The PORTAL

Your Gateway to Lejendary™ Worlds



Vol. 1
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2006

Inside This Issue

Up-to-Date Product Listing

Extraordinary Treasures

Creatures and Entities to Confound the Unprepared

SCENARIOS: The "SEAS OF HAZGAR" Campaign
A trio of Mini-Adventures from the mind of Chris Clark...

The Portal
Table of Contents

Page 1 **Cover Page**
Page 2 **Table of Contents**

THE SCRIVENER'S JOURNAL **:**
Page 3 **From the Editor**

THE MARKETPLACE **:**
Page 4 **An Up-to-Date *Lejendary Adventure*™ Product List**

THE EXTRAORDINARY LIFE **:**
Page 7-8 **Aragund's Serpent Sticks, Claws of the Eagle, Finnarol's Flashy Stones, Sending Feather** *by Jerry Leonard*
Page 8 **Yeung's Monocle** *by Spencer Wright*
Page 8 **Sreccum's Wallflower Preserve, Egon's Sticky-sweet Syrup, Seaside Bubbly** *by Devon Whitmore*

THE MENAGERIE **:**
Page 9-12 **Murderous Remainder, Bile Seeker, Mana Motes** *by Spencer Wright*

RANDOM ENCOUNTERS :
Page 13 **Scenarios From Chris Clark's "SEAS OF HAZGAR" Campaign**
Page 13 **SCENARIO 1 : Hunter's Camp**
Page 21 **SCENARIO 2 : Trapper's Camp**
Page 30 **SCENARIO 3 : Logger's Camp**
By Christopher Clark

COVER ART: *Martin Siesto*
INTERIOR ART: *Christopher Clark, Jerry Leonard, and Maggie Albrect* ☺

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Submissions, Comments and Questions: To submit articles/artwork for publication within **The Portal**, or if you have any comments or questions, feel free to send e-mail correspondence to :

portal_ezine@hotmail.com

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THE SCRIVENER'S JOURNAL

Welcome again fellow travelers…

It's said by some that, "the hardest journey for one to make is the first one". And then there are those who say that, for magazines, the first issue is the hardest as well. To the first I share agreement, and to the second… well, I'll just hold off for a time. Issue 1 was hard, yes, but Issue 2 was not without a few trials too. I expect Issue 3, and every one to follow to reveal trials and complications of their own as well, and we'll deal with them as we go.

The biggest difficulty in putting #2 to bed was, simply put, completely a matter of file/document size. Keeping everything as originally planned would have tipped the download scales dramatically as compared to Issue 1. Finished product hit close to 8.5 MB and 100 pages! So a 'little' trimming was in order to make it more manageable for not just us, but you the reader as well.

It follows that there's an up-side to the process as we have some material available to begin assembling a portion of the next issue! And with willing participation from *even more* LA players out there we can't help but weather 'the journey' that each issue represents in fine fashion. So be reminded that submissions of articles and artwork from you, the LA player, will always be sought and appreciated. It's *your* creative abilities we showcase here, not our ability to format blocks of text.

And speaking of showcasing… There are several things of note within the pages before you that I'm happy to present. The biggest is, quite literally, the RANDOM ENCOUNTERS column. Within are three scenarios that I *just had* to keep together, rather than splitting them between issues, simply because they compliment each other so well. Pouring out of the mind of Chris Clark, these present a small sampling of his ***Seas of Hazgar*** Campaign. I certainly hope to see more within the pages of *The Portal*, but I also heard rumblings that the material may be commercially produced sometime in the future. Either way the LA community wins, so keep it coming Chris!

Also on the block, we provide you the reader (and the novice in particular) with an as "up-to-date" listing of LA products as possible. I didn't want to include future products in the list because production timetables are often fluid, being changed continually, and I would hate to get your hopes up only to see them dashed.

Presented too are more treasures of extraordinary nature, and a few creatures to test the mettle of your avatars as well! I do hope you enjoy them.

As I'm sure that editorials are the least interesting of things to read in any magazine I'm going to put an end to these ramblings and let you move on to 'the good stuff'.

But before I forget, since you won't be seeing another issue from us for another couple months yet I would like to take this opportunity to wish each and everyone of you a blessed year's end, and may the year to follow provide you with happiness and all that you would hope for in the future

For just about any question, comment, criticism, or suggestion… feel free to drop an e-mail to:

portal_ezine@hotmail.com

Best Regards to all
and Happy Gaming,
Jerry Leonard

MERRY CHRISTMAS
and
HAPPY NEW YEAR
to ALL !

THE MARKETPLACE

EDITOR'S NOTE: *The **LEJENDARY ADVENTURE™ Role Playing Game** system by Gary Gygax has been out in the public eye for several years now, and for those who may be unsure of what products have been published and are available, and especially for those who are new to the game, we present the following lists to bring you up to date. If the "tone" sounds like it is addressing one new to LA, or the novice… well, it is:*

LEJENDARY ADVENTURE™ QUICK START RULES

If one were investigating the LA Game for the first time, I would personally recommend beginning here, with the "Quick Start" Rules. A FREE, downloadable and compact document, the **Lejendary Adventure Quick-Start Rules** is a heavily abbreviated digest of completely playable rules for the Lejendary Adventure game. The document contains sample characters, a quick overview of some of the more pertinent rules, and a mini-adventure (*The Red-faced Devils*) for use with the quick-start rules. It has inside everything one needs to get a taste of the LA game!

The document is in .PDF format, 22 pages in length, and has a file size of approximately 676 KB. Interested parties may download the .PDF at the following locations:

Lejendary.com: *http://www.lejendary.com/la/template.php?page=misc&style=blaze*

Dragonsfoot.org: *http://www.dragonsfoot.org/php/archive.php3?sectioninit=LA&fileid=80&watchfile=*

Troll Lord Games also has their own version of this same document (at 1.85 MB and 19 pages) at the following URL: *http://www.trolllord.com/newsite/lejendary/laqs.html*

TROLL LORD GAMES

http://www.trolllord.com/newsite/

After you've tried out the Quick Start Rules, if you find that Lejendary Adventure is something that you may find great enjoyment in playing, and you're not sure if you want to invest in the full rules just yet, the Trolls have published a 'lite' version of LA: The ***ESSENTIALS Boxed Set***. There is considerably more information contained within the boxed set. So much so that it is enough to fuel fairly lengthy campaigns without feeling like you're missing anything.

"LA-LITE" CORE RULES BOOKS

TLG 3350(A)	**LA ESSENTIALS Rulebook**	83 pages	$9.95
TLG 3350(B)	**LA ESSENTIALS Bestiary**	70 pages	$9.95
TLG 3350(C)	**LA ESSENTIALS Adventure (Moon Slaves-** by Chris Clark**)**	12 page .PDF download	$1.95
TLG 3350	**LA ESSENTIALS Boxed Set -** by Gary Gygax	Boxed Set	$29.95

So far the Trolls have also published a supplement to LA Essentials, ***Living the Legend***, expanding the Bestiary & including another top-notch adventure, as well as a few adventure modules:

ACCESSORIES/ADVENTURE MODULES

TLG 3375	**Living the Legend (Adventure/ESS. Bestiary) -** by Gary Gygax	120 pages	$19.95
TLG 3335	**Hall of Many Panes (dual stat- d20/LA)** - by Gary Gygax	Box Set (3 books) 264 pages total	$39.95
TLG 3010	**The Hermit (dual stat- d20/LA)** - by Gary Gygax	64 pages	$13.95
TLG 3377	**Fish for Breakfast -** by Greg Ellis	24 pages	$8.95

While you're perusing/pillaging the shelves of Troll Lord Games, keep in mind that they also publish the series of ***'Gygaxian Fantasy World'*** books. Only a couple have information specifically related to LA, but the whole series is worth having in your collection as there is a huge amount of useful & creative information within

their pages, no matter what RPG you play. Be sure to check them out.

Future products to keep a look out for from the Trolls is the full set of LA rules in hardback format. Initially published by Hekaforge Productions (see below), the Trolls have taken on the task of revamping them, adding a slew of new information to the game that has been created by Gary Gygax, et.al. since the first rule books were printed. Hope they show up soon! ☺

HEKAFORGE PRODUCTIONS

http://www.fuzzyheroes.com/index.html

Sometimes, the first shall be last (well, almost last). Hekaforge Productions, a division of Inner City Games Designs, published the original rulebooks along with a host of support products that followed. And there is still more to come from this stalwart company… assuming the extraordinary chains that hold the meister to the forge remain intact of course!

ORIGINAL CORE RULES

Sad to say, the 'Full Version' of the Core Rules are no longer in print by HFP. HOWEVER… as of this writing, there are "*Limited quantities still available*". Collectors and players who want copies of these should get 'em while they last:

HFP1001	**The Lejendary Rules for All Players - Author's Edition****
HFP1002	**The Lejendary Rules for All Players - Premier Edition = !!! SOLD OUT !!!**
HFP1003	**The Lejendary Rules for All Players - Standard Edition****
HFP1004	**Lejend Master's Lore - Author's Edition****
HFP1005	**Lejend Master's Lore - Premier Edition****
HFP1006	**Lejend Master's Lore - Standard Edition****
HFP1007	**Beasts of Lejend - Author's Edition****
HFP1008	**Beasts of Lejend -Premier Edition****
HFP1009	**Beasts of Lejend - Standard Edition****

**** PLEASE NOTE:** *According to Hekaforge Productions, all pricing for the above products is special as these are remaindered, but they are* ***below original list****.*

As stated earlier, Troll Lord Games is somewhere in the process of developing the new hardback rulebooks. I have no idea what their timetable is, so if the Hekaforge rulebooks are gone and the new ones aren't out yet, fear not, as the HFP versions appear periodically in such places as E-Bay and the marketplaces of some fantasy RPG forums. Sometimes diligence pays off.

Core Rules aside, HFP also keeps in stock the following aids, accessories, and adventures with more to come down the road, so be sure to check them out:

ACCESSORIES/ADVENTURE MODULES

HFP1010	**Lejend Master's Screen (+ Module- Cavalcade)**	24 pages	Accessory	$14.95
HFP1011	**Enclave- by Chris Clark**	52 pages	Adventure	$12.95
HFP1012	**The Lejendary Road- by Jon Creffield**	48 pages	Adventure	$12.95
HFP1013	**The Dance of the Fairie Ring- by Jon Creffield**	64 pages	Adventure	$12.95
HFP1014	**The Mouth of the Marsh- by Jon Creffield**	60 pages	Adventure	$12.95
HFP1015	**Terekaptra, Lost City of the Utiss- by Chris Clark**	42 pages	Adventure	$15.95
HFP3000	**Avatar Record Sheets**	36/pad	Playing Aid	$12.95
HFP1101	**Gazetteer- by Gary Gygax**	96 pages	Sourcebook	$14.95
HFP1102	**Noble Kings and Dark Lands- by Gary Gygax**	136 pages	Sourcebook	$19.95
HFP1103	**The Exotic Realms of Hazgar- by Gary Gygax**	110 pages	Sourcebook	$19.95
HFP1500	**The Eye of Glory**	184 pages	Novel/paperback	$12.95

This brings us now to the last bit of LA goodness that is presently available to those who hunger for it...

LEJENDS™ MAGAZINE
ONLY AVAILABLE from LEJENDARY.COM at the following URL:

http://www.lejendary.com/la/template.php?page=purchase&style=blaze

For a while, fans of the Lejendary Adventure RPG had a magazine to call their own, but circumstances eventually led Total Reality Studios to close their doors, thus ending a fine run. Now even though it is no longer in print one can still acquire all sixteen issues in .PDF format from Chris Smith at **lejendary.com** (see web address above). This magazine was filled to the brim with all sorts of great stuff, including many great scenarios/ adventures, so if you don't have these then I would strongly recommend them.

LEJENDS MAGAZINE (Electronic PDF)

TRSV101	**Volume I, Issue 1**	$2.95
TRSV102	**Volume I, Issue 2**	$2.95
TRSV103	**Volume I, Issue 3**	$2.95
TRSV104	**Volume I, Issue 4**	$2.95
TRSV105	**Volume I, Issue 5**	$2.95
TRSV106	**Volume I, Issue 6**	$2.95
TRSV107	**Volume I, Issue 7**	$2.95
TRSV108	**Volume I, Issue 8**	$2.95
TRSV109	**Volume I, Issue 9**	$2.95
TRSV110	**Volume I, Issue 10**	$2.95
TRSV111	**Volume I, Issue 11**	$2.95
TRSV112	**Volume I, Issue 12**	$2.95
TRSV201	**Volume II, Issue 1**	$7.50
TRSV202	**Volume II, Issue 2**	$7.50
TRSV203	**Volume II, Issue 3**	$7.50
TRSV204	**Volume II, Issue 4**	$7.50

So now we are at the end of all that exists for the Lejendary Adventure RPG….

Yeah, right.

Did I mention the fan sites and forums? No? How neglectful of me. Suffice to say there is plenty going on regarding LA and its community of players & producers on the web. Players are always coming up with new things and, between Troll Lord Games and Hekaforge Productions, I expect to be able to add a whole bunch more items to our list here in a couple years.

So until next time, be sure to visit the websites and pages listed, check out all the great products, and show everyone your support.

Visit These Fine Forums and Join In the Myriad Discussions Regarding the

LEJENDARY ADVENTURE™ RPG…

Or Start Your Own Topics At :

Lejendary.com
http://www.lejendary.com/forums/phpBB2/

Troll Lord Games
http://www.freeyabb.com/phpbb/index.php?mforum=trolllordgames

Dragonsfoot.org
http://www.dragonsfoot.org/forums/ ((Look for the "Lejendary Things" sub-forum))

THE EXTRAORDINARY LIFE

Lejendary Earth is home to a great many magics, including artifacts and relics of tremendous power. But sometimes it's the little things that helps one weather the storm we call 'the adventurers life'… Presented for you now are several new low to mid-grade items, including a few tasty ones, that your avatars may find some use of in a pinch.

Aragund's Serpent Sticks

(Very Minimal)

Made of willow branches about eight inches long the thickness of a pinky finger, carved with arcane symbols and imbued with Extraordinary energy, these items allow the possessor to call forth a jet-black viper that conforms to the statistics of an Asp of normal sort. The energy is activated by bending the serpent stick in half and throwing to the ground, after which the snake appears instantaneously and proceeds to seek out and attack the possessor's nearest foe, to a limit of twenty foot radius from where the snake appeared. After a successful attack by the viper or two minutes realtime have passed, whichever occurs first, the energy is spent and the snake reverts to the form of a bent, useless stick. Serpent Sticks are normally found in groups of 3-6.

Jerry Leonard

Claws of the Eagle

(Very Minimal)

These are paper cut-out figures of swooping birds of prey that are about six inches square when unfolded, and most always discovered/appearing in pairs. The Extraordinary energy contained in each object creates a simulacrum of a large eagle. Stat-wise, the Health of the eagles are half of the norm (5), with the other statistics remaining unchanged from that of eagles of normal sort, that being; 35 Precision, 30/15 Speed (flying/attacking), causing 1-12 + 1-10 (variable) Harm from a successful swooping attack or 1-6/1-8 (beak/talons) from a standard attack, and having 2 points of protection (or 10%).

To activate the energy of these objects, the user only has to crumple the paper and throw them in the air where the simulacrums are to appear. The eagles then appear instantaneously and remain, attacking the nearest foe until it is slain or one minute realtime has passed, whichever occurs first. After the energy of the item has been spent, only a crumpled piece of paper will remain.

Jerry Leonard

Finnarol's Flashy Stones

(Very Minimal)

Usually found in groups of 10-20, Flashy Stones are perfectly round, marble-sized stones that have been infused with Extraordinary Energy causing them to flash with a silent explosion of light (think of a single flash from a powerful strobe light) when thrown forcefully against a hard surface. In full daylight, anyone within a thirty foot radius of the activated stone who witnesses the flash will "see spots" for 1-4 ABCs, causing a loss of visual acuity (20-30 penalty to Precision/Weapons Ability) for same amount of time. A successful check against Speed BR x 2 will negate the effect (i.e. had head turned away, etc.) At night, anyone within a thirty foot radius of the activated stone witnessing the flash will be blinded for 1-4 ABCs, while anyone within 31 to 60 feet of the flash will suffer the 'daylight' effects as noted above. A successful check against Speed BR x 2 will either reduce or negate the effects caused by the stone.

Jerry Leonard

Sending Feather

(Very Minimal)

Sending Feathers are dove or pigeon feathers that have been imbued with Extraordinary energies allowing the possessor to call forth a 'homing' bird for the purpose of delivering messages. After writing a short message in need of delivery, the possessor wraps the message around the feather and speaks a command word. Instantaneously, a dove or carrier pigeon appears with the message already attached to one of its legs. By

concentrating on the bird, the possessor can instruct it, giving visual directions and impressing a mental image of the intended recipient of the message. If the one activating the sending feather cannot visualize the journey to the carrier's destination and or the recipient, the bird reverts back to the form of a feather. The range for delivering a message is at a maximum of thirty miles. Once a message has been successfully delivered the bird will wait for a reply message to be attached to its leg. Once one has been attached, or the recipient shoos the bird away, the carrier will return unerringly to its 'owner', either to be deactivated or sent with another message. A Sending Feather in bird form can be destroyed just as a bird of similar, normal sort.

Jerry Leonard

Yueng's Monocle

(Strong)

When this monocle is worn it conveys the following abilities:

Constant: The wearer can decipher any written language as though it were their native tongue. The wearer can see at a distance that is three times the human norm. (LM's adjust this for races as needed, though never more than 3x human norm) The wearer can see in darkness as though it were moonlight.

Once per Day: The wearer can see invisible objects/ creatures as though they were not so concealed. The wearer can see through any arcane alteration of appearance and divine the subjects true form. The wearer can, with extreme accuracy, appraise the value of any antiquity or art object examined.

