (Moderatus) (6) [LML p.50-51]
Large capsules which cure moderate illnesses or else convey 9-12 points of Health and equal 1 day of meals.

Mirana's Health Restorative (Moderate) [LML p.72]
(see the **Workshop** for details)

THE ALEHOUSE

The alehouse seems a warm and friendly place, much like the Golden-Apple back in Vasenkari. The main room is simple, with benches around the outside walls and small tables scattered here and there to prop up a drink or a snack. There's no one in the place when you first enter, but shortly you hear the stomp of feet coming down the stairs, and a young man with dark hair appears from a doorway behind the bar.

This is Kilju, who will greet the Avatars and ask them if they've come for a drink. He offers his own concoction, which he terms "a real man's brew," and also his wife Sahti's creation, for those who prefer a more traditional beer.

Kilju's drink is a potent (18%) beverage, with a faint scent of fruit in it. Avatars who partake of any significant quantity have a 40% chance of a serious headache on the following morning.

Sahti's beer (about 7-8%) is a cloudy deep golden brew with an odd but pleasant flavor and a strong aroma of banana and cloves. If the Avatars inquire about this unusual brew, the barkeep will reveal Sahti's secret ingredient - juniper twigs.

The arrangements here are very similar to those at the Golden-Apple in Vasenkari. There is insufficient traffic in this area to warrant separate "guest rooms" but the Avatars are welcome to sleep on the common-room floor. It is especially quiet at this time of year, while the farmers are busy with their harvest. Kilju will explain that things get much more sociable in the winter months when there's not so much to do.

When Polo is eventually brought into Joenpolvi by Hjalmar's man, Rauha will speak to him first and then bring him to the alehouse. Polo will be apologetic - he was certainly not trying to deceive the Avatars in offering "the Honor of Joenpolvi". He seriously believed (and still does) that they would get it. The fact that Polo has no authority to grant such an award isn't relevant to him. Rauha will soothe him, especially if things have gone or are going well as far as tracking down the bandits and recovering the money they stole. In this eventuality, it is likely that Rauha will allow the Avatars to continue to stay here as long as they like at the Alehouse, eating and drinking for free.

OTHERS IN JOENPOLVI

If the Avatars are using Joenpolvi as a "restock and recuperate" location, they might have occasion to meet the following residents:

SEPPO, Blacksmith

Seppo is the local blacksmith, assisted by his son **Sula.** Most of their work is simple things (horseshoes, hardware, nails, metal blades for plows, scythes, sickles, shovels, axes and other building tools). They also make arrowheads and spear-tips for **Taitonen.** Occasionally they are asked to make cleavers and knives, but swords and such are not to be found here.

Seppo gripes about the Dwarfs from the mine to the north - he is running out of iron and steel, and the Dwarfs who generally visit quite regularly, bringing ingots of metal from their mine to the north have not been seen for several weeks now.

The pair are currently working on a piece of decorative wrought iron grillwork for one of the fireplaces in the Kirkko, as a form of tithe.

TAITONEN, Woodworker

Taitonen is an expert woodworker, assisted by his son is **Purkamo**. Taitonen made Uljas's wooden shield, even its leather covering, and also the shaft of his spear. The spear tip was made by the smith, **Seppo**. Taitonen is also a bowyer, and his son is a fletcher. Their business is primarily concerned with farming and hunting implements - handles for axes, shovels and the like, spears and bows and arrows for the hunters. Occasionally they are called upon to work on a major piece such as a cart or a plow.

Taitonen is currently carving intricate designs into a hunter's crossbow that is nearing completion. Purkamo has just started a pair of skis commissioned by the same local hunter/trapper, a man named Lem who is planning a trip northward to hunt for elk. In the traditional style, one ski is shorter for kicking, while the other is longer for gliding. It will be a few more months before the snow flies, but the men would like to get this job out of the way since they are expecting a rush of orders for skis, snowshoes and sleds as the weather gets cooler.

THE CELEBRATION

If and when the Avatars return the coins stolen by the Goblins, the Saarnaaja will call for a ceremony of celebration. Word will be sent throughout the surrounding region to come to the Kirkko the following morning for a special ceremony.

The double-doors of the Kirkko are wide open today, and the locals are milling about, wandering in and out of the building, socializing.

The students Seija and Tuija appear at the doorway, hammering a signal on a tuned stick of iron, and the locals all begin to file in.

This part of the Kirkko is quite large, maybe 35 feet square, and stretches upward to the rafters high above. To the left is an

enormous fireplace, not lit today, with a sprawling hearth. On the right is a long low table, with a space behind for someone to stand. Near the table is simple wooden door, probably leading into the Saarnaaja's office.

The townspeople slowly arrange themselves into a rough semi-circle, facing the table.

A moment later, the small door opens and Rauha steps into the room. She takes her place behind the table and waits for a moment as the crowd gradually falls quiet.

Rauha speaks: "It is not often that we welcome new faces into our community, here in the far northern reaches of civilization. Today is a happy day indeed. No doubt many of you have suffered losses in recent times. Today you shall regain. I present to you <Rauha now beckons to the Avatars, and names them one by one>.

She dumps out the bag of coins onto the table. The Avatars might notice that there is a chunk of bronze on the table as well, it is Rauha's Icon of Insightful Interview (see **Rauha's Study**, above).

Now she calls on the townspeople - "any who have lost coin to the bandits in the forest, come forward now and speak of your loss, and reclaim it from this pile".

She activates the Icon so she can get a good reading on whether people are truthful in their claims.

