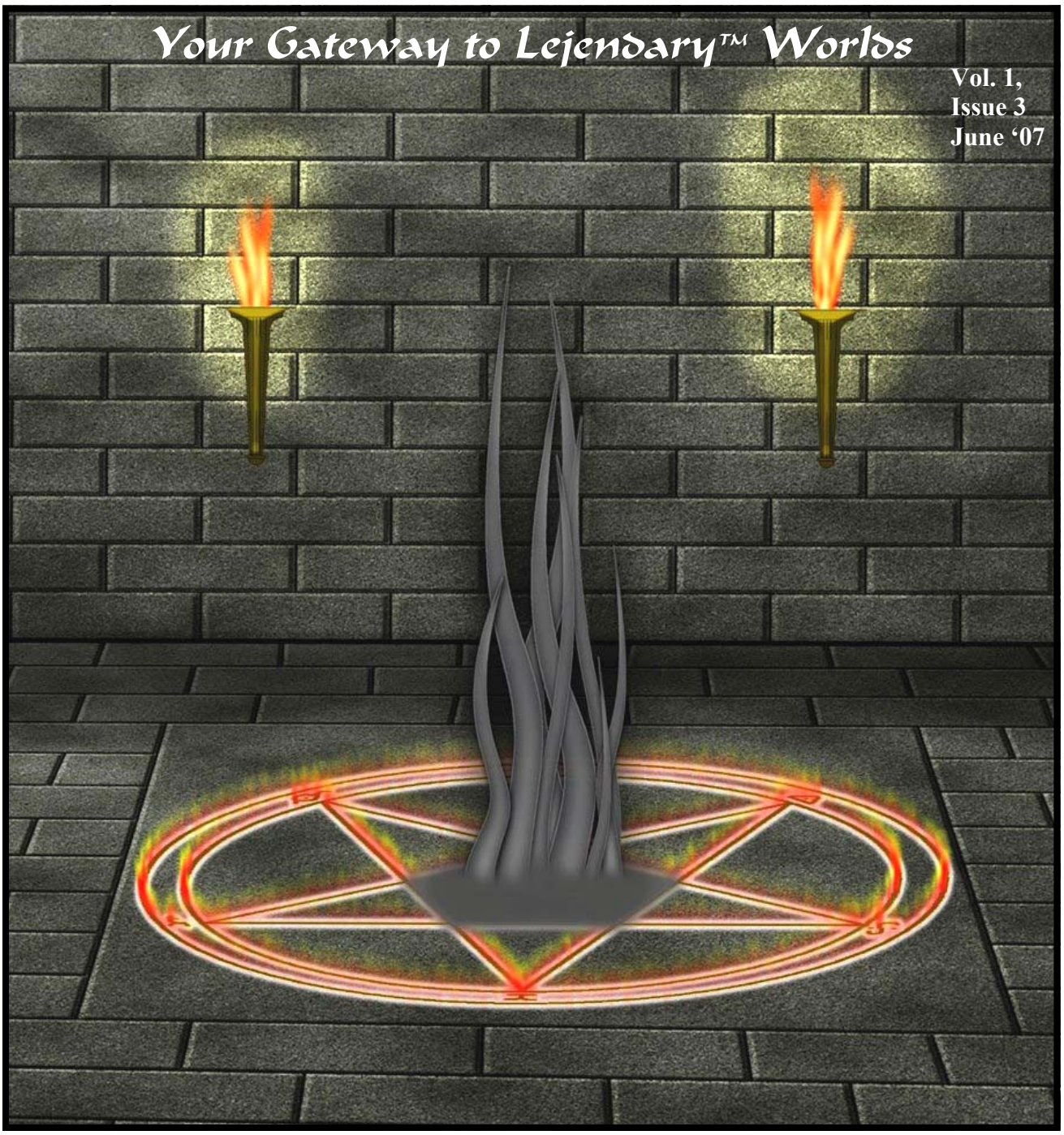
The PORTAL



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It is hoped that **THE PORTAL Magazine** will be published bi-monthly, and we will strive to meet this goal with permission from TriGee Enterprises Company. *Lejendary Adventure, Lejendary Earth, Lejendary AsteRogues, Lejendary Elder Worlds, LA, LE, LAR* and related terms are Trademarks owned by TriGee Enterprises Company. All rights reserved. Unless noted otherwise, all material herein is copyright © Trigee Enterprises Company. All rights reserved. Any material previously published is reprinted herein with the express permission of Trigee Enterprises.

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portal_ezine@hotmail.com

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THE SCRIVENER'S JOURNAL

Greetings from **The Portal**!

Attack of The Killer Gremlins

Whew!! I can't believe we made it… Bet you can't either :-) Seems like every gremlin across the land gathered to exercise their powers of mayhem for this issue. If there was a difficulty you can think of, we probably experienced it. Computer troubles... time-stealers... articles pulled, switched, or rearranged & redone for various reasons… you name it. But here we are. *Issue 3* has been finished and I *do* hope you find that it was worth the wait. There is much to be found within these pages to make your legendary adventures that much more exciting.

In This Issue

For starters, to celebrate the near release of Gary Gygax's ***Lejendary Pantheons***, being published by Troll Lord Games, Gary was kind enough to let us tease you with a small portion of it. Check out *The Hand of Heka* to see what I'm talking about here.

Next up on the block, we pick up where Chris Clark left off in *Issue 2*, by taking a deeper look into the lands of the Grand Duchy of Ksarvina and the kinds of adventure one might be able to experience there. Yes, the first part is a reprint, but this is for the benefit of those readers who have yet to pick up the sourcebooks available for the Lejendary Earth milieu. Maybe seeing a small snippet will entice more adventurers to cross the world boundaries and join us in this land of might and magic. The second part will hopefully prove more useful, or entertaining at the least, as we consider 27+ adventure ideas for carousing in the lands of the North-men..

A look at expanding the role of diviners in the world (unofficially of course) is also presented, along with a few items of extraordinary nature to aid them.

Then, without further fanfare, we have new creatures (some from Slavic mythology) that one can spring on the players, including one not-so-nice deity from the Otmansk underworld, more treasures to adventure for (or against), and an old adventure scenario that is well worth looking into again as it can provide several springboards for even more excitement down the line.

Then, at the end of this issue, we offer you some "*Tools of the Trade*", a new column providing tidbits & items meant to be helpful for the hardworking Lejend Master. In the case of this issue, it's *mapping paper*! Never buy it again… And if you're the type of person who likes to draw their maps on computer (sans any of the more popular cartography software), we have uploaded map images in .GIF format to **THE PORTAL**'s website that you are free to download and use as you wish. With these in hand you can open Windows Paint, or whatever image editor you prefer, and 'go to town' with them. The download page is here:

http://www.freewebtown.com/the_portal/tools.html

Hopes For The Future

In closing, I would like to thank you again for your patience while waiting for this issue's arrival. We'll try like hell not to let that happen again… And to those who were kind enough to make offers to help, Thank You too. The biggest hurdle that we (and probably most any other magazine, free or otherwise) could use help with is in submissions. It's great to have a periodical such as this to look forward to, but submissions drive the magazine forward just as much as the reader base provides the motivation to have it. If there's nothing to read, then what's the point?

There are a lot of LA players out there and we're hoping that there are also more than just a mere handful of people that have something to share with everyone else, if for no other reason than for the love of the game… So, if you've got something you'd like to share, or considered sharing, with the rest of the community, then by all means, we'd love to hear from you.

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

THE HAND OF HEKA

Lejendary Lore from the Master Himself

The people of Lejendary Earth™ are no strangers to the fantastic as they often bear witness to magical wonders throughout their lives. So too, beings of God-like power can sometimes be encountered or interacted with, though woe to the person who runs afoul of , or at cross purposes to, one of these beings... What follows is information that will prove useful to the Lejend Master for devising pantheons of their own, or for creating a list of powerful (evil?) netherbeings to test the mettle of overconfident adventurers.

This information will also be appearing in the upcoming ***LEJENDARY PANTHEONS****, by Gary Gygax, to be released soon by Troll Lord Games, so be on the lookout for it!*

Statistical Guidelines for DEITIES and Other Powerful NETHERBEINGS

by Gary Gygax

Deity Rank	Lower Median for Statistics*					Various Abilities
	Health	Precision	Speed	Armor**	AEPs***	
15th	90	90	16	10/5	90	A
14th	95	95	17	11/6	100	A
13th	100	100	18	12/7	110	A
12th	110	105	19	14/8	120	A
11th	120	110	20	15/9	130	A
10th	135	120	22	17/11	210	B
9th	150	125	23	19/12	220	B
8th	165	130	24	21/13	230	B
7th	200	140	26	23/15	320	C
6th	250	150	27	26/16	350	C
5th	300	165	30	30/18	450	D
4th	375	190	33	35/20	550	D
3rd	500	235	38	41/25	750	E
2nd	750	275	45	50/30	1,300	F
1st	1,000	350	50	60/35	2,000	G

*****Unless otherwise shown, use these as a general guideline.

******Entirely unaffected by normal weapons and attacks. First number protection versus preternatural energy, second number versus supernatural energy, as number of harm points absorbed without affecting individual Health or Free Will.

*******Base, and with a variable d30 points added by type/individual for 15th through 11th Rank, variable 3d10 points for 10th through 8th Rank, variable 5d10 points for 7th and 6th Rank, variable 5d20 points for 5th and 4th Rank, variable 5d30 points for 3rd rank, and variable 5d% for 2nd and 1st Rank.

ABILITIES - *Descriptions follow on the next page...*

Deity Ability Explanations

A

Normal and Extraordinary human Abilities in accordance with the nature of the entity in question, at score range of circa 91 to 120 (90 + d30). Capacity in Extraordinary Abilities is c. 75% of all possible activations available to the type or individual. Very minor wish fulfillment capacity might be possessed above 13th Rank. Possibly able to summon others akin to it for assistance in time of crisis. Deities of this sort can be destroyed by humans using Extraordinary means, and thus they are mortal; some are likely of limited existence otherwise and thus also non-eternal as well. They will, of course, generally dematerialize and escape death rather than mindlessly remain to be slain if such option is possible.

B

Normal and Extraordinary human Abilities in accordance with the nature of the entity in question, at score range of 111 to 150. Capacity in Extraordinary Abilities is c. 90% of all possible activations possible to the individual. Very minor wish fulfillment capacity is, and minor wish fulfillment possibly, possessed. Likely able to summon others of lesser Rank, and possibly of like Rank, akin to it for assistance in time of crisis. Deities of this sort are basically eternal in that they can be truly harmed only by deities of 5th or greater Rank, or on their own plane by deities of their own sort or higher in capacity. If otherwise "slain" such an entity will simply be sent in spirit form to its own dimensional matrix.

Ability use at this level can not fail, and a result of 100 (00) on d% means nothing. Recovery of Activation Energy Points is at twice Speed Base Rating.

C

Normal and Extraordinary human Abilities in accordance with the nature of the entity in question, at score range of 141 to 180. Capacity in Extraordinary Abilities is 100% of all activations possible for the individual. Minor wish fulfillment capacity is possessed. Very likely able to summon others of lesser Rank, and possibly of like Rank, akin to it for assistance in time of crisis. Deities of this sort are eternal, they can be truly harmed only by deities of 3rd or greater Rank, or on their own plane by deities of their own sort or higher in capacity. If otherwise "slain" such an entity will simply be sent in spirit form to its own dimensional matrix.

Ability use at this level can not fail, and a result of 100 (00) on d% means nothing. Recovery of Activation Energy Points is at three times Speed Base Rating.

D

Normal and Extraordinary human Abilities in accordance with nature at score range of 171 to 220. Capacity in Extraordinary Abilities is 100% of all activations possible for the individual, plus special deital activations (strong to extreme ++) according to the nature of the entity. Minor wish fulfillment capacity is, and major wish fulfillment might be, possessed. Able to summon others of least Rank, likely able to summon others of lesser rank, and possibly of like Rank, akin to it for assistance in time of crisis. Deities of this sort are basically immortal in that they can be truly harmed only by deities of 3rd or greater Rank on their own plane. If so "slain" such an entity will simply be sent in spirit form to its own dimensional matrix, but such causes the entity to actually lose a rank. This may or may not be regained according to the will of a 1st Rank deity of its pantheon and/or the active honoring of the deity by followers.

Ability use at this level can not fail, and a result of 100 (00) on d% means nothing. Recovery of Activation Energy Points is at five times Speed Base Rating.

E

Normal and Extraordinary human Abilities in accordance with nature at score range of 210 to 300. Capacity in Extraordinary Abilities is 100% of all possible, plus specials according to nature (good to extreme +++). Major wish fulfillment capacity is possessed. Able to command deital minions (15th to 8th Rank) to its presence, and most likely able to summon others akin to it for assistance in time of crisis. Deities of this sort are immortal in that they can be not be permanently harmed by other deities. If defeated such an entity will simply be sent in spirit form to its own dimensional matrix, but such causes the entity to actually lose a rank. This may or may not be regained according to the will of a 1st Rank deity of its pantheon and/or the active honoring of the deity by followers.

Ability use at this level can not fail, and a result of 100 (00) on d% means nothing. Recovery of Activation Energy Points is at 10 times Speed Base Rating.

F

Normal and Extraordinary human Abilities in accordance with nature at score range of 310 to 400. Capacity in Extraordinary Abilities is 100% of all possible, plus specials according to nature (low moderate to extreme ++++). Able to command deital minions

(15th to 6th Rank) to its presence, and most likely able to summon others akin to it for assistance in time of crisis. Deities of this sort are immortal in that they can be not be harmed by other deities, assailed effectively only by deities of 3rd or greater rank. If defeated such an entity will simply be sent in spirit form to its own dimensional matrix, but such causes the entity to actually lose a rank. This may or may not be regained according to the will of a 1st Rank deity of its pantheon and/or the active honoring of the deity by followers.

Ability use at this level can not fail, and a result of 100 (00) on d% means nothing. Recovery of Activation Energy Points is at 15 times Speed Base Rating.

G

Normal and Extraordinary human Abilities in accordance with nature at score range of 410 to 500. Capacity in Extraordinary Abilities is 100% of all possible, plus specials according to nature (very minimal to extreme +++++). Major wish fulfillment capacity is possessed. Able to command deital minions (15th to 4th Rank) to its presence, and most likely able to summon others akin to it for assistance in time of crisis. Deities of this sort are immortal in that they can be not be harmed by other deities, assailed effectively only by deities of 2nd or greater rank. If defeated such an entity will simply be sent in spirit form to its own dimensional matrix, but such causes the entity to actually lose a rank. This may or may not be regained according to the will of two or more 1st Rank deities of its pantheon and/or the prolonged active honoring of the deity by followers.

Ability use at this level can not fail, and a result of 100 (00) on d% means nothing. Recovery of Activation Energy Points is at 20 times Speed Base Rating.

Additional Information Regarding Encounters with Powerful Netherbeings

Demons, Deital

(Spirit Creature of the Nether Dimensions):

The following applies to all deital demons (as well as devils, fiends, onis, serpents, and other terrifying nether creatures).

Whenever any Avatar actually sees a type of demon heretofore unseen, the Avatar must make a check against five times Speed Base Rating each time. Avatars succeeding will then not be threatened with becoming deranged by the horror. Each success allows a bonus of -7 on dice rolls when further demons or evil deities of the same pantheon are seen.

Evil deities of 7th or greater Rank require a check against four times Speed Base Rating to avoid insanity. Whenever a check is failed, the Avatar becomes deranged. There is a 25% chance of becoming a mad fugitive who shuns all contact, running off to dwell alone in the wilderness. There is also a 25% chance of becoming a frenzied maniac, who attacks his or her fellows viciously with weapons, hands, feet, teeth, etc. There is a 25% chance for becoming a gibbering wreck, who falls into a fetal position and howls or weeps when threatened. Finally, there is a 25% chance for becoming a demented murderer, a pawn and tool of the demon who caused the loss of sanity. In this case the unfortunate Avatar will seem to have withstood the horror; however, at some critical juncture in the future, they will assail former colleagues and/or commit suicide.

A theurgist can remove the dementia through ***Dismiss Influence*** Power, if this is done within seven ABs of the onset of the madness. A ***Heal*** Power will remove the madness if activated upon the victim within seven minutes after its onset. A ***Save from Evil*** or a ***Restore Body*** Rite will remove the insanity if this is performed within seven days of the onset. If left untreated beyond seven days, the dementia is permanent.

A demented individual who witnesses the destruction (in physical form) of a netherbeing of the sort that brought on his or her insanity, if such an event occurs within 7 ABCs after the infliction, must then make a second check at -14 on a roll against five times Speed Base Rating. (In the case of a deity, of course, the roll should be against four times the Speed BR.) Success indicates automatic curing of the dementia.

THE SCENIC ROUTE

The Lejendary Earth™ (Learth™) is a large place, filled with a wide range of societies and cultures. Here we present for the adventurous traveler but a single nation of Northern Varan that may afford plenty of opportunities for fame, glory, and fortune…

Included after is a list of adventure "seeds", or ideas, that the Lejend Master may use to challenge and/or entertain players & Avatars alike.

From the ***Lejendary Earth Gazetteer, and:***

NOBLE KINGS AND DARK LANDS

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Ksarvina:
Vert, a Bordure Gules Fimbriated Or, an Eagle's Leg Erased a la Cuisse Equipped with an Axe.

The Grand Duchy of KSARVINA



Grand Duke Vitally III:
Murrey, a Pall Inverted Argent, an Armet Helm Affronty Or.

Ksarvina, Grand Duchy of:

This state is located in the far north, in the woodlands of the Sibrul Forest along the shores of the Gymeer Sea. It is territorially large and poor in population; for those reasons, as well as because of its location, it is only a minor factor in the affairs of Varan. The ruler is the warlike and scheming Grand Duke Vitally III.

The heritage of the Ksarvinians is one of raiding and petty warfare, although it has been centuries since one tribe arose from these warring factions to become rulers over what has become Ksarvina. Raiding of neighboring settlements is still a tradition amongst these people, although rarely practiced in the contemporary era, and certainly a far cry from the brutal attacks of bygone centuries. Still, legends of the terror of the ancient Ksarvinians persist throughout the nations of the Gymeer.

But for the lack of a strong navy, all of the nations of the Gymeer would still live in terror of the raiding Ksarvinians.

Cities of Ksarvina:

Dnokorog: Population: 25,000

Known for its many small fishing vessels, low-walled Dnokorog is located on the Gymeer Sea at the eastern border of Ksarvina. Trappers and prospectors also frequent this city, using it as a trading and revictualing post.

Ksarvinsk: * Population: 40,000

The fortified capital of Ksarvina, the city of Ksarvinsk also enjoys the mildest climate of this northern nation. Located at the tip of small sheltered peninsula, Ksarvinsk has done its best to adopt the trappings of culture and an aristocracy, and the community's small but growing merchant class has replaced the original Ksarvinian raiders based here.

Olun: Population: 30,000

The 'least civilized' of Ksarvina's major population centers, the walled port of Olun is located at the western border of Ksarvina on the coast of the

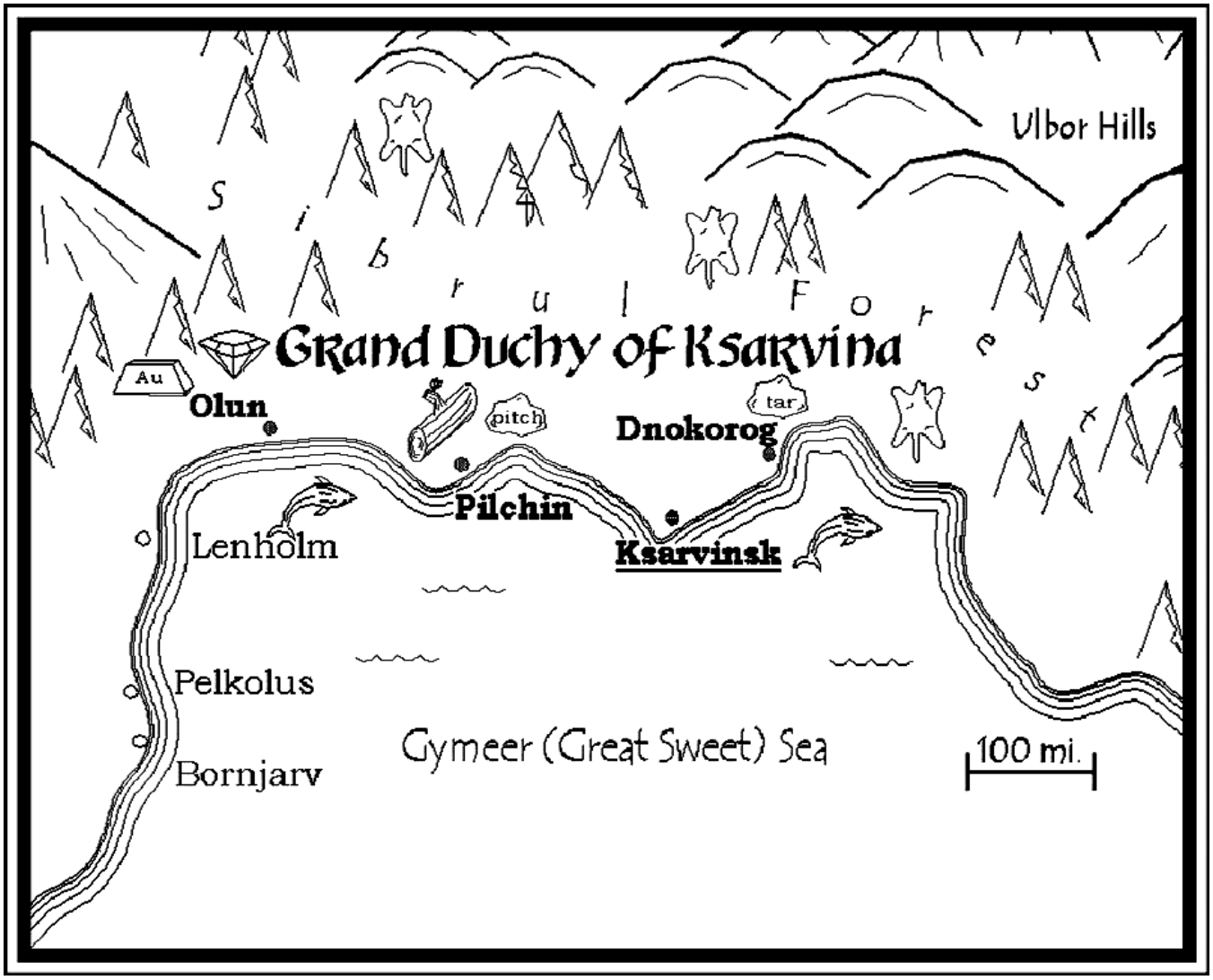
Gymeer Sea. Infrequent raids by sea on villages to the nations both east and west of Ksarvina have given this city a bad reputation amongst those not of Ksarvinian origin, but have also brought welcomed plunder and slaves to the city.