The monocle is plain in appearance, silver rimmed on a silver chain with no obvious arcane markings denoting its abilities.

Spencer Wright

Sreccums Wallflower Preserve

(***Ambrosia*** - Good)

A preternaturally energized comestible created through Alchemia Ability. When encountered, this substance is usually contained within a small jar holding approximately 10 ounces, and each one-ounce portion, when consumed, will confer the following effect;

When ingested, this jelly will enable the consumer, along with all that he wears and normally carries to transform into the likeness of a wallflower amoeboid. After changing, the consumer still retains their own Health BR and any Harm received while in 'wallflower' form stays with the consumer after reverting back to original form. The consumer possesses all the abilities of said creature (i.e. movement/speed, sensory ability, camouflage, and pseudopod-like appendages) with the exception of the acid secretion that the wallflower uses on the attack. The capacity to change back and forth remains active for two hours.

Devon Whitmore

Egon's Sticky-sweet Syrup

(***Nectar*** - Good)

Appearing in containers of eight ounce capacity, this magically energized liquid will, upon consuming a single one-ounce draught, convey to the imbiber the capacity to secrete a sticky substance from the pores of the skin, either from specific areas such as the hands and feet or all over the body. The adhesive qualities are such that objects grasped or stuck to the skin cannot be dislodged/taken away unless the consumer specifically wishes to release it, or the user can climb up walls and even across ceilings with the agility of a spider (Speed being one-half of the user's normal Speed BR). When the consumer no longer has use of the adhesive substances on his skin, or a portion thereof, with but a thought the secretions will change to something akin to perspiration. The effect/capacity persists for one hour.

Devon Whitmore

Seaside Bubbly

(***Nectar*** - Good)

A liquid that, if consumed in a one-ounce draught, temporarily allows the drinker to breathe normally in areas or environments that, if unaided, would result in suffocation or drowning. The consumer may remain for extended periods of time within these typically hostile environments without being affected by the lack of breathable air. For example remaining underwater, being buried alive, or traveling through poisonous gas does not provide a threat, at least as far as breathing is concerned, until the effects wear off. The effect persists for one hour.

Devon Whitmore

THE MENAGERIE

The world of Lejendary Earth, as well as the countless matrices that adjoin and/or coexist side by side with it, is awash with a massive variety of flora and fauna… Mundane, Extraordinary, malign or benign. Set within these pages are those that are encountered and recorded by stalwart adventurers, such as yourself. Take note and remember– Forewarned is Forearmed.

Murderous Remainder

Unquiet Spirit

Appearing: 1 (more may appear)

H/FW: 30 special **P**: 40 **S**: 8

Attack: Contact with Living (Touch) The spirit touches a living humanoid, this attack bypasses all armor and protections save those of the Theurgy based or Supernatural type. Upon contact the spirit will inflict one of the following each ABC.

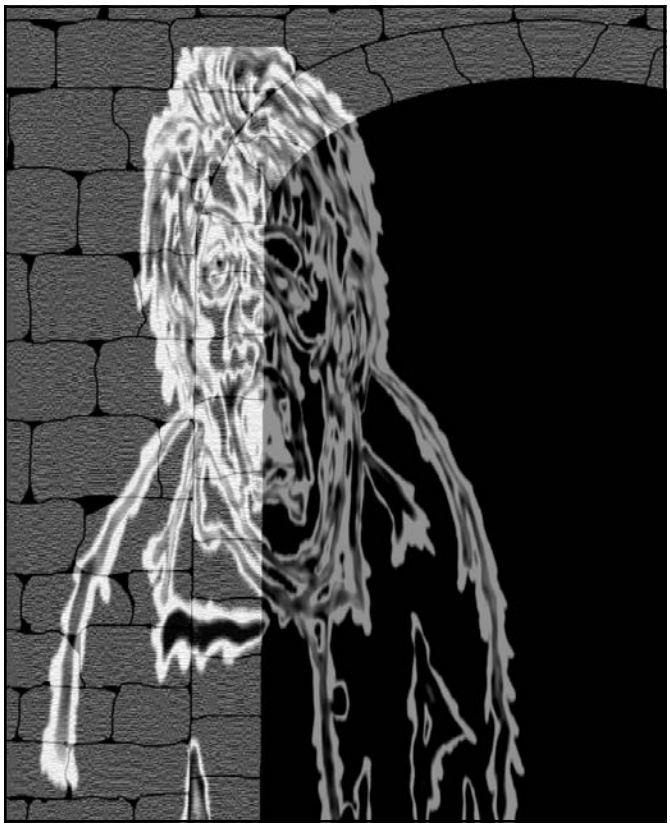
- 13-16 Harm to Health BR, victim aged three years.
- 8-12 Harm to Precision BR, victim aged two years.
- 3-5 Harm to Speed BR, victim aged one year.
- Deathly Wail for 17-20 Harm 20' radius

When Harm is inflicted it is temporarily added to the appropriate BR of the spirit. This addition lasts for one full day. One point will remain permanently added to the H/FW BR of the spirit if the victim is slain by the Murderous Remainder.

All BR points lost to the Murderous Remainder are not permanent and will return per normal. However, if an avatar flees from this spirit, there is a small chance (2% per BR) that all points drained are permanently lost. The years of life lost do not return in any case.

Defense: A Murderous Remainder is not affected by mundane attacks. It possesses 8 points of protection against Preternatural and Supernatural forms of attack.

The spirit is bound to a specific area and cannot leave it. It likewise is unable to manifest itself in daylight. This spirit can only be truly destroyed/laid to rest by Theurgy powers, all other attacks will only result in the spirit becoming immaterial for a period of hours equal to its Health BR. After that period of time has passed the spirit will re-manifest within its specified confine.



Murderous Remainders in General

These spirits are the product of a violent murder where the spirit of the victim lingers to visit misery upon the living and hopefully its murderer. If by chance the murderer is present the spirit will focus all of its attacks against him/her to the exclusion of all else. If the name the spirit held in life is known there is a chance (LM's discretion) that a Theurgist can compel the spirit to name its murderer.

Murderous Remainders appear as wispy, shadowy humanoid forms that are featureless and exude cold.

Spencer Wright

Bile Seeker



Illus. by M. Albrect



Appearing:
1 or more

H: 2/4/8 special
P: 10
S: 6

Attack: Burrow/Secretion: The bile seeker is generally consumed first, but once that is done the bile seeker travels through the stomach and intestinal tract eventually nesting in the gallbladder where it will slowly, over five days, completely consume the victim's gallbladder by secreting a potent toxin. This will result in the growth of the bile seeker by 100% effectively doubling its Health BR. If the victim is still living after the first five days the bile seeker will then move on to the liver where it will again nest, consuming the residual bile in the liver until the liver is broken down and doubling yet again it's Health BR. While the gallbladder is consumed the victim will suffer 3-5 VT Harm per day for the first five days. This Harm cannot not be recovered from normal rest and can only be restored by magical means on a daily basis. As the liver is consumed over the second five days the victim will suffer 6-8 VT Harm per day for the next five days and, as above, it will take magical healing to restore any lost Health. Within a few hours of the livers consumption an untreated victim will finally expire. Along the way there will be symptoms of severe stomach pain, nausea, vomiting, jaundice, the inability to eat virtually anything, dehydration. Note that once the bile seeker is nested it is near impossible to remove with mundane 'surgery' and will, in almost all cases, result in the death of the victim if not treated through extraordinary means. (LM's discretion naturally)

As mentioned, without extraordinary treatment the consumption of gallbladder and liver will lead to a painful and inevitable death for the victim, taking a protracted period of time... two weeks at the most (LM's discretion). Harm inflicted from the bile seeker may be restored through the use of extraordinary items or Theurgical Powers, such as ***Heal***, but this will not destroy the cause itself. However, destruction of the bile seeker can be accomplished through the use of ***Banish Sickness*** or ***Exterminate Internal Parasites*** and, if caught in time (i.e., before death), ***Restore Body*** can be used to repair or replace the gallbladder and/or liver. There may also exist some herbal remedies that can remove internal parasites like the bile seeker, but that is left to the LM to decide.

****NOTE:** Bile Seekers are most usually introduced to the victim through food and or drink, though they can sometimes enter through opens wounds and the like.

Defense: The bile seeker is very small. In fact it is almost undetectable in casual observation. It has no special protections.

Bile Seekers in General

Bile Seekers are small grayish parasitic worms slightly larger than a weevil prior to nesting. They are generally found in swampy and wetland regions. Of course, they are also a favored tool of assassins and other persons of low repute. Bile Seekers are hard to come by and command a premium in price.

Spencer Wright

Mana Motes

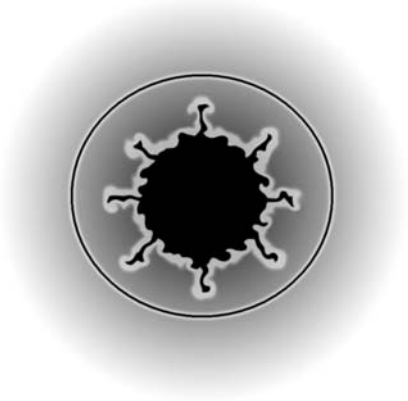
(Black, Red, Blue, Swarm)

Appearing: Usually 1, 10% chance for 1d3 additional Motes

H: 50-80 **P:** 50-80 **S:** 12-18 (Attacking) 28 (Flying)

Common Traits: Not harmed by mundane weapons or items. Total immunity to VT Harm. Regenerates 5 Health/ABC. Residual arcane energies provide a constant 15 points of protection against all Harm.

Black Motes



Attacks:

Negative Energy Ray (1/ABC, 30' range) 1-30 Supernatural Energy Harm, bypasses mundane and Preternatural protections. Also ages the target by 3 years for every 5 Harm inflicted.

Arcane Void (Constant 60' Radius) All ex-

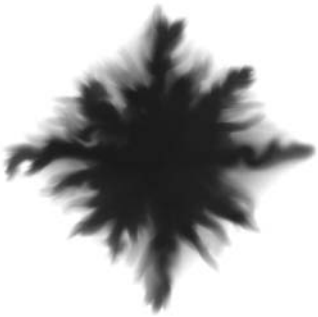
traordinary activations and items are affected as follows:

- Grades I-V (Very Minimal-Good)- Requires double the AEPs to activate and produces only half the result in Harm or effect.
- Grades VI-VIII (Very Good-Very Strong)- Requires treble the AEPs to activate and produces only one third the result in Harm or effect.
- Grades IX and X (Major and Extreme)- Activations will not function at all.
- Grades XI and XII (Extreme + and Extreme ++)- The potency of these are such that they work as normal.
- Attacks using Preternatural and Supernatural weapons or items are only half effective.

Defense:

Black motes can absorb up to twice their Health BR in activation energies before they suffer any Harm from said activations.

Red Motes



Attacks:

Flame Lash (1/ABC, 30' range) 1-30 Supernatural Flame Harm, bypasses mundane and Preternatural protections. Supernatural protections are only half effective unless specifically warded against flame.

Immolate (once each odd ABC, area of effect 40' radius) 2-60 Supernatural Flame Harm, bypasses mundane and Preternatural protections. Supernatural protections are only half effective unless specifically warded against flame.

Defense:

Attacks using Preternatural and Supernatural weapons or items are only half effective unless specifically warded to inflict cold/frost Harm, in which case they inflict full Harm. Weapons, items or activations of a fiery nature inflict no Harm whatsoever and, in fact, heal the mote for 30% of the Harm total 'inflicted' from said weapons, items or activations, but never to exceed the initial Health BR of the mote.

Blue Motes



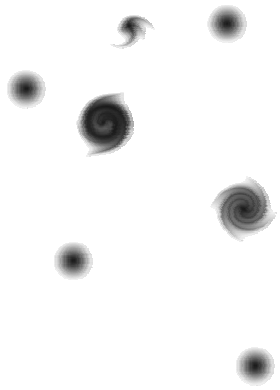
Attacks:

Forked Lightning (1/ABC, one or more targets with in 20' of the mote in any direction with a maximum two forks per target) produces 2d4 forks that inflict 1-12 Supernatural Harm each, bypassing mundane and Preternatural protections.

Defense:

Preternatural weapons and items have no effect; Supernatural weapons inflict only half Harm.

Swarm Motes



Attacks:

Beguile (Continuous)- A dazzlingly hypnotic array of small colored motes swarm and swirl in a captivating fashion. All who gaze upon the swarm are beguiled. The effect is not permanent, lasting 1-4 ABCs. (Avoidance is possible at the discretion of the LM) Those so beguiled are not capable of action and are at significant bonus to be hit. Once beguiled (or if the initial beguile attempt was successfully avoided) an avatar cannot be beguiled again.

Lifeleech: (Continuous)- The mote swarm will move to engulf any beguiled avatar(s) up to a radius of 20'. All avatars so engulfed by the swarm have their Health leeched away at the rate of 1-20 per ABC. This drain bypasses all forms of armor and protections not

of the most extreme supernatural type (Grades X, XI, and XII).

Defense:

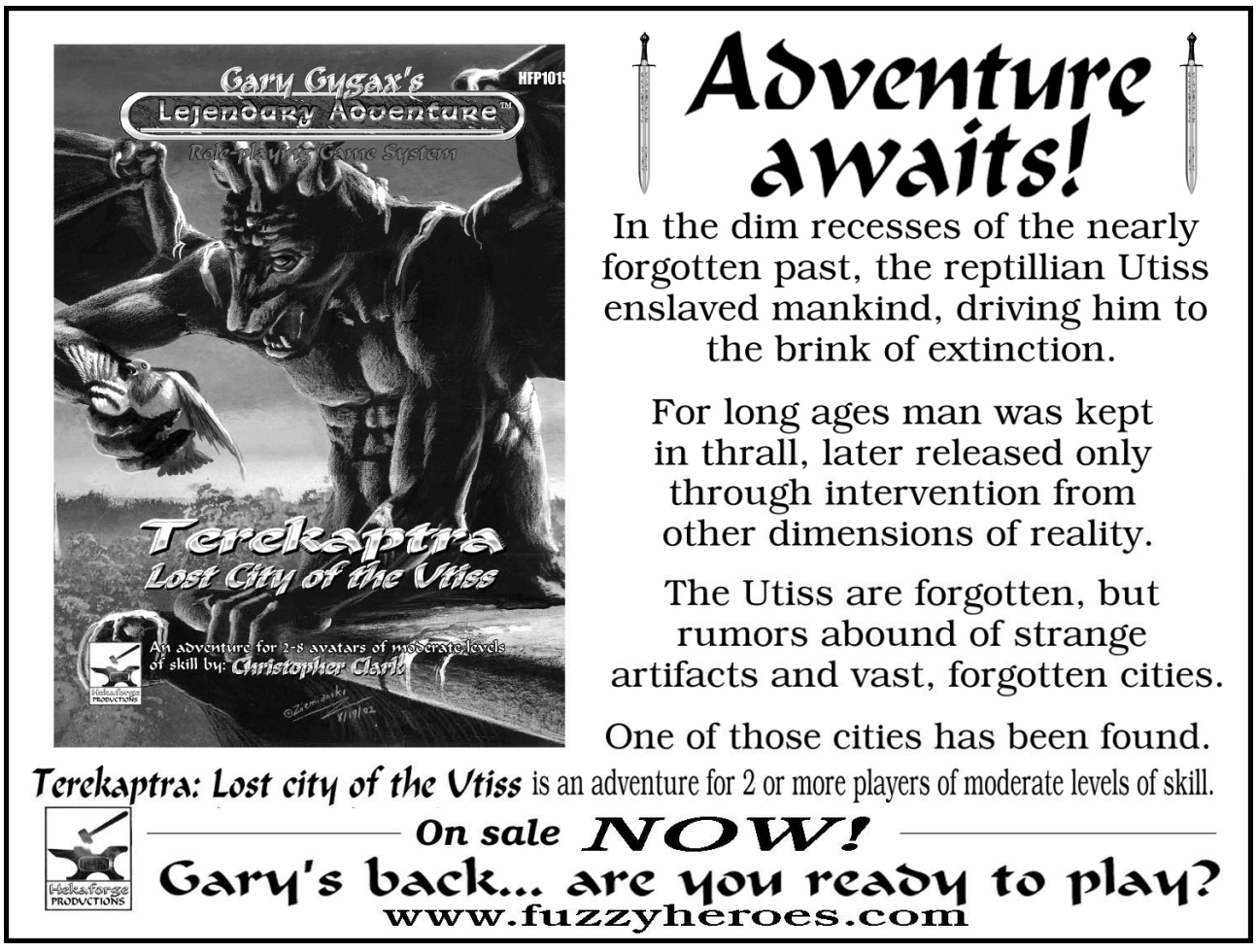
Mote swarms are not affected by mundane weapons. Preternatural and Supernatural weapons and or items inflict only half Harm. Activation energies inflict their full Harm.

Mana Motes in General

Mana motes are the unanticipated byproducts of supremely powerful arcane activations. The LM can decide the frequency of possible mote creation in his/her game so long as that frequency is lower than one percent on grade X or higher activations. Mana Motes can be encountered anywhere but are obviously quite rare. Motes act more on instinct rather than any actual intelligence, possessing only a low animal level of awareness. Because of this they have been known to attack their erstwhile creators upon being brought into existence or simply flittering away.

Mana Motes appear as vibrantly colored crackling orbs of energy that flutter and dart through the air. They are practically noiseless, save for a dull hum that can only be detected at very close range (10' or less). At that range anyone approaching a mana mote will feel their skin crawl and hair begin to stand on end.