Slowly, the townsfolk file past, telling how much was stolen from them and gathering coins from the pile. Some express thanks to the Avatars - some shyly, some not so. Eventually, only Polo remains, and he picks only a few coppers from amongst the many silver ones remaining, and begins to move away.

"Polo!" exclaims Rauha, "take your share, like the others!"

"Sorry, Saarnaaja. After all the trouble I have caused, I thought it best to leave the funds for the Kirkko."

"Nonsense," says Rauha. "Without your so-called 'trouble' we would still have Bandits in the Woods, now wouldn't we? You did the right thing, Polo, even if you went about it in the wrong way."

Rauha turns to the congregation. "Now let us raise our voices together to give thanks."

Sweet Pellervoinen, sow our fields,
Spread bounty here, come sow your seeds.
Ukko, sky lord, bring your gentle
Rain upon us, graceful cloud king.

Grant us wisdom, and compassion
Let us think of those who have less
We are blessed with great abundance
Let us share it with those who need

Grant us wisdom, and compassion
Let us meet with best intentions
Arms out to greet, not raised to strike
To share our lot, in Ukko's grace.

And now please join us outside, where Seija and Tuija have laid out a special treat for us this morning, fresh from Vasenkari.

Come all and enjoy some fish for breakfast!

THE END

CONTINUING THE ADVENTURE...

THERE ARE bountiful opportunities for continued adventure within the region. It is left to the Lejend Master to develop further whichever aspects of the scenario he so desires.

How will Rauha (and Hjalmar) react if confronted with hard evidence that the Goblins are real (and not just fairy tales)? Will they send word of the threat to the larger centers in the south? Will they call upon the Avatars to act as their messengers?

The nearest major settlement is the walled city of Utoloya, some 50 miles to the south. The overland route is rugged and desolate, with numerous threats from weather and wildlife. Even on horseback, it's a two day journey, at least. Will they find the taverns and roadhouses along the way sacked and smoldering? Or, will the locals be blissfully unaware of the Goblin threat?

Should the party chose to hire passage on a ship instead, they will find the sea voyage to Utoloya to be fraught with peril as well. Numerous small rocky islands present a navigational hazard in the coastal waters, and the harsh winds of winter are unpredictable in this region. Rumors of sea serpents are perhaps more than rumors, and despite the harsh weather, there are most certainly pirates operating in the area.

Will Rauha choose to send word of the Goblin threat directly to the nation's capital? If so, the Avatars will find the journey to Nurslamo quite lengthy - 300 miles overland, or 500 by sea. And when the Avatars reach the high court, how will they be received? Will the king send troops? Will he gather a council of sages from the national university to investigate? Or, will the Avatars find that the king has troubles elsewhere, too many to spare his time or concern for children's stories and fabrications?

Should the Avatars remain in Joenpolvi, they will find that winter comes quickly in this part of the world. Temperatures plummet to far below freezing, water supplies ice-over and the darkness of night extends rapidly until "daytime" is but a hint of twilight at midday.

Driven from the barren winter forests by hunger, the deer, elk, moose and caribou seek easier food in the post-harvest stubble of the farmers' fields and gardens. Of course the carnivores follow. Wolves hunting in packs are the most obvious threat, although hungry bears and cougars may also pose a problem. What else might lurk in these frozen northern woods, hungry for meat? Hjalmar will be glad to have the assistance of the Avatars in repelling these threats.

And what of the Goblins... where have they come from and why are they here? What interest do they have in Spectrolite? What has happened to the Dwarfs? All will become clear (or will it?) in future chapters of this saga...

AUTHOR'S NOTE:

I would like to thank all of my players past and present, especially those who suffered through (and occasionally triumphed over) the many earlier versions of this adventure.

Special thanks to Wayne and Tracey Briggs and my lovely wife Angela for so many memorable gaming moments. Thanks to my Dad for sharing his love of sci-fi and fantasy, and to my beautiful daughters Emily and Kate for inspiring me to dream about dragons and princesses again.

Thanks to Gary Gygax and Chris Clark for their generous support and assistance with the Lejendary Adventure Fantasy Role playing Game, to Stephen and the Trolls for giving me a chance to see my work in print, and to the many friendly and helpful folks at Lejendary.com and Dragonsfoot.org for endless advice and inspiration.

Fish for Breakfast

WANTED for HIRE – a group of able-bodied persons to capture and bring to justice the thieving folk of Pari Forest. The Honor of Joenpolvi for their assistance. Seek Polo at The Forest-Apple.

Fish for Breakfast pitches the Avatars into a breathtaking cat and mouse chase of the bandits, into abandoned mine pits and into the very lair of a dead mage. There the worthy souls must do battle with goblins, spirits and overcome perilous traps before they can win the day and earn their keep. But there is more to the story than revealed on the surface of the young farmer's complaint. For dwarves have lost their way in their mines and an evil lurks beneath the earth that nothing but steel and courage may overcome. Who's to say who will be Fish for Breakfast!

"Fish for Breakfast" is a Lejendary Adventure game scenario for 3-6 beginning Avatars. One or more Dwarfs (or Gnomes) in the party will prove useful, but these characters are certainly not essential. Abilities that may prove advantageous include Arcana, Enchantment, Hunt, Learning, Ranging, and Scrutiny.

The adventure is intended for use with the Lejendary Adventure Game Essentials Boxed Set. Where material from other sources is referenced, it is duplicated or paraphrased within the text. The Chronicles of the Lejendary Earth World Setting - Gazetteer and Noble Kings and Dark Lands are also referenced, but are not essential for play.

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