Pilchin: Population: 27,500

The fortified port of Pilchin, also located on the shores of the Gymeer about half way between the capital and the piratical city of Olun, was once a great shipyard in centuries past. The designs of the tar and clinker-built sailing ships once produced there are now sadly out-of-date, however, and Pilchin instead garners much of its income from the production of tar and pitch, and the amber it trades with nations to the south.

Rumors and Legends

It is rumored that Grand Duke Vitally III has his eye on the Osklies to the south, and that, although





beyond his personal power, he bargains with the Duchy of Shalmet and Gothonland to gain control of these Islands.

Legends tell of an ancient ring that was once owned by the ruling house of Ksarvina, a ring that would unerringly lead its possessor to the gold hidden within the Ulbor Hills. The ring was supposedly lost during a Hobgoblin raid many years ago, and it has remained hidden ever since. Should the ring be recovered, it is said that the wealth of Ksarvina will increase a hundredfold, and it will rule the Gymeer Sea.

Associations, Guilds, Secret Societies, Subcultures:

Assassins' Guild
Enchanters' Guild
Explorers' Society
Geourges' Guild
Necrourges' Guild
Slaver's League
Sorcerers' Guild
Thieves' Guild

bandits
foreign quarter
humanoid groups
roving outlaws
wandering entertainers
warlocks' and witches' covens
wild tribesmen

NATIONAL DATA

AREA: c. 200,000 square miles.
POPULATION: 1,000,000
GOVERNMENT: Despotic Palatine Principality
DEITAL BIAS: Otmansk

WEALTH and COMMERCE*:

furs - 9	tar and pitch - 5	slaves - 2
amber - 8	fish - 4	
lumber - 5	gold - 3	

*****Numbers after each commodity represent the relative economic importance to the Nation-State.*

ARMED FORCES:

c. 6% population, 1% regular (20% mounted)

Mounted:

light cavalry	light horse archers

Foot:

medium infantry	skirmish infantry
irregular infantry	engineers
pioneers and sappers	artillerists
medium archers	light crossbowmen
light archers	

Seaborne:

naval artillerists	light naval archers
light naval assault forces	

Major Terrain Features of Ksarvina

The Grand Duchy is bordered on all sides by terrain of grand (or notable) size that is also part of the territory known as "Northern Varan". Provided below are the descriptions of each, as spelled out in ***The Chronicles of the Lejendary Earth Gazetteer*** and its companion volume ***Noble Kings and Dark Lands***, these being Northern Varan, the Gymeer Sea, the Joterburg Mountains, the Sibrul Forest, and the Ulbor Hills.

Northern Varan:

C. 1,900,00 square miles. That portion of the continent lying above the Gulf of Smarogen in the Gymeer Sea, extending eastwards around the northern end of the Gymeer to the eastern slopes of the Ulbor Hills….. ….. Although small portions of this territory are claimed by the Kingdom of Olejan in the south, and the Grand Duchy of Ksarvina in the north, it is for the most part unclaimed territory and wilderness.

Mountains and dense woodlands cover the majority of this region, and the winters here are both long and cold. Sparsely populated, little is known about the area, although it is said that several Alfar races have settlements here. It is known to be a dangerous area in which to travel as fell beasts prefer its unpopulated forest and mountain slopes and valleys. An old legend speaks of the Vale of Gloom, a hidden recess wherein an ancient race lies sleeping. According to certain dark prophecies whispered by Ksarvinian tribal enspellers, these "dark men" will one day arise from this hidden realm and bring about a

permanent winter.

Gymeer Sea:

.....The fresh marine life within the Gymeer has attained unusual size and variety. It includes carp as large as 30-foot length, man-size salmon, trout as large as salmon, species of formerly small lake fish grown likewise large, various small fish, great and small mussels and crustaceans (a 200-pound crayfish for example), and sturgeons as large as small whales. Dangerous predatory species include the shark gar; the bullkopf, a species of catfish that grows to 15 or more feet length; the 20-foot long lamprey called a groswurm; a monstrous, spiky turtle, the setrap, resembling an alligator snapping turtle that can be 10 or more feet long; and the incredibly voracious sharpik, a pike-like fish with shark-like disposition. On the positive side, fishing these waters is rewarding, for there are vast shoals of shad and herring, schools of sticklebacks and perch, and of course the whole range of other freshwater-sea fish, mussels (with freshwater pearls), crustaceans, and even seals to harvest.

Many of the old mariners who have spent a lifetime sailing this great body of fresh water assert that at unexpected times there appear in the sea's north central waters an island, or several islands. The land mass or masses are claimed to arise dry, filled with strange vegetation, and with fantastic buildings and peoples upon them.

Joterberg Mountains:

The 900-mile long chain that runs north and south along the western coast of northern Varan. Largely unpopulated, several nations claim small portions of the Joterbergs, living and farming in the valleys and passes, and conducting mining operations as well. As the region can only be traversed (barring the passes, which are few), either on foot or via the sturdy mountain ponies bred by the Keomians, most of this range is neither much traveled nor explored. No nation lays claim to more than the merest fraction of this range.

Documented sightings of giant predatory birds (some say drakes or wyverns) abound in descriptions of the mountains, and reports of rukhs have also been made, although these are unsubstantiated and denied by scholars who claim that no rukhs would live in those latitudes. Tales of other inhabitants both fierce and intelligent are numerous, although all that is reported as fact by the University of Nuslamo in Keomia is that the far northern reaches of this range are the home of the dreaded yeti that have migrated west from Hazgar.

There are some folk from this region who claim to have seen a great, mist-veiled valley lying in the northern portions of this long and rugged range. Several intrepid adventurers have supposedly entered the place, come back with tales of a warm and verdant place that stretched for leagues in all directions, but with inhabitants not so warm as the clime, to say the least. Of course as the fabled valley far exceeds the limits of the territory in which it is supposed to exist, one must be highly skeptical of these assertions.

Sibrul Forest:

C. 400,00 square miles. The northern coniferous woodland that runs east from the Lantean Ocean shore of the continent along the sub-arctic tundra, to end below the Ulbor Hills as it encompasses the shores of Pozumik Bay. Eastwards the Hazgarian woodland begins, that being named the Yalrut Forest. Although never fully explored, both the Grand Duchy of Ksarvina and the Kingdom of Olejan claim portions of this wood. It is generally frequented only by woodcutters, trappers and those hoping to avoid public attention. It yields fine timber for building and ship masts and spars construction.

Not much is known about the vast Sibrul forest beyond its harsh and long winters, and its abundant fur-bearing wildlife. Generally thought of as a peaceful, if generally cold, area compared to the mild southern climes, tales of this wood are few and far between. In Ksarvina, stories tell that a band of ice drakes reside deep within the northern stretches of these woods, guarding an artifact that keeps the climate in its nearly permanent state of frost. Learned scholars, however, feel that it is perhaps the latitude of this forest that creates this climate.

Ulbor Hills:

The 600-mile-long chain of hills that run from north to south above the Gymeer Sea and Pozumik Bay. Their eastern slopes, meeting the foothills of the Borval Range, mark the end of the continent of Varan and the boundary of the continent of Hazgar. For the most part unclaimed by any nations, and these rugged hills are said to be the haunts of Dunnies and Ulfs.

Daring explorers speak with awe and fear of the "Shifting Rocks" that they say are endemic in this place. They claim that at night ridges and hills alike change positions, while great boulders move of their own volition to crush trespassers in this place. Fables relating to this are few, but the essence of them is that the stones are magical guardians of great wealth, the mines of a lost city from the Time of Vainglory.

EXCITEMENT AWAITS... In Ksarvina

27 Ideas For Adventuring in the Lands of the North-Men

by Jerry Leonard

Through numerous past discussions on-line (in the LA message boards), through e-mail, and off-line regarding the ***Lejendary Earth Gazetteer*** and the sourcebook ***Noble Kings and Dark Lands***, one of the few 'complaints' that surfaced regarding them revolved around what was considered to be a general lack of adventure seeds, or ideas, that the Lejend Master could use to generate adventures to challenge the players and their avatars. Not everyone has made this charge, but enough for me to take notice anyway. Let's face it, some people are fonts of endless creative energy, some people have to really work at coming up with ideas to challenge & entertain their players, and most everyone will periodically suffer through a creative dry spell.

So this treatise is the first of what will hopefully be a continuing series of articles that will center around a specific nation-state and attempt to shed a light on various adventuring opportunities for Avatars who visit or reside there. If anyone wishes to contribute similar articles for other nation-states found within the Lejendary Earth, we here at The Portal strongly encourage and welcome your participation. Lejendary Earth is only as exciting as you, the Lejend Master, choose to make it.

We begin with the Grand Duchy of Ksarvina simply because material has already begun surfacing to facilitate game play here. To that, I direct your attention to not just what appears in this issue, but *Issue 2* of **The Portal** as well (*Chris Clark's* ***Seas of Hazgar*** *campaign starter material*), and the supplemental **campaign logs** that can be found posted on the message boards of both www.lejendary.com and the LA section at www.dragonsfoot.org . Chris' campaign logs make for entertaining reading and are also a great resource for 'mining' ideas. I highly recommend them.

The list that follows is certainly not exhaustive (or detailed!) and is only meant to get the stumped LM's creative juices flowing. One may even come to realize that many of these ideas can be transplanted and made to work just about anywhere in the world of Lejendary Earth. So without further fuss, let's see what challenges, dangers, and excitement may await those who dare to tread the lands of northern Varan.

Around the Joterberg Mountains

1. Wake Not The Sleeping Giants : This adventure begins in Olun. The adventurers are approached by an odd fellow who is accompanied by a towering, but silent, Oaf. Because of something he has seen the Avatars do, or maybe heard of them doing second-hand, he feels this is the right group to approach with his proposition. While appearing to be a man more suited to the depths of a library or some other place where the studious may gather, he stands before you garbed in dirty, overused and damaged apparel and explains that he's just back from an expedition to capture live yeti in the northern Joterberg Mountains and wishes to mount another expedition as soon as possible to look into a discovery he made while searching for his prize.

Apparently, while in the mountains heading north, he happened onto a deep crevice that is situated in such a way that it "*never seems directly touched by the light of day...*" What peaked his interest, however, was the fact that he spotted within the gloom what appeared to be a structure built into the mountainside. A day of observation has led him to believe that not only does it appear to be deserted, but that the way it was built convinces him that it may date all the way back to the Age of Adepts or even the Time of Vainglory! Convincing the party to join him, either through the interest of discovery, monetary gain, a share of possible treasures found, or all of the above, they set out to explore this "gloomy vale".

After an uneventful (or perilous) journey, the expedition arrives to the site and makes the treacherous descent into the frosty, eternal twilight where they do indeed come before the object of their journey, an "obviously" fortified and abandoned complex built into the mountain. Something that seems just as obvious when finally confronting the doors and empty

windows is that the structure seems built for people who likely stood at least 12-foot tall… Getting in is easy, but the cold, frost, ice, and dark makes exploring a little difficult.

The layout of the complex is up to the LM, as is the manner of fell beasts that live here now and possible ancient items or relics that may be found. But somewhere within lies a huge chamber that houses up to a dozen giant-sized figures, seemingly dead and positioned on 'beds' of stone. Ecclesiasts of the Otmansk faith will easily recognize the symbols carved on the walls of this chamber as being representative of the deific king of ice giants, ***Mrklo*** (6th Rank) and ***Vrkolak*** (4th Rank), giant demon of darkness and cold (*from* ***Lejendary Pantheons,*** *to be published by Troll Lord Games*). Even though the cold seems to have perfectly preserved them, details are hard to come by as these giant corpses are covered with thick layers of frost. And somewhere within the complex is an extraordinary artifact beyond the avatars understanding that, when disturbed, repositioned, or removed from its resting place, will cause the "corpses" to awaken. Whether immediately or after the party has left is up to the LM.

Could this be the legendary "***Vale of Gloom***" whispered of by the tribal enspellers of Ksarvina... or just a red herring? In either case the giants, beings from a dimensional matrix of ice and snow, soon open a portal back to their home dimension and begin the process of ferrying more of their kind, and not a few of their native critters, across to begin a campaign of conquest. Whether they are the dark men of prophesy or not, it is up to you as the Lejend Master to ensure that their awakening will have consequences as they begin to spread their influence from the mountains into the lands of man. Devious LMs could even have the initial proposition overheard by some unscrupulous waylayers who follow the expedition with the intent of relieving the party of their valuable 'finds' during or after the exploration, and may even be the ones who are responsible for unwittingly waking the giants from their supernatural slumber.

2. Valley of Mist : *"...The Valley of Myth, ya mean! After all, by the descriptions of its size, as told by those scoundrels who* ***supposedly*** *seen't it, how can anyone possibly have missed it! No… they be either glory seekers trying to make a name for theyselves, or mebbe they be spending' too much time in th' wilderlands drowning in sour ale! My advice is don' be wastin' yer time chasing down fairy tales."*

Of course, the valley does indeed exist. It just happens to reside in one of those rare spatial anomaly's that one can sometimes hear the mighty mages speak of (if you're in the right place at the right time). What causes them is uncertain at best, but they hold far more territory than the land that the anomaly occupies should allow.

If the Avatar group is already in the mountains, it is possible (but only in the rarest circumstance) to enter the narrow pass that provides the only way in by accident. A more likely scenario lies with the Avatars overhearing a heated exchange between one who claims to have seen it and a few amused skeptics. Maybe the party is intrigued enough to approach him. If they show no signs of doing that the man approaches them with thoughts of going back and returning with "proof".

Once the journey begins, it should not be an easy task to reach the pass. The pass is indeed well hidden, albeit naturally, and is itself an ordeal as the party is seemingly swallowed whole by the towering cliffs on both sides while traversing it and plunged into a twilight realm where the sun doesn't quite reach. After the sun sets it is pitch black and, if they want to continue without rest, they must provide their own light. The pass is a two day trek, with or without encounter, and when the party emerges on the other side they find themselves still on a mountain slope, but overlooking a valley firmly trapped between steep mountains ridges. The valley stretches very wide and seems to go further than the eye can see. It appears as a lush carpet of green hidden, for the most part, underneath a misty fog. The air is warm, and as the party admires the vista before their eyes they begin to spot them. Pillars of smoke dotting the carpet here and there… Signs of habitation perhaps?

A good opportunity here for the LM to place an isolated petty kingdom which has no need of the outside world. Or maybe a "lost world" environment complete with primitives and carnivorous plant life. Whatever your imagination can come up with would work just fine, though I believe that the more 'alien' the land and its inhabitants, compared to what the players/avatars are used to, the more memorable it may be for them...

3. Wyvern Cavern : While traveling north of Olun, maybe en-route to one of the numerous mining camps and villages that dot the Joterberg foothills, the Avatars encounter a small band of refugees (males, females, and children) heading south to either another settlement nearby or Olun itself. Apparently their camp has recently proven a veritable smorgasbord to a trio (?) of wyverns, and these folk have decided that they don't wish to be on the menu. They plead with

the group go north and help their friends and kin. While the willingness of the Avatars to help is not enough to make the refugees consider going back, they do provide excellent directions to the mining camp.

On the other hand, if the Avatars decide that the threat is reason to avoid that area, the refugees will just shrug their shoulders and continue on their trek. In the future, if any of the refugees happen to spot the group, they will point them out before others (some of their peers or some nobles perhaps) and relate the story of their obvious 'cowardice'.

4. The Gauntlet : Several mining & trapping camps use a river that flows from the Joterberg Mountains all the way to the Gymeer as the means to transport their goods (gold ore, precious stones, furs, etc). The river is especially useful since it empties into the sea quite near Olun. One of the main "city sponsored" mining companies hires the Avatars to provide protection for their flat boats to prevent hijacking by raiders who seem to have set up operations along its shores. The journey upriver is always uneventful, but the trip back is where they earn their keep. The real questions here are, who are the raiders? Ksarvinian tribesmen looking for easy gains or maybe the raiders are from Olejan looking to profit by disrupting trade and stealing from their neighbors? Whatever the case, this scenario doesn't go very far unless the party gets off the boat and actively tracks the raiders to their base camp. If they're spotted, the hunt is on and the party is the prey… But if they find their answers, then what?

5. Gold Fever! : From the Joterberg foothills word spreads that new deposits of gold have been discovered, and from all the signs available this vein is a big one! The find was made by employees of the Gilska Mining Company, owned by a minor noble who is the nephew of the Lord of Olun. While all claims by the G.M.C. within these hills have usually gone uncontested, for some reason the 'Raven Skull' Tribe (a collection of less than civilized & "land-locked" clans) has taken issue with this one. In fact, so serious are they that they're willing to *go to war* to take this claim. Heedless of the threats being issued from the Raven Skulls, news of the deposit brings a small horde of people hoping to cash in by finding ore (or placer) deposits nearby.

The Avatars are hired by the G.M.C. to act as muscle against the Ravens if/when they attack, defending against multiple assaults or taking the fight to them. Or maybe they are recruited as mercenary spies by the Raven Skulls to find the least costly way through the G.M.C.s hastily erected defenses. And maybe… Just maybe... Someone might think to ask the chief, or one of the clan heads, why this place is so important to them. Even if no answer is given, the look of fear and terror that is revealed in their faces, and just as quickly hidden away, should give one reason to believe that something isn't right here.

6. Mistaken Identity : Following a trail from the mountains with thoughts of a warm bed in Olun (or some small inland village), the party finds themselves surrounded by a sizeable party of armored Dwarfs… And they don't look happy. "Surrender or die…" is all they have to say. If the Avatars resist, chances are high that they will perish, but if allowed to be taken into "custody" they will be stripped of all weapons, gagged, and marched unceremoniously for two days back to the mountains, where they are then blindfolded, tied to poles, and carried for at least another day. When the blindfolds are removed the group finds itself within the cells of a Dwarf stronghold, surrounded by unsmiling faces and charged with the murder and mutilation of their kinsmen. Any claims as to their innocence will be ignored and they will be told that a trial will be held before a council of elders in two days…

The dilemma facing the party is obvious. Survive. The trial is two days away and the party should have no doubt that the verdict is already in. This being the case the LM should NOT go out of his way to make escape impossible if they choose to attempt it, just difficult. If they succeed in escaping, keep close tabs on what gear they actually made it out with, if any, and pursuit should be quick in coming and hot on their hills (unless there was exceptional use of Abilities or clever strategy on the players part). After being pursued, and hearing their pursuers, for a couple hours at least, the party should hear the sudden shouts of surprise and a battle being quickly joined behind them.

A) If they see this as an opportunity to make good their escape, then they do, but with a bounty that will forever be hanging over their heads. Dwarfs from this area will try to collect as long the Avatars hang around.
B) If they double back, they will see that the Dwarf party sent to recapture them has been ambushed by a group of humans and orcs. The two groups seem fairly evenly matched, but now the party faces another choice. Help the Dwarfs and hopefully exonerate themselves in the process; help the ambushers to crush the dwarfs, in which case see (A); or continue to make good their escape, in which case see (A).

If the party fails to escape then the 'trial' goes as planned, they are found guilty, and sentenced to "death by plummeting" (being thrown off the nearest cliff). On the way to the precipice, the Dwarfs are attacked and the players are left with the same choices as before… Pick a side or run.

Freeing themselves and helping the Dwarfs fend off or defeat the ambushers will certainly give credibility to their claims of innocence as it is discovered by searching the bodies of the ambushers that they are indeed the culprits the Dwarfs were searching for in the first place! It will also be found that they were members of the Raven Skull Tribe. Combined with **#5** this could make for an interesting mini-campaign, as the players seek to discover the real reasons behind why the Ravens have suddenly become so aggressively territorial and war-like.

7. Wrong Place, Wrong Time : The party has chosen to spend the night in a small village that caters to a nearby mining camp. Just before sun-up they are awakened by the sounds of battle and women screaming. The flickers of light through the shutters and the stench of smoke can only mean that the town has been torched as well. Fight or flee? The whole village is in chaos and no matter which choice they make, they will be fighting. What are they facing? Humans for the most part, but there are other beings as well... Veshoge mercenaries, Oafs, Orcs with war hounds, and shadowy things within the shadows that leap out to attack anyone who gets within range. If the adventurers pay attention, they will realize that the odds are certainly not in their favor and make a break for it, hopefully trying to help villagers escape too.

Returning to the scene they will find the village destroyed. What wasn't burned to the ground (or still burning) will appear to have been flattened by some force. Bodies from both sides are scattered everywhere and, amazingly, haven't been stripped of arms, equipment, or valuables (of which there should be precious little anyway). Of the attackers, some of the humans wear emblems that mark them as soldiers from Olejan. Any refugees who return with the Avatars will also note that many people they knew are not to be found among the victims.

A quick search of the village perimeter by Avatars who are able to discern such things will yield that the invaders surrounded the village before attacking, but left as a group heading southwest. Olejan slavers looking for "volunteers" for the infamous Lenholm coal mines? Or was it someone else trying to make it look that way? Do the Avatars go after them and try to rescue the captured villagers, or do they count their lucky stars that they're not among the victims or the slaves?

The Gymeer Sea

8. The Sinking Islands : For this one I refer you to Chris Clarks' ***SEAS OF HAZGAR*** campaign logs for inspiration. You can find them on the message boards of www.lejendary.com and the Lejendary Things message board at www.dragonsfoot.org . Plenty of ideas there and entertaining reading too.