Spencer Wright



RANDOM ENCOUNTERS

Excerpted Scenarios From Chris Clark's

"SEAS OF HAZGAR"

Campaign

ED. Note: *Christopher Clark is busily embroiled in a campaign starter nestled securely within the confines of the Lejendary Earth gaming world. He has sent Portals a selection of the micro-adventures for publication, but has told us that these adventures will be linked in the finished campaign. These adventures do play well individually, however, and we leave it to you, the reader, to determine whether they should be used immediately, or only after their relationship to the entire campaign set up is known. Sorry to put the onus on you, but, as always, the Lejend Master is king.*

SCENARIO 1: *The Hunter's Camp*

An introductory adventure resource for Lejendary Adventure™ campaigns

By Christopher Clark
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The Hunter's Camp is a ready-made area that can be tossed in as a random encounter area for any party of avatars that is exploring a temperate or coniferous forest throughout Varan or Hazgar, possibly even Anatis or southern Hyubraz. It is designed with few specialty encounters for this purpose, and it is hoped that this will allow ready adaptation by all Lejend Masters wishing to use it. It is further designed without direction; the avatars will determine in what order, or in what fashion, they approach the encounters detailed herein, perhaps with a bit of persuasion from their resident Lejend Master.

It may also be used by LMs should their players avatars wish to join a hunting party (for whatever reason) in order to obtain in-game employment. It is for this reason that the non-avatar characters are detailed in terms of their likes and dislikes rather than simply their abilities and weaponry/equipment. This is the first in a series I am working on that will be conjoined into a small campaign setting; but again, these individual expostulations are designed to be flexible – usable in whatever fashion works best for your game.

AREA MAP

The Hunter's Camp map (*see next page*) covers a circular area of about six miles in diameter, while the camp proper is actually much smaller than it appears on the map, measuring a mere 200 yards in depth with a width of cleared (deforested) area varying from 20 to 40 yards . The entire region depicted is otherwise heavily forested, although game trails also dominate the landscape, allowing humanoid progress at a fairly rapid pace for those with experience (Abilities related to) in the woods. Those without experience will find the woods confusing and a barrier to normal movement. They might also, at the discretion of the Lejend Master, become quite easily lost. The trail that leads towards town from the Hunter's camp is a wide trail that has been lined with bits of gravel, and so is easily discernible even to the least skilled at navigating woodlands.

AREA MAP : Hunter's Camp



RANDOM ENCOUNTERS

The following encounters will be randomly discovered every 100 yards of travel within the area outside of the hunter's camp (Area C&D), and are divided into two sets of differing encounter types: Aggressive and Hunt encounters. Hunt encounters require only a successful check against an avatar's Hunt or related Ability, while aggressive encounters should be handled by the Lejend Master as combative encounters, with attacks and initiative as per a normal monstrous encounter. Avatars may choose to ignore Hunt encounters, but will be attacked by Aggressive encounters.

As the forest in which this module is set is sparsely populated with humanoid creatures, encounters here may occur more frequently in the woods than you, as Lejend Master, may find your player's avatars are used to. If such is the case, please feel free to adapt the frequency with which the avatars will encounter woodland creatures. Otherwise, the Lejend Master should roll a percentile for every 100 yards of forest traversed by the avatars, and consult the chart that follows. Note also that these encounters are predicated upon a daytime exploration of the forest.

Random Encounters: General

% Die Roll	Encounter	BoL Ref page#
01-69	Hunt Encounter (*see Hunt Table at right*)	
70-73	Bear, various*	9
74-75	Big Flying Beetle	28
76-78	Boar, wild	9
79-80	Burnbush	30
81-83	Cougar/lynx (1 in 20 will be a sable)	10
84	Gryf	41
85-86	Hookthorne Shrub	42
87-88	Leplog Log	43
89	Susquash	77
90-92	Stag#	6
93-94	Unicorn	70
95-97	Wolf, various*	19
98-99	Wolverine	19
00	Werebeast *	71

* The Lejend Master may choose what creature of this type is most appropriate to the adventure or campaign being run, with the werebeasts being Canine, Feline, Glutton or Ursine.

\# This animal should have the statistics of a large male deer or elk.

Random Encounters: Hunt

% Die Roll	Encounter	Feeds*	Tasty(?)**	Pelt Value
01-06	Badger	2	1	$1
07-12	Beaver	2	2	$5
13-25	Deer	12	4	$20
26-31	Duck	2	6	n/a
32-35	Ferret	1	1	$1
36-37	Fox	1	1	$35
38-43	Pheasant	2	10	n/a
44-51	Muskrat	1	1	$5
52-61	Opossum	2	2	2 for $1
62-73	Rabbit	1	5	$2
74-83	Racoon	2	2	$3
84-85	Skunk	n/a	yuk	$1
86-93	Squirrel	1	4	5 for $1
94-00	Woodchuck	2	3	$1

* Number denotes the number of meals for one person that the animal can provide.

** The "Tasty" statistic is used to describe the palatability of the creature when cooked. Skunk are inedible, Badger, Ferret, Fox and Muskrat are unpleasant but can be eaten, while pheasant is a delicacy. The higher the number, the better tasting the animal, and the fewer the spices required in order to get others to eat the meat. Tastier meat may also be sold more readily in any nearby town, provided that pains are taken to preserve its freshness.

Standard Forest Description

For the ease of the Lejend Master, a standard description is here provided for any party traveling the woods. The description assumes a daytime exploration, as the forests are far more dangerous, and confusing, after dark.

> *The sunlight here is dappled and shadowy, as the obviously ancient trees of this forest absorb much of it before it can penetrate to the level of the ground. This lack of sunlight leaves much of the forest floor barren, and bushes and scrub appear only at the sites of fallen trees, which are rare. Animal sounds are prevalent, from the twittering of songbirds to the raucous screech of the hawk, and the scuffling noises of small animals scurrying through the undergrowth. In spite of the gloom, the forest seems quite healthy, and you almost feel the intruder in this natural nirvana.*
>
> *The trees are of prodigious height and girth, most towering to more than 50 feet, and with trunks that would require the use of two men's arms to encircle. Pine needles and the occasional leaf pile cover the forest floor and dampen any sounds made by your intrusion. Roots protrude through this carpet on occasion, but it is the roots that are instead covered by it that cause you to occasionally stumble. It is quite obvious that this forest, or at least this portion of it, has been but little disturbed by the depredations of humanoid kind.*

GENERAL ENCOUNTER AREAS

The following areas on the map have special significance, and are here described in detail.

A) The Spring

The 'Spring' is actually a spring-fed pond covering about an acre of land. The water here is both fresh and pure, and is used as a resource by both the hunters and the wildlife of the area. Although of no great size, the pond is also quite rocky and deep. Pan fish are therefore plentiful, as are waterfowl. As a result of such, older (aging) predators often resort to ambush attacks at this pond, making its demesne, on those occasions, a hazardous place. A typical encounter with one of these decrepit encounters will involve a solitary beast with the following statistics (for exam-

ple):

Ancient Cougar
H: 28 **P:** 40 **S:**13
Attacks: 1 dual paw rake for 1-6+ 3 Harm, and a bite for 1-20
Defense: Rheumatoid arthritis has reduced the defense of this creature to a mere 5 points. The pelt of this cat is still somewhat valuable, and will bring $41-$60 ($40+d20) in the nearest village.

The depth of the spring is such that it never freezes solid, even in the harshest of winters. It is likely that it empties its waters as it acquires them: underground.

B) The Cave

About 2 miles north of the actual camp lies a limestone outcropping that is the home of a small cave system. The cave is frequented only by the local hunters of this region, and the occasional predator seeking refuge from the elements. Those with mineralogy (Geourgy Ability, or perhaps Evaluation Ability at a stretch) skills will note, however, that the cave also contains an outcropping of smokey topaz crystals. These crystals may be mined at the rate of 2 crystals per hour, and, in their unpolished state, will bring $101-$200 ($100+d%) per crystal. A total of 60 crystals may be mined before the lode is played out.

The local hunters (especially Torgen, *see* ***Area D***) will also remark that a rock formation near the back of the complex looks rather sinister if viewed in the proper light. Orswen and Larmon (*see* ***Area C***) call this formation "the Temptress" as they feel it looks like the form of a rather seductive and well-endowed young woman stretched supine upon the rock face. Larmon will tell this tale with little provocation if he is accompanying the party as they explore this cave, although Orswen will make some ribald jokes at his expense when he does so.

Avatars with Panprobability, Theurgy, Arcana or Sorcery ability will find the rock formation unsettling, and the use of any activation energy to investigate the formation will result in an opening of the 'nearly open' dimensional portal the rock formation actually represents. If opened, the formation will come to life, the portal closing immediately thereafter, but causing the avatars to confront "**The She-demon of Namrir**" (*see below*).

NEW CREATURE

The She-demon of Namrir

H: 55 **P:** 50 **S:** 16

Attacks: The She-demon attacks twice per ABC by attempting to rake her opponents with the adamantine-tipped glove-claws that she wears on her hands. These weapons provide a supernatural bonus of +10% to the She-demon's attacks, and ignore all but supernatural forms of armor. A successful attack by one of these hideous appendages cause a mere 1-6 points of Harm, but on each successive ABC the She-demon is able to draw psychically upon the health of the injured victim, vampirically transferring 1 point of health unto herself. Physical contact is not required for this draining to continue, and even those escaping the clutches of the She-demon will feel the continued sapping of their health over time. Only when the She-demon is killed, and the gloves removed from her person will the drain of Health cease.

Defense: The She-demon is not a true denizen of the nether reaches, but is instead a malformed forest spirit that became trapped between dimensions. As such she receives 4 points of protection against all but supernatural attacks.

Appearance: Measuring a scant five feet in height, the She-demon is dressed in a short leaf-damasked shift that exposes one shoulder and is dotted with sparkling brown and green gems. Her figure is quite curvaceous but her expression is one of both rage and hunger, and the avatars will find her awakened presentation far less seductive than its rocky origin had suggested. She is unshod, and bears only her glove-claws as equipment.

Treasure: Supernatural Demon Gloves- These are the She-demon's gloves and they may be recovered and used by the avatars. If worn as a pair, they retain their full abilities, granting a bonus of 10% to all attacks, and ignoring all but supernatural forms of armor. They will also transfer one point of Health from any victim successfully attacked in combat should so much as a single point of Harm be caused by the initial attack. The process of Health transfer continues until the gloves are removed from the avatar, or the avatar dies in combat. The gloves will not transfer further health to a deceased avatar (although they did to the She-demon until removed). Due to the somewhat vile nature of these gloves, any avatar attempting to wear them must make an Avoidance Roll against their current health when first donning them. Failure indicates that the gloves have rejected the avatar, and they will begin to feed upon the health of the avatar at the rate of 1-6 (1d6) points of Health per ABC until they are removed. The gloves are black, with a glossy, translucent finish. Four talons of razor-sharp black metal extend a full six inches from the knuckles of the gloves. These Talons are slim, nearly invisible when the wearer's hand is open, but readily apparent when the hands wearing them are balled into fists.

The semi-precious gems (garnets and turquoise) from the dress of the She-demon, should the avatars remove the dress, are worth $1100.

C) Summer Huts

Two low buildings with thatched roofs border the western edge of a large clearing that also contains a more substantial structure about 20 yards to the northeast (see area D). They are constructed of wood and mud wattle (other than the roofs) and wooden doors with simple rope-drawbar latches bar your view of the interior. They seem sturdy, but lightly constructed, and are obviously not intended for any prolonged use. Each has a fieldstone chimney that rises to some ten feet from the forest floor, this still clearing the low roof of each building by more than a foot. You notice that smoke comes from one of the chimneys, and the fine smell of burning hickory wood.

The two buildings are used only during the summer months by the local hunters, providing some shelter from wind and rain, and, more importantly, some security against the predators that prowl the woods by night. They have dirt floors and no windows, but firewood is always found within. It is an unspoken law that any may use the firewood, but that before leaving the area, the wood is to be replaced. Beyond this stacked firewood, there is no furniture within the summer huts.

The hut that has a fire going also contains two hunters, Orswen Torg and Larmon Updike. They are drying venison over the smokey fire in the hearth in order to preserve it for later sale.

Orswen Borg
H: 51 **P:** 37 **S:** 12

Abilities: Hunt (61), Ranging (58), Archery (51), Rustic (43), Weapons (28), Nomadic (22)
Defense: Orswen has a sturdy leather utility suit that provides him with 7 points of armor protection.
Arms: Orswen carries a short sword, a long knife, and a strongbow.

Appearance: Orswen is a human and stands nearly six feet in height. He has a rangy yet powerful build (210 pounds) and lithe, graceful movements. He wears soft-soled leather boots and while not stealthy, makes little noise as he traverses the forest.

Demeanor: Orswen is 37 years old, and is beginning to tire of the outdoor life, especially during the winter. He is fastidious with his money as a result, and will make frequent trips to Namrir in order to exchange his hunting trophies for cash. The innkeeper in Namrir is a close friend of Orswen, and is keeping his money safely sequestered for him. Orswen is polite to strangers, and friendly, as he sees any new acquaintance as a potential customer for either his skills, or his kills.

Larmon Updike
H: 46 **P:** 45 **S:** 13

Abilities: Stealth (81), Weapons(73), Ranging (58), Savagery(56), Archery (37), Rustic (26)
Defense: Larmon wears standard woolen pants but sturdy studded leather armor that provides him with 7 points of armor protection.
Arms: Larmon carries a light crossbow, a rapier, and a bandolier of knives (6).

Appearance: Larmon is a mixed breed human (Orswen will swear there is Kobold in his ancestry when Larmon isn't listening) standing 5' 5" in height and weighing a spare 140 pounds. His movements are graceful, almost catlike, and little escapes his constantly shifting gaze.

Demeanor: Close-lipped and introspective, Larmon is yet quite confident and prideful, and will react if sufficiently provoked. He dresses in dun clothing and wears his leather armor whenever he is out of doors.

Larmon is not terribly handy with a bow, but has some prowess with a thrown blade. He will not speak of his previous life, but his friend Orswen will remark, in confidence, that he believes Larmon is laying low in the forest, pretending the part of a career hunter until he can escape his past.

Orswen will offer to hunt with avatars, showing them the various lairs of the forest and congregating points of its creatures, but will expect either to be paid or granted a portion of the kills made by the avatars should he provide them this assistance. Larmon will go along with his friend, begrudgingly, but will offer no assistance unless prodded by Orswen.

D) Winter Cabin

The northeastern corner of the clearing contains a substantial structure made from stone and logs that is both larger and sturdier (by far) than the summer huts located to the south. It has an 18-foot stone chimney, and a thatched roof, but it also has two windows and an attic-loft that functions as a second floor sleeping area. The floor is made from rough-sawn-wood, and the interior contains both several hammocks and a table and chairs. While not luxurious, it is obvious that this cabin is designed for use year-round.

Avatars entering the cabin will either find its current occupant (at the discretion of the LM), Torgen Rath, *or* some of his supplies including:

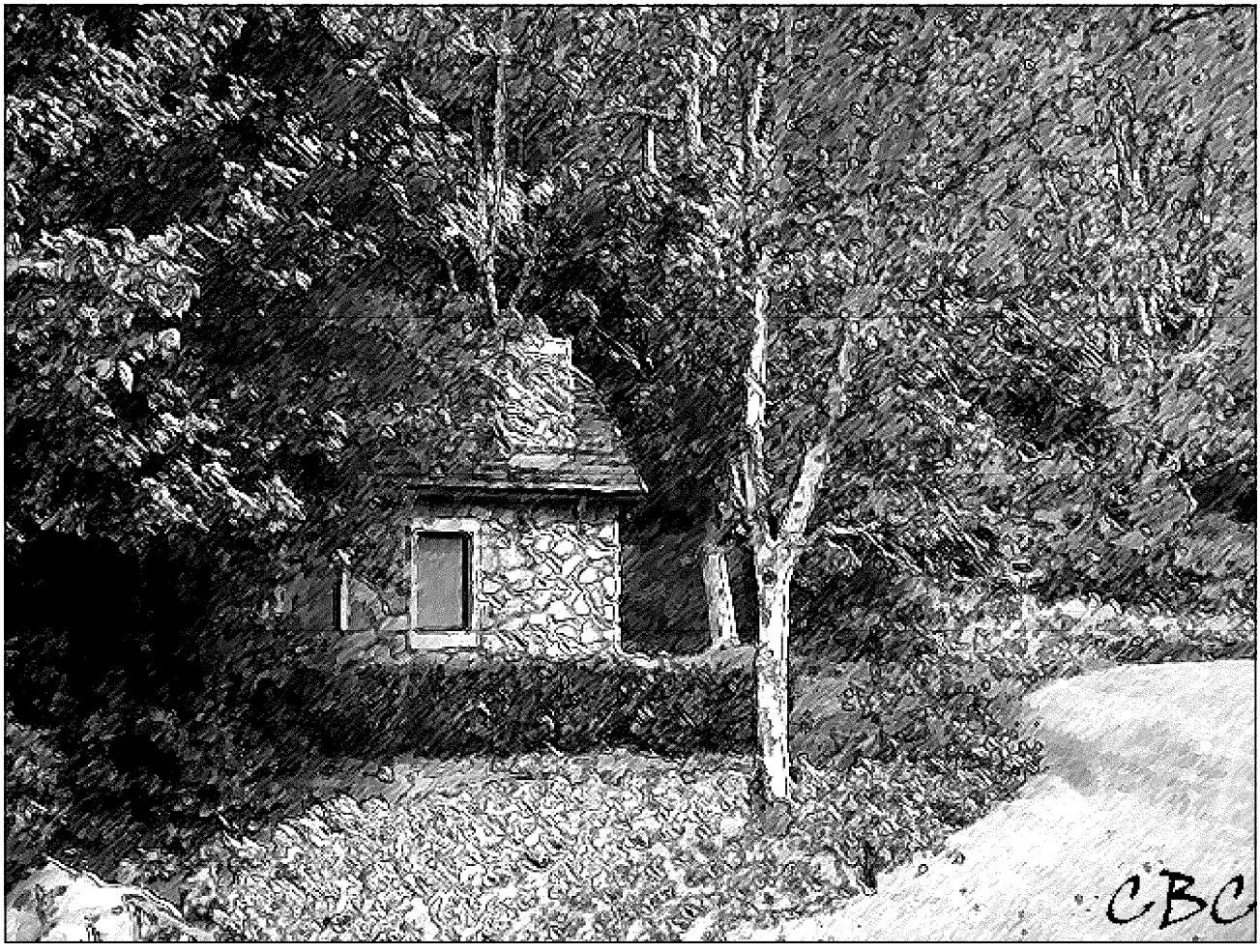
Clothing repair kit
Soap
3 square yards of canvas
Cooking utensils
Hammer and nails
Wood saw
Axe
Spade
Three flasks lamp oil
A bulseye lantern
Tinder box
Two coils of 50' of rope.
Several butchering knives and a cleaver
One bag of acorns
One bag of wild potatoes and carrots
A leather drawstring pouch with 5 turquoise gems worth $45, $70, $90, 100, and $110, respectively.
Whetstone
Three bowstrings
Longbow.

Torgen Rath
H: 57 **P:** 51 **S:** 14

Abilities: Hunt (81), Archery (71), Ranging (68), Stealth (53) Rustic (43), Weapons (38)
Defense: Torgen has an enchanted leather utility suit that provides him with 10 points of armor protection against normal and preternatural attacks.
Arms: Torgen carries a double-bitted battleaxe across his back, a long knife, and a strongbow.

Appearance: Torgen is a human and stands six feet two inches in height. He has a solid and powerful build (290 pounds) and is quite fast on his feet. He wears soft-soled leather boots and is dangerously stealthy, appearing often without warning as if from the very floor of the forest.

Demeanor: Torgen is 41 years old, and loves the woods (*see **Area E** below*). He is free with his money, and easygoing, although cautious of strangers. He makes infrequent trips to Namrir in order to exchange his hunting trophies for supplies. Torgen is polite but reserved, and will need to be drawn out by the avatars before he will befriend them.



During most of the day, unless it is raining, Torgen will be out foraging in the forest for game. In bad weather, or in the evening, he will be found within the cabin, and will greet visiting avatars cautiously, but with good grace. He will inform the avatars that the cabin is there for the use of all of the hunters in the forest, but will request that they leave his possessions unmolested.

Torgen will offer to hunt with the avatars as well, and, if asked, will take on apprentices. He is currently the most skilled hunter in the area, and those working under his guidance may learn the Hunt Ability if sufficient time is spent so doing. For each day pent hunting with Torgen, the avatar should make a check against their Health statistic, with success indicating that the avatar has improved their Hunt Ability by 1% (or added the Hunt Ability at 1%). Avatars may increase their Hunt Ability by as much as 4% (maximum) by working with Torgen in this fashion.

Torgen will also split equally the spoils of any hunt in which he was a participant, preserving the meat and preparing the hides for the tannery in Namrir. When sufficient pelts and preserved meats have been taken from the forest, Torgen will build a sledge to take the pelts back to Namrir for sale.

Torgen has been a hunter his entire life, and loves the life that hunting provides him. He spends much of the winter hunting these woods, even when other hunters retreat to the warmth and safety of nearby Namrir. He is quiet, and introspective, but will discuss his knowledge of the forest, and the areas detailed here (he is familiar with all of them, although he knows nothing of the She-demon in area B). He also will relate that there are occasional problems with intrusion and raiding by Dunnies from the Ulbor Hills to the northeast. He will also caution the avatars to steer clear of the clearing demarked as area E (on the map) as it is a place of no value, but great evil. He will remark that, "… the bones of bears may be plainly seen there, and anything that can kill a bear is better left undisturbed."

Torgen is also a staunch naturalist and will despise any avatars that he feels have taken too many trophies, or too many of any one kind of animal from the woods. He is also well aware of the cougars in area F, but has been unable to do anything about them on his own.

The cabinets within the cabin contain several pounds of salt, and several bottles of serviceable maple vinegar.

E) Dryad's Clearing

Any avatars approaching this area will see a single majestic oak tree standing atop a grassy knoll. The knoll covers an area about 60 feet in diameter, and the grass surrounding the tree is littered with bones. Those with Hunt, Rustic or other related abilities will note that the bones are those of large bears, and those without the ability to identify animal remains will readily mistake these bones for those of humanoids. Other than the solitary tree, and the attendant bones, the area appears deserted.

The tree is actually an enchanted version of a typical oak tree, and is the home of a Dryad:

NEW CREATURE

Dryad

H: 60 **P:** 50 **S:** 15

Attacks: The Dryad has only one truly effective means of attack; illusion. The Dryad is capable of creating both auditory and visual illusions of anything up to 40 square feet in size (a small drake, wyvern, cave bear, etc.). The Lejend Master is encouraged to explore his imagination in regards to the illusion used by the Dryad. These illusions are highly effective, and only those avatars attempting to see through them will receive an Avoidance Roll (against their current health). Those successfully piercing the illusion will still hear and see it, but will understand that the illusion has no substance.

NOTE: As the Dryad is capable of multi-level auditory and visual illusion, other avatars should not be alerted to the fact when one of their number has penetrated the ruse, and the Lejend Master is encouraged to engage in clandestine communications with his players in order to ensure this. Should an avatar pierce the illusion, the Lejend Master is encouraged to make his or her further actions believable within the scope of the illusion. "Your companion is bravely fighting the drake, but appears not to heed your calls," that sort of thing.

Those failing to disbelieve the illusion will take standard Harm from its attacks, although the Lejend Master should keep track of this Harm as it, too, is illusory. Avatars defeated by the phantom monster (whatever it might be) will awaken later in the Winter Cabin, with Torgen pouring a placebo healing potion down their throats. He will reply that its, "…lucky he got them out of there in time."

The Dryad will also be seen by any avatar piercing the illusion as a scantily clad maiden of slight build about five feet in height. The Dryad will defend herself if attacked, but will be at a loss and fearful once her illusion has been pierced. All Dryads carry small daggers that strike for 1-4 points of Harm.

Defense: Dryads have 7 points of preternatural armor protection.

Torgen pierced the illusion of the Dryad many years ago, and is deeply in love with her, a love the Dryad returns. He lives mainly in the forest, visiting Namrir only for supplies and commerce, as a result. The Dryad, for her part, protects the last of the enchanted oaks that once grew throughout the forest, and will not leave its bower. In order to discourage the curious, Torgen spreads the bones of the bears he occasionally kills near the base of the tree.

The wood of this oak is capable of making preternatural staffs and bows, and is therefore highly prized by weapon makers, and those with knowledge of the arcane. Should any avatar possess Alchemy or Arcane ability, they should make a check against that ability to see if they recognize the special properties of the tree. If chopped down, the value of the wood this tree will provide is $14,000 - $19,000 ($13,000 + 1d6X$1,000). If the avatars foil the Dryad's subterfuge, she can be persuaded to give them several branches from the tree that she had hoped to plant. Even these small pieces of the tree are capable (with a superior bowyer) of becoming +5%-+15% preternatural strong- or longbows. The raw value of the limbs is $1100-$1600, and neither the Dryad nor Torgen will bear any ill will towards the avatars, should they deign to keep secret the location of the Dryad's tree.

If either the tree or the Dryad are killed, however, Torgen will become the bitter enemy of the avatar party, and will hunt them in the forest like beasts. Should the avatars attempt to fell the tree, both Torgen and the Dryad will attack mercilessly.

F) Feral Cougar's Den

A cave formed by loose boulders here shelters a mid-sized pack of cougars that have become infected by some evil or disease that has caused them to become feral and needlessly violent. Unlike normal cougars that hunt only for sustenance, these cougars hunt for sport, and Torgen has seen them kill, leaving the carcass of their kill uneaten. There are six Cougars in all, five of which are females.

Female Cougars
H: 35 **P:** 45 **S:** 19

Attacks: A paw rake for 1-8 + 3-5 Harm, and a bite for 1-20 Harm.
Defense: The female cougars receive 7 points of armor protection due to their agility.

And one large male…

Male Cougar
H: 45 **P:** 50 **S:** 19

Attacks: A paw rake for 1-12 + 3-5 Harm, and a bite for 1-20 +2 Harm
Defense: The male cougar receives 6 points of armor protection due to his agility.

The cougars do indeed have a disease, and the Lejend Master should determine whether the disease is of malign or natural origin, and whether it can be transmitted to humanoids. The pelts of these cougars are worth a minimum of $100 each and may be worth as much as $300 each if carefully skinned by a skilled craftsman.

LEJEND MASTER'S ADVENTURE SEEDS

Many expansions of the material provided are possible, and are left to the discretion of the Lejend Master crafting a tale for his players. A few ideas are here suggested for the benefit of the Lejend Master.

- Orswen and Larmon could very well be hiding from assassins, or other forces of either evil or good intent that the avatars may decide to help or hinder.
- Orswen and Larmon may be agents of either a benevolent or malign government and are in the forest searching for a rumored artifact or power source.
- The Dryad may not be what Torgen thinks she is.



- Torgen may be a pirate captain previously hunted, and still wanted, by the various constabularies of nearby cities or nations.
- The disease infecting the cougars could be of extra-dimensional origin, or be a form of lycanthrope, or perhaps even something more dire.

As I have used this particular resource (The Hunter's Camp) as one of the starting points for my personal campaign, those reading will see which of the above I have put to use, although it is entirely possible that a story line not explored above might also present itself. The use you make of this material is, of course, your own. See you at the Inn.

SCENARIO 2: *The Trapper's Camp*

An introductory adventure resource for Lejendary Adventure™ campaigns

By Christopher Clark
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The Trapper's Camp is a ready-made area that can be tossed in as a random encounter area for any party of avatars that is exploring a temperate or coniferous forest throughout Varan or Hazgar, possibly even Anatis or southern Hyubraz. It is designed with few specialty encounters for this purpose, and it is hoped that this will allow ready adaptation by all Lejend Masters wishing to use it. It is further designed without direction; the avatars will determine in what order, or in what fashion, they approach the encounters detailed herein, perhaps with a bit of persuasion from their resident Lejend Master.

It may also be used by LMs should their players avatars wish to learn or gain employment via trapping, or if they require raw animal hides garnered via trapping for any specific or general purpose. It is for this reason that the non-avatar characters are detailed in terms of their likes and dislikes rather than simply their abilities and weaponry/equipment. This is the second in a series I am working on that will be conjoined into a small campaign setting; but again, these individual expostulations are designed to be flexible – usable in whatever fashion works best for your game.

AREA MAP

The Trapper's Camp map (*see* ***page 22***) covers a circular area of about ten miles in diameter, while the camp proper is actually much smaller than it appears on the map, measuring a mere 100 yards in depth with a width of cleared (deforested) area varying from 20 to 40 yards . The northeast quadrant of the map is rockier, with sparser growth and fewer trees as the land rises to embrace some hills that are five to six miles farther northeast. The rest of the region depicted is otherwise heavily forested, although game trails also dominate the landscape, allowing humanoid progress at a fairly rapid pace for those with experience (Abilities related to) in the woods. Those without experience will find the woods confusing and a barrier to normal movement. They might also, at the discretion of the Lejend Master, become quite easily lost. The trail that leads towards town from the Trapper's camp is a wide trail that has been lined with bits of gravel, and so is easily discernible even to the least skilled at navigating woodlands.

RANDOM ENCOUNTERS

The following encounters will be randomly discovered every 100 yards of travel within the area outside of the hunter's camp (**Area C&D**), and are divided into two sets of differing encounter types: *Aggressive* and *Hunt* encounters. Hunt encounters require only a successful check against an avatar's Hunt or related Ability, while aggressive encounters should be handled by the Lejend Master as combative encounters, with attacks and initiative as per a normal monstrous encounter. Avatars may choose to ignore Hunt encounters, but will be attacked by Aggressive encounters.

As the forest in which this module is set is sparsely populated with humanoid creatures, encounters here may occur more frequently than in the woods that you, as Lejend Master, may find your player's avatars are used to. If such is the case, please feel free to adapt the frequency with which the avatars will encounter woodland creatures. Otherwise, the Lejend Master should roll a percentile for every 100 yards of forest traversed by the avatars, and consult the chart that follows. Note also that these encounters are predicated upon a daytime exploration of the forest.

Random Encounters: General

% Die Roll	Encounter	BoL Ref page#
01-69	Hunt Encounter (see table below)	
70-73	Bear, various*	9
74-77	Boar, wild	9
76-78	Burnbush	30
79-80	Bullthistle	29
81-83	Cougar	10
84-85	Gryf	41
86-88	Hookthorne Shrub	42
87-88	Susquash	77
89-97	Wolf, various*	19
98-99	Wolverine	19
00	Werebeast	71

* The Lejend Master may choose what creature of this type is most appropriate to the adventure or campaign being run, with the werebeasts being Canine, Feline, Glutton or Ursine.

\# This animal should have the statistics of a large male deer or elk.

Random Encounters: Hunt

% Die Roll	Encounter	Feeds*	Tasty(?)**	Pelt Value
01-06	Badger	2	1	$1
07-12	Beaver	2	2	$5
13-31	Deer	12	4	$20
32-35	Ferret	1	1	$1
36-37	Fox	1	1	$35
38-43	Goat, mountain	2	10	$5
44-51	Muskrat	1	1	$5
52-61	Opossum	2	2	2 for $1
62-73	Rabbit	1	5	$2
74-83	Racoon	2	2	$3
84-85	Skunk	n/a	yuk	$1
86-93	Squirrel	1	4	5 for $1
94-00	Woodchuck	2	3	$1

* Number denotes the number of meals for one person that the animal can provide.

** The "Tasty" statistic is used to describe the palatability of the creature when cooked. Skunk are inedible, Badger, Ferret, Fox and Muskrat are unpleasant but can be eaten, while pheasant is a delicacy. The higher the number, the better tasting the animal, and the fewer the spices required in order to get others to eat the meat. Tastier meat may also be sold more readily in any nearby town, provided that pains are taken to preserve its freshness.

Standard Forest Description

For the ease of the Lejend Master, a standard description is here provided for any party traveling the woods. The description assumes a daytime exploration, as the forests are far more dangerous, and confusing, after dark.

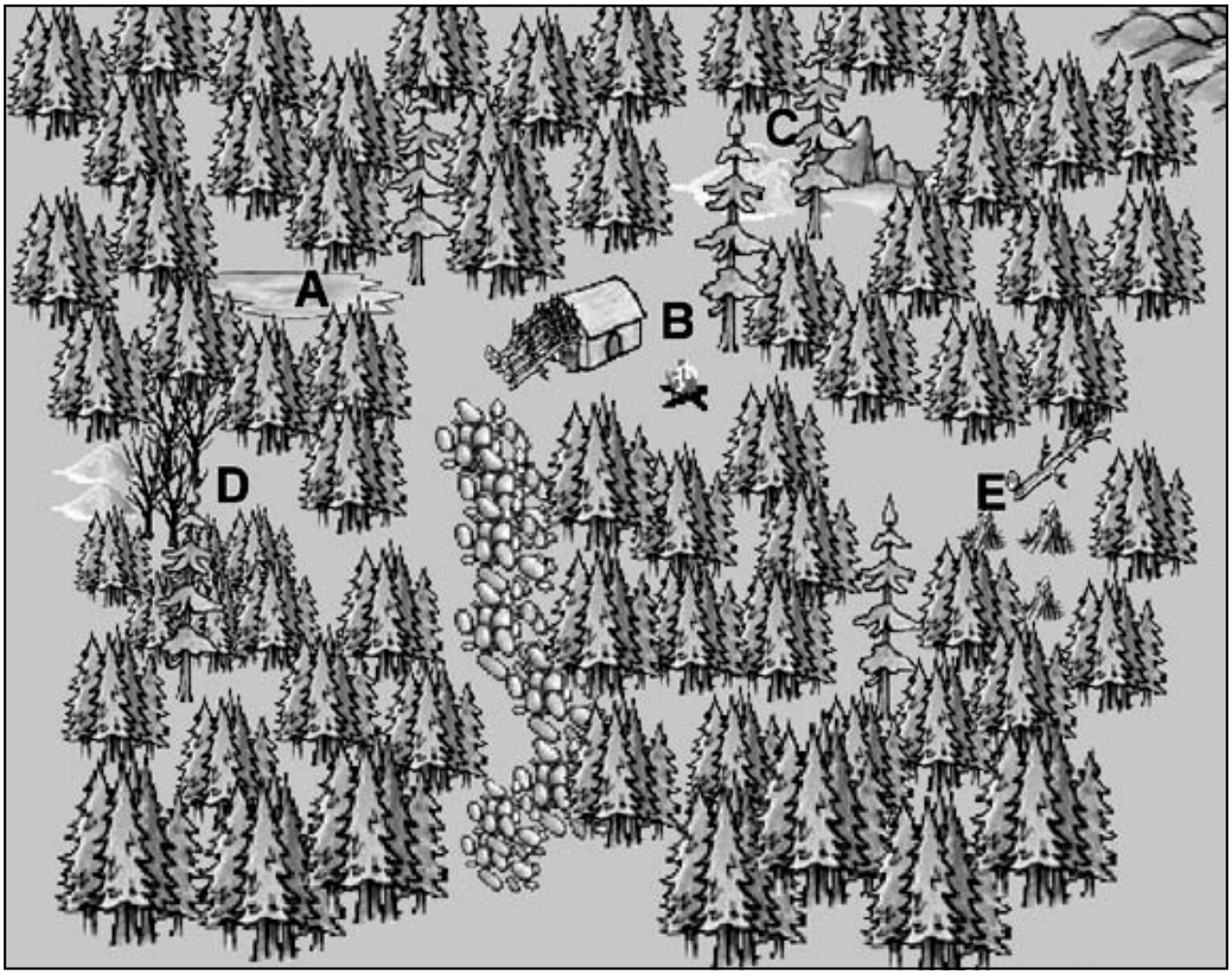
The sunlight here is dappled and shadowy, as the obviously ancient trees of this forest absorb much of it before it can penetrate to the level of the ground. This lack of sunlight leaves much of the forest floor barren, and bushes and scrub appear only at the sites of fallen trees, which are rare. Animal sounds are prevalent, from the twittering of songbirds to the raucous screech of the hawk, and the scuffling noises of small animals scurrying through the undergrowth. In spite of the gloom, the forest seems quite healthy, and you almost feel the intruder in this natural nirvana.