9. Sea Raiders : There are dozens of ways this angle can be played out so only a few variations are mentioned below. An enterprising LM should easily be able to come up with enough twists and turns to keep the idea fresh. While the reputations of the Ksarvinians as raiders and pirates is more rooted in past exploits than the present, there are still some few ships, crews, and petty nobles willing to carry on the tradition (most of whom can be encountered in and around Olun). Since these Ksarvinian cutthroats often raid coastal villages and merchant ships from neighboring Olejan, it is just as likely for the Avatars to encounter raiders and pirates from there as well, looking to attack targets of opportunity in reprisal (not necessarily with King Sveins consent either). So chances are very good that Avatars may encounter raiders/pirates while along the shores of the Gymeer as well as out on the open water. Some ideas that come to mind;

A) The Avatars are witness to a raid on a coastal village. The miscreants are loading not just loot, food, and water, but prisoners (women and children) onto their longboats and preparing to depart while the rest of the villagers, including disarmed & injured defenders, can only watch. Who are the raiders? Ksarvinian, Olejian, someone else? Do the "heroic" Avatars help or hide? Attacking will provide enough distraction for the villagers and prisoners to escape.

B) The Avatars are hired by a prosperous merchant company based in Ksarvinsk to help protect one of their ships sailing for the Duchy of Shalmet the next day. Along the way they encounter aggressive freshwater sea creatures as well as pirate ships and must repel the assaults. To keep it interesting, not only is the ship on a mission of commercial trade, but they are secretly carrying a courier from Grand Duke Vitally himself with a message for Duke Flavard, ruler of Shalmet. One of the pirate ships encountered demands they turn over the courier (but how could they have known?). The courier kills himself and falls overboard to avoid being turned over, but not before

secretly handing the message for Duke Flavard over to one of the adventurers. The party may now either try to complete the delivery themselves or turn over the message…

C) The Avatars are visiting one of the port cities and shanghai'd, either jumped while near the docks or bagged from their rooms at a less than respectable inn. When they awake they find themselves shackled to the deck and are told that they have just 'volunteered' to be replacements for crew-members who "fell by the wayside"... Escape? Take over the ship through well-planned mutiny? Relax and get into their new life?

10. Smugglers Cove : The Avatars are hired by a mining company (The G.M.C. perhaps? *See* **#5**) to hunt down raiders that have been hijacking caravans coming from one of their mines (precious stones) along an overland route. At the scene of the most recent attack they find tracks that were made by a sizable party and follow them. After some time the tracks lead to a small hidden cove on the shores of the Gymeer. The raiders are there and appear to be waiting. If the party keeps them under surveillance, a ship sails into view and drops anchor, dispatching two ships boats to the shore to load up their ill-gotten gains. Do the Avatars ambush these smugglers, try to ascertain the identity of the ship owners, or both? Are they opportunists in for the easy score or hired hands from a rival company?

11. The Drowning Man : Recent tales have spread through the seaside villages and port cities regarding sightings by fishing boats of a man that appears to be drowning out on the open water. Any boat that moves in to help this man in distress find that the seas 'boil' around them and the boat is pulled under. Nobody has died from these encounters (yet) but the stories have sailors on edge. All the encounters seem to be centered around one specific area. A group familiar with the party's exploits approaches the group and offers them a tidy sum to solve this mystery as the local fishermen believe the waters to be cursed by some foul demon. Is it a spirit or demon… a denizen of the sea on a mission of revenge… a deranged elementalist with an axe to grind? Why are they all centered around one location? What's down there?

If the Avatars have, or are given, the means to conduct underwater exploration. They find a veritable graveyard of ships and fishing boats, upside down and arranged to look like some bizarre underwater mansion. Is it possible that the "drowning man" is living there? Yep. He even has some fishy friends; a handful of 12 to 15-foot sharpiks, and several giant crayfish (and maybe a groswurm or two) to help defend his ever growing demesne. But the real question is what is he up to, and why?

12. The 'Grimmer' Sea? : Something is out in the open waters… Something bad. So bad, that the largest of fish (even predatory ones) beach themselves en masse, and fishermen report whole schools of fish belly-up on the water. What is killing them? Those of the faith believe that the area has come under the control of one or more powerful water demons (Kenzas for instance, which are 15th-13th Rank water demons. *See* ***Lejendary Pantheons***)… And maybe it has. It could also have something to do with **#11**.

The Sibrul Forest

13. Camp Encounters : For this, I refer you to the ***SEAS OF HAZGAR*** scenarios done by Chris Clark in *Issue 2* of **The Portal** (pages 13-45). Reading through them is sure to fire up your imagination so that all manner of adventure ideas will materialize with little effort.

14. Lizards On Ice : Lief Graysen ('Graybeard' to his friends) has had enough. A member in good standing of the local 'enchanters' guild for two decades, and an honored member of the Ksarvinian Explorers' Society (*The Long-shanks*), he has decided to put a legend to rest once and for all and make one last journey before he retires to more academic pursuits. That there may be ice drakes inhabiting the northern reaches of the Sibrul, he has no doubt. That there are a handful of them guarding a relic of such raw elemental power as the legends describe… well, let's just say that there's room for much skepticism.

So Lief has approached the party hoping to convince/hire them to aid in his 'quest'. Maybe he's heard of the group through stories told by others, or seen them perform some daring feat. Maybe Lief is the Explorer that the Avatars already know from **#1**, in which case the search may have a connection to the otherworldly giants that were awakened.

It could be a wild goose chase. While the artifact may or may not exist (LM's discretion of course) there *is* a place in the northern reaches where stands the remains of a huge crumbling castle, not of Ksarvinian architecture, nestled in the center of a shallow valley. The perimeter of this valley sports three caves which just happen to house an "average" Ice Drake in each. If the party *does* evade or destroy the three "guardians", won't they be surprised when they meet up with the horribly ancient "huge" Ice Drake,

and his tiny army of slaves, in the ruins of the castle...

15. "Were-" Not Gonna Take It : Here the party gets caught in the middle of a "war" between two family clans of 'wild' tribesmen. The Avatars have an opportunity to help them reach an accord of some kind. What are they fighting about? Maybe they're fighting over some real or imagined slight one has given the other, or it could be a not so friendly competition over prime hunting grounds. The LM could even try putting a new twist on the story of *Romeo and Juliet*. For an added complication, however, each of the clans just happen to be werebeasts, with one family being of the canine or ursine sort and the other being gluttons...

16. Trapper "Turf" War : In mining communities, 'claim-jumping' can often be seen as a capital offense. In the same vein, stealing from another persons trap-line, or setting up runs along another trapper's line (poaching) can be considered equally heinous. Two trapper camps are having what amounts to a blood feud over claims of theft and poaching. So serious are they that each camp has gone out and set up lethal mantraps throughout the area in an effort to take out the other. Some have even gone so far as to start actively hunting men from the other camps. It's an ugly situation and getting uglier as time goes on.

Enter the unwitting heroes… Just passing through the area they could be mistaken as guys from "the other side" and attacked. And to make matters worse, they'll also have to contend with the mantraps scattered all over the countryside if they want to get through. Maybe they get caught up in what's actually going on and strive to make peace between the two camps. But to do that the culprit must be found. This should take a bit of doing as the 'thief' doesn't belong to either camp… Heck, he's not even human.

17. The Predator : The party is staying the night in a friendly little forest village. During the wee hours the group is roused from their sleep by a scream of surprised terror cut short, followed by the shouts of others. Rushing to the scene of the commotion the Avatars find the people surrounding a dead man, his throat ripped out, and listening to the only witness describing the horrible "demon wolf" with glowing red eyes that attacked them. After the sun has risen, a search team goes out to try and track the beast while the man is buried, and by the end of the day the searchers return saying no sign or spoor was found. If the party joins in on the searches, they might find the lair of a pack of nocturnal "yellers" (*see Drekavac*, **page 27**). The following night another victim (a woman) is claimed, but this time the beast broke through a window and killed her inside her hut. The fear is mounting as, again, no sign can be found of the beast. On the third night the men of the village (and the Avatars presumably) begin patrolling the village en masse. Confidence is high, until one group on the outskirts sounds the alarm! By the time everyone else gets there they find one dead man and two very pale, shaking, frightened men… "*That was no wolf*," they exclaim. "*That was wampyre!*"

So the party is searching for *just* a vampire? If that's what you want, then sure. But Otmansk legends *do* speak of an evil spirit… a ***Vudolak*** (13th Rank, *see* ***Lejendary Pantheons,*** *to be published by Troll Lord Games*), that can enter and take possession of the body of an animal or the remains of a dead person. When the spirit takes possession of an animal, it becomes an aggressive and cunning man-killer. If it takes possession of a corpse, the vudolak will cause it to rise and become vampire-like, killing humans, drinking their blood, then returning to its grave. The whispered legends say that if the possessed corpse was married, it returns to its former love, seeking to create a terrible, boneless thing that is homicidally evil and able to assume the form and likeness of any human or animal. These possessed creatures are said to heal at an 'unholy' rate unless harmed by silver, which it dislikes, and that if the proper rituals aren't followed when destroying the spirit it simply finds a new body (animal or corpse) to possess.

Lacking the aforementioned tome, one could also change the set-up a bit and substitute the vudolak with a *bruholak* with little loss of creepiness, or you could create your own beastie from whole cloth.

18. The Innocent Witch : While stopping at the village of *Wytches Fork*, maybe for a supply run, the heroes are witness to a lynching in progress. Villagers are lined up along both sides of the main thoroughfare, screaming and throwing rocks & rotten vegetables at a young woman who is tied to a pole and being dragged toward the village center, where a pyre (unlit) has already been prepared. With almost manic glee, they cry "*Burn the witch! Defiler! Burn her!*" If the party questions anyone regarding the situation they simply say the 'witch' has been laying curses upon the villagers and the only way to end them is to burn her. For her part, seeing strangers in the midst of so many familiar faces, the weeping girl loudly proclaims her innocence of the charges and begs the Avatars to save her.

So now the party faces a dilemma. Is she

really a curse-casting witch, or an innocent girl who's fallen victim to the superstitious fears of some wayward villagers? Do they allow the burning to take place, or stop the proceedings by rescuing her, thereby engendering the wrath of a whole village? A Noble or Ecclesiastic Order Avatar may be able to delay the proceedings in order to get to the truth of the matter and the villagers will grudgingly comply, otherwise force is the only thing that will stop it. But what is the truth? For starters, the girl *really is* a witch (though she'll never admit to this)... But she's also *innocent of all the charges* facing her.

If the party does nothing effective to stop the lynching, she's burned at the stake, right on schedule, and her ashes scattered, but not before looking each Avatar who failed to help her straight in the eye and bestowing the only real curses she can be held responsible for. *"...Failure to thee, until you avenge me!"* This is her final wish, and curse, for each of them causing a penalty of +45 to ALL Ability Rolls until the actual guilty witch is located and made to pay for her last suffering. Being a curse of the dying, it is much stronger and harder to be rid of than most witchy curses (with the penalty applying to *any* Ecclesiast who attempts to remove it), so once they realize their situation they need to bring to justice the real bad-guy. A mystery with incentive… On the other hand, if our heroes actually interfere and rescue her from the burning stake through force, a challenging number of men should try to stop them, and then the whole frightened mob once she's been freed. As soon as she has been removed from the village, they will *all* be wanted (and hunted) as witches and allies to witches. Word will travel throughout the Sibrul Forest to be on the lookout for these 'fugitives'. The only way to end this is to find the real culprit. Being sought for burning should make this task a little riskier to accomplish than usual, and the village Headman literally froths at the mouth to see them all destroyed. I wonder why….

19. The Three Sisters : There's a problem in the Sibrul Forest. One by one the children of Oak-shield are disappearing and the avatars are asked to help stop the abductions by venturing deeper into the mighty forest to confront the likely culprits, a trio of bizarre (and greatly feared) wylven females known only as "The Three Sisters"…

The 'problem' is that they aren't responsible. The wylves actually spend their time performing a secret and sacred trust, that being attempting to maintain the closure of a dimensional portal, a random (?) tear in the fabric of reality that leads to one of the lower matrices and would allow all manner of demons, devils, onis, or other netherbeings into the world if left unattended. That place could be ***Peklo***, the Otmansk version of hell, or maybe a netherworld of the LM's devising. But this all begs the question of just who, or what, is responsible for the disappearances? Since 'things' do escape every once in a while from the portal it is possible that the party is searching for a wandering netherbeing (or one with a mission). Or... if the party is strong enough, the Lejend Master may wish to pit the Avatars against one of the powerful and frightening 'Baba' sisters (Baba Jula or Baba Roga, 10th & 9th Rank respectively) as they have a penchant for enslaving and/or or eating small children. Whether demonic, devilish, or deific, stopping the abominations responsible should be no easy task, and if the children still live, then where are they and why are they being snatched?

20. Catch Me If You Can : The party is traveling along a well-worn trail or road one fine quiet evening, with clear skies and a full moon, when a figure darts out of the brush, runs past them without so much as a 'How-do-you-do', and jumps into the wood on the other side. Quite a looker she was too. A pale but shapely woman, either naked or very scantily clad leaving little to the imagination. The Avatars must now make a check against their Speed BR (2x, 3x, or 4x at the LM's discretion). Those who fail feel an overwhelming and undeniable urge to give chase and catch her if they can. Try as they might, the girl continually eludes their grasp but remains in sight, giving fuel to the need to catch her...

They have just encountered an ***Omay*** (*from* ***Lejendary Pantheons,*** *to be published by Troll Lord Games*), a 15th Rank 'night' demoness that leads men on chases with deadly consequences. Once an Omay has suckered, I mean lured, someone into pursuing her she attempts to lead them to their death by trapping them in bogs, causing them to fall from great heights, into pits, or into the paths or lairs of powerful demons or monsters. Your choice of where she's taking them, but let it be consistent with the terrain. She could even be leading them to "The Hole" (*see* **#21**)...

21. The Hole : As the party pays visit, for one reason or another, to a village or settled camp, a resident is overhead speaking of a "bottomless" pit they ran across. Everyone thinks it's strange because it is at a place that many frequent and all are familiar with, and there was no hole there before today… Practically the whole village or camp makes the trip to see this strange wonder, and the Avatars are invited to have a

look as well of course! When they get there, sure enough, there's a perfectly round hole 25-feet across that goes straight down into… darkness. A rock or object tossed into the hole proves that it's not bottomless as they hear it hit bottom, but it's certainly deep enough to cause a lot of hurt should one fall into it. Clear thinking individuals will likely send a light source down to see what there is to see and, while it is hard to make out any details, everyone notices that there is a tunnel shooting off to the side at the bottom. One thing is amiss however. Where did all the dirt go that separated the surface from this tunnel? This can be a set-up for a strange but fun dungeon crawl, or it could even be a newly created entrance (for whatever reason) to the subterranean world you've been working so hard on.

And if the Lejend Master is really 'cruel', this could very well be an obscure legend come to abrupt reality in this sleepy little settlement. There is a seldom told tale that mentions a hole that appears out of nowhere, and can show up anywhere, that just as abruptly vanishes. It is said that sometimes people have gone in and, after the hole disappears, are never heard from again. There are also stories of explorers who *have* made it out and swear before all that it is the entrance to the Malign Deity *Likho's* ***Citadel of Bones*** on *Peklo*! The 'fact' that they had also aged about twenty years for the experience tends to lend credence to their tales. Some believe that when Likho comes to Learth for ends better left unpondered, or even just to visit with Baba Jaga, she leaves the door of her home open to lure in the curious (*maybe with help. see* **#20**), who invariably end up becoming playthings for the residents of her home. When she is done with her errands they say she returns invisibly and closes the door behind her… Until next time, that is.

22. Manhunt : No need to do any one set-up here, as it is much like **#9** (Sea Raiders). There are so many variations of the bounty hunting theme (for any number of scalawags, scoundrels, and even those wrongly charged) that one couldn't possibly enumerate them all. In fact, the Avatars could probably make a career out of it. The main effort need only be deciding who the perp is, who the victims are, the crime, do they have accomplices and allies, and how to catch him or her. The target need not even be human or Alfar as there are often bounties put out for dangerous creatures, intelligent or otherwise.

23. Did'ya See The Size Of That Chicken!?! :

This could tie in easily with **#19**, though it shouldn't be a cake walk either. While traversing a quiet (almost too quiet) stretch of forest the party happens upon a small hut. This in itself wouldn't be so strange, but for the fact that this hut is supported some 15 feet in the air by an enormous pair of *chicken legs*? Closer inspection reveals that the hut is unmoving because it is tethered to several trees. Approaching it seems to create no agitation, and reasonable attempts to get inside the hut are entirely successful….

The hut belongs to either Baba Jula or Baba Roga. Once inside the hut (if they actually dare) the Avatars find that the interior is like being transported somewhere else because there is far more contained within than would be expected of a mundane domicile of this size. A spatial anomaly inside a house, if you will.

So go ahead...
Make it the size of a small castle inside…
Make it strange and grim…
Fill it with monsters and traps…
After all, it *is* the home of an evil deity.

And if you're using it with **#19**, make sure to place the kiddies in need of rescuing somewhere inside.

Ulbor Hills

24. The Copper Hills : The Avatars have traveled north from Dnokorog to a small village just south of the Ulbor Hills. The main 'industry' of the village revolves around hunting and trapping, but one of the leading mining concerns from the coast also maintains a small outpost here. Upon their arrival they notice that someone has taken a keen interest in their activity. His watchfulness seems more out of curiosity, and before long he approaches them (but only if their actions mark them as generally honorable people). He says he works for the mining company and his overseer is looking to hire some reliable and fearless people to do some "wilderness surveying" for them… If the party is interested they are invited to dine with the overseer, "Lord" Kargensen, that very evening. At this dinner he explains the 'particulars' of the job.

The company maintains three copper mines and a smelter operation to process the ore. Beginning with the smelters, each mine ventures a little further into the highlands than the last. Two weeks ago his surveyors believed they found a fourth deposit and they assembled a group to work it for awhile and see what came of the find. That group disappeared. He offers the party a generous sum to explore the area around this site to determine and/or deal with any threats found, and hopefully discover the whereabouts, or final fate, of his missing men. If they take the job,

they are guided along, from the smelters to each successive mine on their way to the fourth, and newest, site. But when they reach the third mine they find that it is deserted and has been thoroughly ransacked. Time to earn their money.

25. A Drake By Any Other Name : The evil firedrake Asazengrea has been killed, and the highlanders of the small village of Grenna celebrate in the Great Meeting Hall. With much enthusiasm, they feast to their newly won freedom from sacrificial slavery to the beast. The large feasting tables surround the hoard of treasures that once belonged to it, and in the place of honor is the warrior responsible for saving the village, along with a box that contains the now still heart of their tormentor. As the raucous ceremony wears on, the village chief is about to offer the hero his choice of the firedrake's treasure when a great commotion outside the hall brings the celebrants to silence. The doors burst in and, amid screams of horror and fear, a firedrake crawls its way inside. The hero, along with several other warriors, draw their weapons and charge to slay this unexpected threat, when it belches forth, not a blast of flame but a dark and shadowy cloud that instantly surrounds the warriors. The screams of terror and pain that emanate from within the cloud will be the hallmark of nightmares for years to come. After the cloud of shadow-stuff dissipates, all that remains of the heroic defenders are shriveled husks on the floor, once living bodies now drained of all health and vitality. The beast gazes at the trapped and silent revelers, then speaks with a sibilant hiss.

"*You have broken our bargain, refused me my due, slain me, and stolen my property… Yet still I live.*"

A quick look at the gaping hole in the beasts' chest reveals that this is indeed Asazengrea… Heartless, but not *quite* dead.

"*I see the world through new eyes now, and what I see… Is mine! One chance you have to redeem yourselves… Our bargain remains, but the sacrifice is doubled. Defy me again and you will face the same fate as your friends.*"

Screams are renewed as the lifeless defenders slowly rise to their feet and wait, dead eyes staring blankly at nothing. As the drake turns to leave it says in parting, "*Return what is mine… tonight.*" Slowly, the 'dead' follow their master.

A litch-like drake that can raise the dead? What happens next could be the stuff of legends...

26. Witch Mountain : While gallivanting about in the highlands, the party happens across a ring of standing stones in the middle of nowhere, atop a large barren hill. A search of the area also reveals a seemingly deserted cave nearby. This is as good a place as any to set-up a short adventure as the Avatars seek to discover what this place may be and if the cave has a connection to it. If they hang around until nightfall, they just might discover that they would've been better off not knowing. You see, this is a sacred place. A gathering spot for a coven of witches during their monthly *Esbat*, and for a host of covens if it is the time of the *Sabbat*, so woe to those unfortunate enough to be caught bearing witness to such dark ceremony. This is the party's 'lucky' day, as tonight just happens to be one of those special nights… If the Avatars happen to successfully conceal themselves from the witches, and their familiars as well, several things of value may be gained. They will know the exact location of a meeting place for witches, of whom there are continual bounties for, and they will even have a chance to see the actual witches. If the party has been in Ksarvina long, they may very well have met one (or more) of them. They might even meet more of them in the future, as the witches go about their business as "regular" folk. This encounter has the potential to create several interesting challenges, dangers, and opportunities throughout a Ksarvinian campaign. Provided they make it through the night, of course....

27. The Lost Mines of the Silver King & The Curse of the "Shifting Rocks" :

One must wonder at the audacity and arrogance necessary for a people to proclaim themselves equal to the Gods, but such was the power & reckless pride of the folk who resided in the city-state of Agansk. Located within the fertile highlands of northern Varan, this city reached its peak, and fell, during the Time of Vainglory. This is an old story, now long forgotten by all but a few people, about a tribe of nomadic warriors who settled down after encountering an enigmatic man dressed in silver armor like none have ever seen, with hair and eyes of the same hue, holding aloft a gold nugget as large as his fist. Mighty as a giant, they said, with eyes that 'truly' see and an aura about him that humbled them all, he welcomed the warriors and offered them the nugget saying to them, "*This land is your home, Men of the North. It is fertile and graced with the riches of the universe, for I have made it so. Why wander like animals when one can toil and prosper like no other?*"

Wary, the warrior chief asked, "*Who are you, that would offer us land we tread already?*"

The man thought for a moment, then said

without offense at their slight, "*To some I am known as* ***Srebrni Car***." (The elemental deity of precious ores such as copper and gold. *From* ***Lejendary Pantheons,*** *to be published by Troll Lord Games*) With that, the 'man' vanished in a flash as bright as the sun. The warriors all fell to their knees for they knew, deep in their hearts, that not only were they witness to a divine visitation but they had been blessed as well. And so was founded a small village of warriors turned miners and herdsmen, which later became one of the most powerful city-states on Learth.