The trees are of prodigious height and girth, most towering to more than 50 feet, and with trunks that would require the use of two men's arms to encircle. Pine needles and the occasional leaf pile cover the forest floor and dampen any sounds made by your intrusion. Roots protrude through this carpet on occasion, but it is the roots that are instead covered by it that cause you to occasionally stumble. It is quite obvious that this forest, or at least this portion of it, has been but little disturbed by the depredations of humanoid kind.

If the avatars explore the northeast quadrant, the explanation should read:

The ground here is rockier, and the tree cover less dense than the forest to the south. Sunlight reaches the ground, and scrub bushes and trees intersperse the pines that still dominate the landscape. The going, if anything, is more difficult due to this underbrush. Animal sounds are less prevalent, especially the sounds of birds, although noises in the undergrowth are still common.

AREA MAP : Trapper's Camp



GENERAL ENCOUNTER AREAS

A: Forest Lake

A small lake (approximately 1.5 square miles) here covers the forest floor, its edges ringed by cat-tails, its verge swampy and soft. Poplar and cedar trees grow right to the edge of the cattails, and the only easy access to the water appears to be from the east. From the eastern edge of the pond, a small rocky trail leads off further east, although the rocks have obviously been placed only at the edge of the pond to ease access to the water. The trail becomes mere dirt after no more than forty feet.

Ducks and waterfowl, scarce throughout the rest of this region, abound here. The noise is quite raucous, and gives the impression that there are no predators about. The water is palatable, if a bit stale, and is obviously used by local foragers in these woods as a water supply.

The Susquash actually placed the rocks that allow access to the water, and will watch, carefully, any that use the site to gain access to the lake. Those that only come for water will remain unmolested, but the Susquash will attack any that attempt to hunt the ducks, geese or other waterfowl that make the lake their summer home. The Susquash here are neither highly intelligent, nor highly organized, but they do have a liking for the local fauna, especially birds, and consider them pets.

Susquash Sentry

H: 66 **P:** 56 **S:** 10/20 (moving)

Attacks: The sentry strikes for 2-8+17-20 Harm with his massive claws. He can also paralyze with his stare, terrorize with his wail, and blend seamlessly into the surrounding foliage (see Beasts of Lejend page#77).

Defense: Susquash receive 11 points of preternatural armor protection.

B) Trapper's Lean-to

A crude lean-to lies near the western edge of a clearing here. The lean-to is about 6 feet wide and deep, and only five feet in height. Beneath it lies a tarp-covered lump that occupies about half the space beneath the lean-to. Its edges have been secured to the ground by large stakes. A strange wooden construction leans against the southern edge of the lean-to. (Avatars with Rustic or similar ability will recognize it as a travois). As you view the area, you hear a voice from the northern edge of the clearing,

"Hail and well met. Who joins my campsite?"

The figure so hailing is Signy Ravenhair, a human female dressed in close-fitting black leathers that cover her from knees to nape.

Signy will offer to help the avatars set traps, and will instruct them in Tricks Ability, with the avatars gaining 1% in this ability for every three days they spend setting traps in the forest with Signy, or adding this amount to the ability if already possessed. No avatar may either gain or raise their Tricks ability by more than 3% overall by studying with Signy. Signy sets her traps near the clear cut area (area "E").

Avatars spending more than one day at Signy's camp will discover a well –concealed but marked grave several yards past the western edge of the clearing. (Those with Theurgy Ability will recognize Otmansk ceremonial burial). If asked, Signy will remark that a "scallywag tried poachin' me traps, so I set him to lay to or shove. I guess you can tell his choice."

Rogue Order avatars will immediately recognize this strange language/construction as pirates cant. Others with Urbane, Pantology, or like abilities may also recognize the cant, at the discretion of the Lejend Master. Certainly, all avatars will feel the pronouncement to be out of character for the otherwise friendly Signy.

C: Trapper's Camp

There is a small creek here, and a clearing with three tents. Behind these tents is a cart sized pile of dense and fragrant pine boughs, obviously freshly cut. The creek leads off to the east, but it is shallow and no more than two feet wide as it meanders its way along a pebble-strewn bed. The tents are clean but worn, and their drawstrings have been tied, barring any view of their interiors. A number of fist-sized rocks encircling an area of fresh ash give evidence of a recent campfire, and it would appear that this camp is recent and perhaps even occupied.

The camp is indeed occupied, although all, some or none of the residents may be out in the woods checking their traps when the avatar party arrives.

Signy Ravenhair
H: 87 **P:** 65 **S:**16

Abilities: Waterfaring (85), Pretense (71), Weapons (63), Stealth(52), Commerce (45), Rustic(38), Tricks (33)

Arms: She is armed with a throwing axe, a longsword in a leather sheath, and a long knife secured only by a stout leather belt at her waist.

Defense: Leather, half armor (6 pts)

Appearance: She wears thigh-high black leather boots that seem somehow out of place in the forest, but that match her ensemble perfectly. She is a stunning 5 foot 7 inches tall of muscular but shapely build, and with long black hair flowing about her shoulders. She would be a great beauty but even at a distance a disfiguring scar can be seen cutting across her left cheek just below her eye.

Deneanor: If pressed on any personal matter, Signy will become defensive, fleeing if the situation warrants it and disappearing into the woods. She will return for her belongings beneath the tarp (some $1200 in animal skins) some days later, but will keep the avatars under close observation. Should the party attempt to steal her belongings she will attack.

Signy was, until recently, a pirate and the leader of a group of renegade Ksarvinians that raided along the Olejan coast in retribution for an Olejan raid that destroyed their village some five years past. She is currently hiding in the forest, playing the part of a simple trapper, as she is aware that agents of Olejan have been sent to find and either capture or kill her. She plans to collect some furs, cash them in at Namrir at the end of the season, and hire out her sword to the first caravan leaving for Pilchin where she hopes to either get a spot on an outbound crew, or with luck, as the captain of a vessel. Eventually, she hopes to capture another (and better) vessel as a prize, or purchase one with her savings from far Zamurshan, where she has been told the shipwrights skills far surpass those of the Ksarvinians. She is known to those searching for her, and those pirates who either fear or respect her, as Captain Raven. She will not use this name unless she gains the complete confidence of the avatar party, and feels they are life-long friends.

The inhabitants of this camp are:

Bostwick Andur
H: 47 **P:** 41 **S:** 13

Abilities: Tricks (73), Rustic (60), Ranging (52), Pretense (48), Savagery (31), Weapons (29)
Attack: 32 (plus weapon bonus) to hit, +10 Harm
Arms:
Long Knife: 3-20 P Harm; Range 1; Spd 3, Bonus 0
Hand/Belt Axe: 2-20 P Harm; Range 1; Spd 4, Bonus 10

Defense: Bostwick's heavy fur cloak provides him with 6 points of armor protection against all normal attacks.

Appearance: Bostwick is 5'10" tall and of rangy build, with dark hair4 and eyes. He wears sturdy cotton pants and a thin cotton shirt covered by a cloak of beaver skins. He also wears a beaver skin cap and calf-length buckskin boots. Whenever he is not relaxing, Bostwick also carries a leather shoulder satchel beneath his cloak in which he carries those items he finds needful while navigating the woods including:

25' of thin (but strong) rope + small folding grapple, small metal saw, tinder box, soap, bandages and a small jar of healing salve, fishing line and three small hooks, hand trowel, small hand mirror, small copper pan, 3 iron spikes wrapped in a cotton rag, small spyglass.

Demeanor: Bostwick is friendly, if reserved, but guards his words carefully. His replies will not be terribly enlightening to those asking questions of him, and he will always appear evasive to newcomers, answering only as an attempt to understand the motivations and plans of others. Bostwick is a lifelong woodsman and trapper, but feels he has never received the true value of his labors. Bostwick feels that merchants pay too little for his furs and ask too much for supplies, and that his fellow trappers seek not so much to help him as to learn his secrets. He will, however, befriend avatars that bring food for a communal supper, and will share his meager supplies with those who do. He will warn the avatar party that he has seen Dunnies in the woods, and will caution them that it is best to hide and wait until these troublemakers pass by rather than confronting them, as they are very clever, and delight in harmful practical jokes. He wants no hangers-on for his trapping expedition(s), and will caution the avatars to stay away from any traps that they find in the woods – that he has, "… seen men killed for less than poaching an honest man's living." For all of his preaching about the work of 'honest men', Bostwick is not above using his Pretense Ability when selling furs to the merchants of any nearby town or village.

Bostwick will impart all that he knows of his friend Jorgen, as he feels that Jorgen won't mind, and will encourage the avatars to trap or hunt with Jorgen, as he, "…occasionally entertains partners in his business." He will also tell the avatars that he feels Jorgen's boisterous attitude is the result of his ancestry. "That guy has dwarf in him if ya asks me. No 'tother reason for him to be so loud."

Bostwick will say nothing of the encampments other inhabitant, Ernst (see below).

Jorgen Frundle
H: 49 **P:**39 **S:** 13
Abilities: Ranging (72), Tricks (64) , Stealth (51), Rustic(47), Weapons(33), Planning (24)
Attack: 32 (plus weapon bonus) to hit, +10 Harm
Arms:
Long Knife: 3-20 P Harm; Range 1; Spd 3, Bonus 0
Hand/Belt Axe: 2-20 P Harm; Range 1; Spd 4, Bonus 10

Defense: Jorgens' Buckskins are too soft to add much real defense in combat, although they do provide him with 5 points of protection from non-Shock (normal) Harm.
Appearance: Jorgen is 5'6" in height and of stocky build running slightly to fat. He has long curly red hair and green eyes, and wears buckskins over his entire body, with soft moccasins on his feet. A slim rucksack carries his immediate supplies (worn as a backpack), and he keeps his knife, war hammer, and a large wineskin at his belt.

Demeanor: Jorgen is exceedingly friendly, and if in camp when the avatars arrive (Lejend Master's choice), will greet them with a loud "Hallooo!" and a toothy grin. He is a fairly successful trapper, and has been earning his living in the woods for the last six years (Jorgen is 25 years of age). He will indeed help the avatars to learn trapping in the woods if they are willing, although studying under Jorgen will yield the avatars a gain of only 1% in this ability for every three days they spend setting traps in the forest with him, and with a maximum gain in Tricks ability of 2%.

Jorgen is suspicious of Ernst, and will say so ("Something is unright with that man…"), but will tell no further tales about his campmates, stating instead that it is impolite to speak of others when they are not present. He knows that there are Susquash in the area, and that it is best to steer clear of them. He also has seen Dunnies from time to time, but will mention that

he avoids them in the same manner that Bostwick does. He will also relate to the avatars that he plans to head back to a nearby village within a couple of days as he has had great success trapping beaver, muskrat, and fox in the forest, and that his travois is nearly full. He will show the avatars his cache (hidden beneath the pine boughs behind the tents) if they ask.

Jorgen is a bit lonely, and will pay particular attention to any female avatars in the party.

Ernst is a spy for a neighboring kingdom (Olejan in the Seas of Hazgar campaign), and has been sent into the forest both to study the activity of its human inhabitants, and to stir up trouble for the local villages using the Dunnies to the north. The rubies he carries are used for bribes, and he has a small cache of coins sequestered in a boot pouch as well for bribing the local hunters and townspeople to be his eyes and ears. Currently, two hunters and one lumberjack are under his employ (Orswen Borg ,Larmon Updike and Karl Cutter in the Seas of Hazgar campaign). Ernst also has a leather backpack sequestered in his tent containing an offer from Linjor Ames (Olejan advisor to King Svein II) written in Dunnie (Ernst knows what the letter says but cannot read them), a small vial of deadly contact poison, two ***Gareggy's Energetic Eggs*** (Dun Egg of Destruction and Beige Egg of Blinding), and a ***Messenger Dove***.

It is left to the Lejend Master to determine the person to whom Ernst's Messenger Dove is attuned, although it is attuned to Linjor Ames, the advisor of King Svein II of Olejan in the Seas of Hazgar campaign. The Lejend Master may likewise decide if a message has already been recorded on the item by Ernst, although given the function of the item this is unlikely (though possible).

Ernst makes frequent trips south to town, but actually doubles back and meets with the Dunnies at a cave about five miles to the northeast. He has already negotiated a deal that will cause the Dunnies to attack in ***Area E***, or the camp if the avatars stay.

Ernst has managed to broker a tentative deal with the Dunnies, and has bet them that they can not capture and torture the other trappers of this area with-

Ernst Scarfeld *7th Rank Rogue*
H: 52 **P:** 45 **S:** 15

Abilities: Pretense (76), Weapons (61), Stealth (59), Tricks (48), Scrutiny (36), Luck (22), Rustic (19)

Attack: 61(plus weapon bonus) to hit, +4 Harm
Arms:
Rapier: 3-20 P Harm; Range 4, Bonus 20
Long Knife: 3-20 P Harm; Range 1; Spd 3, Bonus 0
Belt Axe: 2-20 P Harm; Range 1; Spd 4, Bonus 10

Defense: Ernst wears a full suit of enchanted leather that provides him with 10 points of protection against all but supernaturally derived Harm.

Appearance: Ernst is 5'10" tall of slight but wiry build who moves swiftly and with catlike grace. He is bald with gray eyes and has a scar near his right eye. Those with Chivalry or related skill (Urbane?) will recognize it as a dueling scar. He carries his rapier in a scabbard at his waist, his long knife in a boot sheath, and his axe on a belt loop. His hard soled knee-high leather boots are out of place for a woodsman. Ernst also carries a small satchel around his neck containing a flask of wine and some food, but it is obvious that the satchel is not part of his normal kit as he is constantly re-adjusting its position. A tiny pouch on his belt contains $7500 in rubies, but it is small enough that it will escape the casual notice of any of the avatars, and certainly its contents will remain secret except under extraordinary circumstances.

Demeanor: Ernst is gruff, offering little in the way of conversation but often asking pointed questions and fixing the object of those questions with an intense stare. He keeps to himself, and will become annoyed if followed or watched for any length of time. He seems intently interested in the avatars and their activities.

NEW ITEM

Messenger Dove
Good

This is a small crystalline bird that is created by an Enchanter of high rank and that is attuned to a specific individual at the time of its creation. The Messenger Dove is the given to another individual for later use as a long-range means of communication. When used, the possessor speaks a command word (indicted by a rune carved into its form) to the bird followed by any message up to three minutes in length, then throwing the bird into the air. The bird will unerringly return to the original owner at the rate of 80 miles per hour. Upon arrival, the bird will speak its message in the voice of the one that sent the message, thereafter shattering into useless dust. A large and perfect quartz crystal is required for the manufacture of this item.

An Enchanter using Loviatskya's Infallible Energy Analysis or similar activation is able to discern not only the arcane nature and properties of a Messenger Dove, but will also be able to tell the name of the person to which it is attuned.

out one or more of them managing to escape. He has wagered a healthy sum with the local Dunnie Boss that they will be unable to do so. Ernst has decided that any offer of alliance, such as that described in the dispatch he has to the Dunnies from Linjor Ames, would be a waste of time as they are far too intractable a species. He has instead decided to try and attract far more valuable and powerful allies.

Ernst has made contact with a band of Ulfs in the Ulbor Hills as well, and hopes to make use of them to destroy the village of Namrir. The band is of far greater size than he realizes, and their leader is currently amused by his offers and bribes. The Ulfs plan on accepting Ernst's tribute, and then destroying the humans to the south anyway, perhaps making an example of Ernst unless it appears that further gain might be garnered from his continuing existence. Ernst is, of course, unaware of the Ulf's plans.

Other Camp Notes: The pile of pine boughs have a very strong scent and in fact are hiding the cache of Bostwick and Jorgen; a stack of pelts that they have accumulated over the last week. The pelts are salted and uncured, but have only a slight odor. Bostwick and Jorgen obviously have some skill in preparing raw skins for transit and storage.

- Bostwick and Jorgen generally eat dinner together at dusk; Ernst joins them about half the time.
- Should the avatar party spend more than three days in this camp (even should they be out hunting or trapping during the day), the Dunnies from Area E will attack the camp (see area E) hoping to kill the avatars, as well as Jorgen and Bostwick. Ernst will, of course, miraculously escape.
- Ernst is aware that his government is looking for Signy Ravenhair (Captain Raven), but, although he has made her acquaintance, he has not recognized her as the criminal wanted by his employers. Should she be in the company of the avatars when they enter ***Area E***, or the Dunnies attack the camp at ***Area C***, Ernst will recognize her and will scream for the Dunnies to capture her alive. Signy (if present) will then realize her predicament (that Ernst has recognized her true identity) and will kill him during the ensuing combat. If the avatars are at that time unaware of her true identity, she will then, after the battle, slip away to hide in the woods. The Lejend Master may also decide, at his discretion, to allow Ernst to live to further pursue the fleeing pirate, either with, or in opposition, to the avatar party.

D) Susquash Lair

This area is dominated by several small mounds that rise no more than ten feet from the forest floor. There are fewer trees here, although it is not actually a clearing or cleared area. Avatars with forestry-related abilities (Ranging, Rustic, Hunt, etc.) will note that, given the increased sunlight here, there should be but are not more bushes in the area, but it otherwise appears normal and uninhabited.

In reality, several of the mounds contain carefully concealed entrances that lead to the lair of the local Susquash that inhabit this forest. The Susquash will detect the presence of the party long before they arrive at this clearing unless they are using great stealth, and will hide from the avatar party unless they are carrying duck carcasses or more than five dead animal carcasses of any kind. In that event, the Susquash will attack.

(3) **Male Susquash**
H: 69, 71, 73 **P:** 70 **S:** 10 (att.) 20 (mov.)

Attacks: Males strike for 1-12+21-25 Harm
Defense: Susquash receive 11 points of armor protection from all but supernatural attacks.

(5) **Female Susquash**
H: 57(x3), 60, 61 **P:** 60 **S:**10 (att.) 20 (mov.)

Attacks: Females strike for 2-8+17-20 Harm.
Defense: Female Susquash receive 11 points of armor protection from all but supernatural attacks.

(4) **Immature Susquash**
H: 45(x2), 50, 52 **P:** 55 **S:** 10 (att.) 20 (mov.)

Attacks: Young strike for 1-6+17-20 Harm.
Defense: These young Susquash receive 9 points of armor protection from all but supernatural attacks.

Susquash are immune to non-Extraordinary cold, and receive only half damage from Extraordinary cold-based attacks. They also have many special abilities that they may use at the discretion of the Lejend Master. See Beasts of Lejend page #77 for details.

The lair contains several wooden clubs and stone knives as well as 70 pounds of dried fruits and meats. Animal skins are also abundant but have obviously been used as bedding by these creatures. The somewhat worn pelts are still of value, however, and will bring $400 if cleaned and then sold at the local village.

If the Susquash here are left unmolested, they will provide an unexpected ally for the party when the

Dunnies attack in ***Area E***.

E) Clear Cut Area

This area has been recently clear cut, and will stand out as unnatural to even the least skilled woodsmen in the avatar party. As they approach, describe it thus:

> *Several yards ahead the forest suddenly thins. A quick scrutiny of the area reveals to you that some great natural, or perhaps man-made, disaster has impacted this area of the forest. Many of the trees lie shattered on the ground, the branches left intact or partially lopped off, and large portions of the ground have been disturbed as though by a great digging machine or perhaps a badger of phenomenal size. The roughly square area thus denuded covers approximately 140 feet from north to south, and 200 feet from east to west.*

If any of the party employ Scutiny, Rustic, Tricks or other applicable Ability while surveying the scene, add:

> *The trees have obviously, and maliciously, been cut.*

Avatars with tricks ability also have a chance of discerning the various traps left by the Dunnies if they look carefully before physically entering the trapped area. The Dunnies are quite clever, however, and a penalty of -25% should be added to any check made of this nature. The traps left behind in the clearing are demarked by the **P**(s) and **T**(s) marked on the map (*see page 28*), and have the following functions:

P: These are pit traps that have been carefully concealed with dirt, turf, and pine needles. They are 8 feet deep, and their bottoms have been lined with small, unfixed caltrops. Those falling into these pits will suffer from 1-6 (roll 1d6) attacks from these caltrops (75% chance of success) when they first fall into one of these pits, and a single attack from the remaining caltrops (at a 25% chance for success) for any failed attempt to extricate themselves from one of these pits. Each successful 'hit' by a caltrop causes the loss of 10% of the victim's movement (and penalizes their ability to escape the pit) and 1-3 points of Harm.

T: These areas contain trip wires that will release large swing logs that are suspended from the few remaining trees in the area. Each log will describe an arc 20 feet long by 4 feet wide when released causing all within that area that fail to make Avoidance Roll vs. their current Precision BR to suffer 3-20 points of Harm and be knocked to the ground.

Once the first of these traps has been triggered, the Dunnies will add to the confusion by attacking. Each area marked "**DG**" on the map contains a skirmish group of four Dunnies that will either attack those not affected by one of the traps using one of their special abilities (*see below*), or will throw rocks, hatchets, or small spears at those that have fallen prey to the traps.

DUNNIE ATTACK GROUPS
General Statistics

Dunnies (4)
H: 22,22,26,27 **P:** 40 **S:**18

Attack: If not using a special ability (*see below*) the Dunnies will attack with thrown rocks, hatchets, and small spears (40% chance for success causing 1-12 Harm per attack). Dunnies are able to attack twice per ABC.

Special Abilities:
The Dunnies will delight in the chaos that results from their traps, and will seek to accentuate this chaos by using any of the following abilities:

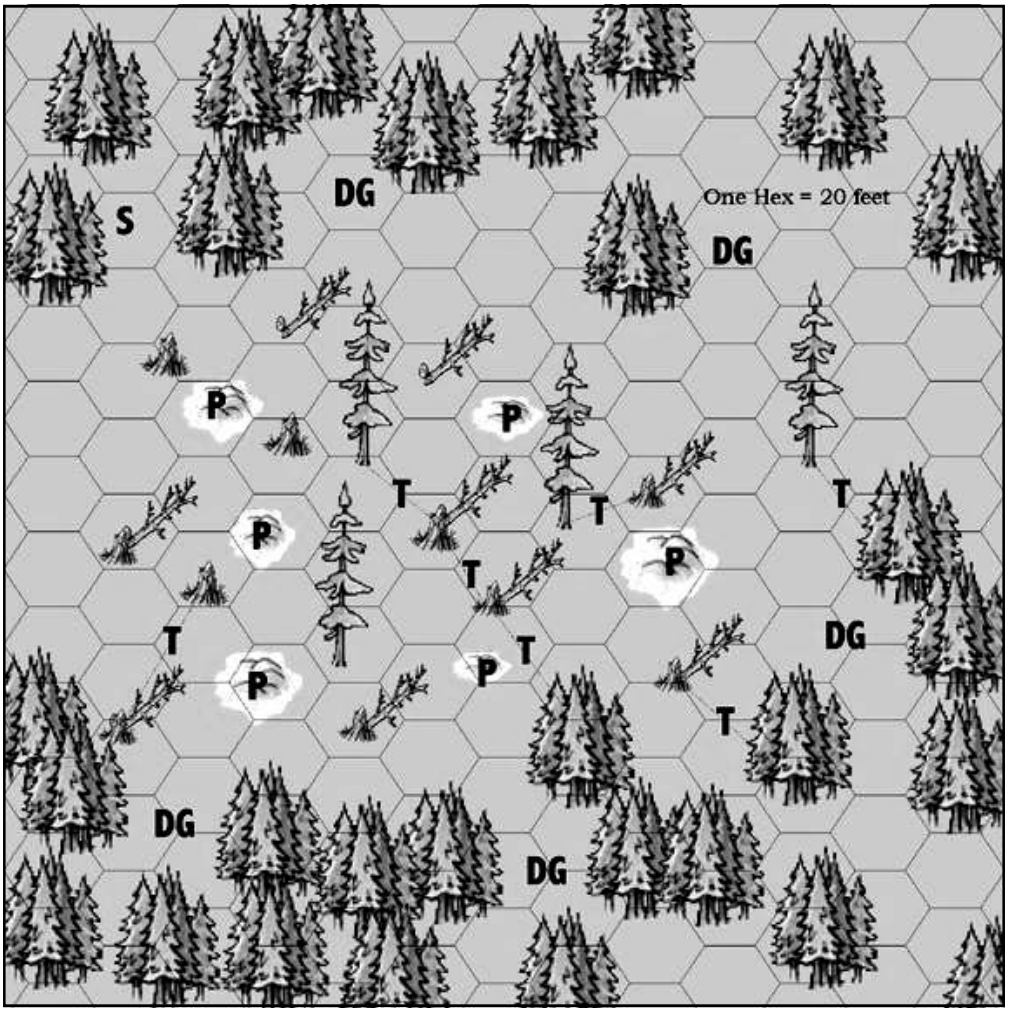
- Cause all non-Dunnies within 10 feet to suffer from an immediate spate of hiccups, reducing all ability use by 10%.
- Cause all non-Dunnies within 10 feet to suffer from an immediate spate of sneezing, barring any other activity for one ABC.
- Cause any single opponent within 20 feet to stumble and sprawl prone for one ABC (possibly triggering a trap).
- Create 10-100 small caltrops in a one-hex area . These small caltrops have only a 5% chance (per caltrop) for successful attack, but cause 1-3 points of Harm and a 10% reduction in the movement of the victim.

Defense: Dunnies receive 8 points of armor protection against all but supernatural attacks. They will further call a cloying wall of vapors into being within one ABC if the battle seems to be turning against them. Once this wall of vapor has been generated, the Dunnies only thoughts will be of escape.

The area marked "**S**" on the map is the hiding place of a group of Susquash (the three males from ***Area D***) that will aid the party if they have either not yet been discovered in ***Area D***, or were left unmolested. A stray hatchet from the Dunnies will kill a duck that flies into the area, enraging the Susquash who will then attack with vengeance. Once the Dunnies depart, the Susquash will fade into the forest, leaving no trace.

Should the avatars defeat or drive off the Dunnies, Ernst (if he is still present – LM's choice) will proclaim loudly his part in helping vanquish the Dunnies before departing rapidly into the forest. A quick check of the dead Dunnies thereafter will reveal several of the rubies he carries. The avatars may or may not (LM's choice) recognize the source of these rubies, but in any case, their value is from $2000-$4200 if sold at a nearby town or village.

MAP: AREA E (Ambush Site)



LEJEND MASTER'S ADVENTURE SEEDS

- As the avatars are meant to defeat the raiding Dunnies, the Lejend Master may choose to have an Ulf reviewing the area E battle from a distant hill or outcropping. An Ulf seen by Ernst, who hopes to gain their aid, and possibly by a member of the avatar party, thus raising questions of further problems from the north.
- The Lejend Master may decide to further explore the 'manhunt' for Captain Raven by Ernst and possibly other agents from his country (Olejan in the Seas of Hazgar campaign). Captain Raven will of course prove a completely loyal and true friend to any that help her avoid capture.
- The Dunnies may decide, once defeated, to retaliate by attacking the local town or village.
- The Susquash may decide that all other humanoids are the enemy, and rampage through the local town, as well as any future avatar camps.
- Captain Raven may decide to try and hire the avatar party on as her next "crew"… and thereafter proceed from the forest to a nearby port to attain a vessel and re-start her roguish career.

The author has used this particular resource, *The Trapper's Camp*, as one of the starting points for his personal campaign, *The Seas of Hazgar*. It is entirely possible that a story line not explored above might also present itself. The use you make of this material is, of course, your own. See you at the Inn...

SCENARIO 3: *The Logger's Camp*

An introductory adventure resource for Lejendary Adventure™ campaigns

By Christopher Clark
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The Logger's Camp is a ready-made area that can be tossed in as a random encounter area for any party of avatars that is exploring a temperate or coniferous forest throughout Varan or Hazgar, possibly even Anatis or southern Hyubraz. It is designed with few specialty encounters for this purpose, and it is hoped that this will allow ready adaptation by all Lejend Masters wishing to use it. It is further designed without direction; the avatars will determine in what order, or in what fashion, they approach the encounters detailed herein, perhaps with a bit of persuasion from their resident Lejend Master.

This is a 'social adventure'; there is no trail to follow, nor a single evil-nasty-bad guy behind what is occurring at the camp – The adventure is the interaction between the lumberjacks and loggers that work here, with a few mysteries to be solved for good measure. Do not despair, there is some combat to be had, but the treasures gained may not take forms with which your players are familiar.

AREA MAP

The Logger's Camp map covers a circular area of about one mile in diameter, while the camp proper is actually measures about a half mile in circumference . The entire region depicted is otherwise densely forested, with little game, allowing humanoid progress only for those with experience (Abilities related to) in the woods. Those without experience will find the woods a near impenetrable barrier. They might also, at the discretion of the Lejend Master, become quite easily lost. The trail that leads towards town from the Logger's camp is a wide trail that has been lined with bits of gravel, and so is easily discernible even to the least skilled at navigating woodlands.

Standard Forest Description

The forested area outside at the periphery of the cleared space that contains the logging camp contains an excessively dense growth of lodge-pole pine, fir, and other evergreen trees. It is for this very reason that Arne chose to locate his camp in this area. Passage through these woods is nearly impossible, even for those with forestry skills. This density also keeps large animals out of the area, and the commotion caused by the logging operations keeps the smaller animals to a minimum. The average tree felled in this area stands 35-40 feet in height, and bears a trunk diameter of 2-4 feet.

GENERAL ENCOUNTER AREAS

The following areas on the map have special significance, and are here described in detail.

A)The Mess Hall

The Mess hall is a log cabin structure with a thatch roof measuring 20' in length and 40' in depth. Its interior is divided into two 20'X20' areas; the forward area (where the two entrance doors are located) being occupied by two large dining tables and benches, as well as several barrels of weak wine, and the back area containing the cooking area, the stoves, hearths, and supplies. The Mess Hall is run by "Cookie" Swenson, a mute that works for Arne.

B) The Bunkhouse

The bunkhouse is a log cabin structure with a thatch roof measuring 30' in length and 20' in depth. It has windows every eight feet (at the head of each double-bunk bed), and bunk beds line the interior walls, providing sleeping area for up to twelve loggers. Two sturdy wooden chests lie at the foot of each bunk bed that provide storage for whoever sleeps in those bunks. The storage chests are considered the inviolable domain of each individual logger, and no one looks into or opens another man's chest. Like the mess hall, the bunkhouse has a sturdy oak entrance door at each end.

C) The Log Wagons and Mules

About 20 yards south of the bunkhouse stand 4 large lumber wagons, each about 40 feet in length and bearing three axles. The wagons have slatted sides that extend to a full seven feet in height, and the squared logs/ are stored in these after they have had their bark and round edges removed on the saw (***Area E***).

The wagons will be partially filled when the avatars arrive, (the degree of which is left to the Lejend Master), but, once filled, the carts are driven back to town by 4-mule teams. The mules are left tethered to stakes to the east (left) of these gigantic carts, and are cared for by Cookie during the day.

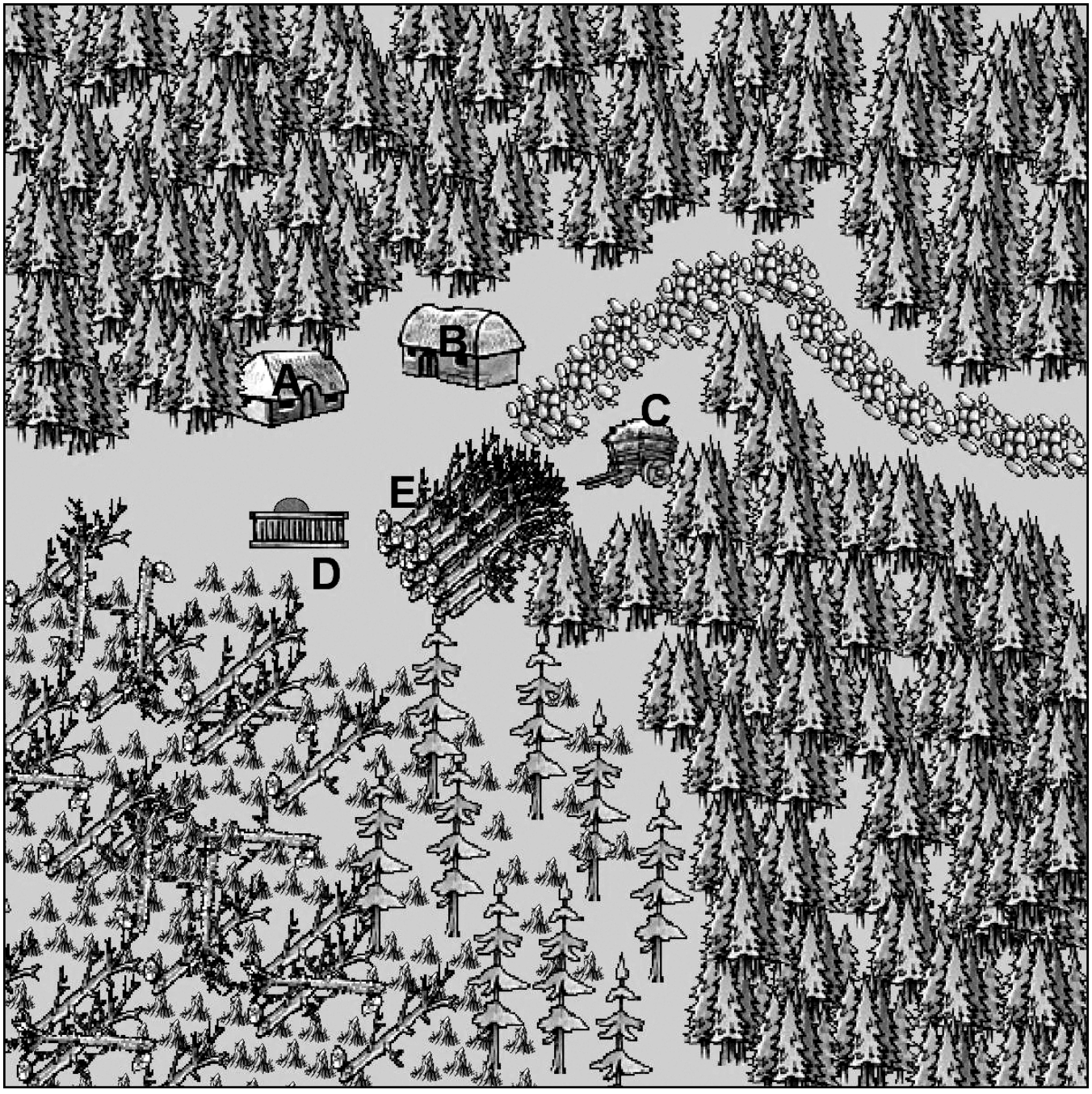
Hakon has created a well-crafted and carefully concealed compartment under one of the wagons measuring about six inches square and with a depth of about four inches. Within this compartment are Rahjid's ring, Magnus' golden neck chain, Olav's jeweled gloves, and Gunnar's bracelet.

Snakes occasionally like to spend their days beneath the wagons in the open air and comforting shade.