The gold nugget that was offered to the warriors was made into several rings, that were *believed* to not only carry the blessings of the "Silver King", as they often referred to him, but also bestowed upon the wearer the ability to unerringly find deposits of precious ore and stone within the earth. Gold, silver, and copper soon flowed out of the mines from veins that seemed endless. With the riches that came from the land, and the respectful attention gained from other powers around the world because of it, the successive generations that followed the original founders soon lost sight of just what or, more appropriately, who it was that was responsible for their prosperity in the first place. The shrines to the Srebrni Car fell by the wayside as the city rulers began to refer to their title of office, and themselves, as that of the Silver King!

And so it was that one day, a large man with silver hair walked through the gates to see just how the descendents of the nomad warriors had faired. As he appeared quite odd and out of place, he was stopped by the gate watchmen and asked to identify himself. With the same solemnity as before he said, "*To some I am now known as the Silver King*."

The guards had a good laugh at that, as did some of the citizens who overheard, and the watchmen replied, "*Sorry, there's only one Silver King here, and you're not him!*"

The odd man was emotionless as he asked, "*Where might one find this 'King', as I would surely like to meet him?*"

Accompanied by more laughter, he was told that one sees the "King" by appointment only. The gate-keepers then turned him away saying it was for the best if he didn't return. After that, what happened next was inevitable, don't you think?

The odd man stood before the gates filled with great anger and an equal sadness saying, in a voice that could be heard across the city, "*Such lack of respect does not go unanswered... or unpunished. All that you have exists because of the gifts that I laid beneath the feet of your worthy ancestors. But the children of their children's children are ungrateful, so the blessing you once enjoyed shall be no more. The harvest is complete and all that is left is emptiness. What comes from the earth will be returned to the earth... until the day when the key that opens what hides the bounty from all is used to tame the land once more.*"

One can speculate as to how things progressed after that, but one thing is certain. By the end of that day, the city was no more. Learned scholars of the age believed that he opened a portal to the dimension of elemental earth, then tore it asunder, creating a 'maelstrom' of earth and allowing it to grow until it swallowed the city and the mines around it. The quick fled before the spreading destruction, but many fared not so well and were never to be seen again. The mines that had poured forth so much wealth were hidden within while, outside of the elemental chaos, the once fertile highlands became barren. Now all that was left was a people with nothing to their names, returned to a life of nomadic hunter-gatherers like their ancestors, until the day when they would again regain their humility respect for the Gods. The descendents are those around you now, the people of Ksarvina.

What's that? Yes, I know. It *does* seem a bit far-fetched, but for a sizeable donation I would be more than willing to let you read the actual scrolls. No, it's not a bribe... Know that half of the proceeds go to maintain these archives and, for those with a soft heart, the other half is given to the Society of Long-Shanks to help keep the orphanage that they run afloat. When members of that esteemed explorers society fail to return from whatever journey they may have embarked on, the other members take on the duty of seeing to their children if there is no one else who can. Seems right and proper don't you think?

Aye, that portion of the story does ring as truth in my ears. I think it *is* a maelstrom, no different than the one that lies within the great Lantean Ocean, only this is of earth rather than water. That would explain why the terrain is always shifting and rearranging itself, as well as the rocks, creatures, and strange 'stone' men that seem to enjoy chasing down those who wander within. I went there once, ya know. Back when I was much younger and much more... uhmmm, adventurous. I remember one of our group being crushed in a most horrible fashion by a pile of stones that transformed into a large snake-like creature. His screams haunt me to this day. Why yes, yes I did. And for that donation I mentioned I'll gladly let you peruse my journals regarding that trip as well.

Eh? The rings? Good question, that. It's believed that they were all lost on that fateful day... all

but one. There are some of us who think that it may indeed be the 'key' that was mentioned in the story.

Ha ha, yes! A most excellent theory you have there, and I do believe that it is correct too.

The ring of the ruling house of Ksarvina...

But that one is gone now too, said to have been stolen during a raid by some miscreant Alfar, back during the time known as The Fragmentation, and hasn't been seen since. The odds of recovering it are rather long, if you think about it. I mean, really, what are the chances of it still remaining in the hoard of a band of hobbies after all this time? But hey, you never know... What? Yes, I do. It was said to be a plain gold ring, and engraved on the face of it was a sword and pick-axe crossed. If you ever do run across it, please do me the honor of bringing it by so that I may look at it. That would be something to see before I pass from this world.

Well now, he day has grown long and I thank you for coming to visit me. As I said before, the archives are here to go through if you have the desire. But if you *do* choose to journey into the heart of the Ulbors, might I advise hiring a guide or two from the Long-Shanks?

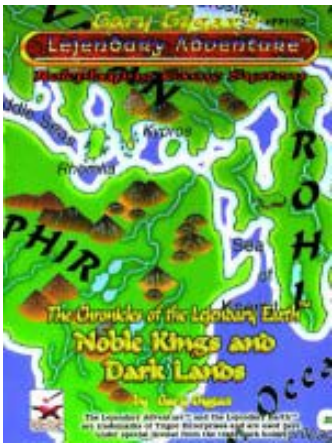
Tell them Graybeard sent you....

As you might have guessed, we've barely even scratched the surface of things that can happen in Ksarvina. I'm willing to bet that even as you read through these offerings, even more ideas sprang forth from your creative minds. Write them down before they disappear! We didn't even look into the myriad things that can happen in the main port cities. To touch on them, we could easily add on another twenty pages of ideas. But one glance at the ***Associations, Guilds, Secret Societies, Subcultures*** listing on page **9** should be enough to fire the creative noodle in that regard.

There's no need to take any of these ideas as is before springing them on your players either (they may very well be reading this too). Take the seed and personalize it, adding your own twists to keep it fresh and exciting.

Have fun with it!

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AMONG THE POPULACE

*In this issue's treatise for AMONG THE POPULACE we take a look at a homebrewed Order for NAC and Avatar characters possessing Divination as the first Ability choice. Organizations are likely secretive affairs, though there may be publicly available places of learning and association, such as the "**Zen Homaki**" School of Divination located in the city of Homaki, of the Noppon Empire*[see Lejendary Earth sourcebook: The Exotic Realms of Hazgar].

THE DIVINIST ORDER

Hidden Eyes of the World

by Jerry Leonard

Gazing into the crystal bowl before her, the seer intently watches the surface of the water contained within, eyes glowing slightly with the extraordinary energy she expends to complete her task. Behind her, but standing outside of the "circle of power" she had inscribed on the floor around her, the Baron also tries to watch the water, in the hopes of maybe catching a glimpse of what it is that so consumes the attention of the seer.

After but a minute or two of her frozen watchfulness, the seer's shoulders sag and she tries to run a shaky hand through her tangled hair. She sighs and mumbles something incoherent.

Patient no longer, the Baron voice echoes off the walls. "Well… What did you see? What is happening? Answer me quickly woman, as there is much to do if this day is to be won!"

The woman kneeling before the Baron slowly rises to her feet and turns to face the nobleman, smiling scornfully as he averts his gaze from her face in an attempt to avoid looking into the strange, black eyes she was cursed with. "The Duke's army has… how did you put it… 'taken the bait' and marches towards your ambush at speed, even as we speak."

The Baron's eyes light up at the news and he starts to chuckle at the thought of a sure victory, but the seer is quick to add, "But know you now that the day may not be won quite so easily."

Frowning at this, the nobleman finally does meet the seer's disconcerting gaze, asking warily, "And what makes you say that the fight may not go our way? If they really did fall to our ruse…"

Interrupting the confused Baron, the woman says in a tired but amused voice, "I have looked over the whole of his army and, while it appears that you may have the upper hand in the coming fight, there is one thing I saw that does not bode well for you…" The Baron says nothing, but his glare demands she continue. "Within the Duke's assembly… He has a seer of his own. It is entirely possible that he is aware of your ambush and may even have found a weakness to exploit. This could also explain why he heads towards you with such enthusiasm."

With a curse, the Baron spins on his heel and runs from the chamber, yelling at his men-at-arms to take to their horses and ride…

The Divinist Order first came about when I was putting my first campaign setting together. I wanted to put into place a loose organization/society of people who specialized in divination powers/activations. While many, if not most, wouldn't actually belong to an organization or guild I wanted another vehicle (the order) that the avatars could interact with, for better or worse.

The whole thing was well received, so I should have known that someone would want to play one... This isn't necessarily a bad thing as long as the player creating the Divinist Avatar understands that it is not a particularly "balanced" character. The Divinist is a seeker of answers to the unknown and employs both mundane and magical means to find them. It wasn't originally created with combat in mind, so the player that chooses to be a Divinist may have their work cut out for them as well as some unique role-playing opportunities ahead!

A SHORT EXPLANATION ON THE CHOSEN ABILITIES

DIVINATION: For obvious reasons, this is the primary Ability. To use this order '*in my own campaign*' I felt it was necessary (IMHO) to expand it considerably, stocking it with general powers and specific rituals. More information on that can be found here.... Divination Ability Expansion.

However, it is still possible to play an avatar in this order without changing the Ability at all. The expansion is made available just to add 'depth' to an Avatar and/or campaign if the LM so desires it. In the case of not using the expansion, then with each gain in rank, the Lejend Master can change "...Gain a Plaque with 1 power and add 1 point to each of the other three abilities..." to either "... Gain 1 Psychogenic Power and add 1 point to each of the other three Abilities..." or just "Add 2 points to each of the other three Abilities...". I personally think that option 1 'gives away' too much power to the avatar, but it's certainly the LM's choice.

EVALUATION: In the "***Lejendary Rules For All Players***"(*© copyright 1999 by Trigee Enterprises Company*) the Evaluation Ability is said to deal with "*All activities having to do with evaluating the intent and type of threat posed by a person or other creature,.....,and situational evaluation...*" It goes on further to state "*With respect to persons and creatures, this includes assessment of honesty, integrity, motivation, origin, purpose/ intent, social class, truthfulness, wealth, etc.*"

I believe it's safe to say that this is an exclusively interpretive skill using experience and objective reasoning for object evaluation, but using experience and *subjective* reasoning for person/creature evaluation.

Now since some divination means (such as dreams, animal/scent/sound omens, and visions) are completely open to various subjective interpretations, developing this skill should be the next priority before being allowed guild or organization membership. Gaining higher skill ratings would then come from either **A)** a lot of "hit or miss" hands on training (i.e. The expenditure of merits earned), or **B)** being trained to evaluate various divinations by higher ranking Divinists. With the training comes more accurate readings

PSYCHOGENICS: The development of Psychogenic Ability allows not just further advancement in the order, but a wider range of powers that are 'divinatory' in nature. Useful powers would include--- *Arcane Understanding, Material Sensitivity, Paraudial Sense, Parascopic Sense, Parascopic Scrying, Power Sensing, Premonition, Psychic Sight, Sixth Sight, and Thought Reading.*

ARCANA: Using the Divination Ability Expansion, this skill can allow the Divinist to attempt creation of their own unique Divination Activations (spells/powers) when they reach 9th Rank, and even Extraordinary Objects such as Divining Rods and Foci, as long as the other abilities needed to create such devices are possessed of course! Otherwise it is a useful way to gain extra AEPs and aid the Divinist with his or her quest for answers regarding obscure information/trivia.



Divinist Order

Low to Uppermost Society

Found within all levels of society, from the unobtrusive locale in deep wilderness to the right hand side of a ruler, these are the seers, fortunetellers, seekers of lost knowledge, spies of 'extraordinary' ability, and oracles. Looking to the past, present, and future their unspoken quest is for the truth found in all things, as well as the probable truths to come. Organizations/guilds/societies are not publicly advertised for the most part and entry, as well as acceptance and participation, within these orders are secretive affairs. They are recognized by all but especially by Mages, Nobles, and Warlocks. Typical places for association are always hidden or undercover, though there are exceptions to the rule. The required abilities are:

Divination, Evaluation, Psychogenics, Arcana, Weapons *(Mandatory fifth choice)*

Ranks

12th Rank, Charlatan. Divination possessed. No benefit save contact.

11th Rank, Fortune Teller. Divination and Evaluation possessed. Guild membership becomes available. Add 2 points to Weapons Ability.

10th Rank, Augurer. Divination, Evaluation, and Psychogenics possessed. Gain 1 Psychogenic Power and add 2 points to Weapons ability.

9th Rank, Seeker. All four required Abilities possessed. Gain 1 Power. Add 2 points to each of the four required Abilities possessed, but addition to Divination Ability can not then cause the Avatar to move to a higher rank. If this would occur, limit addition to the last point total in the category.

8th Rank, Soothsayer. Divination at 61. Add 3 points to each of the other three Abilities.

7th Rank, Minor Seer. Divination at 71. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.

6th Rank, Major Seer. Divination at 81. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.

5th Rank, Minor Divinist. Divination at 91. Gain a Plaque with 1 Power and add 1 point to each of the other three Abilities.

4th Rank, Major Divinist. Divination at 101. Gain a Plaque with 1 Power and add 1 point to each of the other three Abilities.

3rd Rank, Minor Prophet. Divination at 111. Add Enchantment Ability at 20 or add 10 if Enchantment already possessed.

2nd Rank, Major Prophet. Divination at 121. Add Learning at 20 or add 10 if Learning already possessed.

1st Rank, Oracle. Divination at 131. Add Metallurgy at 20 or add 10 if Metallurgy already possessed.

Modified Divination Ability Description

Divination: Add one-half point to Speed Rating only when initially selecting this Ability. All activities having to do with the augury, divination, fortune telling, prophecy, etc. are governed by this Ability. The Ability enables the *Unordered Avatar or Divinist Order Avatar* to ask once daily, per general divination means, one specific question about a person, place, or thing and receive a definite and correct "yes" or "no" answer only. Improperly phrased questions or those that can not be answered in the affirmative or negative are questions nonetheless, and even though they receive a misleading answer, or none at all, end the opportunity for the day. However, any Ability check that results in a score equal to 10% or less of Ability score enables a second attempt at use of this Ability. Each use of the Ability requires 10 AEPs from the diviner. These points are expended regardless of the success of the divination attempted.

An Unordered Avatar or Divinist Order Avatar begins with one *"general"* divinatory means per 10 Ability points. As Ability score increases, one additional means can be gained only at each decimal advance thereafter that is above the starting Ability score, i.e. 21, 31, 41, 51, etc., and so acquired only at some special place of training in such Ability. Starting Equipment List: Special.

An Avatar within the Divinist Order having a Rank of 9th or higher is allowed access to the "***Minor and Major***" Divination Ability Activations. Starting Equipment List: Magical. Only Divination, general equipment, and memory tablet selections can be chosen. *See Divination Ability Expansion section for details.*

The usual means of general divination are: animal omens, ashes, automatic writing, bones, cards, crystal gazing, dice, dreams, entrails, liquid mixture, lot casting, miniature symbol casting, rune casting, scent omens, smoke, sound omens, tea leaves, and visions.

CHANGES TO THE STARTING EQUIPMENT LIST: MAGICAL

(If using the Divination Ability Expansion)

Additions for the Magical Equipment List are as follows;

Divination, Ability Possessed- Communion circlet materials.
Divination, Ability Possessed- see Extraordinary Activations Divination, choose any, each selection counting as one item.
Divination, Ability Possessed- small incense brazier, rune stones, crystal pendulum.

Divination Ability Expansion

Employing Divination Powers

The use of Divination requires the creation of a 'communion circlet' in order to use the Major Divination Powers. A communion circlet consists of two circles overlapped so that the overlapped portion looks like an eye. An iris and pupil is then inscribed within the 'eye' to complete the circlet. One circle is for the Diviner to stand in and the other circle is to contain *'the essence'* of what they wish to commune with. If the Diviner is not within a correctly inscribed circlet then nothing will happen and the AEPs will be expended regardless.

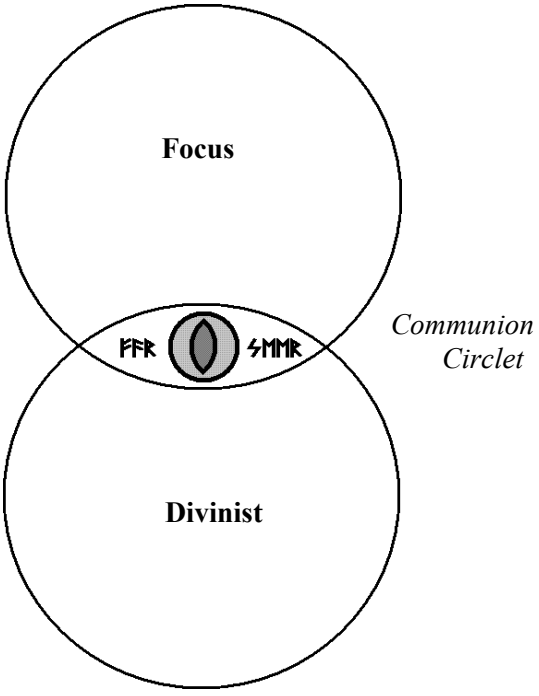
It requires three minutes real-time to prepare a complete circlet. One minute for each circle and one minute to inscribe the eye, the design of which is unique to each Diviner.

In addition to recording what materials and design are needed for the Divinist to prepare his or her unique communion circlet, each Minor/Major Power and Ritual possessed must be recorded on a Divination memory tablet, one of which is able to contain four such scribings.

Failure of Ability in a check against Divination score indicates the AEPs are expended to no effect.

Time Required- The amount of time required for activating a Power varies according to the complexity and power cost (in AEPs) required:

GRADE	*COST (TIME)*	*COST (AEPs)*
V. Minimal	1 second real-time	2
Minimal	2 seconds real-time	3
L. Moderate	3 seconds real-time	4
Moderate	4 seconds real-time	5
Good	5 seconds real-time	6
V. Good	7 seconds real-time	7
Strong	9 seconds real-time	8
V. Strong	12 seconds real-time	9
Major	20 seconds real-time	10
Extreme	20 seconds real-time	12



Communion Circlet

DIVINATION ABILITY POWERS AND RITUALS

MINOR POWERS OF DIVINATION -
(**) denotes a new power

** **Communicate With Animals** - Strong
Element Of Surmise - Good
Loviatskya's Infallible Energy Analysis - Strong
Loviatskya's Infallible Mineral Analysis - Good
** **Mineral Seek** - Minimal to Good
Read Power - Very Strong
Seeing Orb - Very Good
Seeing Orb Surprise - Very Strong
Sense Power - Very Minimal
** **Stir Of Echoes** - Very Strong
** **Stone Revelations** - Strong
Talk With Shadows - Very Good
** **Verify Veracity** - Moderate
** **Water Seek** - Minimal to Good

MAJOR POWERS -
(**) denotes a new power

** **Ritual Of Association** - Extreme
** **Deadspeak** - Major
** **Divinity** - Extreme
** **Earth Meld** - Extreme
** **Psychic Imprint** - Major
Seeing Channeling Orb - Major
** **Spiritspeak** - Major
** **Reflected Radiance** - Major
** **Vision Quest** - Major

Power Descriptions

MINOR POWERS

Communicate With Animals - Strong

This supernatural power enables the activator to communicate with (and understand) any single natural warm- or cold-blooded animal allowing him or her to ask questions and receive answers, though not necessarily correct, usable, or intelligent ones. As soon as this power has been activated, a calming and attracting influence is exerted over the animal, which must be within fifty feet, and in sight, of the caster at the time of casting. A small- or medium-sized animal is allowed a check against its Speed Rating, or 2 x Speed Rating if the animal is large (gorilla, horse, or larger). A successful check results in the animal fleeing the area, while failure causes the affected the creature to approach the activator, and communication can then follow. Loud, surprising noises or attacking the animal disrupts the power ending the activation, at which point it behaves as it normally would. Undisturbed, the effect lasts for five minutes plus 1 ABC for every 2 AEPs expended at time of activation, or until canceled by the caster.

Mineral Seek - Minimal to Good

This preternatural power enables the person activating it to be able to locate, if present, whatever raw mineral or ore they may be seeking that is within two hundred feet of the surface and up to one half to two miles distance (depending on the amount of activation points used). This power will inform the activator of the general direction and approximate distance to the nearest source of the raw mineral/ore sought and will remain in effect until such time as they are standing over it or the power is canceled. If the mineral/ore is not within the activation's detection limit, the activator will be so informed and the AEPs will be expended. An unrefined sample of the mineral or ore sought is needed to successfully cast this activation, and is not consumed in the casting.

Stir of Echoes - Very Strong

Activating this supernatural power causes the activator to slip into a deep trance-like state allowing him or her to view what has transpired in the exact location

the caster is standing during the 8 hours prior to his or her arrival to that location. The activator is able to switch between viewing the previous events at a normal speed or 'fast-forwarding' the sequence, but during this time they will be unaware of events around them and, therefore, vulnerable to attack. The Psychogenic power 'Premonition' will not work while in this state. The area of effect is a 10-foot radius centered on the activator.

For each additional 5 AEPs expended at the time of activation, the time frame viewable is extended by 1 hour.

Stone Revelations - Strong

By means of this supernatural power the activator can actually contact and communicate with the stones they are touching or standing upon. The activator can ask two "yes" or "no" questions. All knowledge possessed by the stone is based on events that have happened in a 10-foot radius of its location, and they must have been viewable by a normal person had such been present, as well as having occurred within the last 24 hours, to have been "seen" by the stones.

The questions can be specific, but not specific to proper names of any type. The questions should also be very general. These questions must be in a form answerable (with a "yes" or "no") by the stones or they will result in an answer of "unknown" and that question will be lost. Though the stones will not lie, the LM will have final say on the adjudication of answers to Avatar questions.

For each three additional AEPs at the time of activation of this power, one additional question can be asked of the stones. Duration of effect is one minute real-time, then fades regardless of whether or not all questions have been asked.

Verify Veracity - Moderate

By means of this preternatural power the activator is able to determine if anyone in a 10-foot radius, centered on the activator, is telling the truth or not. This power does not confer the actual truth, uncover simple and unintentional inaccuracies, or reveal information hidden behind verbal evasions. Duration of effect is 10 minutes.

Water Seek - Minimal to Good

This preternatural power enables the person activating it to be able to locate a water source that is within 5 feet of the surface and within a distance of 1-5 miles of the activator (depending on the number of activation points used). This power will inform the activator of the direction and approximate distance to the nearest source of potable water, and will remain in effect until such time as the location is reached (i.e.; within sight of the water or standing over it if below the surface) or the power is canceled. If there is no potable water within the activation's detection limit, the activator will be so informed and the AEPs will be expended.