D) The Saw

At the edge of the stumps left by the trees felled this season is the mechanical apparatus of the

AREA MAP: Logger's Camp



camp: a large open-bladed trimming saw. Measuring forty feet in length, and with a blade that stand five feet above the bed of the saw, this is a truly massive piece of equipment. A gear and flywheel system is crank operated by two workers, setting the blade spinning at about 900 rpm. A third worker pushes the massive trunks along a grooved track while a fourth worker pulls on the same massive trunk. These four, in turn lift the denuded tree trunks either onto the wagons or back into position for a second, third, and fourth cut while the crank operators take a breather between cuttings.

The saw is a truly formidable device, and horseplay anywhere near it is poorly tolerated by both Arne and his crew.

E) Untrimmed Timber Pile

20 feet to the west of the Saw lies the pile of fallen trees awaiting processing, A single worker here denudes each trunk of its limbs, placing those of usable size in a wagon for transport, and those that are too small in a pile that helps to shelter the mules between trips to town. At any given time there are from 3 to 8 trees in this pile. Once the pile has grown to 8 trees awaiting trimming, loggers are pulled from felling operations to help operate the saw and prepare the trunks for processing.

THE CHALLENGE SYSTEM

The logging camp can be rough, as would be any place where a large group of men work at a dangerous job in close quarters. As a result, disputes do arise, and they need to be settled by less than fatal means in order that the work of the camp continues undisrupted. The logging camp here has developed the Challenge system of resolving disputes, and its rules are listed below.

Any member of the logging team may challenge another if he has what the foreman (Arne) feels is good cause: 1) An accusation of theft, 2) A careless mistake during work that endangers lives, or 3) A slanderous or insulting pronouncement by one worker concerning another. The challenge is given, in the presence of other loggers, to the individual having committed the offense. It may then be either refused (with an admission of guilt and an apology) or accepted. The challenge is always a fight, but with the logger accepting the challenge choosing the type of fight from one of the following:

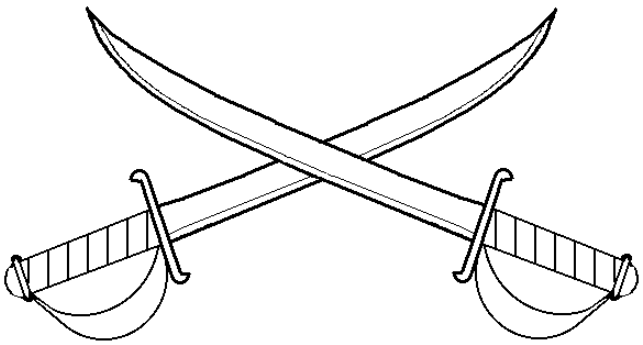
- **Bare knuckles:** The two combatants are stripped to the waist and fight (any style) in a cleared space without weapons.
- **Logs:** The two combatants are stripped to the waist and fight (any style) in a cleared space using only logs as weapons. The logs may be thrown or used as clubs, and fists and feet may be used as well.
- **Axe Handles:** The two combatants are stripped to the waist and fight (any style) in a cleared space using axe handles (use club statistics) as weapons.
- **Tethered:** The forearms of the two combatants are tied together with a leather thong and the combatants are stripped to the waist and fight (any style)in a cleared space using any of the three methods described above: bare knuckles, logs, or axe handles.

No other fighting is allowed, and any logger found violating this rule will be immediately set upon by the other loggers, tied up and left in the bunkhouse (area B) until it is time to return to town. (*See **Lejend Master's Lore**, pages **127-131*** for details on unarmed combat).

THE LOGGING CREW

The logging crew consists currently of nine individuals, 8 standard workers and a foreman. They are somewhat underhanded, and will gladly add any avatar skilled with an axe to the logging crew. The entire crew lives for days at the logging site, returning to town about once every six days to turn in their lumber (4 large wagons full – *see **Area C***) and to buy supplies and relax in town. Each man has a bunk in the Bunkhouse (**Area "B"**) and a small locking chest that sits at the foot of the bunk. Women are not currently accepted (*see **Arne Ivarson***) into the logging crew, although this could be changed by a talented female avatar.

Details of the crew are provided on the following pages.



Logger Camp NAC

Arne Ivarson (*Foreman*)

H: 51 **P:** 47 **S:** 12

Abilities:

Planning:	68	***Evaluation:***	48
Weapons:	62	***Mechanics:***	31
Physique:	52	***Archery:***	29

Attack: 68 (plus weapon bonus) to hit, +5 Harm

Arms: ***Axe (chopping):*** 5-20 P Harm: Range 2; Speed 5; Bonus 5
Long Knife: 3-20 P Harm; Range 1; Speed 3, Bonus 0
Hand/Belt Axe: 2-20 P Harm; Range 1; Speed 4, Bonus 10

Defense: Arne's clothing is lightweight, but his speed and agility provide him with 3 points of armor protection.

Appearance: Arne stands six feet in height and his robust build weighs 250 pounds. He wears heavy cotton pants and a shirt, and hard leather boots protect him from his toes to his knees. Arne is 35 years old, with curling sandy hair, and the seamed face of a man who has spent his years amongst the elements.

Demeanor: Arne is a chauvinist, and feels that woman have no place in the 'man's world' that is a logging camp. As such he refuses to hire women, at least thus far, although he might if he was thoroughly impressed by a woman that could handle an axe with impunity (an avatar with a high score in Weapons Ability). He is literate, and can both speak and write in common. He also speaks a bit of Dwarf and Ilf.

Arne started logging at the tender age of 16, and formed his own crew at age 23. He believes that logging is a profession for true men, and so allows his crew to settle their differences like without the intervention of courts or magistrates. He pays his workers $32 a day and provides them with both room and board while at the logging site. He is distrustful of both women and alfar. Each wagonload of lumber nets Arne about $800 upon delivery to the local sawmill, and contains the trunks and large branches of 10-14 trees weighing in at between 4 and 5 tons (depending on the size of the trees cut). Arne has been successful for several years but keeps his saved earnings at his winter house in town near the lumber yard.

Equipment in Chest/Locker:

Arne's Locker/Chest stands out from the others in the bunkhouse as it is made of iron and secured with a large iron padlock. Within it he keeps:

A leather satchel with $3200 in gold coins (payroll)
A bottle of vintage brandy ($50)
A healing potion capable of restoring 20 Health to an individual. There are three doses in this bottle.
A preternatural crossbow that adds +10% to its user's attacks
(4) enchanted crossbow bolts that add +10% to their user's attacks
A leather-bound accounting book with the records of the logging camp
Ink and quills for writing.
Soap
Shaving gear
Cooking utensils
A jar of healing salve (7 doses, restores 3 points of Health and prevents normal disease).
Bandages
Spare clothing (cotton – 3 sets)
An ankle length leather 'duster' coat for inclement weather
A small cedarwood box containing (8) pinches of al Forzoul's Air Dust (*see* ***Lejend Master's Lore*** *page#44*)

Logger Camp NAC

Cookie Swenson

(Normally found in the Mess Hall, Area A)

H: 48 **P:** 42 **S:** 12

Abilities:

Rustic:	62	***Weapons:***	39
Urbane:	51	***Pantology:***	32
Scrutiny:	45	***Planning:***	21

Attack: 39 (plus weapon bonus) to hit

Arms: ***Cleaver:*** 3-20 P Harm: Range 1; Speed 4; Bonus 0
Long Knife: 3-20 P Harm; Range 1; Speed 3, Bonus 0

Defense: Cookie wears a cotton apron over cotton pants and shirt and ankle-length leather boots. This garb offers him a scant 2 points of armor protection against normal attacks

Appearance: Cookie is of average height (5'8") and is somewhat portly (255 pounds). His large and friendly face is surrounded by a retreating shock of red hair, and the center of Cookie's head is completely bald. Cookie laughs and smiles a lot both with his mouth and his green eyes.

Demeanor: Cookie generally sleeps in the bunkhouse as he goes to bed earlier than most of the crew, and awakens before them. He is a great favorite with most of the crew, and they tell him their secrets as they feel his inability to talk will prevent him from retelling those secrets. Cookie is literate in common however, and is therefore readily able to communicate (via writing) when he wants.

Equipment in Chest/Locker:

Cookie's Locker/ Chest is located in the Mess Hall and is secured with an iron padlock. Within it he keeps:

A leather money belt with $611 in mixed coins, and a compartment with a $2300 jeweled bracelet he hopes to give to "just the right girl". Several of the other loggers know of his treasure and intent.
Four spare cotton shirts
Four spare cotton pants
Spare leather boots
Tinder box
Leather backpack
Several small pots and pans
Cooking utensils
One 5# box of pepper (spice)
One 5# box of Oregano (spice)
Red woolen cloak with hood (fine quality)
2 Spare woolen blankets
Inks, quills and parchment
A 1-pint bottle of pure grain alcohol.

Logger Camp NAC

Gunnar Torstein

H: 53 **P:** 43 **S:** 12

Abilities:

Weapons:	62	***Hunt:***	36
Unarmed Combat:	48	***Physique:***	29
Ranging:	42	***Archery:***	22

Attack: 66 (plus weapon bonus) to hit, +3 Harm

Arms: ***Axe (chopping):*** 5-20 P Harm: Range 2; Speed 5; Bonus 5
Long Knife: 3-20 P Harm; Range 1; Speed 3, Bonus 0 (2 when thrown)

Defense: Gunnar's clothing is lightweight, but his speed and agility provide him with 3 points of armor protection, while his Unarmed Combat Ability boosts his total armor protection to 7 points.

Appearance: Gunnar stands 5'8" in height and his stocky build has him weighing in at roughly 200 pounds. He wears heavy cotton pants and a shirt, and hard leather boots protect him from his toes to his calves. Gunnar is 24 years old, with black hair, and a fair complexion.

Demeanor: Gunnar has worked a number of jobs during his young life, day laborer, hunter, cook, etc., but joined Arne's logging crew last summer. He likes the pay and the work, but is something of a hot-head. Over-proud of his logging skills, he is quick to find fault with others when accidents occur, and his temper is both violent and hair-triggered. He is completely loyal to Arne, however, and will accept both orders and rebuke from him with no argument. Gunnar has made and participated in several Challenges over the last year and a half, and prefers bare knuckles when fighting. Gunnar is upset over the loss of a silver bracelet from his locker valued at $400. He is certain that it was stolen, but has no idea who the culprit might be, and so has not yet issued an accusation or challenge. He has told Arne of the theft.

Equipment in Chest/Locker:

Gunnar's Locker/Chest is secured with a large bronze padlock. Within it he keeps:

A small canvas drawstring satchel with $300 in mixed coins
Soap
Shaving gear
A spare woolen blanket
Spare clothing (cotton – 3 sets)
A leather poncho and wide-brimmed hat for inclement weather
A deck of playing cards and two bone dice
Tinder box
Tin of black pepper and a tin of salt
Sewing kit

Logger Camp NAC

Eirik Knutzen

H: 51 **P:** 40 **S:** 14

Abilities:

Rustic:	70	***Hunt:***	42
Weapons:	61	***Mechanics:***	36
Pantology:	50	***Physique:***	21

Attack: 61 (plus weapon bonus) to hit, +2 Harm

Arms: ***Axe (chopping):*** 5-20 P Harm: Range 2; Speed 5; Bonus 5
Long Knife: 3-20 P Harm; Range 1; Speed 3, Bonus 0 (2 when thrown)

Defense: Eirik wears buckskins and leather boots that provide him with 4 points of armor protection against normal attacks.

Appearance: Eirik stands 5'10" in height and is of rangy build weighing in at roughly 190 pounds. He wears buckskin pants and shirt, and leather boots protect him from his toes to his calves. Eirik is 29 years old, with reddish brown hair, and a fair complexion.

Demeanor: Eirik can read and write common, and is a reserved man who rarely smiles and says little. Although, when he does speak it is in a friendly and fair fashion. A farmer until three years ago, his farm was destroyed and his family killed during a raid from a rival nation (Olejan in the *Seas of Hazgar* campaign). He wandered aimlessly in the woods for several months, finally arriving in the local village where Arne spends his winters (Namrir in the *Seas of Hazgar* campaign). Arne took him in and offered him a job the following spring with his logging crew. Eirik is well respected by most of the men on the crew (especially Arne), who do not press him for conversation or the details of his past, although the demise of his family and home is known by all within the camp. Arne treats him like he is his father and will deal harshly with any avatar or NAC that he feels is treating Eirik improperly.

Eirik often spends his weekends in town relaxing by simply sleeping in his room at the inn, and so has saved much of his money. Eirik is ashamed of the fact that he has an innate dislike for Stanil, although he can not explain his reasons for these feelings. He gives Stanil a wide berth.

Equipment in Chest/Locker:

Eirik's Locker/Chest is secured with a large bronze padlock. Within it he keeps:

A small canvas drawstring satchel with $710 in mixed coins
Soap
Shaving gear
A spare woolen blanket
A golden ring set with a green beryl valued at $1200 (his wedding ring)
Spare clothing (deer/buckskin – 3 sets)
One set of fancy clothes (silk)
A leather coat (waist length) and wide-brimmed hat for inclement weather
A framed portrait of a young woman and child done in oil. (his dead wife and child)
Tinder box
Sewing kit
A prayer book (Byelobog – Otmansk pantheon)

Logger Camp NAC

Olav Snurre

H: 66 **P:** 40 **S:** 11

Abilities:

Physique:	73	***Hunt:***	31
Weapons:	62	***Rustic:***	26
Luck:	43	***Archery:***	20

Attack: 64 (plus weapon bonus) to hit, +7 Harm

Arms: ***Axe (chopping):*** 5-20 P Harm: Range 2; Speed 5; Bonus 5
Long Knife: 3-20 P Harm; Range 1; Speed 3, Bonus 0 (2 when thrown)

Defense: Olav wears heavy buckskins and leather boots that provide him with 6 points of armor protection against normal attacks.

Appearance: Olav stands 6'6" in height and is of powerful build weighing in at roughly 325 pounds. He wears black buckskin pants and shirt, and leather boots protect him from his toes to his knees. Olav is 23 years old, with dark brown hair, and a swarthy complexion. Many of the other loggers feel that Olav has some Oaf blood in his ancestry.

Demeanor: Olav is a lovable idiot with a friendly personality and a somewhat low IQ that loves to play darts. He is constantly looking for an opponent after sundown, although his low archery skill and enormous strength make the other residents of the bunk house quite nervous whenever someone agrees to play. Honest and simple as a child of six to seven years, Olav is still upset over the loss of his jeweled gloves that have been missing since last week. Vidar believes that they have been stolen, but Stanil has convinced Olav that they have merely been misplaced. The loss of the gloves has caused Olav to scar and bruise his hands a bit, as his muscle and sinew is stronger than his skin, and many of the logging crew find the loss of the gloves to be a serious matter as a result.

Equipment in Chest/Locker:

Olav's Locker/Chest is secured with a twisted piece of iron that he is able to unbend to open his locker, although the average person cannot (Check v.Physique Ability). Within it he keeps:

A leather purse with $400 in mixed coins
Soap
Shaving gear
A large spare woolen blanket
Spare clothing (brown buckskin – 3 sets)
One set of cotton clothes
1 pair extra boots, leather, ankle high
A leather coat (ankle length with hood) for inclement weather
Tinder box
Sewing kit
6 darts and a round target board.

Logger Camp NAC

Vidar Liefson

H: 55 **P:** 43 **S:** 13

Abilities:

Weapons:	64	***Stealth:***	36
Hunt:	52	***Unarmed Combat:***	29
Archery:	43	***Physique:***	20

Attack: 70 (plus weapon bonus) to hit, +2 Harm

Arms: ***Axe (chopping):*** 5-20 P Harm: Range 2; Speed 5; Bonus 5
Long Knife: 3-20 P Harm; Range 1; Speed 3, Bonus 0 (2 when thrown)
Hand/Belt Axe: 2-20 P Harm; Range 1; Speed 4, Bonus 10

Defense: Vidar wears a studded leather jerkin that provides him with 7 points of armor protection against normal attacks.

Appearance: Vidar stands 5'11" in height and is of muscular build weighing in at roughly 225 pounds. He wears heavy cotton pants and a leather shirt, and leather boots protect him from his toes to his knees. Vidar is 21 years old, with blond hair, and a ruddy complexion.

Demeanor: Vidar feels he is the best at everything, and though good natured, is a braggart. He pulls his weight with the others on the crew, however, and pays his bets when his mouth gets the better of him (and he challenges one of the more experienced loggers to a contest of some kind), so the other loggers put up with his bravado. He is also loyal to a fault, and considers all but Rahjid, John Black, and Stanil to be his buddies. He bears these three no ill will, but as they are new to the crew, he feels they have yet to earn his complete, unwavering loyalty. Vidar is also known to be quite handy with the ladies when the crew makes its way into town. There are often arguments over prowess between Vidar and Gunnar, although these have only once risen to the level of a challenge, and that was some time ago.

Equipment in Chest/Locker:

Vidar's Locker/ Chest is secured with a large bronze combination padlock. Within it he keeps:

A leather wallet with $110 in mixed coins
Soap
A large spare cotton blanket
A large canvas tarp
A mallet and four iron spikes
Two pair of pants
One set of cotton clothes
Tinder box
Short bow and 12 arrows
Canvas poncho

Logger Camp NAC

Harald Ulfrsen

H: 49 **P:** 45 **S:** 12

Abilities:

Weapons:	61	***Pantology:***	36
Hunt:	48	***Urbane:***	29
Archery:	43	***Divination:***	20

Attack: 65 (plus weapon bonus) to hit

Arms: ***Axe (chopping):*** 5-20 P Harm: Range 2; Speed 5; Bonus 5
Long Knife: 3-20 P Harm; Range 1; Speed 3, Bonus 0 (2 when thrown)
Knife (thrown): 1-20 P Harm; Range 50; Speed 2, Bonus 5

Defense: Harald wears a heavy cotton utility suit and leather gloves that provide him with 6 points of armor protection against normal attacks.