MAJOR POWERS

Ritual Of Association - Extreme

In order to be able to employ any of the Major Powers, this ritual must be possessed and utilized by the Divinist. This ritual casting must be performed from within the Divinist's communion circlet and prior to the casting of the Power they wish to use, or the Power will not function and all AEPs will be expended. Casting this ritual from within the communion circlet opens a receptive channel in the Divinists mind allowing him or her to see, interact with, or manipulate *'the essence'* (matter, space, time, spiritual, etc.) of whatever is called forth. At the same time it provides a focal point on the other end of the circlet for that essence to gather. It must be enacted no longer than 1 hour prior to using any of the Major Powers.

Deadspeak - Major

By activating this supernatural power the Divinist is able to communicate with the spirit of a dead person/ creature whose body, or a portion of the body, has been placed within the communion circlet. This power will not work on any of the cunning & free-willed (lichwight, peccant, vampire, balewretch, ghoul, moriant) or unwilled (animort, bonewalker, zomboid) living dead that has not first been destroyed before attempting to communicate with it. Neither will it work on any of the restless spirits of the dead without some portion of its body to use as a foci (if no body, or part thereof, is available, see ***Spiritspeak*** below).

After the Power has been cast a translucent image of the deceased forms over the body showing what that person/ creature looked like before their demise and, once the ghostly image appears, the Divinist is able to ask two questions with one more question allowed for every 10 AEPs expended at the time of activation. The Divinist must be able to speak and understand the language once used by the dead creature and all answers given by the deceased will be brief, evasive, cryptic, and limited to what that person knew in life. For every one hundred years the creature has been

dead, a penalty of +10 will be added to the Ability check. Regardless of whether all questions allowed have been asked the Power is spent and fades after 5 minutes real-time.

Divinity - Extreme

This supernatural power enables the activator to summon to the communion circlet a manifestation of a deital minion, saint, or in the most rare circumstances an actual deity (On a natural roll of 01 for the Divinist's Ability check, the LM may assign a percentage chance, say 10%-50% that the Deity in question actually shows up rather than sending a minion. The chance may be modified even further depending on whether the Divinist is a devout of that specific pantheon or not) .

Once a deital minion has been summoned, the activator is allowed to ask one question, plus one more for each 20 AEPs invested at the time of activation. The answer given will be correct up to the limits of the minion's knowledge (they aren't omniscient) and the entity is not bound to answer the questions directly, possibly opting instead for an answer that is brief and cryptic.

The exception for this is if the essence of a deity chosen for summoning actually appears, in which case the activator is allowed only one question regardless of points expended, and the deity is in no way bound to answer it. The activator can also expect the deity to extract a promise from him or her to perform a specific action or duty in exchange for answering the question. Whether the deity asks for something or not, it is not bound to answer directly and might also opt to give an answer that is both brief and cryptic.

This power taps into such extreme energies that it can only be used once every other month. Also, the Divinist must have begun the activation with;

- The full number of AEPs at his or her disposal before the Ritual of Association and this Power is cast or it will not succeed.
- The activator must also posses and hold the appropriate holy symbol of the deity or minions one wishes to commune with at the time of activation.

Regardless of whether all the questions have been answered or not the Power is spent and fades after 2 minutes. If a deity was summoned, then after the Power fades the activator will lose all AEPs and cannot regain them for a full 24 hours, at which time they are regained at the normal rate.

Failure of Ability in a check against Divination score at the time of activation indicates the AEPs are expended to no effect.

Earth Meld - Extreme

When the Divinist activates this supernatural power from within a communion circlet, it creates a direct connection between the activator and the land giving the Divinist an intimate awareness, or knowledge, of the surrounding area. This awareness extends to a 1/2-mile radius in outdoor settings and a 100-yard radius in completely natural underground settings, such as caves, tunnels, and caverns. This Power will not work in unnatural settings, such as towns, buildings, and dungeons.

The Activator can initially use this to discover three pieces of information, with one more piece of information discovered for each 10 AEPs expended at time of activation.

Examples of the types of information that can be divined are;

- Terrain in a specific direction.
- Presence of unnatural objects such as buildings and/or ruins, direction and approx. distance.
- If certain plants or animals can be found within the local flora & fauna and, if so, the direction and approx. distance.
- Bodies of water, size and location.
- The presence of natural intelligent creatures, their approx. numbers, direction and approx. distance.
- The presence of unnatural animal, semi-, or intelligent creatures, direction and approx. distance.

The LM has final say on just *how much* information constitutes a 'piece'. This power is such that it can only be used once every 2 weeks.

Psychic Imprint - Major

This supernatural power enables the activator to touch or hold an inanimate and non-extraordinary object and establish a minor 'psychic' connection that allows the activator to "feel" the owner's presence. This connection allows the caster to determine race, gender, and the owner's present emotional, physical, and mental state (no mind reading). With the expenditure of an extra 10 AEPs at the time of activation, the activator is also granted a quick vision in which they "see" what the object's owner is seeing at that moment. If the object's owner is dead or in another plane/ dimension, then the activator will receive nothing and all AEPs invested will be expended. The effect lasts for 1 ABC.

Spiritspeak - Major

By activating this supernatural power in the

'territory' of a human restless dead spirit (apparition, ghost, shadowling, fright, gloom, haunt), the restless spirit is drawn into the communion circlet and appears in a semi-transparent state showing what the person looked like before their demise. Once it has shown itself, the Divinist is then able to communicate with it. As long as the Power is in effect the spirit will not attack, but once it has ended all hold over the restless spirit is gone.

While the Power is in effect the Divinist is able to ask two questions of the restless spirit with one more question allowed for every 10 AEPs expended at the time of activation. The restless spirit will not be open to negotiations, such as asking for freedom to pass unharmed, or to join forces, etc.. The Divinist must be able to speak and understand the language once used by the dead person and all answers given by the deceased will be brief, evasive, cryptic, and limited to what that person knew in life. For every one hundred years the person has been dead, a penalty of +10 will be added to the Ability check. Failure of the Ability check means that the restless spirit, while not bound by the Power, is still drawn to the Divinist to attack. Regardless of whether all questions allowed have been asked the Power is spent and fades after 5 minutes real-time.

Reflected Radiance - Major

Through the use of this supernatural power the activator is able to use any reflective surface that is placed within either the focal side or the "eye" of the circlet and use it as a 'real-time' scrying device. Examples of reflective surfaces would include smooth glass, polished metal, mirrors, containers holding water (bowls, fonts) and puddles, etc.

This power enables the activator to see clearly as if viewing the scene from a 20-foot distance without being barred by intervening substances and according to the visual capacity of the activator. "Seeing" might only reveal darkness if illumination is lacking in the area to be scryed, and the activator is not normally able to see in such darkness. If the target of the scrying (a person, place, or thing) is familiar to the activator, then the scrying range is 500 miles. An Ability check with a +30 penalty (and any other penalties the LM may deem appropriate) must be successfully rolled for the activator to view a known, but unfamiliar target. Range for an unfamiliar target is also reduced to 50 miles.

This power will not allow the activator to see into other planes or dimensions. The energy of this power fades after two minutes real-time.

Vision Quest - Major

By successfully activating this supernatural power the activator opens his or her mind to the natural influences of space and time, and maybe even intellectual influences, allowing one question that is answered in both a visual and highly interpretive way.

For a rather lengthy example: The activator stands before a magically barred door and wants to know what lies beyond. Behind the door is a short hallway, at the end of which is a sitting statue, blindfolded, with its right arm held out with the 'thumbs down' gesture. Crossing the room's threshold activates a timed sequence, the end of which triggers a trapdoor/pit trap that would dump them into the stoked furnaces of the dungeon below unless the trap is deactivated by turning the statue's hand to a thumbs up gesture. This then opens a secret door to the side leading on... After successfully casting the Power the activator asks, "What can I find behind this door?" The vision granted might consist of an hourglass floating in the background as the activator is being held before a great cliff. Sitting to the side is an obviously blind man of regal countenance who is smiling with a pile of treasure next to his chair. But as the sands finish their journey through the hourglass the blind man's smile turns to one of disgust and he signals with a down-turned thumb, at which point the activator is thrown off the cliff. Falling and falling, all turns to darkness and then turns red as the activator approaches the bottom.... A sea of flames. A description that would give one pause for sure, but also a vision that provides enough clues to solve the dilemma once the door is opened.

Duration of the activation is subject to the adjudication of the LM during which time the activator is totally unaware of his or her surroundings. Premonition will not function while this Power is in use. As this Power takes place completely within the mind of the activator there will be no external effects viewable by any companions. Failure of Ability check means AEPs are expended to no effect.

Divination Oriented Extraordinary Items - Detailed in the column “The Extraordinary Life” (on page 29) are three items of use to one possessing the Divination Ability, or who belongs to a Divinist Order;

Divining Rods, ***Crystal Balls***, and the ***Eye Unseen***.

THE MENAGERIE

Set within these pages are those creatures and beings, supernatural or mundane, that are encountered and recorded by stalwart adventurers, such as yourself. Take note and remember– Forewarned is Forearmed.

The following creatures (*Drekavac, Rusalka, Vodnik*) were inspired by entities from Slavic folklore and so would most likely be useful, or encountered, in areas that have strong ties to the Otmansk faith. In regards to ***LIKHO***, considering her status as a powerful and *evil* Deity of the aforementioned pantheon, circumstances would be most dire indeed if she were to be encountered.

Creature	Appearing	H	P	S	Attack	Defense
Drekavac	1-4	65	50	12a/18m	1-20+1-10/1-20+6-8	7
Vodnik	1 or 1-2	41-50	41-50	11-14	1-10/1-10+8 sp	10 sp
Rusalka	1	15 sp	30	10	sp	8 sp
LIKHO (Evil Deity)	1	600	255	40	sp	45/25 sp

NOTE: *sp= special See text for details*

Drekavac

Creature of Lore

Appearing: 1-4

H: 65 P: 55 S: 12 *attacking,* ***18*** *moving*

Attack: Each ABC a drekavac will either bite for 1-20 +1-10 (variable) Harm, or it can deliver a kick with its powerful hind legs for 1-12 +6-8 Harm to anyone positioned behind it.

Defense: A drekavac has 7 points of armor due to speed, dodging, and uneven gate as it moves or jumps.

Drekavacs in General

A Drekavac is a bizarre creature resembling a very large short-haired wolf with grotesquely oversized jaws full of uneven, but razor sharp, teeth. The hind legs of this creature are built more like those of a jack-rabbit of same size with wide, elongated paws made perfect for jumping or kicking/raking opponents that are behind it. The color of its fur can range anywhere between a burnt orange to almost jet black.

Drekavacs are nocturnal creatures that roam hilly forested wilderness areas, sometimes converging on rural farmlands and villages to prey on livestock, though they are not above taking the occasional person (or persons) for sustenance. People that know of them often refer to these creatures as "yellers" due to their ability to mimic the screams and cries of children and adults, which they sometimes use to lure the unwary from the safety of their residences or camps at night.

Carrie Simmons

Vodnik

Living Dead, Free-willed

Appearing: 1 or 1-2

H: 41-50 P: 41-50 S: 11-14

Attack: A vodnik attacks either with its bite for 1-10 Harm, its claws for 1-10 +8 Harm or, with a successful attack, using both hands to grasp its victim and attempt to drag them underwater to drown.

Defense: Unnatural energy provides 10 points of armor protection against all attacks except those of blessed oil/water or Extraordinary power — including those of Theurgy Ability specifically attuned to affect the living dead.

Holy water in three-ounce volume, or holy oil in one-ounce volume causes 1-2 harm to a vodnik, disregarding the creature's Extraordinary protection (*but only if it is out of the water and vulnerable to such exposure*), which loss is recovered at the rate of 1 point per day.

Unless the head of the vodnik is severed, it will, by virtue of its malign energy, eventually restore

itself to its unharmed state. After seemingly being "killed", the unholy energy of the thing begins to mend all Harm, restoring 1 point of Health each second after Health has reached zero or less. If the head is within a 10 foot radius of the body and not impeded, it will roll to it and rejoin, thus enabling the restoration to commence. The newly-severed head must be physically kept away from the body for at least one minute and both liberally sprinkled with salt for the creature to be destroyed.

Vodniks in General

A Vodnik is a once-human creature of the water with greenish-yellow patches of scales covering its bloated body. The vodnik has long stringy hair, milk-white eyes, and a lipless mouth full of pointed teeth. It subsists on the flesh of the humans and humanoids it drowns.

Possessing wills of their own, vodniks dwell underwater and roam through rivers and lakes searching for unwary prey on or near the water so that they may drag them down into the depths to feed.

It is believed that vodniks were once human males, drowned by a type of water dwelling demon, the ***"Vodeni Duhs"*** (*soon to be detailed in the upcoming* ***Lejendary Pantheons*** *sourcebook being published by Troll Lord Games*), and then turned into these vile abominations for no other purpose than to spread death and misery to all they can.

Carrie Simmons

Rusalka

Human Restless Dead Spirit

Appearing: 1
H/FW: 15 *special* ***P: 30 S: 10***

Attack: A successful attack means the rusalka has entered and taken over the subject for 2-8 ABCs. During this time it has full control of the subject individual's physical body, and if the possessed form is slain thus, the rusalka gains 1 point of Free Will.

Defense: A rusalka is unharmed by normal attacks, and malign energy gives it 8 points of armor against all forms of Extraordinary attacks.

Rusalki in General

When first encountered, rusalki appear as beautiful young women dressed in white robes with skin, eyes, and long flowing hair that have been drained of all color. If attacking for the purpose of killing the image transforms to one that is most frightening indeed... that of a bloated, cadaverous body (like a drowned corpse), wearing tattered garments, possessing disheveled hair and eyes that blaze with a malevolent green fire.

Rusalki have wills of their own, are able to assume at least semi-material form and possess/attack the living, but are not so dangerous as the evil animal spirits or the supernaturally empowered human spirits. The Health/Free Will of these spirits can eventually exceed the normal shown above, because for every victim that a rusalka slays it will gain an additional point.

In full daylight a rusalka is powerless, and when confronted by bright light no touch can succeed in taking possession of a subject. That being the case, they are normally active only after dark or when light conditions are such that there are dark and shadowy places in which to manifest itself.

Rusalki begin their existence as a form of ghost brought about from a woman, generally young, who died violently in or near a lake or river (by suicide, rapine, murdered by a lover, etc.) and who now remain to haunt that area. They are not necessarily malevolent at first, and can be allowed to rest in peace if the wrongs that brought them to this state are made right, or their deaths are avenged. Barring that, it must be laid to rest through a theurgical power to actually be eliminated from the world.

Any attacks that appear to cause the rusalka's destruction, meaning those not involving extraordinary theurgy power use, merely sends the spirit into immaterial form for as many hours time as it has points of material Health. After that it can then reform and is able to reappear once again.

Encounters with a rusalka usually result in its attempt to take possession of a person in order to communicate its desire for an end to its suffering but, over time, if its goal remains unattainable the rusalka will fall to despair, transforming into a creature that is jealous and hateful of the living. It is then that the spirit will begin luring people to its haunt, taking lives out of spite just as a normal ghost, either by drawing them into the waters they haunt to be drowned or by taking possession and killing them through "suicide".

Note that, on Lejendary Earth, in areas where the Otmansk faith is predominant, if a deital being of evil nature happens upon a rusalka they can, if it pleases them, choose to transform the spirit into a more powerful creature, that being one of the "***Vila Vodena***" (*Soon to be detailed in the upcoming* ***Lejendary Pantheons*** *sourcebook being published by Troll Lord Games*).

Carrie Simmons

LIKHO*: 3rd Rank, Otmansk Pantheon*

EVIL DEITY



Appearing: 1 (unique being)

H: 600 **P**: 255 **S**: 40 **AEPs**: 850

ABILITIES:

Alchemia	225	**Panprobability**	300
Arcana	230	**Physique**	215
Divination	220	**Pretense**	250
Enchantment	275	**Scrutiny**	255
Evaluation	235	**Sorcery**	290
Mechanics	218	**Tricks**	240
Metallurgy	219	**Weapons**	210
Necrourgy	300	**Witchery**	285
Psychogenic	245		

ATTACKS: ***Skeletal Scepter -*** This extraordinary weapon (treat as a *club, huge* for striking purposes) is made from the skeletal remains of an arm, hand, and fanged skull fused together, with the hand holding the skull. It provides a Precision Bonus of -50 and causes 5-20 shock-type harm plus 31-35 supernatural Harm. Any being who dies within the presence (up to a 100 yard radius) of the scepter, or within Likho's physical view when she is holding it, automatically has their spirit drawn into the scepter leaving the person with no chance of resurrection, unless she chooses otherwise. With but a touch of the scepter, any body or intact skeletal remain can be infused with malign energy and instantly transformed into an undead creature of her choice. Successful attacks by Likho add +45 Harm due to Abilities possessed.

If not employing the scepter, she attacks using her innate extraordinary capacities.

DEFENSES: When in fully material form Likho's body is as dense as granite. She is entirely unaffected by normal weapons and attacks, and her power is such that she has 45 points of protection against preternatural energy and 25 points of protection versus supernatural energy.

DEITAL POWERS: Likho is capable of using all available Powers as regards Enchantment, Necrourgy, Psychogenics, Sorcery, and Witchery Abilities with no chance of activation failure, even if injured while making them. Regarding any Ability use at her level of power, a result of 100 (00) on d% means nothing and recovery of Activation Energy Points is at 10 times Speed Base Rating. She also possesses the capacity to fulfill Major wishes and is able to command deital minions (15^{th} to 8^{th} Rank) to her presence. Likho is eternal and cannot even be permanently harmed by other deities. However, if 'defeated' while in material form on the mundane plane she will merely be sent back in spirit form to her "Citadel of Bones" on Peklo (the underworld matrix of the Otmansk Pantheon) and can return again at her leisure.

LIKHO : General Information

Likho is the representative goddess of evil and death within the Otmansk pantheon of deities, often depicted as a tall, crooked and scrawny old hag with a single eye. She is the Patron Goddess of many (if not most) witches, necrourges, sorcerers, and malign shamans that recognize the pantheon of the Otmansk faith.

While she spends the bulk of her existence in her Citadel of Bones on the nether-dimension of Peklo she is known to associate with the malign deities Baba Jula and Baba Yaga, as well as a few select mortals on some of the 'mundane' matrices (of which Learth is one). Her interests lay only with the furtherance of evil, discord, and destruction because, as those of benign intent are weakened and the forces of evil are bolstered, Likho is assured a steady stream of corrupt souls and spirits being drawn to Peklo from which to collect and enslave.

Jerry Leonard

Ed. Note : *The following creatures (The Ilgash Race, Rock Snake, and Quake Lizard) were submitted to Gary Gygax for entry in a "Creature Contest" that was held several years back on the Dragonsfoot Forums, and are presented here for your use and/or amusement...*

HUMANALIA

ILGASH - A Non-Avatar race (Mountain & Subterranean Dwellers).

Creature	Appearing	H	P	S	Attack	Defense
ILGASH	1-8+					
Common		41-60	36-55	10-13	HV+1-6	(I)8 sp
Greater		61-70	61-80	11-14	HV+1-8	(I)1 1-14 sp
Shaman		66-75	71-80	12-15	HV+l-2sp	6-8 sp
Chieftain		71-80	76-90	13-16	HV+9-12	(I) 14 sp

NOTE: *sp= special See text for details*

Ilgash in General

1-8+ *(Ilgash communities range from 50-900 inhabitants, all combatants with the exception of the younglings)*

The Ilgash, also known as the stone men, is a race of humanoids originally hailing from an alternate earth. Typically located in remote mountain and subterranean regions they may also, but rarely, be found in areas largely made up of hilly (but rocky) terrain. Ilgash are semi-nomadic, setting down roots wherever large (or worthwhile) deposits of ores or minerals are found and moving on only when the veins are depleted. Exactly what is done with all this unrefined wealth, once accumulated, is unknown as people who have encountered them and lived to tell about it are a rare find indeed.

About the only positive ways to tell the difference between the different types of Ilgash is by their skin & eyes. Generally standing between 5 1/2 (common) to 7 (greater) feet tall, the Ilgash's skin color ranges from light gray (common) to a dark slate (greater), and even to a total obsidian for those with a shaman bloodline, able to wield extraordinary energy. They are completely hairless and very muscular with a stone-like skin texture sporting finely chiseled, some might say "noble", facial features. Eye colors range from gray for the Common Ilgash, black for the Greater Ilgash, or red for the Shaman. The Chieftain always comes from the Greater Ilgash stock.

Due to their skin colors, the preferred colors of their garments (various shades of gray and black) and an extreme familiarity with the type of terrain they live in, all Ilgash possess the knack "Concealment" as a racial ability. This makes them 90% unlikely to be undetected in mountainous and rocky terrain when attempting to escape notice (such as when observing/ scouting) or when waiting in ambush.

Also, they are very strong (even the females) and due to the toughness of their skin they have a natural armor of anywhere between 6-14, depending on the type. Ilgash of all sorts possess Physique Ability in the range of+1 to +8, the exception being the community chieftains who possess it in the range of +9 to +12.

While they are very intelligent, Ilgash are mostly xenophobic shunning all outsiders. Anyone found in their territory who is not of Ilgashian descent is sure to find themselves being hunted down, so that they may be captured and "justice" dispensed for their trespassing... Ilgash are proud and fierce fighters having great respect for strength & courage and despising weakness of all kinds.

Any outsiders that are captured quickly find themselves put on "trial", before the whole community, within an arena. These arenas range from simple clearings or pits for the small communities, to elaborate constructions allowing a range of 'gladiatorial' combats in the largest communities. After being pitted against a predetermined number of opponents, any survivors are deemed worthy beings (even though not very welcome) and escorted back to where they were captured. Then they are given a "token of innocence", an elaborately carved stone medallion, which allows them freedom of movement through all Ilgashian terri-

tories. Every community recognizes and respects these tokens.

The main "industry" of every community revolves around the mining of valuable ores and minerals, with the collective wealth being stored in large vaults centrally located within each settlement. This often puts them at odds with the race of dwarfs, especially when both attempt to claim the same territory. There is also a very good chance that there are valuables within an Ilgash dwelling place with a range of $8,000 to $64,000 value, or more in some cases. Due to this fact, an Ilgash dwelling place is bound to be well guarded, either by other Ilgash, hidden traps and devices, or both.