Appearance: Harald stands 5'9" in height and is of average build weighing in at roughly 195 pounds. He wears a green heavy cotton utility suit, and leather boots protect him from his toes to just above his ankles. Harald is 34 years old, with blond hair, and a tan complexion.

Demeanor: Mild mannered and a good listener, Harald's only vice is a love of drink which he imbibes in copious quantities whenever the crew makes its way into town. Harald has an agreement with Arne that his drinking will never impinge on his work, and so he never drinks in camp, but often has a hang-over after the crew stays in town to drop off the fruits of their labors. Harald is a confirmed bachelor, and winters in the local town. He is very honest, but also has a great sense of decorum and will say little about others unless he feels a matter of honor is at stake.

Equipment in Chest/Locker:

Harald's Locker/ Chest is secured with a large bronze padlock. Within it he keeps:

A cloth money belt with $260 in mixed coins
Soap
A large spare cotton blanket
A large cotton towel
Two spare utility suits
Tinder box
A bandolier with (6) throwing knives
Canvas poncho
A silver ring worth $60
A silver neck chain worth $125

Logger Camp NAC

Magnus Morton *Noble, 8th Rank*

H: 55 **P:** 43 **S:** 13

Abilities:

Chivalry:	61	***Hunt:***	45
Weapons:	54	***Evaluation:***	28
Physique:	34	***Ranging:***	20

Attack: 66 (plus weapon bonus) to hit, +3 Harm

Arms: Axe (chopping): 5-20 P Harm: Range 2; Speed 5; Bonus 5
Long Knife: 3-20 P Harm; Range 1; Speed 3, Bonus 0
Long Sword: 4-20 P Harm; Range 3; Speed 4, Bonus 10

Defense: Magnus wears a leather chest protector and chaps that provide him with 6 points of armor protection against normal attacks.

Appearance: Magnus stands 5'10" in height and is of muscular build weighing in at roughly 235 pounds. He wears heavy cotton pants and a cotton shirt covered by a leather chest protector, long leather gloves, and leather boots which protect him from his toes to his knees. Magnus is 19 years old, with jet black hair, chiseled features, and a pale complexion.

Demeanor: Magnus is the son of a Ksarvinian woman and Duke Osol of Osolivo, Tygeoumi. Raised in the royal courts, Magnus evidently failed his lessons in court etiquette and decorum as one day just after his 17th birthday he mentioned to a rather pretty girl that he might one day be Duke. A drugged meal followed, and young Magnus found himself on a deserted shore with little but the clothes on his back and a leather wallet. Initially bent on revenge, Magnus' attitude softened when he discovered that the purse contained a rather sizable pension and a letter of sincere regret from the Duke… and his mother. Magnus traveled north on the money until it ran low, and then decided to try his hand at logging with Arne's crew. Not much older, but considerably wiser, Magnus now hopes to rebuild his fortunes and eventually become a merchant. He is thoughtful, humorous, and well educated. Magnus treats others as equals, and is well-liked amongst the crew. He recently had a golden neck chain with a gold medallion depicting his family's crest engraved upon it stolen, and while he has made it known that he is seeking the thief, he has yet to accuse anyone.

Equipment in Chest/Locker:

Magnus Locker/ Chest is secured with an iron padlock. Within it he keeps:

A leather wallet with $730 in mixed coins
Soap
Perfumed balm
Shaving kit
A canvas tent
A mallet and eight iron spikes
Two pair of cotton pants
Three cotton shirts
Tinder box
Spit and cooking gear
Leather backpack
Woolen cloak with hood (fine quality)
Spare shoes of fine quality

Logger Camp NAC

Hakon Tryggr

H: 47 **P:** 48 **S:** 15

Abilities:

Stealth:	78	***Stealing:***	45
Pretense:	61	***Evaluation:***	28
Weapons:	54	***Urbane:***	20

Attack: 54 (plus weapon bonus) to hit

Arms: ***Axe (chopping):*** 5-20 P Harm: Range 2; Speed 5; Bonus 5
Long Knife: 3-20 P Harm + 21-25 VT; Range 1; Speed 3, Bonus 0
Long Sword: 4-20 P Harm; Range 3; Speed 4, Bonus 10

Defense: Hakon wears full leather armor that he has tailored to appear to be more colloquial and rustic. This armor provides him with 8 points of armor protection against normal attacks.

Appearance: Hakon stands 5'7" in height and is of wiry build. He weighs a scant 165 pounds, but his skill with an axe makes up for his lack of mass. He wears leather pants, shirt, and gloves, and leather boots protect him to his knees. Hakon is 35 years old, with dirty black hair, soft facial features, and a pale complexion.

Demeanor: Hakon stumbled upon Arne's logging camp while running from the servant's of a magistrate in a town several days hard riding from the camp. His horse, exhausted, died, leaving him with few options. Hakon is a flattering devil, and managed to wheedle his way into the logging crew in late spring (about 10 weeks ago). His is close-lipped, offering few opinions, but will proffer hollow compliments to his fellow workers at every opportunity. The rest of the crew, with the exception of Stanil, (who completely distrusts the man), find him strange but capable of doing his share of the work. They accept his compliments with grace, but rarely include him in their debates on philosophy, politics, or women.

Hakon is responsible for the thefts in camp, and has in fact sequestered the items within a hidden compartment he has created in one of the lumber wagons. If discovered he will at first deny any wrongdoing, and then flee if trapped. Hakon hopes to conceal his crimes until they reach town (Namrir in the Seas of Hazgar campaign) where he hopes to pawn the goods, purchase a steed, and flee farther to the west before he is discovered by those searching for him. In the meanwhile, Hakon hopes to sow the seeds of distrust amongst his fellow loggers, thus obviating any suspicions that might fall upon him.

Equipment in Chest/Locker:

Hakon's Locker/ Chest is secured with an intricate iron padlock (-10% to pick). Within it he keeps

A leather wallet with $166 in mixed coins
Soap
Small pot of grease
Small vial of poison
Actors makeup and case
Two pair of black leather pants
Three leather shirts
Tinder box
Lock-picking tools
Leather backpack
Black woolen cloak with hood (fine quality)
Leather moccasins (soft)
A small vial of acid
A small sealed steel box containing powdered black lotus (sleeping draught)
Long sword in black leather sheath

Logger Camp NAC

Rahjid Lamar *(Rahjid the Razor)*

H: 54 **P:** 47 **S:** 13

Abilities:

Waterfaring:	73	***Stealing:***	43
Weapons:	66	***Urbane:***	34
Archery:	52	***Luck:***	23

Attack: 71 (plus weapon bonus) to hit

Arms: ***Axe (chopping):*** 5-20 P Harm: Range 2; Speed 5; Bonus 5
Long Knife: 3-20 P Harm + 21-25 VT; Range 1 (30 if thrown); Speed 3, Bonus 0 (4 if thrown)
Cutlass: 4-20 P Harm; Range 3; Speed 4, Bonus 10

Defense: Rahjid wears a shirt of ring mail that extends to just past his waist. This armor provides him with 7 points of armor protection against normal attacks.

Appearance: Rahjid is short but powerful, standing 5'6" in height and weighing 185 pounds. He dresses in a padded cotton shirt and leather pants , with his ring mail worn as an over-shirt and cinched about his middle with a black leather belt. He also wears calf-high leather boots. Rahjid is 31 years old, with long black hair, and intense gray eyes that stare forth from a face seamed with dueling scars.

Demeanor: Rahjid is skilled with weapons of all kinds, and the axe is no exception, and so he was able to easily gain employment with Arne two years ago. He jokes regularly, and in ribald fashion, but will speak but little of his past. Rahjid is an ex-pirate that is searching for the captain he loyally served, one Captain Raven, a woman. He came looking in this area two years ago as he had gained information that the raven-haired captain was headed in this direction, but has yet to discover her whereabouts. Rahjid is well-liked by the rest of the crew if not completely trusted (due to his reluctance to discuss his past). The other loggers will comment that he spends much of his time in town asking after information concerning a dark-haired beauty he refers to as "Raven". He will, of course, ask any avatars concerning information about dark-haired woman, although he will do so quite carefully as both he (to a lesser extent) and his former captain are wanted by agents of a foreign government (Olejan in the *Seas of Hazgar* campaign) for acts of piracy (see Stanil Weider below). He knows John Black as a former crewmate, and will occasionally be seen speaking privately with him in a furtive manner.

Rahjid recently had a silver ring depicting a skull with diamond eyes (approximate value $1850), the symbol of his old pirate crewmates, stolen from his personal belongings. He plans to discover the identity of the thief and retrieve the ring, but on his own terms. He currently suspects Stanil, but has no basis to press this claim and so is biding his time.

Should Rahjid discover the whereabouts of his former captain, he plans to warn her that agents of the law are closing in, and to help her escape their grasp.

Equipment in Chest/Locker:

Rahjid's Locker/ Chest is secured with an iron padlock . Within it he keeps:

A leather money belt with $285 in mixed coins;
A bottle of strong scent;
A small leather pouch filled with multi-colored glass hair beads;
A small brass compass;
A small brass spyglass (6X telescopic);
Two pair of black leather pants
Three padded cotton shirts
1 silk shirt
Tinder box
Black woolen cloak with hood (fine quality)
1 pair black leather hip boots
A polished steel cutlass
Whetstone
Leather backpack
Lock-picking tools

Logger Camp NAC

John Black *(Blackhearted John)*

H: 58 **P:** 44 **S:** 14

Abilities:

Waterfaring:	71	***Pretense:***	47
Weapons:	68	***Evaluation:***	36
Stealing:	60	***Urbane:***	27

Attack: 68 (plus weapon bonus) to hit

Arms: ***Axe (chopping):*** 5-20 P Harm: Range 2; Speed 5; Bonus 5
Long Knife: 3-20 P Harm + 21-25 VT; Range 1 (30 if thrown); Speed 3, Bonus 0 (4 if thrown)
Rapier: 3-20 P Harm; Range 4; Speed 3, Bonus 20

Defense: John wears leather garments that are supple (not armor) and a Shielding Ring (20%/2 Opponents) that provide him with a combined protection of 11 points of armor protection against normal attacks from up to two opponents at once, and 7 points of armor protection against any further opponents in the same combat.

Appearance: John is tall and athletic, standing 5'10" in height and weighing 225 pounds. He dresses in a leather shirt and pants, and wears a silver ring depicting a skull with diamond eyes on his left hand. He also wears calf-high leather boots. John is 37 years old, bald with a black beard, and has a soft-featured baby face that invites trust.

Demeanor: A former pirate and crewmate of Rahjid's, John is a habitual liar to all that are not members of a (maritime) crew on which he is serving. John feels that 'landlubbers' are beneath his contempt, and so will tell them exactly what he feels they need to hear, making good use of his Pretense Ability. The other crewmembers, with the exception of Rahjid, find him to be a flatterer and distance themselves from him to some extent, although many would call him friend if asked.

John also wants to discover the whereabouts of his former captain (the woman known as Captain Raven) and is using his former crewmate, Rahjid, to help him do so. John hopes to locate the captain, and then turn her in to the authorities for the reward, which is sizable. This will of course earn the undying enmity of Rahjid, but John feels more than capable of handling that situation when it arises.

Equipment in Chest/Locker:

John's Locker/ Chest is secured with an iron padlock . Within it he keeps:

A leather money belt with $63 in mixed coins
Scented soap
Two pair of black leather pants
Two leather shirts
Tinder box
Lock-picking tools
Leather backpack
Black woolen cloak with hood (fine quality)
1 pair black leather hip boots
A polished steel rapier with scabbard
Whetstone

Logger Camp NAC

Stanil Weider

H: 51 **P:** 49 **S:** 14

Abilities:

Tricks:	71	***Weapons:***	45
Stealth:	64	***Pretense:***	39
Scrutiny:	56	***Urbane:***	27

Attack: 68 (plus weapon bonus) to hit

Arms: ***Axe (chopping):*** 5-20 P Harm: Range 2; Speed 5; Bonus 5
Long Knife: 3-20 P Harm + 21-25 VT; Range 1 (30 if thrown); Speed 3, Bonus 0 (4 if thrown)
Rapier: 3-20 P Harm; Range 4; Speed 3, Bonus 20

Defense: Stanil wears a cotton utility suit that provides him 5 points of armor protection against normal attacks

Appearance: Stanil is swarthy and of average height and build, but with an intelligent and thoughtful look. He dresses in a cotton utility suit, and calf-high leather boots. Stanil is 30 years old, with brown curling hair, and has a chiseled and intelligent face that invites trust.

Demeanor: Stanil is an agent for a foreign government (Olejan in the *Seas of Hazgar* campaign) sent here on the trail of the wanted criminal, Captain Raven, that Rahjid and John Black once served. He is friendly, but asks a lot of questions, and is tight-lipped concerning his origins and past. He is free with his money in town, and will often encourage those that frequent its pubs to drink as much as they want… so long as they will agree to amuse him with their 'banter'. Stanil is fairly certain that Rahjid and John are two of the criminals on his list, but hopes to bide his time and have them lead him to the elusive Captain Raven. Stanil has been with the logging crew only this season, and although he is well-liked due to his generosity in town, few of the other men fully trust him. Stanil has also given orders to help prepare for an allied attack on the local town (Namrir in the *Seas of Hazgar* campaign), but he has no further information than this and has been told to expect a visit from other agents with instructions on how to proceed in this regard.

Equipment in Chest/Locker:

Stanil's Locker/ Chest is secured with an iron padlock. Within it he keeps:

A leather money belt with $981 in mixed coins, and a compartment with $4500 in small rubies

Two spare cotton utility suits;
Black woolen cloak with hood (fine quality);
Soft leather moccasins;
1 pair black leather knee-length boots;
Small jar of grease;
4 small iron caltrops;
Tinder box
Lock-picking tools
Leather backpack
Small spool of fine wire (50 feet, 100# test)
Two iron pitons with eye
Broadsword

Small glass vial with one dose ingestive poison (VT of 55-60 and incapacitation for one day if not fatal)
Small vial of virulent contact poison (VT of 25-30 Harm per measure, vial contains 4 measures)
Small wooden box of powdered poison antidote

Iron sealing ring with the blazon of a foreign government (Olejan in the *Seas of Hazgar* campaign)
Rolled parchment with the description of someone called "Captain Raven", a female ex-pirate.

A ceramic jar filled with 6 doses of **Nymord's Mystifying Makeup** (***Lejend Master's Lore*** *page#74*)
A **Pit Pit** (***Lejend Master's Lore*** *page#76*)
An **Eye of Hawks** in a small leather case Makeup (***Lejend Master's Lore*** *page#56*)

LEJEND MASTER ADVENTURE SEEDS

Many expansions of the material provided are possible, and are left to the discretion of the Lejend Master crafting a tale for his players. A few ideas are here suggested for the benefit of the Lejend Master.

- Stanil knows his contact, Ernst, but dies not as yet know that he is in the area. Ernst's job is to coordinate an attack on the local town and surrounding farms and encampments using the local Dunnies and other notorious Alfar local inhabitants as well as a contingent of standard troops that will arrive at his location near the end of summer.
- Rahjid, or Rahjid and John Black may discover that their old pirate captain is masquerading as a trapper to the north. Conversely, their captain may decide to clandestinely contact them having learned of their logging jobs from sources in a nearby town. The Lejend Master may further decide that this creates a rather potent dynamic as Stanil gets wind of it, John Black decides tio profit by it, and the many guises of these NACs are removed.
- The theft situation in the camp has about reached its boiling point, and the avatars will be obvious targets as they are new to the camp, but will also be alibied by their absence at the time of the thefts. A single further theft could cause any number of Challenges, accusations or even all-out chaos within the camp.
- A renegade faction from Tygeoumi may decide to contact Magnus and convince him to return home and claim his birthright (Dukedom).
- Even a simple careless mistake or un-cautious word might lead to an incident involving a Challenge between one of your player's avatars and one the logging camp's NACs. This, of course would be merely the start of the adventure if the logger were injured sufficiently to put Arne's operation at risk…

The avatars may arrive to join the crew, stumble upon them and be invited to join the loggers for supper, or any number of other introductory scenarios, all at the discretion of the Lejend Master. Remember, however, that the loggers already have a reasonably complicated social interaction, and that any new ideas or inquiries could easily upset the delicate balance of the Logger's Camp.

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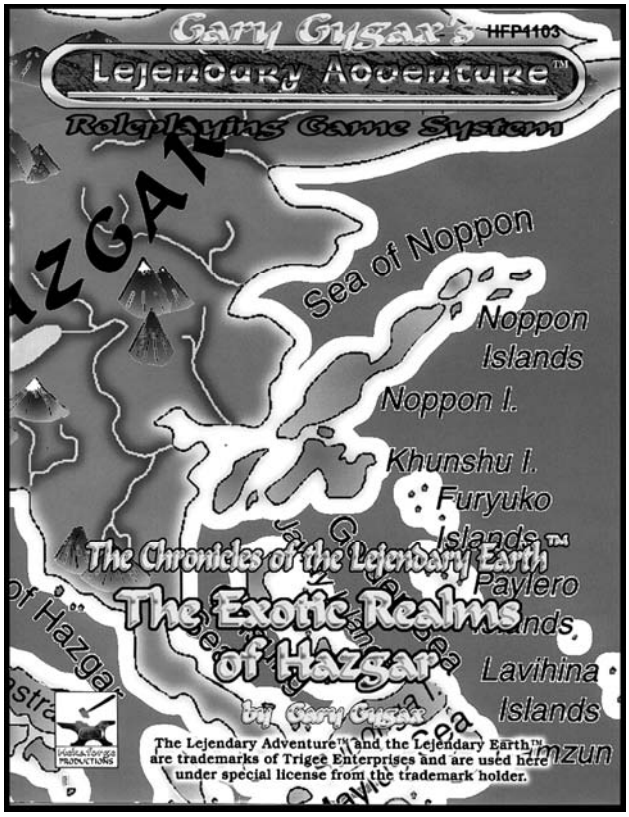
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