Common Ilgash

H: 41-60 P: 36-55 S: 10-13

Attacks: An Ilgash will typically use weapons that deal mostly, if not completely, with shock damage such as a sling with 30 stones or bullets, staff sling, club, fighting staff, hammers of all kinds, mace, maul, or staff, with +1-6 Harm Ability bonus due to Physique Ability.

Defense: An Ilgash carries a buckler, and has 8 points of natural armor due to tough skin. They also have a Preternatural energy that conveys 4 points of protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $1,000 to $5,000 in coins, crystals, and gems. There is no chance for an Extraordinary Object.

Greater Ilgash

H: 61-70 P: 61-80 S: 11-14

Attacks: A Greater Ilgash will typically use weapons that deal mostly, if not completely, with shock damage such as a sling with 30 stones or bullets, staff sling, club, fighting staff, hammers of all kinds, mace, maul, or staff, with +1-8 Physique Ability bonus.

Defense: A Greater Ilgash carries a buckler, and has 11-14 points of natural armor due to very tough skin. They also have a Preternatural energy that conveys 6 points of protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $1,500 to $9,000 value in coins, crystals, and gems. There is 30% chance each for one Very Minimal, one Minimal, one Low Moderate, and one Moderate Extraordinary Object.

Shaman

H: 66-75 P: 71-80 S: 12-15

Attacks: An Ilgash Shaman will typically use weapons that deal mostly, if not completely, with shock damage such as a sling with 30 stones or bullets, staff sling, staff, fighting staff, or mace, with +1-2 Physique Ability bonus. The Shaman will have 9-12 Powers of Extraordinary Ability of Geourgy (earth), Enchantment, and Theurgy, in any mix.

Defense: A shaman has 6-8 points of natural armor due to very tough skin. They also have a Preternatural energy that conveys 10 points of protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $2,000 to $10,000 in coins, crystals, and gems. The Shaman WILL have 1-4 Very Minimal, 1-3 Minimal, and 1-2 Low Moderate Extraordinary objects, with a 20% chance each for one Moderate, one Good, one Very Good, one Strong, one Very Strong, and one Major Extraordinary Object.

Chieftain

H: 71-80 P: 76-90 S: 13-16

Attacks: A Chieftain will typically use a Battle Hammer (20% chance of it being a "Preternatural" Battle Hammer), with +9-12 Physique Ability bonus.

Defense: A Chieftain carries a buckler (25 % chance of it being a "Supernatural" Buckler), and has 11-14 points of natural armor due to very tough skin. They also have a Preternatural energy that conveys 10 points of protection against even Supernatural Harm.

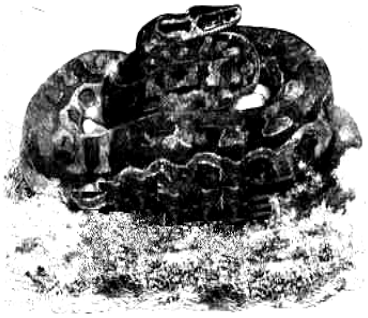
Wealth carried, in contemporary terms, is in the range of $6,000 to $8,000 in coins, and 40-100 crystals of $100-$ 1,000 value. There is a 30% chance for 1-3 Extraordinary Objects from Very Minimal to Good Grade, and a 20% chance each for 1 -2 Extraordinary Objects from Very Good to Major Grade. Check once for each Grade level. The Chieftain is personally held responsible for the wealth contained within the central vaults of his community with 40% of it being claimed by "Right of Position" (meaning, I'm the boss and this is my take...).

THE CREATURES OF LORE

Creature	Appearing	H	P	S	Attack	Defense
Rock Snake	1	45	35	10	1-2+VT/2-4C	2/15b/10s
Quake Lizard	1-2	51-70	50	10a/20m	sp	10

NOTE: *sp= special See text for details*

ROCK SNAKE



Appearing: 1
(15' to 30' length)

H: 45 P: 35 S: 10

Attacks:
A Rock Snake can bite for 1-2 Harm. If the bite is successful it inflicts VT for 21-25 with a 20% chance of causing paralysis. Also, if the bite is successful it will coil around the target and inflict 2-4 Harm (ignores armor) for each ABC after that until it is killed or driven off. The surrounding coils prevent the prey from inflicting any real harm on the snake, unless it is determined that the hands and arms remain free.

Defense:
The rock snake's skin fairly resembles rock in look and texture. It is extremely tough allowing it to absorb 15 points of blunt-weapon Harm and 10 points of piercing Harm, without damage. The snake has 2 points of armor against other attack forms.
Because of the texture and coloration of the rock snake's skin, a coiled and unmoving snake looks quite like a pile of rocks making it 90% undetectable to normal observation.

The rock snake can be found in mountainous (below the tree line), hilly, and rocky terrain.

QUAKE LIZARD

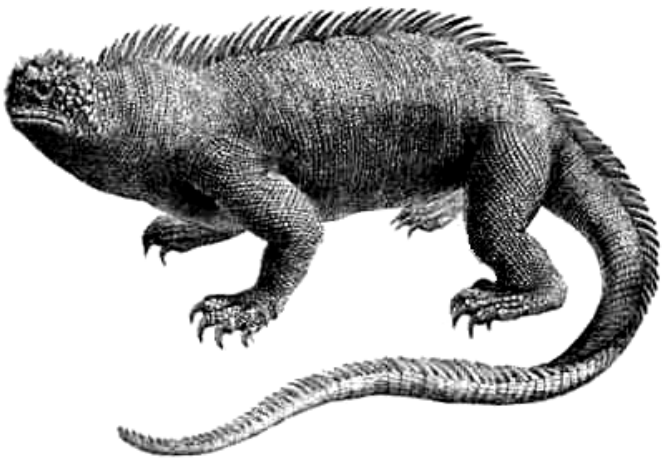
Appearing: 1-2 (18' - 25' long not including tail)
H: 51-70 P: 50 S: 10a /20m

Attacks: A Quake Lizard has strong jaws and very sharp teeth allowing it to bite for 1-20 +8 Harm. A Quake Lizard may also trample after a charge for 21-30 Harm. Once every AB, a Quake Lizard may emit a 'cough-like' roar that causes the ground to shake violently and all within a 30 foot radius must make a check against Precision BR or lose balance and be thrown to the ground for 1 ABC.

Defense: The Quake Lizard has a natural armor of 10 due to heavy scales and thick hide.

The Quake Lizard inhabits rocky and mountainous (below the tree line) terrain. It is a huge lizard with a line of horn-like protrusions down the length of its back and tail, the tail being at least two-thirds the length of the body. If two are encountered, they are a mated pair and the lair has a 20% chance of containing either 1-4 eggs or 1-3 young. When nesting, and eggs or young are present, these lizards are aggressively defensive and territorial.

In areas that have winter seasons (cold and snow) the Quake Lizard goes into hibernation until it warms up in the spring.



THE EXTRAORDINARY LIFE

Lejendary Earth is home to a great many magics, including artifacts and relics of tremendous power. presented in this issue are several items, both great and small, with which to reward or plague your players. Consider carefully and use wisely...

The Tapestry of Khrank

(a.k.a. The Siege Blanket)

(Extreme++)

A magical tapestry that will, once per week, provide a quantity of goods and raw materials which are useful during a siege, and generally providing enough of each good or material to supply 50 persons at standard consumption levels for three days. The goods and materials manifested last until consumed or natural spoilage occurs. Possible goods and materials supplied are, but not limited to: milk, bread, cheese, wine, water, and firewood (The LM should freely adjust the goods and materials provided to suit their game.)

HOWEVER, coin in the amount of $8000 per use must be 'sacrificed' to the tapestry by placing it into a pouch that is woven on to the back. The tapestry depicts a pastoral scene of fields with a small vineyard, some fruit bearing trees, a stable of livestock and a farm house nestled amid woodlands with a stream near by.

Spencer Wright

Doubloon of Fickle Fate

(Good)

This object is an enchanted 1 oz. gold coin that depicts a laughing face on one side and a crying face on the other. The coin may be tossed once per day with the following result: 02-50 Laughing Face, Good Fortune: +5% to ALL rolls for that day. 51-99 Crying Face, Bad Fortune: -5% to ALL rolls for that day. 01 Coin lands on edge, Boon: +10% to ALL rolls for that day. 00 Coin lands on edge, Bust: -10% to ALL rolls for that day.

Spencer Wright

Transformation Totems

(Very Strong)

Supernaturally charged items, usually in the form of pendants, arm or wrist bands, allowing its possessor, and all he or she normally carries, to shapechange into the animal form for which it was intended and empowering the user with some other benefit as long as it is worn. Regarding the Health Base Rating, the Possessors' Health (and all harm accrued) is transferred from one form to the other. The user may adopt the animal form for a maximum two hours per day, switching back and forth as desired until the time limit is up.

The centerpiece of each transformation totem is an animal part (feather, tooth, claw, scale, etc) encased in amber and mounted within a silver/xagium filigree, to be either hung as the pendant of a necklace or affixed to a wrist/armband. There exists, but is not wholly limited to:

Ape Totem- Allows the user to shapechange into that of a *Bull Gorilla*, with appropriate statistics, and provides a Physique Bonus of +10 and 4 points of protection as long for as the totem is worn.

Bear Totem- Allows the user to shapechange into that of a *Brown Bear*, with appropriate statistics, and provides a Strength Bonus of +10 shock Harm and 7 points of protection for as long as the totem is worn.

Cat Totem- Allows the user to shapechange into that of a *Leopard*, with appropriate statistics, and provides 7 points of protection. This totem also allows the possessor to move as if possessing a score of 50 in Stealth Ability (or adding 50 to the score if already possessed) for as long as it is worn.

Fish Totem- Allows the user to shapechange into either a *Barracuda* or *Pike*, with appropriate statistics, and provides 4 points of protection. It also allows the possessor to breathe underwater for as long as the totem is worn.

Owl Totem- Allows the user to shapechange into that of a *Great Horned Owl*, with appropriate statistics, and provides 4 points of protection as well as the ability to see in total darkness as if illumination were equal to normal twilight for as long as the totem is worn.

Snake Totem- Allows the user to shapechange into that of a *Boa Constrictor*, with appropriate statistics,

providing 9 points of protection and the ability (upon a successful grapple) to wrap their arms around their victim and squeeze for 3-5 Harm, ignoring armor, each ABC thereafter for as long as the totem is worn. This "snake hug" also prevents the victim from inflicting Harm on the user.

Wolf Totem- Allows the user to shapechange into that of a Wolf, with appropriate statistics, providing 6 points of protection and allowing one to track by sight and smell as if possessing a score of 50 in Hunt Ability (or adding 50 if already possessed) for as long as the totem is worn.

Devon Whitmore

Divining Rods

(Minimal)

Extraordinary items usable by all but maximum effectiveness is gained by those with the Divination Ability.

Slender rods of less than pencil thickness tapering to a dull point and no more than eighteen inches long with short bends creating 'handles' of approximately three inches length. Divining Rods are made of precious metal (gold & silver predominant), imbued with extraordinary energy, and always appearing in pairs. Divining rods are tools used to search out & locate natural materials of general sort (i.e. water, specific mineral or plant matter, etc), the 'thing' being sought to be announced by the Avatar employing them.

Held loosely by the short handles, side by side with one in each hand, the Avatar concentrates on the object of their search. If the object, item, material is within the effective range of the Avatar the rods will swing in the appropriate direction, thereby guiding the individual to whatever it is they seek. They will also operate as long as the user concentrates on the search. If the thing being sought is not within range of the rods they will do nothing, but AEPs will be drained regardless.

After being guided by the rods, when the avatar is standing directly in front of or above that which is being sought, the rods will automatically cross over themselves and remain fixed in that position. The cost in potential/actual AEPs is 10 AEPs per use, as the rods siphon the energy from the user and the effectiveness of the Divining Rods are determined by the one employing said items, as explained below.

Avatars with no Extraordinary Ability:
The rods allow the user to locate the natural object being sought within a one hundred yard radius on the surface, and to a depth of ten feet.

Avatars with any Extraordinary Ability (*except Divination*)**:**
The rods allow the user to locate the natural object being sought within a one hundred yard radius on the surface, and to a depth of ten feet. For every 10 AEPs that the user channels through the rods, they can increase the range and depth by 50 yards and 5 feet respectively.

Avatars with Divination Ability:
The rods allow the user to locate the natural object being sought within a one mile radius on the surface, and to a depth of one hundred feet. Range and depth is maximum and cannot be increased by the addition of AEPs.

Jerry Leonard

Crystal Ball

(Extreme)



Crystal Balls are polished globes of clear unflawed crystal averaging 6" to 9" diameter, paired with and set upon hollowed out bases made of silver & xagium, all of which have been charged with supernatural energy during the creation process. The bases are usually engraved with arcane symbols. A crystal ball is a rare item usable only by those possessing the Divination Ability, and attuned to the device, for scrying purposes. Attunement to the crystal ball takes on average one full hour of concentrated effort for three days, and with an expenditure of 20 AEPs each day, after which the user is attuned with no more effort on his/her part necessary.

Operation of the crystal ball allows the user to view a current scene, centered from a 20-foot distance above a space or person known to the activator, or simply from above an unknown area, without being barred by intervening substances and according to the visual capacity of the activator. The "scene" has a radius of from 10 feet (close) to 30 feet (far). Seeing might only reveal darkness if illumination is lacking in the area to be scryed, and the activator is not normally able to see in such darkness. If it is a person or place the activator is very familiar with, then such viewing is *automatically successfully*. If it is a target known well, or at least seen several times, activation check is normal. All other attempts at this clairvoyant seeing are made at a penalty of +10 to +30, depending on how unfamiliar the target to be seen is to the user. While a viewing may be successful, one cannot 'hear'

what is transpiring.

The crystal ball, in conjunction with its base, can also be used to create an extraordinary object, the ***Eye Unseen***. Any number of these items may be created and used, though one at a time.

Jerry Leonard

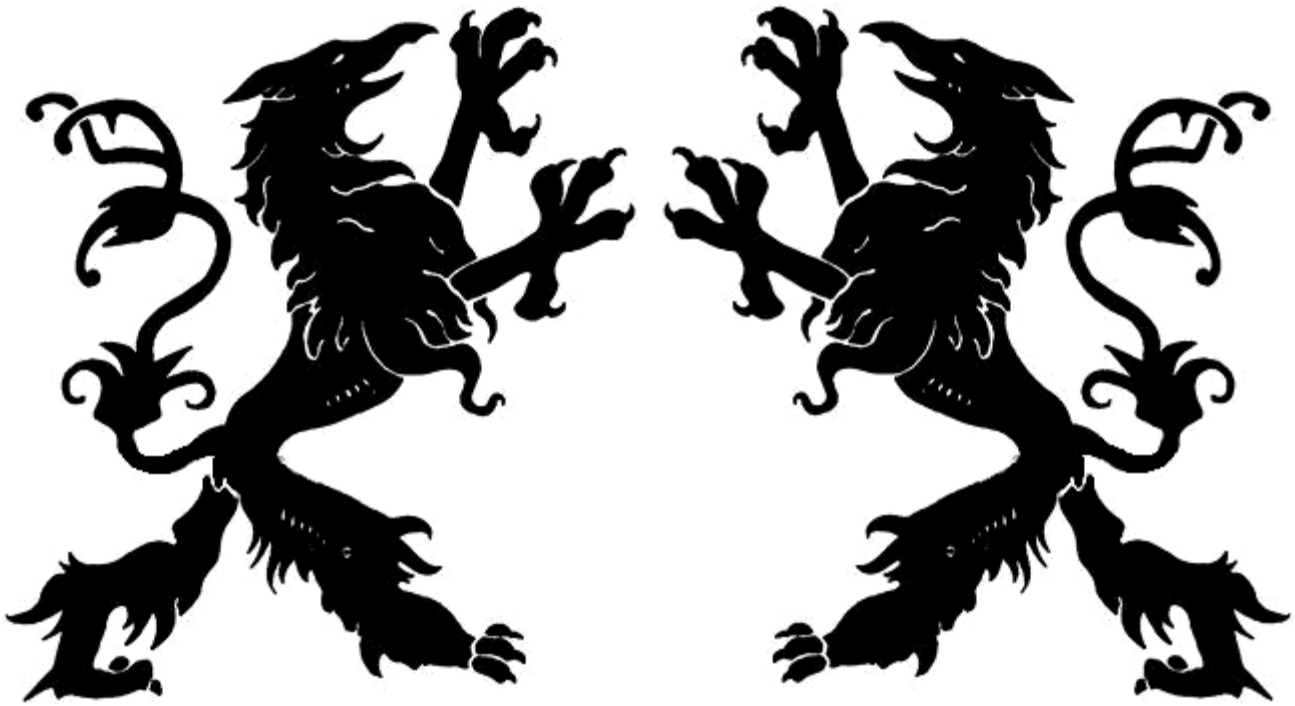
Eye Unseen

(Minimal)

The Eye Unseen is an extraordinary object that is created by, and used with, a ***Crystal Ball***, and can only be accessed by the ball that created it. Any small object, such as gems, coins, jewelry, even thumbtacks and push-pins, can be made into an Eye Unseen by placing it within the hollowed out portion of a crystal ball's base. After an investment in AEPs, attunement, and a successful check against the creator's Divination Ability Score is made (with appropriate modifiers as decided by the LM), the newly created 'eye' can be used to view (*and hear!*) through the crystal ball whatever is occurring around it, centered from a 20-foot distance above the object without being barred by intervening substances and according to the visual capacity of the activator. The "scene" being viewed has a radius of from 10 feet (close) to 50 feet (far). Seeing might only reveal darkness if illumination is lacking in the area to be scryed, and the activator is not normally able to see in such darkness.

Initial object attunement costs 20 AEPs, and thereafter the individual is able, through the crystal ball, to automatically establish and maintain the clairvoyant view (seeing and hearing) at a cost of 1 AEP per minute.

Jerry Leonard



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RANDOM ENCOUNTERS

The Dread Mists of Fairdale

A Mini-Adventure for use with the LEJENDARY ADVENTURE ™ FRPG

by Brant Bollman

INTRODUCTION *(Notes for the Lejend Master)*

This adventure is suitable for a party of four to six mid-level avatars containing at least one Kobold race character and one Theurgist character. If your group doesn't have one of these, consider adding an NAC to fill the position before the journey to Fairdale. Within this document, the abbreviation "***BoL--***" refers to the LEJENDARY ADVENTURE™ core rulebook, ***Beasts of Lejend***, which is then followed by the page number where complete details of the creature noted may be found.

PRE-ADVENTURE PLAY

On a crossroads of a great trade route lies the walled city of Fairdale. A peaceful site overlooking beautiful pastures and prosperous farms, Fairdale is host to thousands who come to trade in the market, dine at fine eateries, and drink in boisterous taverns. Mayoral vassals from the city patrol the countryside keeping the citizens safe and free.....

Until the Dread Mists came...

Now strange mists settle in from the rural lands and haunt the peaceful townsfolk. Bad omens abound, panic is rising and people are disappearing!! Superstitions are running rampant and ancient rituals are being performed to stop the dark incursion of this curse.

Setting One: The Great Road to Fairdale

The party of avatars heads towards the trade center of Fairdale, each for their own reasons. Spell casters might seek new spells from the Fairdale mage schools, warriors may need supplies and armor repaired, and everyone awaits the legendary Fairdale bazaar. But on the way, an alarming number of pilgrims are found fleeing the city. Possible encounters to include:

- Old woman on road, *"Heed the omens... go not to Fairdale!! I think it to be called HELL DALE!!"*
- Merchant with his goods packed on a wheeled cart, *"The Dread Mists are descending and innocent people are disappearing."*
- Husband with family, *"Strange signs are present. All should leave. This is no place for a family."*

Titus Oaken shield, Knight with patrol of his men, *"Fear not. Those are superstitious simple folk. I have my men working on this anomaly. It is probably simple brigands in the streets."*

Titus Oaken Shield,
Knight Champion

H: 82 **P:** 63 **S:** 14

Chivalry:	101	**Planning:**	10
Hunt:	55	**Weapons:**	75
Physique:	52		

Setting Two: The Bazaar

Hundreds of vendors pedal goods of every sort, music rings from noisy inns and taverns, beggars work the streets, and people bustle everywhere. The Fairdale bazaar is in full swing.

- Crier in street, *"Hear ye... Hear ye! Mayor's daughter vanished in night! 4,000 ducket reward for her safe return!"*
- Farmer in Marker talking to the Butcher, *"....I was out to look on the herd... That is when I saw it... Saw the silvered calf walking in the moonlight. It trod like a wraith from the mist and passed not twenty steps from my way. When the mist cleared... my prize bull lay like a new born calf... weakened and downed. He died a fortnight later.... He cost me 1200 duckets! Damn this mist!!"*
- Bard sings a song warning not to be out past nightfall. As the sun sets, everyone retires to the inns, taverns, or their homes.

Setting Three: Dread Mists in Fairdale

Before the party settles in to sleep for the evening, one scream breaks the fragile silence of the night. Then another is heard. Looking out the window, a fog settles into town. The Dread mists are here....

1. If the party goes out to investigate, they see a ghostly calf walking in the fog. Attempts to pursue it lead to an alley that is a dead end. Then, through the mist, a Phantom Calf emerges to leech the party of their Precision. ***See BoL 110 for details on the Phantom Calf.***

Setting Four: The Mayor's Palace

If the party slays the Phantom Calf, they will be asked to meet the mayor in the morning. They will wait in a parlor until he at last calls them in. A mystic, Robus the Sagely, dressed in robes of black and silver, roles odd shaped bones on a divining bowl.

- The Fortune teller says, *"Your daughter's disappearance is an omen!! Repent your misdeeds!!! Recompense to the mystics will straighten the wrong done..."* and the mayor gives him a purse full of coinage.

In meeting with the mayor, he will beg the party for help in finding his daughter. He says he will help in anyway possible. During the ensuing conversation with the party he may even give clues provided from the list below.

- The mayor's daughter is named Jessica. She disappeared from their estate north of town.
- The farmer who lost his prize bull lives but one mile north of the mayor.
- The guards at the northern wall often report seeing the mists first. Some say the north road is haunted.
- The Dread Mists have come on and off for many years... But it used to come only once or twice a year. Starting six months ago, it started coming more and more frequently. And more people started to disappear.
- In the last month or so, most of the vanished have been political enemies of the mayor.

Optional Event: If the group still needs help, a group of merchants traveling the north road arrive in town, beaten and mostly dead. They say they were attacked by Ghouls not four miles to the north of town.

LM NOTES:

1. Robus is not a real sage. He is a drunkard who swindles the mayor out of money to feed his drinking habit. If followed, he will go straight to a cheap inn and purchase a skin of wine.
2. ***Red Herring:*** Titus enters the south gates with a group of thieves in tow. His men captured them in the night.

Mayor

H: 40 **P:** 24 **S:** 8

Commerce: 40 **Urbane:** 26.2
Chivalry: 24 **Learning:** 16

Robus, The Fortune Teller

H: 21 **P:** 24 **S:** 8

Pretense: 61 **Stealing:** 22
Stealth: 14 **Urbane:** 12

OVERLAND ADVENTURE

It is important for the party to leave in the late afternoon or evening so that the night may fall while on the road. Build an eerie, gothic, almost horror feeling to this part of the adventure.

On the road, a thick mist begins to fall. All is quiet save the fall of the avatars feet on the road. Then a wolf is heard howling in the distance. Nerves begin to fray as the call is echoed by another... and an-

other..... and yet another..... (At this point, the kobold character might begin to panic)

As the party discusses its options, a wolf's form is seen looming in the mists from the south..... He is hungry, appears to be rabid, and has brought his friends..... Nearly forty of his fellow canine friends begin to form a semi-circle around the party, cutting off the path of retreat back to Fairdale. There are only two options: turn and fight the outrageous odds, or flee to the north.

Wolf-- BoL 19.

As the party flees, a farmstead appears looming in the distance. It sits on a steep hillside and is backed by a large knoll. A humble farmhouse, towering four story barn and chicken coop are the main features. When the Avatars aren't so pressed for time, a closer inspection of the back yard will show a fenced in area behind the chicken coop. Examination by the party will reveal that it is the family's cemetery with eight century old stone markers... that set at the head of freshly dug graves.

Setting One: The Eerie Farm House

The adventurers run hurriedly to the door of the farm house. They knock a few times and moments later a tall, stone faced man in farmer's clothing opens the door. His wife stands rigidly behind him.

Their skin appears to be gray and their voices emotionless (this freaked out my party). They invite the party in telling them that they should stay the night and be on their way in the morning. They also say, *"No... I've seen nothing unusual? Everything is normal.... The crop will be reaped soon... There are bandits on the road... not safe to travel at night..... There's a stew on..."*

The adventurers can investigate and see that the house is quite dusty, all foodstuffs are preserves and a look out the windows at the crop will show that the fields are in disarray. No crop has been planted in at least a year. If asked about this anomaly, they will either answer, *"...crops will be reaped soon...."* or just ignore them.

These good folk are under the powers of the evil that lurks under the barn. They are decent people that will be freed with the death of their captor.

Farmer:	**H:** 24	**P:** 22	**S:** 10
Wife:	**H:** 22	**P:** 20	**S:** 10

Setting Two: The Cemetery

The family cemetery was detailed above. All the graves are empty save one that still holds a ghoul that sleeps there. It will rise and strike if disturbed. The other seven ghouls are out on the night and may be called in as reinforcements at the end of the adventure.

Ghoul-- BoL 104.

> **Note:** The memory tablets of the two foes at the end of this adventure are hidden, buried in the graves of this cemetery. It is very important that they are not found until the end of the adventure.

Setting Three: The Barn

This large barn appears to be normal save the fact that no livestock are within and the hay in the loft stinks of rot. As soon as the party enters, rats run from the corners and scamper here and there like a plague. They are harmless, only meant to enhance the mood and stand as an omen that this is a bad place.

A secret door, hidden under straw, lifts to reveal a set of dark stone steps leading underground. A dank, musty dungeon awaits the delvers.... The source of the Dread Mists lurks below. (*See map on page #*)

DUNGEON ADVENTURE

Dungeon map on page #

1) Stairs leading down: Steep stone steps end in a masonry bricked tunnel some seven feet high and 4 1/2 feet wide. The quarters are cramped and the stinks of rotting flesh. Torch light flickers from around a corner some twenty feet in front of the party

2) The Room of Despair: This room houses a round table in the corner of the room, a torch flickers in a holder in the wall and has two exits, one in which the party stands and one to the delvers' right. Sitting on top of the table is a gold statue of a nude woman. As the delvers enter the threshold of the room the following responses occur in succession if a success health check is not made at -20;

Person #1-- Is mystified by its beauty. The avatar be-

lieves it is worth 300,000 duckets and also feels the charge of watching it should fall to him alone.

Person #2-- Irrational jealousy of the find of person #1 and attempts to get it for self.

Person #3-- Looks at the statue and gets a bad feeling.... It must be cursed.... must destroy!!!

Person #4-- Doubles over laughing hysterically at the whole situation.

Person #5-- Gets violently ill....

If there are more than six in the party, be creative in thinking up new emotional responses.

The statue has no magic power. The table has an emotional delusion spell cast upon its left front leg. Leaving the threshold will break the curse. If the room is entered again, the spell starts anew with the emotions reassigned in the new order in which they enter. If the statue is destroyed and the party leaves, if they re-enter the room, a perfectly restored statue rests on the table. A yard of black silk cloth hanging in **Room 7** has the magical ability to counteract the spell so that the leg can be removed, stored, and used by the party on later adventures.

3) Storage room: As the party scouts this area, a twisted horror is seen at work in the storage room. A ghastly, vile Animort shoves crates into areas assigned by the master. It is mindless and will only attack if its task is interrupted.

Animort-- BoL 105

The crates contain two months worth of dried foodstuff. Salted meats, dried fruits, kegs of ale and the like are here. They are of average variety and if hauled out would fetch an 800 ducket value.

4) Manticore pet: In a room bedded with straw, a large manticore peacefully slumbers. In the room with him are scattered human remains from a recent meal. Around his neck is a jeweled collar worth 2000 duckets. The manticore is loyal to the master of the dungeon and enjoys torturing its prey before devouring them.

Manticore-- BoL 51

5) Lady Jessica in a cell: A beautiful maiden, some seventeen years old, appears to be locked in a tiny room. The door must be picked by a trained person or other means used to open the door. (Place the keys in room 6, in a spot hard to sneak to, if you wish). The lady Jessica appears to be in good shape but her nerves are rattled. When she sees that you are rescuers, she will say the following...

"Shhh... You must be quiet. I am being held hostage by an evil, vampiric sorcerer. He wants me to be his willing queen...."

She describes him as 6'6" with hideous fangs and a bat-like maw. She also says that the group must not leave without freeing her friend.

"...He is a kobold servant of the vampire. But he has been helping me... Bringing me extra food.... Helping me to plan my escape. We must save him, too. His name is Anton... He should be in the library shelving books... But be quiet... The master will be back soon."

She will also ask for the party to retrieve her dagger from the desk in the study. She will follow behind the group and act as helpless as possible.

Lady Jessica (Mage, 9th Rank)

H: 53 **P:** 53 **S:** 14 **AEPs:** 56

ABILITIES:		**Memory Tablet:**
Enchantment:	58	**1. Dazzling Dart**
Arcana:	46.8	**2. Drop Net**
Learning:	33.8	**3. Flame Finger**
Metallurgy:	24.4	**4. Iron Agony**
Weapon:	15	

Dagger +10/+6-9 (VT)

The Charade:

Jessica is truly a willing captive. Her undead partner in crime is no vampire at all. He is truly Anton, a Kobold sorcerer who cheated death years ago by becoming a ***Peccant***. He is also the source of the Dread Mists. His special power is *Misty Bank*, which he has used when searching for stray victims in the streets of Fairdale on occasion.

The plot thickened when he floated by the Mayor's estate one evening and saw the Lady Jessica combing her hair at her nightstand. They fell in love. He would soon find out the Lady was not an innocent at all. She is a power hungry Enchantress with her eye bent on the mayoral seat, and more. After their chance meeting she started working with him, getting Anton to eliminate her political rivals. Now she only needs to remove her father and her plan will be complete. A journal written by Anton is hidden in his mattress. It will tell all the details of this scheme.

The Lady heard the delvers approaching and used a mechanism inside the room to lock the door of her “prison”. She now will wait at the back of the group as they enter the study and find the "helpless"

Kobold. As soon as it is convenient, she will cast *Dazzling Dart* into a rescuer's back, grab her dagger from the desk, and fight for her undead lover. She uses *Flame Finger* when in danger. If Anton is slain, she will pretend to be freed from his evil charms. She will also try to bribe the party with the whereabouts of his and her memory tablets and, overall, will do anything in her power to harm the party and save her skin.

6) The Study of an Evil Undead: A large square room decorated with plush items lies before the party. A silk bed sits by a small desk to the left, bookshelves to the right and a bookstand sits in the center of the room. A Sorcerer's Circle is painted in the middle of the room and bloody rituals are evident in the area. A brass statue of a human male looms ominously on the far wall and the stink of the undead is thick in this area.

Anton shelves 'sorcerous' tomes on the bookshelves to the right of the room. At Lady Jessica's prompting, he will also continue the charade. *"I hear the master coming back!!! Hide!!!"* He will then turn invisible... reappearing as a hideous vampire in the center of the summoning circle to start a volley of spells.

Anton's initial attack plan consists of the following;

1. He will summon his undead servants from area 7.
2. Levitate to the ceiling to stay out of harms way.
3. Cast Brass Golem on the statue in the corner.
4. He will then lower himself behind the statue and attack with spells, peccant powers, or his magic short sword +10/3 (+17-20 peccant harm).

If the battle is looking bad, he will turn into mist and flee out the tunnel to the outside. He will summon the wild ghouls, have them dig up his Memory Tablets and flee. If Lady Jessica is taken prisoner and returned to town, he will try to free her at the earliest opportunity.

TREASURE: There are a large number of ancient tomes worth a total of 1500 duckets. If the brass statue isn't destroyed, it is worth 20,000 duckets. In the mattress on the bed, a pouch of 2,000 duckets is hidden. Also hidden is a journal of Anton and Jessica's combined activities. A candle holder also has a 200 ducket value.

7) Lurking evil reinforcements: Anton's undead servants await his call in this area. The stench of living dead here is overbearing. Rotted and decayed furniture litters the room. The only thing of note is a black cloth on the wall (see room 2).

3 Moriants--BoL 105
8 Animorts--BoL 105

Anton (Kobold Sorcerer) Peccant -- ***BoL 102***

H: 185 **P:** 80 **S:** 21 **AEPs:** 84

ABILITIES: **Sorcery:** 121 **Stealth:** 148 **Stealing:** 82

Memory Tablets:

TABLET 1—	**1. Hell Blast**	**2. Hell Bolts**	**3. Brass Golem**	**4. Sorcerous Circle**
TABLET 2—	**1. Sending**	**2. Summon Demon**	**3. Unhallow Ground**	**4. Bolster Demon Health**

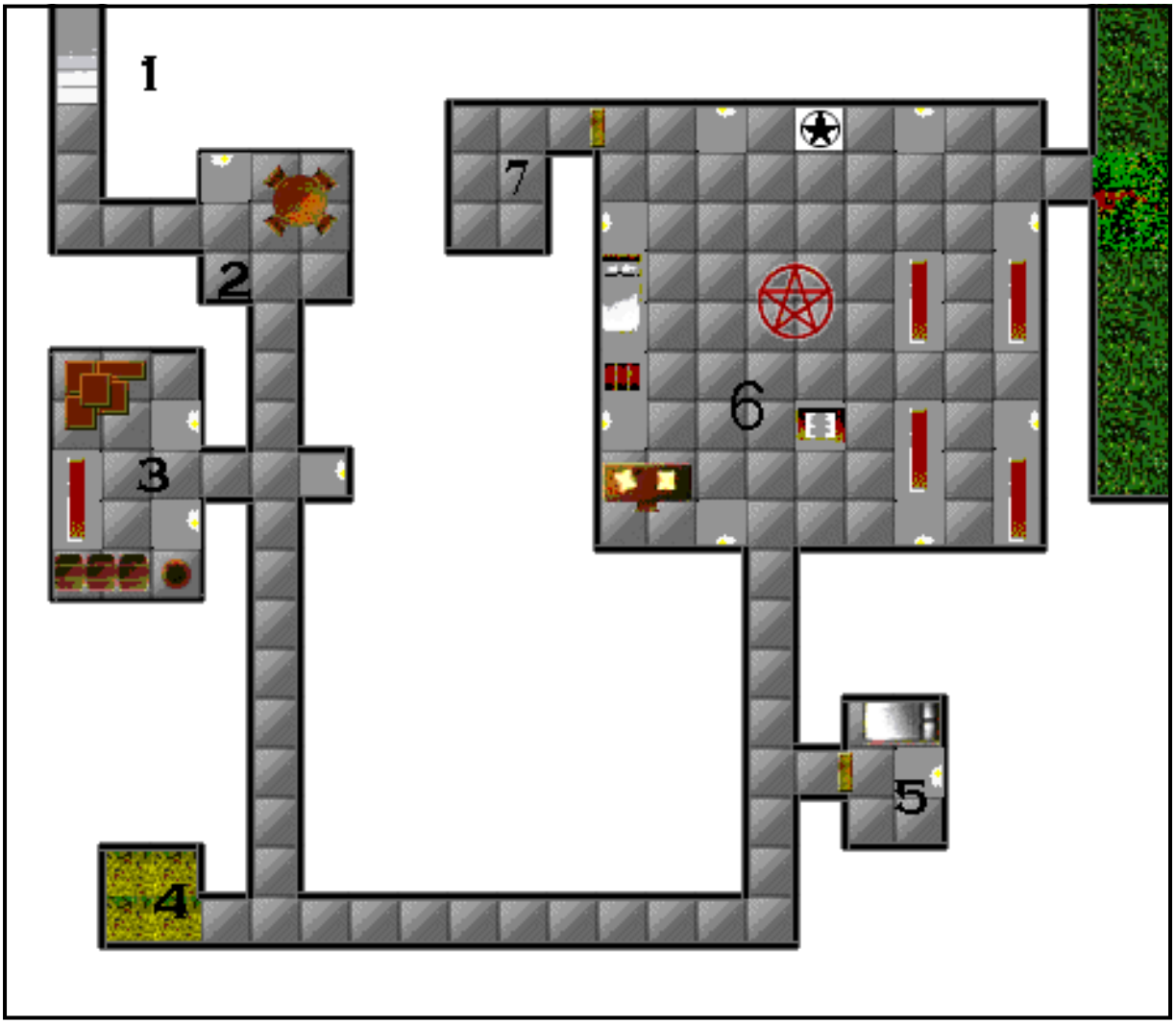
Short Sword +10/3 (+17-20 Peccant Harm)

WRAPPING UP THE ADVENTURE

After successfully destroying Anton, or driving him away, there are several ways to conclude, or continue with, the adventure

- The mayor will not readily accept the fact that his daughter is evil. Resolve this however you feel is best. If the journal was discovered by the avatars, it can be used as evidence if a trial ensues, and if Anton fled, he may well return and try to rescue her.
- Titus Oaken Shield could defend the Lady.
- The farm family will revive if Anton is destroyed. But they only remember that a kobold came to the house some years ago and then all is foggy.
- Lady Jessica will try to blame the kobold in the party if she can...
- If the avatars are successful, the reward will be given. Good repute, the Memory Tablets and any other treasure is the reward for success.
- The irony is that if Lady Jessica has her way, the noose might be the ultimate reward....

Dread Mists of Fairdale — MAP 1: Dungeon Level (under the barn)



EDITOR'S NOTE: ***Getting more use out of "One-Shots", or making mountains out of mole hills....***

After receiving several emails begging us NOT to give you small encounters/scenarios, but larger ones for multi-session play, I decided to reprint for all of you fine readers a dandy little scenario written by "Lord Barabuz" (Brant B.) to show that, with just a little forethought, even little scenarios can be easily and quickly developed into larger adventures with longer playability… Now, while The Dread Mists may seem like a very short and simple scenario, it is very amenable to personalizing and adding on, as are most all "one-shots" (or single session scenarios, if you will).

For example, at first my players had a hard time deciding if what was happening in Fairdale was "*worth their time*" as they were only passing through and engaged in another mission. The caravan that was attacked by ghouls made their decision easier, as they all had had enough trying experiences with the undead that just the mere mention of such abominations made their blood boil! So before they even considered the idea of searching for the source of the mysterious mists (Anton), they went in search of the horrid creatures that attacked the merchants. This afforded me an opportunity to not only let them vent their hatred of the undead for a while, but to add another lair of the cunning beasties (to save the eight in the cemetery for another time) and plant a few more clues…

During their ghoulie hunt they also had a few run-ins with the wolf packs, but not in such numbers as

will cut them off when they search for the mist's source. This helped greatly to disguise the obvious railroading that occurs later, as well as providing a lead-in for another small adventure after this one concluded to determine just *why* the wolves were concentrating in such numbers.

One avatar had fallen victim to the ghouls during the 'minor' showdown, and another had fallen to the overwhelming force of wolves as they ventured closer to Anton's base of operations… So to keep all the players in the game and improve the survivor's chances of staying that way, when they were done rolling up new 'heroes' they were plopped into a couple cells of their own placed between encounter areas 3 & 4 (minus their gear of course). Failure to rescue these avatars would result in them either becoming undead themselves or food for the manticore. As you can see on the map, there is plenty of space to make reasonable additions to the dungeon that can both add to the difficulty for a strong party who's having an easy time, or just make things more interesting.

After 'rescuing' Lady Jessica, defeating the undead servants, and running off Anton, the Avatars discovered the journal and brought her back to town to face 'justice'. As luck would have it, Anton did indeed rescue her before the trial (while the party was busy celebrating), and this gave them the opportunity to go on yet another merry search and destroy operation through the northern territories battling undead and wolves until they found the location of the Peccant's "fall-back" lair. After finally destroying Anton & his lackeys (and being better prepared this time) the group recaptured the "Lady" took her back again.

Once the actual scenario was concluded the party did stick around a while longer as they scoured the countryside eliminating undead stragglers and finding out what was up with the wolves (and later battling the cause... a Loup Garou that had set up shop in town just before the avatars arrived). Their adventuring success also created a few enemies as well...

This was all stuff that came up on the fly while we played so, as you can see, there is no reason whatsoever for anyone to be put off by a seeming "too short" adventure, or even an 'encounter'. Just think of it as a seed that needs to be planted (in your mind) and nurtured before you gain the true benefits from it. With just a little effort, even a simple idea can take off and become something of epic proportions if you want it to. There are several quickies available and listed below, that can be expanded quickly and easily if its size is of issue to you, so be sure and check them out:

Found at Lejendary.com (http://www.lejendary.com/la/template.php?page=scenarios&style=blaze)
Saving Servala and ***Under The Bright Moonlight***, by Jon Creffield, are both excellent lead-ins to adventures of even grander scale than presented.

Dragonsfoot.org's Lejendary Adventure Resource Page (http://www.dragonsfoot.org/la/) has two great little "encounter" scenarios.

Bandits! - An Encounter, another one by the esteemed Mr. Creffield, is easily tacked in to anything you can come up with. When I used it, the "bandits" were actually Titus Oakenshield (from The Dread Mists of Fairdale) and several of his men. Our man Titus was playing both sides of the field, so to speak. So after the player's party spent all this time in Fairdale, taking all the action and soaking up all the glory & attention, Titus took matters into his own hands to rid the town of these "heroes" and thus bring the public adoration (and fear) back onto himself. The duplicity involved was a hoot and the players never saw it coming!

The Mere of the Mudman is another excellent adventure seed in a couple ways. Not only can one build a good adventure around this, but Brant Bollman also provides us with an excellent creature concept! Imagine a tree in the middle of an old forest which grew up over the top of an evil extraordinary artifact... Gaining a malevolent sentience of its own and spreading these bad vibes throughout the woods, attracting all manner of vile creatures to its evil sanctuary...

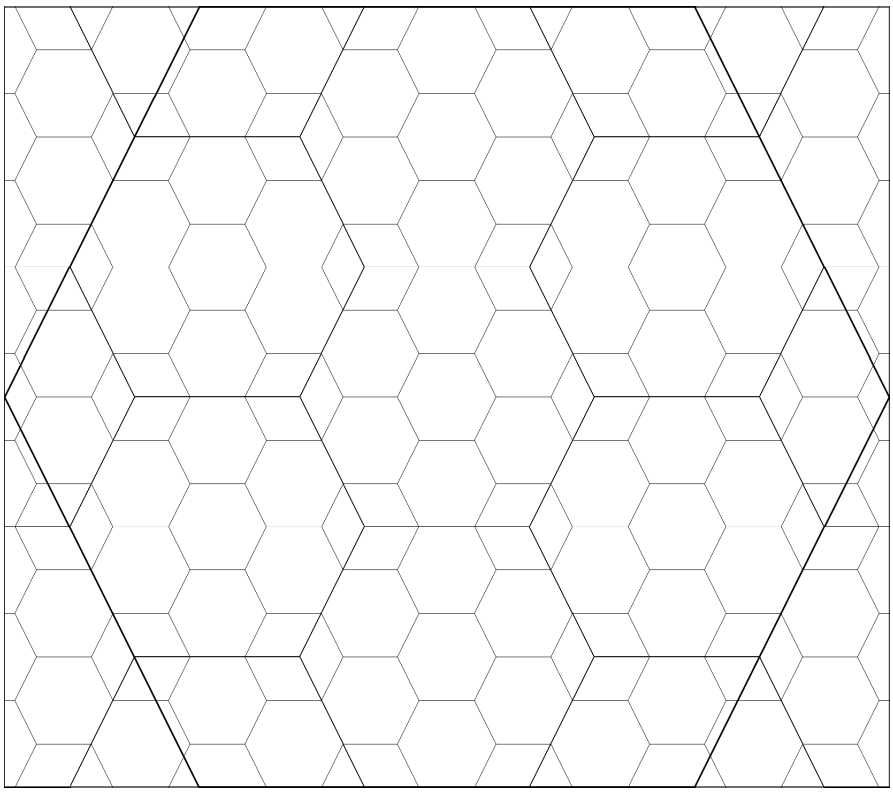
In closing, I would like to put a call out to anyone interested in submitting not just "large" scenarios & adventures, but even "one-shots" & encounters. Big ideas can always be found hidden in small packages too, so let's see what you've got!

J. Leonard

TOOLS OF THE TRADE

In this column it is hoped to provide articles & items of interest meant to aid the harried Lejend Master in developing, preparing, or running his Lejendary Adventure game sessions. Tables, tips on game play or creating exciting & compelling adventures, general game 'aids', etc. - Our readers are, as always, welcome to submit and share their ideas for the benefit of their fellow LM's and players.

Mapping Paper For The Masses



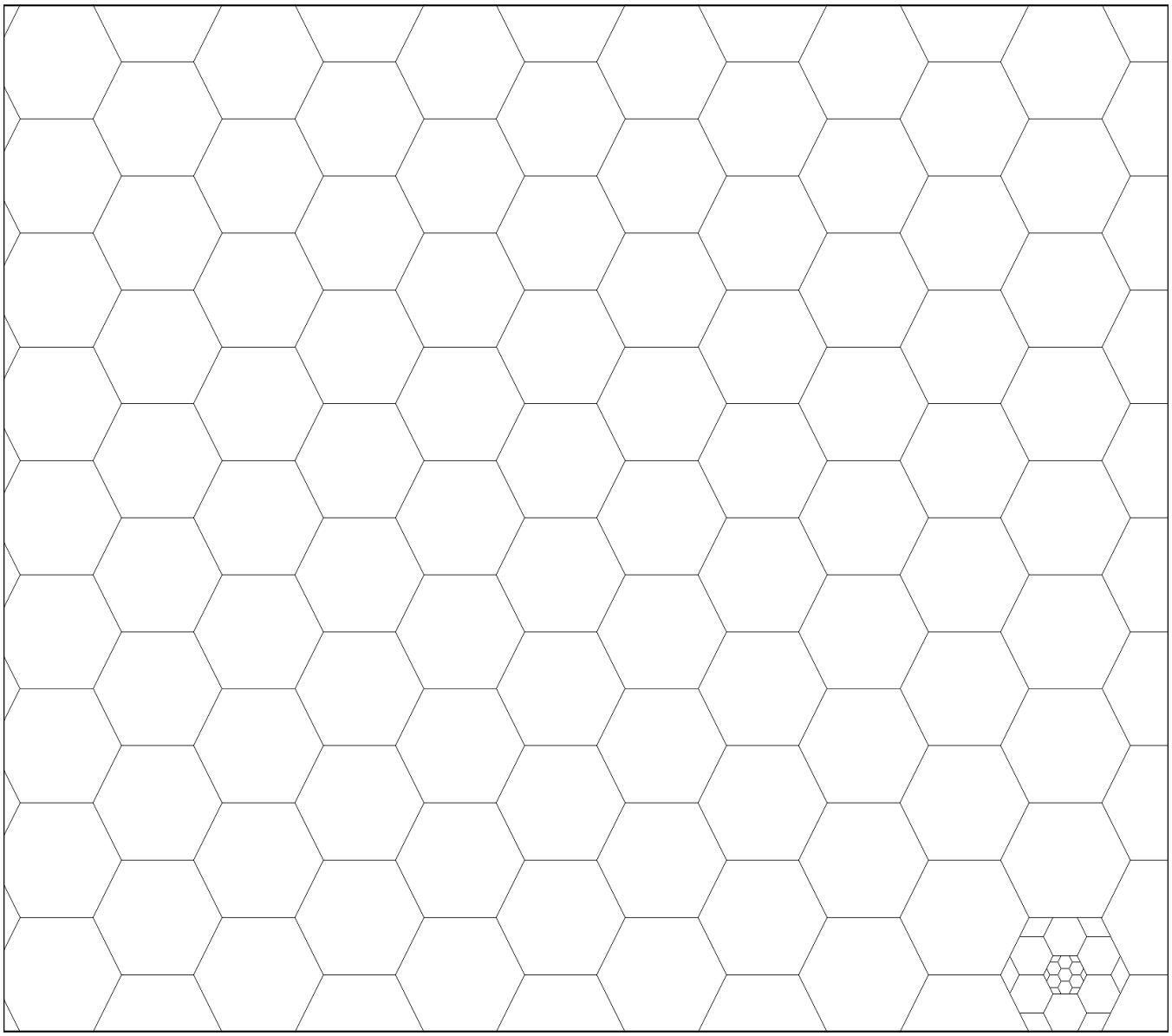
One thing I can never have enough of when preparing for a game is mapping paper. Square grid or hex, it doesn't matter, as I go through a lot of it, and I'm sure many of you do too. Lately it has been getting harder and harder for me to locate good quality graph paper (and I live near a college town too!), and it's darn near impossible to find hex paper, especially since all the local gaming stores have gone out of business. I could go online and order enough to bury myself, but I figured since I already had a computer and various graphics software, nothing prevented me from sitting down and making my own mapping paper… The way *I* wanted it…. And printing it out as I needed it. Since I'm sure that I'm not the only one who probably has trouble getting decent map paper I thought I'd share mine with you. Hopefully you'll get plenty of use from the following pages, but if not, then I guess that's okay too.

Of the five presented, four are hex-oriented, obviously. The first being a 'normal' hex page, and the second & third pages being what I call "*rosette hexes*". I have found the latter two to be quite useful when zooming in to smaller sections of my wilderness maps, and maybe you will too. Page four is a simple graph-style page for indoor mapping. As the designs I made were oddly shaped, shrinking them down to fit on a page left me with room to make a comment field as well. Page five is my geodesic "world map" page. If you're into world-building for your fantasy RPG's, this one might be helpful to you when used in conjunction with the rosettes (to zoom in on particular spots for more detail). When Gary's ***Lejendary AsteRogues™ F-SRPG*** finally hits the bookshelves, you'll also be able to use it to map out various asteroid 'worldlets' that the player's Avatars may visit as they traverse the solar system in search of fame, riches, and adventure….

Personally, after I've doodled a map and gotten things situated so that I'm satisfied with it, I'll start redoing it with Windows Paint. Yes, it *is* a horribly simple tool, but with practice many cool things can be done with it. And in the case of our current subject (that being maps), the coolest thing it can do is make clean maps, with custom icons no less. 'Course you've got to *make* the icons first, but it gives the maps a nice, personalized style I think. If you're like me and prefer to do your maps this way, the images you see here are available at **The Portal**'s main website in .GIF format, except full size (**Width:** 17.25 inches **Height:** 15.20 inches). Simply make a copy of the one you want to use, open it up with the image editing software of your choice, and go at it!

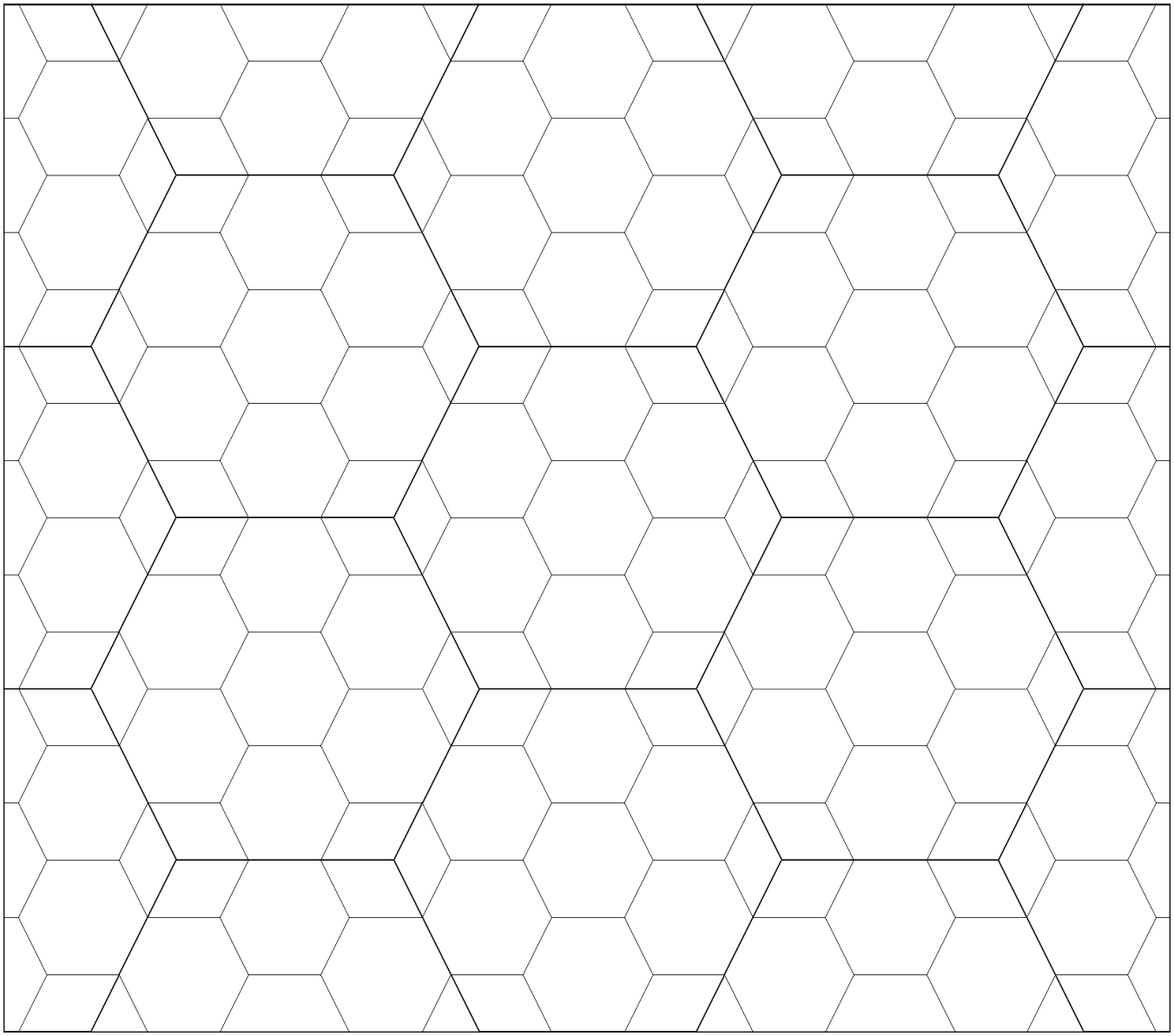
Jerry Leonard

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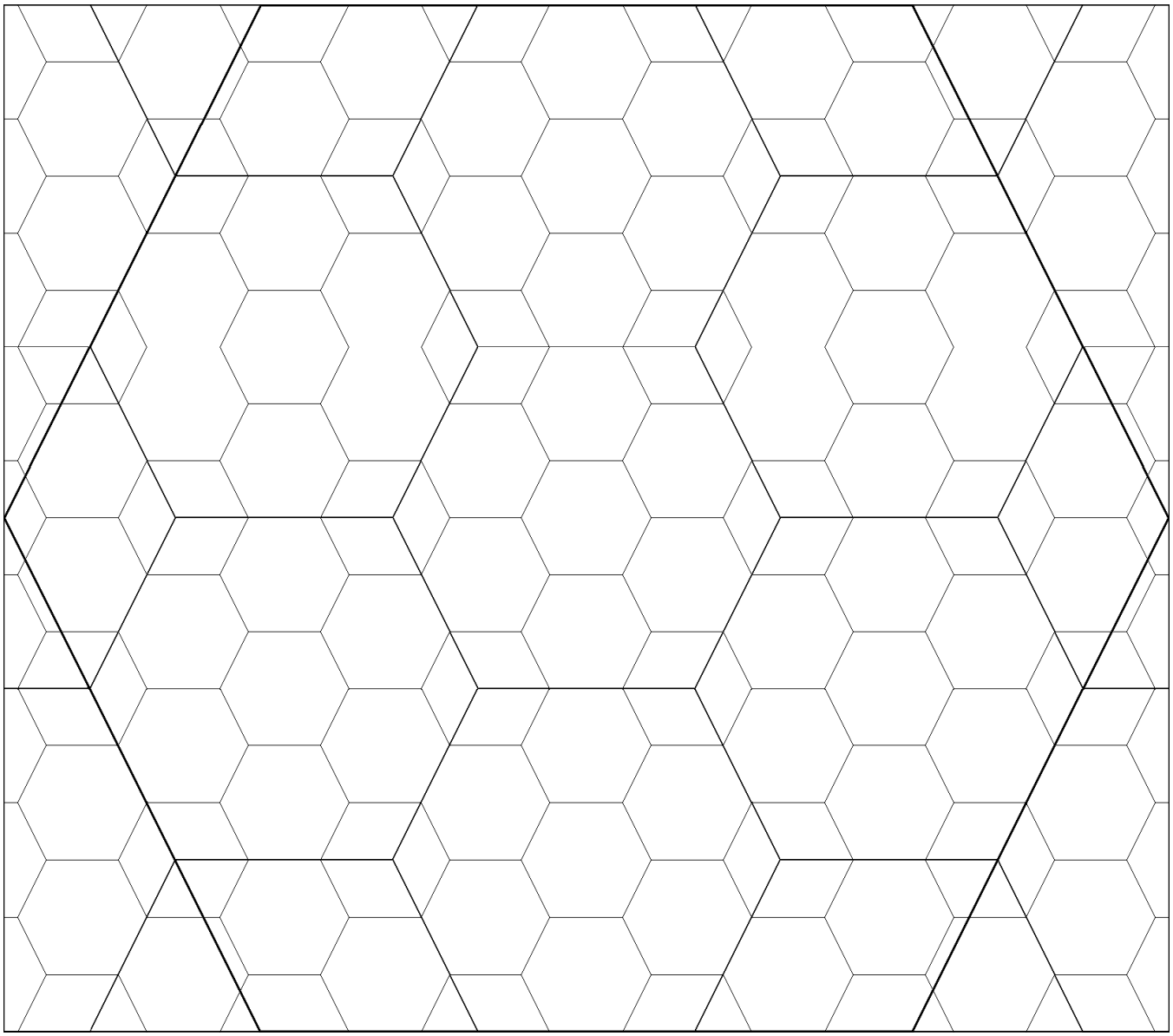
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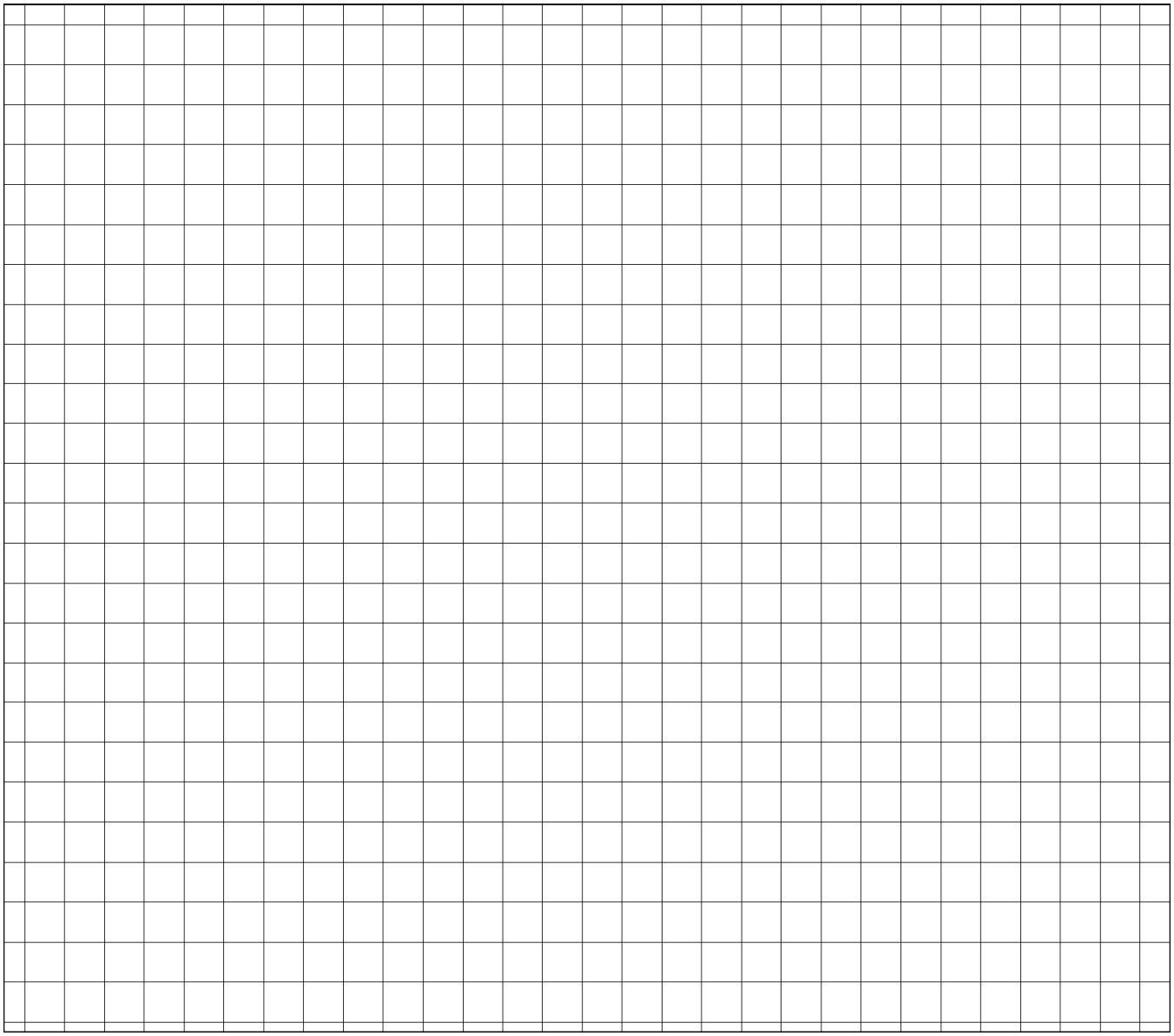
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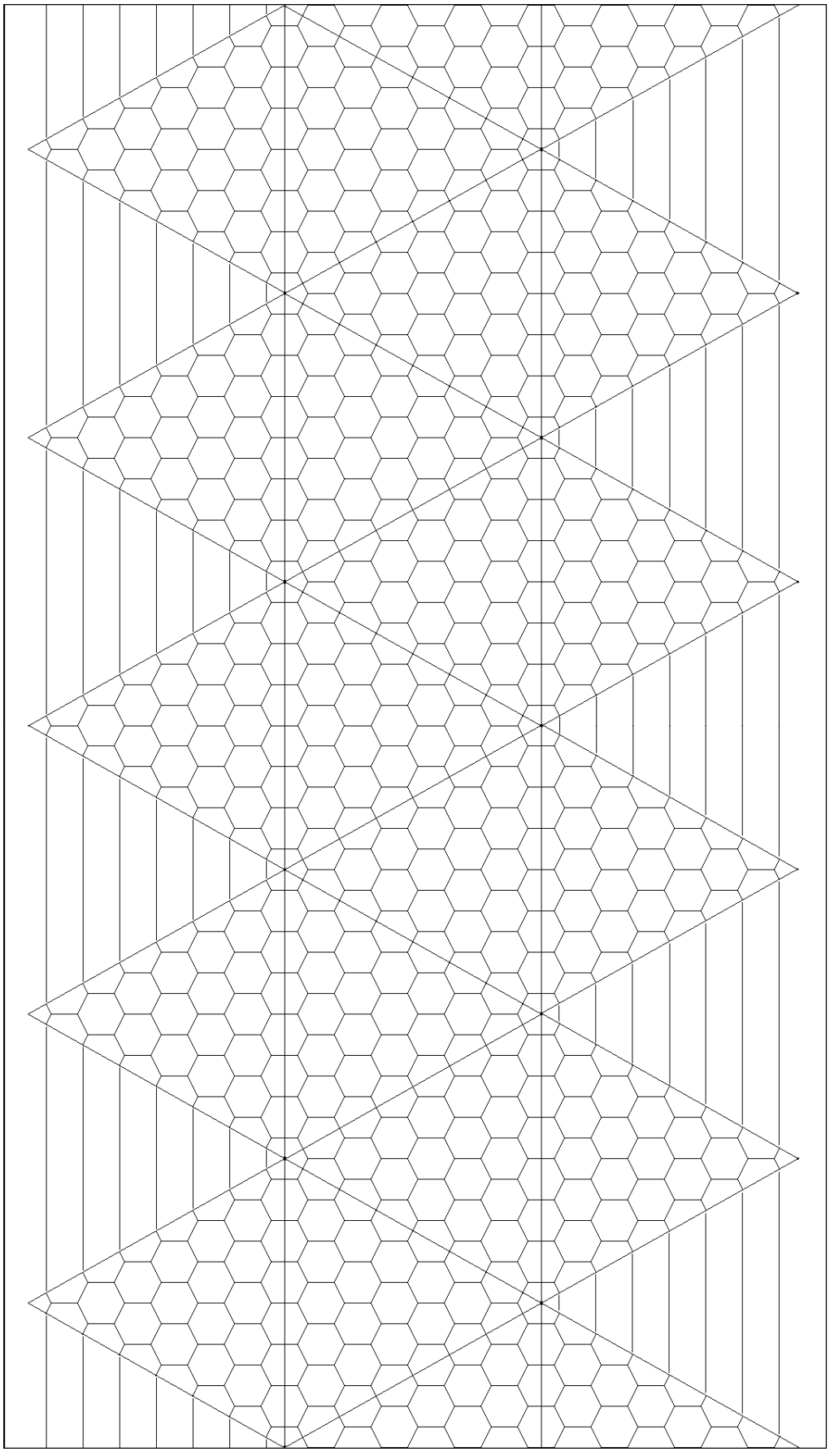
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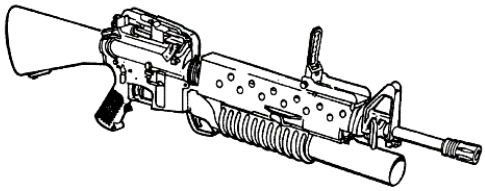
Stay Tuned for Issue #4 of THE PORTAL

As the boundaries that separate
Magic and Technology are crossed,
and The Portal-Keepers open
the Doorways of the Multi-verse

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Let's take a look at the "Great Equalizer" in the Dimensional Matrices that embrace technology...



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